

ADCP3-1

SWARM OF CHAOS

A DUNGEONS & DRAGONS[®] *LIVING
FORGOTTEN REALMS* ADVENTURE

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Cleansing the infestation beneath the boughs of Cormanthor reveals on the beginning of the corruption. Demon cultists have infiltrated Myth Drannor and the ancient land needs your help to stop their nefarious plot. Swarm of Chaos is a two-round continuous-play Living Forgotten Realms Battle Interactive set in Myth Drannor for characters levels 1-20. This adventure is combat-intensive. Players who do not enjoy combat encounters are less likely to enjoy this adventure. It is recommended that at least three of the characters be members of the same Adventuring Company. This adventure takes place after the events of the SPEC3-1 Roots of Corruption adventures, but playing the adventures in order is not required. This adventure may only be run at Wizards Play Network (WPN) Public Play events. It may not be sanctioned for Private Play.

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

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If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Heroic and Paragon tiers of play (levels 1-20).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five adventure levels within each tier. The choice of adventure level affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which adventure level they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an adventure level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an adventure level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the

opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten Realms*, please see the *LFR Campaign Guide*, which can be downloaded from the LFR download website at <http://livingforgottenrealms.com/>.

This adventure, like all DUNGEONS & DRAGONS® adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points "winning" the overall competition. That's great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters aren't members of any existing adventuring company when they sit down at the table, that's fine. They can organize a new company on the spot, so long as the rules in the *LFR Campaign Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play

events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the adventure. Public Play events, especially conventions, are the biggest RPGA events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Everybody who participates in an adventuring company adventure receives a story object to commemorate the occasion. These story objects are handed out by the DM at the end of the adventure, just like any other *Living Forgotten Realms* adventure. Some adventuring company adventures might include an additional prize, such as a special certificate, that only the winning team gets. The additional prize may be reserved for events that are at least some minimum size (such as 10 tables). The organizer (the person who sanctioned the event) is responsible for making sure that the adventure is run in a consistent and fair fashion, and for reporting the results back to the WPN. In the case of any disputes, the organizer makes the final decision about all elements relating to the competitive aspects of the adventure. The organizer's decisions are final and may not be appealed. Remember that the goal is for everyone to have fun!

All tables of an adventuring company adventure should be treated the same as any other RPGA event, including adherence to the RPGA General Rules. Each table must include 4-6 players and a DM. In other words, the core D&D experience should be the same, even though there might be some elements that extend beyond an individual table (such as overall scoring). Each table DM must complete a Session Tracking Form and turn it in to the event organizer, who is responsible for making sure that the results are reported to the RPGA in a timely fashion.

COMPANIES COMPETE, NOT PCs

Adventuring company adventures are designed to offer unique challenges and opportunities. They often pit adventuring companies head-to-head in some sort of competition (such as a tournament, scavenger hunt, or race). They might also involve a large-scale event (such as a battle to defend a frontier town, clearing out a significant monster lair, exploring a new dungeon, or staking a claim to new territory in the wilderness). In all these cases, it makes sense for the NPC sponsors to recruit adventuring companies rather than individual player characters. Regardless of the plot, the focus is on

the companies themselves, and the PCs' efforts will increase or decrease their company's relative standing in the eyes of the wealthy or influential patron who has organized the event.

There must never be direct PC-versus-PC combat in any Living Forgotten Realms adventure. You may not force or allow player characters to fight directly against other player characters. For example, it would be inappropriate to have a battle between two noble houses over a gold mine, where some of the adventuring companies are hired by one of the houses and the other adventuring companies are hired by the rival house, with the player characters fighting each other. Characters may temporarily be dominated by evil magic and forced to attack one another, but no one is ever allowed to set up a scenario in which individual PCs or groups of PCs are able to engage in direct combat against one another.

However, that does not mean that the various adventuring companies (and even members of the same company) cannot compete with each other in any way. That same "battle for the gold mine" scenario would be just fine if all the PC adventuring companies in the battle are working for the same faction, with all the NPCs hired by the opposing faction.

It is also okay to have the PCs represent different competing factions, so long as the PCs themselves do not directly come into conflict. In a tournament, the PC adventuring companies might be presented with multiple offers of employment by different noble houses. Each group of PCs would then individually decide which of the various nobles they want to represent. The winning adventuring company also wins the tournament on behalf the house they chose as their sponsor. Even in a tournament setting, however, player characters could only joust, duel, or otherwise directly engage in combat with NPCs, never with other PCs.

WHAT AM I ALLOWED TO CHANGE?

Because they are sanctioned for public play only, adventuring company adventures can offer some interesting opportunities to organizers. The organizer decides how to structure the event for maximum publicity and enjoyment. For example, you might run the adventure multiple times over the various days of a convention and award the grand prize at the very end. Or, you can get all the participants together at the same time (and ideally in the same room) for a grand event, with scores tabulated and prizes given out on the spot.

Some adventuring company adventures might lend themselves to a slightly more elaborate setup than a typical RPGA adventure. For example, a tournament might feature individual tests of skill and prowess, such

as an archery competition or a riddle contest. You could set these up as "stations" in which the individual characters would visit each station to participate in that particular competition. The DM supervising that station would have the player roll the appropriate dice or do whatever else is required, and then record the results on the player's score sheet, story certificate, or other tracking form.

However, the core RPGA DUNGEONS & DRAGONS experience remains 4-6 players and a DM at a table for 4 hours. Adventuring company adventures do not change that format. You may not run this adventure in any way that removes the core D&D experience. So, for example, you cannot run the entire adventure as a LARP (or "interactive"). The players are coming to play D&D and D&D is what you are expected to give them. Any additional elements that you present must be ancillary to the main 4-hour tabletop gaming session. You are also not allowed to change the story or encounters from what is presented in the adventure, other than as specified herein and in the "DM Adventure Adjustments" section of the *RPGA Character Creation Guide*.

WHAT'S A BATTLE INTERACTIVE?

The term "Battle Interactive" (BI) is used to denote an adventure where the player characters are taking part in a mass combat environment (such as a war, although formally-declared wars between sovereign nations are rare in the *Forgotten Realms*). The PCs are fighting as part of a much larger force, typically an army. They might have different roles depending on their level (lower-level PCs are likely to be treated more like common soldiers, slugging it out against a horde of foes on the front lines, while higher-level PCs are generally regarded as valuable assets, asked to join war councils and engage in special missions to strike directly at enemy leaders). Regardless of the details, the basic idea behind a BI is that it represents a clash of two or more opposing forces on a larger scale than would typically be depicted in a normal *Living Forgotten Realms* adventure.

Because it is plausible for a large number of PCs to be fighting at the same time as part of the same army, a BI makes an excellent fit for a convention or game day that can run a large number of tables at the same time. In the *Living Forgotten Realms* campaign we have chosen to present Battle Interactives as Adventuring Company adventures (using the ADCP designation) because it makes sense for factions to recruit large numbers of characters through their adventuring companies, rather than trying to recruit each individual PC one by one.

Organizers are encouraged to set the event up so that all the tables go through each mission of the BI

together. Special rules might allow tables to assist or affect one another in ways that are not possible in a normal adventure. For example, if Table #1 is overrun by monsters and forced to retreat, the BI organizer might rule that Table #2 can try to take on the extra monsters in addition to the ones they are already fighting, in hopes of saving Table #1 and closing the gap.

The overall success or failure of a BI is often based on the collective outcomes of all the tables playing. For example, if five tables are playing, the story would change depending on the majority outcome (if three tables failed a mission and two tables succeeded at the same mission, then the official result of that mission would be a failure).

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical *Living Forgotten Realms* adventure. The XP budget is higher, and the adventure is designed to push PCs to their limits, using up all their resources. Character deaths are more common. Players who do not enjoy combat encounters are probably unlikely to enjoy a BI.

DCs BY ADVENTURE LEVEL

The following table is included for speed play. Should you need to improvise on the DC for a skill check, the table below should be used as a reference.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

For reasons not yet clear, the barriers between planes have begun to thin. Creatures normally kept safely on their side of planar barriers have begun to bleed over into lands where they are not normally seen. These effects are becoming rapidly widespread in areas where these boundaries have already been stressed; happening from Elturgard (*ELTU3-2 Blue Wounds*) to Cormanthor (*SPEC3-1 Roots of Corruption: Infestation* and *SPEC3-2 Roots of Corruption: Dark Seeds*) and even on the plane of

Arvandor (*EPIC3-1 The Glorious Hunt*). Why the cause of this impending danger remains to be found and dealt with, its effects have immediate repercussions.

In the events detailed in *ELTU3-2*, *SPEC3-1* and *SPEC3-2*, adventurers discovered evidence that demon cultists have infiltrated Myth Drannor and are plotting a surprise attack on the elves. With whispers of this threat coming from so many quarters, Coronal Ilsevele Miritar of Myth Drannor has no choice but to prepare for the attack that may or may not ever come. Unbeknownst to the Coronal, most of her advisers have already been possessed by demons.

Meanwhile, Tral' Alum, a powerful daemonfey warlock, has observed the thinning of planar barriers and sees the opportunity to increase her power significantly with her demonic patron while at the same time setting up a demonic kingdom for herself in the heart of Cormanthor. In order to implement her plan, she has convinced several demon lords (Grazzt, Juiblex, Orcus, and Pazuzu) through their intermediaries to help transpose Myth Drannor with a piece of the Abyss. For a price, the sacrifice of the populace of Myth Drannor, the various demon lords have given her command over their cultists and demonic allies. With significant effort, Tral' Alum has provided the cultists with a means to cloak themselves from the elves and had them infiltrate Myth Drannor. The cultists and demons are planning to attack, diverting the elves' attention from the transposition so she can complete the ritual without interruption.

MISSION STRUCTURE

The battle consists of the following missions. If you are running this adventure as a multi-table event, we strongly recommend that you use a timer to control the start and end of each mission. Part of the challenge and the enjoyment of running a large-scale battle interactive is giving the players the sense that they are all fighting through the battle together. One of the best ways to do that is by having every mission start and end simultaneously. You can allow the table DMs to read the beginning and ending boxed text for each mission individually, or for large groups, if the venue has a sound system, the event organizer can read it to everyone at once (again reinforcing the sense to the players that they are all in it together).

Each mission has a suggested running time, but the event organizer needs to keep an eye on how tables are actually doing. If most of the tables have finished early, it's usually better to end the mission early than to have most of the players sitting around waiting for one or two tables to finish a fight. (Some missions allow for optional

additional waves of monsters once the PCs have defeated the initial wave; this can help extend the time for tables that would otherwise finish early, but you need to be careful not to let the players take on too many waves, because this will deplete resources like healing surges and daily item powers that they will likely need in the later missions.)

This battle interactive consists of the following missions. Each mission has key objectives that determine how the overall battle progresses. Usually, the primary objective is simply to kill all the monsters. However, certain missions might have other objectives (saving NPCs, defeating a specific enemy, destroying a particular fortification or object, finishing within a certain number of combat rounds, and so forth). You will need a way for each table DM to track the success or failure of each mission's specific objectives, so that the event organizer can tabulate the overall results.

We estimate that this event will last about 10 hours, depending on how much time you allow for each mission. In general we do not recommend allowing less than 60 minutes for any combat encounter, and playtesting suggests that 75 minutes is closer to the average. If time is tight, consider shortening or even removing the role-playing with the liaisons in Interludes 1 and 3.

The battle interactive consists of the following encounters:

- **Interlude 1 and Mustering (20 minutes):** Allow the players some time to mingle in character while you are forming tables. Remember that each table must consist of 4-6 PCs who all fall within a three levels of each other. Also, any PCs who are not members of an Adventuring Company might wish to form one at this time, to gain the benefit of the bonus Action Point for the table if nothing else. During this interlude, the Coronal meets with the PCs and tasks them to search for the cultists and find out more about the danger they pose. When everyone is ready to begin, either the event organizer or the individual table DMs can read the Player's Introduction (or if in a large group perhaps have one person read it to the entire assemblage) and then start Encounter 1.
- **Encounter 1 (90 minutes combined with Encounter 2):** The PCs discover the cultists' hidden lair. The cultists try to prevent the PCs from escaping and warning the elves about them. AL 20 tables are given hippogryphs and asked to search from the air.
- **Encounter 2 (90 minutes combined with Encounter 1):** The PCs confront the Cult Master

and after defeating the leader, uncover the details about the upcoming and imminent attack on Myth Drannor. AL 20 tables discover a cloaked earth mote populated with demons willing to trade for information.

- **Interlude 2 (20 minutes):** The Coronal meets with the PCs and asks the PCs to help defend Myth Drannor.
- **Encounter 3 (75 minutes):** The battle commences and the PCs are charged with the task of re-taking a shrine captured by cultists and demons.
- **Encounter 4 (75 minutes):** The PCs learn that a pack of demons are wreaking mayhem and havoc on non-combatants. They must find the demons and stop them.
- **Interlude 3 (20 minutes):** The Coronal calls the PCs together and charges them with the task of closing abyssal portals that are used by the cultists to summon demons.
- **Encounter 5 (90 minutes):** The PCs do battle with cultists and their bound demons while at the same time trying to close the abyssal portals.
- **Encounter 6 (90 minutes):** Earth motes fall from the sky crashing in and around Myth Drannor. Tral' Alum starts her grand ritual causing the fallen earth motes to interact with the mythal. The Coronal's liaison is demon-possessed and is helping cast the ritual at this fallen earth mote. The PCs must stop them from completing it.
- **Conclusion (20 minutes):** The final results are tallied and Myth Drannor is saved, or not.
- **Appendix 1:** This appendix covers the general details and background of Myth Drannor.
- **Appendix 2:** This appendix covers the effects on the battle do to the success and failure each battle encounter.
- **Appendix 3:** This appendix covers an additional foe for those parties who require an additional challenge.
- **Appendix 4:** This Appendix covers the reinforcements sent by Zuggtmoy.
- **Appendix 5:** This appendix covers the special missions.

PLAYER'S INTRODUCTION

Read or paraphrase the following to your individual table before Encounter One is begun for the whole interactive:

Shafts of sunlight peer through the canopy of the trees above, as you wait in the open air court for the arrival of the Coronal of Myth Drannor. Around you are

assembled others, all of whom have brought news that Myth Drannor is in danger from demon cultists who have hidden themselves near the city and are waiting for the signal to strike. Strangely, the elves you have spoken to about this insist no such danger exists and if it did, they surely would have detected it by now.

A fanfare from fluted horns fills the air signaling the arrival of the Coronal.

Relate the following to the players:

- In the previous adventures, ELTU3-2, SPEC3-1 and SPEC3-2, it was discovered that demon cultists are infiltrating Myth Drannor in preparation for a surprise attack upon the city
- If their PCs played the one or both of the adventures listed, they came to Myth Drannor to warn them of the danger, either on their own accord or at someone's request
- If their PCs did not play the adventures listed above, they were tasked to bring the warning to Myth Drannor by the Order of Torm in Elturgard.

It is also a good idea to gather the PC's race, Passive Insight, Passive Perception, and special detection abilities that might alter the way a scene is described (such as darkvision or blindsight).

At this point the table should also elect a Table Spokesman who will be responsible for reporting their table's results after each encounter as well as for breaking any ties on table votes.

SPECIAL RULES FOR THIS EVENT

DEATH IN MYTH DRANNOR

A PC that dies during this interactive cannot be raised (short of the intervention of another PC) until the interactive has successfully retaken the Winter Sun Shrine of Corellon in Encounter 3. Once the shrine has been secured, dead PCs can be raised by laying their corpse upon the shrine's altar and intoning a prayer to Corellon. This process takes one minute and requires the donation of one healing surge per two levels of the PC to be raised (round down, minimum 1). These surges must be donated by those intoning the prayer, and may be divided amongst them however the PCs choose.

For example, should the party's level 7 wizard need to be raised from the dead, it will require three surges. The party decides that the fighter will donate two of the surges and their rogue will donate the other.

A PC raised in this manner is returned to life at full hit points, does NOT suffer the -1 death penalty for three

milestones, and does NOT receive the benefits of an extended rest.

PCs can be raised at the end of any encounter or interlude.

GNOLLS AND THE SCAR OF YEENOGHU

The Beast of Butchery, Yeenoghu the demonlord of gnolls is not directly taking part in the assault on Myth Drannor, but he has an interest in it succeeding. In order to ensure that it does, he has decided to extend his influence to those who have been touched by his claw in the past. Those PCs who are gnolls or who possess **ADCP05 Scar of Yeenoghu** from *ADCP2-1 The Paladin's Plague* feel his incapacitating rage.

Throughout the interactive, tell those PCs affected that they are constantly on edge and filled with more rage than normal and making it difficult to focus. For the duration of the interactive, whenever they become bloodied, they are filled with Yeenoghu's Rage as detailed below.

Triggered Action

Yeenoghu's Rage

Trigger: When a gnoll or any PC with Story Award ADCP05 becomes bloodied.

Effect (No Action): The PC is filled with mind-numbing rage and is unable to use encounter or daily powers (save ends).

Aftereffect: The PC is dazed until the end of his or her next turn.

LEVEL OF ENGAGEMENT

This interactive has two main ways to alter the level of challenge for your players. As a DM, you should check with your event organizer to see which of these options they are using.

- 1) *The Assassin:* An assassin masquerading as a loyal defender of Myth Drannor is hidden amongst the PCs' allies. Information about the assassin is in Appendix 3.
- 2) *Level of Engagement:* Some PCs are ever searching for more foes to engage, moving beyond the safety of their allies' lines, while others move more cautiously. At the beginning of each combat encounter (with the exception of Special Missions), the players should decide on their level of engagement by majority vote (with ties broken by their Table Captain).
 - a. *Cautious:* If the table feels they are weak for their AL or they are particularly beat up, they might adopt a cautious stance where their PCs are only lightly engaged. In this case, the enemies the PCs face have had to get through the PCs allies before fighting them. Choose one of whichever creature has the most hit points. That creature begins the combat bloodied. In addition, all of the monsters also take a -1 penalty to attack rolls.

- b. *Holding*: This is the average level of engagement. Run the encounter as written.
- c. *Aggressive*: The PCs are aggressively pushing forward past many of the elven lines and are heavily engaged on many sides. This means that additional waves of foes will enter the battle. If the players agree that they would like to fight additional foes in order to achieve a more significant victory, most encounters include information in a section titled "Enemy Reinforcements." Add these foes as indicated.

A NOTE ON MAPS

Some of the maps may seem small. This has been done on purpose to make it cheaper for those DMs who would like to print them to scale in color. Do not constrain the PCs to just the areas shown on the map! While the important and interesting terrain is shown on the maps, in most cases the PCs are able to move off or around the map. DMs that print the maps to scale, or who use *Dungeon Tiles*, are encouraged to place them in the center of a larger battlemat and extend the general terrain (trees, walls, etc...) as needed.

REINFORCEMENTS

There are two ways individual tables may seek reinforcements, should the tide of battle turn against them. During combat, if a table is particularly struggling, their Table Spokesman can decide to call for reinforcements. When they call for reinforcements, the DM should roll a d20 to see who hears the call first. On a 1-10, allied PCs in the same battlegroup may respond. On a 11-20, the forces of Zuggtmoy from the Citadel of Fungi (SPEC3-2) respond first. Each table can only receive the help of the Citadel of Fungus once. Should your table call for reinforcements a second time, the call always goes out to their battlegroup. Alternative, the Organizer can decide that the forces of Zuggtmoy automatically respond the first time the PCs call for help and the second time (if there is a second, the aid comes from PCs). For the Special Missions, the only aid in range is the forced of Zuggtmoy. If the warband has already received their aid previous in the battle, no aid comes if they call a second time.

- 1) *Other PCs in the Interactive*: When deploying their forces, the Coronal arranges her warbands (tables) in battlegroups (Adventure Levels). It is convenient if when mustering, you do the same. When a table calls for aid from a PC from the same battlegroup (Adventure Level) ONLY may leave their table and join the table in trouble for the rest of the combat or

until no longer needed. Only one PC may leave a table, and only one PC may join a table. When a PC travels from one battle to the next, they automatically join the battle at the END of the next round, going last in the round.

- 2) *Fungal Allies from Zuggtmoy*: When the Citadel of Fungus responds to the PCs' call for aid, a demonic power sweeps the battlefield reinvigorating the PCs and leveling behind some fungal allies. See Appendix 4 for more details.

SPECIAL MISSIONS

In addition to the normal missions, there are also "special missions" provided for a few select tables to step up and prove their mettle while providing a significant advantage to their side or preventing some great catastrophe during the tide of battle. These special missions are meant to be unique and played by only one table each, but are entirely optional. Do not allow a table to undertake more than one special mission. As they are generally more difficult than the already challenging missions, no table should be forced into playing any of them. They are also limited to certain Adventure Levels. If you have no tables of that span of adventure levels, do not run the mission and apply no benefit or penalty based on its success or failure. If tables could have volunteered but do not, assume the mission is a failure. See Appendix 5 for more details.

TELEPORTATION

Myth Drannor is protected by a famous Mythal that is meant to prevent planar transportation and teleportation effects. While the portals in this adventure have bypassed the Mythal's defenses, the wards against teleportation are still in place: creatures may not teleport while within Myth Drannor. This may affect both the PCs and their foes. To be fair, do not extend this restriction on all powers with the teleportation keyword (i.e. Swordmage PCs should still be able to use their *aegis of assault* power to mark enemies), just make it clear that creatures cannot actually use teleportation to move themselves or other creatures (i.e. Swordmage PCs cannot use the triggered action associated with their *aegis of assault* power to attack creatures that violate their marks). PCs may not remember or be aware of this fact - allow them to make History or Arcana checks at the Moderate DC to recall it before attempting any teleportation powers.

During the second Interlude, the PCs are given an option of lowering the Mythal, potentially giving the PCs that ability to use their entire powers at the risk of giving their enemies another tool to use against them.

INTERLUDE 1: REQUEST

SETUP

Arannis Silversun (male eladrin, Insight +10); AL 2/4

Erdan Nightstar (male eladrin, Insight +12); AL 6

Peren Crystalbow (male eladrin, Insight +14); AL 8/10

Irann Greenleaf (female eladrin, Insight +16); AL 12/14

Valna Waterwhisper (female eladrin, Insight +18); AL 16/18

Liaison Enna Silvertree (female eladrin, Insight +20); AL 20

Having brought the news that Myth Drannor is in danger, the PCs are awaiting the Coronal in her open-air court. The following should be read or paraphrased to the entire interactive as a whole:

To the sound of resplendent horns, the copper haired Coronal ascends the dais on which her throne lays and takes her seat upon it. Her golden weavemail gleams in the bright sunlight. On the dais, she is surrounded by a group of eladrin in white robes and before her stand ordered rows of soldiers in silvered mail.

She gazes at the motley throng of adventurers assembled before her, "First, let me thank you for bringing the news regarding the danger to Myth Drannor, however, our scouts are not able to find these cultists of which you speak. With so many delivering dire tidings I cannot simply dismiss your warning, so I must ask you to find these cultists that we have failed to locate and bring back further evidence of the danger."

She gestures to a group of finely dressed elves standing next her, "These are my liaisons and they are charged to assist you in your endeavors. I leave you in their capable hands."

You should continue with the following for your AL 2-18 table:

A white-robed eladrin approaches your group, a slight smile upon his/her lips.

"I am servant of the Coronal and my name is <insert liaison's name>. The Coronal has asked I convey a sense of urgency for you to find these cultists and uncover the danger they pose to Myth Drannor."

The liaison glances to you each of you, "Do you have any questions or concerns I can address?"

The liaison knows the following:

- What do you mean by a sense of urgency? *"The Coronal has agreed with her advisors that you have no more than three days to find these cultists. If none is found, then the Coronal shall move on to other concerns."*
- What have the elves done to find these cultists? *"Our vigilant scouts have gone forth and searched for them in the ruins and other likely hiding spots scattered throughout the land, but have not found any evidence of their existence. Rituals have been cast to divine the cultists' location and again nothing was found."*
- Why is the Coronal sending us to find the cultists? *"Myth Drannor has not found any danger, but the Coronal has decided that since so many adventurers have warned us of the danger, she cannot simply dismiss it. If you cannot find the cultists, then surely you have been deceived."*
- What do you specifically wants us to do? *"Locate any threat to Myth Drannor and deal with it appropriately. Of course any information you can gain about why they are gathering their strength, if they are, and when they plan to use it is crucial."*
- Is there any help for us? *"I am authorized to give you a writ stating you are serving the Coronal along with a map to help you navigate the area your band has been assigned to search. In addition, take this magical horn that will allow you to report in and receive new orders. If you need provisions or lodgings, I can see to that. I can help you find and obtain mundane and magical items, but I am not authorized to assist you with monetary means to acquire them."*
- Is there any advice you can give us? *"My only advice is to search the ruins and abandoned buildings. Perhaps the ones once held by the daemofey hold some clues."*
- What can you tell us about Myth Drannor? See the Appendix 1 for more information.

AL 20 ONLY

You should continue with the following for your AL 20 table:

The eladrin leads you into a cozy chamber complete with comfortable chairs and a table on which is set an assortment of simple refreshments. Before you have an opportunity to sample them, the Coronal enters the chamber.

“I ask for this private meeting with you as you have shown yourself to be highly capable adventurers.”

The Coronal pauses for a moment, “I fear the demon cultists are using magic to conceal themselves and I think they are doing it from the skies overhead.”

The Coronal knows the following:

- Why do you think they are in the skies overhead? *“One of my own divinations concerning where our enemies may hide, suggested that they soar on dark wings, just out of sight. I have taken that to mean that our inability to find them among the ruins is because they are above us.”*
- What do you mean by a sense of urgency? *“The Coronal has agreed with her advisors that you have no more than three days to find these cultists. If none is found, then the Coronal shall move on to other concerns.”*
- What else have you done to find these cultists? *“I have sent scouts to search the numerous ruins scattered throughout Myth Drannor along with having rituals cast to divine the truth about these cultists. Now I hope the other adventurers can find them.”*
- Is there any help for us? *“I am authorized to give you a writ stating you are serving the Coronal along with a map to help you navigate the area your band has been assigned to search. In addition, take this magical horn that will allow you to report in and receive new orders. If you need provisions or lodgings, I can see to that. I can help you find and obtain mundane and magical items, but I am not authorized to assist you with monetary means to acquire them.”*
- What can you tell us about Myth Drannor? See the Appendix 1 for more information.

ENDING THE ENCOUNTER

The encounter ends when the players are prepared to continue. Move directly to Encounter One without waiting for the rest of the Interactive.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1: HIDDEN

ENCOUNTER LEVEL 2 / 4 / 6 / 8 / 10 /
12 / 14 / 16 / 18 / 21 (625 / 875 / 1275 /
1750 / 2700 / 3500 / 5000 / 7000 /
10,000 / 16,150 XP)

SETUP

Primary Goal: Locate and exterminate any signs of the cult infiltrating Myth Drannor.

Secondary Goal: Uncover the location of any cult leaders.

This encounter includes the following creatures at Adventure Level 2:

- 1 Demon Cult Initiate (I)
- 4 Demon Cult Acolyte (A)
- 3 Demon Cult Novice (N)

This encounter includes the following creatures at Adventure Level 4:

- 1 Demon Cult Senior Initiate (I)
- 4 Demon Cult Senior Acolyte (A)
- 7 Demon Cult Novice (N) (*Two start on the map; the other five are inside the building and these show up at the beginning of the second round of combat*)

This encounter includes the following creatures at Adventure Level 6.

- 1 Hexer of Orcus (A)
- 5 Scarlet Acolyte of Orcus (B)

This encounter includes the following creatures at Adventure Level 8.

- 1 Master Hexer of Orcus (A)
- 4 Scarlet Initiate of Orcus (B)

This encounter includes the following creatures at Adventure Level 10.

- 1 Sanguine Master Hexer of Orcus (A)
- 5 Sanguine Scarlet Initiate of Orcus (B)

This encounter includes the following creatures at Adventure Level 12.

- 1 Demon Cult Priest (A)
- 5 Demon Cult Worshipper (B)
- 2 Demon Cult Devotee (C)

This encounter includes the following creatures at Adventure Level 14.

- 1 Demon Cult High Priest (A)
- 4 Demon Cult High Worshipper (B)
- 3 Demon Cult High Devotee (C)

This encounter includes the following creatures at Adventure Level 16.

- 1 Demon Cult Priest (A)
- 5 Demon Cult Worshipper (B)
- 2 Demon Cult Devotee (C)

This encounter includes the following creatures at Adventure Level 18.

- 1 Demon Cult High Priest (A)
- 5 Demon Cult High Worshipper (B)
- 3 Demon Cult High Devotee (C)

This encounter includes the following creatures at Adventure Level 20.

- 1 Type XXII Ultrademon (A)
- 5 Type XIX Nycademons (B)

At the start of the encounter, read for AL 2-18 tables:

For the past two days you have traveled through Myth Drannor's woodlands, searching ruins and abandoned buildings finding no sign of the cultists. Your map shows several sites nearby, all likely candidates that should be searched.

Ahead, the path opens into an idyllic forest meadow.

At this point have the players establish their PCs' marching order.

- After establishing the marching order, find out the PCs passive Perception check (you should keep track of them for later).
- For this encounter only, elf and eladrin PCs suffer a -10 penalty to their Perception checks.

As the PCs enter the meadow, read (AL 2-18):

As you pass through the forest meadow, the terrain around blurs for a moment and the meadow is replaced by a pair of weathered buildings connected by a raised walkway.

Your attention is drawn by a gaunt red-robed human standing next to one of the building shouting, "Intruders. Warn the master the magic has failed. Kill them before they escape."

Other leather-clad humans with horned helms draw their blood encrusted weapons with hostile intent.

Before combat begins, determine if any PC is surprised:

- If the PCs make a Moderate DC passive perception check (do not forget the elves and eladrin's have a -10 penalty for this encounter only), they are not surprised and may act on the surprise round.
- If no PC is surprised, there is no surprise round.

Roll initiative and start combat. DM Note: With the Mythic currently in place, no PC, demon or cultist may use powers to teleport themselves or another.

FEATURES OF THE AREA

Illumination: Bright light from sun.

Moon Building: A bas-relief of a moon is depicted on the front of this building.

- There 2 outside doors at ground level and a second floor door that opens onto the bridge
- At the start of the combat, the front ground-level door is open
- At the start of combat the back ground-level door is closed and barred (DC 20 Strength check; AC 5; Fort 10; Reflex 5; 30 hp)
- At the start of combat, the second floor door connecting to the bridge is closed.
- Barring or unbarring the door is a move action.
- There are no inside doors.
- The windows in this building are open and provide cover.

Star Building: A bas-relief of a star is depicted on the front of this building.

- At the start of combat, the two ground-level outside doors are closed and blocked with rocks and timber.
- To clear the rocks and timber to gain access to a ground-level outside door requires 5 Moderate DC Athletics skill checks, each requiring a standard action.
- At the start of combat, the second floor door connecting to the bridge is closed.
- Barring or unbarring the door is a move action.
- There are no inside doors.
- The windows in this building are boarded over; removing the window boards requires a standard action and a Moderate DC Athletics check.

Statues: The statues act as blocking terrain.

- They can be climbed up on with an Easy DC Athletics check and this allows creature to occupy the same square as the statue.
- If the individual makes any attacks while on the statue, they must make an Easy DC Acrobatics

check or fall taking 1d10 points of falling damage.

TACTICS

In general, as soon as there are only two creatures left, the weaker of the two will attempt to flee the battle. If they get off the edge of the map, consider them to have escaped and note it for the results of this Encounter.

Demon Cult Initiate (or Senior Initiate)

- Use *withering blast* to catch grouped up PCs.
- If engaged in melee combat, use *withering staff* to daze the target, granting combat advantage to the Demon Cult Acolytes (Senior Acolytes).
- If not engaged in melee combat, use *withering ray* to slide the PCs into a position to allow the Demon Cult Acolytes (or Senior Acolytes) to easily gain combat advantage (such as a flank).

Demon Cult Acolyte (or Senior Acolyte)

- Use *dazing strike* to grant the other Acolytes combat advantage.
- Move to positions on the map to allow the Demon Cult Initiate (or Senior Initiate) to give you opportunities for combat advantage.
- Use the statues for cover.

Demon Cult Novice

- Use the same tactics as the Demon Cult Acolytes (or Senior Acolytes).
- At Adventure Level 4, five Demon Cult Novices are in the building and these show up at the beginning of the second round of combat. They move on to the bridge and throw daggers, preferring to target PCs on which they have combat advantage. Once they are out of daggers, they engage in melee combat.

Hexer of Orcus (all types)

- Use *hex* to catch grouped up PCs with a follow up attack using *capricious earth*.
- Use *beast curse* on hexed PCs when you can.
- Avoid melee combat.

Scarlet Acolyte (or Initiate) of Orcus

- Use *mobile attack* to make melee attacks.
- Move 4 or more squares when making ranged attacks to gain the *skirmish* trait bonus of 1d6 damage.
- Use the statues for cover.

Demon Cult Priest:

- Use *Orcus' Wrath* to catch as many characters as possible in the burst 5
- Avoid melee combat
- Use *blood pain* to immobilize and weaken characters
- Use *bloodspray* on characters who use stealth or invisibility

Demon Cult Worshipper:

- Use *hurling charge* on first round of combat if possible; remember *skirmish*
- Try to move at least 4 squares away from their starting point to gain the extra 1d10 damage from *skirmish*
- Use the statues for cover

Demon Cult Devotee:

- Use the same tactics as the Demon Cult Worshipper except they have no *hurling charge*
- At Adventure Level 12 and 16, the 4 Demon Cult Devotees are inside the building and these show up at the beginning of the second round of combat. They move on to the walkway and throw javelins, preferring to target PCs that are immobilized.

AL 20 ONLY

You should continue with the following for your AL 20 table:

For the past two days you have searched the skies over Myth Drannor, seeking a clue to the cultists' whereabouts. Your efforts seem fruitless until you notice a flock of birds disappear from plain view for several moments before reappearing again.

From your basic arcane knowledge you possess, you readily recognized that magical effect is concealing part of the sky.

At this point have the players establish their PCs' marching order and find out how they are approaching this concealed area. PCs that do not have a mount or the ability to fly have been loaned a hippogryph.

As the PCs enter the concealed area, read:

The air around you blurs for a moment and the empty sky is replaced with a floating earth mote. In the center surrounded by glowing magic runes and jumbles of jagged rocks stands a tall slender obelisk.

Your attention is directed to a gaunt robed demon standing next to the obelisk shouting, "Intruders. Kill them before they escape."

Winged muscular demons swoop down at you.

Roll initiative and start combat. The earth mote is approximately 80 foot square.

FEATURES OF THE AREA

Illumination: Bright light from sun.

Jumbles of jagged rocks: These are the elemental fantastic terrain *demon jags*.

- Difficult terrain costing 2 squares of movement to move 1 square
- Any creature moving through it takes 10 points of damage
- Demons are immune to this effect as the spars yield or retract into the ground

TACTICS

Ultrademon:

- Use its gaze attacks to immobilize and dominate characters so the nycadaemons can attack them

Nycademon:

- Use *snatch* to drag characters off their flying mounts or off the earth mote to drop them 100 squares to the ground

SCALING THE ENCOUNTER

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

Four PCs:

At Adventure Level 2, remove 1 Demon Cult Acolyte.

At Adventure Level 4, remove 1 Demon Cult Senior Acolyte.

At Adventure Level 6, remove 1 Scarlet Acolyte of Orcus.

At Adventure Level 8, remove 1 Scarlet Initiate of Orcus.

At Adventure Level 10, remove 1 Sanguine Scarlet Initiate of Orcus.

At Adventure Level 12, remove 1 Demon Cult Worshipper.

At Adventure Level 14, remove 1 Demon Cult High Worshipper.

At Adventure Level 16, remove 1 Demon Cult Worshipper.

At Adventure Level 18, remove 1 Demon Cult High Worshipper.

At Adventure Level 20, remove 1 Type XIX Nycademon

Six PCs:

At Adventure Level 2, add 1 Demon Cult Acolyte.

At Adventure Level 4, add 1 Demon Cult Senior Acolyte.

At Adventure Level 6, add 1 Scarlet Acolyte of Orcus.

At Adventure Level 8, add 1 Scarlet Initiate of Orcus.

At Adventure Level 10, add 1 Sanguine Scarlet Initiate of Orcus

At Adventure Level 12, add 1 Demon Cult Worshipper.

At Adventure Level 14, add 1 Demon Cult High Worshipper.
At Adventure Level 16, add 1 Demon Cult Worshipper.
At Adventure Level 18, add 1 Demon Cult High Worshipper.
At Adventure Level 20, add 1 Type XIX Nycademon.

ENEMY REINFORCEMENTS

At the end of two rounds of combat, the following additional enemies come out of the building (or if the PCs are already inside, come down the stairs).

AL 2: 1 Demon Cult Acolytes and 3 Demon Cult Novices
AL 4: 2 Demon Cult Senior Acolytes and 2 Demon Cult Novices
AL 6: 3 Scarlet Acolytes of Orcus
AL 8: 3 Scarlet Initiates of Orcus
AL 10: 3 Sanguine Scarlet Initiates of Orcus
AL 12: 2 Demon Cult Worshiper and 2 Demon Cult Devotees
AL 14: 2 Demon Cult High Worshipers and 2 Demon Cult High Devotees
AL 16: 2 Demon Cult Worshipers and 2 Demon Cult High Devotees
AL 18: 2 Demon Cult Worshipers and 2 Demon Cult High Devotees
AL 20: 3 Type XIX Nycademons

AL 2-18: When the PCs defeat at least half of the total enemies, additional cultists come out of the building. Use two of the skirmishers and two of the minions for the AL. For AL 8, use the minions from AL 6. For AL 10, use the minions from AL 12.

AL 20: When the PCs defeat at least half of the total enemies, three more Type XIX Nycademons come over the lip of the earthmote and join the fray.

ENDING THE ENCOUNTER

AL 2-18

This encounter ends when the cultists are defeated or the PCs retreat. It is assumed the PCs report to the Coronal in Myth Drannor using the magical horn they were given.

If any cultist is captured and questioned (Moderate DC Intimidate), they reveal the following:

- They worship the Blood Lord, Orcus.
- The cult master is inside the building with demons (see Encounter 3) and a magical obelisk.

- They think the obelisk powers the magic that conceals them from the elves.
- They are waiting for word to attack Myth Drannor.
- They know there are other cultists and demons in and around Myth Drannor, but have no details.

AL 20

This encounter ends when the demons are defeated or the PCs retreat.

If any demon is captured and questioned (Intimidate DC hard), they reveal the following:

- The daemonfey warlock Tral' Alum commands the forces that are attacking Myth Drannor
- The cultists are using magic obelisks that conceal their forces from the elves; destroying this obelisk weakens the concealment magic and may even drop it completely
- The attack on Myth Drannor takes place tomorrow at dawn
- There are other earth motes, also concealed

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 2)

Demon Cult Initiate Medium natural humanoid (human)	Level 3 Controller XP 150
HP 46; Bloodied 23	Initiative +5
AC 17; Fortitude 13; Reflex 15; Will 14	Perception +9
Speed 6	
Standard Actions	
m Quarterstaff (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d8 + 1 damage.	
M Withering Staff (necrotic, weapon). Recharge 4-5-6	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d10 + 4 necrotic damage, and the target is dazed until the end of the demon cult initiate's next turn.	
R Withering Ray (necrotic). Recharge 5-6	
<i>Attack:</i> Ranged 5 (one creature); +7 vs. Fortitude	
<i>Hit:</i> 2d6 + 4 necrotic damage, and the target slides 3 squares.	
C Withering Blast (necrotic). Recharge 6	
<i>Attack:</i> Close blast 5 (creatures in area); +7 vs. Reflex	
<i>Hit:</i> 2d8 + 4 necrotic damage, and the target is pushed 1 square and knocked prone.	
<i>Miss:</i> Half damage, and the target is neither pushed nor knocked prone.	
Triggered Actions	
Demonic Resilience • Encounter	
<i>Trigger:</i> When the demon cult initiate suffers an effect that a save can end.	
<i>Effect (Immediate Reaction):</i> The demon cult initiate makes a saving throw against the triggering effect.	
Skills Arcana +10, Athletics +4, History +12	
Str 13 (+2) Dex 14 (+3) Wis 16 (+4)	
Con 14 (+3) Int 19 (+5) Cha 10 (+1)	
Alignment evil Languages Abyssal, Common	
Equipment robes, quarterstaff	

Demon Cult Acolyte Medium natural humanoid	Level 1 Skirmisher XP 100
HP 28; Bloodied 14	Initiative +5
AC 15; Fortitude 11; Reflex 13; Will 11	Perception +0
Speed 6	
Traits	
Combat Advantage	
The demon cult acolyte deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.	
Standard Action	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +3 vs. AC	
<i>Hit:</i> 1d8 + 1 damage, and the demon cult acolyte shifts 1 square.	
R Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +5 vs. AC	
<i>Hit:</i> 1d4 + 3 damage.	
Dazing Strike (weapon). Encounter	
<i>Attack:</i> Requires mace; +3 vs. AC	
<i>Hit:</i> 1d8 + 1 damage, the target is dazed until the end of the demon cult acolyte's next turn, and the demon cult acolyte shifts 1 square.	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Alignment evil Languages Common	
Equipment leather armor, mace, 4 daggers	

Demon Cult Novice Medium natural humanoid	Level 1 Minion Skirmisher XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 15; Fortitude 11; Reflex 13; Will 11	Perception +0
Speed 6	
Traits	
Combat Advantage	
The demon cult novice deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.	
Standard Action	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +3 vs. AC	
<i>Hit:</i> 4 damage, and the demon cult novice shifts 1 square.	
R Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +5 vs. AC	
<i>Hit:</i> 4 damage.	
M Dazing Strike (weapon). Encounter	
<i>Attack:</i> Requires mace; +3 vs. AC	
<i>Hit:</i> 4 damage, the target is dazed until the end of the demon cult novice's next turn, and the demon cult novice shifts 1 square.	
Skills Stealth +8, Streetwise +5, Thievery +8	
Str 11 (+0)	Dex 16 (+3) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Alignment evil Languages Common	
Equipment leather armor, mace, 4 daggers	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 4)

Demon Cult Senior Initiate Medium natural humanoid (human)	Level 5 Controller XP 200
HP 63; Bloodied 32	Initiative +6
AC 19; Fortitude 15; Reflex 17; Will 16	Perception +10
Speed 6	
Standard Actions	
m Quarterstaff (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 2 damage.	
M Withering Staff (necrotic, weapon). Recharge 4-5-6	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 2d10 + 6 necrotic damage, and the target is dazed until the end of the demon cult Senior Initiate's next turn.	
R Withering Ray (necrotic). Recharge 56	
<i>Attack:</i> Ranged 5 (one creature); +9 vs. Fortitude	
<i>Hit:</i> 2d6 + 6 necrotic damage, and the target slides 3 squares.	
Withering Blast (necrotic). Recharge 6	
<i>Attack:</i> Close blast 5 (creatures in area); +9 vs. Reflex	
<i>Hit:</i> 2d8 + 6 necrotic damage, and the target is pushed 1 square and knocked prone.	
<i>Miss:</i> Half damage, and the target is neither pushed nor knocked prone.	
Triggered Actions	
Demonic Resilience • Encounter	
<i>Trigger:</i> When the demon cult Senior Initiate suffers an effect that a save can end.	
<i>Effect (Immediate Reaction):</i> The demon cult Senior Initiate makes a saving throw against the triggering effect.	
Skills Arcana +12	
Str 14 (+4) Dex 15 (+4) Wis 17 (+5)	
Con 15 (+4) Int 20 (+7) Cha 11 (+2)	
Alignment evil Languages Common, Abysaal	
Equipment robes, quarterstaff	

Demon Cultist Senior Acolyte Medium natural humanoid	Level 2 Skirmisher XP 125
HP 37; Bloodied 19	Initiative +6
AC 16; Fortitude 12; Reflex 14; Will 12	Perception +1
Speed 6	
Traits	
Combat Advantage	
The demon cult senior acolyte deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.	
Standard Action	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +4 vs. AC	
<i>Hit:</i> 1d8 + 1 damage, and The demon cult senior acolyte shifts 1 square.	
R Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +6 vs. AC	
<i>Hit:</i> 1d4 + 3 damage.	
Dazing Strike (weapon). Encounter	
<i>Attack:</i> Requires mace; +4 vs. AC	
<i>Hit:</i> 1d8 + 1 damage, the target is dazed until the end of the demon cult senior acolyte's next turn, and The demon cult senior acolyte shifts 1 square.	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Alignment evil Languages Common	
Equipment leather armor, mace, 4 daggers	

Demon Cult Novice Medium natural humanoid	Level 1 Minion Skirmisher XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 15; Fortitude 11; Reflex 13; Will 11	Perception +0
Speed 6	
Traits	
Combat Advantage	
The demon cult novice deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.	
Standard Action	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +3 vs. AC	
<i>Hit:</i> 4 damage, and the demon cult novice shifts 1 square.	
R Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +4 vs. AC	
<i>Hit:</i> 4 damage.	
M Dazing Strike (weapon) • Encounter	
<i>Attack:</i> Requires mace; +3 vs. AC	
<i>Hit:</i> 4 damage, the target is dazed until the end of the demon cult novice's next turn, and the demon cult novice shifts 1 square.	
Skills Stealth +8, Streetwise +5, Thievery +8	
Str 11 (+0)	Dex 16 (+3) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Alignment evil Languages Common	
Equipment leather armor, mace, 4 daggers	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 6)

Hexer of Orcus	Level 7 Controller
Medium natural humanoid (human)	XP 300
HP 77; Bloodied 39	Initiative +3
AC 20; Fortitude 17; Reflex 18; Will 19	Perception +16
Speed 6	
Standard Actions	
m Staff implement (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 1 damage.	
R Beast Curse (polymorph) • Recharge 5-6	
Attack: Ranged 10 (one hexed creature); +11 vs. Fortitude	
Hit: Until the end of the Hexer of Orcus' next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
R Capricious Earth (charm, implement) • Encounter	
Attack: Area burst 1 within 10 (hexed creatures in burst); +11 vs. Will	
Hit: 2d10 + 3 damage.	
Effect: The hexer slides the target 3 squares and the target is knocked prone.	
Move Actions	
Hex Jump (teleportation) • Encounter	
The hexer either teleports 5 squares or swamps positions with one hexed creature within 5 squares of it.	
Minor Actions	
C Hex (charm, implement) • At-Will	
Attack: Close burst 10 (enemies in burst); +11 vs. Will	
Hit: The target is slowed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage against the Hexer of Orcus.	
Skills Arcana +10, Nature +11	
Str 10 (+3)	Dex 11 (+3) Wis 17 (+6)
Con 13 (+4)	Int 15 (+5) Cha 14 (+5)
Alignment evil	Languages Common
Equipment robes, staff implement	

Scarlet Acolyte of Orcus	Level 4 Skirmisher
Medium natural humanoid (human)	XP 175
HP 53; Bloodied 27	Initiative +6
AC 18; Fortitude 16; Reflex 16; Will 15	Perception +3
Speed 6	
Traits	
Adept Retreat	
The Scarlet Acolyte of Orcus does not grant combat advantage from running.	
Skirmish	
If a Scarlet Acolyte of Orcus ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra damage until the start of its next turn.	
Standard Actions	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 2 damage.	
R Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +10 vs. AC	
Hit: 1d6 + 2 damage.	
R Mobile Attack (weapon) • At-Will	
The Scarlet Acolyte of Orcus shifts 3 squares and makes one spear attack during the move.	
Skills Athletics +9	
Str 14 (+4)	Dex 15 (+4) Wis 12 (+3)
Con 13 (+2)	Int 9 (+1) Cha 9 (+1)
Alignment evil	Languages Common
Equipment leather armor, light shield, 4 javelins, spear	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 8)

Master Hexer of Orcus	Level 9 Controller
Medium natural humanoid (human)	XP 350
HP 94; Bloodied 47	Initiative +5
AC 22; Fortitude 19; Reflex 20; Will 21	Perception +18
Speed 6	
Standard Actions	
m Staff implement (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6 + 2 damage.	
r Beast Curse (polymorph) • Recharge 5-6	
<i>Attack:</i> Ranged 10 (one hexed creature); +13 vs. Fortitude	
<i>Hit:</i> Until the end of the Hexer of Orcus' next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
R Capricious Earth (charm, implement) • Encounter	
<i>Attack:</i> Area burst 1 within 10 (hexed creatures in burst); +13 vs. Will	
<i>Hit:</i> 2d10 + 4 damage.	
<i>Effect:</i> The hexer slides the target 3 squares and the target is knocked prone.	
Move Actions	
Hex Jump (teleportation) • Encounter	
The hexer either teleports 5 squares or swamps positions with one hexed creature within 5 squares of it.	
Minor Actions	
C Hex (charm, implement) • At-Will	
<i>Attack:</i> Close burst 10 (enemies in burst); +13 vs. Will	
<i>Hit:</i> The target is slowed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage against the Hexer of Orcus.	
Skills Arcana +12, Nature +13	
Str 11 (+4)	Dex 12 (+5) Wis 18 (+8)
Con 14 (+6)	Int 16 (+7) Cha 15 (+6)
Alignment evil	Languages Common
Equipment robes, staff implement	

Scarlet Initiate of Orcus	Level 6 Skirmisher
Medium natural humanoid (human)	XP 250
HP 70; Bloodied 35	Initiative +9
AC 20; Fortitude 18; Reflex 19; Will 17	Perception +5
Speed 6	
Traits	
Adept Retreat	
The Scarlet Initiate of Orcus does not grant combat advantage from running.	
Skirmish	
If a Scarlet Initiate of Orcus ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra damage until the start of its next turn.	
Standard Actions	
m Spear (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d8 + 3 damage.	
R Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +12 vs. AC	
<i>Hit:</i> 1d6 + 3 damage.	
R Mobile Attack (weapon) • At-Will	
The Scarlet Initiate of Orcus shifts 3 squares and makes one spear attack during the move.	
Skills Athletics +10	
Str 15 (+5)	Dex 16 (+6) Wis 13 (+4)
Con 14 (+5)	Int 10 (+3) Cha 10 (+3)
Alignment evil	Languages Common
Equipment leather armor, light shield, 4 javelins, spear	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 10)

Sanguine Master Hexer of Orcus Medium natural humanoid (human)	Level 11 Controller XP 500
HP 111; Bloodied 56 AC 24; Fortitude 21; Reflex 22; Will 23 Speed 6	Initiative +6 Perception +19
Standard Actions	
m Staff implement (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC <i>Hit:</i> 2d6 + 3 damage.	
r Beast Curse (polymorph) • Recharge 5-6	
<i>Attack:</i> Ranged 10 (one hexed creature); +15 vs. Fortitude <i>Hit:</i> Until the end of the Hexer of Orcus' next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
R Capricious Earth (charm, implement) • Encounter	
<i>Attack:</i> Area burst 1 within 10 (hexed creatures in burst); +15 vs. Will <i>Hit:</i> 2d10 + 5 damage. <i>Effect:</i> The hexer slides the target 3 squares and the target is knocked prone.	
Move Actions	
Hex Jump (teleportation) • Encounter	
The hexer either teleports 5 squares or swamps positions with one hexed creature within 5 squares of it.	
Minor Actions	
C Hex (charm, implement) • At-Will	
<i>Attack:</i> Close burst 10 (enemies in burst); +15 vs. Will <i>Hit:</i> The target is slowed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage against the Hexer of Orcus.	
Skills Arcana +13, Nature +14	
Str 12 (+6)	Dex 13 (+6) Wis 19 (+9)
Con 15 (+7)	Int 17 (+8) Cha 16 (+8)
Alignment evil	Languages Common
Equipment robes, staff implement	

Sanguine Scarlet Initiate of Orcus Medium natural humanoid (human)	Level 8 Skirmisher XP 350
HP 87; Bloodied 44 AC 22; Fortitude 20; Reflex 21; Will 19 Speed 6	Initiative +9 Perception +5
Traits	
Adept Retreat	
The Scarlet Initiate of Orcus does not grant combat advantage from running.	
Skirmish	
If a Scarlet Initiate of Orcus ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra damage until the start of its next turn.	
Standard Actions	
m Spear (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 1d8 + 4 damage.	
R Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +14 vs. AC <i>Hit:</i> 1d6 + 4 damage.	
R Mobile Attack (weapon) • At-Will	
The Scarlet Initiate of Orcus shifts 3 squares and makes one spear attack during the move.	
Skills Athletics +12	
Str 16 (+7)	Dex 17 (+7) Wis 14 (+6)
Con 15 (+6)	Int 11 (+4) Cha 11 (+4)
Alignment evil	Languages Common
Equipment leather armor, light shield, 4 javelins, spear	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 12)

Demon Cult Priest	Level 13 Controller (Leader)
Medium natural humanoid (human)	XP 800
HP 122; Bloodied 61	Initiative +8
AC 26; Fortitude 22; Reflex 24; Will 26	Perception +11
Speed 6	
Traits	
Orcus' Authority • Aura Sight	
Allies in the aura gain +1 bonus to attack and +2 bonus to damage rolls.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d8+7 damage.	
m Blood of Orcus (weapon) • At-Will	
Requirement: Usable only while bloodied	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 5 damage.	
R Blood Pain (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +16 vs. Reflex	
Hit: 2d6 + 4 necrotic damage, and the target is immobilized and weakened (save ends both).	
C Orcus' Wrath (necrotic) • Recharge 6	
Attack: Area Burst 5 centered on a bloodied and willing ally, the ally explodes, releasing a burst of necrotic energy (creatures in area); +18 vs. Reflex	
Hit: 4d8 + 3 necrotic damage. The ally targeted by this power is slain.	
Minor Actions	
Bloodspray • Encounter	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: Until the end of the demon cult priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Blood Link (healing) • Encounter	
Effect: The demon cult priest can transfer up to 22 hit points of damage they have taken to an ally within 5 squares of them. They cannot transfer more hit points than the creature has remaining.	
Skills Bluff +15, Insight +16, Intimidate +17, Religion +13, Stealth +9	
Str 11 (+6)	Dex 14 (+8) Wis 20 (+11)
Con 10 (+6)	Int 15 (+8) Cha 19 (+10)
Alignment evil	Languages Abyssal, Common
Equipment chainmail, mace	

Demon Cult Worshipper	Level 10 Skirmisher
Medium natural humanoid (human)	XP 500
HP 103; Bloodied 51	Initiative +10
AC 24; Fortitude 23; Reflex 21; Will 20	Perception +7
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the Demon Cult Worshipper ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 5 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +15 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 5 damage.	
R Hurling Charge (weapon) • Encounter	
Effect: The Demon Cult Worshipper makes a javelin attack followed by a charge attack.	
Str 20 (+10)	Dex 16 (+8) Wis 14 (+7)
Con 19 (+9)	Int 4 (+2) Cha 6 (+3)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

Demon Cult Devotee	Level 9 Minion Skirmisher
Medium natural humanoid (human)	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 23; Fortitude 22; Reflex 20; Will 19	Perception +5
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the Demon Cult Devotee ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC; see also <i>skirmish</i>	
Hit: 6 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +14 vs. AC; see also <i>skirmish</i>	
Hit: 6 damage.	
Str 19 (+8)	Dex 15 (+6) Wis 13 (+5)
Con 18 (+8)	Int 3 (+0) Cha 5 (+1)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 14)

Demon Cult High Priest	Level 15 Controller (Leader)
Medium natural humanoid (human)	XP 1,200
HP 139; Bloodied 69	Initiative +9
AC 28; Fortitude 24; Reflex 26; Will 28	Perception +12
Speed 6	
Traits	
Orcus' Authority • Aura Sight	
Allies in the aura gain +1 bonus to attack and +2 bonus to damage rolls.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 1d8 + 8 damage.	
m Blood of Orcus (weapon) • At-Will	
Requirement: Usable only while bloodied	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d6 + 6 damage.	
R Blood Pain (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex	
Hit: 2d6 + 5 necrotic damage, and the target is immobilized and weakened (save ends both).	
C Orcus' Wrath (necrotic) • Recharge 6	
Attack: Area Burst 5 centered on a bloodied and willing ally, the ally explodes, releasing a burst of necrotic energy (creatures in area); +20 vs. Reflex	
Hit: 4d8 + 4 necrotic damage. The ally targeted by this power is slain.	
Minor Actions	
Bloodspray • Encounter	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: Until the end of the demon cult priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Blood Link (healing) • Encounter	
Effect: The demon cult priest can transfer up to 22 hit points of damage they have taken to an ally within 5 squares of them. They cannot transfer more hit points than the creature has remaining.	
Skills Bluff +17, Insight +17, Intimidate +19, Religion +15, Stealth +11	
Str 12 (+8)	Dex 15 (+9)
Con 11 (+7)	Int 16 (+10)
Alignment evil	Languages Abyssal, Common
Equipment chainmail, mace	

Demon Cult High Worshipper	Level 13 Skirmisher
Medium natural humanoid (human)	XP 800
HP 128; Bloodied 64	Initiative +11
AC 27; Fortitude 26; Reflex 24; Will 23	Perception +8
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the ogre warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 6 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 6 damage.	
R Hurling Charge (weapon) • Encounter	
Effect: The Demon Cult Worshipper makes a javelin attack followed by a charge attack.	
Str 21 (+11)	Dex 17 (+9)
Con 20 (+11)	Int 5 (+3)
	Wis 15 (+8)
	Cha 7 (+4)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

Demon Cult High Devotee	Level 13 Minion Skirmisher
Medium natural humanoid (human)	XP 200
HP 1; a missed attack never damages a minion	Initiative +11
AC 27; Fortitude 26; Reflex 24; Will 23	Perception +8
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 9 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 9 damage.	
Str 21 (+11)	Dex 17 (+9)
Con 20 (+11)	Int 5 (+3)
	Wis 15 (+8)
	Cha 7 (+4)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 16)

Demon Cult Priest	Level 17 Controller (Leader)
Medium natural humanoid (human)	XP 1,600
HP 156; Bloodied 78	Initiative +11
AC 30; Fortitude 26; Reflex 28; Will 30	Perception +14
Speed 6	
Traits	
Orcus' Authority • Aura Sight	
Allies in the aura gain +1 bonus to attack and +2 bonus to damage rolls.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 1d8 + 2 damage.	
m Blood of Orcus (weapon) • At-Will	
Requirement: Usable only while bloodied	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d6 + 7 damage.	
R Blood Pain (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Reflex	
Hit: 2d6 + 6 necrotic damage, and the target is immobilized and weakened (save ends both).	
C Orcus' Wrath (necrotic) • Recharge 6	
Attack: Area Burst 5 centered on a bloodied and willing ally, the ally explodes, releasing a burst of necrotic energy (creatures in area); +22 vs. Reflex	
Hit: 4d8 + 7 necrotic damage. The ally targeted by this power is slain.	
Minor Actions	
Bloodspray • Encounter	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: Until the end of the demon cult priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Blood Link (healing) • Encounter	
Effect: The demon cult priest can transfer up to 22 hit points of damage they have taken to an ally within 5 squares of them. They cannot transfer more hit points than the creature has remaining.	
Skills Bluff +18, Insight +19, Intimidate +20, Religion +16, Stealth +12	
Str 13 (+9)	Dex 16 (+11) Wis 22 (+14)
Con 12 (+9)	Int 17 (+11) Cha 21 (+13)
Alignment evil	Languages Abyssal, Common
Equipment chainmail, mace	

Demon Cult Worshipper	Level 14 Skirmisher
Medium natural humanoid (human)	XP 1,000
HP 103; Bloodied 51	Initiative +13
AC 28; Fortitude 27; Reflex 25; Will 24	Perception +10
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the Demon Cult Worshipper ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 6 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +19 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 6 damage.	
R Hurling Charge (weapon) • Encounter	
Effect: The Demon Cult Worshipper makes a javelin attack followed by a charge attack.	
Str 22 (+13)	Dex 18 (+11) Wis 16 (+10)
Con 21 (+12)	Int 6 (+5) Cha 8 (+6)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

