

CORE2-12

# THE SSCHINDYLRYN HERESY

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

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A death goddess' relic lies shattered across the Realms. The drow from Sschindylryn now seek to join the fragments and uncover its secrets in defiance of the Spider Queen. But what they'll unleash is not an ally against Lolth, but a new blight on the world. And all it needs to awaken is one word. A **two-round** *Living Forgotten Realms* adventure set in the Underdark for characters levels 17-20. This adventure concludes the *Shattered Secrets* series, which began in CORE2-11 *The Sign of Four* (P3). Playing the two adventures in order is strongly encouraged. We recommend that you allow a minimum of 8 hours of playing time to complete this adventure.

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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## 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 designed for player characters (PCs) levels 17 - 20. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

This adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

## FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## 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. The following options might be available, depending on the circumstances.

- **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

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## 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 the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

## ADVENTURE BACKGROUND

Long ago, before the Crown Wars and the Descent of the Drow, the dark elven priestess Kiaransalee used a tablet of immense power to gain godhood. The tablet shattered on her ascension, and scattered all over the world. Kiaransalee went on to become a death goddess, worshipped by the drow. The shattered tablet - still housing dark power of an unknown nature - was forgotten.

In the Year of the Haunting (1377 DR) a high magic ritual wiped Kiaransalee's name from Faerûn, obliterating her faith. She was entirely forgotten and all records of her name were destroyed. Only the tablet, protected by both divine and primordial power, remains. Its fragments are unreadable until two key pieces - each containing a part of the goddess's name,

carved on the tablet by Kiaransalee herself - are joined together.

Over the past year, fragments of the tablet have surfaced. The PCs may have found several of these tablet fragments (see Appendix I for an overview).

In *CORE2-11 The Sign of Four*, a prophecy was revealed that stated that the tablet contains immense power, able to bring a great evil in the world. Coronal Ilsevele Miritar and Aron Selkirk of the Silver Ravens, seeking to stop this, sent out adventurers to find the sorceress Tsien Chiang, hoping she would shed light on the tablet's secrets.

They now know that the tablet ties to a dark and forgotten goddess, and that if two key fragments are joined they unleash the tablet's power and enable one to summon an avatar of destruction. It calls to the other fragments and enable others to read the tablet (depending on whether PCs played the outcome of *CORE2-12*, they may know more - see DM's Introduction and Encounter 8).

The fragments found earlier now are active. Some words can be made out, and they allow one to track the key pieces. Initial divinations lead to Sschindylryn (a drow city near Cormyr), where the drow have risen against Lolth and sought the worship of an enigmatic and yet unnamed entity - the dark power that was once Kiaransalee.

The drow obtained some of these fragments through agents of Mirabeta Selkirk. Mirabeta has aided the drow in hopes of uncovering the secrets of the House of Dark Consumption. Her own superior, the Netherese prince Melegaunt Tanthul, has convinced her that the House holds power that could be used in conquering the Dales. Mirabeta arranged for the uncovering of the House when she hired an adventuring group named Byar's Seven to find ways inside the House, a mission that met with disaster (see *DALE1-4 The Lady in Flames*). She later aided the drow in locating the tablet's fragments (see *DALE2-3 Swords From Ploughshares*), and warned Melegaunt of attempts by adventurers to locate documents that revealed the House's secrets (*CORE2-2 Rising The Dark*), even trying to silence people who knew of these documents (*DALE1-3 Master and Servant*).

Now that the drow have the fragments and are starting the ritual, she is getting nervous. The House seems not to hold the power she expected - and she never anticipated the drow's summoning would work. She perseveres on the insistence of Melegaunt, but is having second doubts.

Ilsevele Miritar and Aron Selkirk now wish to send adventurers to Sschindylryn with the *Mistress of the Night* (a spelljammer), to prevent the drow from using the

power of the fragmented tablet to open a gate and call forth the avatar.

Time is running out, as the Sschindylryn Heresy has begun, and the ritual is to commence soon. Fortunately for the PCs, they are not the only ones seeking to stop the ritual. The drow House Faen-Tlabbar from Menzoberranzan has hired mercenaries from the Bregan D'aerthe to end the heresy. Jarlaxle, the Bregan D'aerthe's leader, has already discovered that he cannot stop it alone. He needs allies. The PCs will have to do...

## DM'S INTRODUCTION

Before starting this adventure, make sure you know which PCs have played *CORE2-12 The Sign of Four*, and whether they earned **CORE67 Speak True**. These PCs have a significant advantage, as they know the true name of the drow's death goddess, which allows them to affect the avatar. They are not able to recall that name until the right moment (Encounter 8). If none of the PCs have the story award, the fight against the avatar is not only harder, but it is also impossible to completely destroy it (making it unable for them to finish the major quest).

Also, determine which PCs have a tablet fragment. See Appendix I for a list of tablet fragments and in which adventures they can be found. For each fragment in the party, the high priestess grows spiritually stronger, but each fragment also provides protection for the PCs against the avatar.

**Encounter 1:** The PCs are briefed in Myth Drannor. They should use a tablet fragment to help track the key fragments, which is in Sschindylryn. Aron warns the PCs that an old enemy of them, Mirabeta Selkirk, is involved, and asks them to take her - dead or alive - if they can.

**Encounter 2:** The PCs arrive in Sschindylryn there. Appendix 2 gives an overview of the city. They meet an agent, the half-drow Shernaven, a spy in the heresy who is to serve as their guide. However, he has betrayed them to the Bregan D'aerthe. He has been hired to stop high priestess Ker'nalla Shederynn from using the tablet.

Jarlaxle, the leader, offers the PCs an alliance: the Bregan D'aerthe provides a distraction, allowing the PCs to enter the temple and stop the high priestess. It is clear that the PCs cannot win if they don't use the offered aid.

**Encounter 3:** The PCs have to enter the Jeweled Spider Crypts, which contains the only remaining portal into the House of Dark Consumption.

While Jarlaxle's drow deal with the guards in the temple, the PCs need to get inside, and fight the portal's guardian, to enter.

**Encounter 4:** The PCs enter the House of Dark Consumption. The House is a madness-inducing dungeon. The PCs need to battle the House in a skill challenge to prevent gaining insanities. Scenes for this challenge are interspersed throughout the adventure.

**Encounter 5:** The PCs encounter a bound demon who attempts to convince them to free him, promising the PCs aid against the drow guards. Freeing the demon and keeping his allegiance is no simple task. Depending on whether they fail or succeed, the PCs meet opposition (Encounters 6a - 6c).

**Encounter 5B:** Before the PCs move on, they face Scene 2 of the insanity skill challenge.

**Encounter 6:** The setup of this fight is determined by the outcome of Encounter 5:

- PCs who refuse to free the demon face the demon as well as its guards.
- PCs who fail the skill challenge free the demon, but after killing several of its guards it turns on them - the PCs face it and the remaining guards.
- PCs who succeed on the skill challenge free the demon. After killing several of its guards it flees, and the PCs face those who remain.

**Encounter 6B:** The PCs face Scene 3 of the insanity skill challenge.

**Encounter 7:** The PCs have to fight past undead guardians in order to reach the ritual chamber.

**Encounter 7B:** The PCs face Scene 4 of the insanity skill challenge.

**Encounter 8:** The ritual is on its way as the PCs enter, and the portal is open as they arrive, creating a dark vortex. Any fragments the PCs carry are ripped from them and join with the key pieces. This increases the power of the high priestess, but it also gives the PCs an advantage, as they gain protection against it.

As the tablet joins, the name of the goddess who created it becomes known: Kiaransalee. As the cultists shout out the name of Kiaransalee, an avatar tries to claw out of the vortex. An undead army follows here, streaming through various gates into the Realms. The PCs need to fight the avatar, the high priestess and the cultists. Only with the goddess truename can they permanently defeat it.

Mirabeta Selkirk watches on as the ritual unfolds. She realizes to her horror that things are going wrong, but is powerless to stop it. They can try to convince Mirabeta Selkirk to fight on their side.

**Conclusion:** If the PCs defeat the avatar permanently, the PCs return to Myth Drannor. There they learn that everyone slowly forgets the name of Kiaransalee. There only remains a small force of undead that may have escaped into Cormanthor.

If the PCs did not defeat the avatar permanently, the undead press on, even without their leader, and the PCs need to flee to Myth Drannor. There they learn undead are entering Cormanthor.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

*You are attending a banquet in the halls of Myth Drannor. Your host, Coronal Ilsevele Miritar, has spared no effort to present you with the most excellent beverages and foods. The meal is a true feast.*

*The mood, however, is somber. Even the halfling Yates, an otherwise extravagant man, is composed.*

*The reason for this is a danger that threatens the Dales and Myth Drannor - and possibly the rest of Faerûn as well. You are here not to celebrate, but to draw a plan to stop the tide of evil.*

Have the PCs introduce themselves. If any of the PCs have **DALE26 Representative of the Seven Burghers of New Velar** from *DALE2-2 Agony*, they are here not merely as well known adventurers, but also as representatives of the Seven Burghers of New Velar. PCs who are Sha'Quessir (elf-friends) or Knights in Myth Drannor are treated with special respect. These PCs are introduced as such by Coronal Miritar to all others present.

There are more guests present (not all of which play an important part in this adventure). For flavor, you can mention some people PCs might have met, such as:

- Mishell Nymonen (an aide to Elminster, from *DALE2-1 Forever* and *DALE2-3 Swords From Ploughshares*) - Mishell
- Yi Amahl (a prophet from Calimshan, from *DRAG1-6 Night of Fallen Petals* and *CORE2-11 The Sign of Four*)
- Yellira Am'Benuinyl (Mistress of Stars in the Fall of Stars, from *DALE1-1 The Prospect*, *DALE1-6 The Vesperin Initiative*, and *DALE2-2 Agony*)
- Ambassador Arial Xiloscient (ambassador of Myth Drannor in New Velar, from *DALE1-6 The Vesperin Initiative*)

Most of these people have contributed to the story. Three people who provided vital information are not present: Kira Nenthyn and Sureen Tevernesta have recently disappeared (see *DALE2-2 Agony*), and Lord Meyedict Gyertan (from *DALE1-3 Master and Servant*), whose information led to uncovering Aron's documents, was too fragile of health to travel.

Only mention these NPCs if you think your players appreciate the flavor of meeting them again. Otherwise, continue with Encounter 1.

## ENCOUNTER 1: MYTH DRANNOR

### SETUP

#### Important NPCs:

**Ilsevele Miritar**, female eladrin Coronal of Myth Drannor.

**Aron Selkirk**, male human merchant.

**Mei Chiang**, female Shou monk.

**Jonster Yate**, Burgher of New Velar.

*The Coronal rises from her seat, and lifts a glass.*

*“A toast,” she says, “For luck. I fear we will need it, despite the abundance of skill on this table.”*

Once the diner is finished, Coronal Miritar leads the PCs and a small sample of other guests to a private room to discuss the mission.

She there proceeds to introduce those present. See Appendix I for more information on them:

- Ilsevele Miritar, Coronal of Myth Drannor.
- Aron Selkirk, chairman of the Velarian Trade Alliance, and merchant from Calaunt in Vesperin.
- Mei Chiang, Shou representative of the Chiang Emporium from Nathlan.
- Jonster Yate, Burgher of New Velar.

She then briefs everyone with the following (PCs who played *CORE2-11 The Sign of Four* may already know some of this, and may be part of events listed):

- Several months ago, a spelljammer (a plane-traveling ship) called the *Mistress of the Night* (potentially later renamed by the PCs) was recovered from the depths of the Inner Sea (*CORE2-2 Rising of the Dark*).
- On board of this ship were documents originally intended for Netheril. These documents spoke of dark rituals and a madness-inducing dungeon deep beneath the Dalelands, known as the House of Dark Consumption.
- References in the diary of Sureen Tevernesta, a young spellscarred woman who visited the House of Dark Consumption, are found about a clay tablet, broken in ten fragments. The tablet was covered in whips of shadow and spatters of blood. It was her escape from that dungeon that had opened up portals between the House and Cormanthor. This caused the incursion of shadow

creatures in the region (wrongfully attributed to Netheril).

- The seer Yi Amahl (who was present at the diner earlier) also saw the tablet in his visions.
- Visions, nightmares, and old lore documents are obscure, but the Alliance cannot ignore them, as the tablet fragments - found throughout Faerûn - are obviously real. If they are tied to the House of Dark Consumption, they certainly serve an evil cause.
- A party was sent out to consult a dark sorceress, Tsien Chiang in the Elemental Chaos, on the nature of the tablet (*CORE2-11 The Sign of Four*).

The Coronal pauses briefly before getting to the results of the mission, the information that was obtained from Tsien.

If any of the PCs played *CORE2-11 The Sign of Four*, and obtained story award **CORE67 Speak True**, they obtained the following information:

- The tablet fragments are part of an ancient relic, likely created by a drow death goddess.
- While that goddess was long ago forgotten, the relic contains part of her power.
- It allows one to summon and control a manifestation of the death goddess, a dreadful aberration.
- Two specific fragments are needed to summon this aberration. These two fragments are currently in the possession of the drow of Sschindylryn, an Underdark city below Cormyr.
- The aberration can only be permanently defeated in one way: they must face it and speak the death goddess' truename.
- Only then can it be denied access to the world and destroyed forever.
- Tsien then spoke the creature's truename to the PC. While the PC instantly forgot it, as that is the nature of the goddess' name, he or she will recall it when they face the aberration, and be able to use it against it.