Demon Cult High Devotee	Level 13 Minion Skirmisher
Medium natural humanoid (human)	XP 200
HP 1; a missed attack never damages a minion	Initiative +11
AC 27; Fortitude 26; Reflex 24; Will 23	Perception +8
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 9 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 9 damage.	
Str 21 (+11)	Dex 17 (+9) Wis 15 (+8)
Con 20 (+11)	Int 5 (+3) Cha 7 (+4)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 18)

Demon Cult High Priest	Level 19 Controller (Leader)
Medium natural humanoid (human)	XP 2,400
HP 173; Bloodied 87	Initiative +12
AC 32; Fortitude 28; Reflex 30; Will 32	Perception +15
Speed 6	
Traits	
Orcus' Authority • Aura Sight	
Allies in the aura gain +1 bonus to attack and +2 bonus to damage rolls.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 1d8 + 3 damage.	
m Blood of Orcus (weapon) • At-Will	
Requirement: Usable only while bloodied	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d6 + 8 damage.	
R Blood Pain (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Reflex	
Hit: 2d6 + 7 necrotic damage, and the target is immobilized and weakened (save ends both).	
C Orcus' Wrath (necrotic) • Recharge 6	
Attack: Area Burst 5 centered on a bloodied and willing ally, the ally explodes, releasing a burst of necrotic energy (creatures in area); +22 vs. Reflex	
Hit: 4d8 + 9 necrotic damage. The ally targeted by this power is slain.	
Minor Actions	
Bloodspray • Encounter	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: Until the end of the demon cult priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Blood Link (healing) • Encounter	
Effect: The demon cult priest can transfer up to 22 hit points of damage they have taken to an ally within 5 squares of them. They cannot transfer more hit points than the creature has remaining.	
Skills Bluff +20, Insight +20, Intimidate +22, Religion +18, Stealth +13	
Str 14 (+11)	Dex 17 (+12) Wis 23 (+15)
Con 13 (+10)	Int 18 (+13) Cha 22 (+15)
Alignment evil	Languages Abyssal, Common
Equipment chainmail, mace	

Demon Cult Worshipper	Level 16 Skirmisher
Medium natural humanoid (human)	XP 1,400
HP 158; Bloodied 79	Initiative +14
AC 30; Fortitude 29; Reflex 27; Will 26	Perception +11
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the Demon Cult Worshipper ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 7 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +21 vs. AC; see also <i>skirmish</i>	
Hit: 2d6 + 7 damage.	
R Hurling Charge (weapon) • Encounter	
Effect: The Demon Cult Worshipper makes a javelin attack followed by a charge attack.	
Str 23 (+14)	Dex 19 (+12) Wis 17 (+11)
Con 22 (+14)	Int 7 (+6) Cha 9 (+7)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

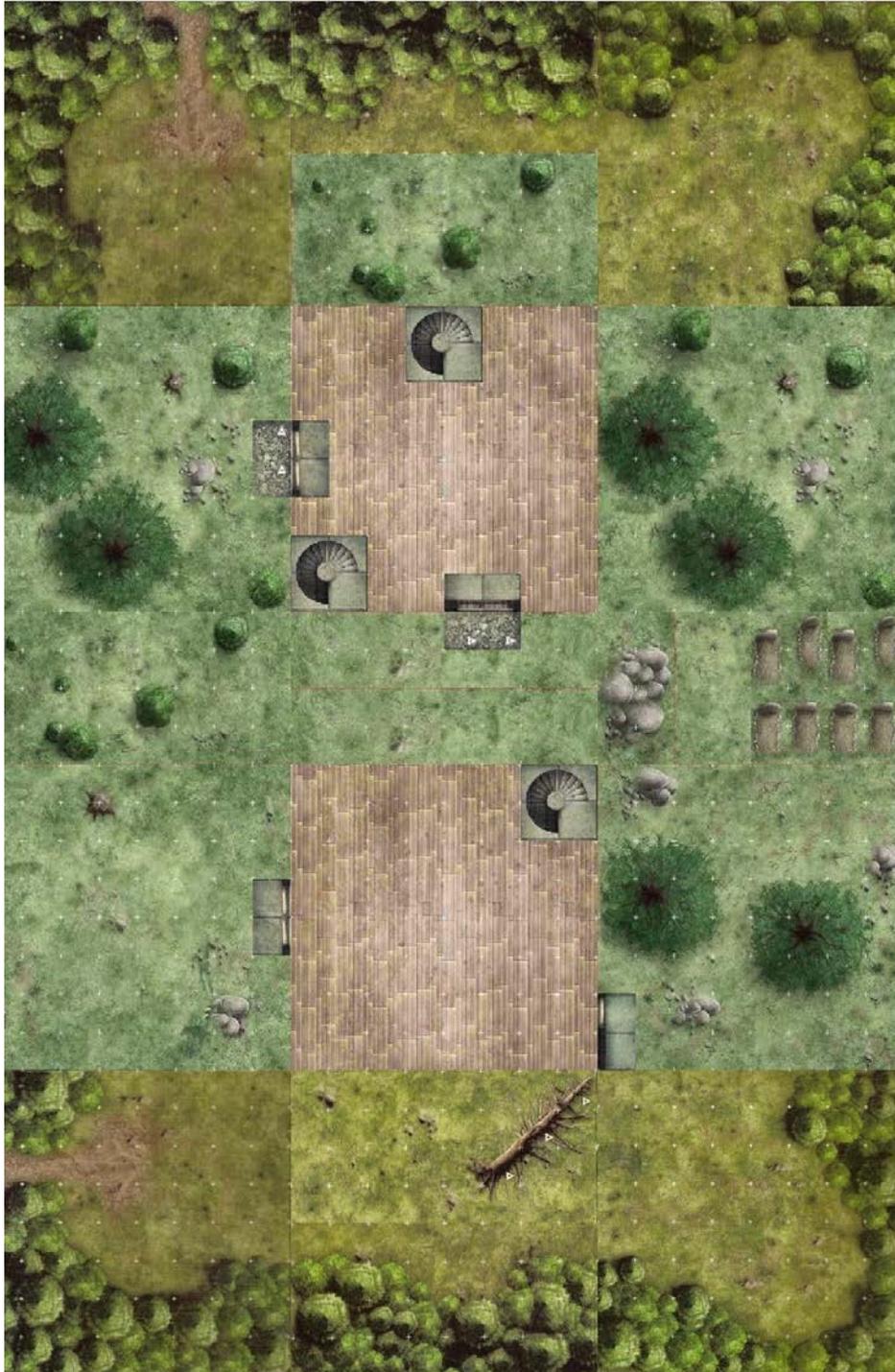
Demon Cult High Devotee	Level 13 Minion Skirmisher
Medium natural humanoid (human)	XP 200
HP 1; a missed attack never damages a minion	Initiative +11
AC 27; Fortitude 26; Reflex 24; Will 23	Perception +8
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 9 damage.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +17 vs. AC; see also <i>skirmish</i>	
Hit: 9 damage.	
Str 21 (+11)	Dex 17 (+9) Wis 15 (+8)
Con 20 (+11)	Int 5 (+3) Cha 7 (+4)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

ENCOUNTER 1: HIDDEN (ADVENTURE LEVEL 20)

Type XXII Ultrademon Schemer Medium elemental humanoid (demon)	Level 22 Controller XP 4,150
HP 205; Bloodied 103	Initiative +15
AC 36; Fortitude 32; Reflex 34; Will 34	Perception +21
Speed 7, phasing	Blindsight 5
Standard Actions	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 10 damage, and the target is dazed until the end of schemer's next turn.	
R Fiery Rays • At-Will	
Attack: Ranged 10 (one or two creatures); +25 vs. Reflex	
Hit: 3d6 + 7 fire damage.	
Demonic Authority • Recharge (when first bloodied)	
Effect: Each ally adjacent to the schemer makes a melee basic attack with combat advantage as a free action.	
Minor Actions	
R Hypnotic Gaze (charm) • Recharge 4 • 5 • 6	
Attack: Ranged 5 (one creature); +25 vs. Will.	
Hit: The target is immobilized (save ends).	
Effect: The target cannot attack the schemer until the end of the target's next turn.	
R Treacherous Gaze (charm) • Recharge 6	
Attack: Ranged 5 (one creature); +25 vs. Will.	
Hit: The target is dominated until end of the schemer's next turn.	
C Spell Eater • Encounter	
Attack: Close burst 5 (one zone in burst); +25 vs. Will of the zone's creator.	
Hit: The zone is destroyed and this creature recharges one power of its choice.	
Triggered Actions	
Self-Preservation (illusion, teleportation) • Encounter	
Trigger: An enemy bloodies the schemer.	
Effect (Immediate Reaction): The schemer teleports, swapping places with an ally it can see within 10 squares. The schemer becomes invisible until the end of its next turn, and the ally can make a melee basic attack as a free action against the enemy that bloodied the schemer if it is within the ally's reach.	
Dissolving Vapors (acid)	
Trigger: The demon drops to 0 hit points.	
Attack (No Action): Close burst 2 (creatures in burst); +23 vs. Fortitude	
Hit: Ongoing 10 acid damage (save ends).	
Skills Arcana +22, Bluff +23, Intimidate +23, Stealth +20	
Str 13 (+12)	Dex 18 (+15) Wis 20 (+16)
Con 21 (+16)	Int 23 (+17) Cha 25 (+18)
Alignment chaotic evil	Languages Abyssal
Equipment longsword	

Type XIX Nycademon Large elemental humanoid (demon)	Level 19 Skirmisher XP 2,400
HP 184; Bloodied 92	Initiative +18
AC 32; Fortitude 31; Reflex 32; Will 29	Perception +14
Speed 6, fly 6 (hover)	
Action Points 1	
Traits	
Abyssal Vigor	
The creature has one action point.	
Strong Flyer	
When a nycademon moves a grabbed target, it does not have to make a Strength attack. While bloodied, a nycademon can fly at full speed instead of half speed when moving a grabbed target.	
Standard Actions	
m Wicked Axe (weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 2d8 + 4 damage (crit 3d8 + 21), and ongoing 5 damage (save ends).	
M Wicked Edge • At-Will	
Effect: The nycademon makes two wicked axe attacks.	
M Snatch • At-Will	
Attack: Before or after the attack, the nycademon flies 6 squares; Melee 2; +22 vs. Fortitude.	
Hit: The target is grabbed.	
Triggered Actions	
Dissolving Vapors (acid)	
Trigger: The demon drops to 0 hit points.	
Attack (No Action): Close burst 2 (creatures in burst); +23 vs. Fortitude	
Hit: Ongoing 10 acid damage (save ends).	
Skills Intimidate +18	
Str 23 (+15)	Dex 24 (+16) Wis 11 (+9)
Con 24 (+16)	Int 6 (+7) Cha 19 (+13)
Alignment chaotic evil	Languages Abyssal, Common
Equipment greataxe (x2)	

ENCOUNTER 1: HIDDEN MAP (AL 2-18, EXTERIOR)



ENCOUNTER 1: HIDDEN MAP (AL 2-18, INTERIOR)

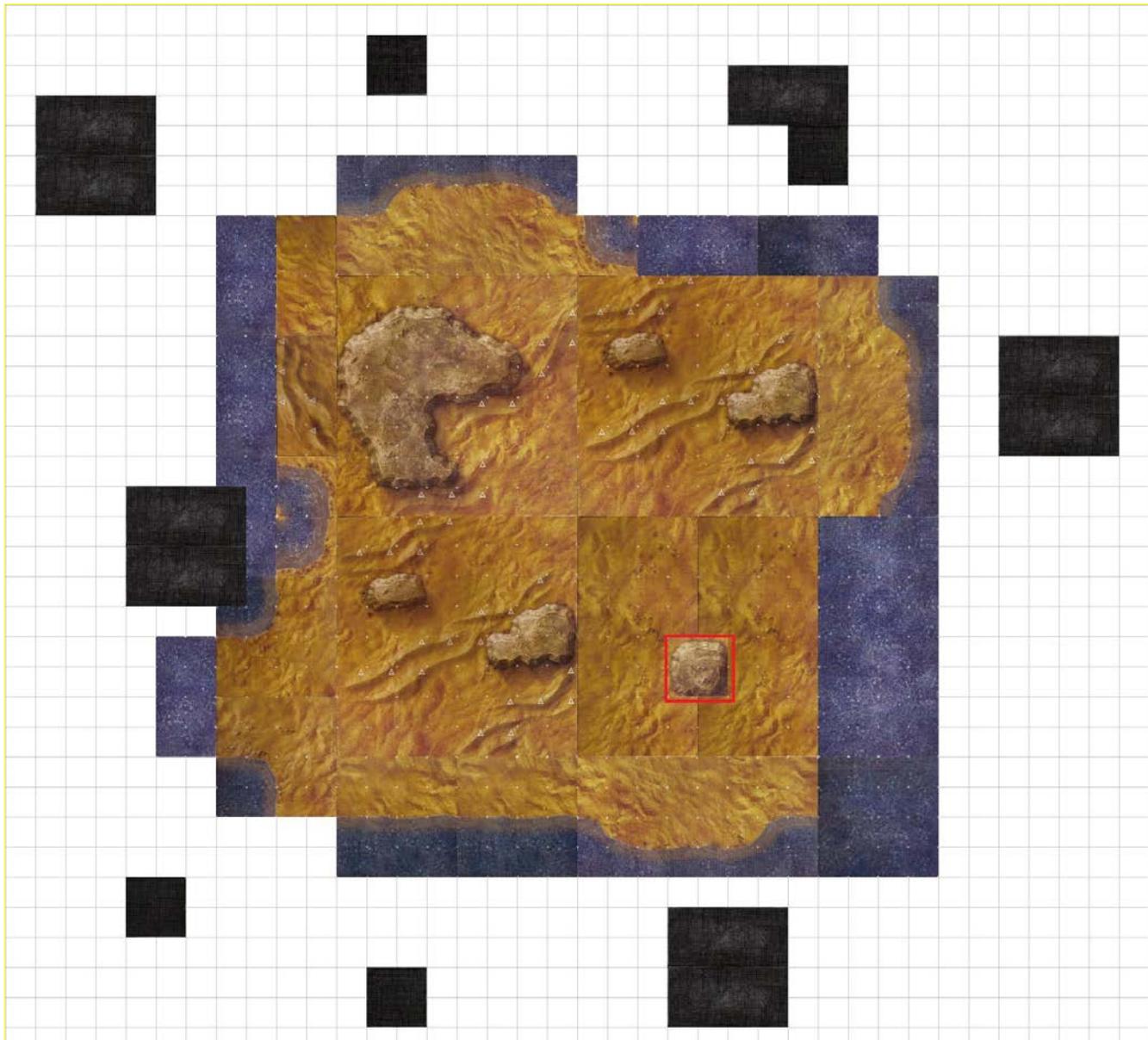
Second Story View



First Story View



ENCOUNTER 1: HIDDEN MAP (AL 20)



ENCOUNTER 2: MASTER

ENCOUNTER LEVEL 2 / 4 / 6 / 8 / 10 /
12 / 14 / 16 / 18 / 21 (625 / 875 / 1200 /
1789 / 2552 / 3500 / 4800 / 6800 /
10,000 / 16,150XP)

SETUP

Primary Goal: Continue the hunt for the leaders of the various cult cells.

Secondary Goal: Gather intelligence on the size of the infiltrators, determine their plans, and the timeline under which they plan to execute their plan. In particular the Coronal wants to know how they are hiding from the elves.

This encounter includes the following creatures at Adventure Level 2.

- 1 **Demon Cult Master** (M)
- 2 **Type I Dretch** (D)
- 5 **Type I Minor Dretch** (N)
- 1 **Minor Demon Face Idol** (F)

This encounter includes the following creatures at Adventure Level 4.

- 1 **Demon Cult Senior Master** (M)
- 2 **Type II Dretch** (D)
- 9 **Type I Minor Dretch** (N) (4 start on the map while the other 5 appear from another room (or from behind on the staircase) and enter combat at the beginning of the second round)
- 1 **Lesser Demon Face Idol** (F)

This encounter includes the following creatures at Adventure Level 6.

- 1 **Deathpriest Acolyte of Orcus** (A)
- 3 **Type V Evistro** (B)
- 1 **Type V Demon Face Idol** (D)

This encounter includes the following creatures at Adventure Level 8.

- 1 **Master Deathpriest of Orcus** (A)
- 3 **Type VI Evistro** (B)
- 3 **Type VI Minor Evistro** (C) (they do not start on the map and enter combat at the beginning of the second round)
- 1 **Type VI Demon Face Idol** (D)

This encounter includes the following creatures at Adventure Level 10.

- 1 **High Master Deathpriest of Orcus** (A)

- 3 **Type VIII Evistro** (B)
- 5 **Type VIII Minor Evistro** (C) (they do not start on the map and enter combat at the beginning of the second round)
- 1 **Type VIII Demon Face Idol** (D)

This encounter includes the following creatures at Adventure Level 12.

- 1 **Demon Cult Master** (A)
- 3 **Type X Abyssal Eviscerator** (B)
- 3 **Type IX Minor Abyssal Eviscerator** (C) (these 3 do not start on the map and come from another room (or from behind on the staircase) entering combat at the beginning of the second round)
- 1 **Mirror of Madness** (D)

This encounter includes the following creatures at Adventure Level 14.

- 1 **Demon Cult High Master** (A)
- 3 **Type XIII Abyssal Eviscerator** (B)
- 1 **Mirror of Madness** (D)

This encounter includes the following creatures at Adventure Level 16.

- 1 **Demon Cult Master** (A)
- 5 **Type XIII Abyssal Eviscerator** (B)
- 1 **Mirror of Madness** (D)

This encounter includes the following creatures at Adventure Level 18.

- 1 **Demon Cult High Master** (A)
- 4 **Type XV Abyssal Eviscerator** (B)
- 6 **Type XIII Minor Abyssal Eviscerator** (C) (these do not start on the map and instead enter combat at the beginning of the second round, coming from another room or down the staircase)
- 1 **Mirror of Madness** (D)

This encounter includes the following creatures at Adventure Level 20.

- 1 **Type XXII Nalfeshnee Tyrant, Zarithzasm** (A)
- 4 **Type XIX Nalfeshnee Swine Guards** (B)
- 1 **Type XIX Voidblight** (does not start on the map at the beginning of combat and enters at the beginning of the second round of combat)

Read to the entire Interactive:

The Coronal's voice echoes out of the magical horn. "I have received reports of hidden encampments throughout the ruins surrounding the city. So far the resistance has been light and it appears that our enemy is undermanned and unorganized. While we do not yet know how they have managed to hide from our previous

patrols, we will not let this treachery go unanswered. Your orders are to proceed into the ruins and root out this foul evil with force while continuing the hunt for the leaders of these cultists and gathering any intelligence on their plans. With honor and valor we cannot fail. For Myth Drannor!"

If you are using the Special Missions, at this point offer one table the opportunity the chance to undertake Special Mission One.

At the start of the encounter for AL 2-18, read:

The staircase winds down into the dimly lit lower floor of the building. A faint vile smell lingers in the air. Ahead in an antechamber, a flickering light is seen.

It is assumed the PCs came down the staircase located in the star building. If they did not, change the box text and setup as appropriate.

Allow the PCs to setup by (or on) the staircase and allow the PCs an opportunity to make plans. Once the PCs are ready to implement their plan, roll initiative.

Once a PC moves into the antechamber and can be detected, read:

On the other side of the chamber is a crude altar of rocks with a lit candle on it and behind it stands a short fat figure wielding a black mace. Nearby are crouched several small hunch-back and vile smelling demons whose arms end in large claws. In the far corner stands a slender obelisk on whose surface are engraved evil-looking runes while in the near corner (AL 2-10) a leering demon face has been crudely carved into the stone wall (AL 12-18) a section of the wall ahead is polished to a mirror sheen. Strange colors swirl within its surface, coalescing into frightful, leering forms..

The leather-clad figure utters several guttural words to the demons who respond by gazing hungrily at you and letting loose vicious growls of malevolent delight.

If any PC understands the language Abyssal, the leather-clad figure said, ***“Kill them as a sacrifice to the Blood Lord and I shall reward you with their entrails.”***

Continue with the initiative order at this point.

At Adventure Level 4, at the start of the second round of combat, 4 Type I Minor Dretch appear from another room (or from behind on the staircase) and enter combat.

At Adventure Level 6, the Type III Minor Evistro do not start on the map at the beginning of combat and instead appear at the start of the second round of combat, coming from another room (or from behind on the staircase).

At Adventure Levels 8 and 10, the Type VI Minor Evistro do not start on the map at the beginning of combat and instead appear at the start of the second round of combat, coming from another room (or from behind on the staircase).

At Adventure Levels 12, the Type IX Minor Abyssal Eviscerator do not start on the map at the beginning of combat and instead appear at the start of the second round of combat, coming from another room (or from behind on the staircase).

At Adventure Levels 18, the Type XIII Minor Abyssal Eviscerator do not start on the map at the beginning of combat and instead appear at the start of the second round of combat, coming from another room (or from behind on the staircase).

FEATURES OF THE AREA

Illumination: Dim light unless the PCs use a different means of illuminating the room.

Altar: The altar can serve as cover. Treat the altar as difficult terrain costing 2 squares of movement to move through its square. It can be jumped over by making a Moderate DC Athletics check and this negates the difficult terrain movement penalty.

Demon Face Idol: This trap is located in the corner, on the northern wall, across the altar from the obelisk. See stat block below.

Obelisk: Treat the obelisk is in as difficult terrain costing 2 squares of movement to move through its square. It is in an alcove on the southern wall.

TACTICS

Demon Cult Master (or Senior Master):

- Engages in melee combat to make use of his *curse* mace power.
- Is not resistant to the Dretch’s poison, so he stays away from them if he can.
- When he drops to 0 hit points, make a *death strike*.

Dretch (any type):

- Prefers to attack PCs suffering from the *shadow curse* (-2 AC).
- Stays within 5 squares of the Demon Cult Master (or Senior Master) to benefit from the Demon Cult Master’s (or Senior Master’s) *infuse with shadow* power (non-minions only).

- When it drops to 0 hit points within 10 squares of the Demon Cult Master (or Senior Master) it takes a *death strike* with their *savage claws* as a free action and lays down a zone of poison from its *vile death power*.
- Their variable resistance is replaced with *nauseating stench aura*. Use this to slow the PCs and to keep them within the *sickening miasma aura*.

Demon Face Idol:

- Attacks the maximum number of PCs it can.
- Pushes the PCs into an open square that is adjacent to the closest Demon (any kind) to allow it to make a basic attack using their *savage claws* as an opportunity attack.

Deathpriest of Orcus:

- Uses *dark blessing* to catch the most PCs and most demons in its area of effect.
- Uses *mace* if in melee and *ray of black fire* if not in melee.

Evistro (any type):

- Prefer to attack a single PC in hopes of bloodying them so they can use their *destructive bite*.
- When a fellow ally (includes the Deathpriest) drops to 0 hit points and is within 2 squares, make a melee basic attack as an immediate interrupt. This replaces their variable resistance.

Demon Cult Master:

- Use *spectral claw* to immobilize characters
- Use *enfeebling burst* to weaken strikers
- When bloodied (or close to it) use *life drain* followed by *Orcus makes me stronger* (this means *life drain* twice in a row)

Abyssal Eviscerator:

- Prefers to attack PCs suffering from the effects of the Mirror of Madness, particularly if it grants combat advantage
- Stay adjacent to characters that they have combat advantage against to use their *blur of claws aura*
- Use *grab* (if it has it) to keep characters from attacking the Demon Cult Master

Mirror of Madness:

- Attacks the maximum number of PCs it can, to keep the dazed, immobilized or dominated

AL 20 ONLY

You should continue with the following for your AL 20 table:

As you proceed with your investigation of the cloaked earth motes, your gaze pierces through dark clouds ahead and you spot the earth mote lazily drifting. No

cultists are on the earth mote and there are no demons flying around it.

There is an opening in the side of the mote, resembling an open maw with a tunnel continuing beyond. There appears to be no guards.

Allow the PCs to setup in or near the open maw and allow the PCs an opportunity to make plans. Once the PCs are ready to implement their plan, roll initiative.

Once a PC moves into the tunnel and can be detected, read:

At the end of the tunnel is a stairwell leading to a dimly lit chamber which has two other tunnels leading off from it. At the far end of this chamber, lying on a grand-size divan is an obese winged demon that is busy gorging on a haunch of meat that looks suspiciously like an elven leg. Standing guard around the room are other similar looking demons, but they are heavily armed and armored.

The fat vile demon looks at you as you enter, “Ah, visitors. Come for my secrets have you? Let us begin the bargaining.” The demons attack!

Before the PCs can bargain, the demons attack, however once Zarithzasm becomes bloodied, he is willing to bargain. If the PCs try to bargain, continue with the skill challenge presented in this encounter. If the PCs prefer to continue the fight, continue with the initiative order.

SKILL CHALLENGE LEVEL 21, COMPLEXITY 1 (12800 XP)

The characters bargain with a nalfeshnee tyrant to obtain his secrets.

The fat demon tears another hunk of flesh off the haunch with his incisors and methodically begins to chew it.

“I think perhaps the bargaining can continue in earnest now.”

The PCs stand across from Zarithzasm, the Drinker of Marrow, a nalfeshnee tyrant who is not sure which side of the upcoming battle he is on. Zarithzasm resents being used as chafe by the Demon Lords and especially Orcus. Because of this he is strongly considering aided the miserable flesh bags who live in the forest, or at least tempting them with enough useful information that he might get a few souls and a snack or two. The DM is encouraged to role-play Zarithzasm as willing to negotiate, and just willing enough to tell barely useful information that the PCs will have a hard time ignoring

him. Of course he wants to tempt and twist the PCs into doing things to taint their souls. If the PCs are just willing to give him a few souls, or maybe they might part with some prisoners or criminals that he might grace his table with...

SKILL CHALLENGE: SECRETS

Goal: The PCs, after bloodying him in a fight, convince a nalfeshnee tyrant to part with his secrets.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Insight.

Other Skills: Intimidate, Religion.

Victory: If the PCs achieve 4 successes, the nalfeshnee tyrant parts with his secrets, as detailed in Ending the Encounter. In addition to explaining the obelisk, the nalfeshnee tyrant will show them how it works.

Defeat: If the PCs obtain 3 failures, the nalfeshnee and his swine guards continue to attack.

This skill challenge cannot be attempted again.

Arcana DC 26 (standard action; 1 success; 3 maximum)

The character bargains for the tyrant's secrets with their own arcane secrets.

Bluff DC 26 (standard action; 1 success; 3 maximum)

The character bargains for the tyrant's secrets with their lies.

Diplomacy DC 26 (standard action; 1 success; 3 maximum)

The character attempts to convince the tyrant that giving them his secrets is in his best interests.

Insight DC 26 (standard action; 1 success; 3 maximum)

The character can tell whether their bargaining pleases or displeases the tyrant.

Intimidate DC 35 (standard action; no success)

The character threatens the tyrant that if he does not reveal his secrets, that the tyrant shall suffer dire consequences. This grants a +2 bonus to the next Bluff or Diplomacy check made for this skill challenge.

Religion DC 26 (standard action; no success)

The character shares their knowledge of other demons who have divulged their secrets while benefiting from it. This grants a +2 bonus to the next Arcana or Insight check made for this skill challenge.

Special (standard action; 1 automatic success, 1 maximum)

The character shares their knowledge of the Citadel of Fungi and what they learned of Zuggtmoy's plans there. (SPEC3-2).

FEATURES OF THE AREA

Illumination: Dim light unless the PCs use a different means of illuminating the room.

TACTICS

Nalfeshnee Tyrant:

- Use black lightning to make characters vulnerable to psychic; this is in preparation for the voidblight
- Once characters are in the voidblight, it uses its unholy whispers to daze

Nalfeshnee Swine Guards:

- Protect the tyrant
- Push characters into the voidblight

Voidblight:

- Attacks the maximum number of PCs it can, preferring to attack the PCs that are vulnerable to psychic damage

SCALING THE ENCOUNTER

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

Four PCs:

At Adventure Level 2, remove 1 Type I Dretch.

At Adventure Level 4, remove 1 Type II Dretch.

At Adventure Level 6, remove 1 Type III Evistro.

At Adventure Level 8, remove 1 Type VI Evistro.

At Adventure Level 10, remove 1 Type VIII Evistro.

At Adventure Level 12, remove 1 Type X Abyssal Eviscerator.

At Adventure Level 14, 1 Type XIII Abyssal Eviscerator.

At Adventure Level 16, remove 1 Type XIII Abyssal Eviscerator.

At Adventure Level 18, remove 1 Type XV Abyssal Eviscerator.

At Adventure Level 20, remove 1 Type XIX Nalfeshnee Swine Guard.

Six PCs:

At Adventure Level 2, add 1 Type I Dretch.

At Adventure Level 4, add 1 Type II Dretch.

At Adventure Level 6, add 1 Type III Evistro.

At Adventure Level 8, add 1 Type VI Evistro.

At Adventure Level 10, add 1 Type VIII Evistro.

At Adventure Level 12, add 1 Type X Abyssal Eviscerator.
At Adventure Level 14, 1 Type XIII Abyssal Eviscerator.
At Adventure Level 16, add 1 Type XIII Abyssal Eviscerator.
At Adventure Level 18, add 1 Type XV Abyssal Eviscerator.
At Adventure Level 20, add 1 Type XIX Nalfeshnee Swine Guard.

ENEMY REINFORCEMENTS

At the beginning of the second round, two additional demons return from a rampage, coming down the stairs behind the PCs. Add two of the brutes for AL 2-18 and at AL 20, add two more Nalfeshnee Swine Guards.

ENDING THE ENCOUNTER

This encounter ends when the master and his demons are defeated (the trap stops working once this happens) or the PCs retreat.

If the PCs capture and question the cultist (Hard DC Intimidate) or at AL 20, the Nalfeshnee Tyrant, he reveals the following:

- He and his cultists are worshippers of Orcus, demon lord of the undead.
- The attack on Myth Drannor starts tomorrow.
- The daemonfey warlock Tral' Alum commands the forces that are attacking Myth Drannor.
- The obelisk, given to him by Tral' Alum, keeps the cultists hidden from the elves.

If the PCs capture and question a demon, they reveal nothing of importance and instead threaten them with dire consequences.

EXPERIENCE POINTS

If the PCs succeed in capturing and interrogating the cultist leader (or at AL 20 gain the information from the Nalfeshnee Tyrant), they successfully complete one of the minor objectives.

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 2)

Cult Master	Level 3 Controller (Leader)	
Medium natural humanoid (human)	XP 150	
HP 47; Bloodied 24	Initiative +2	
AC 17; Fortitude 15; Reflex 12; Will 13	Perception +1	
Speed 6		
Traits		
O Blessing of Demons • Aura 10		
Allies in the aura can use death strike.		
Demon's Blood		
While bloodied, the cult master gains a +2 bonus to melee attack rolls and a +3 bonus to melee damage rolls.		
Standard Actions		
m Mace (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 4 damage.		
R Shadow Curse (necrotic) • At-Will		
Attack: Ranged 5 (one creature); +6 vs. Fortitude		
Hit: 2d8 + 6 necrotic damage, and the target has -2 AC until the end of cult master's next turn.		
M Cursed Mace (weapon) • At-Will		
Effect: The cult master attacks with his mace and if it hits, he may make a secondary attack on the same target with his shadow curse as if it were a melee attack.		
Infuse with Shadow (healing) • Recharge 5-6		
Effect: Target ally within 5 squares gains a +5 bonus to attack rolls until the end of its next turn. In addition, the target heals 10 hp.		
Triggered Actions		
Death Strike		
Trigger: When reduced to 0 hit points		
Effect (Free Action): Before he dies, the cult master can make a basic melee or ranged attack against a target within reach.		
Demons Empower Me (healing)		
Trigger: When bloodied.		
Effect (Immediate Reaction): The cult master gains a +5 bonus to attack rolls until the end of his next turn and heals 10 hp.		
Skills Religion +7		
Str 16 (+4)	Dex 13 (+2)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 16 (+4)
Alignment evil Languages Abyssal, Common		
Equipment leather armor, mace		

Minor Dream Face Idol	Level 1 Warder
Trap	XP 100
<i>The leering face of a demon has been carved into the wall.</i>	
Trap: The demon face idol hangs in 1 square on the wall or pillar. It provides enemies with a view of the area, and aids the servants of its abyssal master in combat.	
Perception	
No Perception check is required to notice the idol.	
Additional Skill: Arcana (trained only)	
<ul style="list-style-type: none"> • DC 9: The idol is magic and it reacts to any creature's approach. • DC 14: Another creature sees through the idol's eyes watching all who pass. 	
Initiative +2	
Trigger	
The trap activates and rolls initiative when any enemy enters a square within 5 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 5 squares of the idol.	
Attack	
Standard Action Close blast 5	
Target: Each enemy in blast	
Attack: +5 vs. Will	
Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, the ally can make a basic attack against the target as an opportunity action.	
Special: The trap treats all non-demons that are not part of the idol's demon cult as enemies. It treats all members of the cult and their allies as its allies.	
Countermeasures	
<ul style="list-style-type: none"> • By making a DC 14 Stealth check, a character can move within 5 squares of the idol without activating it or alerting the creature linked to it. • A character adjacent to the idol can make a DC 14 Thievery check as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. If the trap has not yet been activated, a failed Thievery check activates it (as above). • A character can attack the idol (AC 19, Reflex 19, Fortitude 18, 21 hit points). Doing so activates the trap (see above). Destroying the idol ends the threat. 	

Type I Dretch	Level I Brute
Small elemental humanoid (demon)	XP 100
HP 33; Bloodied 16	Initiative +1
AC 13; Fortitude 13; Reflex 11; Will 10	Perception +0
Speed 6	Darkvision
Traits	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
O Sickening Miasma • Aura 1	
Each enemy within the aura takes 1 damage whenever it takes a standard action or a move action. Multiple sickening miasma auras deal cumulative damage, up to 5 damage.	
Standard Actions	
m Savage Claws • At-Will	
<i>Attack:</i> Melee 1 (one creature); +4 vs. AC	
<i>Hit:</i> 2d6 + 2 damage	
Triggered Actions	
Frenzy of Claws • (Encounter)	
<i>Trigger:</i> When first bloodied.	
<i>Effect</i> (Free Action): The dretch attacks one or two creatures with <i>savage claws</i> .	
Vile Death • (Poison, Zone)	
<i>Trigger:</i> When the dretch is dropped to 0 hit points	
<i>Effect</i> (Free Action): Close burst 1; the burst creates a zone of poison centered on the dretch that lasts until what would be the start of the dretch's next turn. Any nondemon that enters the zone or starts its turn there takes 5 poison damage.	
Str 16 (+3)	Dex 13 (+1)
Con 13 (+1)	Int 4 (-3)
Alignment chaotic evil	Languages Abyssal
Wis 10 (+0)	Cha 6 (-2)

Type I Minor Dretch	Level I Minion Brute
Small elemental humanoid (demon)	XP 25 (demon)
HP 1; a missed attack never damages a minion;	Initiative +0
AC 13; Fortitude 13; Reflex 11; Will 10	Perception +0
Speed 6	Darkvision
Traits	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
O Sickening Miasma • Aura 1	
Each enemy within the aura takes 1 damage whenever it takes a standard action or a move action. Multiple sickening miasma auras deal cumulative damage, up to 5 damage.	
Standard Actions	
m Savage Claws • At-Will	
<i>Attack:</i> Melee 1 (one creature); +4 vs. AC	
<i>Hit:</i> 4 damage	
Triggered Actions	
Vile Death • (Poison, Zone)	
<i>Trigger:</i> When the dretch is dropped to 0 hit points	
<i>Effect</i> (Free Action): Close burst 1; the burst creates a zone of poison centered on the dretch that lasts until what would be the start of the dretch's next turn. Any nondemon that enters the zone or starts its turn there takes 5 poison damage.	
Str 16 (+3)	Dex 13 (+1)
Con 13 (+1)	Int 4 (-3)
Alignment chaotic evil	Languages Abyssal
Wis 10 (+0)	Cha 6 (-2)

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 4)

Demon Cult Senior Master Medium natural humanoid (human)	Level 5 Controller (Leader) XP 200
HP 64; Bloodied 32	Initiative +4
AC 19; Fortitude 17; Reflex 14; Will 15	Perception +3
Speed 6	
Traits	
O Blessing of Orcus • Aura 10 Allies in the aura can use death strike.	
Closer to Orcus While bloodied, the demon cult senior master gains a +2 bonus to melee attack rolls and a +3 bonus to melee damage rolls.	
Standard Actions	
m Mace (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 1d6 + 5 damage.	
R Shadow Curse (necrotic) • At-Will <i>Attack:</i> Ranged 5 (one creature); +8 vs. Fortitude <i>Hit:</i> 2d8 + 8 necrotic damage, and the target has -2 AC until the end of Cult Master's next turn.	
M Cursed Mace (weapon) • At-Will <i>Effect:</i> The demon cult senior master attacks with his mace and if it hits, he may make a secondary attack on the same target with his shadow curse as if it were a melee attack.	
Infuse with Shadow (healing) • Recharge 5-6 <i>Effect:</i> Target ally within 5 squares gains a +5 bonus to attack rolls until the end of its next turn. In addition, the target heals 10 hp.	
Triggered Actions	
Death Strike <i>Trigger:</i> When reduced to 0 hit points <i>Effect (Free Action):</i> Before he dies, the demon cult senior master can make a basic melee or ranged attack against a target within reach.	
Demons Empower Me (healing) <i>Trigger:</i> When bloodied. <i>Effect (Immediate Reaction):</i> The demon cult senior master gains a +5 bonus to attack rolls until the end of his next turn and heals 10 hp.	
Skills Religion +8	
Str 17 (+5)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 11 (+2) Cha 17 (+5)
Alignment evil Languages Abyssal, Common	
Equipment leather armor, mace	

Lesser Dream Face Idol Trap	Level 2 Warder XP 125
<i>The leering face of a demon has been carved into the wall.</i>	
Trap: The demon face idol hangs in 1 square on the wall or pillar. It provides enemies with a view of the area, and aids the servants of its abyssal master in combat.	
Perception No Perception check is required to notice the idol.	
Additional Skill: Arcana (trained only)	
<ul style="list-style-type: none"> • DC 10: The idol is magic and it reacts to any creature's approach. • DC 15: Another creature sees through the idol's eyes watching all who pass. 	
Initiative +3	
Trigger The trap activates and rolls initiative when any enemy enters a square within 5 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 5 squares of the idol.	
Attack	
Standard Action Close blast 5	
Target: Each enemy in blast	
Attack: +6 vs. Will	
Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, the ally can make a basic attack against the target as an opportunity action.	
Special: The trap treats all non-demons that are not part of the idol's demon cult as enemies. It treats all members of the cult and their allies as its allies.	
Countermeasures	
<ul style="list-style-type: none"> • By making a DC 15 Stealth check, a character can move within 5 squares of the idol without activating it or alerting the creature linked to it. • A character adjacent to the idol can make a DC 15 Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. If the trap has not yet been activated, a failed Thievery check activates it (as above). • A character can attack the idol (AC 20, Reflex 20, Fortitude 19, 21 hit points). Doing so activates the trap (see above). Destroying the idol ends the threat. 	

Type II Dretch	Level 2 Brute
Small elemental humanoid (demon)	XP 100
HP 44; Bloodied 22; see also <i>Vile Death</i>	Initiative +2
AC 14; Fortitude 14; Reflex 13; Will 11	Perception +1
Speed 6	Darkvision
Traits	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
O Sickening Miasma • Aura 1	
Each enemy within the aura takes 1 damage whenever it takes a standard action or a move action. Multiple sickening miasma auras deal cumulative damage, up to 5 damage.	
Standard Actions	
m Savage Claws • At-Will	
<i>Attack:</i> Melee 1 (one creature); +5 vs. AC	
<i>Hit:</i> 2d6 + 2 damage	
Triggered Actions	
Frenzy of Claws • (Encounter)	
<i>Trigger:</i> When first bloodied.	
<i>Effect (Free Action):</i> The dretch attacks one or two creatures with <i>savage claws</i> .	
Vile Death • (Poison, Zone)	
<i>Trigger:</i> When the dretch is dropped to 0 hit points	
<i>Effect (Free Action):</i> Close burst 1; the burst creates a zone of poison centered on the dretch that lasts until what would be the start of the dretch's next turn. Any nondemon that enters the zone or starts its turn there takes 5 poison damage.	
Str 17 (+4)	Dex 14 (+3)
Con 14 (+3)	Int 5 (-2)
	Wis 11 (+1)
	Cha 7 (-1)
Alignment chaotic evil	Languages Abyssal

Type I Minor Dretch	Level 1 Minion Brute
Small elemental humanoid (demon)	XP 25
HP 1; a missed attack never damages a minion	Initiative +0
AC 13; Fortitude 13; Reflex 11; Will 10	Perception +0
Speed 6	Darkvision
Traits	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
O Sickening Miasma • Aura 1	
Each enemy within the aura takes 1 damage whenever it takes a standard action or a move action. Multiple sickening miasma auras deal cumulative damage, up to 5 damage.	
Standard Actions	
m Savage Claws • At-Will	
<i>Attack:</i> Melee 1 (one creature); +4 vs. AC	
<i>Hit:</i> 4 damage	
Triggered Actions	
Vile Death • (Poison, Zone)	
<i>Trigger:</i> When the dretch is dropped to 0 hit points	
<i>Effect (Free Action):</i> Close burst 1; the burst creates a zone of poison centered on the dretch that lasts until what would be the start of the dretch's next turn. Any nondemon that enters the zone or starts its turn there takes 5 poison damage.	
Str 16 (+3)	Dex 13 (+1)
Con 13 (+1)	Int 4 (-3)
	Wis 10 (+0)
	Cha 6 (-2)
Alignment chaotic evil	Languages Abyssal

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 6)

Deathpriest Acolyte of Orcus	Level 9 Controller (Leader)
Medium natural humanoid (human)	XP 400
HP 96; Bloodied 48	Initiative +4
AC 23; Fortitude 21; Reflex 19; Will 21	Perception +12
Speed 5	
Traits	
O Death's Embrace (necrotic) • Aura 10	
Enemies in the aura take a -2 penalty to death saves.	
Standard Actions	
m Mace (necrotic) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 damage plus 1d8 necrotic damage.	
R Ray of Black Fire (fire, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 2d8 + 3 fire and necrotic damage, and one ally in the Deathpriest's line of sight gains a +2 power bonus to its next attack roll against the target.	
C Dark Blessing (necrotic) • Encounter	
Attack: Close burst 2 (creatures in burst); +10 vs. Fortitude	
Hit: 3d6 + 3 necrotic damage, and the target is pushed 1 square.	
Hit or Miss: The deathpriest and all allies in the burst gain a +2 power bonus to AC until the end of the encounter.	
Skills Arcana +10, Religion +10	
Str 20 (+9)	Dex 13 (+5)
Con 15 (+6)	Wis 18 (+8)
Int 14 (+6)	Cha 24 (+11)
Alignment evil	Languages Abyssal, Common
Equipment chainmail, skull-headed mace	

Type V Evistro (Carnage Demon)	Level 5 Brute
Medium elemental magical beast (demon)	XP 200
HP 79; Bloodied 40	Initiative +2
AC 15; Fortitude 17; Reflex 13; Will 13	Perception +2
Speed 6	
Traits	
O Bloodletting Soul • Aura 2	
An ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.	
Carnage	
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to the target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.	
Standard Actions	
m Claws • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage.	
Minor Actions	
M Destructive Bite • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Requirement: Target must be bloodied	

Hit: 1d6 + 5 damage.		
Str 19 (+5)	Dex 10 (+1)	Wis 10 (+1)
Con 18 (+5)	Int 3 (-3)	Cha 5 (-2)
Alignment Chaotic evil	Languages Abyssal	

Type V Dream Face Idol	Level 5 Warder
Trap	XP 200
<i>The leering face of a demon has been carved into the wall.</i>	
Trap: The demon face idol hangs in 1 square on the wall or pillar. It provides enemies with a view of the area, and aids the servants of its abyssal master in combat.	
Perception	
No Perception check is required to notice the idol.	
Additional Skill: Arcana (trained only)	
<ul style="list-style-type: none"> DC 11: The idol is magic and it reacts to any creature's approach. DC 16: Another creature sees through the idol's eyes watching all who pass. 	
Initiative +4	
Trigger	
The trap activates and rolls initiative when any enemy enters a square within 5 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 5 squares of the idol.	
Attack	
Standard Action Close blast 5	
Target: Each enemy in blast	
Attack: +8 vs. Will	
Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, the ally can make a basic attack against the target as an opportunity action.	
Special: The trap treats all non-demons that are not part of the idol's demon cult as enemies. It treats all members of the cult and their allies as its allies.	
Countermeasures	
<ul style="list-style-type: none"> By making a DC 16 Stealth check, a character can move within 5 squares of the idol without activating it or alerting the creature linked to it. A character adjacent to the idol can make a DC 16 Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. If the trap has not yet been activated, a failed Thievery check activates it (as above). A character can attack the idol (AC 20, Reflex 20, Fortitude 19, 21 hit points). Doing so activates the trap (see above). Destroying the idol ends the threat. 	

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 8)

Master Deathpriest of Orcus Medium natural humanoid (human)	Level 11 Controller (Leader) XP 600
HP 114; Bloodied 57	Initiative +6
AC 25; Fortitude 23; Reflex 21; Will 23	Perception +13
Speed 5	
Traits	
O Death's Embrace (necrotic) • Aura 10 Enemies in the aura take a -2 penalty to death saves.	
Standard Actions	
m Mace (necrotic) • At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 1d8 + 2 damage plus 1d8 necrotic damage.	
R Ray of Black Fire (fire, necrotic) • At-Will Attack: Ranged 10 (one creature); +12 vs. Reflex Hit: 2d8 + 4 fire and necrotic damage, and one ally in the deathpriest's line of sight gains a +2 power bonus to its next attack roll against the target.	
C Dark Blessing (necrotic) • Encounter Attack: Close burst 2 (creatures in burst); +12 vs. Fortitude Hit: 3d6 + 4 necrotic damage, and the target is pushed 1 square. Hit or Miss: The deathpriest and all allies in the burst gain a +2 power bonus to AC until the end of the encounter.	
Skills Arcana +11, Religion +11	
Str 14 (+6)	Dex 11 (+5)
Con 17 (+8)	Int 13 (+6)
	Wis 17 (+8)
	Cha 16 (+8)
Alignment evil	Languages Abyssal, Common
Equipment chainmail, skull-headed mace	

Type VI Evistro (Carnage Demon) Medium elemental magical beast (demon)	Level 6 Brute XP 250
HP 90; Bloodied 45	Initiative +4
AC 16; Fortitude 18; Reflex 14; Will 14	Perception +4
Speed 6	
Traits	
O Bloodletting Soul • Aura 2 An ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.	
Carnage The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to the target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.	
Standard Actions	
m Claws • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d8 + 5 damage.	
Minor Actions	
M Destructive Bite • At-Will Attack: Melee 1 (one creature); +8 vs. AC Requirement: Target must be bloodied Hit: 1d6 + 5 damage.	
Str 21 (+8)	Dex 12 (+4)
Con 20 (+8)	Int 5 (+0)
	Wis 12 (+4)
	Cha 7 (+1)
Alignment Chaotic evil	Languages Abyssal

Type VI Minor Evistro (Carnage Demon) Medium elemental magical beast (demon)	Level 6 Minion Brute XP 63
HP 1; a missed attack never damages a minion	Initiative +4
AC 16; Fortitude 18; Reflex 14; Will 14	Perception +4
Speed 6	
Traits	
O Bloodletting Soul • Aura 2	

An ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.		
Carnage The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to the target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.		
Standard Actions		
m Claws • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 6 damage.		
Minor Actions		
M Destructive Bite • At-Will Attack: Melee 1 (one creature); +8 vs. AC Requirement: Target must be bloodied Hit: 6 damage.		
Str 21 (+8)	Dex 12 (+4)	Wis 12 (+4)
Con 20 (+8)	Int 5 (+0)	Cha 7 (+1)
Alignment Chaotic evil	Languages Abyssal	

Type VI Dream Face Idol Trap	Level 6 Warder XP 250
<i>The leering face of a demon has been carved into the wall.</i>	
Trap: The demon face idol hangs in 1 square on the wall or pillar. It provides enemies with a view of the area, and aids the servants of its abyssal master in combat.	
Perception No Perception check is required to notice the idol.	
Additional Skill: Arcana (trained only)	
<ul style="list-style-type: none"> DC 12: The idol is magic and it reacts to any creature's approach. DC 17: Another creature sees through the idol's eyes watching all who pass. 	
Initiative +5	
Trigger The trap activates and rolls initiative when any enemy enters a square within 5 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 5 squares of the idol.	
Attack	
Standard Action Close blast 5 Target: Each enemy in blast Attack: +10 vs. Will Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, the ally can make a basic attack against the target as an opportunity action. Special: The trap treats all non-demons that are not part of the idol's demon cult as enemies. It treats all members of the cult and their allies as its allies.	
Countermeasures	
<ul style="list-style-type: none"> By making a DC 17 Stealth check, a character can move within 5 squares of the idol without activating it or alerting the creature linked to it. A character adjacent to the idol can make a DC 17 Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. If the trap has not yet been activated, a failed Thievery check activates it (as above). A character can attack the idol (AC 20, Reflex 20, Fortitude 19, 21 hit points). Doing so activates the trap (see above). Destroying the idol ends the threat. 	

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 10)

High Master Deathpriest of Orcus	Level 13 Controller (Leader)
Medium natural humanoid (human)	XP 800
HP 130; Bloodied 65	Initiative +7
AC 27; Fortitude 25; Reflex 23; Will 25	Perception +14
Speed 5	
Traits	
O Death's Embrace (necrotic) • Aura 10	
Enemies in the aura take a -2 penalty to death saves.	
Standard Actions	
m Mace (necrotic) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d8 + 3 damage plus 1d8 necrotic damage.	
R Ray of Black Fire (fire, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d8 + 5 fire and necrotic damage, and one ally in the deathpriest's line of sight gains a +2 power bonus to its next attack roll against the target.	
C Dark Blessing (necrotic) • Encounter	
Attack: Close burst 2 (creatures in burst); +14 vs. Fortitude	
Hit: 3d6 + 5 necrotic damage, and the target is pushed 1 square.	
Hit or Miss: The deathpriest and all allies in the burst gain a +2 power bonus to AC until the end of the encounter.	
Skills Arcana +13, Religion +13	
Str 15 (+7)	Dex 12 (+7)
Con 18 (+10)	Wis 18 (+10)
Int 14 (+8)	Cha 17 (+9)
Alignment evil	Languages Abyssal, Common
Equipment chainmail, skull-headed mace	

Type VIII Evistro (Carnage Demon)	Level 8 Brute
Medium elemental magical beast (demon)	XP 350
HP 111; Bloodied 56	Initiative +5
AC 18; Fortitude 20; Reflex 16; Will 16	Perception +5
Speed 6	
Traits	
O Bloodletting Soul • Aura 2	
An ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.	
Carnage	
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to the target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.	
Standard Actions	
m Claws • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 7 damage.	
Minor Actions	
M Destructive Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Requirement: Target must be bloodied	
Hit: 1d6 + 7 damage.	
Str 22 (+10)	Dex 13 (+5)
Con 21 (+9)	Wis 13 (+5)
Int 6 (+2)	Cha 8 (+3)
Alignment Chaotic evil	Languages Abyssal

Type VIII Minor Evistro (Carnage Demon) Medium elemental magical beast (demon)	Level 8 Minion Brute XP 88
HP 1; a missed attack never damages a minion AC 18; Fortitude 20; Reflex 16; Will 16 Speed 6	Initiative +5 Perception +5
Traits	
O Bloodletting Soul • Aura 2	
An ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.	
Carnage	
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to the target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.	
Standard Actions	
m Claws • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC Hit: 7 damage.	
Minor Actions	
M Destructive Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC Requirement: Target must be bloodied Hit: 7 damage.	
Str 22 (+10)	Dex 13 (+5)
Con 21 (+9)	Int 6 (+2)
	Wis 13 (+5)
	Cha 8 (+3)
Alignment Chaotic evil	Languages Abyssal

Type VIII Dream Face Idol Trap	Level 8 Warder XP 350
<i>The leering face of a demon has been carved into the wall.</i>	
Trap: The demon face idol hangs in 1 square on the wall or pillar. It provides enemies with a view of the area, and aids the servants of its abyssal master in combat.	
Perception	
No Perception check is required to notice the idol.	
Additional Skill: Arcana (trained only)	
<ul style="list-style-type: none"> • DC 13: The idol is magic and it reacts to any creature's approach. • DC 18: Another creature sees through the idol's eyes watching all who pass. 	
Initiative +6	
Trigger	
The trap activates and rolls initiative when any enemy enters a square within 5 squares of it, or when a character makes a failed Thievery check or attacks the idol (see below). When the idol activates, one creature linked to it becomes aware of the presence of every creature within 5 squares of the idol.	
Attack	
Standard Action Close blast 5	
Target: Each enemy in blast	
Attack: +12 vs. Will	
Hit: The idol pushes the target 4 squares. If the target ends this movement next to an ally of the demon face idol, the ally can make a basic attack against the target as an opportunity action.	
Special: The trap treats all non-demons that are not part of the idol's demon cult as enemies. It treats all members of the cult and their allies as its allies.	
Countermeasures	
<ul style="list-style-type: none"> • By making a DC 18 Stealth check, a character can move within 5 squares of the idol without activating it or alerting the creature linked to it. • A character adjacent to the idol can make a DC 18 Thievery check (as a standard action) to disable the trap until the start of the character's next turn. Three successful Thievery checks destroy the trap. If the trap has not yet been activated, a failed Thievery check activates it (as above). • A character can attack the idol (AC 20, Reflex 20, Fortitude 19, 21 hit points). Doing so activates the trap (see above). Destroying the idol ends the threat. 	

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 12)

Demon Cult Master	Level 15 Controller (Leader)
Medium natural humanoid (undead)	XP 1,200
HP 140; Bloodied 70	Initiative +8
Regeneration 10	Perception +9
AC 31; Fortitude 27; Reflex 30; Will 31	Darkvision,
Speed 6	Low-light Vision
Immune disease, poison	
Resist 10 necrotic	
Vulnerability 10 radiant (if the Demon Cult Master takes radiant damage, regeneration doesn't function on next turn)	
Standard Actions	
m Black Mace (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 3d8 + 5 necrotic damage.	
r Shadowy Ray (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 3d8 + 5 necrotic damage.	
R Enfeebling Burst (necrotic) • At-Will	
Attack: Area burst 1 within 20 (creatures in burst); +17 vs. Fortitude	
Hit: 2d8 + 5 necrotic damage and the target is weakened until the end of the Demon Cult Master's next turn	
R Spectral Claw (fear, necrotic) • At-Will	
Attack: Area burst 3 within 10 (two creatures in burst); +17 vs. Will	
Hit: 2d8 + 5 necrotic damage, and the target is immobilized.	
C Life Drain (healing, necrotic) • Encounter	
Attack: Close blast 5 (targets living creatures); +17 vs. Reflex	
Hit: 3d8 + 8 necrotic damage, and the Demon Cult Master regains 5 hit points for every creature damaged in this manner.	
C By Orcus' Command • At-Will	
Effect: Close burst 5; three of the Demon Cult Master's allies can each make a basic attack.	
Triggered Actions	
Orcus Makes Me Stronger • Encounter	
Effect (Free Action): The Demon Cult Master's <i>life drain</i> ability recharges and uses it.	
Skills Arcana +21, Bluff +16, Diplomacy +19, History +18, Insight +14, Religion +18	
Str 10 (+7)	Dex 12 (+8)
Con 16 (+10)	Int 22 (+13)
Wis 14 (+9)	Cha 20 (+12)
Alignment Evil	Languages Abyssal, Common, Draconic, Elven
Equipment robes, mace	

Type X Minor Abyssal Eviscerator	Level 9 Brute
Medium elemental beast (demon)	XP 100
HP 1; a missed attack never damages a minion	Initiative +6
AC 21; Fortitude 23; Reflex 20; Will 19	Perception +5
Speed 6	
Standard Actions	
m Claw • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 8 damage.	
Skills Athletics +14	
Str 20 (+9)	Dex 14 (+6)
Con 20 (+9)	Int 4 (+1)
Wis 12 (+5)	Cha 8 (+3)
Alignment Chaotic evil	Languages Abyssal

Type X Abyssal Eviscerator	Level 10 Brute
Medium elemental beast (demon)	XP 500
HP 131; Bloodied 66	Initiative +7
AC 22; Fortitude 24; Reflex 21; Will 20	Perception +6
Speed 6	
Traits	
O Blur of Claws • Aura 1	
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 10 damage.	
Standard Actions	
m Claw • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 4 damage.	
M Grab • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d6 + 5 damage, and the creature is grabbed.	
Minor Actions	
Eviscerating Talons • At-Will (1/round, 3/round while bloodied)	
Effect: Targets a creature grabbed by the abyssal eviscerator; no attack roll; 6 damage.	
Skills Athletics +15	
Str 21 (+10)	Dex 15 (+7)
Con 21 (+10)	Int 5 (+2)
Wis 13 (+6)	Cha 9 (+4)
Alignment Chaotic evil	Languages Abyssal

Mirror of Madness	Level 10 Blaster
Trap	XP 500
<i>A section of wall ahead is polished to a mirror sheen. Strange colors swirl within its surface, coalescing into frightful, leering forms.</i>	
Trap: A mirror of madness occupies a space 2 squares wide along a wall. Creatures that linger too close to the trap are rendered senseless.	
Perception	
No Perception check is required to notice the idol.	
Additional Skill: Arcana or Religion	
<ul style="list-style-type: none"> DC 15: This section of mirror-bright wall is a window into the Abyss. Any creature gazing into it risks madness. DC 20: The energy held within the mirror madness is unleashed in a blast if the wall is damaged. 	
Initiative +7	
Trigger	
The trap activates and rolls initiative when any creature moves within 5 squares of it.	
Attack	
Standard Action Close blast 5	
Target: Each enemy in blast	
Attack: +13 vs. Will	
Hit: The target is dazed and immobilized (save ends). <i>First Failed Saving Throw:</i> The target is instead dominated (save ends).	
Miss: The target is dazed until the end of its next turn.	
Special: The trap treats all non-demons that are not part of its demon cult as enemies. It treats all members of the cult and their allies as its allies.	
Countermeasures	
<ul style="list-style-type: none"> A character adjacent to the trap can make a DC 20 Arcane, Religion, or Thievery check (each as a minor action) to hinder the mirror's attack. Each successful check imposes a -2 penalty to the trap's attack rolls. With three successful checks, the mirror of madness is permanently disabled. A character can attack the idol (AC 5, Reflex 5, Fortitude 10, 40 hit points). Whenever the trap is hit by an attack, each creature within 5 squares of it takes 5 psychic damage. Destroying the mirror ends the threat. 	

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 14)

Demon Cult Master	Level 17 Controller (Leader)
Medium natural humanoid (undead)	XP 1,600
HP 161; Bloodied 81	Initiative +9
Regeneration 10	Perception +10
AC 33; Fortitude 29; Reflex 32; Will 33	Darkvision,
Speed 6	Low-light Vision
Immune disease, poison	
Resist 10 necrotic	
Vulnerability 10 radiant (if the Demon Cult Master takes radiant damage, regeneration doesn't function on next turn)	
Standard Actions	
m Black Mace (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 3d8 + 5 necrotic damage.	
r Shadowy Ray (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. Reflex	
Hit: 3d8 + 6 necrotic damage.	
R Enfeebling Burst (necrotic) • At-Will	
Attack: Area burst 1 within 20 (creatures in burst); +19 vs. Fortitude	
Hit: 2d8 + 6 necrotic damage and the target is weakened until the end of the Demon Cult Master's next turn.	
R Spectral Claw (fear, necrotic) • At-Will	
Attack: Area burst 3 within 10 (two creatures in burst); +19 vs. Will	
Hit: 2d8 + 6 necrotic damage, and the target is immobilized.	
C Life Drain (healing, necrotic) • Encounter	
Attack: Close blast 5 (targets living creatures); +19 vs. Reflex	
Hit: 4d8 + 4 necrotic damage, and the Demon Cult Master regains 5 hit points for every creature damaged in this manner.	
C By Orcus' Command • At-Will	
Effect: Close burst 5; three of the Demon Cult Master's allies can each make a basic attack.	
Triggered Actions	
Orcus Makes Me Stronger • Encounter	
Effect (Free Action): The Demon Cult Master's <i>life drain</i> ability recharges and uses it.	
Skills Arcana +22, Bluff +17, Diplomacy +20, History +19, Insight +15, Religion +19	
Str 11 (+8)	Dex 13 (+9)
Con 17 (+11)	Int 23 (+14)
Wis 15 (+10)	Cha 21 (+13)
Alignment Evil	
Languages Abyssal, Common, Draconic, Elven	
Equipment robes, mace	

Type XII Abyssal Eviscerator	Level 13 Brute
Medium elemental beast (demon)	XP 800
HP 162; Bloodied 81	Initiative +9
AC 22; Fortitude 24; Reflex 21; Will 20	Perception +8
Speed 6	
Traits	
O Blur of Claws • Aura 1	
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 10 damage.	
Standard Actions	
m Claw • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d10 + 5 damage.	
M Grab • At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 2d6 + 6 damage, and the creature is grabbed.	
Minor Actions	
Eviscerating Talons • At-Will (1/round, 3/round while bloodied)	
Effect: Targets a creature grabbed by the abyssal eviscerator; no attack roll; 6 damage.	
Skills Athletics +17	
Str 22 (+12)	Dex 16 (+9)
Con 22 (+12)	Int 6 (+4)
Wis 14 (+8)	Cha 10 (+6)
Alignment Chaotic evil	
Languages Abyssal	

Mirror of Madness	Level 13 Blaster
Trap	XP 800
<i>A section of wall ahead is polished to a mirror sheen. Strange colors swirl within its surface, coalescing into frightful, leering forms.</i>	
Trap: A mirror of madness occupies a space 2 squares wide along a wall. Creatures that linger too close to the trap are rendered senseless.	
Perception	
No Perception check is required to notice the idol.	
Additional Skill: Arcana or Religion	
• DC 17: This section of mirror-bright wall is a window into the Abyss. Any creature gazing into it risks madness.	
• DC 22: The energy held within the mirror madness is unleashed in a blast if the wall is damaged.	
Initiative +9	
Trigger	
The trap activates and rolls initiative when any creature moves within 5 squares of it.	
Attack	
Standard Action Close blast 5	
Target: Each enemy in blast	
Attack: +15 vs. Will	
Hit: The target is dazed and immobilized (save ends). <i>First Failed Saving Throw:</i> The target is instead dominated (save ends).	
Miss: The target is dazed until the end of its next turn.	
Special: The trap treats all non-demons that are not part of its demon cult as enemies. It treats all members of the cult and their allies as its allies.	
Countermeasures	
• A character adjacent to the trap can make a DC 22 Arcane, Religion, or Thievery check (each as a minor action) to hinder the mirror's attack. Each successful check imposes a -2 penalty to the trap's attack rolls. With three successful checks, the mirror of madness is permanently disabled.	
• A character can attack the idol (AC 5, Reflex 5, Fortitude 10, 40 hit points). Whenever the trap is hit by an attack, each creature within 5 squares of it takes 5 psychic damage. Destroying the mirror ends the threat.	

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 16)

Demon Cult Master		Level 18 Controller (Leader)	
Medium natural humanoid (undead)		XP 2,000	
HP 170; Bloodied 85		Initiative +11	
Regeneration 10		Perception +12	
AC 34; Fortitude 30; Reflex 33; Will 34		Darkvision,	
Speed 6		Low-light Vision	
Immune disease, poison			
Resist 10 necrotic			
Vulnerability 10 radiant (if the Demon Cult Master takes radiant damage, regeneration doesn't function on next turn)			
Standard Actions			
m Black Mace (necrotic, weapon) • At-Will			
Attack: Melee 1 (one creature); +22 vs. Reflex			
Hit: 3d8 + 6 necrotic damage.			
r Shadowy Ray (necrotic) • At-Will			
Attack: Ranged 20 (one creature); +22 vs. Reflex			
Hit: 3d8 + 6 necrotic damage.			
R Enfeebling Burst (necrotic) • At-Will			
Attack: Area burst 1 within 20 (creatures in burst); +20 vs. Fortitude			
Hit: 2d8 + 7 necrotic damage and the target is weakened until the end of the Demon Cult Master's next turn.			
R Spectral Claw (fear, necrotic) • At-Will			
Attack: Area burst 3 within 10 (two creatures in burst); +20 vs. Will			
Hit: 2d8 + 7 necrotic damage, and the target is immobilized.			
C Life Drain (healing, necrotic) • Encounter			
Attack: Close blast 5 (targets living creatures); +20 vs. Reflex			
Hit: 4d8 + 7 necrotic damage, and the Demon Cult Master regains 5 hit points for every creature damaged in this manner.			
C By Orcus' Command • At-Will			
Effect: Close burst 5; three of the Demon Cult Master's allies can each make a basic attack.			
Triggered Actions			
Orcus Makes Me Stronger • Encounter			
Effect (Free Action): The Demon Cult Master's <i>life drain</i> ability recharges and he uses it.			
Skills Arcana +24, Bluff +19, Diplomacy +22, History +21, Insight +17, Religion +21			
Str 12 (+10)	Dex 14 (+11)	Wis 16 (+12)	
Con 18 (+13)	Int 24 (+16)	Cha 22 (+15)	
Alignment Evil Languages Abyssal, Common, Draconic, Elven			
Equipment robes, mace			

Type XIII Abyssal Eviscerator		Level 13 Brute	
Medium elemental beast (demon)		XP 800	
HP 162; Bloodied 81		Initiative +9	
AC 25; Fortitude 27; Reflex 24; Will 23		Perception +8	
Speed 6			
Traits			
O Blur of Claws • Aura 1			
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 10 damage.			
Standard Actions			
m Claw • At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 2d10 + 5 damage.			
M Grab • At-Will			
Attack: Melee 1 (one creature); +14 vs. Reflex			
Hit: 2d6 + 6 damage, and the creature is grabbed.			
Minor Actions			
Eviscerating Talons • At-Will (1/round, 3/round while bloodied)			
Effect: Targets a creature grabbed by the abyssal eviscerator; no attack roll; 6 damage.			

Skills Athletics +17		
Str 22 (+12)	Dex 16 (+9)	Wis 14 (+8)
Con 22 (+12)	Int 6 (+4)	Cha 10 (+6)
Alignment Chaotic evil		Languages Abyssal

Mirror of Madness		Level 13 Blaster	
Trap		XP 800	
A section of wall ahead is polished to a mirror sheen. Strange colors swirl within its surface, coalescing into frightful, leering forms.			
Trap: A mirror of madness occupies a space 2 squares wide along a wall. Creatures that linger too close to the trap are rendered senseless.			
Perception			
No Perception check is required to notice the idol.			
Additional Skill: Arcana or Religion			
<ul style="list-style-type: none"> DC 17: This section of mirror-bright wall is a window into the Abyss. Any creature gazing into it risks madness. DC 22: The energy held within the mirror madness is unleashed in a blast if the wall is damaged. 			
Initiative +9			
Trigger			
The trap activates and rolls initiative when any creature moves within 5 squares of it.			
Attack			
Standard Action Close blast 5			
Target: Each enemy in blast			
Attack: +15 vs. Will			
Hit: The target is dazed and immobilized (save ends). <i>First Failed Saving Throw</i> : The target is instead dominated (save ends).			
Miss: The target is dazed until the end of its next turn.			
Special: The trap treats all non-demons that are not part of its demon cult as enemies. It treats all members of the cult and their allies as its allies.			
Countermeasures			
<ul style="list-style-type: none"> A character adjacent to the trap can make a DC 22 Arcane, Religion, or Thievery check (each as a minor action) to hinder the mirror's attack. Each successful check imposes a -2 penalty to the trap's attack rolls. With three successful checks, the mirror of madness is permanently disabled. A character can attack the idol (AC 5, Reflex 5, Fortitude 10, 40 hit points). Whenever the trap is hit by an attack, each creature within 5 squares of it takes 5 psychic damage. Destroying the mirror ends the threat. 			

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 18)

Demon Cult High Master		Level 20 Controller (Leader)
Medium natural humanoid (undead)		XP 2,800
HP 187; Bloodied 94		Initiative +12
Regeneration 10		Perception +13
AC 36; Fortitude 32; Reflex 35; Will 36		Darkvision,
Speed 6		Low-light Vision
Immune disease, poison		
Resist 10 necrotic		
Vulnerability 10 radiant (if the Demon Cult Master takes radiant damage, regeneration doesn't function on next turn)		
Standard Actions		
m Black Mace (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +24 vs. Reflex		
Hit: 3d8 + 8 necrotic damage.		
r Shadowy Ray (necrotic) • At-Will		
Attack: Ranged 20 (one creature); +24 vs. Reflex		
Hit: 3d8 + 8 necrotic damage.		
R Enfeebling Burst (necrotic) • At-Will		
Attack: Area burst 1 within 20 (creatures in burst); +22 vs. Fortitude		
Hit: 2d8 + 7 necrotic damage and the target is weakened until the end of the Demon Cult Master's next turn.		
R Spectral Claw (fear, necrotic) • At-Will		
Attack: Area burst 3 within 10 (two creatures in burst); +22 vs. Will		
Hit: 2d8 + 8 necrotic damage, and the target is immobilized.		
C Life Drain (healing, necrotic) • Encounter		
Attack: Close blast 5 (targets living creatures); +22 vs. Reflex		
Hit: 4d8 + 8 necrotic damage, and the Demon Cult Master regains 5 hit points for every creature damaged in this manner.		
C By Orcus' Command • At-Will		
Effect: Close burst 5; three of the Demon Cult Master's allies can each make a basic attack.		
Triggered Actions		
Orcus Makes Me Stronger • Encounter		
Effect (Free Action): The Demon Cult Master's <i>life drain</i> ability recharges and uses it.		
Skills Arcana +25, Bluff +20, Diplomacy +23, History +22, Insight +18, Religion +22		
Str 13 (+11)	Dex 15 (+12)	Wis 17 (+13)
Con 19 (+14)	Int 25 (+17)	Cha 23 (+16)
Alignment Evil	Languages Abyssal, Common, Draconic, Elven	
Equipment robes, mace		

Type XV Abyssal Eviscerator		Level 15 Brute
Medium elemental beast (demon)		XP 1,200
HP 183; Bloodied 92		Initiative +10
AC 27; Fortitude 29; Reflex 26; Will 25		Perception +9
Speed 6		
Traits		
O Blur of Claws • Aura 1		
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 10 damage.		
Standard Actions		
m Claw • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d10 + 7 damage.		
M Grab • At-Will		
Attack: Melee 1 (one creature); +16 vs. Reflex		
Hit: 2d6 + 6 damage, and the creature is grabbed.		
Minor Actions		
Eviscerating Talons • At-Will (1/round, 3/round while bloodied)		

Effect: Targets a creature grabbed by the abyssal eviscerator; no attack roll; 6 damage.

Skills Athletics +18		
Str 23 (+13)	Dex 17 (+10)	Wis 15 (+9)
Con 23 (+13)	Int 7 (+5)	Cha 11 (+7)
Alignment Chaotic evil	Languages Abyssal	

Mirror of Madness		Level 15 Blaster
Trap		XP 1,200
A section of wall ahead is polished to a mirror sheen. Strange colors swirl within its surface, coalescing into frightful, leering forms.		
Trap: A mirror of madness occupies a space 2 squares wide along a wall. Creatures that linger too close to the trap are rendered senseless.		
Perception		
No Perception check is required to notice the idol.		
Additional Skill: Arcana or Religion		
• DC 18: This section of mirror-bright wall is a window into the Abyss. Any creature gazing into it risks madness.		
• DC 23: The energy held within the mirror madness is unleashed in a blast if the wall is damaged.		
Initiative +10		
Trigger		
The trap activates and rolls initiative when any creature moves within 5 squares of it.		
Attack		
Standard Action Close blast 5		
Target: Each enemy in blast		
Attack: +16 vs. Will		
Hit: The target is dazed and immobilized (save ends). <i>First Failed Saving Throw:</i> The target is instead dominated (save ends).		
Miss: The target is dazed until the end of its next turn.		
Special: The trap treats all non-demons that are not part of its demon cult as enemies. It treats all members of the cult and their allies as its allies.		
Countermeasures		
• A character adjacent to the trap can make a DC 23 Arcane, Religion, or Thievery check (each as a minor action) to hinder the mirror's attack. Each successful check imposes a -2 penalty to the trap's attack rolls. With three successful checks, the mirror of madness is permanently disabled.		
• A character can attack the idol (AC 5, Reflex 5, Fortitude 10, 40 hit points). Whenever the trap is hit by an attack, each creature within 5 squares of it takes 5 psychic damage. Destroying the mirror ends the threat.		

Type XIII Minor Abyssal Eviscerator		Level 13 Minion Brute
Medium elemental beast (demon)		XP 200
HP 1; a missed attack never damages a minion		Initiative +9
AC 25; Fortitude 27; Reflex 24; Will 23		Perception +8
Speed 6		
Traits		
O Blur of Claws • Aura 1		
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 10 damage.		
Standard Actions		
m Claw • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 10 damage.		
Skills Athletics +17		
Str 22 (+12)	Dex 16 (+9)	Wis 14 (+8)
Con 22 (+12)	Int 6 (+4)	Cha 10 (+6)
Alignment Chaotic evil	Languages Abyssal	

ENCOUNTER 2: MASTER (ADVENTURE LEVEL 20)

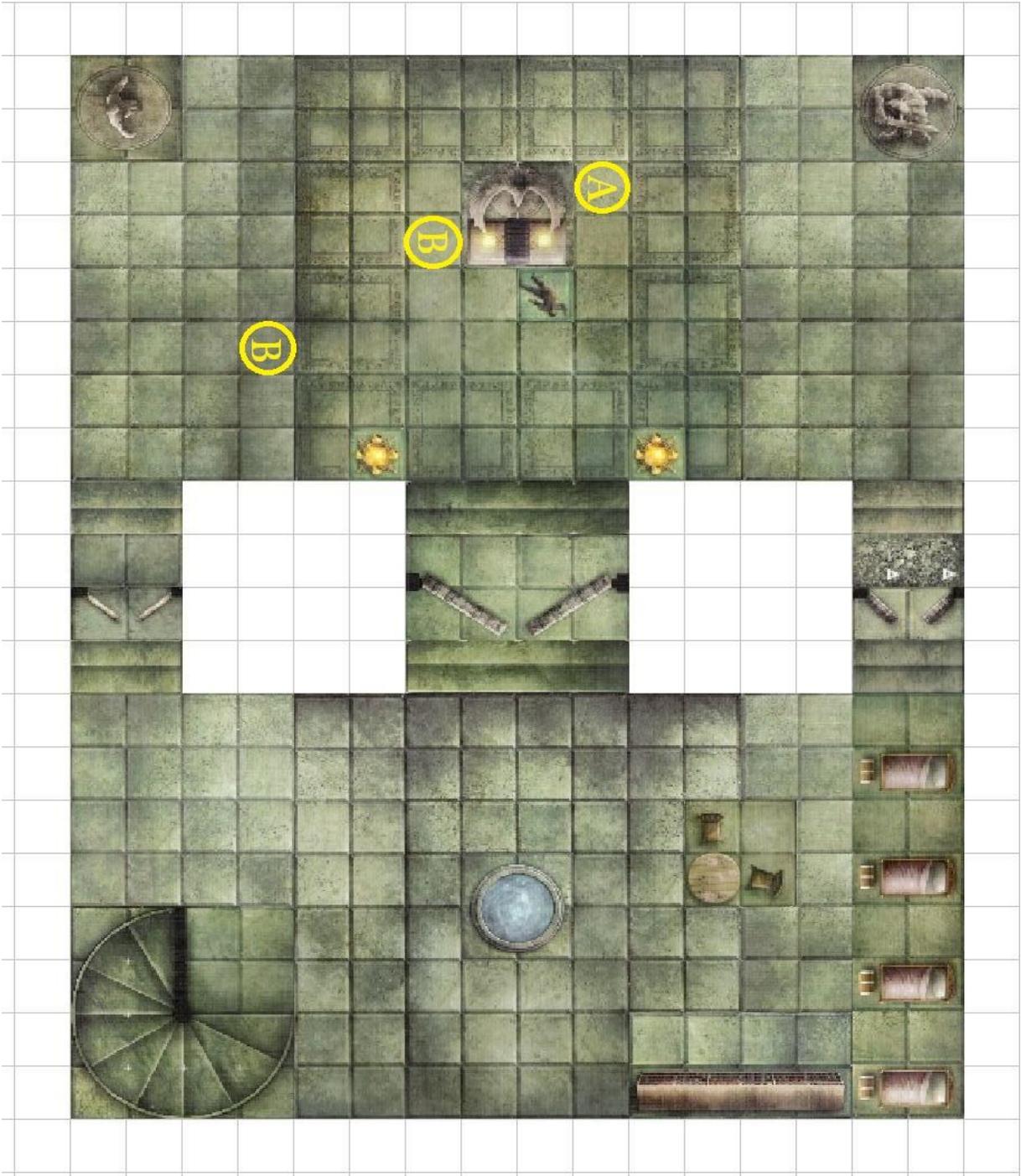
Type XXII Nalfeshnee Tyrant	Level 22 Controller
Huge elemental humanoid (demon)	XP 4,150
HP 207; Bloodied 104	Initiative +12
AC 36; Fortitude 34; Reflex 33; Will 35	Perception +22
Speed 6, fly 4 (clumsy)	Darkvision
Standard Actions	
m Claws • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 17 damage, and the tyrant slides the target 2 squares.	
r Black Lightning • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 2d6 + 9 necrotic damage, and until the end of the tyrant's next turn, the target is slowed and gains vulnerable 15 psychic.	
Unholy Whispers • Recharge 5 • 6	
Attack: Area burst 2 within 10 (enemies in burst); +25 vs. Reflex	
Hit: 3d6 + 14 necrotic damage, and the target is dazed (save ends).	
Miss: Half damage.	
Minor Actions	
R Vile Gaze • Recharge 6	
Attack: Ranged 5 (one creature); +25 vs. Will.	
Hit: The only attacks the target can make are basic attacks (save ends).	
Each Failed Saving Throw: Vile glare recharges.	
C Spell Eater • Encounter	
Attack: Close burst 5 (one zone in burst); +25 vs. Will of the zone's creator.	
Hit: The zone is destroyed and this creature recharges one power of its choice.	
Triggered Actions	
Death Vortex (necrotic, zone)	
Trigger: The demon drops to 0 hit points.	
Attack (No Action): Close burst 3 (creatures in burst); +25 vs. Fortitude	
Hit: The demon pulls the target 2 squares.	
Effect: The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former square and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 10 necrotic damage.	
Skills Arcana +23, Bluff +24, Insight +22, Intimidate +24	
Str 25 (+18)	Dex 13 (+12) Wis 23 (+17)
Con 23 (+17)	Int 23 (+17) Cha 27 (+19)
Alignment chaotic evil Languages Abyssal	
Equipment longsword	

Type XIX Nalfeshnee Swine Guard	Level 19 Brute
Large elemental humanoid (demon)	XP 2,400
HP 226; Bloodied 113	Initiative +9
AC 32; Fortitude 31; Reflex 32; Will 29	Perception +14
Speed 6, fly 6 (hover)	Darkvision
Resist 10 poison	
Action Points 1	
Traits	
Abyssal Vigor	
The creature has one action point.	
Standard Actions	
m Halberd (weapon) • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	

Hit: 3d12 + 16 damage, and the swing guard pushes the target 2 squares.		
m Noisome Bite (weapon) • At-Will		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 3d8 + 12 damage, and ongoing 10 poison damage (save ends).		
Triggered Actions		
Final Spew		
Trigger: The demon drops to 0 hit points.		
Attack (No Action): Close blast 3 (creatures in blast); +21 vs. Fortitude		
Hit: The target is blinded until the end of its next turn and takes ongoing 10 poison damage (save ends).		
Shattered Minds (psychic)		
Trigger: The swine guard is bloodied.		
Attack (Free Action): Close burst 3 (enemies in burst); +22 vs. Will		
Hit: 2d8 + 6 psychic damage.		
First Failed Saving Throw: The swine guard slides the target 3 squares. The target is stunned instead of dazed (save ends).		
Skills Intimidate +18		
Str 25 (+16)	Dex 11 (+9)	Wis 21 (+14)
Con 26 (+17)	Int 12 (+10)	Cha 19 (+13)
Alignment chaotic evil		Languages Abyssal
Equipment plate armor, halberd		

Type XIX Voidblight	Level 19 Blaster
Hazard	XP 2400
<i>A mass of pulsing blackness slowly resolves into swarming motes of nothingness drifting over the ground, each one absorbing light, light and sanity.</i>	
Hazard: The voidblight occupies 9 contiguous squares. Each voidblight square must share a side, not just a corner, with at least one other voidblight square.	
Perception	
No Perception check is required to notice the mass.	
Additional Skill: Arcana (trained only)	
• DC 25: The character recognizes the hazard's nature.	
Initiative +4	
Trigger	
The voidblight can sense nondemon living creatures within 20 squares, whether or not it has line of sight to them. When it does, the hazard rolls initiative. The mass moves on its turn, oozing through the air or dragging along the surface to a square occupied by a nondemon living creature. It has a speed of 5, fly 5 (hover). It then attacks such creatures that start their turns within the area.	
Attack	
Opportunity Action	Melee
Target: Each nondemon living creature that starts its turn in the voidblight's square.	
Attack: +20 vs. Fortitude	
Hit: 1d10 + 8 psychic damage, and ongoing 10 psychic damage and the target is affected by the voidblight insanity (save ends both). While a conscious target is affected by the insanity, it must make a basic melee attack against an ally during its turn or take 10 extra psychic damage at the end of its turn.	
Special: A creature cannot make a saving throw against the voidblight's effect while within the hazard's square.	
Countermeasures	
• A character can attack a square of voidblight (AC 33; other defenses 31; hp 30; half damage from melee and ranged attacks). When reduced to 0 hit points, that square of voidblight is destroyed.	

ENCOUNTER 2: MASTER MAP (AL 2-20)



INTERLUDE 2: DANGER

SETUP

Arannis Silversun (male eladrin, Insight +10); AL 2/4
Erdan Nightstar (male eladrin, Insight +10); AL 6
Peren Crystalbow (male eladrin, Insight +10); AL 8/10
Irann Greenleaf (eladrin female, Insight +10); AL 12/14
Valna Waterwhisper (eladrin female, Insight +10); AL 16/18
Liaison Enna Silvertree (female eladrin, Insight +20); AL 20

Having found the cultists and discovered the threat they pose to Myth Drannor, the PCs are awaiting the Coronal in her open-air court. Read the following to the entire interactive.

Having found the threat to Myth Drannor, another audience with the Coronal in her open air court is held. She is already there upon her throne, a bow carved of red yew in her hand, as you assemble before her.

"My liaisons have informed me of your discoveries and have relayed to me the danger it poses to Myth Drannor. For your efforts and sacrifices in finding this information, I thank you. Unfortunately, this is not the end of the trials set before us. Intelligence tells us that a massive attack will begin on the morrow. We do not know from what quarter our foes will spring, nor do we know their strength, but I will stand against them rather than surrender our ancestral home. For those who wish to leave before the attack begins, no one will fault you and I suggest you do so now. For those who wish to stay and help defend Myth Drannor, may your courage never falter, and your aim be true. For Myth Drannor!"

As the cries die down and the Coronal leaves, one of her white robed advisers steps forward. "I have been asked to speak with concerning the information that has been gathered concerning the enemy's ability to manipulate or bypass the Mythal. At the moment our understanding of their capabilities is limited, though it seems as if the cultists have somehow tapped the Mythal's magic to power their deceptions. It seems as if our defenses are currently hampering our guardians more than our foes. So we have a choice we must make. Shall we lower the Mythal, sacrificing whatever protection it might grant so that we might deprive our foes of the illusions they current use and allow us to move our forces about more quickly with teleportation. Or shall we trust in the Mythal to prevent or limit the

attacks of our foes? Each warband shall decide for themselves, and have their leaders report to me as soon as your choice is made.

Once the choice is made (based on the majority of table's votes), continue with the following for your individual table:

Your eladrin liaison <insert liaison's name>, approaches your group, with a concerned look upon their face.

"The Coronal has requested that you stand ready to act as reinforcements to thwart the attackers if they threaten to break through our defenses and to deal with potent threats."

The liaison glances to you each of you, "Unless there are any questions, the Coronal has asked that you rest in preparation for tomorrow's expected attack."

The liaison knows the following:

- What is the Coronal doing? *"The Coronal is mobilizing our defenses to stop the attackers. She has called upon you to help defend Myth Drannor given the shortage of regular army. She has sent word to allies throughout the Cormanthor forest, but I fear any help they may give us will not reach us in time. You are to muster at the central armory building on the morrow and from there you are to be deployed to whatever quarters of the city where our defense is failing."*
- What is in it for us? *"I know not what motivates you. I do know that you have a chance to make a difference. You have a chance to be a hero. For those who do, they reap the rewards for their service, whatever they may be."*
- Is there any help or advice you can give us? *"I am authorized to see to your personal needs, such as provisions and lodgings. I suggest you rest in preparation for the upcoming battle."*

The PCs may take an extended rest at this time.

Once the PCs are finished with their questions and have taken an extended rest, read:

Before dawn, your group along with several others is gathered together at a centrally located armory. It is not long before word arrives of sporadic attacks on the city by the cultists and demons. Periodically your liaison speaks with a group who then departs.

After a message is given to your liaison, they hurriedly approach you, "There is word that cultists along with demons are committing foul atrocities at the

Winter Sun Shrine of Corellon. You must go there and stop them. Retake the shrine and rescue any clergy still left alive.”

The liaison knows the following:

- Where is the Winter Sun Shrine of Corellon? **“Take the thoroughfare east of here to an old plaza that has a statue of an armless and headless elf warrior in it. To the south is a ruined building and past that lays the shrine.”**
- What do you know about the Shrine? **“It is most famous for its blessed altar that has the power to raise the dead in exchange for an offering of life force from a friend.**
- What can you tell us about the cultists and demons? **“One of the shrine’s attendants escaped. She reported purple-robed humans casting magic spells attacked the shrine. They commanded bulbous-shaped demons that have a large mouth filled with sharp fangs. Before she escaped, she heard the cries of pain and anguish from the attendants who did not.”** (Moderate DC Arcana identifies the demons as maw demons; see encounter 5 for more details)
- What can you tell us about the attacks on the city? **“The cultists belong to different groups. They are not working well with each other and they are relatively easy to counter. The biggest problem is the demons as they possess powers and abilities only a few like you can match. For now we are holding in most places.”**

ENCOUNTER 3: SHRINE

ENCOUNTER LEVEL 2 / 4 / 6 / 8 / 10 / 12 / 14 / 16 / 18 / 20 (625 / 875 / 1250 / 1750 / 2500 / 3500 / 4000 / 7000 / 10,000 / 14,000 XP)

SETUP

Primary Goal: Rescue any of the clergy still held captive.

Secondary Goal: Retake the Winter Sun Shrine of Corellon, particularly the altar.

This encounter includes the following creatures at Adventure Level 2.

2 Magus of Grazz't (M)

3 Type II Maw Demon (D) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 4.

2 Magus Superior of Grazz't (M)

3 Type IV Maw Demon (D) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 6.

2 Grand Magus of Grazz't (A)

3 Type V Barlgura (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 8.

2 Illustrious Magus of Grazz't (A)

3 Type VIII Barlgura (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 10.

2 Illustrious Magus Superior of Grazz't (A)

3 Type X Barlgura (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 12.

2 Shadar-kai Gloom Lord (A)

3 Type XII Bloodcry Barlgura (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 14.

2 Shadar-kai Gloom High Lord (A)

3 Type XIV Bloodcry Barlgura (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 16.

2 Shadar-kai Gloom Lord (A)

3 Type XVI Bloodcry Barlgura (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 18.

2 Shadar-kai Gloom High Lord (A)

3 Type XVIII Bloodcry Barlgura (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

This encounter includes the following creatures at Adventure Level 20.

2 Grand Illustrious Magus of Grazz't (A)

3 Type XX Hezrou (B) (these are inside the shrine at the start of the combat and enter combat on the second round at the top of the initiative order)

4 Elven Clerics (non-combatant, all defenses 10)

At the start of the encounter, read:

With the sun casting its morning rays over the treetops and buildings, you make your way to the Winter Sun Shrine of Corellon. You see on the horizon several columns of smoke rising skyward and the occasional flight of hippogriffs heading off into the distance.

Arriving at an old plaza with a statue of a headless and armless elf warrior in its center, you make out the shrine to the south just past a ruined building.

From this vantage point, you see a purple-clad figure and a demon moving in front of the shrine.

Give the players an opportunity to make plans and establish a marching order.

Once the PCs are ready, read:

Around the entrance to the shrine lay mutilated bodies of elves that are tied and staked to the ground. Four of the prisoners still live and struggle to breathe with their arms tied tightly behind their backs. The area around the priests is covered with blood and viscera. A purple-robed female human, and a demon, stand by the bodies.

The female haughtily remarks to the demon, "See, I told you if we let the elf girl get away, she would send us more worthy sacrifices we can offer to our Dark Prince."

A Moderate DC Arcana or Religion identifies the Dark Prince as Grazz't, demon lord of deception.

For those PCs making a Moderate DC Passive Perception, read:

From inside the shrine, you hear the sounds of flesh being noisily consumed.

Roll initiative and start combat.

At the start of the second round of combat, the demon and the remaining mage emerge from the shrine. When they do, read:

Adventure Level 2 and 4:

Bulbous-shaped demons trundle forth from the shrine. Froth mixed with blood drips from their immense maw that is filled with gnashing teeth. They snarl angrily and move to attack you.

Adventure Level 6-18:

Beast-like demons lumber forth from the shrine. Froth mixed with blood drips from their mouths. They snarl angrily and move to attack you.

FEATURES OF THE AREA

Illumination: Bright light from the sun

Blood Pool: Treat the demonic blood pools as blood rock. A creature standing in a square of the blood pool can score a critical hit on a natural die roll of 19 or 20.

Capture Clerics of Corellon: When the PCs arrive, there are four surviving clerics. Randomly choose which clerics are still alive from the bodies shown on the map. They are tied with blood-soaked ropes made of a demon's hair, which make it difficult to untie (Moderate DC Thievery) or break (Hard DC Athletics). These checks can be made as move actions. The ropes can also be cut by doing 15 points of damage. Due to their Abyssal origins, they cannot be burned. While tied, they cannot be pushed, pulled, or slide. All of the clerics are too injured and confused to walk or rescue themselves. All of their defenses are 10 and the first hit they take bloodies them, while a second hit kills them. They must be moved off the board by a PC. The DM should allow creative ideas, whether it is a minor action to pick them up and move action to carry them off the map or it is a standard action to Intimidate or Diplomacize them to run off on their own. Powers that cause them forced movement also work well. The clerics do not resist attempts to move them off the map. Assume any cleric moved off the edge of the battlefield is handed off to another allied combatant and is considered safe. The DM is strongly encouraged to make it clear how to save the clerics.

Fountain of Life: Treat this magic water-filled fountain as difficult terrain costing 2 squares of movement to move 1 square.

- Treat this fountain as the fantastic terrain *pillar of life* (identified with an Easy DC Religion check).
- Any creature that begins its turn adjacent to the fountain regains 5 hit points. It can only be used a number of times equal to the AL/2 per creature.

Statues: The statues act as blocking terrain.

- They can be climbed up on with an Easy DC Athletics check and this allows creature to occupy the same square as the statue.
- If the individual makes any attacks while on the statue, they must make an Easy DC Acrobatics check or fall taking 1d10 points of falling damage.

Winter Sun Shrine of Corellon: The front door and back to the large one-room shrine are open. Inside there are 2 dead elf bodies and they have been partially consumed by the maw demons.

TACTICS

Magus of Grazz't (any type):

- Use *shield of deception* as an immediate interrupt to re-target attacks, particularly if they are encounter or daily powers or a critical hit.
- Use *treacherous escape* to teleport to another blood pool leaving behind an illusion that if attacked creates a zone 2 of poison.

- If the PCs are grouped together, area attack them using *thunder burst* or *dancing lightning*.
- If any PCs are in the zone of poison left by the *treacherous escape*, use *thunder burst* to daze the PCs forcing them to use their standard action to move rather than attack.
- Use prisoners for cover.
- If seriously threatened and with no clear avenue to escape, will threaten to execute prisoners unless the PCs surrender.

Maw Demon (any type):

- Start inside the shrine and enter combat on the second round at the beginning of the initiative order.
- Their normal *variable resistance* is replaced *blur of jaws* aura; this combined with the *snapping jaws* aura causes any adjacent enemy to take 5 points of damage at the start of their turn.
- Prefer to attack bloodied PCs; if necessary use *ravenous advance* to do so.
- Does not take care to avoid harming prisoners.

Barlgura (any type):

- Start inside the shrine and enter combat on the second round at the beginning of the initiative order.
- Their normal *variable resistance* is replaced *abyssal vigor* giving them 1 action point. If possible, save the action point to do 2 *double attacks* (for a total of 4 attacks).
- Does not take care to avoid harming prisoners.

Shadar-kai Gloom Lord:

- Use *shield of deception* as an immediate interrupt to re-target attacks, particularly if they are encounter or daily powers.
- Use *treacherous escape* to teleport to another blood pool leaving behind an illusion that if attacked creates a zone 2 of poison.
- Use *corrupting blackfire* or *shadowbolt* to shroud a character in gloom.
- If a character is shrouded in gloom, use *shadowcage* on them.
- If seriously threatened and with no clear avenue to escape, will threaten to execute prisoners unless the PCs surrender.

Bloodcry Barlgura:

- Start inside the shrine and enter combat on the second round at the beginning of the initiative order.
- Their normal *variable resistance* is replaced *abyssal vigor* giving them an action point.
- Save action point for a chance to do 2 *double attacks* (for a total of 4 attacks).

- Stay within 5 squares of another to gain the benefits of *bloodcry*.
- Does not take care to avoid harming prisoners.

Type XX Hezrou:

- Start inside the shrine and enter combat on the second round at the beginning of the initiative order
- Their normal *variable resistance* is replaced *abyssal vigor* giving them an action point. Use it as soon as possible to gang up on a foe and put them down; especially if that foe is a healer.

SCALING THE ENCOUNTER

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

Four PCs:

At Adventure Level 2, remove one Type II Maw Demon.

At Adventure Level 4, remove one Type IV Maw Demon.

At Adventure Level 6, remove one Type V Barlgura.

At Adventure Level 8, remove one Type VIII Barlgura.

At Adventure Level 10, remove one Type X Barlgura.

At Adventure Level 12, remove 1 Type XII Bloodcry Barlgura.

At Adventure Level 14, remove 1 Type XIV Bloodcry Barlgura.

At Adventure Level 16, remove 1 Type XVI Bloodcry Barlgura.

At Adventure Level 18, remove 1 Type XVIII Bloodcry Barlgura.

At Adventure Level 20, remove 1 Type XX Hezrou.

Six PCs:

At Adventure Level 2, add one Type II Maw Demon.

At Adventure Level 4, add one Type IV Maw Demon.

At Adventure Level 6, add one Type V Barlgura.

At Adventure Level 8, add one Type VIII Barlgura.

At Adventure Level 10, add one Type X Barlgura.

At Adventure Level 12, add 1 Type XII Bloodcry Barlgura.

At Adventure Level 14, add 1 Type XIV Bloodcry Barlgura.

At Adventure Level 16, add 1 Type XVI Bloodcry Barlgura.

At Adventure Level 18, add 1 Type XVIII Bloodcry Barlgura.

At Adventure Level 20, add 1 Type XX Hezrou.

ENEMY REINFORCEMENTS

At the end of the second round, one mage and one demon come out of the temple.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the cultists and demons or the PCs retreat.

If the PCs defeat the cultists and demons, read:

With the Winter Sun Shrine of Corellon barely retaken, a uniformed elf approaches on horseback.

Pulling up short, he salutes and states, "A scout reported a pack of flying demons east of here. No one else is near enough to stop them from getting into the more populated areas where they shall surely wreak havoc."

If the PCs question the elf rider:

- His name is Aralyn.
- He was ordered to find the nearest adventurers and send them after the flying demons.
- If the PCs do not stop them, the flying demons will likely kill non-combatants before they are stopped by someone else.

If the PCs did not defeat the cultists and demons, change the above read aloud as appropriate.

If a magus is captured and questioned, they reveal the following (Hard DC Intimidate):

- They are worshippers of Grazz't, the Dark Prince.
- Their mission was to attack the Winter Sun Shrine of Corellon, torture and kill any attendants.
- After completing this task they were to wait for further orders before summoning more demons using a ritual outlined in the ritual book on their person.
- The summoning ritual opens an abyssal portal that can be used to draw more demons into this world.
- Their original force included other demons (see Encounter 4) but these would not wait for orders; they went off to cause mayhem and carnage; they are not sure where they went though likely they are after weak, easy prey. (These are the flying demons as reported by the messenger.)

If no magus is captured and questioned:

- The PCs find the ritual book on the magus' bodies.
- The book outlines a summoning ritual that opens an abyssal portal. This is used to draw more demons into this world. (DM NOTE: this is not the same ritual book that will be used later to

transpose the area around Myth Drannor with a section of the Abyss.)

If a demon is captured and questioned, they reveal nothing of importance and instead threaten the PCs with dire consequences.

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 2)

Magus of Grazz't	Level 2 Artillery	
Medium natural humanoid (human)	XP 125	
HP 29; Bloodied 15	Initiative +2	
AC 15; Fortitude 11; Reflex 12; Will 13	Perception +4	
Speed 6		
Standard Actions		
m Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +2 vs. AC		
Hit: 1d8-1 damage.		
r Magic Missile • At-Will		
Attack: Ranged 20 (one creature); +5 vs. Reflex		
Hit: 2d4 + 3 force damage		
R Dancing Lightning (lightning) • Encounter		
The Magus of Grazz't makes a separate attack against 3 different targets; Ranged 10; +5 vs. Reflex; 1d6 + 3 lightning damage.		
R Thunder Burst (thunder) • Encounter		
Area burst 1 within 10 (each creature in burst); +5 vs. Fortitude; 1d8 + 3 thunder damage and the target is dazed (save ends).		
Move Actions		
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter		
Effect: This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.		
Triggered Actions		
Shield of Deception (illusion) • Encounter		
Trigger: This creature is hit by an enemy's melee or ranged attack.		
Attack (Immediate Interrupt): Close burst 5 (triggering enemy in burst; +7 vs. Will		
Hit: An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.		
Skills Arcana +9		
Str 9 (+0)	Dex 13 (+2)	Wis 16 (+4)
Con 11 (+1)	Int 17 (+5)	Cha 11 (+1)
Alignment evil Languages Abyssal, Common		
Equipment robes, quarterstaff, wand, ritual book		

Type II Maw Demon	Level 2 Brute	
Medium elemental humanoid (demon)	XP 125	
HP 42; Bloodied 21	Initiative +1	
AC 14; Fortitude 14; Reflex 13; Will 12	Perception +1	
Speed 6	Darkvision	
Traits		
O Snapping Jaws • Aura 1		
Enemies within the aura grant combat advantage.		
O Blur of Jaws • Aura 1		
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 5 damage.		
Standard Actions		
m Bite • At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 1d12 + 5 damage.		
Move Actions		
Ravenous Advance • Encounter		
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.		
Triggered Actions		
Demon Inside		
Trigger: The demon drops to 0 hit points.		
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.		
Str 17 (+4)	Dex 11 (+1)	Wis 13 (+2)
Con 12 (+2)	Int 5 (-2)	Cha 6 (-1)
Alignment chaotic evil Languages understands Abyssal		

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 4)

Magus Superior of Grazz't Medium natural humanoid (human)	Level 4 Artillery XP 175
HP 42; Bloodied 21	Initiative +4
AC 17; Fortitude 13; Reflex 14; Will 15	Perception +5
Speed 6	
Standard Actions	
m Quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +4 vs. AC	
Hit: 1d8 damage.	
r Magic Missile • At-Will	
Attack: Ranged 20 (one creature); +7 vs. Reflex	
Hit: 2d4 + 4 force damage	
R Dancing Lightning (lightning) • Encounter	
The Magus of Grazz't makes a separate attack against 3 different targets; Ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.	
R Thunder Burst (thunder) • Encounter	
Area burst 1 within 10 (each creature in burst); +7 vs. Fortitude; 1d8 + 4 thunder damage and the target is dazed (save ends).	
Move Actions	
Treachorous Escape (illusion, poison, teleportation, zone) • Encounter	
Effect: This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
Shield of Deception (illusion) • Encounter	
Trigger: This creature is hit by an enemy's melee or ranged attack.	
Attack (Immediate Interrupt): Close burst 5 (triggering enemy in burst; +9 vs. Will	
Hit: An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +11	
Str 10 (+2)	Dex 14 (+4) Wis 17 (+5)
Con 12 (+3)	Int 18 (+6) Cha 12 (+3)
Alignment evil	Languages Abyssal, Common
Equipment robes, quarterstaff, wand, ritual book	

Type IV Maw Demon Medium elemental humanoid (demon)	Level 4 Brute XP 175
HP 62; Bloodied 31	Initiative +1
AC 16; Fortitude 16; Reflex 15; Will 14	Perception +1
Speed 6	Darkvision
Traits	
O Snapping Jaws • Aura 1	
Enemies within the aura grant combat advantage.	
O Blur of Jaws • Aura 1	
At the start of this creature's turn, each adjacent enemy that grants this creature combat advantage takes 5 damage.	
Standard Actions	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d12 + 6 damage.	
Move Actions	
Ravenous Advance • Encounter	
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.	
Triggered Actions	
Demon Inside	
Trigger: The demon drops to 0 hit points.	
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Str 18 (+6)	Dex 12 (+3) Wis 14 (+4)
Con 13 (+3)	Int 6 (+0) Cha 7 (+1)
Alignment chaotic evil	Languages understands Abyssal

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 6)

Grand Magus of Grazz't Medium natural humanoid (human)	Level 6 Artillery XP 250
HP 54; Bloodied 27	Initiative +3
AC 18; Fortitude 15; Reflex 18; Will 19	Perception +4
Speed 6	
Standard Actions	
m Acid Touch (acid) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex Hit: 2d6 + 8 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex Hit: 2d10 + 2 acid damage, and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends both).	
R Stream of Acid (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (creatures in burst); +9 vs. Reflex Hit: 2d6 + 9 acid damage, and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends both).	
Move Actions	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
Effect: This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
R Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw. Attack: (<i>Immediate Interrupt</i>); Ranged 10 (one creature); +11 vs. Will Hit: Target fails the saving throw.	
Arcane Surge • Encounter	
Trigger: The magus hits an enemy with an implement attack. Effect (<i>Free Action</i>): The attack deals maximum damage to the enemy.	
Shield of Deception (illusion) • Encounter	
Trigger: This creature is hit by an enemy's melee or ranged attack. Attack (<i>Immediate Interrupt</i>): Close burst 5 (triggering enemy in burst); +10 vs. Will Hit: An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +12	
Str 9 (+2)	Dex 10 (+3)
Con 12 (+4)	Int 18 (+7)
	Wis 16 (+6)
	Cha 9 (+2)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment orb	

Type V Bargura Large elemental beast (demon)	Level 6 Brute XP 250
HP 87; Bloodied 44	Initiative +5
AC 17; Fortitude 18; Reflex 15; Will 15	Perception +10
Speed 6, climb 8	Low-light vision
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC Hit: 1d8 + 5 damage, or 2d8 + 5 damage if the bargura is bloodied.	
M Double Attack • At-Will	
The bargura makes two slam attacks.	
Triggered Actions	
Savage Howl • Encounter	
Trigger: When first bloodied. Effect: The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.	
Demon Inside	
Trigger: The demon drops to 0 hit points. Effect (<i>No Action</i>): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Skills Athletics +13	
Str 21 (+8)	Dex 15 (+5)
Con 17 (+6)	Int 5 (+0)
	Wis 15 (+5)
	Cha 11 (+3)
Alignment Chaotic evil	Languages Abyssal

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 8)

Illustrious Magus of Grazz't Medium natural humanoid (human)	Level 8 Artillery XP 350
HP 67; Bloodied 34	Initiative +4
AC 20; Fortitude 17; Reflex 20; Will 21	Perception +7
Speed 6	
Standard Actions	
m Acid Touch (acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 9 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Reflex	
<i>Hit:</i> 2d10 + 3 acid damage, and each enemy adjacent to the target takes 3 acid damage.	
R Stream of Acid (acid, implement) • Recharge 5-6	
<i>Attack:</i> Ranged 10 (creatures in burst); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 10 acid damage, and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends both).	
Move Actions	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
R Orb of Denial (implement) • Encounter	
<i>Trigger:</i> An enemy makes a successful saving throw.	
<i>Attack (Immediate Interrupt):</i> Ranged 10 (one creature); +13 vs. Will	
<i>Hit:</i> Target fails the saving throw.	
Arcane Surge • Encounter	
<i>Trigger:</i> The magus hits an enemy with an implement attack.	
<i>Effect (Free Action):</i> The attack deals maximum damage to the enemy.	
Shield of Deception (illusion) • Encounter	
<i>Trigger:</i> This creature is hit by an enemy's melee or ranged attack.	
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst); +13 vs. Will	
<i>Hit:</i> An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +13	
Str 10 (+4)	Dex 11 (+4)
Con 13 (+5)	Int 19 (+8)
	Wis 17 (+7)
	Cha 10 (+4)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment orb	

Type VIII Bargura Large elemental beast (demon)	Level 8 Brute XP 350
HP 108; Bloodied 54	Initiative +7
AC 19; Fortitude 20; Reflex 17; Will 17	Perception +12
Speed 6, climb 8	Low-light vision
Action Points 1	
Traits	
Abysal Vigor	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 6 damage, or 2d8 + 6 damage if the bargura is bloodied.	
M Double Attack • At-Will	
The bargura makes two slam attacks.	
Triggered Actions	
Savage Howl • Encounter	
<i>Trigger:</i> When first bloodied.	
<i>Effect:</i> The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Skills Athletics +15	
Str 22 (+10)	Dex 16 (+7)
Con 18 (+8)	Int 6 (+2)
	Wis 16 (+7)
	Cha 12 (+5)
Alignment Chaotic evil	Languages Abyssal

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 10)

Illustrious Magus Superior of Grazz't	Level 10 Artillery
Medium natural humanoid (human)	XP 500
HP 80; Bloodied 40	Initiative +6
AC 22; Fortitude 19; Reflex 22; Will 23	Perception +9
Speed 6	
Standard Actions	
m Acid Touch (acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 10 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Reflex	
<i>Hit:</i> 2d10 + 4 acid damage, and each enemy adjacent to the target takes 3 acid damage.	
R Stream of Acid (acid, implement) • Recharge 5-6	
<i>Attack:</i> Ranged 10 (creatures in burst); +13 vs. Reflex	
<i>Hit:</i> 2d6 + 11 acid damage, and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends both).	
Move Actions	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
R Orb of Denial (implement) • Encounter	
<i>Trigger:</i> An enemy makes a successful saving throw.	
<i>Attack (Immediate Interrupt):</i> Ranged 10 (one creature); +15 vs. Will	
<i>Hit:</i> Target fails the saving throw.	
Arcane Surge • Encounter	
<i>Trigger:</i> The magus hits an enemy with an implement attack.	
<i>Effect (Free Action):</i> The attack deals maximum damage to the enemy.	
Shield of Deception (illusion) • Encounter	
<i>Trigger:</i> This creature is hit by an enemy's melee or ranged attack.	
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst); +15 vs. Will	
<i>Hit:</i> An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +15	
Str 11 (+5)	Dex 12 (+6)
Con 14 (+7)	Int 20 (+10)
	Wis 18 (+9)
	Cha 11 (+5)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment orb	

Type X Barlgura	Level 10 Brute
Large elemental beast (demon)	XP 350
HP 129; Bloodied 65	Initiative +8
AC 21; Fortitude 22; Reflex 19; Will 19	Perception +13
Speed 6, climb 8	Low-light vision
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +12 vs. AC	
<i>Hit:</i> 1d8 + 7 damage, or 2d8 + 7 damage if the barlgura is bloodied.	
M Double Attack • At-Will	
The barlgura makes two slam attacks.	
Triggered Actions	
Savage Howl • Encounter	
<i>Trigger:</i> When first bloodied.	
<i>Effect:</i> The barlgura and all allies within 5 squares of the barlgura gain a +2 bonus to attack rolls until the end of the barlgura's next turn.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Skills Athletics +16	
Str 23 (+11)	Dex 17 (+8)
Con 19 (+9)	Int 7 (+3)
	Wis 17 (+8)
	Cha 13 (+6)
Alignment Chaotic evil	Languages Abyssal

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 12)

Shadar-Kai Gloom Lord Medium shadow humanoid	Level 12 Artillery XP 700
HP 95; Bloodied 48	Initiative +8
AC 24; Fortitude 23; Reflex 26; Will 24	Perception +6
Speed 7	Low-light Vision
Traits	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Standard Actions	
m Corrupting Blackfire (fire, necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 2d8 + 10 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (cold, necrotic) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +17 vs. Reflex	
<i>Hit:</i> 2d8 + 9 necrotic damage plus 1d6 cold damage, and the target is shrouded in gloom (save ends).	
R Shadowcage (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (targets one creature shrouded in gloom); +17 vs. Reflex	
<i>Hit:</i> 3d6 + 10 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
Move Actions	
Shadow Jaunt (teleportation) • Encounter	
<i>Effect:</i> The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
Shield of Deception (illusion) • Encounter	
<i>Trigger:</i> This creature is hit by an enemy's melee or ranged attack.	
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst; +17 vs. Will	
<i>Hit:</i> An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +17, Stealth +17	
Str 11 (+6)	Dex 15 (+8)
Con 17 (+9)	Int 23 (+12)
	Cha 19 (+10)
Alignment Unaligned	Languages Abyssal, Common
Equipment leather armor	

Type XII Bloodcry Bargura Large elemental beast (demon)	Level 12 Brute XP 700
HP 153; Bloodied 77	Initiative +9
AC 24; Fortitude 25; Reflex 21; Will 22	Perception +15
Speed 8, climb 8	Low-light vision
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 5 damage, or 3d8 + 6 damage if the bargura is bloodied.	
M Double Attack • At-Will	
The bargura makes two slam attacks.	
Triggered Actions	
Bloodcry • Encounter	
<i>Trigger:</i> When first bloodied.	
<i>Attack (Free Action):</i> Close burst 3 (targets enemies only); +13 vs. Will; 4d10 + 4 damage.	
<i>Effect:</i> The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Skills Athletics +16	
Str 21 (+11)	Dex 17 (+9)
Con 23 (+12)	Int 5 (+3)
	Cha 11 (+6)
Alignment Chaotic evil	Languages Abyssal

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 14)

Shadar-Kai Gloom High Lord Medium shadow humanoid	Level 14 Artillery XP 700
HP 108; Bloodied 54	Initiative +10
AC 26; Fortitude 25; Reflex 28; Will 26	Perception +8
Speed 7	Low-light Vision
Traits	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Standard Actions	
m Corrupting Blackfire (fire, necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 2d8 + 11 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (necrotic) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +19 vs. Reflex	
<i>Hit:</i> 2d8 + 10 necrotic damage plus 1d6 cold damage, and the target is shrouded in gloom (save ends).	
R Shadowcage (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (targets one creature shrouded in gloom); +19 vs. Reflex	
<i>Hit:</i> 3d6 + 11 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
Move Actions	
Shadow Jaunt (teleportation) • Encounter	
<i>Effect:</i> The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
Shield of Deception (illusion) • Encounter	
<i>Trigger:</i> This creature is hit by an enemy's melee or ranged attack.	
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst; +19 vs. Will	
<i>Hit:</i> An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +17, Stealth +17	
Str 11 (+6)	Dex 15 (+8)
Con 17 (+9)	Int 23 (+12)
	Wis 11 (+6)
	Cha 19 (+10)
Alignment Unaligned	
Languages Abyssal, Common	
Equipment leather armor	

Type XIV Bloodcry Barlgura Large elemental beast (demon)	Level 14 Brute XP 1,000
HP 174; Bloodied 87	Initiative +11
AC 26; Fortitude 27; Reflex 24; Will 24	Perception +16
Speed 8, climb 8	Low-light vision
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +17 vs. AC	
<i>Hit:</i> 2d8 + 6 damage, or 3d8 + 6 damage if the barlgura is bloodied.	
M Double Attack • At-Will	
The barlgura makes two slam attacks.	
Triggered Actions	
Bloodcry • Encounter	
<i>Trigger:</i> When first bloodied.	
<i>Attack (Free Action):</i> Close burst 3 (targets enemies only); +15 vs. Will; 4d10 + 6 damage.	
<i>Effect:</i> The barlgura and all allies within 5 squares of the barlgura gain a +2 bonus to attack rolls until the end of the barlgura's next turn.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Skills Athletics +18	
Str 22 (+13)	Dex 18 (+11)
Con 24 (+14)	Int 6 (+5)
	Wis 19 (+11)
	Cha 12 (+8)
Alignment Chaotic evil	
Languages Abyssal	

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 16)

Shadar-Kai Gloom Lord	Level 16 Artillery
Medium shadow humanoid	XP 1,400
HP 121; Bloodied 61	Initiative +11
AC 28; Fortitude 27; Reflex 30; Will 28	Perception +9
Speed 7	Low-light Vision
Traits	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Standard Actions	
m Corrupting Blackfire (fire, necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 2d8 + 12 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (necrotic) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +21 vs. Reflex	
<i>Hit:</i> 2d8 + 11 necrotic damage plus 1d6 cold damage, and the target is shrouded in gloom (save ends).	
R Shadowcage (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (targets one creature shrouded in gloom); +21 vs. Reflex	
<i>Hit:</i> 3d6 + 12 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
Move Actions	
Shadow Jaunt (teleportation) • Encounter	
<i>Effect:</i> The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
Shield of Deception (illusion) • Encounter	
<i>Trigger:</i> This creature is hit by an enemy's melee or ranged attack.	
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst; +21 vs. Will	
<i>Hit:</i> An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +20, Stealth +15	
Str 13 (+9)	Dex 17 (+11)
Con 19 (+12)	Wis 13 (+9)
Int 25 (+15)	Cha 21 (+13)
Alignment Unaligned	Languages Abyssal, Common
Equipment leather armor	

Type XVI Bloodcry Bargura	Level 16 Brute
Large elemental beast (demon)	XP 1,400
HP 195; Bloodied 98	Initiative +12
AC 28; Fortitude 29; Reflex 26; Will 26	Perception +18
Speed 8, climb 8	Low-light vision
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +19 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, or 3d8 + 6 damage if the bargura is bloodied.	
M Double Attack • At-Will	
The bargura makes two slam attacks.	
Triggered Actions	
Bloodcry • Encounter	
<i>Trigger:</i> When first bloodied.	
<i>Attack (Free Action):</i> Close burst 3 (targets enemies only); +17 vs. Will; 4d10 + 7 damage.	
<i>Effect:</i> The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Skills Athletics +19	
Str 23 (+14)	Dex 19 (+12)
Con 25 (+15)	Wis 20 (+13)
Int 7 (+6)	Cha 13 (+9)
Alignment Chaotic evil	Languages Abyssal

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 18)

Shadar-Kai Gloom High Lord	Level 18 Artillery
Medium shadow humanoid	XP 2,000
HP 134; Bloodied 67	Initiative +13
AC 30; Fortitude 29, Reflex 32; Will 30	Perception +11
Speed 7	Low-light Vision
Traits	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Standard Actions	
m Corrupting Blackfire (fire, necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 2d8 + 13 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (necrotic) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +23 vs. Reflex	
<i>Hit:</i> 2d8 + 12 necrotic damage plus 1d6 cold damage, and the target is shrouded in gloom (save ends).	
R Shadowcage (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (targets one creature shrouded in gloom); +23 vs. Reflex	
<i>Hit:</i> 3d6 + 13 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
Move Actions	
Shadow Jaunt (teleportation) • Encounter	
<i>Effect:</i> The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Triggered Actions	
Shield of Deception (illusion) • Encounter	
<i>Trigger:</i> This creature is hit by an enemy's melee or ranged attack.	
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst; +23 vs. Will	
<i>Hit:</i> An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +22, Stealth +18	
Str 14 (+11)	Dex 18 (+13) Wis 14 (+11)
Con 20 (+14)	Int 26 (+17) Cha 22 (+15)
Alignment Unaligned Languages Abyssal, Common	
Equipment leather armor	

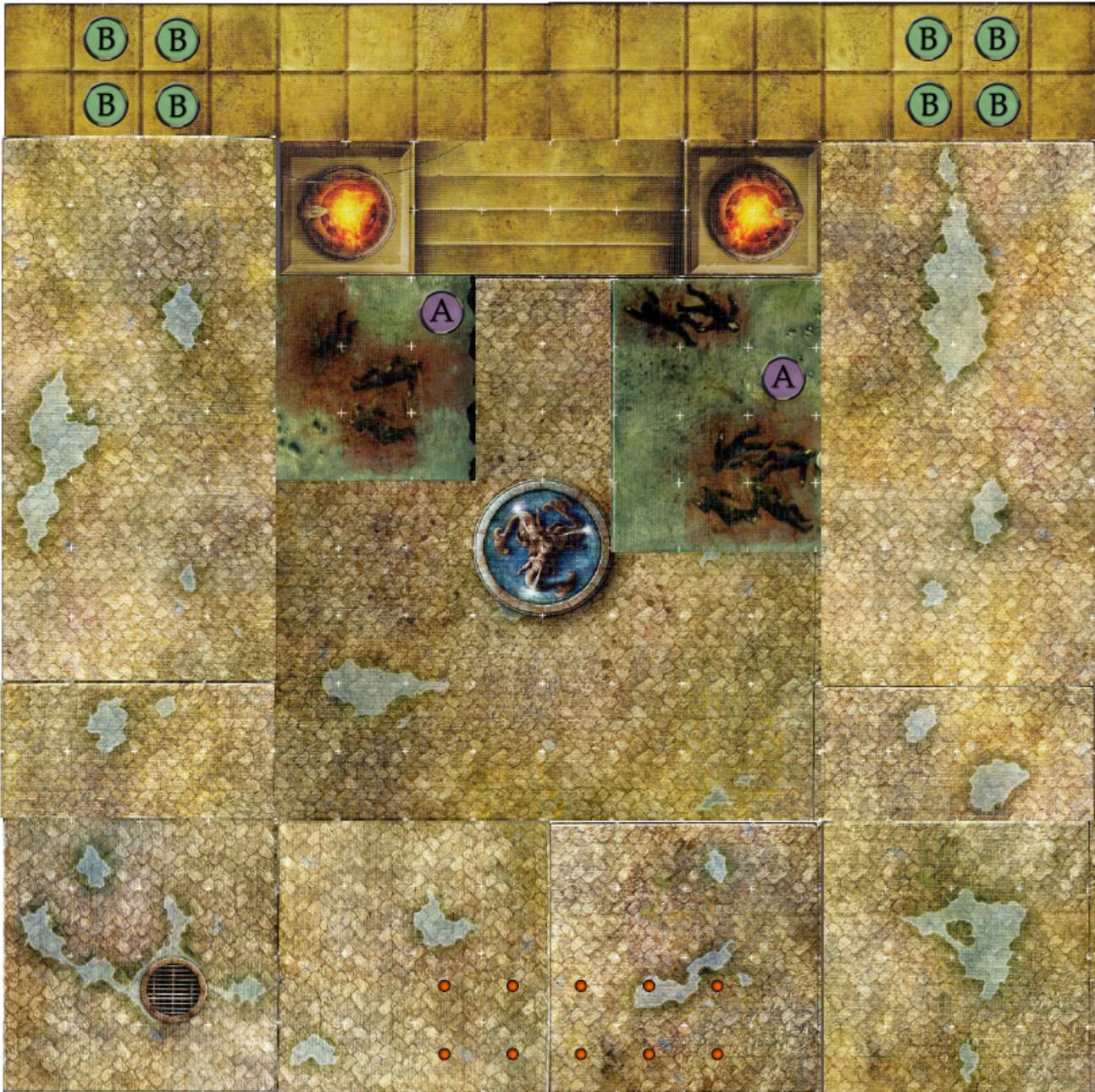
Type XVIII Bloodcry Bargura	Level 18 Brute
Large elemental beast (demon)	XP 2,000
HP 216; Bloodied 108	Initiative +14
AC 30; Fortitude 31; Reflex 28; Will 28	Perception +19
Speed 8, climb 8	Low-light vision
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +21 vs. AC	
<i>Hit:</i> 2d8 + 8 damage, or 3d8 + 6 damage if the bargura is bloodied.	
M Double Attack • At-Will	
The bargura makes two slam attacks.	
Triggered Actions	
Bloodcry • Encounter	
<i>Trigger:</i> When first bloodied.	
<i>Attack (Free Action):</i> Close burst 3 (targets enemies only); +19 vs. Will; 4d10 + 10 damage.	
<i>Effect:</i> The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Skills Athletics +21	
Str 24 (+16)	Dex 20 (+14) Wis 21 (+14)
Con 26 (+17)	Int 8 (+8) Cha 14 (+11)
Alignment Chaotic evil Languages Abyssal	

ENCOUNTER 3: SHRINE (ADVENTURE LEVEL 20)

Grand Illustrious Magus of Grazz't Medium natural humanoid (human)	Level 20 Artillery XP 2,800
HP 138; Bloodied 69	Initiative +14
AC 32; Fortitude 28; Reflex 31; Will 29	Perception +12
Speed 6	
Standard Actions .	
m Fiery Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. Reflex	
<i>Hit:</i> 3d10 + 11 fire damage.	
r Scorching Burst (fire, implement) • At-Will	
<i>Attack:</i> Area 1 within 20 (creatures in burst); +23 vs. Reflex	
<i>Hit:</i> 3d6 + 8 fire damage.	
C Burning Hands (fire ,implement) • At-Will	
<i>Attack:</i> Close blast 3 (enemies in blast); +23 vs. Reflex	
<i>Hit:</i> 4d8 + 9 fire damage.	
Move Actions	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
Effect: This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Minor Actions	
Wand of Accuracy • Encounter	
Effect: The Demon Cult Binder gains a +4 bonus to its next attack roll before the end of its next turn.	
Triggered Actions	
Arcane Surge • Encounter	
<i>Trigger:</i> When the Demon Cult Binder hits with an attack.	
<i>Effect (Free Action):</i> The attack deals maximum damage to the enemy.	
Shield of Deception (illusion) • Encounter	
<i>Trigger:</i> This creature is hit by an enemy's melee or ranged attack.	
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst; +23 vs. Will	
<i>Hit:</i> An enemy adjacent to this creature becomes the target of the triggering attack instead of this creature.	
Skills Arcana +22	
Str 11 (+10)	Dex 19 (+14) Wis 14 (+12)
Con 12 (+11)	Int 24 (+17) Cha 11 (+10)
Alignment evil	Languages Abyssal, Common
Equipment wand implement	

Type XX Hezrou Large elemental humanoid (demon)	Level 20 Brute XP 2,800
HP 234; Bloodied 117	Initiative +14
AC 32; Fortitude 34; Reflex 30; Will 30	Perception +14
Speed 6,	Darkvision
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
O Noxious Stench (poison) • Aura 2	
This creature has 1 action point.	
Standard Actions	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC	
<i>Hit:</i> 4d10 + 8 damage.	
M Bite • Recharge 4 • 5 • 6	
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC	
<i>Hit:</i> 6d12 + 8 damage.	
Triggered Actions	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Str 27 (+18)	Dex 19 (+14) Wis 19 (+14)
Con 24 (+17)	Int 7 (+8) Cha 15 (+12)
Alignment Chaotic evil	Languages Abyssal

ENCOUNTER 3: SHRINE MAP (AL 2-20)



ENCOUNTER 4: SEARCH

ENCOUNTER LEVEL 2 / 4 / 6 / 8 / 10 /
12 / 14 / 15 / 17 / 20 (625 / 875 / 1250 /
1750 / 2500 / 3500 / 5000 / 7000 /
10,000 / 14,000 XP)

SETUP

Primary Goal: Defeat the rampaging demons.