If none of the PCs obtained the story award or none played in *CORE2-11 The Sign of Four*, the information is less reliable. The Coronal knows:

- The tablet fragments are part of an ancient relic, imbued with an immoral entity's power.
- The relic allows one to summon and control a manifestation of a dreadful aberration of immense power.
- Two specific fragments are needed to summon this aberration. These two fragments are

currently in the possession of the drow of Sschindylryn, an Underdark city below Cormyr.

- The PCs may not be able to permanently defeat the aberration, but they can drive it back by defeating it.

**“Our mission is clear”, the Coronal says. “To save our lands, we have to send a group to Sschindylryn, and stop the drow there from summoning this power.**

**We know the Sschindylryn drow do not follow Lolth. They have denied her, forming a heretic cult that inexplicably has survived.**

**Unfortunately, an enemy of the Spider Queen does not make it our friend. We have to strike down the heresy if we want to survive.”**

The mission in brief:

- The PCs are brought to Sschindylryn with the use of *the Mistress of the Night*. The ship brings them to the city harbor through an Underdark river.
- There, the PCs make contact with Shernaven, a half-drow infiltrator in the Heresy.
- Jonster Yates, who knows Shernaven of his old adventuring life, has provided Mei Chiang with ways to contact her.
- Shernaven provide them with information, which should allow the PCs to enter the Heresy’s temple and locate the fragments.
- Time is of the essence. Prophetic signs point out that the ritual of summoning is imminent, likely to happen even in a few days. (The timing is no coincidence - the signs came to pass in CORE2-11 *The Sign of Four*).
- The PCs do get some time to prepare their cover story: they are posing as merchants from Sembia, trafficking surface wood and foods for minerals and fine fabrics (the ship actually carries that cargo). This story allows the PCs to enter the town and work around unmolested, as Sschindylryn needs the trade.

The Coronal ensures the PCs are awarded for their efforts, but hopes they take the mission because of the need of the Realms, and not for the money.

Aron Selkirk adds one more task to the mission:

**“It is likely one of our foes, a woman named Mirabeta Selkirk, is involved in this scheme. If she is present, we need you to capture her alive.**

**If she is not willing to surrender or cooperate, subdue her. She knows more of what really goes on.”**

Capturing Mirabeta alive is a minor quest.

## ENDING THE ENCOUNTER

After the briefing, the PCs get a night’s rest before the team departs in the morning. The Coronal can arrange for some basic equipment should the PCs need it. They may borrow one of the following:

- One *potion of vitality* for each PC
- One plain magic weapon +5, or magic implement +5 for each PC
- One *Keoghtom’s ointment*.

Mei Chiang accompanies the PCs on *the Mistress of the Night*. Mei commands the ship’s crew, and aids the PCs in making contact with Shernaven.

They do not follow them further on their mission. Move to Encounter 2.

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2: AN ALLIANCE OF CONVENIENCE

### ENCOUNTER LEVEL 21 (16000 XP)

#### SETUP

##### Important NPCs:

**Mei Chiang**, female Shou monk

**Shernaven**, female half-drow acolyte of the Heresy.

**Jarlaxle**, drow male head of the Bregan D'aerthe.

#### SETUP

This encounter includes the following creatures at all tiers:

**Jarlaxle Baenre**

**6 drow rangers (level 20)**

*The Mistress of the Night, a flying vessel, heads out over the treetops of Cormanthor. Its captain is a skeletal creature, who despite his undead nature wears a flamboyant outfit.*

PCs who played in CORE2-2 or CORE2-8 met him before, and (assuming the PCs acted civil in those adventures) are greeted with enthusiasm.

PCs who did not yet meet him may have questions on the captain's undead nature. The Coronal assures them that he is trustworthy. While the Coronal herself is uncomfortable about Panahq being undead, he is tied to the ship. In a way, it acts as his phylactery. If he would be destroyed, the entire ship stops responding, until, a day later, he reforms again on board of the ship. She hopes that his aid in the mission they face may eventually grant him final rest.

*When the ship sails over Lake Sember, Panahq signals, and the ship dives. Before it hits the water, the air shimmers, and the world goes dark.*

*Shadowstuff wraps itself around the ship. It seems to descend far deeper than the lake should be. When it rights itself, and the shadows leak away, you are sailing on an underground river.*

The ship has briefly shifted to the Shadowfell to gain passage into the Underdark. From here, the journey takes a few hours. Eventually, the ship reaches Sschindylryn.

*Up ahead the tunnel opens up in a giant canyon. A city rises up out of the water of a giant lake. It is half*

*submerged. The buildings above the water are built on top of one another, forming a giant mesa out of worked stone.*

Panahq docks his ship at a harbor for non-drow. The procedures to check in and have goods verified takes several hours, during which the crew has to bear the harassments of the drow harbor watch. After that, the PCs can leave the ship and set out with Mei. Panahq and the crew stay on the ship.

Mei leads the PCs to the *Alhoon's Head*, an inn for non-drow, where they have booked rooms. The PCs can spend a few hours looking around town while Mei checks out the contacts Jonster provided her with (though she advises to not leave the vicinity to the inn and avoid trouble).

Finally, when the bells indicate dusk on the surface world, Mei leads the PCs to a tavern in a bar at the edge of the foreigner's district: *the Cocoon*. Here, she is to meet Shernaven. Unfortunately, Shernaven ran into the Bregan D'aerthe - a drow mercenary band - several days ago. The mercenaries captured and questioned her about the Heresy.

To save her skin, Shernaven revealed the PCs' mission. Lucky for her, the Bregan D'aerthe are on the same mission as the PCs.

*The Cocoon is a small bar in a back alley of Sschindylryn. Above the door are the petrified remains of some poor soul, encases in a cocoon of spider web.*

*Inside it is crowded but relatively quiet. Conversations are hushed. Eyes linger on you for a moment before turning away.*

Mei immediately heads for beaded curtains in the back, where stairs lead down to the bar's basement.

Some of the drow here are soldiers of the Bregan D'aerthe. They know how to keep a low profile. A DC 23/24 Insight check reveals that the PCs are being carefully watched. Nobody moves against them, but the PCs may be wary.

Jarlaxle Baenre, the Bregan D'aerthe leader, is downstairs with Shernaven.

*When you arrive downstairs, Mei halts, puzzled.*

*The small room is furnished with several empty wine racks, a table, and a few wooden chairs. Several corridors branch off to either side.*

*Near the table stands a nervous female half-drow. Next to her, seated on a chair, is a flamboyantly dressed drow male. An eye patch covers his left eye.*

*"I am sorry, girl," the woman says, her eyes cast down.*

*The man waves her apologies away.*

*“Make apologies later,” he says, “Not that a girl that lovely ever should need to.” His eyes twinkle.*

*“Now, I already know who YOU are. Let me return the courtesy. I am Jarlaxle Baenre.*

*I convinced your friend here to arrange a meeting, after I heard of your mission.*

*Now... before someone pulls out arms and makes this difficult, let's talk about killing some Heresy drow together, shall we?”*

Jarlaxle has no intention to fight, though some of his men are upstairs and in the corridors branching of the side, just in case. Jarlaxle acts flamboyant and friendly, but stays alert for any treachery.

He knows he needs the PCs to slay the Heresy priestess Ker'nalla Shederynn and stop the use of the tablet. Moreover, he knows the PCs cannot do it alone either. He explains to the PCs:

- He has been hired to kill priestess Ker'nalla Shederynn, who has defied Lolth.
- He does not reveal who his employer is.
- Ker'nalla heads a heresy against Lolth. The Heresy plans a ritual involving a tablet. Jarlaxle has to stop it as well, but he does not know what the ritual does. His employer never explained.
- Ker'nalla currently stays in the Jeweled Spider Crypts. The crypts hold a portal to a location that cannot be scried. Jarlaxle thinks the ritual is to be performed there. Everything points out that the Heresy is preparing something big.
- Shernaven, if asked, confirms that this is the House of Dark Consumption.
- Unfortunately, the plan to assassinate the priestess proves difficult. The Heresy has doubled their guards and summoned various monsters. In addition they have teamed up with forces of shadar-kai, led by a woman named Mirabeta Selkirk.
- Jarlaxle's forces may be able to take out or distract the guards, but they won't have left the means to enter the temple. The PCs, on the other hand, do not have the forces to face the guards.
- The only way to kill Ker'nalla and stop the ritual is to work together: Jarlaxle and his men will distract the guards and enable the PCs to enter the temple. The PCs then have to stop Ker'nalla. They are essentially doing Jarlaxle's job, but he is willing to pay them for it.
- The best moment to do so is only hours before the ritual takes place, as the number of guards are reduced then due to additional 'forces'

Ker'nalla need in the House of Dark Consumption.

- Jarlaxle knows there is a portal in the crypts. This is where the PCs should enter. Apparently, the guards fear the portal, and are unlikely to follow.
- A description of Ker'nalla is given.

Jarlaxle is unhappy that he has to work with the PCs but manages to hide that well. The PCs should realize they have the same problem: to make the mission succeed, they have no option but work with the drow.

**If the PCs attack anyway,** Jarlaxle enters the fight, calling for support from his fellow drow. While fighting, Jarlaxle makes several attempts to make the PCs stop, as he hates ruining a mission. If they insist, and he gets bloodied, he activates the Succor ritual, and he, and all yet living drow teleport away (to the temple of Lolth in House Faen-Tlabbar in Menzoberranzan).

The PCs are likely to fail the mission without the aid of the Bregan D'aerthe, and they earn Jarlaxle and House Tlabbar's enmity (note this on the character log sheet). The PCs need to think of another way to get into the Jewel Spider Crypts and the House of Dark Consumption. See Encounter 3 in case the PCs choose to fight their way through.

## ENDING THE ENCOUNTER

If the PCs agree, Jarlaxle proposes they return to their inn. Shernaven lets them know when the time is right to attack. They then meet at a bridge; several blocks from the Jeweled Spider Crypts. Waiting does not take long; a few days later comes the word, and the PCs can set out with the Bregan D'aerthe.

If the PCs fight, the adventure ends, since the PCs have no way to enter the Jeweled Spider Crypts in time without aid.

## EXPERIENCE POINTS

Only if the PCs fight and defeated Jarlaxle, they earn 3200 xp each. Otherwise, the PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2: “AN ALLIANCE OF CONVENIENCE” STATISTICS (ALL LEVELS)

<b>Jarlaxle Baenre</b>		<b>Level 21 Elite Skirmisher</b>	
Medium fey humanoid (drow)		XP 6,400	
<b>HP 392; Bloodied 196</b>		<b>Initiative +21</b>	
<b>AC 39, Fortitude 34, Reflex 38, Will 35</b>		<b>Perception +18</b>	
<b>Speed 8</b>		<b>Darkvision</b>	
<b>Saving Throws +2; Action Points 1</b>			
TRAITS			
<b>Jarlaxle's Eye Patch</b>			
Any attack targeting Jarlaxle's Will must roll twice on the attack roll and take the worse of the two results. In addition Jarlaxle can see invisible creatures.			
STANDARD ACTIONS			
<b>m Rapier (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +27 vs. AC			
Hit: 4d6 + 15 (4d6 + 21 against a bloodied target) (crit 5d6 + 39, or 5d6 + 45 against a bloodied target).			
<b>m Dagger (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +26 vs. AC			
Hit: 3d8 + 9 damage.			
<b>r Thrown Dagger (weapon) • At-Will</b>			
Attack: Ranged 5/10 (one creature); +26 vs. AC			
Hit: 3d8 + 9 damage.			
<b>M Ambidextrous Fencer (necrotic, weapon) • At-Will</b>			
Effect: Jarlaxle makes one rapier attack and one dagger melee attack. If both attacks hit the same target, that target is dazed until the end of Jarlaxle's next turn.			
<b>M Flashy Disarm (weapon) • Recharge 5-6</b>			
Attack: Melee 1 (one creature); +27 vs. Reflex			
Hit: 5d6 + 20, and the target drops one weapon it is holding. It lands in a square of Jarlaxle's choice up to 6 squares away.			
MINOR ACTIONS			
<b>R Darkfire (radiant) • Encounter</b>			
Attack: Ranged 10 (1 creature); +24 vs. Reflex			
Hit: until the end of Jarlaxle's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.			
<b>C Cloud of Darkness (zone) • Encounter</b>			
Effect: Close Burst 1; this power creates a zone of darkness that remains in place until the end of Jarlaxle's next turn. The zone blocks line of sight for all creatures except Jarlaxle. Any creature entirely within the area (except Jarlaxle) is blinded.			
TRIGGERED ACTIONS			
<b>Cape of the Mountainbank (teleportation) • Daily</b>			
Trigger: Jarlaxle is hit by an attack.			
Effect (Immediate Reaction): Jarlaxle teleports up to 5 squares, and until the end of his next turn, he gains combat advantage against the attacker. Jarlaxle takes half damage from that attack.			
<b>Whirling Evasion • Encounter</b>			
Trigger: Jarlaxle is hit by an attack.			
Effect (Immediate Interrupt): Jarlaxle shifts up to 6 squares.			
<b>Skills</b> Acrobatics +26, Athletics +18, Bluff +21, Diplomacy +21, Intimidate +23, Insight +18, Stealth +21			
<b>Str 16 (+13)</b>		<b>Dex 28 (+19)</b>	
<b>Con 20 (+15)</b>		<b>Wis 17 (+13)</b>	
<b>Int 18 (+14)</b>		<b>Cha 23 (+16)</b>	
<b>Alignment</b> evil		<b>Languages</b> Abyssal, Common, Elven	
<b>Equipment</b> Jarlaxle's eye patch, handy holding hat (acts as a handy haversack), cape of the mountebank +4, dagger x4, rapier.			