This encounter includes the following creatures at Adventure Level 2.

3 Type II Gnaw Demons (G)
1 Type II Elite Gnaw Demon (E)

This encounter includes the following creatures at Adventure Level 4.

3 Type IV Gnaw Demons (G)
1 Type IV Elite Gnaw Demon (E)

This encounter includes the following creatures at Adventure Level 6.

3 Type VI Lesser Fire Demons (A)
1 Type VI Elite Lesser Fire Demon (B)

This encounter includes the following creatures at Adventure Level 8.

3 Type VIII Lesser Fire Demons (A)
1 Type VIII Elite Lesser Fire Demon (B)

This encounter includes the following creatures at Adventure Level 10.

3 Type X Lesser Fire Demons (A)
1 Type X Elite Lesser Fire Demon (B)

This encounter includes the following creatures at Adventure Level 12.

1 Type XII Elite Chasme (A)
3 Type XII Chasme (B)

This encounter includes the following creatures at Adventure Level 14.

1 Type XIV Elite Chasme (A)
3 Type XIV Chasme (B)

This encounter includes the following creatures at Adventure Level 16.

1 Type XVI Elite Chasme (A)
3 Type XVI Chasme (B)

This encounter includes the following creatures at Adventure Level 18.

1 Type XVIII Elite Chasme (A)
3 Type XVIII Chasme (B)

This encounter includes the following creatures at Adventure Level 20.

1 Type XX Elite Fire Demon (A)
3 Type XX Fire Demon (B)

At the beginning of the encounter, read:

In your search of the area for the demons, you find a trail of blood that leads to a cul-de-sac surrounded by tall trees and where a three-story building with an outside stair stands.

At one time this elegant manor was home to a proud elven family, but now it is a deserted and ramshackle affair. In front of the manor is a pair of dancing elf maiden statues that are set alongside the uneven path the leads to the closed front door.

Blood-stained footprints lead up onto the outside stairs.

Give the players an opportunity to make plans and establish a marching order.

If the players ask to have their PCs make Perception skill checks prior to implementing their plan or just a general “do I see anything”:

- The PCs can detect the demons hiding in the trees with a Hard DC Perception check (passive or active).
- If a PC detects the demons and wants to conceal their observation from the demons, have the PC make a Bluff check versus the demons’ passive Insight.
- If the PCs fail the Bluff check, the demons know they were detected.

Once the PCs are ready, roll initiative and start the combat.

- As long as the demons remain hiding, at the beginning of each PC’s turn, if their passive perception makes a Hard DC Perception check, they detect the demons are hiding in the tall trees.
- The PC can take a minor action on their turn to make a Hard DC Perception skill check to actively look for the demons hiding in the tall trees.
- If the demons remain undetected, they delay on their turn until the PCs move onto the outside

- stairs the building. They all attack at the beginning of the second combat round.
- If none of the PCs take any action to move onto the stairs in the first round, the demons attack at the beginning of the second round of combat regardless of where the PCs are located.
- If the demons know (via passive Insight) that the PCs have detected them the demons attack at the beginning of the second round of combat.
- If the PCs attack the demons prior to the beginning of the second round of combat, the demons come off of delay and attack as soon as they are able.

Once the demons attack, read:

At Adventure Level 2 and 4:

Fat bat-winged demons fly toward you, their malevolent eyes gazing hungrily at you. They open their mouth showing off their wickedly sharp teeth before licking them with their thick discolored tongue.

At Adventure Level 6, 8, 10 and 20:

Fiery demons fly toward you, their malevolent eyes blazing brightly.

At Adventure Level 12-18:

Large insect-like demons fly toward you, their multifaceted eyes stare into you as the air is filled with buzzing.

FEATURES OF THE AREA

Illumination: Inside the building is dim light. Outside the building is bright light.

Fountain: Dried up fountain. Treat as difficult terrain costing 2 squares of movement to move 1 square.

Dancing Elf Maidens Manor: It is a three-story building with an outside stair.

- Treat the stairs as difficult terrain. It costs 2 squares of movement to move 1 square either up or down (see *rickety stairs*).
- There are two outside ground-level doors, one in the front and one in the back, along with an outside door on both the second and third stories.
- At the start of combat, the four outside doors are closed.

- At the start of combat, the windows in this building are closed.
- The blood trail leads to a partially consumed body of an elf on the third story stairs near the closed door.

Rickety Stairs: These are an at-will terrain power (see statistics below).

Statues: The statues act as blocking terrain.

- They can be climbed up on with an Easy DC Athletics check and this allows creature to occupy the same square as the statue.
- If the individual makes any attacks while on the statue, they must make an Easy DC Acrobatics check or fall taking 1d10 points of falling damage.

Tall Trees: These tall trees (10 squares high) surround the manor.

Uneven Path: Treat these as difficult terrain, costing 2 squares of movement to move 1 square. Creatures moving on these squares must make an Easy DC Acrobatics check or fall prone.

- They can be climbed with a Moderate DC Athletics check.
- Treat the square the trunk is in a difficult terrain costing 2 squares of movement to move 1 square.
- The trunk can be used as cover.
- A creature in the foliage gains concealment.

TACTICS

All gnaw demons:

- Use their flying ability to attack PCs on the stairs.
- Prefer to attack bloodied PCs and if necessary, use *hungry teleport* to do so.
- Use their *soul stealer attack* on PCs who spend healing surges.
- Try to keep PCs in their *ankle biter* aura to restrict their movement.
- If advantageous, use the *rickety stairs* terrain power to separate the PCs.
- If necessary, regroup and use the concealment offered by the tall trees to hide.

All Fire Demons:

- Use their flying ability to attack PCs on the stairs.
- Start with *leaping flame* to give as many PCs as possible ongoing fire damage.
- Prefer to attack PCs who have ongoing fire damage and if necessary, use *drawn to fire* to do so.
- If advantageous, use the *rickety stairs* terrain power to separate the PCs.
- If necessary, regroup and use the concealment offered by the tall trees to hide.

Chasme:

- Use their flying ability to attack PCs on the stairs.
- Prefer to attack bloodied PCs and if necessary, use *material instability* to do so.
- If advantageous, use the *rickety stairs* terrain power to separate the PCs.
- If necessary, regroup and use the concealment offered by the tall trees to hide.

IS THE MYTHAL DOWN?

If the Mythal is currently down because the vote in Interlude 2 successfully passed, then the demons have realized this and begin to take advantage of it. In addition to using powers with the Telpotation keyword, their cultists enact a ritual that transposes the various defenders. At the end of the first combat round, randomly select a PC at your table by rolling a die. That PC transposes positions (and tables) with the randomly selected PC at another table. This transposition **MUST** move the the PC to a table he or she can still legally play. Do not switch PCs into ALs they cannot play (such as moving a 2nd-level PC to an AL 18 table). Nothing keeps the PC at their new table. They can run back to their comrades if they wish using the standard rules for moving between tables. Regardless, at the end of the round, the PCs are sent back to their original tables.

SCALING THE ENCOUNTER

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

Four PCs:

- At Adventure Level 2, remove one Type II Gnaw Demon.
- At Adventure Level 4, remove one Type IV Maw Demon.
- At Adventure Level 6, remove one Type V Lesser Fire Demon.
- At Adventure Level 8, remove one Type VIII Lesser Fire Demon.
- At Adventure Level 10, remove one Type X Lesser Fire Demon.
- At Adventure Level 12, remove 1 Type XII Chasme.
- At Adventure Level 14, remove 1 Type XIV Chasme.
- At Adventure Level 16, remove 1 Type XVI Chasme.
- At Adventure Level 18, remove 1 Type XVIII Chasme.
- At Adventure Level 20, Remove 1 Type XX Fire Demon.

Six PCs:

- At Adventure Level 2, add one Type II Gnaw Demon.
- At Adventure Level 4, add one Type IV Maw Demon.
- At Adventure Level 6, add one Type V Lesser Fire Demon.
- At Adventure Level 8, add one Type VIII Lesser Fire Demon.
- At Adventure Level 10, add one Type X Lesser Fire Demon.
- At Adventure Level 12, add 1 Type XII Chasme.
- At Adventure Level 14, , add 1 Type XIV Chasme.
- At Adventure Level 16, add 1 Type XVI Chasme.
- At Adventure Level 18, add 1 Type XVIII Chasme.
- At Adventure Level 20, add 1 Type XX Fire Demon.

ENEMY REINFORCEMENTS

At the end of the third round, another of the elite demons returns from the woods on the southern edge of the map.

ENDING THE ENCOUNTER

If the PCs defeat the demons, read:

With the demons defeated, the same uniformed elf you saw at the shrine approaches on horseback.

Pulling up short, he salutes and states, "The Coronal has asked for all adventurers to urgently return to the armory."

If the PCs question the elf rider:

- His name is Aralyn.
- He was ordered to find all the adventurers he can and send them back to the armory.
- He heard the Coronal is sending them after the demon cultists who are summoning the demons.

If the PCs do not defeat the demons, change the read aloud paragraph above as appropriate.

If the PCs capture and question a gnaw demon, it tells them nothing of importance and instead threatens them with dire consequences.

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 2)

Type II Elite Gnaw Demon	Level 2 Elite Skirmisher
Medium elemental humanoid (demon)	XP 250
HP 82; Bloodied 41	Initiative +1
AC 16; Fortitude 15; Reflex 11; Will 12	Perception +1
Speed 3; fly 5 (clumsy)	Darkvision
Saving Throws +2; Action Points 1	
Traits	
O Ankle Biter • Aura 1	
Each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its next turn.	
O Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
M Double Attack • At-Will	
Effect: The demon uses its Bite attack twice.	
Move Actions	
Hungry Teleport • At-Will	
Effect: The demon teleports 10 squares into a square adjacent to a bloodied enemy.	
Triggered Actions	
Soul Stealer Attack	
Trigger: When an enemy in its <i>soul stealer</i> aura spends a healing surge	
Attack: (Free Action) Melee 1 (triggering creature); +12 vs. AC.	
Hit: 1d8 + 10 damage	
Skills Stealth +4	
Str 14 (+3)	Dex 6 (-1)
Con 17 (+4)	Int 8 (+0)
	Wis 11 (+1)
	Cha 8 (+0)
Alignment chaotic evil Languages Abyssal	

Rickety Stairs	At Will Terrain
This rickety stairs is ready to collapse with the just right application of force.	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 9 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +5 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

Type II Gnaw Demon	Level 2 Skirmisher
Medium elemental humanoid (demon)	XP 125
HP 41; Bloodied 21	Initiative +1
AC 16; Fortitude 15; Reflex 11; Will 12	Perception +1
Speed 3; fly 5 (clumsy)	Darkness
Traits	
O Ankle Biter • Aura 1	
Each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its next turn.	
O Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
Move Actions	
Hungry Teleport • At-Will	
Effect: The demon teleports 10 squares into a square adjacent to a bloodied enemy.	
Triggered Actions	
Soul Stealer Attack	
Trigger: When an enemy in its <i>soul stealer</i> aura spends a healing surge	
Attack: (Free Action) Melee 1 (triggering creature); +12 vs. AC.	
Hit: 1d8 + 10 damage	
Skills Stealth +4	
Str 14 (+3)	Dex 6 (-1)
Con 17 (+4)	Int 8 (+0)
	Wis 11 (+1)
	Cha 8 (+0)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 4)

Type IV Elite Gnaw Demon	Level 4 Elite Skirmisher
Medium elemental humanoid (demon)	XP 350
HP 116; Bloodied 58	Initiative +2
AC 18; Fortitude 18; Reflex 13; Will 15	Perception +1
Speed 3; fly 5 (clumsy)	Darkvision
Saving Throws +2; Action Points 1	
Traits	
O Ankle Biter • Aura 1	
Each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its next turn.	
O Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 6 damage.	
M Double Attack • At-Will	
Effect: The demon uses its Bite attack twice.	
Move Actions	
Hungry Teleport • At-Will	
Effect: The demon teleports 10 squares into a square adjacent to a bloodied enemy.	
Triggered Actions	
Soul Stealer Attack	
Trigger: When an enemy in its <i>soul stealer</i> aura spends a healing surge	
Attack: (Free Action) Melee 1 (triggering creature); +14 vs. AC.	
Hit: 1d8 + 11 damage	
Skills Stealth +5	
Str 15 (+4)	Dex 7 (+0)
Con 18 (+6)	Int 9 (+1)
	Wis 12 (+3)
	Cha 9 (+1)
Alignment chaotic evil	
Languages Abyssal	

Rickety Stairs	At Will Terrain
This rickety stairs is ready to collapse with the just right application of force.	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 10 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +7 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

Type IV Gnaw Demon	Level 4 Skirmisher
Medium elemental humanoid (demon)	XP 175
HP 58; Bloodied 29	Initiative +2
AC 18; Fortitude 18; Reflex 13; Will 15	Perception +3
Speed 3; fly 5 (clumsy)	Darkvision
Traits	
O Ankle Biter • Aura 1	
Each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its next turn.	
O Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 6 damage.	
Move Actions	
Hungry Teleport • At-Will	
Effect: The demon teleports 10 squares into a square adjacent to a bloodied enemy.	
Triggered Actions	
Soul Stealer Attack	
Trigger: When an enemy in its <i>soul stealer</i> aura spends a healing surge	
Attack: (Free Action) Melee 1 (triggering creature); +14 vs. AC.	
Hit: 1d8 + 11 damage	
Skills Stealth +5	
Str 15 (+4)	Dex 7 (+0)
Con 18 (+6)	Int 9 (+1)
	Wis 12 (+3)
	Cha 9 (+1)
Alignment chaotic evil	
Languages Abyssal	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 6)

Type VI Lesser Fire Demon Medium elemental humanoid (demon)	Level 6 Skirmisher XP 250
HP 71; Bloodied 36	Initiative +10
AC 19; Fortitude 17; Reflex 19; Will 18	Perception +5
Speed 8, fly 10	
Resist 15 fire, Vulnerable 5 cold	
Standard Actions	
m Fiery Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 3d6 + 4 fire.	
M Leaping Flames • At-Will	
<i>Effect:</i> The fire demon shifts 5 squares and can make the following attack once during the shift.	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> Ongoing 10 fire damage (save ends).	
Move Actions	
Drawn to Fire (teleportation) • At-Will	
<i>Effect:</i> The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.	
Triggered Actions	
Flickering Flame • At-Will	
<i>Trigger:</i> An attack misses the demon.	
<i>Effect (Opportunity Action):</i> The demon shifts 1 square.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Str 12 (+4)	Dex 20 (+8)
Con 15 (+5)	Int 7 (+1)
Wis 14 (+5)	Cha 11 (+3)
Alignment Chaotic evil	
Languages Abyssal, Common	

Type VI Elite Lesser Fire Demon Medium elemental humanoid (demon)	Level 6 Elite Skirmisher XP 500
HP 142; Bloodied 71	Initiative +10
AC 19; Fortitude 17; Reflex 19; Will 18	Perception +5
Speed 8, fly 10	
Resist 15 fire, Vulnerable 5 cold	
Saving Throws +2; Action Points 1	
Standard Actions	
m Fiery Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 3d6 + 4 fire.	
M Leaping Flames • At-Will	
<i>Effect:</i> The fire demon shifts 5 squares and can make the following attack once during the shift.	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> Ongoing 15 fire damage (save ends).	
Move Actions	
Drawn to Fire (teleportation) • At-Will	
<i>Effect:</i> The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.	
Minor Actions	
C Inferno Blast (fire, zone) • At-Will (1/round)	
<i>Attack:</i> Close blast 3 (creatures in blast); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 4 fire damage.	
<i>Effect:</i> The blast creates a zone that lasts until the end of the fire demon's next turn. Any creature that enters or ends its turn within the zone takes 10 fire damage.	
Triggered Actions	
Flickering Flame • At-Will	
<i>Trigger:</i> An attack misses the demon.	
<i>Effect (Opportunity Action):</i> The demon shifts 1 square.	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Str 12 (+4)	Dex 20 (+8)
Con 15 (+5)	Int 7 (+1)
Wis 14 (+5)	Cha 11 (+3)
Alignment Chaotic evil	
Languages Abyssal, Common	

Rickety Stairs	At Will Terrain
<i>This rickety stairs is ready to collapse with the just right application of force.</i>	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 11 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +9 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 8)

Type VIII Lesser Fire Demon		Level 8 Skirmisher
Medium elemental humanoid (demon)		XP 350
HP 88; Bloodied 44		Initiative +11
AC 21; Fortitude 19; Reflex 21; Will 19		Perception +6
Speed 8, fly 10		
Resist 15 fire, Vulnerable 5 cold		
Standard Actions		
m Fiery Touch • At-Will		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 3d6 + 5 fire.		
M Leaping Flames • At-Will		
Effect: The fire demon shifts 5 squares and can make the following attack once during the shift.		
Attack: Melee 1 (one creature); +11 vs. Reflex		
Hit: Ongoing 15 fire damage (save ends).		
Move Actions		
Drawn to Fire (teleportation) • At-Will		
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.		
Triggered Actions		
Flickering Flame • At-Will		
Trigger: An attack misses the demon.		
Effect (Opportunity Action): The demon shifts 1 square.		
Demon Inside		
Trigger: The demon drops to 0 hit points.		
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.		
Str 13 (+5)	Dex 21 (+9)	Wis 15 (+6)
Con 16 (+7)	Int 8 (+3)	Cha 12 (+5)
Alignment Chaotic evil		Languages Abyssal, Common

Type VIII Elite Lesser Fire Demon		Level 8 Elite Skirmisher
Medium elemental humanoid (demon)		XP 700
HP 176; Bloodied 88		Initiative +11
AC 21; Fortitude 19; Reflex 21; Will 19		Perception +6
Speed 8, fly 10		
Resist 15 fire, Vulnerable 5 cold		
Saving Throws +2; Action Points 1		
Standard Actions		
m Fiery Touch • At-Will		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 3d6 + 5 fire.		
M Leaping Flames • At-Will		
Effect: The fire demon shifts 5 squares and can make the following attack once during the shift.		
Attack: Melee 1 (one creature); +11 Reflex		
Hit: Ongoing 15 fire damage (save ends).		
Move Actions		
Drawn to Fire (teleportation) • At-Will		
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.		
Minor Actions		
C Inferno Blast (fire, zone) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +13 vs. Reflex		
Hit: 2d6 + 5 fire damage.		
Effect: The blast creates a zone that lasts until the end of the fire demon's next turn. Any creature that enters or ends its turn within the zone takes 10 fire damage.		
Triggered Actions		
Flickering Flame • At-Will		
Trigger: An attack misses the demon.		
Effect (Opportunity Action): The demon shifts 1 square.		
Demon Inside		
Trigger: The demon drops to 0 hit points.		
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.		
Str 13 (+5)	Dex 21 (+9)	Wis 15 (+6)
Con 16 (+7)	Int 8 (+3)	Cha 12 (+5)
Alignment Chaotic evil		Languages Abyssal, Common

Rickety Stairs	At Will Terrain
This rickety stairs is ready to collapse with the just right application of force.	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 12 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +11 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 10)

Type X Lesser Fire Demon		Level 10 Skirmisher
Medium elemental humanoid (demon)		XP 500
HP 105; Bloodied 53		Initiative +13
AC 23; Fortitude 21; Reflex 23; Will 21		Perception +7
Speed 8, fly 10		
Resist 15 fire, Vulnerable 5 cold		
Standard Actions		
m Fiery Touch • At-Will		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Hit: 3d6 + 6 fire.		
M Leaping Flames • At-Will		
Effect: The fire demon shifts 5 squares and can make the following attack once during the shift.		
Attack: Melee 1 (one creature); +13 Reflex		
Hit: Ongoing 15 fire damage (save ends).		
Move Actions		
Drawn to Fire (teleportation) • At-Will		
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.		
Triggered Actions		
Flickering Flame • At-Will		
Trigger: An attack misses the demon.		
Effect (Opportunity Action): The demon shifts 1 square.		
Demon Inside		
Trigger: The demon drops to 0 hit points.		
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.		
Str 14 (+7)	Dex 22 (+11)	Wis 16 (+8)
Con 17 (+8)	Int 9 (+4)	Cha 13 (+6)
Alignment Chaotic evil		Languages Abyssal, Common

Type X Elite Lesser Fire Demon		Level 10 Elite Skirmisher
Medium elemental humanoid (demon)		XP 1000
HP 210; Bloodied 105		Initiative +13
AC 23; Fortitude 21; Reflex 23; Will 21		Perception +7
Speed 8, fly 10		
Resist 15 fire, Vulnerable 5 cold		
Saving Throws +2; Action Points 1		
Standard Actions		
m Fiery Touch • At-Will		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Hit: 3d6 + 6 fire.		
M Leaping Flames • At-Will		
Effect: The fire demon shifts 5 squares and can make the following attack once during the shift.		
Attack: Melee 1 (one creature); +13 Reflex		
Hit: Ongoing 15 fire damage (save ends).		
Move Actions		
Drawn to Fire (teleportation) • At-Will		
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.		
Minor Actions		
C Inferno Blast (fire, zone) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +15 vs. Reflex		
Hit: 2d6 + 6 fire damage.		
Effect: The blast creates a zone that lasts until the end of the fire demon's next turn. Any creature that enters or ends its turn within the zone takes 10 fire damage.		
Triggered Actions		
Flickering Flame • At-Will		
Trigger: An attack misses the demon.		
Effect (Opportunity Action): The demon shifts 1 square.		
Demon Inside		
Trigger: The demon drops to 0 hit points.		
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.		
Str 14 (+7)	Dex 22 (+11)	Wis 16 (+8)
Con 17 (+8)	Int 9 (+4)	Cha 13 (+6)
Alignment Chaotic evil		Languages Abyssal, Common

Rickety Stairs	At Will Terrain
This rickety stairs is ready to collapse with the just right application of force.	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 13 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +13 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 12)

Type XII Chasme	Level 12 Skirmisher
Large elemental magical beast (demon)	XP 700
HP 121; Bloodied 61	Initiative +14
AC 27; Fortitude 24; Reflex 27; Will 22	Perception +5
Speed 6, climb 6 (spider climb), fly 10	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 8 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make on melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
Attack: Close burst 2 (targets creatures without the demon keyword); +15 vs. Will	
Hit: Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
Effect: This creature is phasing until the end of its turn.	
Skills Bluff +12, Insight +10, Intimidate +12, Stealth +17	
Str 18 (+10)	Dex 23 (+12) Wis 9 (+5)
Con 17 (+9)	Int 10 (+6) Cha 13 (+7)
Alignment Chaotic evil	Languages Abyssal

Type XII Elite Chasme	Level 12 Elite Skirmisher
Large elemental magical beast (demon)	XP 1,400
HP 242; Bloodied 121	Initiative +14
AC 27; Fortitude 24; Reflex 27; Will 22	Perception +5
Speed 6, climb 6 (spider climb), fly 10	
Saving Throws +2; Action Points 1	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 8 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Double Attack • At-Will	
Effect: The demon uses its Gore attack twice.	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make on melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
Attack: Close burst 2 (targets creatures without the demon keyword); +15 vs. Will	
Hit: Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
Effect: This creature is phasing until the end of its turn.	
Skills Bluff +12, Insight +10, Intimidate +12, Stealth +17	
Str 18 (+10)	Dex 23 (+12) Wis 9 (+5)
Con 17 (+9)	Int 10 (+6) Cha 13 (+7)
Alignment Chaotic evil	Languages Abyssal

Rickety Stairs	At Will Terrain
This rickety stairs is ready to collapse with the just right application of force.	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 14 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +15 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 14)

Type XIV Chasme	Level 14 Skirmisher
Large elemental magical beast (demon)	XP 1000
HP 138; Bloodied 69	Initiative +16
AC 29; Fortitude 26; Reflex 29; Will 24	Perception +7
Speed 6, climb 6 (spider climb), fly 10	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d6 + 9 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make on melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
<i>Attack:</i> Close burst 2 (targets creatures without the demon keyword); +17 vs. Will	
<i>Hit:</i> Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
<i>Effect:</i> This creature is phasing until the end of its turn.	
Skills Bluff +14, Insight +12, Intimidate +14, Stealth +19	
Str 19 (+11)	Dex 24 (+14) Wis 10 (+7)
Con 18 (+11)	Int 11 (+7) Cha 14 (+9)
Alignment Chaotic evil	Languages Abyssal

Type XIV Elite Chasme	Level 14 Elite Skirmisher
Large elemental magical beast (demon)	XP 2,000
HP 276; Bloodied 138	Initiative +16
AC 29; Fortitude 26; Reflex 29; Will 24	Perception +7
Speed 6, climb 6 (spider climb), fly 10	
Saving Throws +2; Action Points 1	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d6 + 9 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Double Attack • At-Will	
<i>Effect:</i> The demon uses its Gore attack twice.	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make on melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
<i>Attack:</i> Close burst 2 (targets creatures without the demon keyword); +17 vs. Will	
<i>Hit:</i> Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
<i>Effect:</i> This creature is phasing until the end of its turn.	
Skills Bluff +12, Insight +10, Intimidate +12, Stealth +17	
Str 19 (+11)	Dex 24 (+14) Wis 10 (+7)
Con 18 (+11)	Int 11 (+7) Cha 14 (+9)
Alignment Chaotic evil	Languages Abyssal

Rickety Stairs	At Will Terrain
<i>This rickety stairs is ready to collapse with the just right application of force.</i>	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 15 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +17 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 16)

Type XV Chasme Large elemental magical beast (demon)	Level 16 Skirmisher XP 1,400
HP 155; Bloodied 78	Initiative +17
AC 31; Fortitude 28; Reflex 31; Will 26	Perception +8
Speed 6, climb 6 (spider climb), fly 10	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 3d6 + 10 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make one melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
<i>Attack:</i> Close burst 2 (targets creatures without the demon keyword); +19 vs. Will	
<i>Hit:</i> Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
<i>Effect:</i> This creature is phasing until the end of its turn.	
Skills Bluff +15, Insight +13, Intimidate +15, Stealth +20	
Str 20 (+13)	Dex 25 (+15) Wis 11 (+8)
Con 19 (+12)	Int 12 (+9) Cha 15 (+10)
Alignment Chaotic evil	Languages Abyssal

Type XV Elite Chasme Large elemental magical beast (demon)	Level 15 Elite Skirmisher XP 2,400
HP 310; Bloodied 155	Initiative +17
AC 31; Fortitude 28; Reflex 31; Will 26	Perception +8
Speed 6, climb 6 (spider climb), fly 10	
Saving Throws +2; Action Points 1	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 3d6 + 10 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Double Attack • At-Will	
<i>Effect:</i> The demon uses its Gore attack twice.	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make one melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
<i>Attack:</i> Close burst 2 (targets creatures without the demon keyword); +19 vs. Will	
<i>Hit:</i> Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
<i>Effect:</i> This creature is phasing until the end of its turn.	
Skills Bluff +15, Insight +13, Intimidate +15, Stealth +20	
Str 20 (+13)	Dex 25 (+15) Wis 11 (+8)
Con 19 (+12)	Int 12 (+9) Cha 15 (+10)
Alignment Chaotic evil	Languages Abyssal

Rickety Stairs	At Will Terrain
<i>This rickety stairs is ready to collapse with the just right application of force.</i>	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 16 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +19 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 18)

Type XVIII Chasme	Level 18 Skirmisher
Large elemental magical beast (demon)	XP 2,000
HP 172; Bloodied 86	Initiative +19
AC 33; Fortitude 30; Reflex 33; Will 28	Perception +10
Speed 6, climb 6 (spider climb), fly 10	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 11 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make one melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
Attack: Close burst 2 (targets creatures without the demon keyword); +21 vs. Will	
Hit: Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
Effect: This creature is phasing until the end of its turn.	
Skills Bluff +17, Insight +15, Intimidate +17, Stealth +22	
Str 21 (+14)	Dex 26 (+17) Wis 12 (+10)
Con 20 (+14)	Int 13 (+10) Cha 16 (+12)
Alignment Chaotic evil	Languages Abyssal

Type XVIII Elite Chasme	Level 18 Elite Skirmisher
Large elemental magical beast (demon)	XP 4,000
HP 344; Bloodied 172	Initiative +19
AC 33; Fortitude 30; Reflex 33; Will 28	Perception +10
Speed 6, climb 6 (spider climb), fly 10	
Saving Throws +2; Action Points 1	
Traits	
Chasme Mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Standard Actions	
m Gore • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 11 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Double Attack • At-Will	
Effect: The demon uses its Gore attack twice.	
M Mobile Melee Attack • At-Will	
A chasme can move up to half its speed and make one melee basic attack at any point during the movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (sleep) • Recharge (when first bloodied)	
Attack: Close burst 2 (targets creatures without the demon keyword); +21 vs. Will	
Hit: Target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
Minor Actions	
Material Instability • Encounter	
Effect: This creature is phasing until the end of its turn.	
Skills Bluff +17, Insight +15, Intimidate +17, Stealth +22	
Str 21 (+14)	Dex 26 (+17) Wis 12 (+10)
Con 20 (+14)	Int 13 (+10) Cha 16 (+12)
Alignment Chaotic evil	Languages Abyssal

Rickety Stairs	At Will Terrain
This rickety stairs is ready to collapse with the just right application of force.	
Standard Action	
Requirement: You must be adjacent to the stairs.	
Check: DC 17 Athletics check to collapse the stairs	
Success: The stairs collapse.	
Target: Each creature in a close blast 3 in the direction the stairs was collapsed.	
Attack: +21 vs. Reflex	
Hit: The target falls off the stairs. If the target makes a saving throw, they do not fall and are knocked prone onto the nearest safe square (see effect below).	
Effect: The squares that were targeted in the close blast 3 are no longer stairs.	

ENCOUNTER 4: SEARCH (ADVENTURE LEVEL 20)

Type XX Fire Demon Medium elemental humanoid (demon)	Level 20 Skirmisher XP 2,800
HP 189; Bloodied 95	Initiative +20
AC 34; Fortitude 33; Reflex 34; Will 32	Perception +15
Speed 8, fly 10 (hover)	
Resist 15 fire, Vulnerable 5 cold	
Standard Actions	
m Fiery Touch • At-Will	
Attack: Melee 1 (one creature); +23 vs. Reflex	
Hit: 2d10 + 9 fire.	
M Leaping Flames • At-Will	
Effect: The fire demon shifts 5 squares and can make the following attack once during the shift.	
Attack: Melee 1 (one creature); +23 Reflex	
Hit: Ongoing 15 fire damage (save ends).	
Move Actions	
Drawn to Fire (teleportation) • At-Will	
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.	
Minor Actions	
C Inferno Blast (fire, zone) • At-Will (1/round)	
Attack: Close blast 3 (creatures in blast); +23 vs. Reflex	
Hit: 2d6 + 9 fire damage.	
Effect: The blast creates a zone that lasts until the end of the fire demon's next turn. Any creature that enters or ends its turn within the zone takes 10 fire damage.	
Triggered Actions	
Vengeful Fire • At-Will	
Trigger: A creature misses the demon with a melee attack.	
Effect (Opportunity Action): The triggering creature takes 5 fire damage.	
Demon Inside	
Trigger: The demon drops to 0 hit points.	
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Str 18 (+14)	Dex 26 (+18)
Con 21 (+15)	Int 9 (+9)
Wis 20 (+15)	Cha 15 (+12)
Alignment Chaotic evil	Languages Abyssal, Common

Type XX Elite Fire Demon Medium elemental humanoid (demon)	Level 20 Elite Skirmisher XP 5,600
HP 378; Bloodied 189	Initiative +20
AC 34; Fortitude 33; Reflex 34; Will 32	Perception +15
Speed 8, fly 10 (hover)	
Resist 15 fire, Vulnerable 5 cold	
Saving Throws +2; Action Points 1	
Standard Actions	
m Fiery Touch • At-Will	
Attack: Melee 1 (one creature); +23 vs. Reflex	
Hit: 2d10 + 9 fire.	
M Leaping Flames • At-Will	
Effect: The fire demon shifts 5 squares and can make the following attack once during the shift.	
Attack: Melee 1 (one creature); +23 Reflex	
Hit: Ongoing 15 fire damage (save ends).	
Move Actions	
Drawn to Fire (teleportation) • At-Will	
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.	
Minor Actions	
C Inferno Blast (fire, zone) • At-Will (1/round)	
Attack: Close blast 3 (creatures in blast); +23 vs. Reflex	
Hit: 2d6 + 9 fire damage.	
Effect: The blast creates a zone that lasts until the end of the fire demon's next turn. Any creature that enters or ends its turn within the zone takes 10 fire damage.	
Triggered Actions	
Vengeful Fire • At-Will	
Trigger: A creature misses the demon with a melee attack.	
Effect (Opportunity Action): The triggering creature takes 5 fire damage.	
Effect (Opportunity Action): The demons shifts 1 square.	
Demon Inside	
Trigger: The demon drops to 0 hit points.	
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Str 13 (+5)	Dex 21 (+9)
Con 16 (+7)	Int 8 (+3)
Wis 15 (+6)	Cha 12 (+5)
Alignment Chaotic evil	Languages Abyssal, Common

ENCOUNTER 4: SEARCH MAP



INTERLUDE 3: SUMMONING

SETUP

Arannis Silversun (male eladrin, Insight +10); AL 2/4
Erdan Nightstar (male eladrin, Insight +10); AL 6
Peren Crystalbow (male eladrin, Insight +10); AL 8/10
Irann Greenleaf (eladrin female, Insight +10); AL 12/14
Valna Waterwhisper (eladrin female, Insight +10); AL 16/18
Liaison Enna Silvertree (female eladrin, Insight +20); AL 20

The PCs are called back to the armory where they are addressed by the Coronal and given the task to stop the cultists from summoning more demons through abyssal portals.

The Coronal, fresh from battle with blood splattered across her golden mail and flanked by four bodyguards, enters the armory where you are gathered.

She pauses a moment as she confers with an advisor before turning her attention to you, “The cultists are subverting Myth Drannor’s mythal, drawing off its energy, and are using it to bring forth demons from the Abyss itself. We have reports of thousands of demons streaming out of these portals and we have been stretched thin across the city. Our defenders are out of position, drawn off by the rampaging attacks and searching for the cultists. I must ask you to close these portals and stop the demonic hosts before their numbers become overwhelming. Each of your warbands will individually be dispatched to one of the portals the cultists have opened without any additional backup. I cannot tell you how dire our situation has become. May Correllon watch over you in all the empty places where you must walk.”

Continue with the following for your table:

Your liaison <insert liaison’s name>, hurries over to you with an object wrapped in cloth. As he reaches you, he pulls back the cloth from the object revealing a brass bound book.

“This book was one of many recovered from the cultists in our recent battles and contains knowledge about the abyssal portals the cultists are using and more importantly on how to close them. You have a short time to study it, so glean from it what you can.”

The liaison knows the following:

- How goes the battle? *“All things considered, surprisingly well so far. Attacks by the cultists have dwindled. The demons remain a substantial problem and it appears the tide may be quickly turning against up, which is why you are being sent to close the abyssal portals. A scout will guide your position before leaving for other duties.”*
- Is there any help or advice you can give us? *“Read the book and ensure you understand what you must do. Discuss the means and method on how you are going to close the portal. It is tantamount the portal is closed. It is likely that you will pass beyond on our ability to help you, so be sure of your tactics.”*

The book contains the following information, which is also detailed in Player Handout 1 (which you should give to the players now):

- An abyssal portal is closed with the rite of closing.
- This rite of closing is described in the book as well as methods to help close it and to mitigate its effects.
- The abyssal portal is like a living thing that affects the mind, seizing control of you and causes you to attack others around you. It then lures you closer to it (pull). This can happen when you get within 10 strides (5 squares) of it.
- You cannot prevent yourself from attacking others, but you can steel yourself against its lure. Those who possess a strong personality (Charisma check) can prevent this.
- Entering the abyssal portal sends you to the Abyss and only the gods know what may happen to you there. It is a fate to be avoided.
- An individual trained in the arts of magic can perform a rite of closing (Arcana check) and must be within 6 strides of the portal (3 squares).
- An individual can shield the weakened (failed Arcana or Heal) person performing the rite of closing from the ill effects of the portal (Endurance check) as long as they are standing next to them (adjacent).
- An individual can weaken the portal with a gift of their lifeblood (Heal check) but only if they are next to the portal itself (adjacent).
- Those who have knowledge of similar portals closed in the past can help the individuals performing the rite of closing (History check). Be warned, a case of mistaken identity can lead to disaster (1 failure).
- As the rite of closing is performed, there comes a point when the portal is wavering (5 successes)

where an individual can simply and firmly command the portal to close (Intimidate check).

- An individual devoted to the gods, can call upon their power to speed the closing of the portal (Religion check) and must be within 6 strides of the portal (3 squares). Be warned, if the individual's faith is not strong enough, the portal punishes those within 10 strides (5 squares) of it.

The PCs may take a short rest at this time. There is no time to take an extended rest.

ENDING THE ENCOUNTER

The encounter ends when the players are prepared to continue.

ENCOUNTER 5: PORTAL

ENCOUNTER LEVEL 3 / 5 / 7 / 9 / 11 / 13 / 15 / 16 / 18 / 22 (750 / 1000 / 1500 / 2000 / 3000 / 4100 / 6000 / 8000 / 12,000 / 23,000 XP)

SETUP

Primary Goal: Close the Abyssal portal.

Secondary Goal: Defeat the cultists and their demons.

This encounter includes the following creatures at Adventure Level 2.

2 Demon Cult Binders (B)

2 Type III Rutterkin Foot Soldiers (R)

This encounter includes the following creatures at Adventure Level 4.

2 Demon Cult Master Binders (B)

2 Type V Rutterkin Foot Soldiers (R)

This encounter includes the following creatures at Adventure Level 6.

2 Demon Spawn Adept Binders (A)

2 Type VI Bound Guardian Demon Abominations (B)

This encounter includes the following creatures at Adventure Level 8.

2 Demon Spawn Adept Grand Binders (A)

2 Type IX Bound Guardian Demon Abominations (B)

This encounter includes the following creatures at Adventure Level 10.

2 Demon Spawn Adept Grandmaster Binders (A)

2 Type XI Bound Guardian Demon Abominations (B)

This encounter includes the following creatures at Adventure Level 12.

2 Demon Cult Binders (A)

2 Type X Bound Lesser Derghodemons (B)

This encounter includes the following creatures at Adventure Level 14.

2 Demon Cult Master Binders (A)

2 Type XIII Bound Lesser Derghodemons (B)

This encounter includes the following creatures at Adventure Level 16.

2 Demon Cult Binders (A)

2 Type XIV Bound Lesser Derghodemons (B)

This encounter includes the following creatures at Adventure Level 18.

2 Demon Cult Master Binders (A)

2 Type XVI Bound Lesser Derghodemons (B)

This encounter includes the following creatures at Adventure Level 20.

2 Deva Fallen Star Binders (A)

2 Type XXII Bound Guardian Demon Soul Drinkers (B)

At the beginning of the encounter, read:

Dark clouds obscure the sun in the western sky as the scout guides you to a place just short of the location where an abyssal portal lays.

Before leaving, she mentions, "This is where I saw the cultists summoning demons. They are using an old stone circle as a focus. I did not stay long enough to see anything else."

From the other side of the hill, you see a crimson flash of light and sounds of harsh guttural incantations.

Give the players an opportunity to plan their approach and establish a marching order.

- If a PC knows the Abyssal language and makes a Moderate DC Perception check (passive or active), they make out the words of the ritual. They are calling for demons to come to this world and wreak havoc.

Read when the PCs can see on the other side of the hill:

Over the lip of the hill, you see a stone circle and inside it is a large orb of pulsating energy. The smell of decaying flesh fills the air although there are no rotting corpses present.

Around the stone circle are two red-robed humans who are chanting in a harsh tongue and directing unseen energies into the orb. Standing guard are two malformed demons, both of whom wield a short polearm that ends in a sharp spike that has a crescent shaped pincer.

Once the PCs are detected by the demons and the binders, they attack, defending the portal from the PCs.

Each Binder is bound to only one of the demons. They cannot use demonic vanguard or lash of fury on the other demon that is not bound to them.

If a PC is pulled into the abyssal portal, they reappear on their next turn in a square adjacent to the abyssal portal. The PC is dominated (save ends). The dominated PC attacks the nearest PC attempting to close the abyssal portal. The dominated PC can be the target of the abyssal portal again.

SKILL CHALLENGE

The characters are tasked to close the abyssal portal. This is the skill challenge they undertake to do so.

A portal to the Abyss whispers in your mind, drawing you forward as it compels you to revel in chaos and murder.

SKILL CHALLENGE: CLOSING AN ABYSSAL PORTAL

Goal: The PCs attempt to close an Abyssal Portal.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Heal, Intimidate, Religion.

Other Skills: Endurance, History.

Victory: If the PCs achieve 6 successes, the Abyssal Portal is closed.

Defeat: If the PCs obtain 3 failures, the portal remains open and a force of five demons (of whichever demon is present at your AL) is drawn through it to the party's location. The demons appear at the beginning of the next round of combat. These demons do not have the bound power *demonic vanguard* and the Binders cannot use *lash of fury* on them.

The skill challenge can be attempted again.

Automatic Failure (no action; 1 failure; 3 maximum)

If the characters do not work to close the portal during the combat, the DM should make it clear that the portal is expanding. If they have made no attempts to close the portal by the end of the third round the party gains one failure. The party gains another failure for every three rounds where no attempt is made to close the portal. The DM should make it clear to the party that this is happening due to their inaction.

Arcana Moderate DC (standard action; 1 success; 6 maximum)

The character executes the rite of closing. The character must be within 3 squares of the portal to make this check. PCs with the story object SPEC42 from SPEC3-1 *Roots of Corruption: Infestation* gain a +2 bonus to this check. The PC must still have the tablets (not given them to Orien to receive this bonus).

Endurance Moderate DC (standard action; no success)

The character supports the efforts of one adjacent ally, clearing their mind of the chaos beyond the portal. If the ally fails his or her next Arcana or Heal check in the challenge, the ally can reroll the check. If the ally fails his or her next Religion check in the challenge, the portal does not flare and deals no damage.

Heal Variable DC (standard action; 1 success; 6 maximum)

By gifting his or her life force, the PC weakens the portal's connection to the Abyss. The number of surges the PC sacrifices determines the DC required to generate a success. One surge requires a Hard DC, two surges reduce the check to Medium and three surges lower the check to Easy. The character must be adjacent to the portal to make this check.

History Moderate DC (standard action; no success; can count as a failure)

The character recalls ancient lore describing the closure of a similar portal. The next three Arcana, Heal, or Religion checks made in the challenge each gain a +2 bonus. A failure on this History check counts as a failure for the challenge.

Intimidate Hard DC (standard action; 1 success; 1 maximum; can only try this after 5 successes)

Using the strength of his or her personality, the character commands the portal to close. The party can gain a success with this check only after 5 successes have been accrued in this skill challenge.

Religion Hard DC (standard action; 2 successes; 6 maximum)

The character calls for divine aid to speed the rite. If the character fails, the portal flares and deals 10 damage to each non-demon within 5 squares of it. The character must be within 3 squares of the portal to make this check. The skill can be used to gain 2 successes in this challenge.

FEATURES OF THE AREA

Illumination: Bright light (sun).

Statues: The statues act as blocking terrain.

- They can be climbed up on with an Easy DC Athletics check and this allows creature to occupy the same square as the statue.
- If the individual makes any attacks while on the statue, they must make an Easy DC Acrobatics check or fall taking 1d10 points of falling damage.

Trees: The dense trees on the east and west sides of the map are particularly dense. These squares are difficult terrain, but any creature in the trees gains concealment.

Abyssal Portal: In the center of the stone circle lies the abyssal portal. It is 3 squares by 3 squares. See the skill challenge in this encounter.

PCs who are pulled through the portal and who are dominated and who possess the story object SPEC42 from SPEC3-1 *Roots of Corruption: Infestation* gain a +1 bonus to their saving throw to resist the domination effect. The PC must still have the tablets (not given them to Oriën to receive this bonus).

The portal WILL target and pull unconscious PCs within the 5 square range at the end of their turn. Any unconscious PC pulled through the portal spends a healing surge before returning dominated to the battlefield.

If the portal is closed while a PC is on the other side of it, they are disgorged back to the battlefield as the portal is closed, though at a cost of their lifeforce. The PC must make a Moderate Endurance or Insight check (their choice) or lose 4 healing surges. If they succeed, they only lose 2 healing surges.

TACTICS

Demon Cult Binders (any type):

- Their goal is to prevent the PCs from closing the portal.
- Prefer to attack anyone performing the rite of closing.
- Avoid melee combat.
- Use *deathly summons* to attack the PCs when they are close to the abyssal portal by targeting a square that pulls the PC closer to the portal.
- Because their bound demons have the *demonic vanguard* ability, they can exclude them from the *deathly summons* attack.
- Prefer to attack PCs adjacent to their bound demon due to *demonic vanguard* giving them a +2 attack bonus.
- They can use *demonic lash* on their bound rutterkin demon. They do so to keep PCs grabbed near the abyssal portal. The demon can only do this attack when they have no one grabbed.

Type III Rutterkin Foot Soldier(s):

- Prefer to attack anyone performing the rite of closing.
- Stay adjacent to PCs since their demon cult binder (or master binder) gains a +2 bonus to attack due to *demonic vanguard* and the demon's own nauseating aura which slows the PC.

- Grab PCs who are near the abyssal portal to keep them from moving away. It can also pull them closer. If the abyssal portal pulls the grabbed PC, the grab is broke.

Bound Guardian Demon Abominations:

- Prefer to attack anyone performing the rite of closing.
- Stay adjacent to PCs since their binder (or master binder) gains a +2 bonus to attack due to *demonic vanguard* and the demon's own *nauseating aura* which slows the PC.
- Grab PCs who are near the abyssal portal to keep them from moving away. It can also pull them closer. If the abyssal portal pulls the grabbed PC, the grab is broke.

Derghodemon:

- Stay adjacent to PCs since the Demon Cult Binders gain a +2 bonus to attack due to *demonic vanguard* and the demon's own *nauseating aura* which slows the PC.
- Tries to grab PCs who are near the abyssal portal to keep them from moving away. If the abyssal portal pulls the grabbed PC, the grab is broke. If the PC is restrained, the abyssal portal cannot pull the PC away.

Deva Fallen Star Binders:

- Their goal is to prevent the PCs from closing the portal.
- Prefer to attack anyone performing the rite of closing.
- Avoid melee combat.

Type XXII Bound Guardian Demon Soul Drinkers:

- Prefer to attack anyone performing the rite of closing.
- Stay adjacent to PCs since their demon cult binder (or master binder) gains a +2 bonus to attack due to *demonic vanguard*.
- Grab PCs who are near the abyssal portal to keep them from moving away. It can also pull them closer. If the abyssal portal pulls the grabbed PC, the grab is broke.

SCALING THE ENCOUNTER

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

Four PCs: Reduce attacks/defenses by 1 and hit points by 5 per tier for all creatures.

Six PCs: Increase attacks/defenses by 1 and hit points by 5 per tier for all creatures.

ENEMY REINFORCEMENTS

One the third round of combat or if the PCs defeat half of the enemies, another binder and his bound demon come out of the woods on the western edge of the map.

ENDING THE ENCOUNTER

If the PCs capture and question a demon cult binder (or master binder), they reveal the following (Hard DC Intimidate):

- Tral' Alum's true intention is to transpose Myth Drannor with a piece of the Abyss.
- The attacks by the cultists and the demons were all diversions.

If the PCs capture and question a demon, they reveal nothing of importance and instead threaten the PCs with dire consequences.

If any PC is pulled into the abyssal portal, they receive **ADCP14 Stared into the Abyss**.

When the PCs are ready, proceed to the next encounter.

EXPERIENCE POINTS

If the PCs close the portal, the complete one of the minor objectives. If the PCs capture and interrogate one of the binders learn the true purpose of the attack, they complete another of the minor objectives.

ENCOUNTER 5: PORTAL (ADVENTURE LEVEL 2)

Abyssal Portal Hazard	Level 3 Obstacle XP 150
Hazard: The abyssal portal is a demon hole or part of a demogate or a dimensional passageway. The abyssal portal is 3 squares by 3 squares. The abyssal portal does not provide cover or block movement.	
Perception DC 11: The character notices the presence of the portal.	
Additional Skill: Insight DC 16: An unknown evil taints this area, whispering of murder as it calls for you to approach.	
Trigger When any non-demon or non-cultist moves, or ends their turn, within 5 squares of the abyssal portal, the hazard attacks.	
Attack	
Opportunity Action	Ranged 5
Target: The triggering creature	
Attack: +7 vs. Will	
Hit: The target makes a melee basic or ranged attack as a free action, targeting a random non-demon creature determined by the DM with a +1 bonus to their roll.	
Aftereffect: The abyssal portal pulls the target 2 squares.	
Special: If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. On its next turn, the target re-appears (no action) in a square adjacent to the abyssal portal and is dominated (save ends). The dominated target attacks the nearest creature attempting to close the abyssal portal. The dominated target can be the target of the abyssal portal again.	
Countermeasures	
<ul style="list-style-type: none"> As a minor action, a creature can make a DC 16 Charisma check to ignore the hazard's effect until the start of the creature's next turn. If a creature closes the abyssal portal, the abyssal portal cannot attack (see skill challenge in encounter). 	

Cult Demon Binder Medium natural humanoid (human)	Level 3 Artillery XP 150
HP 38; Bloodied 19	Initiative +2
AC 16; Fortitude 14; Reflex 16; Will 16	Perception +3
Speed 6	
Standard Actions	
m Demon Staff (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC (see <i>Demonic Vanguard</i>)	
Hit: 1d6 + 2 damage plus 1d6 fire damage.	
r Smothering Fire (fire) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Fortitude (see <i>Demonic Vanguard</i>)	
Hit: 1d10 + 4 fire damage and the target is weakened until the end of the Cult Adept's next turn.	
R Deathly Summons (fire). Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +6 vs. Fortitude (see <i>Demonic Vanguard</i>)	
Hit: 1d12 + 3 fire damage and the target is pulled 1 square toward the burst's origin square.	

Minor Actions		
Lash of Fury • At-Will		
Effect: A demon bound to this creature and within 10 squares of it takes 7 damage. The demon then makes a melee basic attack as a free action.		
Triggered Actions		
Fanatic		
Trigger: When the Cult Adept drops to 0 hit points.		
Effect (Requires A Quarterstaff): The cult adept makes a melee basic attack against an adjacent enemy.		
Skills Arcana +9, Religion +9		
Str 10 (+1)	Dex 13 (+2)	Wis 15 (+3)
Con 14 (+3)	Int 17 (+4)	Cha 12 (+2)
Alignment evil		Languages Abyssal, Common
Equipment robes, potion of healing, quarterstaff		

Type III Rutterkin Foot Soldier Medium elemental humanoid (demon)	Level 3 Soldier XP 150	
HP 52; Bloodied 26	Initiative +6	
AC 19; Fortitude 18; Reflex 13; Will 13	Perception +1	
Speed 6		
Darkvision		
Traits		
O Nauseating Stench • Aura 1		
Any enemy that starts its turn within the aura is slowed until the end of its next turn.		
Demonic Vanguard		
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.		
Standard Actions		
m Snap-Tong (weapon) • At-Will		
Requirement: The foot guard must not have a creature grabbed.		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 2d6 + 6 damage, and the foot soldier marks and grabs the target until the end of the foot soldier's next turn.		
r Bone Barbs • At-Will		
Attack: Ranged 5 (one creature); +8 vs. AC		
Hit: 2d4 + 4 damage, and the target is marked until the end of the foot soldier's next turn.		
C Fearful Gaze (gaze). Recharge when first bloodied		
Attack: Close Blast 5 (creatures in blast); +6 vs. Will		
Hit: The target is dazed (save ends).		
Triggered Actions		
Bloodied Frenzy		
Requirement: The foot guard must be bloodied.		
Trigger: The foot guard misses with <i>snap-tong</i> .		
Effect (Free Action): The foot guard uses <i>snap-tong</i> against a target it has not yet attacked this turn.		
Skills Endurance +11		
Str 14 (+3)	Dex 17 (+4)	Wis 10 (+1)
Con 20 (+6)	Int 7 (-1)	Cha 7 (-1)
Alignment chaotic evil		Languages Abyssal
Equipment <i>snap-tong</i>		

ENCOUNTER 5: PORTAL (ADVENTURE LEVEL 4)

Abyssal Portal Hazard	Level 5 Obstacle XP 200
<p>Hazard: The abyssal portal is a demon hole or part of a demogate or a dimensional passageway. The abyssal portal is 3 squares by 3 squares. The abyssal portal does not provide cover or block movement.</p>	
<p>Perception DC 12: The character notices the presence of the portal.</p>	
<p>Additional Skill: Insight DC 17: An unknown evil taints this area, whispering of murder as it calls for you to approach.</p>	
<p>Trigger When any non-demon or non-cultist moves, or ends their turn, within 5 squares of the abyssal portal, the hazard attacks.</p>	
<p>Attack</p>	
<p>Opportunity Action Ranged 5 Target: The triggering creature Attack: +8 vs. Will Hit: The target makes a melee basic or ranged attack as a free action, targeting a random non-demon creature determined by the DM with a +2 bonus to their roll. Aftereffect: The abyssal portal pulls the target 2 squares. Special: If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. On its next turn, the target re-appears (no action) in a square adjacent to the abyssal portal and is dominated (save ends). The dominated target attacks the nearest creature attempting to close the abyssal portal. The dominated target can be the target of the abyssal portal again.</p>	
<p>Countermeasures</p> <ul style="list-style-type: none"> As a minor action, a creature can make a DC 17 Charisma check to ignore the hazard's effect until the start of the creature's next turn. If a creature closes the abyssal portal, the abyssal portal cannot attack (see skill challenge in encounter). 	

Cult Demon Binder Medium natural humanoid (human)	Level 5 Artillery XP 200
HP 51; Bloodied 26	Initiative +4
AC 18; Fortitude 15; Reflex 18; Will 18	Perception +5
Speed 6	
<p>Standard Actions</p>	
<p>m Demon Staff (fire, weapon) • At-Will Attack: Melee 1 (one creature); +10 vs. AC (see <i>Demonic Vanguard</i>) Hit: 1d6 + 3 damage plus 1d6 fire damage.</p>	
<p>r Smothering Fire (fire) • At-Will Attack: Ranged 10 (one creature); +10 vs. Fortitude (see <i>Demonic Vanguard</i>) Hit: 1d10 + 5 fire damage, and the target is weakened until the end of the Cult Adept's next turn.</p>	
<p>R Deathly Summons (fire). Recharge 5-6 Attack: Area burst 2 within 10 (creatures in burst); +8 vs. Fortitude (see <i>Demonic Vanguard</i>) Hit: 1d12 + 4 fire damage, and the target is pulled 1 square toward the burst's origin square.</p>	
<p>Minor Actions</p>	

Lash of Fury • At-Will		
<p>Effect: A demon bound to this creature and within 10 squares of it takes 8 damage. The demon then makes a melee basic attack as a free action.</p>		
<p>Triggered Actions</p>		
<p>Fanatic Trigger: When the Cult Adept drops to 0 hit points. Effect (Requires A Quarterstaff): The cult adept makes a melee basic attack against an adjacent enemy.</p>		
<p>Skills Arcana +11, Religion +11</p>		
Str 11 (+2)	Dex 14 (+4)	Wis 16 (+5)
Con 15 (+4)	Int 18 (+6)	Cha 13 (+3)
<p>Alignment evil Languages Abyssal, Common</p>		
<p>Equipment robes, potion of healing, quarterstaff</p>		

Type V Rutterkin Foot Soldier Medium elemental humanoid (demon)	Level 5 Soldier XP 200	
HP 69; Bloodied 35	Initiative +6	
AC 21; Fortitude 20; Reflex 15; Will 15	Perception +1	
Speed 6	Darkvision	
<p>Traits</p>		
<p>O Nauseating Stench • Aura 1 Any enemy that starts its turn within the aura is slowed until the end of its next turn.</p>		
<p>Demonic Vanguard This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.</p>		
<p>Standard Actions</p>		
<p>m Snap-Tong (weapon) • At-Will Requirement: The foot guard must not have a creature grabbed. Attack: Melee 2 (one creature); +10 vs. AC Hit: 2d6 + 7 damage, and the foot soldier marks and grabs the target until the end of the foot soldier's next turn.</p>		
<p>r Bone Barbs • At-Will Attack: Ranged 5 (one creature); +10 vs. AC Hit: 2d4 + 5 damage, and the target is marked until the end of the foot soldier's next turn.</p>		
<p>C Fearful Gaze (gaze). Recharge when first bloodied Attack: Close Blast 5 (creatures in blast); +8 vs. Will Hit: The target is dazed (save ends).</p>		
<p>Triggered Actions</p>		
<p>Bloodied Frenzy Requirement: The foot guard must be bloodied. Trigger: The foot guard misses with <i>snap-tong</i>. Effect (Free Action): The foot guard uses <i>snap-tong</i> against a target it has not yet attacked this turn.</p>		
<p>Skills Endurance +11</p>		
Str 15 (+4)	Dex 18 (+6)	Wis 11 (+2)
Con 21 (+7)	Int 8 (+1)	Cha 8 (+1)
<p>Alignment chaotic evil Languages Abyssal</p>		
<p>Equipment snap-tong</p>		

ENCOUNTER 5: PORTAL (ADVENTURE LEVEL 6)

Type VII Bound Guardian Demon Abomination Medium elemental humanoid (demon)	Level 7 Soldier XP 300
HP 81; Bloodied 41	Initiative +9
AC 23; Fortitude 19; Reflex 19; Will 18	Perception +11
Speed 6	Darkvision
Immune sleep, stun	
Traits	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the bound guardian demon abomination until the end of the abomination's next turn.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
All Around Vision	
Enemies can't gain combat advantage by flanking the abomination.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
Standard Actions	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +12 vs. AC	
<i>Hit:</i> 2d6 + 7.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have the creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +14 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to escape the grab.	
Minor Actions	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains the grab. The grabbed creature takes 1d8 + 3 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
Skills Athletics +12, Intimidate +8	
Str 19 (+7)	Dex 18 (+7) Wis 16 (+6)
Con 17 (+6)	Int 10 (+3) Cha 16 (+6)
Alignment Chaotic evil Languages Abyssal, Common	

Demon Spawn Adept Binder Medium elemental humanoid (demon)	Level 7 Artillery XP 300
HP 65; Bloodied 33	Initiative +5
AC 21; Fortitude 19; Reflex 19; Will 20	Perception +7
Speed 6	Darkvision
Standard Actions	
m Cudgel • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6 + 8.	
R Feast of Demons • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +14 vs. AC	
<i>Hit:</i> 3d6 + 6 damage. In addition, any demon demons 3 extra damage against the target until the end of the demon spawn adept's turn.	
R Forbidden Speech (force) • Recharge 5-6	
<i>Attack:</i> Area Burst 1 within 10 (creatures in burst); +12 vs. AC	
<i>Hit:</i> 2d6 + 6 damage plus 1d6 force damage, and the target is knocked prone.	
Minor Actions	
Lash of Fury • At-Will	
<i>Effect:</i> A demon bound to this creature and within 10 squares of it takes 8 damage. The demon then makes a melee basic attack as a free action.	
Triggered Actions	
Death Vortex (necrotic, zone)	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 3 (creatures in burst); +10 vs. Fortitude	
<i>Hit:</i> The demon pulls the target 2 squares.	
<i>Effect:</i> The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former square and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
Skills Arcana +11, Athletics +10, Religion +11	
Str 15 (+5)	Dex 14 (+5) Wis 19 (+7)
Con 17 (+6)	Int 16 (+6) Cha 6 (+1)
Alignment Chaotic evil Languages Abyssal, Common	
Equipment Cudgel	

Abyssal Portal Hazard	Level 7 Obstacle XP 300
Hazard: The abyssal portal is a demon hole or part of a demongate or a dimensional passageway. The abyssal portal is 3 squares by 3 squares. The abyssal portal does not provide cover or block movement.	
Perception	
DC 14: The character notices the presence of the portal.	
Additional Skill: Insight	
DC 19: An unknown evil taints this area, whispering of murder as it calls for you to approach.	
Trigger	
When any non-demon or non-cultist moves, or ends their turn, within 5 squares of the abyssal portal, the hazard attacks.	
Attack	
Opportunity Action	Ranged 5
Target: The triggering creature	
Attack: +11 vs. Will	
Hit: The target makes a melee basic or ranged attack as a free action, targeting a random non-demon creature determined by the DM with a +3 bonus to their roll.	
Aftereffect: The abyssal portal pulls the target 2 squares.	
Special: If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. On its next turn, the target re-appears (no action) in a square adjacent to the abyssal portal and is dominated (save ends). The dominated target attacks the nearest creature attempting to close the abyssal portal. The dominated target can be the target of the abyssal portal again.	
Countermeasures	
<ul style="list-style-type: none"> • As a minor action, a creature can make a DC 19 Charisma check to ignore the hazard's effect until the start of the creature's next turn. • If a creature closes the abyssal portal, the abyssal portal cannot attack (see skill challenge in encounter). 	

ENCOUNTER 5: PORTAL (ADVENTURE LEVEL 8)

Type IX Bound Guardian Demon Abomination	Level 9 Soldier
Medium elemental humanoid (demon)	XP 400
HP 98; Bloodied 49	Initiative +10
AC 25; Fortitude 22; Reflex 21; Will 19	Perception +12
Speed 6	Darkvision
Immune sleep, stun	
Traits	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the bound guardian demon abomination until the end of the abomination's next turn.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
All Around Vision	
Enemies can't gain combat advantage by flanking the abomination.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
Standard Actions	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6 + 8.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have the creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +14 vs. AC	
<i>Hit:</i> 2d8 + 8 damage, and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to escape the grab.	
Minor Actions	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains the grab. The grabbed creature takes 1d8 + 5 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
Skills Athletics +14, Intimidate +12	
Str 20 (+9)	Dex 19 (+8)
Con 18 (+8)	Int 11 (+4)
	Cha 17 (+7)
Wis 17 (+7)	
Alignment Chaotic evil	Languages Abyssal, Common

Demon Spawn Adept Grand Binder	Level 9 Artillery
Medium elemental humanoid (demon)	XP 400
HP 78; Bloodied 39	Initiative +6
AC 23; Fortitude 21; Reflex 20; Will 21	Perception +9
Speed 6	Darkvision
Standard Actions	
m Cudgel • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 2d6 + 8.	
R Feast of Demons • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +16 vs. AC	
<i>Hit:</i> 3d6 + 6 damage. In addition, any demon demons 3 extra damage against the target until the end of the demon spawn adept's turn.	
R Forbidden Speech (force) • Recharge 5-6	
<i>Attack:</i> Area Burst 1 within 10 (creatures in burst); +14 vs. AC	
<i>Hit:</i> 2d6 + 7 damage plus 1d6 force damage, and the target is knocked prone.	
Minor Actions	
Lash of Fury • At-Will	
<i>Effect:</i> A demon bound to this creature and within 10 squares of it takes 10 damage. The demon then makes a melee basic attack as a free action.	
Triggered Actions	
Death Vortex (necrotic, zone)	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 3 (creatures in burst); +9 vs. Fortitude	
<i>Hit:</i> The demon pulls the target 2 squares.	
<i>Effect:</i> The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former square and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
Skills Arcana +12, Athletics +12, Religion +12	
Str 16 (+7)	Dex 15 (+6)
Con 18 (+8)	Int 17 (+7)
	Cha 7 (+2)
Wis 20 (+9)	
Alignment Chaotic evil	Languages Abyssal, Common
Equipment Cudgel	

Abyssal Portal Hazard	Level 9 Obstacle XP 400
Hazard: The abyssal portal is a demon hole or part of a demongate or a dimensional passageway. The abyssal portal is 3 squares by 3 squares. The abyssal portal does not provide cover or block movement.	
Perception	
DC 14: The character notices the presence of the portal.	
Additional Skill: Insight	
DC 19: An unknown evil taints this area, whispering of murder as it calls for you to approach.	
Trigger	
When any non-demon or non-cultist moves, or ends their turn, within 5 squares of the abyssal portal, the hazard attacks.	
Attack	
Opportunity Action	Ranged 5
Target: The triggering creature	
Attack: +13 vs. Will	
Hit: The target makes a melee basic or ranged attack as a free action, targeting a random non-demon creature determined by the DM with a +4 bonus to their roll.	
Aftereffect: The abyssal portal pulls the target 2 squares.	
Special: If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. On its next turn, the target re-appears (no action) in a square adjacent to the abyssal portal and is dominated (save ends). The dominated target attacks the nearest creature attempting to close the abyssal portal. The dominated target can be the target of the abyssal portal again.	
Countermeasures	
<ul style="list-style-type: none"> As a minor action, a creature can make a DC 19 Charisma check to ignore the hazard's effect until the start of the creature's next turn. If a creature closes the abyssal portal, the abyssal portal cannot attack (see skill challenge in encounter). 	

ENCOUNTER 5: PORTAL (ADVENTURE LEVEL 10)

Type XI Bound Guardian Demon Abomination Medium elemental humanoid (demon)	Level 11 Soldier XP 600
HP 115; Bloodied 58	Initiative +12
AC 27; Fortitude 23; Reflex 23; Will 22	Perception +14
Speed 6	Darkvision
Immune sleep, stun	
Traits	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the bound guardian demon abomination until the end of the abomination's next turn.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
All Around Vision	
Enemies can't gain combat advantage by flanking the abomination.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
Standard Actions	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +16 vs. AC	
<i>Hit:</i> 2d6 + 9.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have the creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +16 vs. AC	
<i>Hit:</i> 2d8 + 9 damage, and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to escape the grab.	
Minor Actions	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains the grab. The grabbed creature takes 1d8 + 6 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
Skills Athletics +15, Intimidate +14	
Str 21 (+10)	Dex 20 (+10) Wis 18 (+9)
Con 19 (+9)	Int 12 (+6) Cha 18 (+9)
Alignment Chaotic evil Languages Abyssal, Common	

Demon Spawn Adept Grandmaster Binder Medium elemental humanoid (demon)	Level 11 Artillery XP 600
HP 91; Bloodied 46	Initiative +6
AC 25; Fortitude 23; Reflex 23; Will 24	Perception +9
Speed 6	Darkvision
Standard Actions	
m Cudgel • At-Will	
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC	
<i>Hit:</i> 2d6 + 9.	
R Feast of Demons • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +18 vs. AC	
<i>Hit:</i> 3d6 + 7 damage. In addition, any demon demons 3 extra damage against the target until the end of the demon spawn adept's turn.	
R Forbidden Speech (force) • Recharge 5-6	
<i>Attack:</i> Area Burst 1 within 10 (creatures in burst); +16 vs. AC	
<i>Hit:</i> 2d6 + 8 damage plus 1d6 force damage, and the target is knocked prone.	
Minor Actions	
Lash of Fury • At-Will	
<i>Effect:</i> A demon bound to this creature and within 10 squares of it takes 11 damage. The demon then makes a melee basic attack as a free action.	
Triggered Actions	
Death Vortex (necrotic, zone)	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 3 (creatures in burst); +9 vs. Fortitude	
<i>Hit:</i> The demon pulls the target 2 squares.	
<i>Effect:</i> The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former square and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
Skills Arcana +14, Athletics +13, Religion +14	
Str 17 (+8)	Dex 16 (+8) Wis 21 (+10)
Con 19 (+9)	Int 18 (+9) Cha 8 (+4)
Alignment Chaotic evil Languages Abyssal, Common	
Equipment Cudgel	

Abyssal Portal Hazard	Level 11 Obstacle XP 600
Hazard: The abyssal portal is a demon hole or part of a demongate or a dimensional passageway. The abyssal portal is 3 squares by 3 squares. The abyssal portal does not provide cover or block movement.	
Perception	
DC 15: The character notices the presence of the portal.	
Additional Skill: Insight	
DC 20: An unknown evil taints this area, whispering of murder as it calls for you to approach.	
Trigger	
When any non-demon or non-cultist moves, or ends their turn, within 5 squares of the abyssal portal, the hazard attacks.	
Attack	
Opportunity Action	Ranged 5
Target: The triggering creature	
Attack: +14 vs. Will	
Hit: The target makes a melee basic or ranged attack as a free action, targeting a random non-demon creature determined by the DM with a +5 bonus to their roll.	
Aftereffect: The abyssal portal pulls the target 2 squares.	
Special: If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. On its next turn, the target re-appears (no action) in a square adjacent to the abyssal portal and is dominated (save ends). The dominated target attacks the nearest creature attempting to close the abyssal portal. The dominated target can be the target of the abyssal portal again.	
Countermeasures	
<ul style="list-style-type: none"> As a minor action, a creature can make a DC 20 Charisma check to ignore the hazard's effect until the start of the creature's next turn. If a creature closes the abyssal portal, the abyssal portal cannot attack (see skill challenge in encounter). 	

ENCOUNTER 5: PORTAL (ADVENTURE LEVEL 12)

Abyssal Portal Hazard	Level 12 Obstacle XP 700
<p>Hazard: The abyssal portal is a demon hole or part of a demogate or a dimensional passageway. The abyssal portal is 2 squares by 2 squares. The abyssal portal does not provide cover or block movement.</p>	
<p>Perception DC 15: The character notices the presence of the portal.</p>	
<p>Additional Skill: Insight DC 21: An unknown evil taints this area, whispering of murder as it calls for you to approach.</p>	
<p>Trigger When any non-demon or non-cultist moves, or ends their turn, within 5 squares of the abyssal portal, the hazard attacks.</p>	
<p>Attack</p>	
<p>Opportunity Action Ranged 5 Target: The triggering creature Attack: +16 vs. Will Hit: The target makes a melee basic or ranged attack as a free action, targeting a random non-demon creature determined by the DM with a +6 bonus to their roll. Aftereffect: The abyssal portal pulls the target 2 squares. Special: If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. On its next turn, the target re-appears (no action) in a square adjacent to the abyssal portal and is dominated (save ends). The dominated target attacks the nearest creature attempting to close the abyssal portal. The dominated target can be the target of the abyssal portal again.</p>	
<p>Countermeasures</p> <ul style="list-style-type: none"> As a minor action, a creature can make a DC 21 Charisma check to ignore the hazard's effect until the start of the creature's next turn. If a creature closes the abyssal portal, the abyssal portal cannot attack (see skill challenge in encounter). 	

Demon Cult Binder Medium natural humanoid (human)	Level 15 Artillery XP 1,200
<p>HP 105; Bloodied 53 Initiative +10 AC 27; Fortitude 23; Reflex 26; Will 24 Perception +7 Speed 6</p>	
<p>Standard Actions</p>	
<p>m Fiery Touch • At-Will Attack: Melee 1 (one creature); +16 vs. Reflex Hit: 3d10 + 10 fire damage.</p>	
<p>r Scorching Burst (fire, implement) • At-Will Attack: Area 1 within 20 (creatures in burst); +18 vs. Reflex Hit: 3d6 + 7 fire damage.</p>	
<p>C Burning Hands (fire, implement) • At-Will Attack: Close blast 3 (enemies in blast); +18 vs. Reflex Hit: 4d8 + 8 fire damage.</p>	
<p>Minor Actions</p>	
<p>Instant Summons • Encounter Effect: A demon bound to this creature and within 10 squares of it teleports to a space within 2 squares of the creature.</p>	
<p>Wand of Accuracy • Encounter Effect: The Demon Cult Binder gains a +4 bonus to its next attack roll before the end of its next turn.</p>	
<p>Triggered Actions</p>	
<p>Arcane Surge • Encounter Trigger: When the Demon Cult Binder hits with an attack. Effect (Free Action): The attack deals maximum damage to the enemy.</p>	
<p>Skills Arcana +17</p>	
<p>Str 8 (+6)</p>	<p>Dex 16 (+10)</p>
<p>Con 9 (+6)</p>	<p>Int 21 (+12)</p>
	<p>Wis 11 (+7)</p>
	<p>Cha 8 (+6)</p>
<p>Alignment evil</p>	<p>Languages Abyssal, Common</p>
<p>Equipment wand implement</p>	

Type X Bound Lesser Derghodemon	Level 10 Soldier
Huge elemental magical beast (demon, earth)	XP 500
HP 110; Bloodied 55	Initiative +8
AC 24; Fortitude 24; Reflex 20; Will 22	Perception +9
Speed 6, burrow 6	Darkvision
Traits	
O All Around Vision	
Enemies can't gain combat advantage by flanking the derghodemon.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
Standard Actions	
m Claw • At-Will	
<i>Attack:</i> Melee 3 (one creature); +15 vs. AC	
<i>Hit:</i> 1d8 + 4 damage.	
M Flailing Assault • At-Will	
<i>Effect:</i> The derghoemon uses <i>claw</i> four times, no more than twice against a single target. If a single target is hit with <i>claw</i> twice, the derghodemon grabs the target.	
Move Actions	
M Earth Furrow • At-Will	
<i>Effect:</i> The derghodemon moves its burrow speed below the surface of the ground, avoiding opportunity attacks as it passes underneath other creature's spaces. As it burrows beneath the space of a Large or small creature on the ground, the derghodemon makes the following attack against the creature.	
<i>Attack:</i> Melee 3 (one creature); +13 vs. Fortitude	
<i>Hit:</i> The creature falls prone.	
Minor Actions	
M Death Hook • At-Will (1/round)	
<i>Requirement:</i> The derghodemon must not have a creature restrained.	
<i>Attack:</i> Melee 3 (one creature grabbed by the derghodemon); +13 vs. Fortitude.	
<i>Hit:</i> 2d8 + 4 damage, and the target enters the derghodemon's space, is restrained, and takes ongoing 10 damage (save ends alls). If the derghodemon moves, the restrained creature moves with it.	
Str 26 (+13)	Dex 13 (+6)
Con 22 (+11)	Int 4 (+2)
	Wis 19 (+9)
	Cha 12 (+6)
Alignment chaotic evil	Languages Abyssal, Supernal

Type XIII Bound Lesser Derghodemon	Level 13 Soldier
Huge elemental magical beast (demon, earth)	XP 800
HP 135; Bloodied 68	Initiative +10
AC 27; Fortitude 27; Reflex 23; Will 25	Perception +11
Speed 6, burrow 6	Darkvision
Traits	
O All Around Vision	
Enemies can't gain combat advantage by flanking the derghodemon.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
Standard Actions	
m Claw • At-Will	
<i>Attack:</i> Melee 3 (one creature); +18 vs. AC	
<i>Hit:</i> 1d8 + 5 damage.	
M Flailing Assault • At-Will	
<i>Effect:</i> The derghoemon uses <i>claw</i> four times, no more than twice against a single target. If a single target is hit with <i>claw</i> twice, the derghodemon grabs the target.	
Move Actions	
M Earth Furrow • At-Will	
<i>Effect:</i> The derghodemon moves its burrow speed below the surface of the ground, avoiding opportunity attacks as it passes underneath other creature's spaces. As it burrows beneath the space of a Large or small creature on the ground, the derghodemon makes the following attack against the creature.	
<i>Attack:</i> Melee 3 (one creature); +16 vs. Fortitude	
<i>Hit:</i> The creature falls prone.	
Minor Actions	
M Death Hook • At-Will (1/round)	
<i>Requirement:</i> The derghodemon must not have a creature restrained.	
<i>Attack:</i> Melee 3 (one creature grabbed by the derghodemon); +13 vs. Fortitude.	
<i>Hit:</i> 2d8 + 5 damage, and the target enters the derghodemon's space, is restrained, and takes ongoing 10 damage (save ends alls). If the derghodemon moves, the restrained creature moves with it.	
Str 27 (+14)	Dex 14 (+8)
Con 23 (+12)	Int 5 (+3)
	Wis 20 (+11)
	Cha 13 (+7)
Alignment chaotic evil	Languages Abyssal, Supernal

Type XIII Bound Lesser Derghodemon	Level 14 Soldier
Huge elemental magical beast (demon,earth)	XP 1,000
HP 144; Bloodied 72	Initiative +11
AC 28; Fortitude 28; Reflex 24; Will 26	Perception +12
Speed 6, burrow 6	Darkvision
Traits	
O All Around Vision	
Enemies can't gain combat advantage by flanking the derghodemon.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
Standard Actions	
m Claw • At-Will	
<i>Attack:</i> Melee 3 (one creature); +19 vs. AC	
<i>Hit:</i> 1d8 + 6 damage.	
M Flailing Assault • At-Will	
<i>Effect:</i> The derghoemon uses <i>claw</i> four times, no more than twice against a single target. If a single target is hit with <i>claw</i> twice, the derghodemon grabs the target.	
Move Actions	
M Earth Furrow • At-Will	
<i>Effect:</i> The derghodemon moves its burrow speed below the surface of the ground, avoiding opportunity attacks as it passes underneath other creature's spaces. As it burrows beneath the space of a Large or small creature on the ground, the derghodemon makes the following attack against the creature.	
<i>Attack:</i> Melee 3 (one creature); +17 vs. Fortitude	
<i>Hit:</i> The creature falls prone.	
Minor Actions	
M Death Hook • At-Will (1/round)	
<i>Requirement:</i> The derghodemon must not have a creature restrained.	
<i>Attack:</i> Melee 3 (one creature grabbed by the derghodemon); +17 vs. Fortitude.	
<i>Hit:</i> 2d8 + 6 damage, and the target enters the derghodemon's space, is restrained, and takes ongoing 10 damage (save ends alls). If the derghodemon moves, the restrained creature moves with it.	
Str 28 (+16)	Dex 15 (+9)
Con 24 (+14)	Int 6 (+5)
	Wis 21 (+12)
	Cha 14 (+9)
Alignment chaotic evil	Languages Abyssal, Supernal

Type XVI Bound Lesser Derghodemon	Level 16 Soldier
Huge elemental magical beast (demon, earth)	XP 1,400
HP 161; Bloodied 81	Initiative +13
AC 30; Fortitude 30; Reflex 26; Will 28	Perception +14
Speed 6, burrow 6	Darkvision
Traits	
O All Around Vision	
Enemies can't gain combat advantage by flanking the derghodemon.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
Standard Actions	
m Claw • At-Will	
<i>Attack:</i> Melee 3 (one creature); +21 vs. AC	
<i>Hit:</i> 1d8 + 7 damage.	
M Flailing Assault • At-Will	
<i>Effect:</i> The derghoemon uses <i>claw</i> four times, no more than twice against a single target. If a single target is hit with <i>claw</i> twice, the derghodemon grabs the target.	
Move Actions	
M Earth Furrow • At-Will	
<i>Effect:</i> The derghodemon moves its burrow speed below the surface of the ground, avoiding opportunity attacks as it passes underneath other creature's spaces. As it burrows beneath the space of a Large or small creature on the ground, the derghodemon makes the following attack against the creature.	
<i>Attack:</i> Melee 3 (one creature); +19 vs. Fortitude	
<i>Hit:</i> The creature falls prone.	
Minor Actions	
M Death Hook • At-Will (1/round)	
<i>Requirement:</i> The derghodemon must not have a creature restrained.	
<i>Attack:</i> Melee 3 (one creature grabbed by the derghodemon); +19 vs. Fortitude.	
<i>Hit:</i> 2d8 + 7 damage, and the target enters the derghodemon's space, is restrained, and takes ongoing 10 damage (save ends alls). If the derghodemon moves, the restrained creature moves with it.	
Str 29 (+17)	Dex 16 (+11)
Con 25 (+15)	Int 7 (+6)
	Wis 22 (+14)
	Cha 15 (+10)
Alignment chaotic evil	Languages Abyssal, Supernal

ENCOUNTER 5: PORTAL (ADVENTURE LEVEL 20)

Deva Fallen Star Binder	Level 22 Artillery
Medium immortal humanoid (deva)	XP 4,150
HP 162; Bloodied 81	Initiative +12
AC 34; Fortitude 33; Reflex 33; Will 34 (+1 to all defenses against bloodied enemies)	Perception +16
Speed 6, fly 8 (clumsy)	Darkvision
Resist 15 necrotic, 15 radiant	
Standard Actions	
m Rebuking Rod (implement, psychic, radiant) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +27 vs. Will	
<i>Hit:</i> 2d8 + 7 psychic damage, and the deva fallen star binder makes a secondary attack against the target.	
<i>Secondary Attack:</i> +27 vs. Fortitude	
<i>Hit:</i> The fallen star deva binder gains total concealment against the target (save ends).	
r Forgetting Ray (charm, psychic) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +27 vs. Reflex	
<i>Hit:</i> 4d6 + 3 psychic damage, and the target can use only basic attacks and at-will powers during its next turn.	
C Soul Scourge • Recharge (when first bloodied)	
<i>Attack:</i> Area burst 2 within 15 (enemies in area); +27 vs. Will	
<i>Hit:</i> 2d6 + 3 radiant damage, and the target takes ongoing 15 necrotic (save ends).	
Move Actions	
Treacherous Escape (illusion, poison, teleportation, zone) • Encounter	
<i>Effect:</i> This creature creates an illusory duplicate of itself in its current space, turns invisible until the end of the encounter or until it attacks, and teleports 5 squares. If any creature attacks the illusion, the illusion disappears and creates a zone in a burst 2 centered on the illusion. Any creature that enters the zone or starts its turn there takes 5 poison damage. The zone lasts until the end of the encounter.	
Minor Actions	
Instant Summons (teleportation) • Encounter	
<i>Effect:</i> A demon bound to this creature and within 10 squares of it teleports to a space within 2 squares of this creature.	
Triggered Actions	
Fateful Transposition (teleportation) • Encounter	
<i>Trigger:</i> When an enemy attacks the deva fallen star binder.	
<i>Attack (Immediate Interrupt):</i> Ranged 10 (one creature); +27 vs. Will	
<i>Hit:</i> The target swaps positions with the deva fallen star binder. The triggering enemy's attack deals half damage to the deva fallen star binder and the target takes damage equal to half the attack's damage.	
Vile Rebirth (healing)	
<i>Trigger:</i> When the deva fallen star is reduced to 0 hit points by non-necrotic damage.	
<i>Effect (No Action):</i> The fallen star does not die and instead remains at 0 hit points until the start of its next turn, when it regains 25 hits points, loses resistance to radiant damage, and gains the undead keyword. The power recharges, and the triggering damage type changes to non-radiant damage.	
Skills Arcana +23, History +25, Insight +16, Religion +25	
Str 12 (+12)	Dex 13 (+12) Wis 10 (+11)
Con 24 (+18)	Int 24 (+18) Cha 27 (+19)
Alignment evil	Languages Abyssal, Common, Supernal
Equipment robes, rod implement	

Type XXII Bound Guardian Demon Soul Drinker	Level 22 Soldier
Large elemental humanoid (demon)	XP 4,150
HP 207; Bloodied 104	Initiative +20
AC 38; Fortitude 35; Reflex 33; Will 33	Perception +23
Speed 6, teleport 4	Darkvision
Immune sleep, stun	
Traits	
O Soul Drinker's Presence • Aura 1	
Any enemy that ends its turn within the aura is marked by the bound guardian demon abomination until the end of the abomination's next turn.	
O Nauseating Stench • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
All Around Vision	
Enemies can't gain combat advantage by flanking the abomination.	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
Standard Actions	
m Tentacle • At-Will	
<i>Attack:</i> Melee 3 (one creature); +27 vs. AC	
<i>Hit:</i> 6d8 + 6.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The soul drinker must not have the creature grabbed.	
<i>Attack:</i> Melee 3 (one creature); +27 vs. AC	
<i>Hit:</i> 6d8 + 6 damage, and the soul drinker pulls the target 1 square. If the target ends that movement adjacent to the soul drinker, the soul drinker grabs the target. The target takes a -4 penalty to escape the grab.	
C Fearsome Gaze (fear, psychic) • Recharge (when first bloodied)	
<i>Attack:</i> Close blast 5 (enemies in blast); +25 vs. Will	
<i>Hit:</i> 4d10 + 12 psychic damage, and the target is pulled 4 squares and immobilized (save ends).	
Minor Actions	
Tentacle Drain (necrotic) • At-Will (1/round)	
<i>Requirement:</i> The soul drinker must be bloodied.	
<i>Effect:</i> The soul drinker sustains the grab. The grabbed creature takes 2d8 + 8 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
Triggered Actions	
Soul Drain Parry • At-Will	
<i>Requirement:</i> The soul drinker must be bloodied.	
<i>Trigger:</i> A creature marked by the soul drinker makes an attack that does not include the soul drinker.	
<i>Attack (Immediate Reaction):</i> Melee 2 (triggering creature); +25 vs. Fortitude.	
<i>Hit:</i> The target loses a healing surge, and the soul drinker gains 1 action point. The soul drinker can only have 1 action point at a time.	
Skills Athletics +25, Intimidate +16	
Str 28 (+20)	Dex 25 (+18) Wis 24 (+18)
Con 23 (+17)	Int 17 (+14) Cha 10 (+11)
Alignment Chaotic evil	Languages Abyssal, Common

Abyssal Portal Hazard	Level 21 Obstacle XP 6400
Hazard: The abyssal portal is a demon hole or part of a demongate or a dimensional passageway. The abyssal portal is 3 squares by 3 squares. The abyssal portal does not provide cover or block movement.	
Perception	
DC 21: The character notices the presence of the portal.	
Additional Skill: Insight	
DC 26: An unknown evil taints this area, whispering of murder as it calls for you to approach.	
Trigger	
When any non-demon or non-cultist moves, or ends their turn, within 5 squares of the abyssal portal, the hazard attacks.	
Attack	
Opportunity Action	Ranged 5
Target: The triggering creature	
Attack: +25 vs. Will	
Hit: The target makes a melee basic or ranged attack as a free action, targeting a random non-demon creature determined by the DM with a +10 bonus to their roll.	
Aftereffect: The abyssal portal pulls the target 2 squares.	
Special: If the target is pulled into the abyssal portal, it leaves the plane the portal is on and enters the Abyss. On its next turn, the target re-appears (no action) in a square adjacent to the abyssal portal and is dominated (save ends). The dominated target attacks the nearest creature attempting to close the abyssal portal. The dominated target can be the target of the abyssal portal again.	
Countermeasures	
<ul style="list-style-type: none"> As a minor action, a creature can make a DC 26 Charisma check to ignore the hazard's effect until the start of the creature's next turn. If a creature closes the abyssal portal, the abyssal portal cannot attack (see skill challenge in encounter). 	

ENCOUNTER 5: PORTAL MAP



ENCOUNTER 6: TRANSPOSITION

ENCOUNTER LEVEL 4 / 6 / 8 / 10 / 12 / 14 / 16 / 18 / 20 / 24 (900 / 1325 / 1950 / 2800 / 3800 / 5600 / 6800 / 10,800 / 14,800 / 31,200 XP)

SETUP

Primary Goal: Prevent the transposition of planes.
Secondary Goal: Defeat the cultists and their demons.
Secondary Goal: Capture the “traitorous” (possessed) liaison.

This encounter includes the following creatures at Adventure Level 2.

Arannis Silversun (A)
2 Type I Demon-possessed Wilden Destroyer (D)
2 Demon Cult Novice (not shown on the map, they begin invisible and the DM should place them strategically)
Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 4.

Arannis Silversun (A)
2 Type III Demon-possessed Wilden Destroyer (D)
3 Demon Cult Novice (not shown on the map, they begin invisible and the DM should place them strategically)
Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 6.

Erdan Nightstar (A)
2 Type IV Demon-possessed Eladrin Fey Knights (B)
2 Demon Cult Devotee (not shown on the map, they begin invisible and the DM should place them strategically)
Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 8.

Peren Crystalbow (A)
2 Type VII Demon-possessed Eladrin Fey Knights (B)

3 Demon Cult Devotee (not shown on the map, they begin invisible and the DM should place them strategically)

Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 10.

Peren Crystalbow (A)
2 Type IX Demon-possessed Eladrin Fey Knights (B)
3 Demon Cult Devotee (not shown on the map, they begin invisible and the DM should place them strategically)
Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 12.

Irann Greenleaf (A)
2 Type VII Demon-possessed Eladrin Fey Knights (B)
2 Demon Cult High Devotee (not shown on the map, they begin invisible and the DM should place them strategically)
Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 14.

Irann Greenleaf (A)
2 Type IX Demon-possessed Eladrin Fey Knights (B)
3 Demon Cult High Devotee (not shown on the map, they begin invisible and the DM should place them strategically)
Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 16.

Valna Waterwhisper (A)
2 Type XV Demon-possessed Knight Vindicators (B)
4 Demon Cult High Devotee (not shown on the map, they begin invisible and the DM should place them strategically)
Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 18.

Valna Waterwhisper (A)

2 Type XVII Demon-possessed Knight Vindicators (B)

2 Demon Cult Grand Devotee (not shown on the map, they begin invisible and the DM should place them strategically)

Young Elven Woman (C) (*non-combatant, all defenses 10, treat as minion*)

This encounter includes the following creatures at Adventure Level 20.

Tral' Alum (A)

2 Type XXI Bound Elite Ferrolith (B)

3 Demon Cult Grand Devotee (not shown on the map, they begin invisible and the DM should place them strategically)

Liaison Enna Silvertree (C) (*non-combatant, all defenses 10, treat as minion*)

Read to the entire interactive:

The cheers of victory are silenced as a dark shadow falls across the field of battle. Above you soars a house-sized jagged piece of earth, not bobbing the breeze like an earthmote normally would, but hurtling through the air on an obvious collision course with the ground. Standing atop the rock is a white robed eladrin, one of the Coronal's advisors, cackling madly with eyes aglow with red fire.

The rock passes just overhead and behind a nearby hill before you lose track of it. Seconds later you are thrown to the ground as a cloud of dirt and debris erupt in the air to a cacophony of shattered trees and raining rock. It seems as if a wave madness has enveloped your allies as well. All around you, elves turn against your fellows and the ground rapidly turns to a blood soaked mud. Picking yourselves off the ground, more shadows appear. The sky is a shower of mountains plummeting from above!

At the beginning of the encounter for AL 2-18, read:

With the sun barely over the horizon, you discover the rock crashed through a grove, ploughed into the earth leaving behind a deep furrow and came to a stop in the middle of a forested grove.

Standing next to the rock is <insert liaison's name>, the Coronal's liaison, as well as two wilden which are busy chaining a young elven woman to the rock.

The young elven woman screams, "Stop them before they send Myth Drannor to the Abyss."

<insert liaison's name> puts a blue crystal statue down on the rock and sighs, "Ah, I see my good fortune has run out."

At the beginning of the encounter for AL 20, read:

With the sun barely over the horizon, you arrive at the earth mote where the grand ritual of transposition is to occur.

Already there is a slender daemonfey woman who is obviously Tral' Alum. Near her are two other grotesque winged demons, both decidedly female, that are busy binding Enna Silvertree to the altar.

Tral' Alum sets a blue crystal statue down on the rock and smiles, "Ah, the heroes of Myth Drannor have arrive."

Assuming the PCs do not immediately attack, read:

"I thought you would have all been taken to the Abyss, busy being tortured and tormented by demons while I finished up this ritual. Nonetheless, my intention is to complete my portion of the ritual to transpose Myth Drannor with a sizeable piece of the Abyss and for this I will be well-rewarded by the Dark Angel of the Four Winds."

He gestures to the pair of uniformed elves, "Prevent these heroes from interfering with the ritual."

<insert liaison's name or Tral' Alum, as appropriate for your AL> begins to chant while the uniformed elves take hostile action.

A Moderate DC Arcana check indicates the Dark Angel of the Four Winds is the demon lord Pazuzu. An Easy DC Religion check suggests that many of the elves may be possessed, and that explains why they are attacking each other.

If the young elven woman (or at AL 20, Enna Silvertree) is attacked or included in an attack, treat her as a minion. Her defenses are all 10. She is the ritual sacrifice.

The blue crystal statue is a relic sacred to Corellon. This relic is used in the ritual.

Roll initiative and start combat.

SKILL CHALLENGE: STOPPING THE RITUAL

Goal: The PCs attempt to stop the transposition ritual.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Athletics, Religion, Thievery.

Other Skills: History.

Victory: If the PCs achieve 4 successes, the transposition ritual is stopped.

Defeat: If the PCs obtain 3 failures, the transposition ritual succeeds. If appropriate, the young elven woman is slain and the relic destroyed.

Success: The characters can gain only one (1) success per round in this challenge. Once the ritual has been disrupted with a successful check, additional successes in the same round have no further effect. The party's next success cannot be gained until after the end of the ritual caster's next turn.

Failure: Unlike a normal skill challenge, the character's failed primary skill checks during this challenge do not count toward overall failure. The characters gain one (1) failure at the end of the caster's turn if the caster used a standard action on that turn to continue the ritual, and if the characters have not gained a success since the caster's prior turn.

Attacking the Caster: The caster begins protected by a field of force. The field is initially an invisible, but mobile shield. The first attack on the caster makes it briefly visible and it is clear no damage got to the caster, but the caster still seems able to be moved (so PCs can still tackle or push the ritualist). The shield goes down once the PCs have 3 successes. In addition, once his shield has gone down, but if the Mythal is still up, powers that such as *dismissal*, *sequester* or the *voidcrystal* weapon do not function and cannot be used to disrupt the ritual. If the caster is unable to use a standard action on its turn to continue the ritual, each primary check made in the challenge before the caster's next turn gains a +4 bonus. Attacks that stun or dominate the ritual caster without dealing damage can be used to this end.

Automatic Success (standard action; 1 success; 1 maximum)

In a last ditch effort to stop the ritual, the character kills the elven woman before she can be executed.

Arcana Hard DC (standard action; 1 success; 4 maximum)

The character attempts to disrupt the ritual by manipulating the dangerous flow of arcane energy. One other character can use the aid another action to assist the character making the check.

A character making or assisting this check must be within 2 squares of the ritual caster and must have line of sight and line of effect to the ritual caster.

Athletics or Thievery Moderate DC (standard action; 1 success; 1 maximum)

The relic, the blue crystal statue, slated for the sacrifice is placed on the altar close to the ritual caster.

The magic of the ritual protects the sacrificial object, hindering its removal before the ritual is completed. With a successful Athletics or Thievery check, the adventurer physically breaks those bonds of protection and removes the offering from the altar.

Once a successful check is made to remove the offering, a character can move it 10 or more squares away from the ritual caster to grant a +2 bonus to all subsequent primary checks made in this challenge.

Athletics Moderate DC (standard action; 1 success; 4 maximum)

With an Athletics check, the character attempts to physically prevent the ritual caster from undertaking the complex gestures needed to complete the ritual. The Athletics DC equals the caster's Fortitude defense. One other character can use the aid another action to assist the character making this check.

A character making or assisting this check must be adjacent to the ritual caster.

History Moderate DC (standard action; no success)

The character recalls ancient lore describing the closure of a similar portal. The next three Arcana or Religion checks made in the challenge each gain a +2 bonus.

Religion Hard DC (standard action; 1 success; 4 maximum)

The character uses his or her knowledge of the dark ritual being performed to counter its magic. One other character can use the aid another action to assist the character making the check.

A character making or assisting this check must be within 2 squares of the ritual caster and must have line of sight and line of effect to the ritual caster.

Thievery Hard DC (standard action; 1 success; 1 maximum)

The victim intended to be sacrificed as part of the ritual is chained to the altar, ready to be consumed when the ritual is complete. The victim can be freed with a successful Thievery check. Instead of a Thievery check, the chains can also be destroyed (All Defenses 7, 20 hit points, Resist 5 all).

In addition to granting a success in the challenge, a successful Thievery check to free the victim grants a +2 bonus to all subsequent primary skill checks made in this challenge.

FEATURES OF THE AREA

Illumination: Dim light (from the sun at dusk).

Fallen Trees: Treat these squares as difficult terrain, costing 2 squares of movement to move 1 square.

Furrow: Treat these squares as difficult terrain, costing 2 squares of movement to move 1 square.

Statues: The statues act as blocking terrain.

- They can be climbed up on with an Easy DC Athletics check and this allows creature to occupy the same square as the statue.
- If the individual makes any attacks while on the statue, they must make an Easy DC Acrobatics check or fall taking 1d10 points of falling damage.

Trees: The dense trees on the edges of the map are extremely dense. Moving through these squares require three squares of movement to move 1 square, but any creature in the trees gains concealment.

TACTICS

Arannis Silversun / Erdan Nightstar / Peren Crystalbow / Irann Greenleaf / Valna Waterwhisper:

- On the first and second turns the possessed liaison uses a standard action to attack the PCs with *Pazuzu's flock* (or *dazzling blast* on the second round): uses a minor action to sustain it; then uses his action point to take a standard action to perform the ritual (see skill challenge).
- On the third and following rounds, uses his standard action to perform the ritual (see skill challenge); a minor action to sustain the zone created by flock of Pazuzu; and a move action to move the zone to affect the most PCs (most likely centered on his square);
- If/when the PCs succeed at the skill challenge, he turns his full attention to them.

Demon-possessed Wilden Destroyer:

- On the first turn uses a standard action to attack the PCs with *Pazuzu's flock*: uses a minor action to sustain it; then uses his action point to take a move and/or standard action to attack a PC.
- On the second and following rounds, uses his standard action to attack; a minor action to sustain the zone created by flock of Pazuzu; and a move action to move the zone to affect the most PCs (most likely centered on his square).
- Uses *soul stealer* to attack PCs in its aura 1 that spend a healing surge.
- If/when it drops to 0 hit points, its *demon inside* power triggers; this demon can only use basic attacks, i.e., no special attacks.

Demon-possessed Eladrin Fey Knight:

- On the first turn uses a standard action to attack the PCs with *Pazuzu's flock*: uses a minor action

to sustain it; then uses his action point to take a move and/or standard action to attack a PC.

- On the second and following rounds, uses his standard action to attack; a minor action to sustain the zone created by flock of Pazuzu; and a move action to move the zone to affect the most PCs (most likely centered on his square).
- Uses *soul stealer* to attack PCs in its aura 1 that spend a healing surge.
- If/when it drops to 0 hit points, its *demon inside* power triggers; this demon can only use basic attacks, i.e., no special attacks.

Tral' Alum:

- She uses her *maze of mists* to keep characters away from her while she performs the ritual
- If/when the characters succeed at the skill challenge she turns his full attention to them.

Ferroliths:

- Protect Tral' Alum and keep the characters from interfering with the ritual

SCALING THE ENCOUNTER

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

Four PCs: Reduce attacks/defenses by 1 and hit points by 5 per tier for all creatures.

Six PCs: Increase attacks/defenses by 1 and hit points by 5 per tier for all creatures.

ENEMY REINFORCEMENTS

When the PCs defeat at least half of the total enemies or four rounds have passed, two more demon-possessed eladrin approach from behind the PCs. Initially they pretend to be reinforcements there to aid the PCs, hoping to take the PCs by surprise so both can get close to a vulnerable PC.

ENDING THE ENCOUNTER

If the PCs capture and question the liaison or Tral' Alum:

- There is a demon possessing Arannis Silversun / Erdan Nightstar / Peren Crystalbow / Irann Greenleaf / Valna Waterwhisper (it is possible to drive the demon out, but it is out of the immediate scope of this event).
- This ritual is but one of many that is going on to transpose Myth Drannor with the Abyss.
- The rock that fell from the sky is an anchor point for the ritual.
- The young elven woman is the acolyte that escaped from the Winter Sun Shrine of Corellon.

She also was the one who saved the relic from the shrine (his good fortune).

If the PCs capture and question any of the other possessed elves, they reveal nothing of importance and instead threaten the PCs with dire consequences.

EXPERIENCE POINTS

If the PCs disrupt the ritual to transpose the planes, they complete the major objective.

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 2)

Arannis Silversun Medium fey humanoid (demon)	Level 4 Elite Controller XP 350
HP 80; Bloodied 40	Initiative +4
AC 18; Fortitude 14; Reflex 16; Will 22	Perception +2
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 2	
Traits	
Abyssal Vigor This creature has 1 action point.	
Standard Actions	
m Spear (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 2d8 + 3 damage, and the target is slowed until the end of Arannis Silversun's next turn.	
R Blinding Bolt • At-Will <i>Attack:</i> Ranged 10 (one creature); +7 vs. Reflex <i>Hit:</i> 2d8 + 6 damage, and the target is immobilized until the end of Arannis Silversun's next turn.	
R Teleporting Bolt (teleportation) • At-Will <i>Attack:</i> Ranged 10 (one creature); +7 vs. Reflex <i>Hit:</i> 2d10 + 4 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe place.	
C Dazzling Blast (radiant) • At-Will <i>Attack:</i> Close Blast 3 (creatures in blast); +7 vs. Will <i>Hit:</i> 3d6 + 1 damage, and the target is blinded until the end of Arannis Silversun's next turn.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +7 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter <i>Effect:</i> Arannis Silversun can teleport 5 squares.	
Wings of Pazuzu • At-Will <i>Effect:</i> Arannis Silversun can fly 5 squares.	
Triggered Actions	
C Death Rattle (poison) <i>Trigger:</i> Arannis Silversun drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +6 vs. Will. <i>Hit:</i> 5 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Arcana +13, History +13, Nature +7	
Str 10 (+2)	Dex 14 (+4) Wis 10 (+2)
Con 8 (+1)	Int 18 (+6) Cha 14 (+4)
Alignment evil	Languages Abyssal, Common, Elven
Equipment robes, spear	

Type I Demon-Possessed Wilden Destroyer Medium fey humanoid (demon)	Level 1 Elite Soldier XP 200
HP 44; Bloodied 22	Initiative +3
AC 17; Fortitude 13; Reflex 12; Will 25	Perception +2
Speed 6	
Saving Throws +2; Action Points 1	
Traits	
Furious Retribution Whenever an enemy marked by the destroyer makes an attack that does not include the destroyer as a target, that destroyer gains a +4 bonus to attacks rolls and damage against the triggering enemy until the end of the destroyer's next turn.	
O Soul Stealer • Aura 1 If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Greatclub (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +6 vs. AC <i>Hit:</i> 2d4 + 4 damage. <i>Effect:</i> The target is marked until the end of the destroyer's next turn.	
r Handaxe (weapon) • At-Will <i>Attack:</i> Ranged 5/10 (one creature); +6 vs. AC <i>Hit:</i> 1d6 + 4 damage.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +4 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will <i>Effect:</i> Demon-possessed Wilden Destroyer can fly 5 squares.	
Triggered Actions	
Demon Inside <i>Trigger:</i> The demon drops to 0 hit points. <i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Soul Stealer Attack <i>Trigger:</i> When an enemy in its Soul Stealer aura spends a healing surge. <i>Attack (Free Action):</i> Melee 1 (triggering creature); +11 vs. AC. <i>Hit:</i> 2d4 + 9 damage.	
Wrath of the Destroyer • Encounter <i>Trigger:</i> A bloodied enemy attacks the destroyer or one of the destroyer's allies adjacent to it. <i>Effect (Immediate Reaction):</i> The destroyer uses <i>greatclub</i> against the triggering enemy. If the attack hits, the target is also stunned until the end of the triggering enemy's next turn.	
Skills Athletics +7	
Str 15 (+2)	Dex 12 (+1) Wis 15 (+2)
Con 14 (+2)	Int 9 (-1) Cha 10 (+0)
Alignment evil	Languages Abyssal, Common, Elven
Equipment hide armor, greatclub, 3 handaxes	

Demon Cult Novice	Level 1 Minion Skirmisher
Medium natural humanoid	XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 15; Fortitude 11; Reflex 13; Will 11	Perception +0
Speed 6	
Traits	
Combat Advantage	
The demon cult novice deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.	
Standard Action	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +3 vs. AC	
Hit: 4 damage, and the demon cult novice shifts 1 square.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +5 vs. AC	
Hit: 4 damage.	
M Dazing Strike (weapon). Encounter	
Attack: Requires mace; +3 vs. AC	
Hit: 4 damage, the target is dazed until the end of the demon cult novice's next turn, and the demon cult novice shifts 1 square.	
Skills Stealth +8, Streetwise +5, Thievery +8	
Str 11 (+0)	Dex 16 (+3) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Alignment evil	Languages Common
Equipment leather armor, mace, 4 daggers	

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 4)

Arannis Silversun Medium fey humanoid (demon)	Level 6 Elite Controller XP 500
HP 114; Bloodied 57	Initiative +5
AC 20; Fortitude 16; Reflex 18; Will 24	Perception +3
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 2	
Traits	
Abyssal Vigor This creature has 1 action point.	
Standard Actions	
m Spear (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 2d8 + 3 damage, and the target is slowed until the end of Arannis Silversun's next turn.	
R Blinding Bolt • At-Will <i>Attack:</i> Ranged 10 (one creature); +9 vs. Reflex <i>Hit:</i> 2d8 + 6 damage, and the target is immobilized until the end of Arannis Silversun's next turn.	
R Teleporting Bolt (teleportation) • At-Will <i>Attack:</i> Ranged 10 (one creature); +9 vs. Reflex <i>Hit:</i> 2d10 + 4 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe place.	
C Dazzling Blast (radiant) • At-Will <i>Attack:</i> Close Blast 3 (creatures in blast); +9 vs. Will <i>Hit:</i> 4d6 + 1 damage, and the target is blinded until the end of Arannis Silversun's next turn.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +9 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter <i>Effect:</i> Arannis Silversun can teleport 5 squares.	
Wings of Pazuzu • At-Will <i>Effect:</i> Arannis Silversun can fly 5 squares.	
Triggered Actions	
C Death Rattle (thunder) <i>Trigger:</i> Arannis Silversun drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +8 vs. Will. <i>Hit:</i> 5 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Arcana +14, History +14, Nature +8	
Str 11 (+3)	Dex 15 (+5) Wis 11 (+3)
Con 9 (+2)	Int 19 (+7) Cha 15 (+5)
Alignment evil	Languages Abyssal, Common, Elven
Equipment robes, spear	

Type III Demon-Possessed Wilden Destroyer Medium fey humanoid (demon)	Level 3 Elite Soldier XP 300
HP 44; Bloodied 22	Initiative +4
AC 19; Fortitude 15; Reflex 14; Will 17	Perception +4
Speed 6	
Saving Throws +2; Action Points 1	
Traits	
Furious Retribution Whenever an enemy marked by the destroyer makes an attack that does not include the destroyer as a target, that destroyer gains a +4 bonus to attacks rolls and damage against the triggering enemy until the end of the destroyer's next turn.	
O Soul Stealer • Aura 1 If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Greatclub (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +7 vs. AC <i>Hit:</i> 2d4 + 5 damage. <i>Effect:</i> The target is marked until the end of the destroyer's next turn.	
r Handaxe (weapon) • At-Will <i>Attack:</i> Ranged 5/10 (one creature); +7 vs. AC <i>Hit:</i> 1d6 + 5 damage.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +5 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will <i>Effect:</i> Demon-possessed Wilden Destroyer can fly 5 squares.	
Triggered Actions	
Demon Inside <i>Trigger:</i> The demon drops to 0 hit points. <i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Soul Stealer Attack <i>Trigger:</i> When an enemy in its Soul Stealer aura spends a healing surge. <i>Attack (Free Action):</i> Melee 1 (triggering creature); +12 vs. AC. <i>Hit:</i> 2d4 + 10 damage.	
Wrath of the Destroyer • Encounter <i>Trigger:</i> A bloodied enemy attacks the destroyer or one of the destroyer's allies adjacent to it. <i>Effect (Immediate Reaction):</i> The destroyer uses <i>greatclub</i> against the triggering enemy. If the attack hits, the target is also stunned until the end of the triggering enemy's next turn.	
Skills Athletics +9	
Str 16 (+4)	Dex 13 (+2) Wis 16 (+4)
Con 15 (+3)	Int 10 (+1) Cha 11 (+1)
Alignment evil	Languages Abyssal, Common, Elven
Equipment hide armor, greatclub, 3 handaxes	

Demon Cult Novice	Level 1 Minion Skirmisher
Medium natural humanoid	XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 15; Fortitude 11; Reflex 13; Will 11	Perception +0
Speed 6	
Traits	
Combat Advantage	
The demon cult novice deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.	
Standard Action	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +3 vs. AC	
<i>Hit:</i> 4 damage, and the demon cult novice shifts 1 square.	
R Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +5 vs. AC	
<i>Hit:</i> 4 damage.	
M Dazing Strike (weapon). Encounter	
<i>Attack:</i> Requires mace; +3 vs. AC	
<i>Hit:</i> 4 damage, the target is dazed until the end of the demon cult novice's next turn, and the demon cult novice shifts 1 square.	
Skills Stealth +8, Streetwise +5, Thievery +8	
Str 11 (+0)	Dex 16 (+3) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Alignment evil	Languages Common
Equipment leather armor, mace, 4 daggers	

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 6)

Erdan Nightstar Medium fey humanoid (demon)	Level 8 Elite Controller XP 700
HP 164; Bloodied 82	Initiative +7
AC 22; Fortitude 18; Reflex 20; Will 22	Perception +5
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 1	
Standard Actions	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 4 damage, and the target is slowed until the end of Erdan Nightstar's next turn.	
R Blinding Bolt • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d8 + 7 damage, and the target is immobilized until the end of Erdan Nightstar's next turn.	
R Teleporting Bolt (teleportation) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d10 + 5 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe place.	
C Dazzling Blast (radiant) • At-Will	
Attack: Close Blast 3 (creatures in blast); +11 vs. Will	
Hit: 4d6 + 2 damage, and the target is blinded until the end of Erdan Nightstar's next turn.	
C Pazuzu's Flock (zone) • Encounter	
Attack: Area burst 1 within 10 (one creature in burst); +11 vs. Fortitude.	
Hit: The target is knocked prone and blinded (save ends).	
Effect: The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action	
Sustain Minor: The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter	
Effect: Erdan Nightstar can teleport 5 squares.	
Wings of Pazuzu • At-Will	
Effect: Erdan Nightstar can fly 5 squares.	
Minor Actions	
C Abyssal Horror (fear) • Encounter	
Attack: Close burst 1 (creatures in burst); +11 vs. Will.	
Hit: Erdan Nightstar pushes the target 2 squares.	
Triggered Actions	
C Death Rattle (thunder)	
Trigger: Erdan Nightstar drops to 0 hit points.	
Attack (No Action): Close burst 3 (creatures in blast); +11 vs. Will.	
Hit: 5 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Arcana +15, History +15, Nature +9	
Str 12 (+5)	Dex 16 (+7) Wis 12 (+5)
Con 10 (+4)	Int 20 (+8) Cha 16 (+7)
Alignment evil Languages Abyssal, Common, Elven	
Equipment robes, spear	

Type V Demon-Possessed Eladrin Fey Knight Medium fey humanoid (demon)	Level 5 Elite Soldier XP 400
HP 120; Bloodied 60	Initiative +9
AC 21; Fortitude 15; Reflex 17; Will 15	Perception +3
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 5 damage.	
m Stab of the Wild • Recharge 5-6	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d8 + 7 damage.	
C Pazuzu's Flock (zone) • Encounter	
Attack: Area burst 1 within 10 (one creature in burst); +7 vs. Fortitude.	
Hit: The target is knocked prone and blinded (save ends).	
Effect: The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action	
Sustain Minor: The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
Wings of Pazuzu • At-Will	
Effect: The eladrin can fly 5 squares.	
Minor Actions	
Feywild Challenge (radiant) • At-Will	
Effect: Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.	
Triggered Actions	
Demon Inside	
Trigger: The demon drops to 0 hit points.	
Effect (No Action): A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Harvest's Sorrow • At-Will	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close burst 5 (triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Soul Stealer Attack	
Trigger: When an enemy in its <i>soul stealer</i> aura spends a healing surge.	
Attack (Free Action): Melee 1 (triggering creature); +15 vs. AC.	
Hit: 2d8 + 10 damage for <i>longsword</i> ; or 3d8 + 12 damage for <i>stab of the wild</i> .	
Skills Athletics +10, Nature +8	
Str 17 (+5)	Dex 21 (+7) Wis 12 (+3)
Con 12 (+3)	Int 13 (+3) Cha 15 (+4)
Alignment evil Languages Abyssal, Common, Elven	
Equipment chainmail, light shield, longsword	

Demon Cult Devotee	Level 9 Minion Skirmisher
Medium natural humanoid (human)	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 23; Fortitude 22; Reflex 20; Will 19	Perception +5
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the Demon Cult Devotee ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 6 damage.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +14 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 6 damage.	
Str 19 (+8)	Dex 15 (+6)
Con 18 (+8)	Int 3 (+0)
	Wis 13 (+5)
	Cha 5 (+1)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 8)

Peren Crystalbow Medium fey humanoid (demon)	Level 10 Elite Controller XP 1000
HP 182; Bloodied 91	Initiative +8
AC 24; Fortitude 20; Reflex 22; Will 28	Perception +6
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 2	
Traits	
Abyssal Vigor This creature has 1 action point.	
Standard Actions	
m Spear (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +15 vs. AC <i>Hit:</i> 2d8 + 5 damage, and the target is slowed until the end of Peren Crystalbow's next turn.	
R Blinding Bolt • At-Will <i>Attack:</i> Ranged 10 (one creature); +13 vs. Reflex <i>Hit:</i> 2d8 + 8 damage, and the target is immobilized until the end of Peren Crystalbow's next turn.	
R Teleporting Bolt (teleportation) • At-Will <i>Attack:</i> Ranged 10 (one creature); +13 vs. Reflex <i>Hit:</i> 2d10 + 6 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe place.	
C Dazzling Blast (radiant) • At-Will <i>Attack:</i> Close Blast 3 (creatures in blast); +13 vs. Will <i>Hit:</i> 4d6 + 3 damage, and the target is blinded until the end of Peren Crystalbow's next turn.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +13 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter <i>Effect:</i> Peren Crystalbow can teleport 5 squares.	
Wings of Pazuzu • At-Will <i>Effect:</i> Peren Crystalbow can fly 5 squares.	
Triggered Actions	
C Death Rattle (thunder) <i>Trigger:</i> Peren Crystalbow drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +13 vs. Will. <i>Hit:</i> 5 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Arcana +17, History +17, Nature +11	
Str 13 (+6)	Dex 17 (+8)
Con 11 (+5)	Int 21 (+10)
	Cha 17 (+8)
Alignment evil	Languages Abyssal, Common, Elven
Equipment robes, spear	