**Note:** Jarlaxle's stats from the FRCG are updated with the new monster attack and damage rules, as well as Jarlaxle's eye patch from *Dragon* 386.

<b>Drow Ranger (level 20)</b>		<b>Level 20 Artillery</b>	
Medium fey humanoid (drow)		XP 1,600	
<b>HP 140; Bloodied 70</b>		<b>Initiative +15</b>	
<b>AC 32, Fortitude 32, Reflex 34, Will 31</b>		<b>Perception +17</b>	
<b>Speed 7</b>		<b>Darkvision</b>	
STANDARD ACTIONS			
<b>m Longsword (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 3d8 + 15 damage.			
<b>r Longbow (weapon) • At-Will</b>			
Attack: Ranged 10/20 (one creature); +27 vs. AC			
Hit: 3d8 + 15 damage, plus 2d6 quarry damage if the target is the closest enemy.			
<b>R Double Attack (weapon) • At-Will</b>			
Effect: The drow ranger makes two longbow attacks against the same target.			
<b>Skills</b> Dungeoneering +17, Stealth +20			
<b>Str 16 (+13)</b>		<b>Dex 20 (+15)</b>	
<b>Con 14 (+12)</b>		<b>Wis 15 (+12)</b>	
<b>Int 13 (+11)</b>		<b>Cha 12 (+11)</b>	
<b>Alignment</b> evil		<b>Languages</b> Common, Elven	
<b>Equipment</b> 40 arrows, leather armor, longbow, longsword.			

**Note:** The drow ranger has been updated to the new monster attack and damage rules.

## ENCOUNTER 3: THE JWELED SPIDER CRYPTS

ENCOUNTER LEVEL 18/20 (10800/14899 XP)

### SETUP

This encounter includes the following creatures at the low tier:

**1 drow diabolist (level 19) (D)**

**3 tanarukk steel warrior (T, arrive in round 2, and 3 more each time all warriors are dead)**

**1 haures demon (D, appears when the diabolist is reduced to 0 hit points)**

This encounter includes the following creatures at the high tier:

**1 drow diabolist (level 21) (D)**

**3 tanarukk steel warrior (level 20) (T, arrive in round 2, and 3 more each time all warriors are dead)**

**1 haures demon (level 22) (D, appears when the diabolist is reduced to 0 hit points)**

A small shrine sits in the center of a massive cavern. A wide chasm encircles the shrine. The shrine's plaza is 16 x 12 squares, with a chasm boundary. The chasm is forty feet deep and wide (8 squares), spanned by eight 2 squares wide bridges. The crypts are a 4 x 8 building in the center, with a 2-square wide entrance in one side, leading to stairs descending 20 feet down into the crypt.

Armies of muscular demonic orcs (tanaruk) guard the shrine. As the encounter begins, the drow of Bregan D'aerthe begin their assault on the shrine. A cursory glance tells that the drow are outnumbered.

**Note:** If the PCs declined Jarlaxle's offer, they have to get to the shrine themselves. The crypt is guarded by three times the PCs' number in tanaruk steel warriors. From the start of combat, three more warriors arrive every round, so the PCs have to get to the shrine quickly.

Otherwise, as the adventurers enter the area, read:

*The din of shouting echoes across the cavern walls as Jarlaxle's warriors surge forward, storm the bridges and sling grappling hooks to leap across the chasm. The tanarukk smash into the drow, spilling fighters of both sides into the void.*

*Soon the drow force a wedge into the tanarukk line large enough for you to push through and into a shrine.*

The PCs must move immediately, as the Bregan D'aerthe are eventually pushed back. Each PC must do one of the following:

**Acrobatics, Athletics, Endurance or Stealth DC 23/25 (1 success)**

The PC wriggles, charges or sneaks (using the chaos of combat as cover) past the defenders.

**Teleport 8 or Flight 8 (1 success)**

The PCs teleports/flies past the combat.

**Make an attack that pushes or slides 2 or more opponents (1 success)**

The PC blows aside the defenders. Although the power must be able to target two or more creatures, the PC makes a single attack roll (AC 33/35, other defenses 31/33) to determine success.

Any PC that fails is caught in the melee and delayed, and is surprised when the combat below starts.

Inside the shrine, a drow priestess is charged with guarding the only portal connecting to the House of Dark corruption.

When the PCs enter the shrine, read the following:

*Bursting through the shrine's entrance, the noise from outside fades away.*

*A drow woman stands on a raised dais, in front of a crackling portal. She recites a line from an expensive looking tome, and an inky black tendril flows from her waist to a large shadowy portal. "Interlopers!" She shrieks, "You've come too late! The ritual has already begun!" She places her book in a corner and draws a cruelly curved blade.*

The drow cultist is not surprised and attacks immediately. Roll initiative, and note that any PCs who failed their check to quickly get into the shrine are surprised.

**Unlimited warriors:** The steel warriors arrive at the start of round 2 and then roll initiative. If at any time all steel warriors are dead, three new warriors arrive at the start of the next round.

## FEATURES OF THE AREA

**Illumination:** Darkness

**Portal:** The portal blocks both line of sight and line of effect. It requires one square of movement to enter the portal. The portal cannot be entered while the tendril is active. Monsters do not enter the portal as long as there are PCs on this side to fight.

It is possible to shove a tannaruk steel warrior through the portal, but they treat the portal as hazardous terrain. The diabolist cannot be shoved inside.

**Portal Key:** On the Shadowfell side of the portal (once the PCs cross over), a glowing crystal rod slid in a sconce in a wall powers the portal. Removing the crystal closes the portal, and re-inserting the crystal re-opens it. It is easily identifiable as a key. Currently, the portal is open.

**Room height:** The room is 20 feet high.

**Stairs:** Treat the stairs as difficult terrain when going up.

**Ritual Book:** A PC must retrieve this book to have access to the treasure for this encounter. Once a PC picks it up, the drow diabolist focuses her attacks on that PC.

**Pillars:** Pillars are blocking terrain.

**Brazier:** A brazier is blocking terrain. It blazes with elemental fire. When an attempt is made to move a creature into a brazier square, the creature's movement stops before it enters the square, and it takes 3d6 + 9 fire damage. It is hazardous terrain.

**Tendril:** An inky black tendril fills the squares between the drow diabolist and the portal. The tendril moves with the drow, occupying the fewest possible squares. Any creature that enters or starts its turn in a tendril square takes 3d6 + 9 force and necrotic damage, is pushed three squares and immobilized until the start of its next turn. When the drow diabolist dies, the tendril disappears. The tendril is considered hazardous terrain.

## TACTICS

The diabolist's skin writhes and bubbles with necrotic energy. She keeps her distance, and focuses her *hell-blight* on any characters that come into melee.

At the beginning of round 2, the steel warriors appear at the shrine entrance and act on their initiative. The drow diabolist shouts at them:

**"Do not let them enter the portal!"**

The tannaruks attack any ranged attackers that have hung back, and attempt to keep as many players marked as possible. Once all of the steel warriors are killed, three more steel warriors appear as before. **They do not enter the stairs or dais.** Make sure players realize this so they know that they can safely retreat through the portal.

When the diabolist is reduced to zero hit points, the tendril flows into her, dragging it back in front of the portal and her body becomes warped and mutated,

transforming her into a haures demon (drider-like with the upper torso like a minotaur) with full hit points. Characters are pushed aside.

Once this happens, the tendril disappears and PCs may enter the portal. At that point, the portal starts flashing, and the PCs are overcome by short visions:

- A drow priestess, wearing only jewelry and silk veils.
- That same priestess holding a cup of blood and drinking from it
- A flash of a human woman's face. Her features are cloaked in shadow, but she looks shocked.
- An army of undead gathering in the shadows.
- Robed drow chanting, though what they chant cannot be made out
- A whirlpool of shadows, and many shadowy hands grasping through it as if something is trying to come out.

If necessary, point out Jarlaxle's belief that the PCs have to enter the portal to find Ker'nalla and stop the ritual.

The haures focuses on the PC that killed the diabolist, using *webgrab* and *shift kukri* to prevent it from entering the portal. It continuously uses her *maddening darkness* to get the advantage.

Once the haures is killed, an additional steel warrior appears each turn—the tannaruks are charged with preventing the PCs from entering the shrine, and do not understand the portal. **Do not use these additional steel warriors to trap the PCs;** use them only if the PCs do not realize that flight is the only viable option.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one steel warrior.

**Six PCs:** Add an additional steel warrior.

## ENDING THE ENCOUNTER

The encounter ends when all of the PCs enter the portal.

## EXPERIENCE POINTS

The PCs each receive 2160 / 2960 XP for defeating all of the monsters.

## TREASURE

None of the creatures carry anything of value. The diabolist's tome is a diary, but prolonged study over the course of several days recovers the rituals *Reverse Portal*, *Analyze Portal* and *Preservation*.

## ENCOUNTER 3: "THE JWELED SPIDER CRYPTS" STATISTICS (LOW LEVEL)

Haures		Level 20 Soldier
Huge elemental humanoid (spider, undead, demon)		XP 2800
HP 191; Bloodied 95	Initiative +18	
AC 36, Fortitude 34, Reflex 32, Will 28	Perception +10	
Speed 8, climb 8 (spider climb)	Darkvision	
Immune disease, poison; resist 15 necrotic; Vulnerable 10 radiant		
STANDARD ACTIONS		
m <b>Kukri</b> (weapon) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +25 vs. AC		
Hit: 4d8 + 10 damage, and the target is marked until the end of the haures's next turn.		
C <b>Web Grab</b> • <b>Recharge</b> when first bloodied		
Attack: Close Burst 3 (enemies in burst); +23 vs. Reflex		
Hit: The haures pulls each target 3 squares to a square adjacent to the haures, then uses kukri against each target.		
C <b>Necrotic Command</b> (necrotic) • <b>Encounter</b>		
Attack: Close burst 5 (enemies in burst); +23 vs. Will		
Hit: 4d8 + 9 necrotic damage.		
Effect: The target is marked until the end of the haures's next turn.		
MOVE ACTIONS		
Sudden Leap • <b>Recharge</b> when first bloodied		
Effect: The haures shifts 8 squares.		
TRIGGERED ACTIONS		
M <b>Swift Kukri</b> (weapon) • <b>At-Will</b>		
Trigger: A creature marked by the haures shifts or makes an attack that does not include the haures.		
Attack (Opportunity Action): Melee 2 (triggering creature); +25 vs. AC.		
Hit: 2d8 + 6 damage, and the target is immobilized (save ends).		
Variable Resistance • 3/Encounter		
Trigger: The haures takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The haures gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 26 (+18)	Dex 23 (+16)	Wis 10 (+10)
Con 23 (+16)	Int 22 (+11)	Cha 8 (+9)
Alignment chaotic evil		Languages Abyssal, Elven
Equipment 2 kukri		

Drow Diabolist (level 19)		Level 19 Artillery
Medium fey humanoid (drow)		XP 2,400
HP 141; Bloodied 70	Initiative +13	
AC 31, Fortitude 31, Reflex 30, Will 32	Perception +9	
Speed 6	Darkvision	
TRAITS		
<b>Life from Fire</b>		
Whenever a drow diabolist takes fire damage, it gains 10 temporary hit points.		
STANDARD ACTIONS		
m <b>Kukri</b> (fire, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 1d8 + 7 damage plus 2d8 fire damage. The human diabolist rerolls any damage die result of 1 until the result is greater than 1.		
r <b>Dark Fire</b> (fire, implement, necrotic) • <b>At-Will</b>		
Attack: Ranged 15 (one creature); +26 vs. Reflex		
Hit: 3d8 + 14 fire and necrotic damage.		
R <b>Sulfurous Flash</b> (fire, implement) • <b>At-Will</b>		
Attack: Ranged 5 (one creature); +26 vs. Fortitude		
Hit: 3d6 + 14 fire damage, and the human diabolist has concealment against the target until the end of the diabolist's next turn.		
A <b>Darkfire Storm</b> (fire, implement, necrotic) • <b>Encounter</b>		
Attack: Area burst 2 within 20 (creatures in burst); +24 vs. Reflex.		
Hit: 3d6 + 10 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).		
MINOR ACTIONS		
R <b>Hell Blight</b> (implement) • <b>At-Will</b>		
Effect: One creature within line-of-sight is hell-blighted (save-ends). A hell-blighted target that takes fire damage from the drow diabolist cannot spend a healing surge until the end of the diabolist's next turn. If the diabolist uses this power on a new target, the previous target is no longer hell-blighted.		
TRIGGERED ACTIONS		
<b>Infernal Deflection</b> • <b>Recharge</b> 5-6		
Trigger: The diabolist is hit by a melee or ranged attack.		
Effect (Immediate Interrupt): The diabolist takes half damage from the triggering attack, and the attacker takes 15 fire damage.		
Skills Arcana +14, Bluff +20, Stealth +18		
Str 10 (+9)	Dex 18 (+13)	Wis 11 (+9)
Con 21 (+14)	Int 11 (+9)	Cha 23 (+15)
Alignment chaotic evil		Languages Abyssal, Elven
Equipment 2 kukri, leather armor, rod implement		

**Note:** A human diabolist reflavored drow, damage output updated.

<b>Tanarukk Steel Warrior</b>	<b>Level 18 Soldier</b>
Medium elemental humanoid, orc (demon)	XP 2,000
<b>HP 177; Bloodied 88</b>	<b>Initiative +13</b>
<b>AC 33, Fortitude 30, Reflex 29, Will 30</b>	<b>Perception +12</b>
<b>Speed 5</b>	<b>Darkvision</b>
<b>Resist 5 fire</b>	
<b>STANDARD ACTIONS</b>	
<b>m Broadsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d10 + 10 damage.	
Effect: The target is marked until the end of the steel warrior's next turn.	
<b>r Crossbow (weapon) • At-Will</b>	
Attack: Ranged 15/30 (one creature); +23 vs. AC	
Hit: 3d8 + 6 damage.	
<b>M Burning Cage (fire, weapon) • Recharge 5-6</b>	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 3d10 + 20 fire damage, and the target takes 5 fire damage whenever it enters a square during its turn (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>M Combat Awareness • At-Will</b>	
Trigger: An enemy marked by the steel warrior shifts or makes an attack that does not include the steel warrior as a target.	
Effect (Opportunity Action): The steel warrior can use <i>broadsword</i> against the triggering enemy.	
<b>Indomitable Fury</b>	
Trigger: The steel warrior drops to 0 hit points for the first time.	
Effect (No Action): The steel warrior instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.	
<b>Skills</b> Athletics +20	
<b>Str</b> 22 (+15)	<b>Dex</b> 15 (+11) <b>Wis</b> 17 (+12)
<b>Con</b> 25 (+16)	<b>Int</b> 8 (+8) <b>Cha</b> 10 (+9)
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal, Common	
<b>Equipment</b> broadsword, crossbow, crossbow bolt x10, heavy shield, plate armor	

## ENCOUNTER 3: "THE JWELED SPIDER CRYPTS" STATISTICS (HIGH LEVEL)

Haures (level 22)		Level 22 Soldier
Huge elemental humanoid (spider, undead, demon)		XP 4150
HP 207; <b>Bloodied</b> 103	Initiative +19	
AC 38, Fortitude 36, Reflex 34, Will 30	Perception +11	
Speed 8, climb 8 (spider climb)	Darkvision	
Immune disease, poison; resist 15 necrotic; Vulnerable 10 radiant		
STANDARD ACTIONS		
m <b>Kukri</b> (weapon) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +27 vs. AC		
Hit: 4d8 + 12 damage, and the target is marked until the end of the haures's next turn.		
C <b>Web Grab</b> • <b>Recharge</b> when first bloodied		
Attack: Close Burst 3 (enemies in burst); +25 vs. Reflex		
Hit: The haures pulls each target 3 squares to a square adjacent to the haures, then uses kukri against each target.		
C <b>Necrotic Command</b> (necrotic) • <b>Encounter</b>		
Attack: Close burst 5 (enemies in burst); +25 vs. Will		
Hit: 4d8 + 11 necrotic damage.		
Effect: The target is marked until the end of the haures's next turn.		
MOVE ACTIONS		
Sudden Leap • <b>Recharge</b> when first bloodied		
Effect: The haures shifts 8 squares.		
TRIGGERED ACTIONS		
M <b>Swift Kukri</b> (weapon) • <b>At-Will</b>		
Trigger: A creature marked by the haures shifts or makes an attack that does not include the haures.		
Attack (Opportunity Action): Melee 2 (triggering creature); +27 vs. AC.		
Hit: 2d8 + 8 damage, and the target is immobilized (save ends).		
Variable Resistance • 3/Encounter		
Trigger: The haures takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The haures gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 26 (+19)	Dex 23 (+17)	Wis 10 (+11)
Con 23 (+17)	Int 22 (+12)	Cha 8 (+10)
Alignment chaotic evil Languages abyssal, elven		
Equipment kukri, leather armor, rod implement		

Note: replaced equipment to match the diabolist.

Drow Diabolist (level 21)		Level 21 Artillery
Medium fey humanoid (drow)		XP 3,200
HP 156; <b>Bloodied</b> 78	Initiative +14	
AC 33, Fortitude 33, Reflex 32, Will 33	Perception +10	
Speed 6	Darkvision	
TRAITS		
<b>Life from Fire</b>		
Whenever a drow diabolist takes fire damage, it gains 10 temporary hit points.		
STANDARD ACTIONS		
m <b>Kukri</b> (fire, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 2d6 + 8 damage plus 3d6 fire damage. The human diabolist rerolls any damage die result of 1 until the result is greater than 1.		
r <b>Dark Fire</b> (fire, implement, necrotic) • <b>At-Will</b>		
Attack: Ranged 15 (one creature); +28 vs. Reflex		
Hit: 4d6 + 15 fire and necrotic damage.		
R <b>Sulfurous Flash</b> (fire, implement) • <b>At-Will</b>		
Attack: Ranged 5 (one creature); +28 vs. Fortitude		
Hit: 3d8 + 15 fire damage, and the human diabolist has concealment against the target until the end of the diabolist's next turn.		
A <b>Darkfire Storm</b> (fire, implement, necrotic) • <b>Encounter</b>		
Attack: Area burst 2 within 20 (creatures in burst); +26 vs. Reflex.		
Hit: 3d8 + 9 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).		
MINOR ACTIONS		
R <b>Hell Blight</b> (implement) • <b>At-Will</b>		
Effect: One creature within line-of-sight is hell-blighted (save-ends). A hell-blighted target that takes fire damage from the drow diabolist cannot spend a healing surge until the end of the diabolist's next turn. If the diabolist uses this power on a new target, the previous target is no longer hell-blighted.		
TRIGGERED ACTIONS		
<b>Infernal Deflection</b> • <b>Recharge</b> 5-6		
Trigger: The diabolist is hit by a melee or ranged attack.		
Effect (Immediate Interrupt): The diabolist takes half damage from the triggering attack, and the attacker takes 20 fire damage.		
Skills Arcana +15, Bluff +21, Stealth +19		
Str 10 (+10)	Dex 18 (+14)	Wis 11 (+10)
Con 21 (+15)	Int 11 (+10)	Cha 23 (+16)
Alignment chaotic evil Languages Abyssal, Elven		
Equipment kukri, leather armor, rod implement		

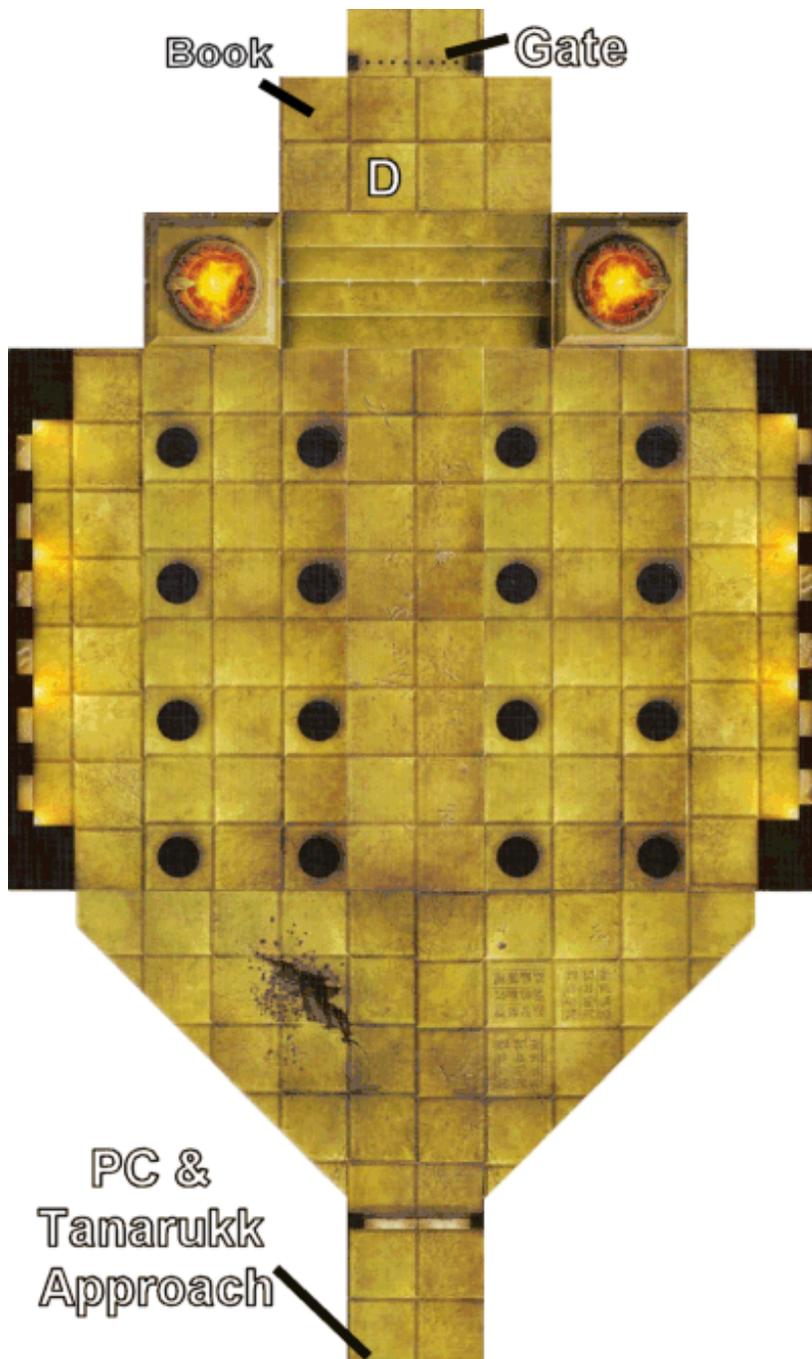
Note: A human diabolist reflavored drow, damage output updated.

<b>Tanarukk Steel Warrior (level 20)</b>	<b>Level 20 Soldier</b>
Medium elemental humanoid, orc (demon)	XP 2,800
<b>HP 201; Bloodied 100</b>	<b>Initiative +14</b>
<b>AC 35, Fortitude 32, Reflex 31, Will 32</b>	<b>Perception +13</b>
<b>Speed 5</b>	<b>Darkvision</b>
<b>Resist 5 fire</b>	
<b>STANDARD ACTIONS</b>	
<b>m Broadsword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 3d10 + 11 damage.	
<i>Effect:</i> The target is marked until the end of the steel warrior's next turn.	
<b>r Crossbow (weapon) • At-Will</b>	
<i>Attack:</i> Ranged 15/30 (one creature); +25 vs. AC	
<i>Hit:</i> 3d8 + 7 damage.	
<b>M Burning Cage (fire, weapon) • Recharge 5-6</b>	
<i>Attack:</i> Melee 1 (one creature); +23 vs. Reflex	
<i>Hit:</i> 3d10 + 21 fire damage, and the target takes 5 fire damage whenever it enters a square during its turn (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>M Combat Awareness • At-Will</b>	
<i>Trigger:</i> An enemy marked by the steel warrior shifts or makes an attack that does not include the steel warrior as a target.	
<i>Effect (Opportunity Action):</i> The steel warrior can use <i>broadsword</i> against the triggering enemy.	
<b>Indomitable Fury</b>	
<i>Trigger:</i> The steel warrior drops to 0 hit points for the first time.	
<i>Effect (No Action):</i> The steel warrior instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.	
<b>Skills</b> Athletics +21	
<b>Str</b> 22 (+16)	<b>Dex</b> 15 (+12) <b>Wis</b> 17 (+13)
<b>Con</b> 25 (+17)	<b>Int</b> 8 (+9) <b>Cha</b> 10 (+10)
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal, Common	
<b>Equipment</b> broadsword, crossbow, crossbow bolt x10, heavy shield, plate armor.	

# ENCOUNTER 3: "THE JEWELED SPIDER CRYPTS" MAP

TILE SETS NEEDED

*Dire Tombs x 2*



## ENCOUNTER 4: THE HOUSE OF DARK CONSUMPTION – SCENE 1

### SKILL CHALLENGE LEVEL 18/20, COMPLEXITY 5 (10000/14000 XP)

The PCs have entered the House of Dark Consumption. Describe the following scene when the PCs step through the portal:

*You stand in a large round hall. The ceiling is cloaked in darkness. Eight corridors, evenly spaced, open into it. Between each two corridors hangs a large, man-sized mirror. One mirror is shattered, while the one behind you spills a pale light that shimmers as shadows move behind its surface.*

*In the eerie light, the shadows seem to move, and you can make out an unnerving whispering.*

The broken mirror shattered with great force, as shards are spread throughout the hall. Dried blood in front of it indicates it must have wounded someone. PCs who played DALE1-4 *The Lady in Flames* may recall that this is the mirror whose shattering spellscarred Sureen Tavernesta.

The glowing mirror is the portal the PCs entered through. It refuses to let anyone return so the only way to go is forward.

The whispering comes from all around. It is unnerving, and their intensity grows as the PCs set out to explore the place, and the House's magic starts to work on their minds.