Type VII Demon-Possessed Eladrin Fey Knight Medium fey humanoid (demon)	Level 7 Elite Soldier XP 600
HP 122; Bloodied 61	Initiative +11
AC 23; Fortitude 19; Reflex 21; Will 17	Perception +4
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Soul Stealer • Aura 1 If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Longsword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 2d8 + 6 damage.	
m Stab of the Wild • Recharge 5-6 <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 3d8 + 8 damage.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +10 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter <i>Effect:</i> The eladrin teleports up to 5 squares.	
Wings of Pazuzu • At-Will <i>Effect:</i> The eladrin can fly 5 squares.	
Minor Actions	
Feywild Challenge (radiant) • At-Will <i>Effect:</i> Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.	
Triggered Actions	
Demon Inside <i>Trigger:</i> The demon drops to 0 hit points. <i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Harvest's Sorrow • At-Will <i>Trigger:</i> An attack damages an ally. <i>Effect (Immediate Interrupt):</i> Close burst 5 (triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Soul Stealer Attack <i>Trigger:</i> When an enemy in its <i>soul stealer</i> aura spends a healing surge. <i>Attack (Free Action):</i> Melee 1 (triggering creature); +17 vs. AC. <i>Hit:</i> 2d8 + 11 damage for <i>longsword</i> ; or 3d8 + 13 damage for <i>stab of the wild</i> .	
Skills Athletics +12, Nature +9	
Str 18 (+7)	Dex 22 (+9)
Con 13 (+4)	Int 14 (+5)
	Cha 16 (+6)
Alignment evil	Languages Abyssal, Common, Elven
Equipment chainmail, light shield, longsword	

Demon Cult Devotee	Level 9 Minion Skirmisher
Medium natural humanoid (human)	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 23; Fortitude 22; Reflex 20; Will 19	Perception +5
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the Demon Cult Devotee ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 6 damage.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +14 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 6 damage.	
Str 19 (+8)	Dex 15 (+6)
Con 18 (+8)	Int 3 (+0)
	Wis 13 (+5)
	Cha 5 (+1)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 10)

Peren Crystalbow Medium fey humanoid (demon)	Level 12 Elite Controller XP 1400
HP 218; Bloodied 108	Initiative +10
AC 26; Fortitude 22; Reflex 24; Will 30	Perception +8
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 2	
Traits	
Abyssal Vigor This creature has 1 action point.	
Standard Actions	
m Spear (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 2d8 + 6 damage, and the target is slowed until the end of Peren Crystalbow's next turn.	
R Blinding Bolt • At-Will <i>Attack:</i> Ranged 10 (one creature); +15 vs. Reflex <i>Hit:</i> 2d8 + 9 damage, and the target is immobilized until the end of Peren Crystalbow's next turn.	
R Teleporting Bolt (teleportation) • At-Will <i>Attack:</i> Ranged 10 (one creature); +15 vs. Reflex <i>Hit:</i> 2d10 + 7 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe place.	
C Dazzling Blast (radiant) • At-Will <i>Attack:</i> Close Blast 3 (creatures in blast); +15 vs. Will <i>Hit:</i> 4d6 + 4 damage, and the target is blinded until the end of Peren Crystalbow's next turn.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +15 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter <i>Effect:</i> Peren Crystalbow can teleport 5 squares.	
Wings of Pazuzu • At-Will <i>Effect:</i> Peren Crystalbow can fly 5 squares.	
Triggered Actions	
C Death Rattle (thunder) <i>Trigger:</i> Peren Crystalbow drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +15 vs. Will. <i>Hit:</i> 5 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Arcana +19, History +19, Nature +13	
Str 14 (+8)	Dex 18 (+10) Wis 14 (+8)
Con 12 (+7)	Int 22 (+12) Cha 18 (+10)
Alignment evil	Languages Abyssal, Common, Elven
Equipment robes, spear	

Type IX Demon-Possessed Eladrin Fey Knight Medium fey humanoid (demon)	Level 9 Elite Soldier XP 800
HP 172; Bloodied 86	Initiative +11
AC 23; Fortitude 19; Reflex 21; Will 17	Perception +4
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Soul Stealer • Aura 1 If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>Soul Stealer Attack</i> below.	
Standard Actions	
m Longsword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +14 vs. AC <i>Hit:</i> 2d8 + 7 damage.	
m Stab of the Wild • Recharge 5-6 <i>Attack:</i> Melee 1 (one creature); +14 vs. AC <i>Hit:</i> 3d8 + 9 damage.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +12 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 5 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Fey Step (teleportation) • Encounter <i>Effect:</i> The eladrin teleports up to 5 squares.	
Wings of Pazuzu • At-Will <i>Effect:</i> The eladrin can fly 5 squares.	
Minor Actions	
Feywild Challenge (radiant) • At-Will <i>Effect:</i> Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.	
Triggered Actions	
Demon Inside <i>Trigger:</i> The demon drops to 0 hit points. <i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Harvest's Sorrow • At-Will <i>Trigger:</i> An attack damages an ally. <i>Effect (Immediate Interrupt):</i> Close burst 5 (triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Soul Stealer Attack <i>Trigger:</i> When an enemy in its <i>soul stealer</i> aura spends a healing surge. <i>Attack (Free Action):</i> Melee 1 (triggering creature); +19 vs. AC. <i>Hit:</i> 2d8 + 12 damage for <i>longsword</i> ; or 3d8 + 14 damage for <i>stab of the wild</i> .	
Skills Athletics +13, Nature +11	
Str 19 (+8)	Dex 23 (+10) Wis 14 (+6)
Con 14 (+6)	Int 15 (+6) Cha 17 (+7)
Alignment evil	Languages Abyssal, Common, Elven
Equipment chainmail, light shield, longsword	

Demon Cult Devotee	Level 9 Minion Skirmisher
Medium natural humanoid (human)	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 23; Fortitude 22; Reflex 20; Will 19	Perception +5
Speed 8	
Traits	
Skirmish +1d10	
If, on its turn, the Demon Cult Devotee ends its move at least 4 squares away from its starting point, it deals an extra 1d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 6 damage.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +14 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 6 damage.	
Str 19 (+8)	Dex 15 (+6)
Con 18 (+8)	Int 3 (+0)
	Wis 13 (+5)
	Cha 5 (+1)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 12)

Irann Greenleaf Medium fey humanoid (demon)	Level 14 Elite Controller XP 2,000
HP 274; Bloodied 137	Initiative +8
AC 28; Fortitude 24; Reflex 26; Will 27	Perception +18
Speed 6	Low-light vision
Saving Throws +2; +7 against charm; Action Points 2	
Traits	
Abyssal Vigor This creature has 1 action point.	
Traits	
O Nightmare Weaver (charm) • Aura 3 <i>Effect:</i> Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the Irann Greenleaf.	
Standard Actions	
m Staff of Mindless Reverie (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +19 vs. AC <i>Hit:</i> 2d6 + 8 damage, and the target is dazed until the end of Irann Greenleaf's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will <i>Attack:</i> Ranged 5 (one creature); +17 vs. Will <i>Hit:</i> 3d8 + 12 damage, and Irann Greenleaf slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5 • 6 <i>Attack:</i> Close Blast 5 (enemies in blast); +17 vs. Will <i>Hit:</i> The target is dazed (save ends). <i>First Failed Saving Throw:</i> The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (implement, sleep) • Encounter <i>Attack:</i> Close Blast 5 (enemies in blast); +17 vs. Will <i>Hit:</i> The target falls unconscious (save ends). This effect also ends if the target is attacked by Irann Greenleaf or one of its allies.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +17 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will <i>Effect:</i> Irann Greenleaf can fly 5 squares.	
Triggered Actions	
C Death Rattle (thunder) <i>Trigger:</i> Irann Greenleaf drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +17 vs. Will. <i>Hit:</i> 10 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Bluff +15, Diplomacy +15, Insight +18	
Str 8 (+6)	Dex 12 (+8) Wis 22 (+13)
Con 17 (+10)	Int 19 (+11) Cha 17 (+10)
Alignment evil	Languages Abyssal, Common, Elven, Supernal
Equipment staff implement	

Demon Cult High Devotee Medium natural humanoid (human)	Level 13 Minion Skirmisher XP 200
HP 1; a missed attack never damages a minion	Initiative +11
AC 27; Fortitude 26; Reflex 24; Will 23	Perception +8
Speed 8	
Traits	
Skirmish +2d10 If, on its turn, the demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 2d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 9 damage.	
r Javelin (weapon) • At-Will <i>Attack:</i> Ranged 10/20 (one creature); +17 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 9 damage.	
Str 21 (+11)	Dex 17 (+9) Wis 15 (+8)
Con 20 (+11)	Int 5 (+3) Cha 7 (+4)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

Type XI Demon-Possessed Knight Vindicator	Level 11 Elite Soldier
Medium fey humanoid (demon)	XP 1,200
HP 218; Bloodied 109	Initiative +6
AC 28; Fortitude 26; Reflex 23; Will 24	Perception +4
Speed 5	Low-light vision
Resist 5 radiant	
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Beacon of Resistance • Aura 5	
<i>Effect:</i> Allies within the aura gain resist 10 against fire, psychic, and radiant damage.	
O Soul Stealer • Aura 1	
<i>Effect:</i> If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>soul stealer</i> attack below.	
Standard Actions	
m Glaive (radiant, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +17 vs. AC	
<i>Hit:</i> 2d4 + 6 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.	
M Glaive Arcs • At-Will	
<i>Effect:</i> The Vindicator makes two glaive attacks.	
C Glaive Impact (radiant, weapon) • At-Will	
<i>Attack:</i> Close Burst 2 (enemies in burst); +17 vs. AC	
<i>Hit:</i> 2d4 + 6 damage plus 1d10 radiant damage and the target is slides 1 square.	
R Starfall (radiant) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Will	
<i>Hit:</i> 1d6 + 4 radiant damage and the target is dazed until the end of the Vindicator's next turn.	
C Pazuzu's Flock (zone) • Encounter	
<i>Attack:</i> Area burst 1 within 10 (one creature in burst); +14 vs. Fortitude.	
<i>Hit:</i> The target is knocked prone and blinded (save ends).	
<i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action	
<i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will	
<i>Effect:</i> The eladrin can fly 5 squares.	
Triggered Actions	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Vindicator's Luck • Encounter	
<i>Trigger:</i> Vindicator makes an attack roll, a saving throw, ability check or a skill check.	
<i>Effect (No Action):</i> The Vindicator rerolls and uses the better of the two results.	
Vindicator's Pursuit • At-Will	
<i>Trigger:</i> When an enemy marked by the Vindicator within 5 squares of Vindicator moves away.	
<i>Effect (Immediate Reaction):</i> The Vindicator shifts up to 4 squares toward the marked enemy.	
Soul Stealer Attack	
<i>Trigger:</i> When an enemy in its <i>soul stealer</i> aura spends a healing surge.	
<i>Attack (Free Action):</i> Melee 2 (triggering creature); +22 vs. AC.	

<i>Hit:</i> 2d4 + 11 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.		
Skills Arcana +13, Athletics +14, Diplomacy +14, Intimidate +14		
Str 22 (+11)	Dex 8 (+4)	Wis 9 (+4)
Con 13 (+6)	Int 16 (+8)	Cha 18 (+9)
Alignment evil	Languages Abyssal, Common, Elven	
Equipment plate armor, glaive		

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 14)

Irann Greenleaf Medium fey humanoid (demon)	Level 16 Elite Controller XP 2,800
HP 308; Bloodied 154 AC 30; Fortitude 26; Reflex 28; Will 29 Speed 6 Saving Throws +2; +7 against charm; Action Points 2	Initiative +9 Perception +19 Low-light vision
Traits	
Abyssal Vigor This creature has 1 action point.	
Traits	
O Nightmare Weaver (charm) • Aura 3 <i>Effect:</i> Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the Irann Greenleaf.	
Standard Actions	
m Staff of Mindless Reverie (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 2d6 + 9 damage, and the target is dazed until the end of Irann Greenleaf's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will <i>Attack:</i> Ranged 5 (one creature); +19 vs. Will <i>Hit:</i> 3d8 + 13 damage, and Irann Greenleaf slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5 • 6 <i>Attack:</i> Close Blast 5 (enemies in blast); +19 vs. Will <i>Hit:</i> The target is dazed (save ends). <i>First Failed Saving Throw:</i> The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (implement, sleep) • Encounter <i>Attack:</i> Close Blast 5 (enemies in blast); +19 vs. Will <i>Hit:</i> The target falls unconscious (save ends). This effect also ends if the target is attacked by Irann Greenleaf or one of its allies.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +19 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will <i>Effect:</i> Irann Greenleaf can fly 5 squares.	
Triggered Actions	
C Death Rattle (thunder) <i>Trigger:</i> Irann Greenleaf drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +19 vs. Will. <i>Hit:</i> 10 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Bluff +17, Diplomacy +17, Insight +19 Str 9 (+7) Dex 13 (+9) Wis 23 (+14) Con 18 (+12) Int 20 (+13) Cha 18 (+12) Alignment evil Languages Abyssal, Common, Elven, Supernal Equipment staff implement	

Demon Cult High Devotee Medium natural humanoid (human)	Level 13 Minion Skirmisher XP 200
HP 1; a missed attack never damages a minion AC 27; Fortitude 26; Reflex 24; Will 23 Speed 8	Initiative +11 Perception +8
Traits	
Skirmish +2d10 If, on its turn, the demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 2d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 9 damage.	
r Javelin (weapon) • At-Will <i>Attack:</i> Ranged 10/20 (one creature); +17 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 9 damage.	
Str 21 (+11)	Dex 17 (+9)
Con 20 (+11)	Int 5 (+3)
	Wis 15 (+8)
	Cha 7 (+4)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

Type XI Demon-Possessed Knight Vindicator	Level 13 Elite Soldier
Medium fey humanoid (demon)	XP 1,600
HP 252; Bloodied 126	Initiative +7
AC 30; Fortitude 28; Reflex 25; Will 26	Perception +6
Speed 5	Low-light vision
Resist 5 radiant	
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Beacon of Resistance • Aura 5	
<i>Effect:</i> Allies within the aura gain resist 10 against fire, psychic, and radiant damage.	
O Soul Stealer • Aura 1	
<i>Effect:</i> If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>soul stealer</i> attack below.	
Standard Actions	
m Glaive (radiant, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +19 vs. AC	
<i>Hit:</i> 2d4 + 6 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.	
M Glaive Arcs • At-Will	
<i>Effect:</i> The Vindicator makes two glaive attacks.	
C Glaive Impact (radiant, weapon) • At-Will	
<i>Attack:</i> Close Burst 2 (enemies in burst); +19 vs. AC	
<i>Hit:</i> 2d4 + 6 damage plus 1d10 radiant damage and the target is slides 1 square.	
R Starfall (radiant) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +17 vs. Will	
<i>Hit:</i> 1d6 + 4 radiant damage and the target is dazed until the end of the Vindicator's next turn.	
C Pazuzu's Flock (zone) • Encounter	
<i>Attack:</i> Area burst 1 within 10 (one creature in burst); +16 vs. Fortitude.	
<i>Hit:</i> The target is knocked prone and blinded (save ends).	
<i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action	
<i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will	
<i>Effect:</i> The eladrin can fly 5 squares.	
Triggered Actions	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Vindicator's Luck • Encounter	
<i>Trigger:</i> Vindicator makes an attack roll, a saving throw, ability check or a skill check.	
<i>Effect (No Action):</i> The Vindicator rerolls and uses the better of the two results.	
Vindicator's Pursuit • At-Will	
<i>Trigger:</i> When an enemy marked by the Vindicator within 5 squares of Vindicator moves away.	
<i>Effect (Immediate Reaction):</i> The Vindicator shifts up to 4 squares toward the marked enemy.	
Soul Stealer Attack	
<i>Trigger:</i> When an enemy in its <i>soul stealer</i> aura spends a healing surge.	
<i>Attack (Free Action):</i> Melee 2 (triggering creature); +24 vs. AC.	

<i>Hit:</i> 2d4 + 11 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.		
Skills Arcana +14, Athletics +15, Diplomacy +15, Intimidate +15		
Str 23 (+12)	Dex 9 (+5)	Wis 10 (+6)
Con 14 (+8)	Int 17 (+9)	Cha 19 (+10)
Alignment evil	Languages Abyssal, Common, Elven	
Equipment plate armor, glaive		

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 16)

Valna Waterwhisper Medium fey humanoid (demon)	Level 18 Elite Controller XP 4,000
HP 342; Bloodied 171 AC 32; Fortitude 28; Reflex 30; Will 31 Speed 6 Saving Throws +2; +7 against charm; Action Points 2	Initiative +11 Perception +21 Low-light vision
Traits	
Abyssal Vigor This creature has 1 action point.	
O Nightmare Weaver (charm) • Aura 3 <i>Effect:</i> Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by Valna Waterwhisper.	
Standard Actions	
m Staff of Mindless Reverie (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 2d6 + 10 damage, and the target is dazed until the end of Valna Waterwhisper's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will <i>Attack:</i> Ranged 5 (one creature); +21 vs. Will <i>Hit:</i> 3d8 + 14 psychic damage, and Valna Waterwhisper slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5 • 6 <i>Attack:</i> Close Blast 5 (enemies in blast); +21 vs. Will <i>Hit:</i> The target is dazed (save ends). <i>First Failed Saving Throw:</i> The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (implement, sleep) • Encounter <i>Attack:</i> Close Blast 5 (enemies in blast); +21 vs. Will <i>Hit:</i> The target falls unconscious (save ends). This effect also ends if the target is attacked by the hag or one of its allies.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +21 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will <i>Effect:</i> Valna Waterwhisper can fly 5 squares.	
Triggered Actions	
C Death Rattle (thunder) <i>Trigger:</i> Valna Waterwhisper drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +21 vs. Will. <i>Hit:</i> 10 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Bluff +18, Diplomacy +18, Insight +21 Str 10 (+9) Dex 14 (+11) Wis 24 (+16) Con 19 (+13) Int 21 (+14) Cha 19 (+13) Alignment evil Languages Abyssal, Common, Elven, Supernal Equipment staff implement	

Demon Cult High Devotee Medium natural humanoid (human)	Level 13 Minion Skirmisher XP 200
HP 1; a missed attack never damages a minion AC 27; Fortitude 26; Reflex 24; Will 23 Speed 8	Initiative +11 Perception +8
Traits	
Skirmish +2d10 If, on its turn, the demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 2d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 9 damage.	
r Javelin (weapon) • At-Will <i>Attack:</i> Ranged 10/20 (one creature); +17 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 9 damage.	
Str 21 (+11)	Dex 17 (+9)
Con 20 (+11)	Int 5 (+3)
	Wis 15 (+8)
	Cha 7 (+4)
Alignment Chaotic evil Languages Abyssal, Common	
Equipment hide armor, mace, quiver of 6 javelins	

Type XV Demon-Possessed Knight Vindicator	Level 15 Elite Soldier
Medium fey humanoid (demon)	XP 2,400
HP 286; Bloodied 143	Initiative +9
AC 32; Fortitude 30; Reflex 27; Will 28	Perception +7
Speed 5	Low-light vision
Resist 5 radiant	
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Beacon of Resistance • Aura 5	
<i>Effect:</i> Allies within the aura gain resist 10 against fire, psychic, and radiant damage.	
O Soul Stealer • Aura 1	
<i>Effect:</i> If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>soul stealer</i> attack below.	
Standard Actions	
m Glaive (radiant, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +21 vs. AC	
<i>Hit:</i> 2d4 + 7 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.	
M Glaive Arcs • At-Will	
<i>Effect:</i> The Vindicator makes two glaive attacks.	
C Glaive Impact (radiant, weapon) • At-Will	
<i>Attack:</i> Close Burst 2 (enemies in burst); +21 vs. AC	
<i>Hit:</i> 2d4 + 7 damage plus 1d10 radiant damage and the target slides 1 square.	
R Starfall (radiant) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +19 vs. Will	
<i>Hit:</i> 1d6 + 5 radiant damage and the target is dazed until the end of the Vindicator's next turn.	
C Pazuzu's Flock (zone) • Encounter	
<i>Attack:</i> Area burst 1 within 10 (one creature in burst); +18 vs. Fortitude.	
<i>Hit:</i> The target is knocked prone and blinded (save ends).	
<i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action	
<i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will	
<i>Effect:</i> The eladrin can fly 5 squares.	
Triggered Actions	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Vindicator's Luck • Encounter	
<i>Trigger:</i> Vindicator makes an attack roll, a saving throw, ability check or a skill check.	
<i>Effect (No Action):</i> The Vindicator rerolls and uses the better of the two results.	
Vindicator's Pursuit • At-Will	
<i>Trigger:</i> When an enemy marked by the Vindicator within 5 squares of Vindicator moves away.	
<i>Effect (Immediate Reaction):</i> The Vindicator shifts up to 4 squares toward the marked enemy.	
Soul Stealer Attack	
<i>Trigger:</i> When an enemy in its <i>soul stealer</i> aura spends a healing surge.	
<i>Attack (Free Action):</i> Melee 2 (triggering creature); +26 vs. AC.	

<i>Hit:</i> 2d4 + 12 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.		
Skills Arcana +16, Athletics +17, Diplomacy +17, Intimidate +17		
Str 24 (+14)	Dex 10 (+7)	Wis 11 (+7)
Con 15 (+9)	Int 18 (+11)	Cha 20 (+12)
Alignment evil	Languages Abyssal, Common, Elven	
Equipment plate armor, glaive		

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 18)

Valna Waterwhisper Medium fey humanoid (demon)	Level 20 Elite Controller XP 5,600
HP 376; Bloodied 188 AC 34; Fortitude 30; Reflex 32; Will 33 Speed 6 Saving Throws +2; +7 against charm; Action Points 2	Initiative +12 Perception +22 Low-light vision
Traits	
Abyssal Vigor This creature has 1 action point.	
O Nightmare Weaver (charm) • Aura 3 <i>Effect:</i> Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by Valna Waterwhisper.	
Standard Actions	
m Staff of Mindless Reverie (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 2d6 + 10 damage, and the target is dazed until the end of Valna Waterwhisper's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will <i>Attack:</i> Ranged 5 (one creature); +23 vs. Will <i>Hit:</i> 3d8 + 14 damage, and Valna Waterwhisper slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5 • 6 <i>Attack:</i> Close Blast 5 (enemies in blast); +23 vs. Will <i>Hit:</i> The target is dazed (save ends). <i>First Failed Saving Throw:</i> The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (implement, sleep) • Encounter <i>Attack:</i> Close Blast 5 (enemies in blast); +23 vs. Will <i>Hit:</i> The target falls unconscious (save ends). This effect also ends if the target is attacked by the hag or one of its allies.	
C Pazuzu's Flock (zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (one creature in burst); +23 vs. Fortitude. <i>Hit:</i> The target is knocked prone and blinded (save ends). <i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action <i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will <i>Effect:</i> Valna Waterwhisper can fly 5 squares.	
Triggered Actions	
C Death Rattle (thunder) <i>Trigger:</i> Valna Waterwhisper drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in blast); +23 vs. Will. <i>Hit:</i> 10 thunder damage and the target is dazed until the end of its next turn (save ends).	
Skills Bluff +20, Diplomacy +20, Insight +22 Str 11 (+10) Dex 15(+12) Wis 25 (+17) Con 20 (+15) Int 22 (+16) Cha 20 (+15) Alignment evil Languages Abyssal, Common, Elven, Supernal Equipment staff implement	

Demon Cult Grand Devotee Medium natural humanoid (human)	Level 17 Minion Skirmisher XP 400
HP 1; a missed attack never damages a minion AC 29; Fortitude 28; Reflex 26; Will 25 Speed 8	Initiative +13 Perception +10
Traits	
Skirmish +2d10 If, on its turn, the demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 2d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 13 damage.	
r Javelin (weapon) • At-Will <i>Attack:</i> Ranged 10/20 (one creature); +21 vs. AC; see also <i>skirmish</i> <i>Hit:</i> 13 damage.	
Str 21 (+13)	Dex 17 (+11)
Con 20 (+13)	Int 5 (+5)
	Wis 15 (+10)
	Cha 7 (+6)
Alignment Chaotic evil	Languages Abyssal, Common
Equipment hide armor, mace, quiver of 6 javelins	

Type XI Demon-Possessed Knight Vindicator	Level 17 Elite Soldier
Medium fey humanoid (demon)	XP 3,200
HP 320; Bloodied 160	Initiative +10
AC 34; Fortitude 32; Reflex 29; Will 30	Perception +9
Speed 5	Low-light vision
Resist 5 radiant	
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Beacon of Resistance • Aura 5	
<i>Effect:</i> Allies within the aura gain resist 10 against fire, psychic, and radiant damage.	
O Soul Stealer • Aura 1	
<i>Effect:</i> If an enemy in the aura spends a healing surge, the demon makes a melee basic attack against it with a +5 bonus to its attack and damage rolls as a free action. See <i>soul stealer</i> attack below.	
Standard Actions	
m Glaive (radiant, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 2d4 + 8 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.	
M Glaive Arcs • At-Will	
<i>Effect:</i> The Vindicator makes two glaive attacks.	
C Glaive Impact (radiant, weapon) • At-Will	
<i>Attack:</i> Close Burst 2 (enemies in burst); +23 vs. AC	
<i>Hit:</i> 2d4 + 8 damage plus 1d10 radiant damage and the target slides 1 square.	
R Starfall (radiant) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +21 vs. Will	
<i>Hit:</i> 1d6 + 6 radiant damage and the target is dazed until the end of the Vindicator's next turn.	
C Pazuzu's Flock (zone) • Encounter	
<i>Attack:</i> Area burst 1 within 10 (one creature in burst); +20 vs. Fortitude.	
<i>Hit:</i> The target is knocked prone and blinded (save ends).	
<i>Effect:</i> The burst creates a zone that lasts until the end of this creature's next turn. Any enemy that ends its turn within the zone or that leaves the zone takes 10 damage. This creature can move the zone 3 squares as a move action	
<i>Sustain Minor:</i> The zone persists.	
Move Actions	
Wings of Pazuzu • At-Will	
<i>Effect:</i> The eladrin can fly 5 squares.	
Triggered Actions	
Demon Inside	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Effect (No Action):</i> A lesser demon erupts from the corpse of the fallen demon at the start of the fallen demon's next turn. The lesser demon has the fallen demon's speed, defenses, basic attacks and ability scores, but it is otherwise treated as a minion.	
Vindicator's Luck • Encounter	
<i>Trigger:</i> Vindicator makes an attack roll, a saving throw, ability check or a skill check.	
<i>Effect (No Action):</i> The Vindicator rerolls and uses the better of the two results.	
Vindicator's Pursuit • At-Will	
<i>Trigger:</i> When an enemy marked by the Vindicator within 5 squares of Vindicator moves away.	
<i>Effect (Immediate Reaction):</i> The Vindicator shifts up to 4 squares toward the marked enemy.	
Soul Stealer Attack	
<i>Trigger:</i> When an enemy in its <i>soul stealer</i> aura spends a healing surge.	
<i>Attack (Free Action):</i> Melee 2 (triggering creature); +28 vs. AC.	

<i>Hit:</i> 2d4 + 13 damage plus 1d10 radiant damage and the target is marked until the end of the Vindicator's next turn.		
Skills Arcana +17, Athletics +18, Diplomacy +18, Intimidate +18		
Str 25 (+15)	Dex 11 (+8)	Wis 12 (+9)
Con 16 (+11)	Int 19 (+12)	Cha 21 (+13)
Alignment evil	Languages Abyssal, Common, Elven	
Equipment plate armor, glaive		

ENCOUNTER 6: TRANSPOSITION (ADVENTURE LEVEL 20)

Tral' Alum Medium fey humanoid (demon)	Level 24 Elite Controller XP 12,100
HP 444; Bloodied 222	Initiative +15
AC 38; Fortitude 34; Reflex 35; Will 36	Perception +25
Speed 8	Low-light vision
Saving Throws +2; +7 against charm; Action Points 1	
Traits	
O Mist Shrouds • Aura 1	
Allies within the aura are insubstantial.	
Standard Actions	
m Mist Staff (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +29 vs. AC	
<i>Hit:</i> 3d6 + 9 damage, and the mist hag pushes the target 5 squares. The hag can push the target through creatures or through solid objects as if the target were phasing. The hag does not need line of effect to any of the squares to which it pushes the target.	
R Mist on the Wind (implement, teleportation) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +27 vs. Fortitude	
<i>Hit:</i> 1d10 + 6 damage, and the target is removed from play until the start of Tral' Alum's next turn. The target then appears in an unoccupied square of Tral' Alum's choice within 4 squares of its last location.	
R Choking Mist (implement) • Recharge 5 • 6	
<i>Attack:</i> Ranged 10 (one creature); +27 vs. Reflex	
<i>Hit:</i> 3d10 + 14 damage, and ongoing 20 damage (save ends).	
<i>Each failed saving throw:</i> Tral' Alum slides the target 3 squares as a free action.	
Move Actions	
Fey Step (teleportation) • Encounter	
<i>Effect:</i> Tral' Alum can teleport 5 squares.	
Minor Actions	
Lash of Fury • At-Will (1/round)	
<i>Effect:</i> A demon bound to this creature and within 10 squares of it takes 17 damage. The demon then makes a melee basic attack as a free action.	
Triggered Actions	
C Death Rattle (thunder)	
<i>Trigger:</i> Tral' Alum drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 3 (creatures in blast); +27 vs. Will.	
<i>Hit:</i> 10 thunder damage and the target is dazed until the end of its next turn (save ends).	
Maze of Mist	
<i>Trigger:</i> An enemy enters a square within 2 squares of Tral' Alum.	
<i>Effect (No Action):</i> Roll a d20. On a 10 or higher, Tral' Alum slides the enemy 1 square.	
Skills Arcana +24, Bluff +23, History +24, Insight +25, Religion +24	
Str 9 (+11)	Dex 17 (+15) Wis 27 (+20)
Con 22 (+18)	Int 24 (+19) Cha 22 (+18)
Alignment evil	Languages Abyssal, Common, Elven, Supernal
Equipment staff	

Demon Cult Grand Devotee Medium natural humanoid (human)	Level 17 Minion Skirmisher XP 400
HP 1; a missed attack never damages a minion	Initiative +13
AC 29; Fortitude 28; Reflex 26; Will 25	Perception +10
Speed 8	
Traits	
Skirmish +2d10	
If, on its turn, the demon cult high devotee ends its move at least 4 squares away from its starting point, it deals an extra 2d10 damage on its attacks until the start of its next turn.	
Standard Actions	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 13 damage.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +21 vs. AC; see also <i>skirmish</i>	
<i>Hit:</i> 13 damage.	
Str 21 (+13)	Dex 17 (+11) Wis 15 (+10)
Con 20 (+13)	Int 5 (+5) Cha 7 (+6)
Alignment Chaotic evil	
Languages Abyssal, Common	
Equipment hide armor, mace, quiver of 6 javelins	

Type XXI Bound Elite Ferrolith Medium elemental humanoid (demon)	Level 21 Elite Soldier XP 6,400
HP 410; Bloodied 210	Initiative +15
AC 37; Fortitude 34; Reflex 31; Will 32	Perception +18
Speed 6, fly 8 (hover)	Darkvision
Vulnerable 10 acid	
Saving Throws +2; Action Points 1	
Traits	
Demonic Vanguard	
This creature's master gains a +2 bonus to attack rolls against enemies adjacent to this creature. The master's close and area attacks target this creature only if the master chooses.	
Standard Actions	
m Adamantine Claws • At-Will	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 2d10 + 7 damage, and the target is marked until the end of the ferrolith's next turn.	
R Barrage of Razors • Recharge 4 • 5 • 6	
<i>Attack:</i> Ranged 10 (one creature); +26 vs. AC	
<i>Hit:</i> 2d10 + 9 damage, and ongoing 10 poison damage and is slowed (save ends both).	
C Iron Spiked Web • Encounter	
<i>Attack:</i> Close blast 3 (creatures in blast); +26 vs. AC	
<i>Hit:</i> 4d10 + 9 damage, and the target is immobilized (save ends).	
<i>Miss:</i> Half damage and the target is immobilized until the end of the ferrolith's next turn.	
Triggered Actions	
Final Spew	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Attack (No Action):</i> Close blast 3 (creatures in blast); +23 vs. Fortitude	
<i>Hit:</i> The target is blinded until the end of its next turn and takes ongoing 10 poison damage (save ends).	
Str 30 (+20)	Dex 17 (+13) Wis 16 (+13)
Con 29 (+19)	Int 15 (+12) Cha 11 (+10)
Alignment chaotic evil	
Languages Abyssal	

ENCOUNTER 6: TRANSPOSITION MAP



CONCLUDING THE ADVENTURE

If the PCs are victorious:

With the threat to Myth Drannor defeated, the surviving cultists and demons were hunted down. A remembrance for those who fell was held followed by a solemn celebration. The Coronal awarded the brave heroes the title, Gallant Defender of Myth Drannor.

If the PCs were defeated:

Although the threat to Myth Drannor was defeated, aftereffects linger on. Periodically, pieces of land transform, its terrain changing to that of something found in the Abyss. Demons appear in these lands, but they are unable to escape, as something confines them. This does not prevent them from trying and one day they may do so.

On that day, brave heroes shall be called forth to do battle once again in the defense of Myth Drannor.

Hand out rewards and experience points. This concludes the battle interactive.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

Minimum Possible Experience

Adventure Level 2: 575 xp
Adventure Level 4: 780 xp
Adventure Level 6: 1175 xp
Adventure Level 8: 1560 xp
Adventure Level 10: 2225 xp
Adventure Level 12: 3120 xp
Adventure Level 14: 4450 xp
Adventure Level 16: 6440 xp
Adventure Level 18: 8900 xp
Adventure Level 20: 12455 xp

Minor Objective

Encounter 2: Determine when the attack will commence

Adventure Level 2: 25 xp
Adventure Level 4: 35 xp
Adventure Level 6: 50 xp
Adventure Level 8: 70 xp
Adventure Level 10: 100 xp
Adventure Level 12: 140 xp
Adventure Level 14: 200 xp
Adventure Level 16: 280 xp
Adventure Level 18: 400 xp
Adventure Level 20: 560 xp

Minor Objective

Encounter 5: Determine the true purpose of the attack is the transposition of planes

Adventure Level 2: 25 xp
Adventure Level 4: 35 xp
Adventure Level 6: 50 xp
Adventure Level 8: 70 xp
Adventure Level 10: 100 xp
Adventure Level 12: 140 xp
Adventure Level 14: 200 xp
Adventure Level 16: 280 xp
Adventure Level 18: 400 xp
Adventure Level 20: 560 xp

Minor Objective

Encounter 5: Close the Abyssal Portal

Adventure Level 2: 25 xp
Adventure Level 4: 35 xp
Adventure Level 6: 50 xp
Adventure Level 8: 70 xp
Adventure Level 10: 100 xp
Adventure Level 12: 140 xp
Adventure Level 14: 200 xp
Adventure Level 16: 280 xp
Adventure Level 18: 400 xp
Adventure Level 20: 560 xp

Major Objective

Encounter 6: Prevent the transposition of planes

Adventure Level 2: 450 xp
Adventure Level 4: 640 xp
Adventure Level 6: 900 xp
Adventure Level 8: 1,280 xp
Adventure Level 10: 1,800 xp
Adventure Level 12: 2,560 xp
Adventure Level 14: 3,600 xp
Adventure Level 16: 5,020 xp
Adventure Level 18: 7,200 xp
Adventure Level 20: 10,040 xp

Maximum Possible Experience

Adventure Level 2: 1,100 xp
Adventure Level 4: 1,525 xp
Adventure Level 6: 2,225 xp
Adventure Level 8: 3,050 xp
Adventure Level 10: 4,325 xp
Adventure Level 12: 6,100 xp
Adventure Level 14: 8,650 xp
Adventure Level 16: 12,300 xp
Adventure Level 18: 17,300 xp
Adventure Level 20: 24,175 xp

Base Gold per PC

Adventure Level 2: 150 gp
Adventure Level 4: 250 gp
Adventure Level 6: 450 gp
Adventure Level 8: 900 gp
Adventure Level 10: 1,350 gp
Adventure Level 12: 3,200 gp
Adventure Level 14: 5,500 gp
Adventure Level 16: 11,000 gp
Adventure Level 18: 22,000 gp
Adventure Level 20: 33,000 gp

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS TWO OF THE FOLLOWING

You may not select the same bundle (except More Gold) twice.

Bundle A: A Common magic item from a player resource with a level up to the character’s level + 3
Found in Conclusion

Bundle B: An Uncommon magic item from a player resource with a level up to the character’s level + 1
Found in Conclusion

Bundle C: A Rare magic item from a player resource with a level up to the character’s level + 0
Found in Conclusion

More Gold: If a player doesn’t want to select one of the bundles listed above for their character, they can choose to add 50 / 75 / 150 / 300 / 450 / 1,000 / 1,750 / 3,500 / 7,000 / 11,000 gp to the Base Gold per PC listed above. That character (and only that character) then receives that total gold instead of any other treasure reward.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

ADCP13 Gallant Defender of Myth Drannor

You selflessly defended Myth Drannor against a plot to transport the city into the Abyss and unleash a horde of demons upon the Realms. For your heroism, you have been awarded the title *Gallant Defender of Myth Drannor*. Your name and deed are known to the elves and eladrin of Cormanthyr, and most regard you favorably.

If this is your third special recognition by an eladrin kingdom (similarly worded Story Awards) the Coronal instead offers you the title Sha'Quessir, *elf friend*. If you accept this honorific, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska and Myth Drannor) with all the attached privileges and duties. An eladrin or elf is instead offered the chance to become a Knight of Myth Drannor.

If this is your sixth such recognition, those with the title Sha'Quessir can become Honorary Knights of Myth Drannor, and those who are already Knights become Knight Commanders.

Regardless of whether you are granted or accept an honorific, this Story Award grants you access to purchase any type of Uncommon magical ammunition (with an item level less than or equal to your character level at the time of purchase) at the beginning or end of any adventure. You may only purchase five pieces of ammunition per adventure, and you pay full market price. This does not require you to spend a found-item slot, and Uncommon consumables do not count against the total limit of Uncommon items you are allowed to possess.

ADCP14 Stared into the Abyss

You were pulled into the Abyss and you stared into the face of a great evil. A demonic face now haunts your dreams, where it whispers unspeakable things to you. With each dream, the face becomes ever so slightly clearer, but your waking memories become more fleeting. What this entity may have planned for you in the future is unknown.

ADCP15 Herald of the Damned

You were there when Myth Drannor fell to the powers of the Abyss. Once again, demons cavort under the

boughs of Cormanthor, though this time it was due to your ineptitude. Demons that cross your path are just as likely to thank you for your service, with guffaws of laughter, as they are to attack (DM's discretion as to how to apply this Story Award).

ADCP16 Breath of Zugtmoy

You were aided by the Lady of Decay on the field of battle. Her blessed spores filled your lungs and regenerated your body. The taint of her breath, a fetid spore-filled kiss, still flows inside you. You have gained an intimate knowledge of fungi, granting you a +2 bonus on Nature checks made to identify all types and effects of fungi.

In addition, at the beginning at each adventure, you can choose to feed the spores within your lungs. You take damage equal to your level, which cannot be healed by any means until the adventure ends. In exchange, the Lady's blessed spores spread throughout your body giving you a +2 bonus on all Endurance checks and a +1 bonus on all saving throws for the duration of the adventure.

ADCP17 Relic of Ages Past

For your success in defending Myth Drannor, some of the city's most gifted artisans are willing to open their private stores, filled with magical items from ages past. One time only, you may purchase any single Uncommon magical item from a player resource with an item level no greater than your character level at the time of purchase. This item has ancient styling and ornamentation, marking it as a relic of Myth Drannor. You do not need to spend one of your found-item slots, but the purchased item does count against the maximum number of Uncommon items you can own. Strike through this paragraph when you use the favor, and write the item you purchased at the bottom of this certificate.

APPENDIX 1: BACKGROUND ON MYTH DRANNOR

(excerpted from the *Forgotten Realms Player's Guide*)

MYTH DRANNOR

This ancient elven kingdom was once the foremost power north of the Sea of Fallen Stars before it fell into darkness seven centuries ago. It remained a monster-haunted ruin for hundreds of years until the sun and moon elves reclaimed the kingdom shortly before the Year of Blue Fire. Myth Drannor has flourished since its refounding.

COMMON KNOWLEDGE

Several elven realms have stood in the forest of Cormanthor for thousands of years. The current incarnation of Myth Drannor is merely the latest. It is built atop the ruins of the famous realm of Cormanthyr, whose capital was Myth Drannor, City of Song.

In 1374 DR, the sun elf lord Seiveril Miritar destroyed the invading daemonfey (demonic elves) and recaptured the ruins of Myth Drannor, at the cost of his life. His daughter, Ilsevele Miritar, took up leadership over the elven army. With her assistance, the high mage Araevin Teshurr sealed the portals of the city and repaired the mythal that had long lay damaged. Ilsevele Miritar assumed the long-lost title of coronal and reestablished Myth Drannor as an elven kingdom.

Myth Drannor claims sovereignty over the ancient woodland of Cormanthor, from the shores of Lake Sember to the River Lis. However, its people are few in number, and wide stretches of the land under the coronal's authority are empty wilderness. Many parts of the forest are still quite dangerous: monster-filled elven ruins dating back centuries, haunted manors and strongholds raised by long-forgotten human lords, and hidden caverns leading deep into the Underdark. The old kingdom of Myth Drannor was a bastion of goodness and might that kept the entire region safe, but the new Myth Drannor must rely on diplomacy, arcane lore, stealth, and vigilant scouts to protect its own borders.

The folk of Myth Drannor have forged strong ties with Cormyr. Myth Drannor has also resurrected the ancient compact with the Dalelands. The elven realm is a force to be reckoned with once more.

REGIONAL FEATURES

Myth Drannor is a lightly populated realm with vast stretches of wilderness between its few settlements. The city is safe and is the only real bastion of civilization in the region. The surrounding forest has grown wild. Cormanthoran scouts do a brisk business hunting down threats and escorting visitors.

The Elven Court: This area of woodlands north and east of Myth Drannor is the most heavily populated portion of the realm. Many of the ancient manors from the days of Cormanthyr have been reclaimed by Myth Drannor's folk, though others still lie silent beneath the trees. This region was formerly held by drow, and skirmishing continued here for decades after Myth Drannor was reclaimed. The drow have retreated to the Underdark again, but they mount occasional

raids into these woods, so Coronal Miritar has stationed a large number of the kingdom's guard here.

Sheshyrinnam: Formerly known as the Temple Ward to outsiders, most of this area's cathedrals have been left to the forest, with the exception of a large temple devoted to Corellon. Many portals created by the daemonfey are now sealed but still carefully watched. Vigils of swordmages and wizards patrol here constantly.

Kerradunath: This district of the city is best known for Glrryl's Pool, a magical elven-wrought lake that provides the city with much of its fresh water and a bounty of fish. Kerradunath was once the principal residential district for the city's noble class. Today, many of the noble eladrin families have moved back to their ancestral estates. Deep vaults below some of these manors are still haunted by the evils of the kingdom's dark age.

Diabraddath: The section of the city built most recently before its fall, Dlabraddath was formerly called the Common Ward or the Alliance Ward. It now resumes this former mantle, and Dlabraddath is the only area of the city where visitors are welcome. The city's opposition to the shadow-throned power of Netheril ensures that the Coronal's Guard is careful about newcomers. Visitors are closely watched at all times until they earn the trust of Myth Drannor.

Vale of Lost Voices: This sprawling valley of the dead is where elven ancestors are given their final rest. Ghosts, guardian spirits, and eladrin clerics tend the vale, and those who trespass here do so at their peril.

PEOPLE OF MYTH DRANNOR

Most of the residents of Myth Drannor are eladrin (sun and moon elves), though a large number of wood elves flock to this kingdom. They are a cautious folk, for the forest is still home to many enemies. Strangers might be spies from Sembia, drow infiltrators, or shadow-tainted wizards in disguise.

People of many races are drawn to Myth Drannor, and a good number of nonelves reside here. Humans are the most numerous of these, coming mostly from the nearby Dalelands or Cormyr. Contingents of Purple Dragons and War Wizards are always welcome in Myth Drannor and often serve with the Coronal's Guard. Adventurers, too, are welcome, particularly if they assist in clearing out the remnants of earlier occupations.

APPENDIX 2: THE WINDS OF FORTUNE (WIN/LOSS EFFECTS)

The success and failure of the Battle Encounters has effects on future parts of the Interactive. This appendix details those effects in one localized area for the DM's convenience. As the event organizer, you should determine the level of success needed for each encounter, with a recommended minimum of more than half of the participating tables. It is also recommended that a table success rate of 75 percent be required for success in Encounter 3.

ENCOUNTER 1

Goal: The PCs goal is to locate and exterminate any signs of the cult infiltrating Myth Drannor. If not enough cultists have been defeated, it is possible that the cell leaders might be warned.

Success: Encounter 2 is played as written.

Failure: If not enough of the cultists are defeated, the cell leaders are actively expecting to be attacked by the elves. The demons are actively on watch and have been reinforced by an additional summoning for Encounter 2. Add whatever type of demon is listed under Scaling the Encounter for six players. Do this in addition to any modifications for the number of players.

ENCOUNTER 2

Goal: Determine that the attack begins tomorrow and that the magical obelisks are being used as a focus for the cult's activities.

Success: The city's defense is going well. The attendant that escaped the shrine in Interlude 2 was able to gather and pass along more information. In particular, she knows the exact number of cultists and demons the PCs will face, and she witnessed the spells cast by the cultist and can describe the types of elements they called down against the priest. The DM should consult the stat blocks for the appropriate Adventure Level and tell the players the keywords in cultist's powers.

Failure: Information is scarce and it takes longer to find out about the attack on the shrine in Encounter 3 than it might otherwise have. The PCs just after the cultists have already executed one of the clerics. There are only three clerics to rescue. This death counts against the total lost when tallying the win loss condition of Encounter and makes it harder to succeed.

SPECIAL MISSION 1

Goal: Learn how the cultists are tapping the energy of the mythal to empower their illusions to avoid detection.

Success: The defenders of Myth Drannor are able to piece together some of how the cultists are tapping the

Mythal. The PCs gain a +2 to the first Arcana check made to disrupt the ritual in Encounter 6.

Failure: The mission's failure prevents the defenders of Myth Drannor from understanding the way the cultists are using the Mythal, and indeed, the cultists gain a further advantage. All humanoid cultists gain the warlock class ability Shadow Walk (they gain concealment if they move at least 3 squares on their turn). This ability is lost if the Interactive successfully votes to lower the Mythal in Interlude 2.

INTERLUDE 2

Goal: Vote on whether to lower the Mythal or not.

Success: Powers with the teleportation keyword now function properly, for both the PCs and the NPCs. In addition the PCs allies can deploy reinforces more quickly. When a PC from another table reinforces another, they arrive at the beginning of the next round instead of at the end. However, there is a price to be paid in Encounter 4 when the demon hordes take advantage of the situation to soe havoc among the defenders of Myth Drannor.

Failure: Teleportation powers continue to not function for anyone. However, the Mythal also continues to resist against the opening of planar portals. All tables gain a +2 on skill checks during the skill challenge in Encounter 5. In addition, the illusions being used by the cultists continue to be powered by the energy being drawn off of the Mythal. When the DM decides to use the Assassin (Appendix 3), he cannot be detected by any means until after he attacks.

ENCOUNTER 3

Goal: Rescue 75% of the captive clergy.

Success: The rescued clerics are thankful to their liberators and are happy to support the war effort. Any attempts at a raising the dead using the altar in the shrine have the healing surge cost reduced by one (it is donated by an NPC cleric). In addition the clerics use their powers to heal the PCs. Before beginning Encounter 4, all PCs are healed for an amount equal to their Adventure Level.

Failure: The city's divine casters are devastated. There is no help for the PCs.

SPECIAL MISSION 2

Goal: The PCs negotiate with elven ancestors in the Vale of Lost Voices for their aid in the fight against the demon hordes.

Success: The spirits grant their aid and send a horde of ghosts to join the battle. This affects the end totals for success.

Failure: No effect.

ENCOUNTER 4

Goal: Defeat all of the rampaging demons before the time runs out.

Success: Run Encounter 5 as written.

Failure: If some of the demons lived, one of them comes back to haunt the PCs in Encounter 5. Add one non-elite demon from the AL lower than your table to the enemies in Encounter 5. If your table is AL 2, the demon is bloodied instead of being from the AL lower than your table's AL.

SPECIAL MISSION 3

Goal: Rescue Lord Mooniron, cousin to the Coronal, and his family from their estate beyond the Myth Drannor lines.

Success: Lord Mooniron opens up his stores to the war effort. All AL 2-10 PCs receive a *potion of healing*. All AL 12-20 PCs receive a *potion of vitality*. This potion is lost at the end of the BI if not used.

Failure: The elves are demoralized at the loss of one of their nobles and their lines are in disarray. No table can adopt a cautious level of engagement during Encounter 5.

ENCOUNTER 5

Goal: Close the Abyssal portal.

Success: The portals are closed and the Abyssal reinforcements end. Run Encounter 6 as written.

Failure: The possessing demons are able to call some of their brethren through the portals to reinforce the final ritual. Consult Encounter 4 and add one non-elite demon from the AL lower than your table to the enemies in Encounter 6. If your table is AL 2, the demon is bloodied instead of being from the AL lower than your table's AL.

SPECIAL MISSION 4

Goal: Destroy the cultists supply depot.

Success: Run Encounter 6 as written.

Failure: All of the possessed eladrin in Encounter 6 have been resupplied from the cultist's depot with better magical items. Increase the to hit and damage of all of the monsters by +1 for AL 2-10 and +2 for AL 12-20.

APPENDIX 3: THE ASSASSIN

Through any running of this interactive, not all tables are equal. Some will be stronger, some will be weaker. For those tables that require an additional challenge, this Appendix offers additional threat to use during an encounter of your choosing.

Just as many of the Coronal's advisers have been possessed by demons, so too have some of his most elite eladrin soldiers been replaced with other, fouler creatures under powerful illusions.

At those tables doing particularly well and in need of additional challenge (DM's discretion), you may choose to add one of the following lurkers (of the appropriate Adventure Level) to one combat encounter of your choosing after the first. After having watched the PCs during the previous fighting, the assassin decides to make his move, sneaking onto the battlefield after the first round is complete with plans to eliminate one PC in particular that is crucial to the party's tactics but fragile enough to be taken by one foe, such as a healer or especially powerful striker. In particular, the lurker targets those who formed an alliance with the followers of Zuggtmoy (SPEC46 **Favor of Zuggtmoy** from SPEC3-2 *Roots of Corruption: Dark Seeds*). When the tide of battle is in doubt, the lurker makes his move, attempting to cripple or kill the target. As the lurker attacks, its true nature is revealed. If reduced below one quarter hit points however, the lurker flees.

Should he be captured and interrogated, the lurker knows only that he or she infiltrated Myth Drannor nearly a year ago for his lordship the great and putrescent Juiblex, The Faceless Lord. The lurker acts on his or her own, and so cannot provide any specific information about the attack.