**Lights:** The House is built in the gloomiest part of the Shadowdark. No light source (even magical lights) can create better than **dim light** conditions in the House of Dark Consumption.

### SKILL CHALLENGE: THE CREEPING DARK

**Goal:** Overcome the insanity-inducing magic that permeates the House of Dark Consumption.

**Complexity:** 5 (10, 12, or 13 successes before 3 failures – see below)

**Primary Skills:** Endurance, Insight, Religion

**Other Skills:** Bluff, Diplomacy, Heal, Intimidate

**Victory:** The PCs deal with the madness, and manage to shake off all effects before they enter the final encounter.

**Defeat:** The PCs are infected by the madness, which hampers them as they enter the final encounter.

This skill challenge is divided in four scenes, interspersed between other encounters (the first one is listed below).

The difficulty of the challenge scales with the number of PCs in the party:

- 4 PCs: 10 successes before 3 failures
- 5 PCs: 12 successes before 3 failures
- 6 PCs: 14 successes before 3 failures

A PC divines the nature of the madness with a DC 23/25 Arcana or Dungeoneering. The shadows and whispers are caused by magic, and that a subtle effect in it works on the mind, likely causing insanity. The magic is dark and twisted, and originates from the Shadowfell.

**Primary checks:** In every scene, target PCs, either by rotation or at random until the specified number of successes has been reached or the specified number of PCs had their turn (whichever occurs first). These PCs are the target of the House's insanity-inducing magic and have to make a primary skill check of their choice.

The following primary skill checks can be used in each scene to deal with the madness. Individual scenes may give additional options.

**Arcana or Religion DC 23/25** (1 success; 1 maximum)

The character's uses its knowledge of the Shadowfell and derived knowledge of the drow's death goddess to support the group. On a successful check, all PCs have a +2 bonus on their **primary** checks for the duration of the scene.

**Endurance DC 32/34** (1 success)

Through an act of stubbornness or inner strength, the character resists the onset of the madness and fortifies the will of his or her companions.

**Insight DC 23/25** (1 success)

The character is able to see past the madness and keep his or her companions focused on the task at hand.

**Secondary checks:** Each time a PC fails a **primary skill check**, another PC **within 5 squares** can attempt a secondary skill check to aid (Bluff, Diplomacy, Heal, or Intimidate, see below). Only one PC can react on a failed check, and a PC can use each supporting skill successfully only once in this challenge.

The following secondary skill checks may help another PC overcome the madness in each scene. Note that the harder checks give greater rewards.

**Bluff DC 17/18** (no successes; when an ally within 5 squares fails a primary check; only once per PC)

The character turns the ally away from total madness at the last second - for a price. A successful check removes the failure from the skill challenge total, but the triggering PC still gains an insanity effect for failing his check. Whether or not this check succeeds, the character making the Bluff check gains an insanity effect.

**Diplomacy DC 23/25** (no successes; when an ally within 5 squares fails a primary check; only once per PC)

Using reason, empathy, and careful words, the character calms an ally. A successful check removes the failure from the skill challenge total, but the triggering PC still gains an insanity effect for failing his check.

**Heal DC 23/25** (no successes; when an ally within 5 squares fails a primary check; only once per PC)

The character tends to the ally's trauma. A successful check negates the insanity effect from the triggering check, but the failure still adds to the skill challenge total.

**Intimidate DC 32/34** (no successes; when an ally within 5 squares fails a primary check; only once per PC)

The character forces the ally to snap out of it. The ally must be conscious and willing to cooperate. A successful check negates both the failure and the insanity effect from the triggering check.

**Remove Affliction DC varies** (no successes)

A Remove Affliction ritual can be used to remove **one** insanity effect (but does not remove any failures), at any time during the adventure.

Note that Remove Affliction is taxing and likely causes the loss of hit points. The insanity is level 18/20. This means the ritual has the following effect depending on the accompanying Heal check:

**DC lower than 19/21:** The target dies.

**DC 19/21:** The target takes damage equal to his or her maximum hit points.

**DC 28/30:** The target takes damage equal to half his or her maximum hit points.

**DC 38/40:** The target takes damage equal to a quarter of his or her maximum hit points.

**DC 48/50:** The target takes no damage

**Note:** The Delay Affliction ritual does **not** work while in the House of Dark Consumption.

If the PC still fails despite any aid, he gains an insanity effect. Roll a d20 on the table in Appendix I. Show the Appendix to your players so they can track effects. Each

failed check after the first results in a +2 cumulative bonus to the roll on the insanity table.

A character can have multiple insanity effects, although he or she cannot be affected by the same one more than once unless the effect so specifies. If a PC rolls the same insanity twice, and there are no additional penalties spelled out, they suffer no effect.

Each effect lasts until the end of the adventure.

**Important:** The insanity effects hamper PCs in the other encounters during the challenge, and continue in force into the final encounter if they fail the skill challenge.

### **SCENE 1: WHEREVER YOU GO... [2,3 OR 4 SUCCESSSES]**

This scene starts as the PCs investigate the tunnels for direction. It becomes apparent that there are no signs - the House itself erases them. Until the PCs succeed in this scene, each route they follow (whether they split up or not) takes them back to the hall.

Proven methods (leaving chalk marks, always turning left, etc) do not work: Marks are erased the moment they turn a corner, and the tunnels periodically change so that a proven route is different the next time.

Meanwhile, the PCs are targeted by the House's insanity inducing magic. Select PCs by rotation or at random until the following occurs:

- 4 PCs: **2 successes** have been reached or **3 PCs** had their turn (whichever occurs first).
- 5 PCs: **3 successes** have been reached or **4 PCs** had their turn (whichever occurs first).
- 6 PCs: **4 successes** have been reached or **5 PCs** had their turn (whichever occurs first).

Each PC is targeted with magical confusion that prevents them from finding their way. These feelings are magically induced and not really the PC's own.

In addition to the basic skills described above, they can use the following primary skills to overcome the madness by defeating the hindrance. Remember that if the PC fails a primary skill check, he gains an insanity effect.

**Arcana or Dungeoneering DC 23/25** (1 success)

The PC gets a sense of the layout of the ever-shifting house or recognizes its magical tricks. This allows him or her to track a route.

**Hand of Fate (or similar ritual)** (1 success, 1 maximum)

A ritual that maps a place or aid in making choices provides one success. Using rituals can only grant 1

success in this scene (regardless of how many different rituals are used).

## **ENDING THE SCENE**

Once the PCs reach 3 successes or have all made a check, they leave the tunnel system and reach a different room.

*The tunnels open up in a room shaped like a teardrop. Its curved ceiling is hung with heavy iron chains, each covered in a thick flaky substance that could be rust, blood, or both.*

*The remains of various apparatuses - each a more unpleasant torture device than the next - scatter the floor. At the end of the room, where it tapers to a point, stairs descend into darkness.*

The PCs can find tracks here of numerous humanoids. They lead from the tunnel system to the stairs. Move to Encounter 5 once the PCs go down the stairs. The skill challenge continues after that encounter with Scene 2 in Encounter 5B.

## ENCOUNTER 5: BOUND TO SERVE

### SKILL CHALLENGE LEVEL 17/19, COMPLEXITY 2 (No XP\*)

\* XP for this encounter is included in Encounter 6.

#### SETUP

##### Important NPCs:

Mendisemon, nabassu

As the PCs explore the House of Dark Consumption, they discover a demon by the name of Mendisemon. Bound by the temple's creators hundreds of years ago, the drow have enslaved him. His abyssal nature protects him from the temple's maddening nature, but he is slowly succumbing to its effects. With his last threads of sanity, he implores the PCs to free him, in exchange he aid the PCs against his former captors.

*Suddenly, the floor before you splits open, bristling with large teeth like a massive maw. Below appears to be a wide chamber.*

*A gravelly voice sounds from its depths.*

*"Come to me. I can aid your cause... if you free me in turn."*

The PCs can choose to lower themselves down or ignore the plea and continue on. If they continue on, they skip this encounter; proceed to Encounter 5B. Otherwise, read the following:

*The descent is farther than it appeared, but you end up on a springy, flesh-like ground that cushions the drop.*

*Above you the mouth seals closed, leaving you in a dank, sticky half-darkness. "Welcome," whispers the voice, "to my prison."*

The descent is the equivalent of 40 feet, but even if the PCs jumped they take no fall damage. PCs find themselves on a surface akin to mucous-covered muscle tissue.

The speaker is a winged, black-skinned humanoid, wrapped in glowing blue chains. The walls of the chamber glow slightly, and are made of the same vaguely organic tissue. Embedded in the walls are what appear to be the bones of many creatures—some humanoid, others not.

PCs may feel inclined to attack what is readily discernable as a demon, but a cage of force shields the demon, preventing either side from harming the other.

The demon cannot affect them either - the PCs can easily leave if they wish.

### SKILL CHALLENGE: FREE THE DEMON

**Goal:** Free or banish Mendisemon and maintain his allegiance.

**Complexity:** 2 (6 successes before 3 failures)

**Victory:** If the PCs succeed, Mendisemon kills several of the drow guards before fleeing.

**Defeat:** If the PCs fail, Mendisemon still escapes, and kills the guards, but decides to kill the PCs before fleeing.

**Optional:** The PCs may choose not to free Mendisemon at all. If so, he joins the drow guards in fighting the PCs.

#### SCENE 1: UNBINDING THE DEMON [4 SUCCESSES]

*"Mortals... Know that in other circumstances, I would gut you and eat your entrails. But as you see, I am bound to this place, forced to serve the stinking drow.*

*So since you are my enemies' enemies, I propose this: I will not slaughter you, and indeed if you free me, I will aid you in turn against the death-worshipping cultists.*

*Know that if you refuse or fail, the drow will send me against you."*

The demon tries to coax the PCs into freeing it, promising to aid them against their enemies. PCs may not be eager to aid. However, they may find an alternate way. If they succeed in a **DC 16/17 Religion** check, they realize that they can use the ritual lined out below to arrange for the demon to be *banished* instead. Unfortunately for that they first need to unbind it.

The ritual enslaving the demon is simple. The walls of the chamber are sticky and porous, and the bones embedded in them can be pulled out and re-inserted. Arranging the bones to spell out the demon's name breaks the spell. It requires four successes to defeat this puzzle and place the bones in the right space. Some basic skills PCs can use to study the situation (these grant no successes or failures):

- **Insight DC 16/17:** The demon is desperate, but he remains calm. He chides the PCs for their failures while babbling in and out of lucidity.
- **Arcana DC 16/17:** The bones in the walls are magically shielded from the demon—he cannot see or sense them and has no idea they exist.
- **Arcana DC 27:** The demon is a nabassu, a gargoyle demon that guards portals. It is associated with Orcus.
- The demon freely shares what he knows of the House if the PCs ask:

- The drow worship a former drow death goddess –the demon forgot her name.
- The House was originally dedicated to that goddess.
- In the past, her priestesses enslaved him in order to spite their goddess' archenemy Orcus.
- The death goddess created the House, though the demon does not know for what purpose.
- The goddess was banished from Faerûn decades ago, but the heretics try to revive her.

The PCs can free the demon in the following steps. Each step continues as soon as the PCs earns one success:

**1: Analyze the Trap:** The PCs have to find out what keeps the demon imprisoned.

**Arcana or Thievery DC 23/24** (trained only; 1 success, 1 maximum)

The PC removes the shielding that prevents Mendisemon from seeing his prison. With a success, the demon immediately recognizes the trap and explains how to fix it. Failure mutates the bones slightly, adding a failure to the skill challenge.

**Perception DC 16/17** (when the PC speaks Abyssal or Primordial; 1 success, 1 maximum)

A PC realizes that the bones form the shape of letters in the Barazhad alphabet (the alphabet for Abyssal and Primordial). They do not form a word but may be used to form a name, though they are not in the right order.

**Perception DC 31/33** (no success)

A PC realizes that the bones vaguely form the shape of letters. This grants a +2 bonus on other primary skill checks to analyze the trap.

**History or Religion DC 23/24** (1 success, 1 maximum)

The PC realizes that knowing a demon's name grants some measure of power over it, which is likely at issue here. Failure means the PCs speculation annoys the demon, and adds a failure to the skill challenge.

**2: Get the Demon's Name:** The PCs have to find out what the demon's name is. Mendisemon is initially unwilling to tell the PCs his name. He is desperate enough to tell them if they make it clear it's his only option.

**Bluff, Diplomacy or Intimidate DC 23/24** (1 success, 1 maximum)

One of the PCs convinces Mendisemon to tell them his name. Failure makes the demon believe he's being played, adding a failure to the skill challenge and a -2 penalty to the next social skill check.

**History or Religion DC 31/33** (1 success, 1 maximum)

The PC has heard legends of The Folly of Mendisemon, and although the story has changed through time, the PC is fairly sure of the demon's name.

**3: Place the Bones:** A PC has to rearrange the bones in the wall.

**Dungeoneering or Thievery DC 16/17** (1 success, after the PCs know the demon's name, no maximum)

A PC rearranges the bones in the wall to form Mendisemon's name. Failure damages the bones, adding a failure to the challenge.

This scene ends as soon as a PC earns the fourth success. If the PCs earn 3 or more failures, they fail the skill challenge though they do unbind the demon. As his shackles start to dissolve, the demon, who is in pain, casts them out (see Ending the Encounter).

If they succeed, continue to Scene 2 if they were aiding the demon, and to Scene 4 if they planned to banish it instead.

**SCENE 2: WHY NOT TO TRUST A DEMON [1 SUCCESS]**

*As the bones slide into place, the chains surrounding Mendisemon shatter like glass, and a deep tremor shakes the temple. "I'm free!" the demon roars. After a moment he cocks his head as if confused. "So now... who of you to eat first?"*

Mendisemon does not attack, and is simply trying to frighten the PCs. If any PC responds with physical violence, the party fails the skill challenge. The PCs can use the following skills to bring the demon back on task.

This scene ends as soon as a PC earns one success or the third failure for the skill challenge. **If the PCs earned 3 failures**, they fail the skill challenge, and the demon casts them out. Otherwise, continue to Scene 3.

**Bluff DC 23/24** (1 success)

The demon finds the PC's attempt to deceive him adorable.

### **Diplomacy DC 31/33** (1 success)

Reasoning with a demon is difficult, but it is possible to motivate Mendisemon with promises of revenge on his former masters.

### **Insight or Arcana DC 23/24** (no success)

By applying knowledge of the demon's mood or nature the PC can suggest a means to aid another. Success grants another PC a +3 bonus to their next Charisma-based skill check. Failure grants a -2 penalty.

### **Intimidate DC 16/17** (1 success, 1 maximum)

The demon is used to intimidation as a way of negotiating terms, and though they do not scare him, accepts the PCs threats.

## **SCENE 3: A MATTER OF PAYMENT [1 SUCCESS]**

Once the PCs convince Mendisemon to aid them, he procures a scroll from thin air that unrolls all the way down to the floor. He describes it as a contract. In reality, it is not binding (demons do not use contracts), but a demonical device used by some Orcus-bound demons to gather souls. Even if PCs realize this, Mendisemon refuses to comply unless a PC signs it. Before he can help he needs at least one PC to sign, although all are welcome.

The contract is written in Abyssal. The PCs may read it, but the demon asserts that the deal is only valid for a limited time. If asked, he is willing to explain that those who sign (as payment for his aid) agree to sacrifice a part of their soul. He asserts them they won't miss it. PCs whose nature has them make pacts with others can sign the contract - whether the signing cause any problems for them may become clear later.

**If all PCs refuse to sign:** The PCs yet fail the skill challenge.

**If at least one PC signs:** The PCs earn the final success and succeed in the skill challenge. Each PC that signs earns story award **CORE72 Forfeited Your Soul** and needs to make the following check:

### **Endurance DC 23/24** (no successes)

A PC that fails the check must expend either a healing surge or a daily attack power. PCs cannot aid each other for this check.

## **SCENE 4: THE BANISHING [2 SUCCESSES]**

In order to banish Mendisemon, the PCs need both religious an arcane might. This scene is more difficult than the others, and has limited skills - it is inherent to the choice the PCs make. The PCs have to succeed at both a Religion and an Arcana check as they challenge the demon and send it back home. Medisemon is not

pleased with this turn of events since it hurts like hell. He cannot harm the PCs while they remain in this room, but it seeks to call forth its power to evict them out of the room. If the PCs earn 3 failures before they manage to banish him, he casts them out (see Ending the Encounter).

### **Arcana DC 31/33** (1 success, 1 maximum)

The PC performs a rite of unnamng. This severs the demon's ties to the mortal realm and allows it to be sends home, allowing the use of the Religion skill.

### **Religion DC 31/33** (after Arcana succeeds, 1 success, 1 maximum)

The PC performs a rite of banishment.

## **ENDING THE ENCOUNTER**

Whether successful or not, an opening appears. Once the PCs fall or descend through the opening, go to Encounter 5B.

**Success:** Satisfied, Mendisemon uses the limited control he has of his room, and opens a mouth-like door in a nearby wall.

**Failure:** If the PCs fail the skill challenge or if they refuse to free the demon, he bellows with rage, "you waste my time!" He opens a mouth-like opening beneath the PCs, and they drop down.

### **EXPERIENCE POINTS**

The PCs do not receive xp for this encounter - instead, the experience they earn is included in Encounter 6. This encounter does not count towards a milestone.

### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 5B: THE HOUSE OF DARK CONSUMPTION – SCENE 2

See Encounter 4 for the basic primary and secondary skills for this skill challenge.

### SCENE 2: IN THE DARK [2, 3 OR 4 SUCCESSSES]

*Darkness envelops you. The air is freezing cold, numbing your senses. You can hardly feel the ground beneath your feet. Sound is muted, except for the strange whispering around you, which seems to sound all the louder.*

*A feeling creeps up on you that you are being watched...*

The PCs need to deal with the paranoia magically instilled in them by the darkness and the whispers. Select PCs by rotation or at random until the following occurs:

- 4 PCs: 2 successes have been reached or 3 PCs had their turn (whichever occurs first).
- 5 PCs: 3 successes have been reached or 4 PCs had their turn (whichever occurs first).
- 6 PCs: 4 successes have been reached or 5 PCs had their turn (whichever occurs first)

Each PC is targeted with magical paranoia and sensory deprivation. These feelings are magically induced and not really the PC's own.

PCs can use the basic skills (Endurance, Insight, or Religion), and get aid from other PCs that use the basic secondary skills (Bluff, Diplomacy, Heal, Intimidate). In addition, they can use the following primary skills to overcome the madness by defeating the hindrance. Remember that if the PC fails a primary skill check, he gains an insanity effect.

#### **Stealth DC 23/25** (1 success)

The PC sneaks through the darkness, making himself unheard and so deals with the irrational fear of being watched.

#### **Perception DC 31/32** (1 success)

The PC relies on his superior senses to guide him through the darkness, and so deals with the irrational fear of not knowing where he or she is.

## ENDING THE SCENE

Once the PCs reach 3 successes or have all made a check, the darkness dissipates.

*Sensation returns... with a vengeance. As sudden as it appeared, the darkness drops, revealing the jumble of furniture in the rooms you have been crossing.*

*At the same time, a horrifying scream echoes through the halls, and the ground shakes, tossing furniture aside and hurling you to the floor.*

*The tremor fades away, and now you can hear voices, indicating living creatures up ahead.*

The PCs have entered a part of the complex that has some real inhabitants. Move to Encounter 6. The skill challenge continues after that encounter with Scene 3 in Encounter 6B.

## ENCOUNTER 6: HOUSE GUARDS

### ENCOUNTER LEVEL 18/20 (13600/19200 XP)

#### SETUP

This encounter contains the following creatures at low tier:

- 2 drow demonbinders (level 18) (D)
- 1 drow noble (level 19) (N)
- 1 nabassu (level 18) (N)
- unlimited spider demon sycophants (M)

This encounter includes the following creatures at the high tier:

- 2 drow demonbinder (level 20) (F)
- 1 drow noble (level 21) (D)
- 1 nabassu (N)
- unlimited spider demon sycophants (level 20) (M)

Drow guards patrol the halls of the House. They are mostly weak compared to the PCs, but occasionally harrow the PCs. The characters are capable enough to fight off these guards without a loss of resources.

Additionally, the temple shakes intermittently from quakes caused by the concentrated magically power.

As the PCs enter this area, the drow guards make their final stand. If they cannot kill the PCs, they would rather bring the temple down around them than allow them to interrupt the ritual.

*The corridor shakes from another tremor, dust shaking loose from the ceiling. The corridor opens into a dome-ceilinged circular gallery at the conflux of several other tunnels. Swirling magical currents and the din of low chanting echo between the pillars of a long stone portico.*

*A male drow wearing a thin crown blocks your path, flanked on either side by female drow with six-arms, wreathed in fire and channeling energy into two humming portals floating in the air.*

*“Imbeciles!” He shouts, “you cannot comprehend your folly. I will tear this temple down on top of us before I allow you to stop this ritual.” Shards of stone fall from the dome as horned soldiers begin to pour from the portals. “Mendisemon!,” the drow yells, “I summon you to help destroy these fools.”*

What happens next depends on the outcome of Encounter 5.

If the PCs skipped the encounter or if the attempted to banish Mendisemon but failed, the demon teleports into the air above the PCs, and attack immediately.

If the PCs attempted to free the demon and failed, the demon teleports into the air above the drow noble. It acts on the initiative of the spider demon sycophants, and tears them apart as they enter through the portal. This means that in the first round, neither Mendisemon nor the spider demon sycophants get to act against the PCs. After that, the drow gains control, however, and the demon joins the drow and attacks the PCs.

If the PCs attempted to banish the demon and succeeded, the demon does not appear at all. The drow noble spends his standard action on the first round trying to summon it, fuming at the demon’s ‘disobedience’.

If the PCs attempted to free the demon and succeeded, the demon teleports into the air in front of the drow noble. “Mortal,” it says, “Your chains bind me no longer.” Then it grabs the drow noble, tearing him in half with its claws before disappearing through one of the portals.

#### FEATURES OF THE AREA

**Illumination:** The phosphorescent material making up the dome provides dim light. As the room collapses (see below), the light begins to fade. In round 5 and after, the room is in total darkness. Note that no light source can provide better than dim light in the House of Dark Consumption.

**Ceiling:** The vaulted ceiling is 30 feet high at the highest point.

**Collapsing Room:** The columns of the portico collapse at the end of Round 1, creating blocking terrain. In addition, at the start of each round starting in Round 2, random parts of the ceiling collapse.

Roll a d8 twice to determine the collapsing areas (see the map). An area does not collapse twice in the same round, but can collapse again in a next round. The attack is centered in the affected area:

##### C Collapsing Dome

**Attack:** Close burst 1 (creatures in burst); +23 vs. Reflex  
**Hit:** 2d12 + 6 damage and the target is knocked prone.  
**Effect:** The squares in the burst become difficult terrain.

After 5 rounds the room falls into total darkness.

The tunnels connecting out of the room collapse if a creature moves more than 3 squares into them, otherwise they collapse during Round 2 and 3.

**Broken-up Floor:** These squares are difficult terrain. A creature that is forcibly moved into these squares falls prone.

**Portals (P):** The portals are one-way only. Anyone that is adjacent and looks through a portal sees a desolate landscape (a DC 30 Arcana check identifies it as the Plains of the Soulfire, an area in the Demonweb Pits, which is Lolth's dominion) crowded with spidery demons. The demons appear out of the portal at the start of their turn, at a square of their choice adjacent to any of the two portals.

A DC 31/32 Arcana check as a standard action shuts down the portal for one round.

Whenever a demon binder dies, one of the portals shuts down permanently.

**Webbing:** The stairs and the 2x8 square areas directly in front of the portals (P) are covered in sticky webbing. Except for spiders and the drow noble, any creature moving into this area is restrained (DC 31/32 Acrobatics to escape). The demonbinders avoid this area.

**Trap Door (T):** This simple service corridor is hidden only for aesthetic reasons. PCs within three squares of it detect it automatically. If the PCs haven't found it at the end of 5 rounds, a large stone falls from the ceiling and crashes through the tiles here, revealing a long, dark passageway. If the PCs flee the encounter down this tunnel, the ceiling collapses on any monsters before they can pursue.

## TACTICS

The spider demon sycophants are man-sized humanoids, their bodies covered in spiny hair and mandibles, eight-eyed heads. They continue to stream out of the two portals at a rate of 4 per round for as long as the portals are open. A maximum of 8 demons can be present at any one time. Note that if the PCs attempted the skill challenge but failed, Mendisemon kills the first round of sycophants.

The sycophants charge at the PCs and attempt to keep them occupied so their drow allies can blast away. They are able to peek through the portal, so they can plan their entrance, and appear at any square adjacent to either portal at the start of their turn. Once both portals shut down, they stop coming.

The drow noble uses his *fire web* on the first PC to break the sycophants' ranks, and the demonbinders then focus fire on this PC as well. Otherwise, all three drow attempt to blast as many PCs as possible. They ignore damage to their demon allies. The noble waits to use *maddening oratory* until multiple PCs get within melee range.

The nabassu darts around the room, avoiding melee combatants and singling out spellcasters in the back rows.

All creatures refuse to surrender, and fight to the death.

## SCALING THE ENCOUNTER

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

**Four PCs:** Only 3 spider demon sycophants come through the portal each round. A maximum of 6 demons can be present at any one time.

**Six PCs:** Five spider demon sycophants come through the portal each round. A maximum of 10 demons can be present at any one time.

## ENDING THE ENCOUNTER

The encounter ends when the PCs flee down the trap door or when all of the monsters are defeated. A DC 16 / 17 Dungeoneering check can tell that the tunnel behind the trap door is relatively safe, and leads in the direction of the ritual chamber. The PCs have little choice but to follow it, although they do have time to take a short rest.

## EXPERIENCE POINTS

The PCs receive 2720/3830 XP for defeating the monsters.

## TREASURE

The drow noble carries an ornamental blade that is a *blackshroud weapon +4*.