AL 2

Skulk Murderer of Juiblex	Level 2 Lurker
Medium natural humanoid (ooze)	XP 125
HP 31; Bloodied 16	Initiative +8
AC 16; Fortitude 13; Reflex 15; Will 14	Perception +3
Speed 6	Low-light vision
Immune acid, disease, poison	
Traits	
Peerless Camouflage	
The murderer can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. The murderer remains hidden after moving if it has cover or concealment after it ends the move.	
Stealthy Step	
The murderer does not take a penalty to Stealth checks for moving more than 2 squares or for running.	
Unseen Strike	
The murderer deals 5 extra damage to any target that couldn't see it at the start of the skulk's turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 6 damage.	
R Shuriken Volley • Encounter	
Effect: The murderer makes the following attack three times.	
Attack: Ranged 6/12 (one creature); +7 vs. AC	
Hit: 1d4 + 2 damage.	
Triggered Actions	
A Ooze Burst (poison) • Encounter	
Trigger: The ooze hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the triggering attack (enemies in burst); +5 vs. Fortitude	
Hit: 1 poison damage and the target is slowed until the end of the oozes next turn.	
Skills Bluff +6, Stealth +14, Streetwise +6, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 15 (+3)
Con 13 (+3)	Int 10 (+1) Cha 11 (+1)
Alignment chaotic evil Languages Common	
Equipment leather armor, short sword, 3 shurikens	

AL 4

Skulk Murderer of Juiblex Medium natural humanoid (ooze)	Level 4 Lurker XP 175
HP 44; Bloodied 22	Initiative +10
AC 18; Fortitude 15; Reflex 17; Will 16	Perception +5
Speed 6	Low-light vision
Immune acid, disease, poison	
Traits	
Peerless Camouflage	
The murderer can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. The murderer remains hidden after moving if it has cover or concealment after it ends the move.	
Stealthy Step	
The murderer does not take a penalty to Stealth checks for moving more than 2 squares or for running.	
Unseen Strike	
The murderer deals 5 extra damage to any target that couldn't see it at the start of the skulk's turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Short Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d6 + 6 damage.	
R Shuriken Volley • Encounter	
<i>Effect:</i> The murderer makes the following attack three times.	
<i>Attack:</i> Ranged 6/12 (one creature); +9 vs. AC	
<i>Hit:</i> 1d4 + 2 damage.	
Triggered Actions	
A Ooze Burst (poison) • Encounter	
<i>Trigger:</i> The ooze hits with a melee attack.	
<i>Attack (Free Action):</i> Area burst 1 centered on the target of the triggering attack (enemies in burst); +7 vs. Fortitude	
<i>Hit:</i> 2 poison damage and the target is slowed until the end of the ooze's next turn.	
Skills Bluff +8, Stealth +16, Streetwise +8, Thievery +11	
Str 13 (+3)	Dex 18 (+6)
Con 14 (+4)	Int 11 (+2)
	Cha 12 (+3)
Alignment chaotic evil	Languages Common
Equipment leather armor, short sword, 3 shurikens	

AL 6

Type VI Wendigo Manhunter of Juiblex Medium elemental humanoid (demon, ooze)	Level 6 Lurker XP 250
HP 57; Bloodied 29	Initiative +11
AC 20; Fortitude 18; Reflex 20; Will 16	Perception +11
Speed 6	Low-light vision
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 3d6 + 3 damage.	
<i>Effect:</i> The manhunter shifts 2 squares.	
M Wendigo Bite (healing) • At-Will	
<i>Attack:</i> Melee 1 (one creature that cannot see the manhunter); +11 vs. AC	
<i>Hit:</i> 4d6 + 5 damage, and the manhunter regains hit points equal to half the damage dealt.	
Triggered Actions	
A Ooze Burst (poison) • Encounter	
<i>Trigger:</i> The ooze hits with a melee attack.	
<i>Attack (Free Action):</i> Area burst 1 centered on the target of the triggering attack (enemies in burst); +9 vs. Fortitude	
<i>Hit:</i> 3 poison damage and the target is slowed until the end of the ooze's next turn.	
Skills Endurance +10, Stealth +12	
Str 19 (+7)	Dex 19 (+7)
Con 15 (+5)	Int 13 (+4)
	Cha 12 (+4)
Alignment chaotic evil	Languages Abyssal, Common, telepathy 10

AL 8

Type VIII Wendigo Manhunter of Juiblex	Level 8 Lurker
Medium elemental humanoid (demon, ooze)	XP 400
HP 70; Bloodied 35	Initiative +13
AC 22, Fortitude 20; Reflex 22; Will 18	Perception +13
Speed 6	Low-light vision
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 3 damage.	
Effect: The manhunter shifts 2 squares.	
M Wendigo Bite (healing) • At-Will	
Attack: Melee 1 (one creature that cannot see the manhunter); +13 vs. AC	
Hit: 4d6 + 6 damage, and the manhunter regains hit points equal to half the damage dealt.	
Triggered Actions	
A Ooze Burst (poison) • Encounter	
Trigger: The ooze hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the triggering attack (enemies in burst); +11 vs. Fortitude	
Hit: 4 poison damage and the target is slowed until the end of the oozes next turn.	
Skills Endurance +12, Stealth +14	
Str 20 (+9)	Dex 20 (+9)
Con 16 (+7)	Int 14 (+6)
	Cha 13 (+5)
Alignment chaotic evil	Languages Abyssal, Common, telepathy 10

AL 10

Type X Shadow Demon of Juiblex	Level 10 Lurker
Medium elemental humanoid (demon, ooze)	XP 500
HP 85; Bloodied 43	Initiative +15
AC 26; Fortitude 23; Reflex 25; Will 24	Perception +10
Speed fly 8 (hover), phasing	Darkvision
Resist 15 necrotic, insubstantial	
Vulnerable 10 radiant (if the shadow demon takes 15 or more radiant damage, it loses phasing and insubstantial until the end of the attacker's next turn)	
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Combat Advantage	
When the shadow demon uses a claw attack to damage a target it has combat advantage against, the target cannot spend healing surges until the end of the shadow demon's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 2d6 + 6 necrotic damage.	
C Abyssal Void (necrotic, zone) • Recharge (when first bloodied)	
Attack: Close burst 3; (creatures in burst); +11 vs. Fortitude.	
Hit: 1d6 + 5 necrotic damage.	
Effect: The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone of darkness cannot be illuminated, and it blocks line of sight for all creatures that cannot see in darkness. A creature that starts its turn within the zone takes 1d6 + 6 necrotic damage.	
Minor Actions	
Void Rake (necrotic) • At-Will	
Requirement: Has combat advantage.	
Effect: Make a melee basic attack.	
Triggered Actions	
Death Vortex	
Trigger: The demon drops to 0 hit points.	
Attack (No Action): Close burst 3 (creatures in burst); +13 vs. Fortitude.	
Hit: The demon pulls the target 2 squares.	
Effect: The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former space and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
A Ooze Burst (poison) • Encounter	
Trigger: The ooze hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the triggering attack (enemies in burst); +13 vs. Fortitude	
Hit: 5 poison damage and the target is slowed until the end of the oozes next turn.	
Skills Arcana +11, Bluff +15, Stealth +16	
Str 7 (+3)	Dex 23 (+11)
Con 19 (+9)	Int 13 (+6)
	Cha 21 (+10)
Alignment evil	Languages Abyssal

AL 12

Type XII Shadow Demon of Juiblex Medium elemental humanoid (demo, ooze)	Level 12 Lurker XP 700
HP 98; Bloodied 49	Initiative +17
AC 28; Fortitude 25; Reflex 27; Will 26	Perception +12
Speed fly 8 (hover), phasing	Darkvision
Resist 15 necrotic, insubstantial	
Vulnerable 10 radiant (if the shadow demon takes 15 or more radiant damage, it loses phasing and insubstantial until the end of the attacker's next turn)	
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Combat Advantage	
When the shadow demon uses a claw attack to damage a target it has combat advantage against, the target cannot spend healing surges until the end of the shadow demon's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 2d6 + 7 necrotic damage.	
C Abyssal Void (necrotic, zone) • Recharge (when first bloodied)	
Attack: Close burst 3; (creatures in burst); +13 vs. Fortitude.	
Hit: 1d6 + 6 necrotic damage.	
Effect: The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone of darkness cannot be illuminated, and it blocks line of sight for all creatures that cannot see in darkness. A creature that starts its turn within the zone takes 1d6 + 6 necrotic damage.	
Minor Actions	
Void Rake (necrotic) • At-Will	
Requirement: Has combat advantage.	
Effect: Make a melee basic attack.	
Triggered Actions	
Death Vortex	
Trigger: The demon drops to 0 hit points.	
Attack (No Action): Close burst 3 (creatures in burst); +15 vs. Fortitude.	
Hit: The demon pulls the target 2 squares.	
Effect: The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former space and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
A Ooze Burst (poison) • Encounter	
Trigger: The ooze hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the triggering attack (enemies in burst); +15 vs. Fortitude	
Hit: 6 poison damage and the target is slowed until the end of the oozes next turn.	
Skills Arcana +13, Bluff +17, Stealth +18	
Str 8 (+5)	Dex 24 (+13) Wis 12 (+7)
Con 20 (+11)	Int 14 (+8) Cha 22 (+12)
Alignment evil	Languages Abyssal

AL 14

Type XIV Shadow Demon of Juiblex Medium elemental humanoid (demon, ooze)	Level 14 Lurker XP 1,000
HP 111; Bloodied 56	Initiative +18
AC 30; Fortitude 27; Reflex 29; Will 28	Perception +13
Speed fly 8 (hover), phasing	Darkvision
Resist 15 necrotic, insubstantial	
Vulnerable 10 radiant (if the shadow demon takes 15 or more radiant damage, it loses phasing and insubstantial until the end of the attacker's next turn)	
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Combat Advantage	
When the shadow demon uses a claw attack to damage a target it has combat advantage against, the target cannot spend healing surges until the end of the shadow demon's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 2d6 + 8 necrotic damage.	
C Abyssal Void (necrotic, zone) • Recharge (when first bloodied)	
Attack: Close burst 3; (creatures in burst); +15 vs. Fortitude.	
Hit: 1d6 + 7 necrotic damage.	
Effect: The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone of darkness cannot be illuminated, and it blocks line of sight for all creatures that cannot see in darkness. A creature that starts its turn within the zone takes 1d6 + 6 necrotic damage.	
Minor Actions	
Void Rake (necrotic) • At-Will	
Requirement: Has combat advantage.	
Effect: Make a melee basic attack.	
Triggered Actions	
Death Vortex	
Trigger: The demon drops to 0 hit points.	
Attack (No Action): Close burst 3 (creatures in burst); +17 vs. Fortitude.	
Hit: The demon pulls the target 2 squares.	
Effect: The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former space and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
A Ooze Burst (poison) • Encounter	
Trigger: The ooze hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the triggering attack (enemies in burst); +17 vs. Fortitude	
Hit: 7 poison damage and the target is slowed until the end of the oozes next turn.	
Skills Arcana +14, Bluff +18, Stealth +19	
Str 9 (+6)	Dex 25 (+14) Wis 13 (+8)
Con 21 (+12)	Int 15 (+9) Cha 23 (+13)
Alignment evil	Languages Abyssal

AL 16

Type XVI Shadow Demon of Juiblex	Level 16 Lurker
Medium elemental humanoid (demon, ooze)	XP 1,400
HP 124; Bloodied 62	Initiative +20
AC 32; Fortitude 29; Reflex 31; Will 30	Perception +15
Speed fly 8 (hover), phasing	Darkvision
Resist 15 necrotic, insubstantial	
Vulnerable 10 radiant (if the shadow demon takes 15 or more radiant damage, it loses phasing and insubstantial until the end of the attacker's next turn)	
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
Combat Advantage	
When the shadow demon uses a claw attack to damage a target it has combat advantage against, the target cannot spend healing surges until the end of the shadow demon's next turn.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. Reflex	
<i>Hit:</i> 2d6 + 9 necrotic damage.	
C Abyssal Void (necrotic, zone) • Recharge (when first bloodied)	
<i>Attack:</i> Close burst 3; (creatures in burst); +17 vs. Fortitude.	
<i>Hit:</i> 1d6 + 8 necrotic damage.	
<i>Effect:</i> The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone of darkness cannot be illuminated, and it blocks line of sight for all creatures that cannot see in darkness. A creature that starts its turn within the zone takes 1d6 + 6 necrotic damage.	
Minor Actions	
Void Rake (necrotic) • At-Will	
<i>Requirement:</i> Has combat advantage.	
<i>Effect:</i> Make a melee basic attack.	
Triggered Actions	
Death Vortex	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 3 (creatures in burst); +19 vs. Fortitude.	
<i>Hit:</i> The demon pulls the target 2 squares.	
<i>Effect:</i> The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former space and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
A Ooze Burst (poison) • Encounter	
<i>Trigger:</i> The ooze hits with a melee attack.	
<i>Attack (Free Action):</i> Area burst 1 centered on the target of the triggering attack (enemies in burst); +19 vs. Fortitude	
<i>Hit:</i> 8 poison damage and the target is slowed until the end of the oozes next turn.	
Skills Arcana +16, Bluff +20, Stealth +21	
Str 10 (+8)	Dex 26 (+16) Wis 14 (+10)
Con 22 (+14)	Int 16 (+11) Cha 24 (+15)
Alignment evil	Languages Abyssal

AL 18

Type XVIII Nabassu of Juiblex	Level 18 Lurker
Medium elemental humanoid (demon, ooze)	XP 2,000
HP 135; Bloodied 68	Initiative +19
AC 31; Fortitude 31; Reflex 30; Will 28	Perception +12
Speed 8, fly 8, teleport 4	Darkvision
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 4d8 + 9 damage.	
r Life-Stealing Gaze • Recharge 5-6	
<i>Attack:</i> Ranged 5 (one creature); +21 vs. Fortitude	
<i>Hit:</i> Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's soul rip, it instead takes ongoing 35 necrotic damage (save ends).	
M Soul Rip • Recharge (when first bloodied)	
<i>Requirement:</i> Target unaffected by soul rip.	
<i>Attack:</i> Melee 1 (one creature); +21 vs. Fortitude	
<i>Hit:</i> Until the end of the encounter, the target takes a -2 penalty to attack rolls against the nabassu and loses three healing surges.	
Triggered Actions	
Death Vortex	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 3 (creatures in burst); +21 vs. Fortitude.	
<i>Hit:</i> The demon pulls the target 2 squares.	
<i>Effect:</i> The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former space and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
A Ooze Burst (poison) • Encounter	
<i>Trigger:</i> The ooze hits with a melee attack.	
<i>Attack (Free Action):</i> Area burst 1 centered on the target of the triggering attack (enemies in burst); +21 vs. Fortitude	
<i>Hit:</i> 9 poison damage and the target is slowed until the end of the oozes next turn.	
Skills Stealth +20	
Str 24 (+16)	Dex 23 (+15) Wis 17 (+12)
Con 21 (+14)	Int 9 (+8) Cha 21 (+14)
Alignment chaotic evil	Languages Abyssal

AL 20

Type XVIII Nabassu of Juiblex	Level 20 Lurker
Medium elemental humanoid (demon, ooze)	XP 2,800
HP 148; Bloodied 74	Initiative +21
AC 33; Fortitude 32; Reflex 32; Will 30	Perception +14
Speed 8, fly 8, teleport 4	Darkvision
Immune acid, disease, poison	
Action Points 1	
Traits	
Abyssal Vigor	
This creature has 1 action point.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ooze.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
Standard Actions	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 4d8 + 10 damage.	
r Life-Stealing Gaze • Recharge 5-6	
<i>Attack:</i> Ranged 5 (one creature); +23 vs. Fortitude	
<i>Hit:</i> Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's soul rip, it instead takes ongoing 35 necrotic damage (save ends).	
M Soul Rip • Recharge (when first bloodied)	
<i>Requirement:</i> Target unaffected by soul rip.	
<i>Attack:</i> Melee 1 (one creature); +23 vs. Fortitude	
<i>Hit:</i> Until the end of the encounter, the target takes a -2 penalty to attack rolls against the nabassu and loses three healing surges.	
Triggered Actions	
Death Vortex	
<i>Trigger:</i> The demon drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 3 (creatures in burst); +23 vs. Fortitude.	
<i>Hit:</i> The demon pulls the target 2 squares.	
<i>Effect:</i> The burst becomes a zone until the end of the demon's next turn. Any creature that starts its turn within the zone is pulled 2 squares toward the demon's former space and is slowed until the end of its next turn. Any creature that starts or ends its turn within the zone takes 5 necrotic damage.	
A Ooze Burst (poison) • Encounter	
<i>Trigger:</i> The ooze hits with a melee attack.	
<i>Attack (Free Action):</i> Area burst 1 centered on the target of the triggering attack (enemies in burst); +23 vs. Fortitude	
<i>Hit:</i> 10 poison damage and the target is slowed until the end of the ooze's next turn.	
Skills Stealth +22	
Str 25 (+17)	Dex 24 (+17)
Con 22 (+16)	Int 10 (+10)
	Wis 18 (+14)
	Cha 22 (+16)
Alignment chaotic evil	Languages Abyssal

APPENDIX 4: REINFORCEMENTS FROM ZUGGTMOY

When the PCs receive help from the Citadel of Fungus, the battlefield is flooded with a wave of magical energy that affects the PCs beneficially and summons some allies to fight the PCs' foes!

As you call out for aid, a foul chocking breeze floods the battlefield with a dusting of strange green spores. A wracking cough clears your lungs of a horrible scratching in your throat and you feel much better than you did just moments before. All around you, mushrooms begin to sprout... mushrooms with wicked eyes and fanged mouths!

Each PC is affected by **Cleansing Spores** and four Fungal Warriors sprout in random spots on the battlefield before engaging the nearest demon or cultist. They do not attack the PCs or their allies, though they are not careful to avoid collateral damage (be it buildings or innocent bystanders).

Cleansing Spores • Healing
<i>Effect</i> (No Action): All PCs and their allies regain 1d6 hit points. Increase the hit points regained at AL 6 to 2d6, 3d6 at AL 12, and 4d6 at AL 16. If the PC wishes, they may also spend a healing surge. In addition, all PCs may make a saving throw against one effect they are currently under which a saving throw can end.

AL 2

Fungal Warrior Medium fey humanoid (plant)	Level 1 Minion Skirmisher XP -
HP 1; a missed attack never damages a minion AC 13; Fortitude 11; Reflex 11; Will 11 Speed 6	Initiative +1 Perception +1 Tremorsense 10
Standard Action	
m Slam • At-Will	
Attack: Melee 1 (one creature); +5 vs. AC Hit: 3 damage.	
C Life Draining Spores (necrotic) • Encounter	
Attack: living creatures in blast 2; +3 vs. Fortitude Hit: 5 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.	
Str 15 (+2) Con 12 (+1) Alignment evil	Dex 13 (+1) Int 9 (-1) Languages -
Wis 12 (+1) Cha 8 (-1)	

AL 4

Fungal Warrior Medium fey humanoid (plant)	Level 3 Minion Skirmisher XP -	
HP 1; a missed attack never damages a minion AC 15; Fortitude 13; Reflex 13; Will 13 Speed 6	Initiative +2 Perception +2 Tremorsense 10	
Standard Action		
m Slam • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC Hit: 4 damage.		
C Life Draining Spores (necrotic) • Encounter		
Attack: living creatures in blast 2; +5 vs. Fortitude Hit: 6 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.		
Str 15 (+3) Con 12 (+2) Alignment evil	Dex 13 (+2) Int 9 (+0) Languages -	Wis 12 (+2) Cha 8 (+0)

AL 6

Fungal Warrior Medium fey humanoid (plant)	Level 5 Minion Skirmisher XP -	
HP 1; a missed attack never damages a minion AC 17; Fortitude 15; Reflex 15; Will 15 Speed 6	Initiative +3 Perception +3 Tremorsense 10	
Standard Action		
m Slam • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC Hit: 5 damage.		
C Life Draining Spores (necrotic) • Encounter		
Attack: living creatures in blast 2; +7 vs. Fortitude Hit: 7 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.		
Str 15 (+4) Con 12 (+3) Alignment evil	Dex 13 (+3) Int 9 (+1) Languages -	Wis 12 (+3) Cha 8 (+1)

AL 8

Fungal Warrior Medium fey humanoid (plant)	Level 7 Minion Skirmisher XP -	
HP 1; a missed attack never damages a minion AC 19; Fortitude 17; Reflex 17; Will 17 Speed 6	Initiative +4 Perception +4 Tremorsense 10	
Standard Action		
m Slam • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC Hit: 6 damage.		
C Life Draining Spores (necrotic) • Encounter		
Attack: living creatures in blast 2; +9 vs. Fortitude Hit: 8 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.		
Str 15 (+5) Con 12 (+4) Alignment evil	Dex 13 (+4) Int 9 (+2) Languages -	Wis 12 (+4) Cha 8 (+2)

AL 10

Fungal Warrior Medium fey humanoid (plant)	Level 9 Minion Skirmisher XP -
HP 1; a missed attack never damages a minion AC 21; Fortitude 19; Reflex 19; Will 19 Speed 6	Initiative +5 Perception +5 Tremorsense 10
Standard Action	
m Slam • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC Hit: 7 damage.	
C Life Draining Spores (necrotic) • Encounter	
Attack: living creatures in blast 2; +11 vs. Fortitude Hit: 9 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.	
Str 15 (+6) Dex 13 (+5) Wis 12 (+5)	Con 12 (+5) Int 9 (+3) Cha 8 (+3)
Alignment evil Languages -	

AL 12

Fungal Warrior Medium fey humanoid (plant)	Level 11 Minion Skirmisher XP -
HP 1; a missed attack never damages a minion AC 23; Fortitude 21; Reflex 21; Will 21 Speed 6	Initiative +6 Perception +6 Tremorsense 10
Standard Action	
m Slam • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC Hit: 10 damage.	
C Life Draining Spores (necrotic) • Encounter	
Attack: living creatures in blast 3; +13 vs. Fortitude Hit: 12 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.	
Str 15 (+7) Dex 13 (+6) Wis 12 (+6)	Con 12 (+6) Int 9 (+4) Cha 8 (+4)
Alignment evil Languages -	

AL 14

Fungal Warrior Medium fey humanoid (plant)	Level 13 Minion Skirmisher XP -
HP 1; a missed attack never damages a minion AC 25; Fortitude 23; Reflex 23; Will 23 Speed 6	Initiative +7 Perception +7 Tremorsense 10
Standard Action	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC Hit: 11 damage.	
C Life Draining Spores (necrotic) • Encounter	
Attack: living creatures in blast 3; +15 vs. Fortitude Hit: 13 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.	
Str 15 (+8) Dex 13 (+7) Wis 12 (+7)	Con 12 (+7) Int 9 (+5) Cha 8 (+5)
Alignment evil Languages -	

AL 16

Fungal Warrior Medium fey humanoid (plant)	Level 15 Minion Skirmisher XP -
HP 1; a missed attack never damages a minion AC 27; Fortitude 25; Reflex 25; Will 25 Speed 6	Initiative +8 Perception +8 Tremorsense 10
Standard Action	
m Slam • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC Hit: 12 damage.	
C Life Draining Spores (necrotic) • Encounter	
Attack: living creatures in blast 3; +17 vs. Fortitude Hit: 14 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.	
Str 15 (+9) Dex 13 (+8) Wis 12 (+8)	Con 12 (+8) Int 9 (+6) Cha 8 (+6)
Alignment evil Languages -	

AL 18

Fungal Warrior Medium fey humanoid (plant)	Level 17 Minion Skirmisher XP -
HP 1; a missed attack never damages a minion AC 29; Fortitude 27; Reflex 27; Will 27 Speed 6	Initiative +9 Perception +9 Tremorsense 10
Standard Action	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC Hit: 13 damage.	
C Life Draining Spores (necrotic) • Encounter	
Attack: living creatures in blast 3; +19 vs. Fortitude Hit: 15 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.	
Str 15 (+10) Dex 13 (+9) Wis 12 (+9)	Con 12 (+9) Int 9 (+7) Cha 8 (+7)
Alignment evil Languages -	

AL 20

Fungal Warrior Medium fey humanoid (plant)	Level 19 Minion Skirmisher XP -
HP 1; a missed attack never damages a minion AC 31; Fortitude 29; Reflex 29; Will 29 Speed 6	Initiative +10 Perception +10 Tremorsense 10
Standard Action	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC Hit: 14 damage.	
C Life Draining Spores (necrotic) • Encounter	
Attack: living creatures in blast 3; +21 vs. Fortitude Hit: 16 necrotic damage and the target is slowed until the end of the Fungal Warrior's next turn.	
Str 15 (+11) Dex 13 (+10) Wis 12 (+10)	Con 12 (+10) Int 9 (+8) Cha 8 (+8)
Alignment evil Languages -	

APPENDIX 5: SPECIAL MISSIONS

SPECIAL MISSION 1: INQUIRIES OF WAR (AL 6-10)

ENCOUNTER LEVEL 10 / 12 / 14 (2,500 / 3,500 / 5,000 XP)

SETUP

Primary Goal: To discover how the cultists are able to remain undetected and increase their power by tapping the Mythal with the.

This encounter includes the following AL 6:
Gathering Information Skill Challenge
6 Abyssal Scavengers (Level 6)
Kixzilit the Quasit (Level 7)

This encounter includes the following AL 8:
Gathering Information Skill Challenge
6 Abyssal Scavengers (Level 8)
Kixzilit the Quasit (Level 9)

This encounter includes the following AL 10:
Gathering Information Skill Challenge
6 Abyssal Scavengers (Level 10)
Kixzilit the Quasit (Level 11)

The cultists managed to covertly enter a seldom-traveled area of Myth Drannor and set up camp. Unfortunately for them, when Tral' Alum transported the obelisk that was to cloak their hiding place, it came with some uninvited Abyssal guests. The scavengers overwhelmed the cultists and began eating everything in sight. Only Kixzilit, a quasit working with the Graz'zt-worshipping cultists, survived by turning invisible. Now With an obelisk only partially hiding the camp and a horde of scavengers destabilizing its magic by nibbling on it, Kixzilit is left to salvage the situation..

As the adventurers begin, read:

Your liaison's voice can be heard over the magical horn, "Instead of pursuing the cultists, the Coronal has asked that you undertake a delicate mission. It seems from our initial reports that the cultists have somehow managed to magically hide themselves from our patrols, but our arcanists have detected a fluctuation in the Mythal's energies that may be a result of their tampering. The Coronal has asked that you instead divert to these

coordinates and gather all the information you can. We must learn how the cultists are altering the Mythal to hide from us."

Give the PCs a chance to ask questions, but the liaison has few answers. He knows they have detected strange eliminations from an area of abandoned ruins on the far edges of Myth Drannor s. Unfortunately they were not able to determine the cause of the strange behavior and magical scrying has not been able to penetrate the area.

When the PCs are ready to proceed, read the following read aloud text:

Upon approach, the area reveals only a empty grove and tumbledown fragment of a wall. However, a second glance draws your gaze to a shimmering around the wall where some of the stones are missing. It is as if reality flickered and changed.

Give the PCs the chance to watch some more (nothing happens except more of the strange shimmer), attempt to detect any anomalies (Easy DC Perception to detect sounds of movement and chewing; the Abyssal Scavengers beyond the cloak; elves and eladrin are at a -10), or simply approach. Once the PCs approach, they pass through the magical shroud.

Once where you saw a single wall, now stands several. In addition, there are the remains of a camp, with dozens of doglike demons whose mouths split their head vertically. The creatures are destroying the camp, chewing on a central obelisk, the bodies of fallen cultists, and even the ruined walls. Any evidence there may be is quickly being devoured by their voracious appetites. A half dozen looking for something new to chew when they spot you.

There are dozens of the Abyssal Scavengers but six of them immediately move to attack the PCs. The PCs must deal with that attack while preventing the rest of the scavengers from destroying the evidence.

FEATURES OF THE AREA

Illumination: Bright daylight.

Obelisk: The obelisk takes up most of a square in the center of the map. It radiates magic, though it is clear that it has been damaged by the scavengers chewing on it. Treat the obelisk is in as difficult terrain

costing 2 squares of movement to move through its square.

Ruined Walls: The remnants of a building can be seen by what remains of three walls, their tumbled bricks fallen on both sides. The walls are chest high and can be used for cover, but all of the squares on either side are difficult terrain.

Shouldering Campfire: The remains of a large bonfire (blast 2), now nearly burned out, can be found next to the obelisk. Any creature moving into, or beginning their turn in the fire takes 1d6+2 points of fire damage.

TACTICS

When the PCs arrive, Kixzilit realizes that if they succeed, things will go harder for the Dark Prince. As such, he helps the Abyssal Scavengers both in attacking the PCs and destroying the evidence.

Kixzilit the Quasit

- Kixzilit begins the combat *invisible*.
- If it appears that the PC are gaining the upper hand on the scavengers, he tries to destroy possible information by dragging bodies into the fire to burn up their papers and implements. This precludes the use of Perception to search the bodies.
- If he is bloodied and it seems likely that he be caught, he flees.

Abyssal Scavenger

- The scavengers are not overly intelligent and simply swarm one or two targets looking to claw it to death. If attacked, they turn their attention to the threat, otherwise they consume any PC they kill.
- The scavengers fight to the death.

SKILL CHALLENGE: GATHERING INFORMATION (LEVEL 8/10/12)

Goal: To learn how the cultists are tapping the Mythal with the obelisks to remain undetected.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Athletics, History, Perception, Religion, Thievery

Other Skills: Heal, Nature

Victory: The PCs have pieced together enough information to realize how the obelisks function, and that while this obelisk is damaged, the cultists are still attuning other obelisks and will increase their power as they draw more energy from the Mythal.

Defeat: The scavengers have consumed everything in the camp, including the obelisk. The PCs fail this encounter. See Appendix 2 for more information.

Arcana Moderate DC (1 success, 1 maximum)

The creatures are called Abyssal Scavengers, a nuisance vermin in the Abyss. Of note, however, is that they carry a shard of the Abyss inside themselves, which can be used by talented warlocks or wizards to travel to or from the Abyss.

Arcana Hard DC (1 success, 2 maximum)

Examining the remaining runes on the reveals it is drawing power from the Mythal to power an illusion-based ritual. A second success notes that the obelisk is able to facilitate the opening of portals to other planes, and the effect is enhanced by the Mythal.

Arcana Hard DC (trained only, 1 success, 1 maximum)

The obelisk radiates magic in a zone covering the camp, making it invisible and replacing it with an illusion of different terrain. It seems keyed to make it especially hard for elves and eladrin to see through the illusion.

Athletics Hard DC (1 success, 3 maximum)

You kick, push, or swat some of the dog-like creatures away from the campsite.

Heal Easy DC (0 successes, 1 maximum)

It appears the cultists, roughly a dozen of them, were caught by surprise and overwhelmed by the demons.

History or Religion Hard DC (1 success, 1 maximum)

You have seen the markings on the obelisk before, and they are demonic in origin.

Nature Moderate DC (0 successes, 1 maximum)

The stone used to make the obelisk is not terrestrial in origin. This awards no successes by gives a +2 bonus to History or Religion checks.

Perception Moderate DC (1 success, 2 maximum)

The PCs search the bodies of the cultists. One success locates an incomplete journal with notes on how the cultists were to use the obelisk to hide their camp and eventually imbue the cultists with illusion that would hide them throughout Myth Drannor. The second success locates a wooden key that was used to activate the obelisk when it first arrived. If Kixzilit has destroyed the evidence, the Perception skill cannot be used.

Thievery Moderate DC (1 success, 1 maximum)

You deftly take a rubbing of the glyphs on the obelisk to bring back to the elven scholars.

SCALING THE ENCOUNTER

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

Four PCs: Remove one Abyssal Scavenger.

Six PCs: Add one Abyssal Scavenger.

ENDING THE ENCOUNTER

Once the PCs finish the skill challenge, the remaining scavengers (beyond the six fighting the PCs) begin to fight with each other and eventually spontaneously generate an Abyssal gate as the shards inside them are ripped out, one by one in the melee. Any remaining scavengers are sucked through before the gate collapses.

If the PCs make every possible effort to complete the skill challenge quickly, the remaining three scavengers set upon them rather than fight amongst themselves. Remove one scavenger if four PCs are present and add one for six PCs.

Should the PCs manage to capture Kixzilit the Quasit he can be Intimidated (Hard DC) to admit that he was working with a group of Graz'zt cultists. He doesn't know what his master (one of the dead cultists) was up to, but he knows that his ultimate master (Graz'zt) worked with some other demon lords to create the obelisks and gifted them to one a daemonfey warlock who has a grudge against Myth Drannor.

SPECIAL MISSION 1: INQUIRIES OF WAR (AL 6)

Abyssal Scavenger	Level 6 Skirmisher (Leader)	
Small elemental beast (demon)	XP 250	
HP 68; Bloodied 34	Initiative +9	
AC 20, Fortitude 17, Reflex 19, Will 17	Perception +5	
Speed 8	Low-Light vision	
STANDARD ACTIONS		
m Claw • At-Will		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 1d8+7 damage		
M Frenzied Claw • At-Will		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 1d8+7 damage, and any other scavenger within 5 squares of the target can shift 2 squares toward the target as a free action.		
MOVE ACTIONS		
Scuttle • At-Will		
<i>Effect:</i> The scavenger shifts 3 squares.		
TRIGGERED ACTIONS		
C Death Shriek		
<i>Trigger:</i> The scavenger is reduce to 0 or less hit points.		
<i>Effect (No Action):</i> Close burst 3 (scavengers in burst); any scavenger in the burst can make a melee basic attack as a free action.		
Variable Resistance • Encounter		
<i>Trigger:</i> The scavenger takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The scavenger gains resist 5 against the triggering damage type until the end of the encounter.		
Skills Stealth +12		
Str 15 (+5)	Dex 18 (+7)	Wis 15 (+5)
Con 12 (+4)	Int 5 (+0)	Cha 12 (+4)
Alignment chaotic evil Languages -		

Kixzilit the Quasit	Level 7 Controller	
Tiny elemental humanoid (demon)	XP 300	
HP 75; Bloodied 38	Initiative +8	
AC 23, Fortitude 16, Reflex 21, Will 19	Perception +10	
Speed 8	Darkvision	
Action Point 1		
TRAITS		
O Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
<i>Attack:</i> Melee 0 (one creature); +12 vs. AC		
<i>Hit:</i> 2d6+5 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will 1/round		
<i>Attack:</i> Close Burst 3 (one creature in burst); +10 vs. Will		
<i>Hit:</i> The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (illusion) • At-Will 1/round		
<i>Effect:</i> The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Shield of Deception (illusion) • Encounter		
<i>Trigger:</i> Kixzilit is hit by an enemy's melee or ranged attack.		
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst); +10 vs. Will		
<i>Hit:</i> An enemy adjacent to Kixzilit becomes the target of the triggering attack instead of this creature.		
Variable Resistance • Encounter		
<i>Trigger:</i> The scavenger takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The scavenger gains resist 5 against the triggering damage type until the end of the encounter.		
Skills Arcana +8, Bluff +11, Stealth +13		
Str 8 (+2)	Dex 21 (+8)	Wis 14 (+5)
Con 11 (+3)	Int 10 (+3)	Cha 16 (+6)
Alignment chaotic evil Languages Abyssal, Common		

SPECIAL MISSION 1: INQUIRIES OF WAR (AL 8)

Abyssal Scavenger		Level 8 Skirmisher (Leader)	
Small elemental beast (demon)		XP 350	
HP 85; Bloodied 43		Initiative +10	
AC 22, Fortitude 19, Reflex 21, Will 19		Perception +7	
Speed 8		Low-Light vision	
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 1d8+8 damage			
M Frenzied Claw • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 1d8+8 damage, and any other scavenger within 5 squares of the target can shift 2 squares toward the target as a free action.			
MOVE ACTIONS			
Scuttle • At-Will			
Effect: The scavenger shifts 3 squares.			
TRIGGERED ACTIONS			
C Death Shriek			
Trigger: The scavenger is reduce to 0 or less hit points.			
Effect (No Action): Close burst 3 (scavengers in burst); any scavenger in the burst can make a melee basic attack as a free action.			
Variable Resistance • Encounter			
Trigger: The scavenger takes acid, cold, fire, lightning, or thunder damage.			
Effect (Free Action): The scavenger gains resist 5 against the triggering damage type until the end of the encounter.			
Skills Stealth +13			
Str 16 (+7)	Dex 19 (+8)	Wis 16 (+7)	
Con 13 (+5)	Int 6 (+2)	Cha 13 (+5)	
Alignment chaotic evil		Languages -	

Kixzilit the Quasit		Level 9 Controller	
Tiny elemental humanoid (demon)		XP 400	
HP 92; Bloodied 46		Initiative +10	
AC 25, Fortitude 18, Reflex 23, Will 21		Perception +11	
Speed 8		Darkvision	
Action Point 1			
TRAITS			
O Tempter's Influence • Aura 2			
Enemies within the aura take a -2 penalty to saving throws.			
STANDARD ACTIONS			
m Bite (poison) • At-Will			
Attack: Melee 0 (one creature); +14 vs. AC			
Hit: 2d6+6 damage, and the target grants combat advantage (save ends).			
MINOR ACTIONS			
C Evil Temptation • At-Will 1/round			
Attack: Close Burst 3 (one creature in burst); +12 vs. Will			
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.			
Invisibility (illusion) • At-Will 1/round			
Effect: The quasit becomes invisible until it makes an attack roll.			
TRIGGERED ACTIONS			
Shield of Deception (illusion) • Encounter			
Trigger: Kixzilit is hit by an enemy's melee or ranged attack.			
Attack (Immediate Interrupt): Close burst 5 (triggering enemy in burst); +10 vs. Will			
Hit: An enemy adjacent to Kixzilit becomes the target of the triggering attack instead of this creature.			
Variable Resistance • Encounter			
Trigger: The scavenger takes acid, cold, fire, lightning, or thunder damage.			
Effect (Free Action): The scavenger gains resist 5 against the triggering damage type until the end of the encounter.			
Skills Arcana +9, Bluff +12, Stealth +15			
Str 9 (+3)	Dex 22 (+10)	Wis 15 (+6)	
Con 12 (+5)	Int 11 (+4)	Cha 17 (+7)	
Alignment chaotic evil		Languages Abyssal, Common	

SPECIAL MISSION 1: INQUIRIES OF WAR (AL 10)

Abyssal Scavenger		Level 10 Skirmisher (Leader)
Small elemental beast (demon)		XP 500
HP 102; Bloodied 51		Initiative +12
AC 24, Fortitude 21, Reflex 23, Will 21		Perception +8
Speed 8		Low-Light vision
STANDARD ACTIONS		
m Claw • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC		
<i>Hit:</i> 1d8+9 damage		
M Frenzied Claw • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC		
<i>Hit:</i> 1d8+9 damage, and any other scavenger within 5 squares of the target can shift 2 squares toward the target as a free action.		
MOVE ACTIONS		
Scuttle • At-Will		
<i>Effect:</i> The scavenger shifts 3 squares.		
TRIGGERED ACTIONS		
C Death Shriek		
<i>Trigger:</i> The scavenger is reduce to 0 or less hit points.		
<i>Effect (No Action):</i> Close burst 3 (scavengers in burst); any scavenger in the burst can make a melee basic attack as a free action.		
Variable Resistance • Encounter		
<i>Trigger:</i> The scavenger takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The scavenger gains resist 5 against the triggering damage type until the end of the encounter.		
Skills Stealth +15		
Str 17 (+8)	Dex 20 (+10)	Wis 17 (+8)
Con 14 (+7)	Int 7 (+3)	Cha 14 (+7)
Alignment chaotic evil Languages -		

Kixzilit the Quasit		Level 11 Controller
Tiny elemental humanoid (demon)		XP 600
HP 109; Bloodied 55		Initiative +11
AC 27, Fortitude 20, Reflex 25, Will 23		Perception +13
Speed 8		Darkvision
Action Point 1		
TRAITS		
O Tempter's Influence • Aura 2		
Enemies within the aura take a -2 penalty to saving throws.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
<i>Attack:</i> Melee 0 (one creature); +16 vs. AC		
<i>Hit:</i> 2d6+7 damage, and the target grants combat advantage (save ends).		
MINOR ACTIONS		
C Evil Temptation • At-Will 1/round		
<i>Attack:</i> Close Burst 3 (one creature in burst); +14 vs. Will		
<i>Hit:</i> The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.		
Invisibility (illusion) • At-Will 1/round		
<i>Effect:</i> The quasit becomes invisible until it makes an attack roll.		
TRIGGERED ACTIONS		
Shield of Deception (illusion) • Encounter		
<i>Trigger:</i> Kixzilit is hit by an enemy's melee or ranged attack.		
<i>Attack (Immediate Interrupt):</i> Close burst 5 (triggering enemy in burst); +10 vs. Will		
<i>Hit:</i> An enemy adjacent to Kixzilit becomes the target of the triggering attack instead of this creature.		
Variable Resistance • Encounter		
<i>Trigger:</i> The scavenger takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The scavenger gains resist 5 against the triggering damage type until the end of the encounter.		
Skills Arcana +11, Bluff +14, Stealth +16		
Str 10 (+5)	Dex 23 (+11)	Wis 16 (+8)
Con 13 (+6)	Int 12 (+6)	Cha 18 (+9)
Alignment chaotic evil Languages Abyssal, Common		

SPECIAL MISSION 1: INQUIRIES OF WAR (MAP)



SPECIAL MISSION 2: ENEMY OF MY ENEMY (AL 2-6)

ENCOUNTER LEVEL 6 / 8 / 10 (1,250 / 1,750 / 2,500 XP)

SETUP

Primary Goal: Convince General Alfina Silvershield to lead her ghostly cohort in battle against the invading cultists and demons.

This encounter includes the following creatures at the AL 2:

Undead Diplomacy Skill Challenge
Talus Nightblade, angry ghost (Level 6)
2 shadow stalkers (Level 3)
Alfina Silvershield, ghostly general (Level 1)

This encounter includes the following creatures at the AL 4:

Undead Diplomacy Skill Challenge
Talus Nightblade, angry ghost (Level 8)
2 shadow stalkers (Level 5)
Alfina Silvershield, ghostly general (Level 3)

This encounter includes the following creatures at the AL 6:

Undead Diplomacy Skill Challenge
Talus Nightblade, angry ghost (Level 10)
2 shadow stalkers (Level 7)
Alfina Silvershield, ghostly general (Level 5)

As the extent of the invasion begins to become clear, Coronal Miritar is beginning to suspect that the tide may quickly be turning against the elves of Myth Drannor. As such, she has dispatched the PCs in the company of an acolyte named Davainie from the Winter Sun Shrine of Corellon, to the Vale of Lost Voices.

This valley is named for the ghosts that wander an ancient burial ground. Rauthauvyr's Road bisects the vale, and travelers who stay on the road are safe enough. Those who stray from the road into the forest risk encounters with ghosts and guardian spirits who see strangers as invaders and enemies to be slain. The area is sacred to eladrin and elves—as long as they visit individually and remain respectful at all times, the spirits leave them alone. Unmarked graves, headstones both simple and grand, and mausoleums of various sizes are scattered throughout the forest. Those who would

seek to loot them incur the wrath of both dead and living fey folk (*Forgotten Realms Campaign Guide*).

The Coronal is hoping that some of the elven undead can be swayed with thoughts of patriotism to venture forth from the Vale and engage the demons, as the ties to their homeland are strong enough to have prevented their rest. The PCs are tasked with contacting the restless spirits and using whatever means they can to sway them to their cause.

As the adventurers enter the area, read:

Your liaison pulls you aside. “The Coronal has another mission for you. Rather than pursuing the cut further, the Coronal has begun to worry at the ease with which our enemy has infiltrated our borders. It suggests that the upcoming fight may be much worse than she expected. As such, she has asked you to rouse additional allies to our cause. She asks that you accompany a young acolyte from the Winter Sun Shrine of Corellon to the Vale of Lost Voices. Peytyr will explain,” he gestures to a young elven man in clerical robes.

Let the PCs ask any questions they deem appropriate, but the liaison has no specific hints as to what they might do to sway the spirits but does suggest that violence is likely a poor idea. If they resort to violence, the many spectral undead nearby overwhelm them, and the elves can ill afford another enemy on their doorstep.

Peytyr, the acolyte, left the shrine just as the attack was beginning. He explains what's happening at the other tables (Encounter 3) if the PCs are curious. In addition, he relates all of the background information concerning the Vale. He has been asked to guide the PCs to the Vale but will not enter it. While he studies to be a priest of Corellon, but has not yet progressed far enough to be blessed with any divine prayers.

When the PCs are ready to approach the Vale, continue with the following read aloud text.

Peytyr nervous points to an ancient flagstone path that slopes down into a mist covered, forested valley. “That is the place. Please be careful, the dead of Ages Past do not rest easy in the Vale and they rarely suffer the living. With luck, you will encounter some that give a warning first, granting you a chance to speak.”

Peyty will NOT willingly accompany the PCs. He is too craven and knows all too well his fears are well founded. Read or summarize the following:

Despite the temperate weather, the cloying mists are colder than you might expect. Monuments to the dead,

statues of marble worn by time, and other lost memories litter the weed-choked ground.

You hear whispering, followed shortly by lights moving in your direction that coalesce into several dark humanoid forms.

A ghostly eladrin woman in glowing armor draws her sword, a sound like steel scraping on stone. "Livings, you are not welcome here in this land of the Dead. I give you this one chance to flee."

Behind you, a hissing voice forms into a spectral suite of black plate, glowing red eyes piercing through the visor of his dented helm. "Kill them all!". He flourishes a greatsword, which comes together with the eladrin weapon with a clang of metal.

"Hold Talus Nightblade, I command you as the 17th general of the Legion of Silver Dragons." Turning to you, "Flee Livings. This is your last warning."

Assuming the PCs do not immediately attack, begin role-playing the Skill Challenge. If they do attack, or fail the skill challenge, all of the spirits attack.

FEATURES OF THE AREA

Illumination: Mist shrouded, any creature more than 5 squares away has concealment.

Mausoleum: The mausoleum's iron gate is wielded shut. It provides cover.

Statue: Several weather worn statues are scattered throughout the battlefield. They can be used to provide cover, or can be pushed over as a blast 1, Strength vs. Reflex attack which does 1d6+AL damage.

Uneven Ground: One either side of the path, there are several areas of tumbled over headstones, mounded burials, or just general debris. These areas are difficult terrain.

TACTICS

If the PCs succeed in the skill challenge, they do not need to fight Alfina. If they fail, she joins the attack.

Talus Nightblade

- Talus is an angry spirit who seeks vengeance on the living. He moves to the nearest foe and uses his sword and *double hit* on alternating turns. He is ruthless and gives no quarter.
- Use *decapitation* unless it is not available to him.

Shadow stalkers

- The shadow stalkers use *Stealth* as they move through the mist to gain *Combat Advantage* against their targets.
- Begin with *shadow stalk* and then attack with *shadowy touch*.

- Note that if the Mythal is still up, the shadow stalker does not get the movement effect of the teleportation but the rest of the effects (esp. the recharge) still happen.

Alfina Silvershield

- Alfina is an honorable foe who's goal is drive the Living away, not kill them.
- Alfina tries to have as many allies centered on a one target as possible, focusing fire till that PC goes down. She uses *phantom tactics* and *superior tactics* to aid her *ghost smash*, which she uses are often as at least one other ghost will benefit.

SKILL CHALLENGE: UNDEAD DIPLOMACY LEVEL 4 / 6 / 8

Goal: To convince General Alfina Silvershield to lead her ghostly cohort in battle against the invading cultists and demons.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Insight, Intimidate

Other Skills: History, Religion

Victory: The PCs convince the Alfina to aid the battle. She fades away to rouse the other ghosts and Talus and the shadow stalkers attack.

Defeat: Alfina is swayed by Talus' bloodlust and joins the attack. No ghosts aid in the battle.

Bluff Hard DC (1 successes, 3 maximum)

The PC lies and claims to have the authority to offer any number of things the Coronal has not agreed to, but the ghosts want: historians to document the lives of all the dead who rest here, a giant memorial with the names of all the unquiet dead, and expanding the portion of Myth Drannor give over to the dead (at least 1/3 of the city). A different promise is required for each roll.

Diplomacy Moderate DC (X success(es), Y maximum)

The PCs appeal to the ghosts' sense of honor or patriotism claiming: Myth Drannor is their home as well and they should defend it, the demons are inherently evil and destructive and will destroy the ghosts resting places, or the PC might call on their previous oaths of service. Each check requires a different appeal.

History DC (0 success, 2 maximum)

For each check, the PC remembers a story or fragment of History for either Talus or Alfina.

A success for Talus gives a +2 bonus to Intimidate checks against him. Talus Nightblade was a Knight of Cormanthor centuries ago who was brutal in his attacks on non-elves in defense of the Realm. Do to his many

successes he was still buried in the Vale with honors, though many whispered that his atrocious attacks were well in excess of what was necessary and bordered on wicked.

A success for Alfina gives a +2 bonus to Bluff or Diplomacy checks against her. In ancient times, Alfina Silvershield was the 17th general of the famed Legion of the Silver Dragons, a military unit of the Knights of Myth Drannor charged with defending the forests of Cormanthyr.

Insight Moderate DC (1 success, 1 maximum)

By reading their spectral body language, Talus is likely susceptible to Intimidate, while Alfina seems more likely to be reasoned with.

Intimidate Hard DC (1 success, 1 maximum)

The PCs bully Talus into backing down momentarily and allowing them to negotiate with Alfina.

Religion Easy DC (0 successes, 1 maximum)

The PC recalls that restless ghosts often barter for services, as long as the offerings are in some way related to how they died and what was left unresolved.

SCALING THE ENCOUNTER

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

Four PCs: Remove one shadow stalker.

Six PCs: Add one shadow stalker.

ENDING THE ENCOUNTER

Once the PCs have defeated the angry spirits and dealt with the reasonable ones, all that is left is for them to take their results back to the Coronal.

SPECIAL MISSION 2: ENEMY OF MY ENEMY (AL 2)

Talus Nightblade		Level 6 Elite Brute
Medium shadow humanoid (undead)		XP 500
HP 170; Bloodied 85	Initiative +6	
AC 18, Fortitude 18, Reflex 17, Will 16	Perception +5	
Speed 6	Darkvision	
Immune disease, poison; Resist 5 necrotic, insubstantial; Vulnerable 5 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
O Chill of Death • Aura 1		
Any living creature that starts its turn within the areas is slowed until the end of the ghost's next turn.		
STANDARD ACTIONS		
m Sword • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d12+6 damage, and the target is immobilized until the end of the ghost's next turn.		
M Double Hit • At-Will		
Effect: The ghost makes the following attack twice.		
Attack: Melee 1 (one immobilized creature); +11 vs. AC		
Hit: 1d12+4 damage.		
M Decapitation • Recharge if this power misses		
Attack: Melee 1 (one immobilized or unconscious creature); +11 vs. AC		
Hit: 1d12+20 damage.		
TRIGGERED ACTIONS		
C Death Burst		
Trigger: Talus is brought to 0 or less hit points.		
Attack (No Action): Close Burst 2 (living creatures in burst); +9 vs. Fortitude.		
Hit: 1d12+5 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Skills Athletics +12, Stealth +11		
Str 19 (+7)	Dex 16 (+6)	Wis 14 (+5)
Con 15 (+5)	Int 7 (+1)	Cha 13 (+4)
Alignment chaotic evil Languages Common, Elven		

Shadow Stalker		Level 3 Lurker
Medium shadow humanoid (undead)		XP 150
HP 25; Bloodied 13	Initiative +9	
AC 15, Fortitude 14, Reflex 16, Will 14	Perception +13	
Speed 8	Darkvision	
Immune disease, poison; Resist insubstantial; Vulnerable 5 radiant		
TRAITS		
Born of Shadows		
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: 1d8+6 necrotic damage		
M Shadow Stalk (necrotic) • Recharge when stalker uses shadow step		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: 1d6 + 8 necrotic damage, and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow, it moves when the target moves without provoking opportunity attacks, and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves, the stalker shifts to a square adjacent to the target.		

TRIGGERED ACTIONS		
Shadow Step (teleportation) • At-Will		
Trigger: A living creature within 5 squares of the stalker drops to 0 hits point or lower.		
Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.		
Skills Stealth +10		
Str 12 (+2)	Dex 19 (+5)	Wis 11 (+0)
Con 13 (+2)	Int 9 (-1)	Cha 16 (+3)
Alignment chaotic evil Languages Common, Elven		

Alfina Silvershield		Level 1 Controller (Leader)
Medium shadow humanoid (undead)		XP 100
HP 20; Bloodied 10	Initiative +1	
AC 13, Fortitude 13, Reflex 12, Will 15	Perception +5	
Speed 6, fly 6, phasing	Darkvision	
Immune disease, poison; Resist 5 necrotic, insubstantial; Vulnerable 5 radiant		
TRAITS		
Phantom Tactics		
If a target has an ally of the ghost adjacent to it, the ghost has combat advantage against that target.		
STANDARD ACTIONS		
m Ghost Blade (necrotic) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8+3 necrotic damage.		
m Ghost Smash (necrotic) • Recharge 5 6		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: 1d8+8 necrotic damage, and target slides 1 square		
Miss: An ally adjacent to the target can make a melee basic attack against the target as a free action.		
TRIGGERED ACTIONS		
Superior Tactics		
Trigger: Alfina is missed by an attack		
Effect (Immediate Reaction): The ghost and up to two allies within its line of sight shift 1 square.		
Skills Stealth +6, Thievery +6		
Str 14 (+2)	Dex 12 (+1)	Wis 11 (+0)
Con 13 (+1)	Int 9 (-1)	Cha 16 (+3)
Alignment evil Languages Common, Elven		

SPECIAL MISSION 2: ENEMY OF MY ENEMY (AL 4)

Talus Nightblade **Level 8 Elite Brute**
Medium shadow humanoid (undead) XP 700
HP 212; Bloodied 106 **Initiative +7**
AC 20, Fortitude 20, Reflex 19, Will 18 **Perception +6**
Speed 6 **Darkvision**
Immune disease, poison; **Resist 5** necrotic, insubstantial; **Vulnerable 5** radiant
Saving Throws +2; Action Points 1

TRAITS

O Chill of Death • Aura 1

Any living creature that starts its turn within the areas is slowed until the end of the ghost's next turn.

STANDARD ACTIONS

m Sword • At-Will

Attack: Melee 1 (one creature); +13 vs. AC
Hit: 1d12+7 damage, and the target is immobilized until the end of the ghost's next turn.

M Double Hit • At-Will

Effect: The ghost makes the following attack twice.
Attack: Melee 1 (one immobilized creature); +13 vs. AC
Hit: 1d12+5 damage.

M Decapitation • Recharge if this power misses

Attack: Melee 1 (one immobilized or unconscious creature); +13 vs. AC
Hit: 3d12+8 damage.

TRIGGERED ACTIONS

C Death Burst

Trigger: Talus is brought to 0 or less hit points.
Attack (No Action): Close Burst 2 (living creatures in burst); +11 vs. Fortitude.
Hit: 1d12+6 necrotic damage, and ongoing 5 necrotic damage (save ends).

Skills Athletics +14, Stealth +12

Str 20 (+9) **Dex** 17 (+7) **Wis** 15 (+6)
Con 16 (+7) **Int** 8 (+3) **Cha** 14 (+6)

Alignment chaotic evil **Languages** Common, Elven

Shadow Stalker **Level 5 Lurker**
Medium shadow humanoid (undead) XP 200
HP 34; Bloodied 17 **Initiative +11**
AC 17, Fortitude 17, Reflex 18, Will 16 **Perception +4**
Speed 8 **Darkvision**
Immune disease, poison; **Resist** insubstantial; **Vulnerable 5** radiant

TRAITS

Born of Shadows

The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

STANDARD ACTIONS

m Shadowy Touch (necrotic) • At-Will

Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: 1d8+7 necrotic damage

M Shadow Stalk (necrotic) • Recharge when stalker uses shadow step

Attack: Melee 1 (one creature); +10 vs. Reflex
Hit: 1d6 + 9 necrotic damage, and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow, it moves when the target moves without provoking opportunity attacks, and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves, the stalker shifts to a square adjacent to the target.

TRIGGERED ACTIONS

Shadow Step (teleportation) • At-Will

Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or lower.

Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.

Skills Stealth +12

Str 13 (+3) **Dex** 20 (+7) **Wis** 15 (+4)
Con 14 (+4) **Int** 13 (+3) **Cha** 12 (+3)

Alignment chaotic evil **Languages** Common, Elven

Alfina Silvershield **Level 3 Controller (Leader)**
Medium shadow humanoid (undead) XP 150

HP 32; Bloodied 16 **Initiative +2**
AC 15, Fortitude 15, Reflex 14, Will 17 **Perception +7**
Speed 6, fly 6, phasing **Darkvision**
Immune disease, poison; **Resist 5** necrotic, insubstantial; **Vulnerable 5** radiant

TRAITS

Phantom Tactics

If a target has an ally of the ghost adjacent to it, the ghost has combat advantage against that target.

STANDARD ACTIONS

m Ghost Blade (necrotic) • At-Will

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8+4 necrotic damage.

m Ghost Smash (necrotic) • Recharge 5 6

Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: 1d8+10 necrotic damage, and target slides 1 square
Miss: An ally adjacent to the target can make a melee basic attack against the target as a free action.

TRIGGERED ACTIONS

Superior Tactics

Trigger: Alfina is missed by an attack
Effect (Immediate Reaction): The ghost and up to two allies within its line of sight shift 1 square.

Skills Stealth +7, Thievery +7

Str 15 (+3) **Dex** 13 (+2) **Wis** 12 (+2)
Con 14 (+3) **Int** 10 (+1) **Cha** 17 (+4)

Alignment evil **Languages** Common, Elven

SPECIAL MISSION 2: ENEMY OF MY ENEMY (AL 6)

Talus Nightblade **Level 10 Elite Brute**
 Medium shadow humanoid (undead) XP 1,000
HP 254; Bloodied 127 **Initiative +9**
AC 22, Fortitude 22, Reflex 21, Will 20 **Perception +8**
Speed 6 **Darkvision**
Immune disease, poison; **Resist 5** necrotic, insubstantial; **Vulnerable 5** radiant
Saving Throws +2; Action Points 1

TRAITS

O Chill of Death • Aura 1

Any living creature that starts its turn within the areas is slowed until the end of the ghost's next turn.

STANDARD ACTIONS

m Sword • At-Will

Attack: Melee 1 (one creature); +15 vs. AC
Hit: 1d12+8 damage, and the target is immobilized until the end of the ghost's next turn.

M Double Hit • At-Will

Effect: The ghost makes the following attack twice.
Attack: Melee 1 (one immobilized creature); +15 vs. AC
Hit: 1d12+6 damage.

M Decapitation • Recharge if this power misses

Attack: Melee 1 (one immobilized or unconscious creature); +15 vs. AC
Hit: 3d12+9 damage.

TRIGGERED ACTIONS

C Death Burst

Trigger: Talus is brought to 0 or less hit points.
Attack (No Action): Close Burst 2 (living creatures in burst); +13 vs. Fortitude.
Hit: 1d12+7 necrotic damage, and ongoing 5 necrotic damage (save ends).

Skills Athletics +15, Stealth +14

Str 21 (+10) **Dex 18 (+9)** **Wis 16 (+8)**
Con 17 (+8) **Int 9 (+4)** **Cha 15 (+7)**

Alignment chaotic evil **Languages** Common, Elven

Shadow Stalker **Level 7 Lurker**
 Medium shadow humanoid (undead) XP 300
HP 43; Bloodied 22 **Initiative +12**
AC 19, Fortitude 19, Reflex 20, Will 18 **Perception +6**
Speed 8 **Darkvision**
Immune disease, poison; **Resist** insubstantial; **Vulnerable 5** radiant

TRAITS

Born of Shadows

The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

STANDARD ACTIONS

m Shadowy Touch (necrotic) • At-Will

Attack: Melee 1 (one creature); +10 vs. Reflex

Hit: 1d8+8 necrotic damage

M Shadow Stalk (necrotic) • Recharge when stalker uses shadow step

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

Hit: 1d6 + 10 necrotic damage, and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow, it moves when the target moves without provoking opportunity attacks, and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves, the stalker shifts to a square adjacent to the target.

TRIGGERED ACTIONS

Shadow Step (teleportation) • At-Will

Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or lower.

Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.

Skills Stealth +13

Str 14 (+5) **Dex 21 (+8)** **Wis 16 (+6)**
Con 15 (+5) **Int 14 (+5)** **Cha 13 (+4)**

Alignment chaotic evil **Languages** Common, Elven

Alfina Silvershield **Level 5 Controller (Leader)**
 Medium shadow humanoid (undead) XP 200

HP 44; Bloodied 22 **Initiative +4**
AC 17, Fortitude 17, Reflex 16, Will 18 **Perception +8**
Speed 6, fly 6, phasing **Darkvision**

Immune disease, poison; **Resist 5** necrotic, insubstantial; **Vulnerable 5** radiant

TRAITS

Phantom Tactics

If a target has an ally of the ghost adjacent to it, the ghost has combat advantage against that target.

STANDARD ACTIONS

m Ghost Blade (necrotic) • At-Will

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8+5 necrotic damage.

m Ghost Smash (necrotic) • Recharge 5 6

Attack: Melee 1 (one creature); +10 vs. Reflex
Hit: 1d8+11 necrotic damage, and target slides 1 square
Miss: An ally adjacent to the target can make a melee basic attack against the target as a free action.

TRIGGERED ACTIONS

Superior Tactics

Trigger: Alfina is missed by an attack

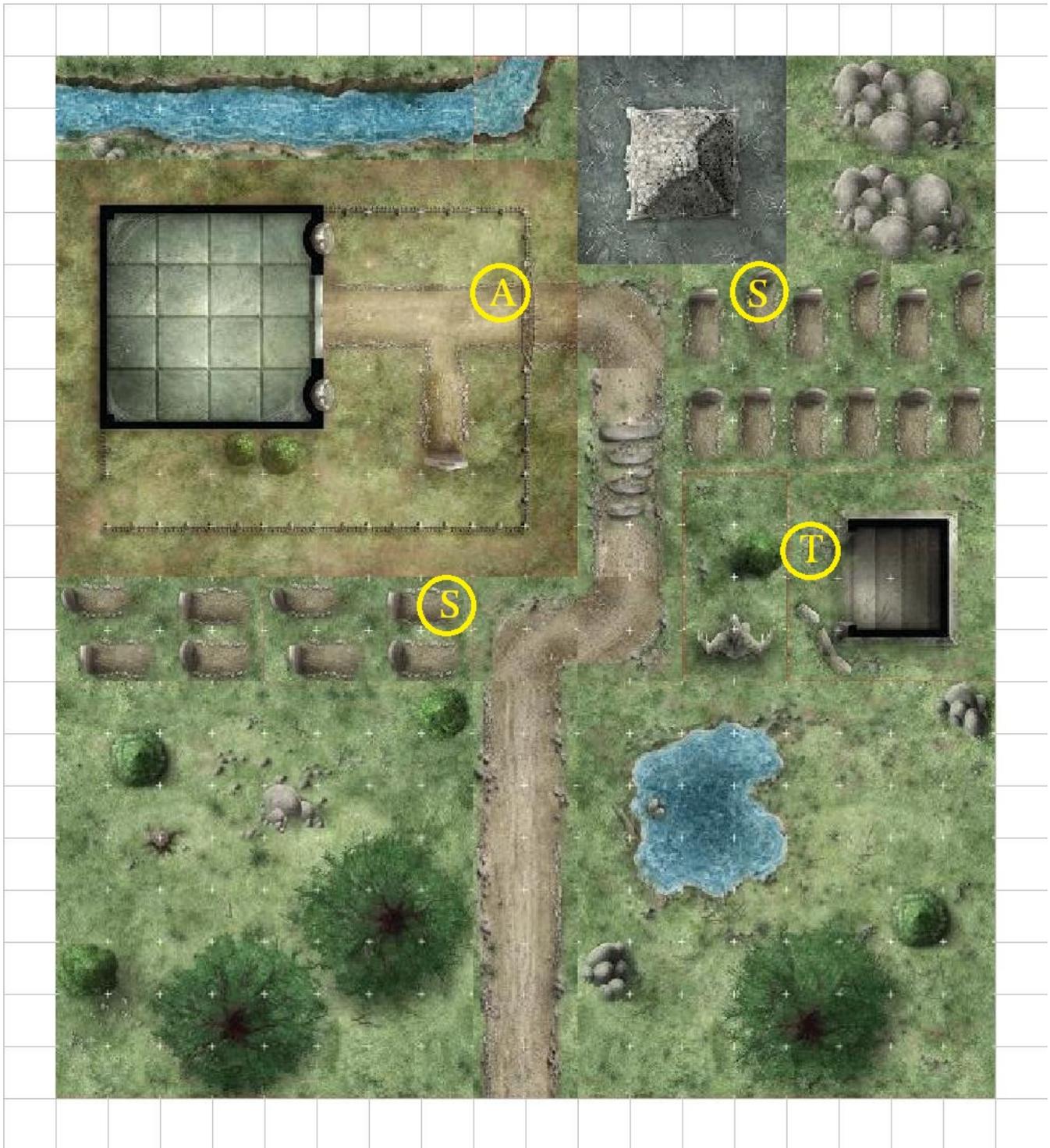
Effect (Immediate Reaction): The ghost and up to two allies within its line of sight shift 1 square.

Skills Stealth +9, Thievery +9

Str 16 (+5) **Dex 14 (+4)** **Wis 13 (+3)**
Con 15 (+4) **Int 11 (+2)** **Cha 18 (+6)**

Alignment evil **Languages** Common, Elven

SPECIAL MISSION 2: ENEMY OF MY ENEMY (MAP)



SPECIAL MISSION 3: BEYOND THE LINE

ENCOUNTER LEVEL 16 / 18 (7,000 / 10,000 XP) (AL 12-14)

SETUP

Primary Goal: Rescue Lord Mooniron and his family.

Secondary Goal: Transport his magical creations out of the war zone. This goal is not immediately apparent until the PCs arrive on the scene.

This encounter includes the following creatures at AL 12:

9 Jovocs (Level 10)

10 Spawn of Juiblex Sludge Dredges (Level 11)

Spawn of Juiblex Plague Hurler (Level 14)

12 Household Servants

Wilthor, Alysainna, Derik, Dustonia, and Dakonia
Mooniron

This encounter includes the following creatures at AL 14:

9 Jovocs (Level 12)

10 Spawn of Juiblex Sludge Dredges (Level 13)

Spawn of Juiblex Plague Hurler (Level 16)

12 Household Servants

Wilthor, Alysainna, Derik, Dustonia, and Dakonia
Mooniron

Lord Mooniron, famed alchemist and cousin to the Coronal, along with his family, have been caught at their estate beyond the elven lines.

As the adventurers enter the area, read:

After the briefing, the Coronal approaches your warband. "I have a sensitive issue I am hoping you can assist me with. My cousin, Lord Wilthor Mooniron has an estate outside of the city where he lives with his wife, three children and probably a dozen or so servants. The estate is well beyond our lines and no one has heard from them. I ask that you travel through our lines to the Mooniron estate and evacuate Lord Mooniron and his family. Wilthor is well liked by the populace as a noted alchemist and enchanter who has devoted his life to creating items to cure the sick and fortify the soul. If he is lost, the blow goes beyond my personal loss. The citizenry will be greatly demoralized."

Give the chance for the PCs to ask questions before continuing. While the Coronal can tell the PCs precisely where to go, the PCs are going to well beyond the ability of the elves to reinforce or help them. (DM Note: If the PCs call for aid, the aid of Zuggtmoy is the only one they can receive, if they have not already called for it.)

Once the PCs are ready go, read or summarize the following read aloud text:

The cultists' attacks have seemingly been random and without any attempt to consolidate or hold territory, making it easy to slip through their lines and into the woods. After a short hour of travel, you hear a commotion up ahead.

Coming out of the trees you see the Mooniron estate. Servants race about piling boxes and sacks onto two different wagons, already threatening to tip with haphazard loading. The wagons are each attached to a team of nervous ponies. An aristocratic man is shouting orders to a group of terrified servants, "Go back inside. Nothing gets left behind!"

Lord Wilthor Mooniron lives in the estate with his wife Alysainna, their son Derik and two younger daughters Dustonia and Dakonia. Wilthor is a learn and skilled craftsman who initially seems gruff and intractable as the PCs approach. He tries to rope them into helping load the carts and carry out his supplies. In fact, he is not trying to save his families possessions, but rather trying to spirit away those magical items and elixirs that might help the defender's efforts to save the city. He will not leave his family behind.

The DM can role-play the argument, but in the end the PCs should choose and Wilthor will agree with them. So far the estate has not been discovered or attacked, though the chance that it will be increases with every minute they stay. Either the PCs help try to get all of his weapons and elixirs out so the defenders of the city can be resupplied endangering the estate to attack or they can leave the slow moving wagons behind (perhaps carrying a few items) and get out while they can.

Either way, as they are ready to leave, the estate is attacked. If the PCs left immediately, it is simply the creatures listed above. If they waited, a second wave of 10 sludge dredges and 4 jovocs arrive in third round.

FEATURES OF THE AREA

Illumination: Daylight.

Forest's Edge: The forest's edge is about fifty feet from the house. Consider the forest to be difficult terrain that can be used to get concealment.

Fountain: A large horseshoe shaped drive goes past the stable up to the house and back out to the wood, encircling a large, statue bedecked, fountain that can be used to take cover,

House: There is a large house with wide double doors and many windows on the northern edge of the map. The PCs can fall back into the house, should they desire.

Stable: A small stable with room for four ponies is on the east side of the clearing. The double doors are currently open but can be barred.

TACTICS

The demons approach in three approximately equal groups, from the south, northeast, and northwest. Combat begins when the group from the south appears through the treeline. The northwestern and northeastern groups exit the trees at the end of the first round. The demons do not have a specific goal in mind beyond senseless slaughter. They move to any likely targets (the easier the better) and try to kill them. They go out of their way to include as many targets, including innocents in their area attacks.

As the fight begins, scatter the innocents through the house, stable, and the drive.

Household Servants

- The servants are all minions with defenses of 10. They try to hide or take cover from the PCs but they don't flee into the woods unless told to do so, assuming more demons wait just out of sight.
- The servants do not fight.

Wilthor, Alysainna, Derik, Dustonia, and Dakonia

- Alysainna, Derik, Dustonia, and Dakonia are all minions with defenses of 10.
- Wilthor has 30 hit points and all of his defenses are 18.
- They do not fight, but will move more intelligently, with the parents shepherding the children into the stable or house for protection.

Jovocs

- The jovocs swarm one or two foes, or any tight groups of innocents and PCs so their Retributive Aura and Blur of Claws Auras overlap as many targets as possible.
- They then *claw* and *bite* as much as possible. If a target is hard to damage, they are willing to take attacks to move onto other foes.

Spawn of Juiblex Sludge Dredges

- The sludge dredges spread out, limiting the effect of small area attacks against them and tries to kill as many targets as possible while creating havoc by running all over the map.

Spawn of Juiblex Plague Hurler

- The Plague Hurler is perhaps the most tactically minded foes. He uses *Rain of Effluvia* and *Virulent Pustules* as often as possible.
- When Lord Mooniron moves outside of sight, he also moves out of sight and comes back as appearing to be Mooniron using *Mortal Form* and creating as much confusion as possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the jovocs and one of the spawn of Juiblex sludge dredges.

Six PCs: Add one of the jovocs and one of the spawn of Juiblex sludge dredges.

ENDING THE ENCOUNTER

If the PCs gather up all the supplies and rescued Lord Mooniron it is a complete success. If they fail to save Lord Mooniron, it is a failure. See Appendix 2 for details. If they save Mooniron, but not his supplies, it is a draw and there is no effect.

SPECIAL MISSION 3: BEYOND THE LINE (AL 12)

Jovoc	Level 10 Skirmisher
Small elemental humanoid (demon)	XP 500
HP 109; Bloodied 55	Initiative +12
AC 23, Fortitude 22, Reflex 23, Will 21	Perception +13
Speed 6	Darkvision
Resist half damage from opportunity attacks	

TRAITS

O Blur of Claws • Aura 1

At the start of the jovoc's turn, each adjacent enemy takes 5 points of damage.

O Retribution Aura • Aura 2

Whenever the jovoc takes damage, each nonjovoc creature within its aura takes 4 damage, or 8 damage while the jovoc is bloodied. Creatures within more than one retribution aura take damage for each aura.

STANDARD ACTIONS

m Claw (keywords) • At-Will

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

Hit: 1d10+5 damage.

M Jovoc Fury • Recharge when first bloodied

Effect: The jovoc uses claw twice.

MINOR ACTIONS

M Bite • Recharge when the jovoc hits using claw

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

Hit: 1d6+5 damage.

Str 15 (+7) Dex 21 (+10) Wis 17 (+8)

Con 21 (+10) Int 7 (+3) Cha 7 (+3)

Alignment chaotic evil **Languages** Abyssal

Spawn of Juiblex Sludge Dredge Level 11 Minion Brute

Medium elemental humanoid (demon, ooze) XP 150

HP 1; a missed attack never damages a minion **Initiative +9**

AC 23, Fortitude 25, Reflex 23, Will 22 **Perception +13**

Speed 6, climb 6, swim 6 **Blindsight 5**

Immune acid, disease, poison

TRAITS

All Around Vision

Enemies can't gain combat advantage by flanking the sludge dredge.

Ooze

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

STANDARD ACTIONS

m Slam (acid) • At-Will

Attack: Melee 1 (one creature); +16 vs. AC

Hit: 10 acid damage.

TRIGGERED ACTIONS

Power Name (keywords) • Usage

Trigger: The first time the sludge dredge drops to 0 hit points.

Effect (No Action): A dead sludge dredge within 10 squares of this creature is restored to life. It appears in its former space or the nearest unoccupied space.

Str 17 (+8) Dex 18 (+9) Wis 17 (+8)

Con 21 (+10) Int 2 (+1) Cha 2 (+1)

Alignment chaotic evil **Languages** . -

Spawn of Juiblex Sludge Plague Hurler Level 14 Artillery

Medium elemental humanoid (demon, ooze, shapechanger) XP 1,000

HP 112; Bloodied 56 **Initiative +13**

AC 28, Fortitude 26, Reflex 26, Will 25 **Perception +15**

Speed 6, climb 6, swim 6 **Blindsight 5**

Immune acid, disease, poison

TRAITS

All Around Vision

Enemies can't gain combat advantage by flanking the sludge dredge.

Ooze

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

STANDARD ACTIONS

m Slam (acid, disease) • At-Will

Attack: Melee 1 (one creature); +19 vs. AC

Hit: 2d8 + 6 acid damage, and the target is exposed to Slime Lord's rot.

r Slime Orb (acid) • At-Will

Attack: Ranged 10 (one creature); +19 vs. Reflex

Hit: 3d10 + 6 acid damage, and the target is slowed (save ends).

A Rain of Effluvia (acid) • At-Will

Attack: Area 1 within 10 (enemies in burst); +19 vs. Reflex

Hit: 3d6 + 4 acid damage, and the target is blinded until the end of its next turn.

R Virulent Pustules (acid, disease, poison) • Recharge 5 6

Attack: Ranged 20 (one creature); +19 vs. Fortitude

Hit: 4d6 + 4 damage, and ongoing 10 poison damage (save ends). In addition, the target is exposed to Slime Lord's rot.

First Failed Saving Throw: Each of the target's allies adjacent to the target takes ongoing 5 poison damage (save ends) and is exposed to Slime Lord's rot.

MINOR ACTIONS

Minor Form (polymorph) • At-Will

Effect: The plague hurler can alter its physical form to appear as any Medium humanoid, including a unique individual, until it attacks, until it uses mortal form again, or until it drops to 0 hit points. The plague hurler retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the plague hurler must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

TRIGGERED ACTIONS

Oozing Retreat • Encounter

Trigger: The plague hurler is first bloodied.

Effect Free (Action): The plague hurler shifts its speed, ignoring difficult terrain. At any point during the move, it can use mortal form as a free action.

Skills Bluff +17, Stealth +18

Str 16 (+10) Dex 22 (+13) Wis 16 (+10)

Con 22 (+13) Int 17 (+10) Cha 20 (+12)

Alignment chaotic evil **Languages** Common, telepathy 5

SPECIAL MISSION 3: BEYOND THE LINE (AL 14)

Jovoc		Level 12 Skirmisher	
Small elemental humanoid (demon)		XP 700	
HP 126; Bloodied 63		Initiative +14	
AC 25, Fortitude 24, Reflex 25, Will 23		Perception +15	
Speed 6		Darkvision	
Resist half damage from opportunity attacks			
TRAITS			
O Blur of Claws • Aura 1			
At the start of the jovoc's turn, each adjacent enemy takes 10 points of damage.			
O Retribution Aura • Aura 2			
Whenever the jovoc takes damage, each nonjovoc creature within its aura takes 4 damage, or 8 damage while the jovoc is bloodied. Creatures within more than one retribution aura take damage for each aura.			
STANDARD ACTIONS			
m Claw (keywords) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 1d10+6 damage.			
M Jovoc Fury • Recharge when first bloodied			
Effect: The jovoc uses claw twice.			
MINOR ACTIONS			
M Bite • Recharge when the jovoc hits using claw			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 1d6+6 damage.			
Str 16 (+9)	Dex 22 (+12)	Wis 18 (+10)	
Con 22 (+12)	Int 8 (+5)	Cha 8 (+5)	
Alignment chaotic evil Languages Abyssal			
Spawn of Juiblex Sludge Dredge		Level 13 Minion Brute	
Medium elemental humanoid (demon, ooze)		XP 200	
HP 1 ; a missed attack never damages a minion		Initiative +10	
AC 25, Fortitude 27, Reflex 25, Will 24		Perception +15	
Speed 6, climb 6, swim 6		Blindsight 5	
Immune acid, disease, poison			
TRAITS			
All Around Vision			
Enemies can't gain combat advantage by flanking the sludge dredge.			
Ooze			
While squeezing, the sludge dredge moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.			
STANDARD ACTIONS			
m Slam (acid) • At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 11 acid damage.			
TRIGGERED ACTIONS			
Power Name (keywords) • Usage			
Trigger: The first time the sludge dredge drops to 0 hit points.			
Effect (No Action): A dead sludge dredge within 10 squares of this creature is restored to life. It appears in its former space or the nearest unoccupied space.			
Str 18 (+10)	Dex 19 (+10)	Wis 18 (+10)	
Con 22 (+12)	Int 3 (+2)	Cha 3 (+2)	
Alignment chaotic evil Languages . -			

Spawn of Juiblex Sludge Plague Hurler		Level 16 Artillery	
Medium elemental humanoid (demon, ooze, shapechanger)		XP 1,400	
HP 125; Bloodied 63		Initiative +14	
AC 30, Fortitude 28, Reflex 28, Will 27		Perception +16	
Speed 6, climb 6, swim 6		Blindsight 5	
Immune acid, disease, poison			
TRAITS			
All Around Vision			
Enemies can't gain combat advantage by flanking the sludge dredge.			
Ooze			
While squeezing, the sludge dredge moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.			
STANDARD ACTIONS			
m Slam (acid, disease) • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 2d8 + 7 acid damage, and the target is exposed to Slime Lord's rot.			
r Slime Orb (acid) • At-Will			
Attack: Ranged 10 (one creature); +21 vs. Reflex			
Hit: 3d10 + 7 acid damage, and the target is slowed (save ends).			
A Rain of Effluvia (acid) • At-Will			
Attack: Area 1 within 10 (enemies in burst); +21 vs. Reflex			
Hit: 3d6 + 5 acid damage, and the target is blinded until the end of its next turn.			
R Virulent Pustules (acid, disease, poison) • Recharge 5 6			
Attack: Ranged 20 (one creature); +21 vs. Fortitude			
Hit: 4d6 + 5 damage, and ongoing 10 poison damage (save ends). In addition, the target is exposed to Slime Lord's rot.			
First Failed Saving Throw: Each of the target's allies adjacent to the target takes ongoing 5 poison damage (save ends) and is exposed to Slime Lord's rot.			
MINOR ACTIONS			
Minor Form (polymorph) • At-Will			
Effect: The plague hurler can alter its physical form to appear as any Medium humanoid, including a unique individual, until it attacks, until it uses mortal form again, or until it drops to 0 hit points. The plague hurler retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the plague hurler must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.			
TRIGGERED ACTIONS			
Oozing Retreat • Encounter			
Trigger: The plague hurler is first bloodied.			
Effect Free (Action): The plague hurler shifts its speed, ignoring difficult terrain. At any point during the move, it can use mortal form as a free action.			
Skills Bluff +18, Stealth +19			
Str 17 (+11)	Dex 23 (+14)	Wis 17 (+11)	
Con 23 (+14)	Int 18 (+12)	Cha 21 (+13)	
Alignment chaotic evil Languages Common, telepathy 5			

SPECIAL MISSION 3: BEYOND THE LINE (MAP)



SPECIAL MISSION 4: CRY HAVOC AND LET LOOSE THE FUNGUS OF WAR! (AL 14-20)

ENCOUNTER LEVEL 18 / 20 / 22 (10,000 / 14,000 / 20,750 XP) (AL 14-20)

SETUP

Primary Goal: Destroy the supplies.

Secondary Goal: Destroy the guards.

This encounter includes the following creatures at AL 14:

10 Greater Maw Demons (Level 16)

Spawn of Juiblex Plague Hurler (Level 14)

Piscodemon (Level 14)

8 Derro Thugs of Juiblex (Level 14)

This encounter includes the following creatures at AL 16:

10 Greater Maw Demons (Level 18)

Spawn of Juiblex Plague Hurler (Level 16)

Piscodemon (Level 16)

8 Derro Thugs of Juiblex (Level 16)

This encounter includes the following creatures at AL 18:

10 Greater Maw Demons (Level 20)

Spawn of Juiblex Plague Hurler (Level 18)

Piscodemon (Level 18)

8 Derro Thugs of Juiblex (Level 18)

This encounter includes the following creatures at AL 20:

10 Greater Maw Demons (Level 22)

Spawn of Juiblex Plague Hurler (Level 20)

Piscodemon (Level 20)

8 Derro Thugs of Juiblex (Level 20)

For this mission, some of the followers of Zuggtmoy from the Citadel of Fungi have come forward. They have located a supply depot for the cultists and their demon allies. They are interested in “doing their part in the alliance” by attacking this depot; which coincidentally is staffed by their hated rivals, the followers of Juiblex.

As the adventurers enter the area, read:

After the briefing, you are approached by the Coronal with a bemused grin upon her face. “It seems that we have new allies. Some of our compatriots appear to have

formed an alliance with the followers of Zuggtmoy who dwell below the Citadel of Fungi. The followers of the Lady of Decay. Have brought us a tempting target, but I need a warband able to handle it, and our new allies should they turn against us. I am told you have volunteered to be that band.”

The Coronal explains that the followers of Zuggtmoy from the Citadel of Fungi have located a supply depot for the Juiblex cultists and their demon allies. While she doesn't trust these new allies the possibility of destroying the cultist's ability to resupply will be critical, especially if the other warbands can eliminate the ability for the demons to bring in reinforcements. The Coronal is especially concerned with destroying the supplies, rather than whatever demons or cultists might be there.

She wants the PCs to travel with Alara, the coure of mischief cultist of Zuggtmoy from SPEC3-2 along with some of the cult's minions, a host of fungal warriors (see Appendix 4 for more details). She will not tell the PCs where they are going, trusting only that once they find the camp they will divide up the responsibilities and destroy everyone there. Her goal is not to destroy the supplies, but rather make certain all the demons and cultists in the camp are destroyed. She will not tell the PCs where the camp is, for fear they will not cooperate if they no longer need her.

Once the PCs are ready, continue with or summarize the following read aloud text:

The small coure and her mushroom men move silently through the forest, traveling through your ally's lines and behind those of the demons. The small coure smiles, “This is the place. On the other side of this hill is the camp where the slaughter begins. How do you want to approach the attack?”

Allow the PCs to come up with a plan of attack. They are ambushing the Juiblex camp. Note that if Alara and the fungal warriors are not given specific tactical orders by the PCs, they engage five greater maw demons and four derro thugs. At the DMs discretion, some or all of these enemies may engage the PCs to provide additional challenge.

If the PCs wish to scout, all PCs involved make Moderate Stealth checks to avoid being notice and Easy Perception checks to get a good lay of the camp.

FEATURES OF THE AREA

Illumination: Daylight.

Tents: There are three tents, each filled with different supplies.

- A tent filled with various demonic weapons, which are generally not proportioned correctly for the PCs, or are enchanted to be evil aligned. These weapons are mostly wicked metal objects that may require some creativity to destroy.
- This tent is filled with food, rope, and other sundries.
- This tent is filled with strange, sealed clay pots (bombs). An individual bomb can be through as a Dexterity vs. Reflex for a blast 2 doing 2d8+7 fire, acid, and necrotic damage. If someone fires the tent, the entire tent explodes spectacularly. in a burst 5 for 4d8+14 fire, acid and necrotic damage.

Ditch and Spike Palisade: The camp is surrounded by three-foot deep ditch and a three-foot high dirt wall. The wall is studded with sharpened stakes that are dripping with ooze. There is one 10-foot wide break in the wall, that is guarded, that allows access to and from the camp. A creature on the tall side of the wall has cover from anyone on the low side of the wall. In addition, climbing the wall takes 2 squares of movement. Anyone trying to cross the wall must also deal with the poisoned spikes.

Hazardous Terrain
Ooze Covered Spike
Attack: AL + 3 vs. Reflex
Hit: 2d8 +7
Secondary Attack: AL +1 vs. Fortitude
Hit 3d8 + 11 and the PC is slowed (save ends)
First Failed Saving Throw: PC is dazed (save ends)

Demonic Watchtower: In the center of the camp is a pillar of bone, topped with a bloodshot eye the size of a large dog. The eye watches the inside of the camp and looses a scream if it detects any enemies in the camp. It has a +AL Perception, Darkvision, and the ability to detect invisible creatures (it takes no penalty for invisibility and rolls its Perception check normally). The eye had 15 hit points and Defenses of 15.

TACTICS

When the PCs begin, the demons and cultists are on watch, but not specifically aware of the PCs. If the PCs fail to sneak up, then they do not get a surprise round and are likely at a disadvantage. If they do manage to get into the camp undetected (possibly a group Stealth check depending on how the PCs approach the encounter), the demons and cultists are scattered about the camp. (DM NOTE: Remember to add more foes, as many as double, for the NPC allies to fight. This also lets you add some foes to the PCs combat if they are having too easy of a time.)

The PCs are beyond the ability to receive reinforcements. If they call for it, they receive Zugtmoy's aid.

Greater Maw Demons

- The Maw demons move up to the nearest foe and begin using their *bite*.
- They use *howling hunger* if the PCs are grouped.

Spawn of Juiblex Plague Hurler

- The Plague Hurler is perhaps the most tactically minded foe. He uses *Rain of Effluvia* and *Virulent Pustules* as often as possible.

Piscodemon

- The piscodemon tries to stay within 5 squares of the maw demons so they can gain the advantage of his aura, though if the PCs clearly have a control, he is willing to let them die.
- He tries to stay range using his AoE and ranged attacks until a foe comes into range and forces melee.

Derro Thugs of Juiblex

- The derro thugs use *creeping rot* as soon as possible to control and limit the field of battle.
- The thugs prefer to melee with their club, but if they are ganged up on an enemy or an enemy is bloodied, they are willing to use their *med sacrifice*.

Alara

- While not statted, Alara should be described as fighting the various foes. If the PCs need her help, she has the ability to use the *Breath of Zugtmoy* twice per encounter (as per *Cleansing Spores* in Appendix 4).

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the greater maw demons.

Six PCs: Add one of the greater maw demons.

ENDING THE ENCOUNTER

If the PCs destroyed the supplies, this encounter is a success. See Appendix 2 for more details.

SPECIAL MISSION 4: CRY HAVOC AND LET LOOSE THE FUNGUS OF WAR! (AL 14)

Greater Maw Demon **Level 16 Brute**
 Medium elemental humanoid (demon) XP 1,400
HP 187; Bloodied 94 **Initiative +8**
AC 28, Fortitude 28, Reflex 27, Will 26 **Perception +9**
Speed 6 **Darkvision**

TRAITS

O Snapping Jaws • Aura 1

Enemies within the aura grant combat advantage.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d12+11 damage.

C Howling Hunger (thunder) • Encounter

Requirements: The demon must be bloodied.
Attack: Close Burst 3 (enemies in burst); +18 vs. Will
Hit: 3d10+8 thunder damage, and the target falls prone.

MOVE ACTIONS

Ravenous Advence • At-Will

Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.

Variable Resistance • 2/Encounter

Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The maw demon gains resist 20 against the triggering damage type until the end of the encounter or it uses variable resistance again.

Str 22 (+14) **Dex 11 (+8)** **Wis 13 (+9)**
Con 17 (+11) **Int 5 (+5)** **Cha 6 (+6)**

Alignment chaotic evil **Languages** understands Abyssal

Spawn of Juiblex Sludge Plague Hurler **Level 14 Artillery**
 Medium elemental humanoid (demon, ooze, shapechanger) XP 1,000
HP 112; Bloodied 56 **Initiative +13**
AC 28, Fortitude 26, Reflex 26, Will 25 **Perception +15**
Speed 6, climb 6, swim 6 **Blindsight 5**
Immune acid, disease, poison

TRAITS

All Around Vision

Enemies can't gain combat advantage by flanking the sludge dredge.

Ooze

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

STANDARD ACTIONS

m Slam (acid, disease) • At-Will

Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 6 acid damage, and the target is exposed to Slime Lord's rot.

r Slime Orb (acid) • At-Will

Attack: Ranged 10 (one creature); +19 vs. Reflex
Hit: 3d10 + 6 acid damage, and the target is slowed (save ends).

A Rain of Effluvia (acid) • At-Will

Attack: Area 1 within 10 (enemies in burst); +19 vs. Reflex
Hit: 3d6 + 4 acid damage, and the target is blinded until the end of its next turn.

R Virulent Pustules (acid, disease, poison) • Recharge 5 6

Attack: Ranged 20 (one creature); +19 vs. Fortitude
Hit: 4d6 + 4 damage, and ongoing 10 poison damage (save ends). In addition, the target is exposed to Slime Lord's rot.
First Failed Saving Throw: Each of the target's allies adjacent to the target takes ongoing 5 poison damage (save ends) and is exposed to Slime Lord's rot.

MINOR ACTIONS

Minor Form (polymorph) • At-Will

Effect: The plague hurler can alter its physical form to appear as any Medium humanoid, including a unique individual, until it attacks, until it uses mortal form again, or until it drops to 0 hit points. The plague hurler retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the plague hurler must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

TRIGGERED ACTIONS

Oozing Retreat • Encounter

Trigger: The plague hurler is first bloodied.
Effect (Free Action): The plague hurler shifts its speed, ignoring difficult terrain. At any point during the move, it can use mortal form as a free action.

Skills Bluff +17, Stealth +18

Str 16 (+10) **Dex 22 (+13)** **Wis 16 (+10)**
Con 22 (+13) **Int 17 (+10)** **Cha 20 (+12)**

Alignment chaotic evil **Languages** Common, telepathy 5

Derro Thug of Juiblex **Level 14 Minion Brute**
 Small natural humanoid XP 250
HP 1; a missed attack never damages a minion **Initiative +9**
AC 26, Fortitude 25, Reflex 24, Will 25 **Perception +5**
Speed 5 **Darkvision**

STANDARD ACTIONS

m Club • At-Will

Attack: Melee 1 (one creature); +19 vs. AC
Hit: 14 damage.

MINOR ACTIONS

Creeping Rot • Encounter

Effect: The creature creates a zone in an area burst 1 within 10 squares. The zone lasts until the end of the encounter. Any enemy that enters the zone or starts its turn there takes poison damage equal to one-half of this creature's level. In addition, a prone enemy within the zone must make an Athletics check (12 + this creature's level) to stand up.

TRIGGERED ACTIONS

Mad Sacrifice • Effect

Trigger: The thug misses an attack.
Attack (Free Action): The attack instead hits, and the thug drops to 0 hit points.

Str 13 (+8) **Dex 14 (+9)** **Wis 6 (+5)**
Con 18 (+11) **Int 8 (+6)** **Cha 16 (+10)**

Alignment chaotic evil **Languages** Common, Deep Speech

Equipment leather armor, light shield, club

Piscodemon	Level 14 Controller (Leader)	
Medium elemental magical beast (demon)	XP 1,000	
HP 138; Bloodied 69	Initiative +12	
AC 27, Fortitude 25, Reflex 27, Will 25	Perception +13	
Speed 6, swim 6	Darkvision	
TRAITS		
O Demonic Rally (healing) • Aura 3		
Any bloodied demon that ends its turn within the aura regains 5 hit points.		
All Around Vision		
Enemies can't gain combat advantage by flanking the piscodemon.		
STANDARD ACTIONS		
m Claws (keywords) • At-Will		
<i>Requirements:</i> The piscodemon must not have two creatures grabbed.		
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC		
<i>Hit:</i> 2d8 + 6 damage, and the target is grabbed.		
M Writhing Tentacles (poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature grabbed by the piscodemon); +19 vs. AC		
<i>Hit:</i> 2d8 + 6 damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).		
R Vision of Madness (psychic) • At-Will		
<i>Attack:</i> Ranged 20 (one creature); +17 vs. Will		
<i>Hit:</i> 3d6 + 6 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.		
A Writing Ground (zone) • Recharge 5		
<i>Attack:</i> Area burst 1 within 10 (creatures in burst); +17 vs. Reflex		
<i>Hit:</i> 3d10 + 6 psychic damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).		
TRIGGERED ACTIONS		
C Bloodied Wail (fear, thunder)		
<i>Trigger:</i> The piscodemon is first bloodied.		
<i>Attack (Free Action):</i> Close Burst 3 (creatures in burst); +17 vs. Fortitude		
<i>Hit:</i> 4d8+6 thunder damage, and the piscodemon pushes the target 5 squares.		
Variable Resistance • 2/Encounter		
<i>Trigger:</i> The demon takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The piscodemon gains resist 20 against the triggering damage type until the end of the encounter or it uses variable resistance again.		
Skills Arcana +22		
Str 25 (+14)	Dex 21 (+12)	Wis 23 (+13)
Con 18 (+11)	Int 30 (+17)	Cha 27 (+15)
Alignment chaotic evil	Languages Abyssal, telepathy 20	

SPECIAL MISSION 4: CRY HAVOC AND LET LOOSE THE FUNGUS OF WAR! (AL 16)

Greater Maw Demon **Level 18 Brute**
 Medium elemental humanoid (demon) XP 2,000
HP 208; Bloodied 104 **Initiative +10**
AC 30, Fortitude 30, Reflex 29, Will 28 **Perception +11**
Speed 6 Darkvision

TRAITS

O Snapping Jaws • Aura 1

Enemies within the aura grant combat advantage.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +21 vs. AC
Hit: 1d12+12 damage.

C Howling Hunger (thunder) • Encounter

Requirements: The demon must be bloodied.
Attack: Close Burst 3 (enemies in burst); +20 vs. Will
Hit: 3d10+9 thunder damage, and the target falls prone.

MOVE ACTIONS

Ravenous Advence • At-Will

Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.

Variable Resistance • 2/Encounter

Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The maw demon gains resist 20 against the triggering damage type until the end of the encounter or it uses variable resistance again.

Str 23 (+15) Dex 12 (+10) Wis 14 (+11)
Con 18 (+13) Int 6 (+7) Cha 7 (+7)

Alignment chaotic evil **Languages** understands Abyssal

Spawn of Juiblex Sludge Plague Hurler **Level 16 Artillery**

Medium elemental humanoid (demon, ooze, shapechanger) XP 1,400
HP 125; Bloodied 63 **Initiative +14**
AC 30, Fortitude 28, Reflex 28, Will 27 **Perception +16**
Speed 6, climb 6, swim 6 Blindsight 5

Immune acid, disease, poison

TRAITS

All Around Vision

Enemies can't gain combat advantage by flanking the sludge dredge.

Ooze

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

STANDARD ACTIONS

m Slam (acid, disease) • At-Will

Attack: Melee 1 (one creature); +21 vs. AC
Hit: 2d8 + 7 acid damage, and the target is exposed to Slime Lord's rot.

r Slime Orb (acid) • At-Will

Attack: Ranged 10 (one creature); +21 vs. Reflex
Hit: 3d10 + 7 acid damage, and the target is slowed (save ends).

A Rain of Effluvia (acid) • At-Will

Attack: Area 1 within 10 (enemies in burst); +21 vs. Reflex
Hit: 3d6 + 5 acid damage, and the target is blinded until the end of its next turn.

R Virulent Pustules (acid, disease, poison) • Recharge 5 6

Attack: Ranged 20 (one creature); +21 vs. Fortitude
Hit: 4d6 + 5 damage, and ongoing 10 poison damage (save ends). In addition, the target is exposed to Slime Lord's rot.
First Failed Saving Throw: Each of the target's allies adjacent to the target takes ongoing 5 poison damage (save ends) and is exposed to Slime Lord's rot.

MINOR ACTIONS

Minor Form (polymorph) • At-Will

Effect: The plague hurler can alter its physical form to appear as any Medium humanoid, including a unique individual, until it attacks, until it uses mortal form again, or until it drops to 0 hit points. The plague hurler retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the plague hurler must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

TRIGGERED ACTIONS

Oozing Retreat • Encounter

Trigger: The plague hurler is first bloodied.
Effect (Free Action): The plague hurler shifts its speed, ignoring difficult terrain. At any point during the move, it can use mortal form as a free action.

Skills Bluff +18, Stealth +19

Str 17 (+11) Dex 23 (+14) Wis 17 (+11)
Con 23 (+14) Int 18 (+12) Cha 21 (+13)

Alignment chaotic evil **Languages** Common, telepathy 5

Derro Thug of Juiblex **Level 16 Minion Brute**

Small natural humanoid XP 350
HP 1; a missed attack never damages a minion **Initiative +10**
AC 28, Fortitude 27, Reflex 26, Will 27 **Perception +6**
Speed 5 Darkvision

STANDARD ACTIONS

m Club • At-Will

Attack: Melee 1 (one creature); +21 vs. AC
Hit: 15 damage.

MINOR ACTIONS

Creeping Rot • Encounter

Effect: Effect: The creature creates a zone in an area burst 1 within 10 squares. The zone lasts until the end of the encounter. Any enemy that enters the zone or starts its turn there takes poison damage equal to one-half of this creature's level. In addition, a prone enemy within the zone must make an Athletics check (12 + this creature's level) to stand up.

TRIGGERED ACTIONS

Mad Sacrifice • Effect

Trigger: The thug misses an attack.
Attack (Free Action): The attack instead hits, and the thug drops to 0 hit points.

Str 14 (+10) Dex 15 (+10) Wis 7 (+6)
Con 19 (+12) Int 9 (+7) Cha 17 (+11)

Alignment chaotic evil **Languages** Common, Deep Speech

Equipment leather armor, light shield, club

Piscodemon	Level 16 Controller (Leader)	
Medium elemental magical beast (demon)	XP 1,400	
HP 155; Bloodied 78	Initiative +14	
AC 27, Fortitude 25, Reflex 27, Will 25	Perception +15	
Speed 6, swim 6	Darkvision	
TRAITS		
O Demonic Rally (healing) • Aura 3		
Any bloodied demon that ends its turn within the aura regains 5 hit points.		
All Around Vision		
Enemies can't gain combat advantage by flanking the piscodemon.		
STANDARD ACTIONS		
m Claws (keywords) • At-Will		
<i>Requirements:</i> The piscodemon must not have two creatures grabbed.		
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC		
<i>Hit:</i> 2d8 + 7 damage, and the target is grabbed.		
M Writhing Tentacles (poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature grabbed by the piscodemon); +21 vs. AC		
<i>Hit:</i> 2d8 + 7 damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).		
R Vision of Madness (psychic) • At-Will		
<i>Attack:</i> Ranged 20 (one creature); +19 vs. Will		
<i>Hit:</i> 3d6 + 7 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.		
A Writing Ground (zone) • Recharge 5		
<i>Attack:</i> Area burst 1 within 10 (creatures in burst); +19 vs. Reflex		
<i>Hit:</i> 3d10 + 7 psychic damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).		
TRIGGERED ACTIONS		
C Bloodied Wail (fear, thunder)		
<i>Trigger:</i> The piscodemon is first bloodied.		
<i>Attack (Free Action):</i> Close Burst 3 (creatures in burst); +19 vs. Fortitude		
<i>Hit:</i> 4d8+7 thunder damage, and the piscodemon pushes the target 5 squares.		
Variable Resistance • 2/Encounter		
<i>Trigger:</i> The demon takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The piscodemon gains resist 20 against the triggering damage type until the end of the encounter or it uses variable resistance again.		
Skills Arcana +23		
Str 26 (+16)	Dex 22 (+14)	Wis 24 (+15)
Con 19 (+12)	Int 31 (+18)	Cha 28 (+17)
Alignment chaotic evil	Languages Abyssal, telepathy 20	

SPECIAL MISSION 4: CRY HAVOC AND LET LOOSE THE FUNGUS OF WAR! (AL 18)

Greater Maw Demon **Level 20 Brute**
 Medium elemental humanoid (demon) XP 2,800
HP 229; Bloodied 115 **Initiative +11**
AC 32, Fortitude 32, Reflex 31, Will 30 **Perception +12**
Speed 6 Darkvision

TRAITS
O Snapping Jaws • Aura 1
 Enemies within the aura grant combat advantage.

STANDARD ACTIONS
m Bite • At-Will

Attack: Melee 1 (one creature); +23 vs. AC
Hit: 1d12+13 damage.

C Howling Hunger (thunder) • Encounter
Requirements: The demon must be bloodied.
Attack: Close Burst 3 (enemies in burst); +22 vs. Will
Hit: 3d10+10 thunder damage, and the target falls prone.

MOVE ACTIONS
Ravenous Advence • At-Will

Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.

Variable Resistance • 2/Encounter
Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The maw demon gains resist 20 against the triggering damage type until the end of the encounter or it uses variable resistance again.

Str 24 (+17) Dex 13 (+11) Wis 15 (+12)
Con 19 (+14) Int 7 (+8) Cha 8 (+9)

Alignment chaotic evil **Languages** understands Abyssal

Spawn of Juiblex Sludge Plague Hurler **Level 18 Artillery**
 Medium elemental humanoid (demon, ooze, shapechanger) XP 2,000
HP 138; Bloodied 69 **Initiative +16**
AC 32, Fortitude 30, Reflex 30, Will 29 **Perception +18**
Speed 6, climb 6, swim 6 Blindsight 5

Immune acid, disease, poison

TRAITS
All Around Vision

Enemies can't gain combat advantage by flanking the sludge dredge.

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

STANDARD ACTIONS
m Slam (acid, disease) • At-Will

Attack: Melee 1 (one creature); +23 vs. AC
Hit: 2d8 + 8 acid damage, and the target is exposed to Slime Lord's rot.

r Slime Orb (acid) • At-Will

Attack: Ranged 10 (one creature); +23 vs. Reflex
Hit: 3d10 + 8 acid damage, and the target is slowed (save ends).

A Rain of Effluvia (acid) • At-Will

Attack: Area 1 within 10 (enemies in burst); +23 vs. Reflex
Hit: 3d6 + 6 acid damage, and the target is blinded until the end of its next turn.

R Virulent Pustules (acid, disease, poison) • Recharge 5 6

Attack: Ranged 20 (one creature); +23 vs. Fortitude
Hit: 4d6 + 6 damage, and ongoing 10 poison damage (save ends). In addition, the target is exposed to Slime Lord's rot.
First Failed Saving Throw: Each of the target's allies adjacent to the target takes ongoing 5 poison damage (save ends) and is exposed to Slime Lord's rot.

MINOR ACTIONS
Minor Form (polymorph) • At-Will

Effect: The plague hurler can alter its physical form to appear as any Medium humanoid, including a unique individual, until it attacks, until it uses mortal form again, or until it drops to 0 hit points. The plague hurler retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the plague hurler must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

TRIGGERED ACTIONS
Oozing Retreat • Encounter

Trigger: The plague hurler is first bloodied.
Effect (Free Action): The plague hurler shifts its speed, ignoring difficult terrain. At any point during the move, it can use mortal form as a free action.

Skills Bluff +20, Stealth +21
Str 18 (+13) Dex 24 (+16) Wis 18 (+13)
Con 24 (+16) Int 19 (+13) Cha 22 (+15)

Alignment chaotic evil **Languages** Common, telepathy 5

Derro Thug of Juiblex **Level 18 Minion Brute**
 Small natural humanoid XP 500
HP 1; a missed attack never damages a minion **Initiative +12**
AC 30, Fortitude 29, Reflex 28, Will 29 **Perception +8**
Speed 5 Darkvision

STANDARD ACTIONS
m Club • At-Will

Attack: Melee 1 (one creature); +23 vs. AC
Hit: 16 damage.

MINOR ACTIONS
Creeping Rot • Encounter

Effect: Effect: The creature creates a zone in an area burst 1 within 10 squares. The zone lasts until the end of the encounter. Any enemy that enters the zone or starts its turn there takes poison damage equal to on-half of this creature's level. In addition, a prone enemy within the zone must make an Athletics check (12 + this creature's level) to stand up.

TRIGGERED ACTIONS
Mad Sacrifice • Effect

Trigger: The thug misses an attack.
Attack (Free Action): The attack instead hits, and the thug drops to 0 hit points.

Str 15 (+11) Dex 16 (+12) Wis 8 (+8)
Con 20 (+14) Int 10 (+9) Cha 18 (+13)

Alignment chaotic evil **Languages** Common, Deep Speech
Equipment leather armor, light shield, club

Piscodemon	Level 18 Controller (Leader)	
Medium elemental magical beast (demon)	XP 2,000	
HP 172; Bloodied 86	Initiative +15	
AC 29, Fortitude 27, Reflex 29, Will 27	Perception +16	
Speed 6, swim 6	Darkvision	
TRAITS		
O Demonic Rally (healing) • Aura 3		
Any bloodied demon that ends its turn within the aura regains 5 hit points.		
All Around Vision		
Enemies can't gain combat advantage by flanking the piscodemon.		
STANDARD ACTIONS		
m Claws (keywords) • At-Will		
<i>Requirements:</i> The piscodemon must not have two creatures grabbed.		
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC		
<i>Hit:</i> 2d8 + 8 damage, and the target is grabbed.		
M Writhing Tentacles (poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature grabbed by the piscodemon); +23 vs. AC		
<i>Hit:</i> 2d8 + 8 damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).		
R Vision of Madness (psychic) • At-Will		
<i>Attack:</i> Ranged 20 (one creature); +21 vs. Will		
<i>Hit:</i> 3d6 + 8 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against against a target of the piscodemon's choice.		
A Writing Ground (zone) • Recharge 5		
<i>Attack:</i> Area burst 1 within 10 (creatures in burst); +21 vs. Reflex		
<i>Hit:</i> 3d10 + 8 psychic damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).		
TRIGGERED ACTIONS		
C Bloodied Wail (fear, thunder)		
<i>Trigger:</i> The piscodemon is first bloodied.		
<i>Attack (Free Action):</i> Close Burst 3 (creatures in burst); +21 vs. Fortitude		
<i>Hit:</i> 4d8+8 thunder damage, and the piscodemon pushes the target 5 squares.		
Variable Resistance • 2/Encounter		
<i>Trigger:</i> The demon takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The piscodemon gains resist 20 against the triggering damage type until the end of the encounter or it uses variable resistance again.		
Skills Arcana +25		
Str 27 (+17)	Dex 23 (+15)	Wis 25 (+16)
Con 20 (+14)	Int 32 (+20)	Cha 29 (+18)
Alignment chaotic evil	Languages Abyssal, telepathy 20	

SPECIAL MISSION 4: CRY HAVOC AND LET LOOSE THE FUNGUS OF WAR! (AL 20)

Greater Maw Demon **Level 22 Brute**
 Medium elemental humanoid (demon) XP 4,150
HP 249; Bloodied 125 **Initiative +13**
AC 34, Fortitude 34, Reflex 33, Will 32 **Perception +14**
Speed 6 Darkvision

TRAITS

O Snapping Jaws • Aura 1

Enemies within the aura grant combat advantage.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +25 vs. AC
Hit: 1d12+14 damage, and gains 5 ongoing damage (save ends).

C Howling Hunger (thunder) • Encounter

Requirements: The demon must be bloodied.
Attack: Close Burst 3 (enemies in burst); +24 vs. Will
Hit: 3d10+11 thunder damage, and the target falls prone.

MOVE ACTIONS

Ravenous Advence • At-Will

Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.

Variable Resistance • 2/Encounter

Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The maw demon gains resist 25 against the triggering damage type until the end of the encounter or it uses variable resistance again.

Str 25 (+18) Dex 14 (+13) Wis 16 (+14)
Con 20 (+16) Int 8 (+10) Cha 9 (+10)

Alignment chaotic evil **Languages** understands Abyssal

Spawn of Juiblex Sludge Plague Hurler **Level 20 Artillery**
 Medium elemental humanoid (demon, ooze, shapechanger) XP 2,800

HP 150; Bloodied 75 **Initiative +17**
AC 34, Fortitude 32, Reflex 32, Will 31 **Perception +19**
Speed 6, climb 6, swim 6 Blindsight 5

Immune acid, disease, poison

TRAITS

All Around Vision

Enemies can't gain combat advantage by flanking the sludge dredge.

Ooze

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

STANDARD ACTIONS

m Slam (acid, disease) • At-Will

Attack: Melee 1 (one creature); +25 vs. AC
Hit: 2d8 + 9 acid damage, and the target is exposed to Slime Lord's rot.

r Slime Orb (acid) • At-Will

Attack: Ranged 10 (one creature); +25 vs. Reflex
Hit: 3d10 + 9 acid damage, and the target is slowed (save ends).

A Rain of Effluvia (acid) • At-Will

Attack: Area 1 within 10 (enemies in burst); +25 vs. Reflex
Hit: 3d6 + 7 acid damage, and the target is blinded until the end of its next turn.

R Virulent Pustules (acid, disease, poison) • Recharge 5 6

Attack: Ranged 20 (one creature); +25 vs. Fortitude
Hit: 4d6 + 7 damage, and ongoing 10 poison damage (save ends). In addition, the target is exposed to Slime Lord's rot.
First Failed Saving Throw: Each of the target's allies adjacent to the target takes ongoing 5 poison damage (save ends) and is exposed to Slime Lord's rot.

MINOR ACTIONS

Minor Form (polymorph) • At-Will

Effect: The plague hurler can alter its physical form to appear as any Medium humanoid, including a unique individual, until it attacks, until it uses mortal form again, or until it drops to 0 hit points. The plague hurler retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the plague hurler must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

TRIGGERED ACTIONS

Oozing Retreat • Encounter

Trigger: The plague hurler is first bloodied.
Effect (Free Action): The plague hurler shifts its speed, ignoring difficult terrain. At any point during the move, it can use mortal form as a free action.

Skills Bluff +22, Stealth +23

Str 19 (+14) Dex 25 (+17) Wis 19 (+14)
Con 25 (+17) Int 20 (+15) Cha 23 (+16)

Alignment chaotic evil **Languages** Common, telepathy 5

Derro Thug of Juiblex **Level 20 Minion Brute**
 Small natural humanoid XP 700

HP 1; a missed attack never damages a minion **Initiative +13**
AC 30, Fortitude 29, Reflex 28, Will 29 **Perception +9**
Speed 5 Darkvision

STANDARD ACTIONS

m Club • At-Will

Attack: Melee 1 (one creature); +25 vs. AC
Hit: 17 damage.

MINOR ACTIONS

Creeping Rot • Encounter

Effect: Effect: The creature creates a zone in an area burst 1 within 10 squares. The zone lasts until the end of the encounter. Any enemy that enters the zone or starts its turn there takes poison damage equal to on-half of this creature's level. In addition, a prone enemy within the zone must make an Athletics check (12 + this creature's level) to stand up.

TRIGGERED ACTIONS

Mad Sacrifice • Effect

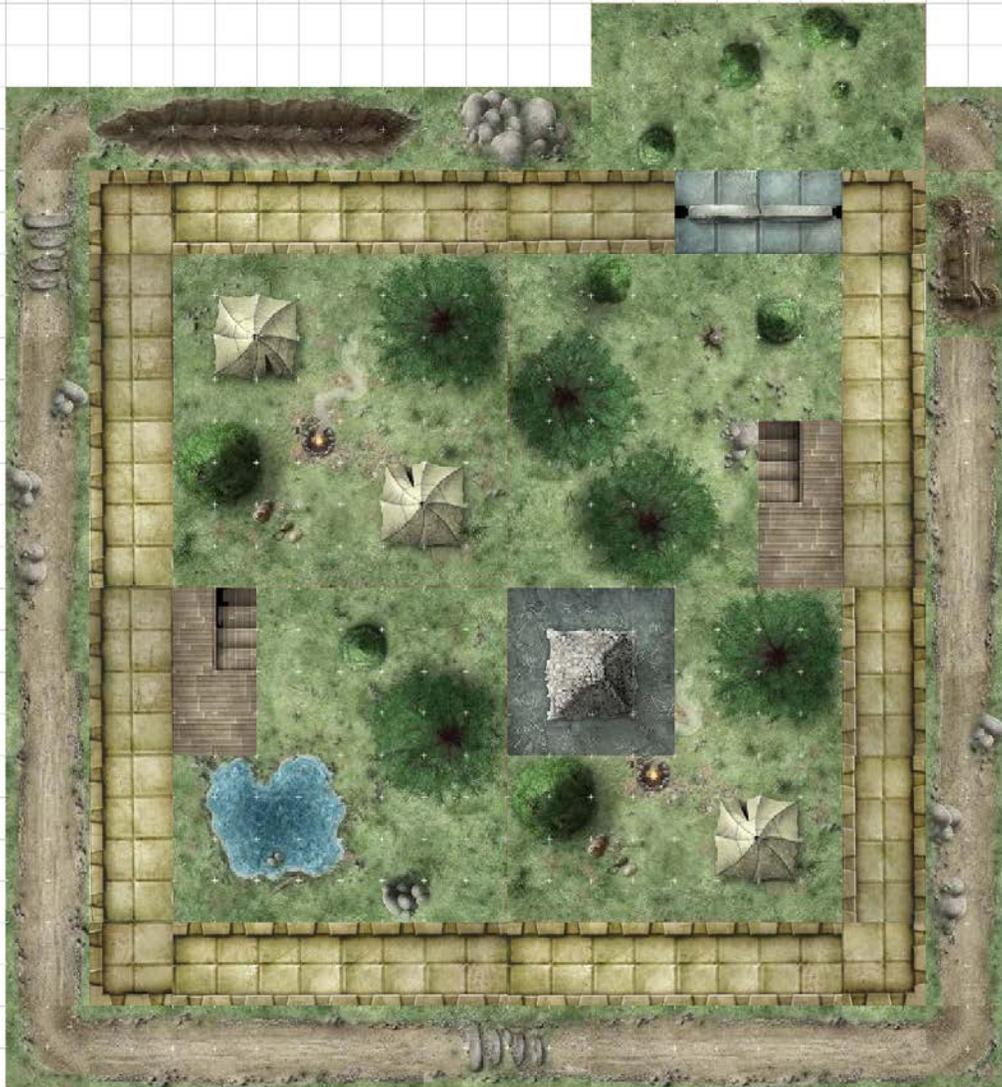
Trigger: The thug misses an attack.
Attack (Free Action): The attack instead hits, and the thug drops to 0 hit points.

Str 16 (+13) Dex 17 (+13) Wis 9 (+9)
Con 21 (+15) Int 11 (+10) Cha 19 (+14)

Alignment chaotic evil **Languages** Common, Deep Speech
Equipment leather armor, light shield, club

Piscodemon	Level 20 Controller (Leader)	
Medium elemental magical beast (demon)	XP 2,800	
HP 188; Bloodied 94	Initiative +17	
AC 31, Fortitude 29, Reflex 31, Will 29	Perception +18	
Speed 6, swim 6	Darkvision	
TRAITS		
O Demonic Rally (healing) • Aura 3		
Any bloodied demon that ends its turn within the aura regains 5 hit points.		
All Around Vision		
Enemies can't gain combat advantage by flanking the piscodemon.		
STANDARD ACTIONS		
m Claws (keywords) • At-Will		
<i>Requirements:</i> The piscodemon must not have two creatures grabbed.		
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC		
<i>Hit:</i> 2d8 + 9 damage, and the target is grabbed.		
M Writhing Tentacles (poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature grabbed by the piscodemon); +25 vs. AC		
<i>Hit:</i> 2d8 + 9 damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).		
R Vision of Madness (psychic) • At-Will		
<i>Attack:</i> Ranged 20 (one creature); +23 vs. Will		
<i>Hit:</i> 3d6 + 9 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.		
A Writing Ground (zone) • Recharge 5		
<i>Attack:</i> Area burst 1 within 10 (creatures in burst); +23 vs. Reflex		
<i>Hit:</i> 3d10 + 9 psychic damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).		
TRIGGERED ACTIONS		
C Bloodied Wail (fear, thunder)		
<i>Trigger:</i> The piscodemon is first bloodied.		
<i>Attack (Free Action):</i> Close Burst 3 (creatures in burst); +23 vs. Fortitude		
<i>Hit:</i> 4d8+9 thunder damage, and the piscodemon pushes the target 5 squares.		
Variable Resistance • 2/Encounter		
<i>Trigger:</i> The demon takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The piscodemon gains resist 20 against the triggering damage type until the end of the encounter or it uses variable resistance again.		
Skills Arcana +27		
Str 28 (+19)	Dex 24 (+17)	Wis 26 (+18)
Con 21 (+15)	Int 33 (+21)	Cha 30 (+20)
Alignment chaotic evil	Languages Abyssal, telepathy 20	

SPECIAL MISSION 4: CRY HAVOC AND LET LOOSE THE FUNGUS OF WAR! (MAP)



PLAYER HANDOUT #1 – CLOSING AN ABYSSAL PORTAL

An abyssal portal is closed with the rite of closing.

This rite of closing is described in the book as well as methods to help close it and to mitigate its effects.

The abyssal portal seizes control of you and causes you to attack others around you. It then lures you closer to it (pull). This can happen when you get within 10 strides (5 squares) of it.

You cannot prevent yourself from attacking others, but you can steel yourself against its lure. Those who possess a strong personality (minor action Charisma check before entering the zone or at the start of your turn) can prevent this.

Entering the abyssal portal sends you to the Abyss and only the gods know what may happen to you there. It is a fate to be avoided.

An individual trained in the arts of magic can perform a rite of closing (Arcana check, Standard Action) and must be within 6 strides of the portal (3 squares). The stone tablets (found in SPEC3-1) may help.

An individual can shield a weakened person (one who failed Arcana or Heal) performing the rite of closing from the ill effects of the portal (Endurance check, Standard Action) as long as they are standing next to them (adjacent).

An individual can weaken the portal with a gift of their lifeblood (Heal check, Standard Action) but only if they are next to the portal itself (adjacent).

Those who have knowledge of similar portals closed in the past can help the individuals performing the rite of closing (History check, Standard Action). Be warned, a case of mistaken identify can lead to disaster (1 failure).

As the rite of closing is performed, there comes a point when the portal is wavering (after 5 successes) where an individual can simply and firmly command the portal to close (Intimidate check, Standard Action).

An individual devoted to the gods, can call upon their power to speed the closing of the portal (Religion check, Standard Action) and must be within 6 strides of the portal (3 squares). Be warned, if the individual's faith is not strong enough, the portal punishes those within 10 strides (5 squares) of it.

PLAYER HANDOUT #2 – STOPPING THE TRANSPOSITION RITUAL

Your foe is attempting a ritual to transpose a portion of the Realms with the Abyss. Every round, the ritualist must use a Standard action to continue the ritual and if left molested, you believe they will finish in the space of about twenty-five heartbeats. (three rounds). If the ritualist can be delayed or disrupted enough times, the ritual will fail. As the ritualist can only cast once per round, he or she can only be disrupted successfully once per round.

The following options seem likely to help:

The ritualist seems well practiced, and so attacking them seems unlikely to stop the ritual unless the attack kills the ritualist or deprives them of actions, though it will likely make other's attempt to disrupt the caster easier.

The ritualist is drawing on the natural energies of the wood as augmented by the Mythal. You might be able to disrupt these flows of magic (Arcana, Standard Action). To do this you will need to be within 4 strides (2 squares) of the caster and be able to see the ritualist. One other ally may assist you.

The relic seems to be an implement for the ritual. If you can break its bindings and move it away, that might disrupt the ritual (Athletics or Thievery, Standard Action). Without his implement, it will likely be easier to disrupt the ritual.

You might try to physically prevent the ritualist from casting his spell (Athletics, Standard Action). One ally can assist you, as long as both of you are next to the caster.

While not disrupting the ritual, you might try to recall previous attempts to disrupt the flows of magic to other dark rituals (History, Standard Action).

The ritualist is casting a demonic ritual. Your knowledge of such cults might allow you to call upon the words of the gods to protect your world (Religion, Standard Action) if you are within 4 strides (2 squares) of the caster and you can see him clearly. One other ally may assist you.

The woman is clearly about to be sacrificed. If you could spirit her away by breaking the chains or picking the locks that bind her (Thievery, Standard Action). As a last ditch effort, you could also consider murdering the woman before she can be properly sacrificed. If she is not available for a sacrifice, it will get progressively easier to disrupt the ritual.

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	ONE	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Number of cultists defeated?			
Number of cultists (maximum)?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	THREE	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
How many clerics were rescued alive?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	TWO	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs succeed in gaining information about the timing of the upcoming attack (Yes/No)			
Did the PCs succeed in gaining information about the obelisks (Yes/No)			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	FOUR	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
How many demons were defeated out of the max (defeated/max)?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

Interlude:	Two	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Vote (circle one):		Leave Mythal Up / Lower the Mythal	

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	FIVE	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs close the portal (Yes/No)			
How many cultists or demons were defeated out of the max (defeated/max)?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	SIX	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs stop the ritual (Yes/No)			
Did the PCs capture or kill the "traitor"?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	SIX	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs stop the ritual (Yes/No)			
Did the PCs capture or kill the "traitor"?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	SIX	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs stop the ritual (Yes/No)			
Did the PCs capture or kill the "traitor"?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	SIX	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs stop the ritual (Yes/No)			
Did the PCs capture or kill the "traitor"?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	SIX	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs stop the ritual (Yes/No)			
Did the PCs capture or kill the "traitor"?			

DUNGEONS & DRAGONS

ADCP3-1 Battle for Myth Drannor

ENCOUNTER:	SIX	Table Number:	
Battlegroup's Level (AL):			
Warband's Name:			
Level of Engagement (C/H/A)?			
Did the PCs stop the ritual (Yes/No)			
Did the PCs capture or kill the "traitor"?			

DUNGEONS & DRAGONS
LIVING FORGOTTEN REALMS

YE OLDE PLAYER FEEDBACK FORM

ADCP3~1 SWARM OF CHAOS

Table Number: _____

AL Played: _____

Please rate this Battle Interactive by CIRCLING the phrase that best describes your opinion. Feel free to put additional notes on the bottom and the back!

Combat Difficulty:	Too Easy	About Right	Too Hard
Encounter Variety:	Not Enough	About Right	Too Much
Interesting Story:	Boring	Average / OK	Captivating
Felt "Interactive":	Not at all	Somewhat	Extremely
ADCP3-1 Overall:	Disappointing	Met Expectations	Excellent

Please rate your DM for this BI by circling the phrase that best describes your opinion. Feel free to put additional notes on the back!

Tactical Savvy:	Too Easy	About Right	Too Hard
Speed of Play:	Too Slow	Too Fast	Just Right
Rules Knowledge:	Mistake-prone	Good	D&D Savant
Roleplaying:	Boring	Good	Captivating
Your DM Overall:	Do not want!	Acceptable	Excellent

We value your feedback. What kind of special events would you like to see more of from Living Forgotten Realms? What could we have done to make this Battle Interactive even better?

DUNGEONS & DRAGONS
LIVING FORGOTTEN REALMS

YE OLDE PLAYER FEEDBACK FORM

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

(cross out those not received)

ADCP3~1 SWARM OF CHAOS

ADCP13 Gallant Defender of Myth Drannor

You selflessly defended Myth Drannor against a plot to transport the city into the Abyss and unleash a horde of demons upon the Realms. For your heroism, you have been awarded the title *Gallant Defender of Myth Drannor*. Your name and deed are known to the elves and eladrin of Cormanthyr, and most regard you favorably.

If this is your third special recognition by an eladrin kingdom (similarly worded Story Awards) the Coronal instead offers you the title Sha'Quessir, *elf-friend*. If you accept this honorific, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska and Myth Drannor) with all the attached privileges and duties. An eladrin or elf is instead offered the chance to become a Knight of Myth Drannor.

If this is your sixth such recognition, those with the title Sha'Quessir can become Honorary Knights of Myth Drannor, and those who are already Knights become Knight Commanders.

Regardless of whether you are granted or accept an honorific, this Story Award grants you access to purchase any type of Uncommon magical ammunition (with an item level less than or equal to your character level at the time of purchase) at the beginning or end of any adventure. You may only purchase five pieces of ammunition per adventure, and you pay full market price. This does not require you to spend a found-item slot, and Uncommon consumables do not count against the total limit of Uncommon items you are allowed to possess.

ADCP14 Stared into the Abyss

You were pulled into the Abyss and you stared into the face of a great evil. A demonic face now haunts your dreams, where it whispers unspeakable things to you. With each dream, the face becomes ever so slightly clearer, but your waking memories become more fleeting. What this entity may have planned for you in the future is unknown.

ADCP15 Herald of the Damned

You were there when Myth Drannor fell to the powers of the Abyss. Once again, demons cavort under the boughs of Cormanthor, though this time it was due to your ineptitude. Demons that cross your path are just as likely to thank you for your service, with guffaws of laughter, as they are to attack (DM's discretion as to how to apply this Story Award).

ADCP16 Breath of Zuggtmoy

You were aided by the Lady of Decay on the field of battle. Her blessed spores filled your lungs and regenerated your body. The taint of her breath, a fetid spore-filled kiss, still flows inside you. You have gained an intimate knowledge of fungi, granting you a +2 bonus on Nature checks made to identify all types and effects of fungi.

In addition, at the beginning at each adventure, you can choose to feed the spores within your lungs. You take damage equal to your level, which cannot be healed by any means until the adventure ends. In exchange, the Lady's blessed spores spread throughout your body giving you a +2 bonus on all Endurance checks and a +1 bonus on all saving throws for the duration of the adventure.

ADCP17 Relic of Ages Past

For your success in defending Myth Drannor, some of the city's most gifted artisans are willing to open their private stores, filled with magical items from ages past. One time only, you may purchase any single Uncommon magical item from a player resource with an item level no greater than your character level at the time of purchase. This item has ancient styling and ornamentation, marking it as a relic of Myth Drannor. You do not need to spend one of your found-item slots, but the purchased item does count against the maximum number of Uncommon items you can own. Strike through this paragraph when you use the favor, and write the item you purchased at the bottom of this certificate.

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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