## ENCOUNTER 6: “HOUSE GUARDS” STATISTICS (LOW LEVEL)

Drow Demonbinder (level 18)	Level 18 Artillery
Medium fey humanoid, drow (demon)	XP 2,000
<b>HP 135; Bloodied 67</b>	<b>Initiative +12</b>
<b>AC 30, Fortitude 30, Reflex 30, Will 30</b>	<b>Perception +12</b>
<b>Speed 6</b>	Darkvision
<b>Resist 10 fire</b>	
STANDARD ACTIONS	
<b>m Staff (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 11 damage.	
<b>r Fire Bolt (fire, implement) • At-Will</b>	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 3d8 + 13 fire damage	
<b>R Fire Barrage (fire, implement) • Recharge 5-6</b>	
Attack: Ranged 10 (one, two, or three creatures); +23 vs. Reflex	
Hit: 2d10 + 8 fire damage	
<b>A Winds of Fire (fire, implement, zone) • Encounter</b>	
Attack: Area burst 2 within 20 (creatures in burst); +23 vs. Reflex	
Hit: 3d6 + 7 fire damage	
Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that enters the zone or ends its turn there takes 10 fire damage and is pulled 1 square toward the burst's origin square.	
TRIGGERED ACTIONS	
<b>Indomitable Fury</b>	
Trigger: The demonbinder drops to 0 hit points for the first time.	
Effect (No Action): The demonbinder instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.	
<b>Avenging Fire (hire)</b>	
Trigger: An enemy reduces the flame speaker to 0 hit points for the second time.	
Effect (No Action): The triggering enemy takes 2d10 + 6 fire damage.	
<b>Skills</b> Arcana +16	
<b>Str 20 (+14)</b>	<b>Dex 17 (+12)</b> <b>Wis 17 (+12)</b>
<b>Con 21 (+14)</b>	<b>Int 14 (+11)</b> <b>Cha 12 (+10)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal, Elven	
<b>Equipment</b> staff	

**Note:** Reflavored Tanarukk flame speaker. Changed origin to fey and race to drow.

Spider Demon Sycophant	Level 18 Soldier (Leader)
Medium elemental humanoid (demon, spider)	XP 500
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +17</b>
<b>AC 34, Fortitude 28, Reflex 31, Will 32</b>	<b>Perception +18</b>
<b>Speed 6</b>	Darkvision
<b>Resist 20 poison</b>	
TRAITS	
<b>O Bloodletting Soul • Aura 2</b>	
Any ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.	
STANDARD ACTIONS	
<b>m Harpoon (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 10 damage	
TRIGGERED ACTIONS	
<b>Essence Transference</b>	
Trigger: The mezzodemon sycophant drops to 0 hit points.	
Effect (No Action): The nearest nonminion demon within 5 squares of the sycophant gains 20 temporary hit points.	
<b>Str 15 (+11)</b>	<b>Dex 22 (+15)</b> <b>Wis 16 (+13)</b>
<b>Con 16 (+12)</b>	<b>Int 19 (+13)</b> <b>Cha 24 (+16)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal	
<b>Equipment</b> harpoon.	

**Note:** Mezzodemon sycophant from *Demonomicon* reflavored to spider and swapped *variable resistance to bloodletting soul* (*Demonomicon*).

Nabassu	Level 18 Lurker
Medium elemental humanoid (demon)	XP 2,000
<b>HP 136; Bloodied 68</b>	<b>Initiative +20</b>
<b>AC 31, Fortitude 30, Reflex 30, Will 28</b>	<b>Perception +13</b>
<b>Speed 8, fly 8, teleport 4</b>	Darkvision
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 8 damage.	
<b>R Life-stealing Gaze (necrotic) • Recharge 5-6</b>	
Attack: Ranged 5 (one creature); +21 vs. Fortitude	
Hit: Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's <i>soul rip</i> , it instead takes ongoing 35 necrotic damage (save ends).	
<b>M Soul Rip • Recharge when first bloodied</b>	
Attack: Melee 1 (one creature unaffected by <i>soul rip</i> ); +21 vs. Fortitude	
Hit: loses three healing surges . and until the end of the encounter, the target takes a -2 penalty to attack rolls against the nabassu.	
MINOR ACTIONS	
<b>C Spell Eater • Encounter</b>	
Attack: Close burst 5 (one zone in the burst); + 21 vs. Will of the zone's creator.	
Hit: The zone is destroyed, and the nabassu recharges <i>life-stealing gaze</i> .	
<b>Skills</b> Stealth +21	
<b>Str 25 (+16)</b>	<b>Dex 24 (+16)</b> <b>Wis 18 (+13)</b>
<b>Con 22 (+15)</b>	<b>Int 10 (+9)</b> <b>Cha 22 (+15)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal	

**Note:** Removed *portal link* as it is irrelevant, changed *variable resistance to spell eater* (*Demonomicon*).

## ENCOUNTER 6: “HOUSE GUARDS” STATISTICS (LOW LEVEL)

<b>Drow Noble (level 19)</b>	<b>Level 19 Controller (Leader)</b>	
Medium fey humanoid	XP 2,400	
<b>HP 172; Bloodied 86</b>	<b>Initiative +12</b>	
<b>AC 33, Fortitude 28, Reflex 30, Will 33</b>	<b>Perception +21</b>	
<b>Speed 7</b>	Darkvision	
<b>TRAITS</b>		
<b>O Noble Authority • Aura sight</b>		
Drow and spider allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls		
<b>STANDARD ACTIONS</b>		
<b>m Longsword (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage.		
<b>R Fire Web (fire) • At-Will</b>		
Attack: Ranged 5 (one creature); +23 vs. Reflex		
Hit: 4d8 + 14 fire damage, and the target is immobilized and gains vulnerable 5 fire (save ends both).		
<b>A Shadow Wrath (necrotic) • Recharge 6</b>		
Attack: Area Burst 2 within 10 (enemies within burst); +23 vs. Will		
Hit: 4d10 + 8 necrotic damage, and the target is blinded (save ends)		
<b>C Maddening Oratory (psychic) • Recharge 5-6</b>		
Attack: Close burst 5 (creatures in burst); +21 vs. Will.		
Hit: 3d8 + 14 psychic damage, and the target is dazed (save ends).		
<b>MINOR ACTIONS</b>		
<b>Lash of Fury • At-Will (1/round)</b>		
Requirement: The nabassu is within 10 squares.		
Effect: The nabassu takes 15 damage, and makes a melee attack as a free action.		
<b>R Darkfire • Encounter</b>		
Attack: Ranged 10 (one creature); +23 vs. Reflex		
Hit: Until the end of the drow noble's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.		
Skills Bluff +20, Diplomacy + 20, Insight +21, Stealth +17		
<b>Str 12 (+10)</b>	<b>Dex 15 (+11)</b>	<b>Wis 22 (+15)</b>
<b>Con 12 (+10)</b>	<b>Int 16 (+12)</b>	<b>Cha 20 (+14)</b>
<b>Alignment</b> evil		
<b>Languages</b> Common, Elven, Giant		
<b>Equipment</b> chainmail, longsword.		

**Note:** Added *lash of fury* (*Demonomicon*) and updated damage.

## ENCOUNTER 6: “HOUSE GUARDS” STATISTICS (HIGH LEVEL)

Drow Demonbinder (level 20)	Level 20 Artillery
Medium fey humanoid, drow (demon)	XP 2,800
<b>HP 147; Bloodied 73</b>	<b>Initiative +13</b>
<b>AC 32, Fortitude 32, Reflex 32, Will 32</b>	<b>Perception +13</b>
<b>Speed 6</b>	<b>Darkvision</b>
<b>Resist 10 fire</b>	
STANDARD ACTIONS	
<b>m Staff (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6 + 13 damage.	
<b>r Fire Bolt (fire, implement) • At-Will</b>	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 3d8 + 15 fire damage	
<b>R Fire Barrage (fire, implement) • Recharge 5-6</b>	
Attack: Ranged 10 (one, two, or three creatures); +25 vs. Reflex	
Hit: 2d10 + 10 fire damage	
<b>A Winds of Fire (fire, implement, zone) • Encounter</b>	
Attack: Area burst 2 within 20 (creatures in burst); +25 vs. Reflex	
Hit: 3d6 + 9 fire damage	
Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that enters the zone or ends its turn there takes 10 fire damage and is pulled 1 square toward the burst's origin square.	
TRIGGERED ACTIONS	
<b>Indomitable Fury</b>	
Trigger: The demonbinder drops to 0 hit points for the first time.	
Effect (No Action): The demonbinder instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.	
<b>Avenging Fire (fire)</b>	
Trigger: An enemy reduces the flame speaker to 0 hit points for the second time.	
Effect (No Action): The triggering enemy takes 2d10 + 8 fire damage.	
<b>Skills</b> Arcana +17	
<b>Str 20 (+15)</b>	<b>Dex 17 (+13)</b> <b>Wis 17 (+13)</b>
<b>Con 21 (+15)</b>	<b>Int 14 (+12)</b> <b>Cha 12 (+11)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal, Elven	
<b>Equipment</b> staff	

**Note:** Reflavored Tanarukk flame speaker. Changed origin to fey and race to drow.

Spider Demon Sycophant	Level 20 Soldier (Leader)
Medium elemental humanoid (demon)	XP 660
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +18</b>
<b>AC 36, Fortitude 30, Reflex 33, Will 34</b>	<b>Perception +19</b>
<b>Speed 6</b>	<b>Darkvision</b>
<b>Resist 20 poison</b>	
TRAITS	
<b>O Bloodletting Soul • Aura 2</b>	
Any ally in the aura that is reduced to 0 hit points makes a melee basic attack as an immediate interrupt.	
STANDARD ACTIONS	
<b>m Harpoon (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 12 damage	
TRIGGERED ACTIONS	
<b>Essence Transference</b>	
Trigger: The mezzodemon sycophant drops to 0 hit points.	
Effect (No Action): The nearest nonminion demon within 5 squares of the sycophant gains 20 temporary hit points.	
<b>Str 15 (+12)</b>	<b>Dex 22 (+16)</b> <b>Wis 16 (+14)</b>
<b>Con 16 (+13)</b>	<b>Int 19 (+14)</b> <b>Cha 24 (+17)</b>
<b>Alignment</b> Chaotic Evil <b>Languages</b> Abyssal	
<b>Equipment</b> harpoon.	

**Note:** mezzodemon sycophant from *Demonomicon*, reflavored to spider and swapped *variable resistance to bloodletting soul* (*Demonomicon*).

Nabassu	Level 20 Lurker
Medium elemental humanoid (demon)	XP 2,800
<b>HP 148; Bloodied 74</b>	<b>Initiative +21</b>
<b>AC 33, Fortitude 32, Reflex 32, Will 30</b>	<b>Perception +14</b>
<b>Speed 8, fly 8, teleport 4</b>	<b>Darkvision</b>
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 10 damage.	
<b>R Life-stealing Gaze (necrotic) • Recharge 5-6</b>	
Attack: Ranged 5 (one creature); +23 vs. Fortitude	
Hit: Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's <i>soul rip</i> , it instead takes ongoing 35 necrotic damage (save ends).	
<b>M Soul Rip • Recharge when first bloodied</b>	
Attack: Melee 1 (one creature unaffected by <i>soul rip</i> ); +23 vs. Fortitude	
Hit: Until the end of the encounter, the target takes a -2 penalty to attack rolls against the nabassu and loses three healing surges.	
MINOR ACTIONS	
<b>C Spell Eater • Encounter</b>	
Attack: Close burst 5 (one zone in the burst); + 23 vs. Will of the zone's creator.	
Hit: The zone is destroyed, and the nabassu recharges <i>life-stealing gaze</i> .	
<b>Skills</b> Stealth +22	
<b>Str 25 (+17)</b>	<b>Dex 24 (+17)</b> <b>Wis 18 (+14)</b>
<b>Con 22 (+16)</b>	<b>Int 10 (+10)</b> <b>Cha 22 (+16)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal	

**Note:** Removed *portal link* as it is irrelevant, changed *variable resistance to spell eater* (*Demonomicon*).

## ENCOUNTER 6: “HOUSE GUARDS” STATISTICS (HIGH LEVEL)

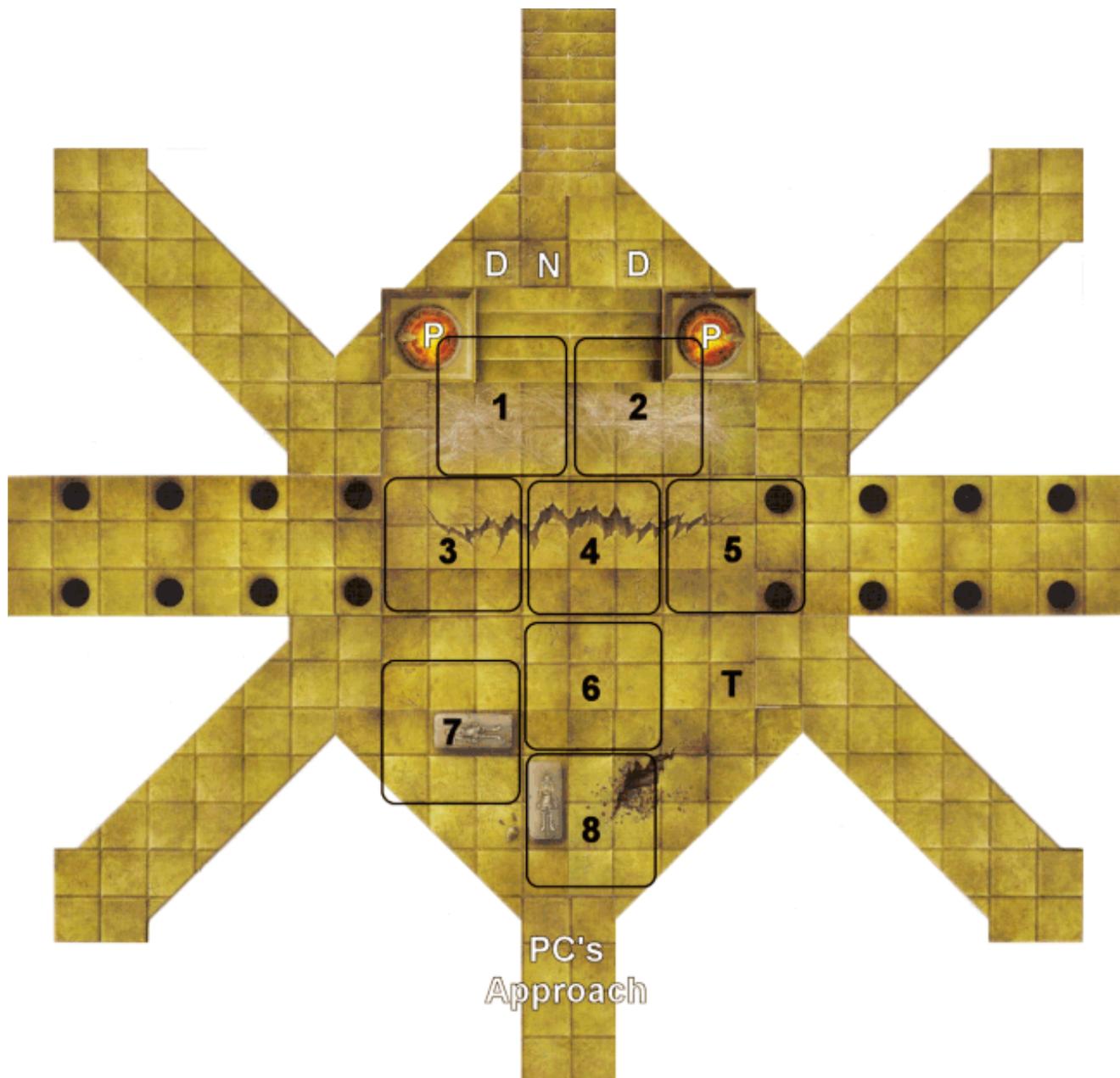
<b>Drow Noble (level 21)</b>	<b>Level 21 Controller (Leader)</b>	
Medium fey humanoid	XP 3,200	
<b>HP 188; Bloodied 94</b>	<b>Initiative +13</b>	
<b>AC 35, Fortitude 30, Reflex 32, Will 35</b>	<b>Perception +22</b>	
<b>Speed 7</b>	Darkvision	
<b>TRAITS</b>		
<b>O Noble Authority • Aura sight</b>		
Drow and spider allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls		
<b>STANDARD ACTIONS</b>		
<b>m Longsword (Weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage.		
<b>R Fire Web (Fire) • At-Will</b>		
Attack: Ranged 5 (one creature); +25 vs. Reflex		
Hit: 5d6 + 15 fire damage, and the target is immobilized and gains vulnerable 5 fire (save ends both).		
<b>A Shadow Wrath (necrotic) • Recharge 6</b>		
Attack: Area Burst 2 within 10 (enemies within burst); +25 vs. Will		
Hit: 4d10 + 10 necrotic damage, and the target is blinded (save ends)		
<b>C Maddening Oratory (psychic) • Recharge 5-6</b>		
Attack: Close burst 5 (creatures in burst); +23 vs. Will.		
Hit: 4d6 + 15 psychic damage, and the target is dazed (save ends).		
<b>MINOR ACTIONS</b>		
<b>Lash of Fury • At-Will (1/round)</b>		
Requirement: The nabassu is within 10 squares.		
Effect: The nabassu takes 15 damage, and makes a melee attack as a free action.		
<b>R Darkfire • Encounter</b>		
Attack: Ranged 10 (one creature); +25 vs. Reflex		
Hit: Until the end of the drow noble's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.		
<b>Skills</b> Bluff +21, Diplomacy + 21, Insight +22, Stealth +18		
<b>Str 12 (+11)</b>	<b>Dex 15 (+12)</b>	<b>Wis 22 (+16)</b>
<b>Con 12 (+11)</b>	<b>Int 16 (+13)</b>	<b>Cha 20 (+15)</b>
<b>Alignment</b> evil		
<b>Languages</b> Common, Elven, Giant		
<b>Equipment</b> chainmail, longsword		

**Note:** Added *lash of fury* (*Demonomicon*).

# ENCOUNTER 6: "HOUSE GUARDS" MAP

TILE SETS NEEDED

*Dire Tombs* x4



## ENCOUNTER 6B: THE HOUSE OF DARK CONSUMPTION – SCENE 3

See Encounter 4 for the basic primary and secondary skills for this skill challenge.

### SCENE 3: REDUX [3 SUCCESSES]

*You stand in a large round hall. Its ceiling is cloaked in darkness.*

*Eight corridors, evenly spaced, open into the hall. Between each two corridors hangs a large, man-sized mirror. One mirror is shattered, while the one behind you spills a pale light that shimmers as shadows move behind its surface.*

*In the eerie light, the shadows seem to move, and you can make out an unnerving whispering...*

*You are back where you started!*

This room looks exactly like the room where the PCs started out. The House instills in them a magical suggestion that they are back where they started and that all was for naught.

When they try to move to any of the corridors or turn back, the room seals:

*Heavy stone plates slide into place in the corridors, sealing them shut. There is no means to get out of the room.*

The only way ‘out’ seems to be the portal, but like the original room; it refuses to let anyone pass. The PCs need to deal with the trickery and feelings of hopelessness, as they appear to have returned to the beginning. These feelings are magically induced and not really the PC’s own.

Select PCs by rotation or at random until the following occurs:

- 4 PCs: 3 successes have been reached or 3 PCs had their turn (whichever occurs first).
- 5 PCs: 3 successes have been reached or 4 PCs had their turn (whichever occurs first).
- 6 PCs: 3 successes have been reached or 5 PCs had their turn (whichever occurs first)

PCs can use the basic skills (Endurance, Insight, or Religion), and get aid from other PCs that use the basic secondary skills (Bluff, Diplomacy, Heal, Intimidate).

In addition, they can use the following primary skills to overcome the madness by defeating the hindrance (due to the magical compulsion of the House if a PC is convinced of the trickery or can prove it, the others do

not necessarily believe this). Remember that if the PC fails a primary skill check, he gains an insanity effect.

**Dungeoneering or Perception DC 23/25 (1 success)**  
The PC notices subtle differences in the chamber, convincing him or her more and more that the place they ended up in is different than where they began.

**Thievery DC 23/25 (2 successes, when checking the mirrors or the seals on the corridors)**  
The PC manages to open the sealed corridors. This also reveals the truth to that PC: that this is not the starting chamber, and really just another trap.

### ENDING THE SCENE

Once the PCs reach 3 successes or have all made a check, the effect dissipates. If the PCs had not yet opened the corridor seals, they open now:

*The seals before two of the corridors slide aside, revealing the tunnel you came through, and a set of winding stairs going down.*

Move to Encounter 7 once the PCs go down the stairs. The skill challenge continues after that encounter with Scene 4 in Encounter 7B.

## ENCOUNTER 7: FROM THE SHADOWS

### ENCOUNTER LEVEL 18/20 (10400/15200 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

**2 abyssal ghoul hordes (level 17) (G)**

**1 drow necropriest haunt (H)**

**1 soulspike devourer (level 18) (D)**

This encounter includes the following creatures at the high tier:

**2 abyssal ghoul hordes (level 19) (G)**

**1 drow necropriest haunt (level 19) (H)**

**1 soulspike devourer (D)**

This mass grave is the only path to the inner sanctum. It was used as storage for the sacrifices used to power the rituals. The bodies of the sacrificed have long been abandoned here, their spirits stewing in their anger.

The PCs enter the area via a service corridor. A balcony 30 feet up provides the other exit.

*A wave of putrefaction bursts from the door as it opens, revealing a sea of partially preserved bodies covering the floor of this small chamber. High above, a small balcony extends from a large, sealed door.*

PCs examining the room can notice the following:

- The mass of bodies twitch and shift, but they appear to be incapable of hurting the characters.
- DC 28 Perception: a giant skeleton sits waist-deep in bodies in one corner of the room.
- DC 28 Healing or Religion: most of the bodies have similar wounds - stylized burns and cuts reminiscent of some kind of ritual sacrifice.
- A PC that beats the ghoul horde's Stealth check with a passive or active Perception check can tell that some of the bodies in the pile are more intact than others, although it's unclear how threatening they may be.

The monsters in this room are all inert. The monsters spring to life, while the PCs explore the room. Choose a dramatic moment. The necropriest enters combat through the balcony door at the end of the first round of combat.

## FEATURES OF THE AREA

**Illumination:** Darkness. Note that no light source can provide better than dim light.

**Balcony:** The balcony is 30 feet up.

**Body-strewn Floor:** The floor of this room is 5 feet below the entrance but is covered with animated bodies that grasp at living creatures. Medium-sized and smaller creatures moving across the bodies are slowly pulled down. Whenever such a creature ends its turn fewer than three squares away from its previous position it sinks one foot. Effects of sinking are as follows and are cumulative:

- **1 foot:** cannot shift
- **2 feet:** slowed
- **3 feet:** immobilized
- **4 feet:** restrained (can still be force-moved)
- **5 feet:** blocked line of sight, suffocation

A creature can be freed of the floor by any of the following means:

- Moving 3 or more squares.
- Climbing 1 square (when adjacent to the walls, with a DC 16/17 Athletics check). This can be attempted with a -5 penalty when immobilized or restrained.
- Teleporting 1 or more squares.
- Being forcibly moved (pulled, pushed, or slid) 2 or more squares.
- Use *turn undead* or a radiant power with the surrounding bodies as a target.

Any medium-sized or smaller creature running or charging across the floor must make a DC 23/25 Acrobatics check or fall prone.

**Ceiling:** The room's ceiling is 10 feet above the balcony and 40 feet above the bodies.

**Doors:** The doors are magically warded. An adjacent PC can open a door as a standard action with a DC 23/25 Thievery or Athletics check. A failed check causes a necrotic backlash that drains 1 healing surge.

An open door shuts again after 1 round (*after* the turn of the creature that opened it). An adjacent PC can make another skill check as an immediate interrupt to prevent it closing again for another round (on a failure the door still closes, and the PC loses 1 healing surge).

Matlog Humprin's key permanently opens the balcony door; the entrance door key has been destroyed.

**Walls:** The walls are slick with gore but can be climbed with a DC 16/17 Athletics check.

## TACTICS

The entry door slams shut the first time a monster takes an action (a PC cannot use an immediate interrupt to attempt to keep it open the first time the door closes).

The ghoul hordes swarm the PCs. They are unafraid of opportunity attacks and occupy the PCs squares if possible. They attempt to immobilize PCs, and making them sink into the piles of bodies. The ghouls prefer live prey and chase after a new quarry if the current target goes down.

The devourer wades into combat and uses its reach to pick out bloodied, dying or unconscious creatures to add to its soul collection. The soul currently impaled on the devourer is that of Matlog Humprin, one of Mirabeta Selkirk's assassins (see Appendix I). Matlog suffers but is still alive and conscious. Moreover, the devourer cannot use *devour spirit* on him - his magical ring protects him.

With the destruction of the devourer his soul is freed, and he can be healed back to consciousness. Once awake, he tries to get out, but keeps himself behind the PCs for protection. He is too weak to fight.

The necropriest haunt remains in faithful reverence to a goddess she cannot remember, filling her with rage. She zooms around the battlefield, layering status effects on PCs and forcing them to choose which to save against. She coos to the ghouls as well, treating them like children.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove an abyssal ghoul horde and decrease the level of the devourer and the necropriest haunt by 1.

**Six PCs:** Add an abyssal ghoul horde and increase the level of the devourer and the necropriest haunt by 1.

## ENDING THE ENCOUNTER

The encounter ends when the PCs cross the balcony door. The devourer cannot fit and the ghouls do not pursue. If the haunt survives, she only hurls insults at the PCs, fleeing to warn the drow of the intrusion.

If the PCs discover Matlog, his left arm is withered and burned, and his body looks slightly transparent. His ring can only be removed if he dies or it is cut off. If he survives, he does his best to escape. PCs note his frustration with his employer, Mirabeta Selkirk. Matlog feels she is responsible for the situation. Matlog can tell the PCs the following:

- He works for the Six Coffer Market Priakos.

- His real boss is Mirabeta Selkirk. She is a Sembian, someone who once held much power but is now forced into hiding.
- She is infused with shadow, but she is not a shade. She employs shadar-kai, but they act independent from the Netherese.
- In fact, Mirabeta is wanted, having drawn the ire of Prince Rivalen Tanthul.
- Martlog believes Mirabeta gets support from someone from Netheril. He does not know whom.
- He was sent to Sschindylryn to assist the drow in gathering the fragments of a tablet and breaching the House of Dark Consumption.
- His ring, which Mirabeta gave him, attuned him to the House and its undead inhabitants. However the drow betrayed him.
- He knows Mirabeta is here - he can sense her through the ring. She is concerned and displeased. Mirabeta did nothing to help him, and he resents her for that.

Once the PCs are safely on the other side of the balcony door, they can rest. However, the sounds of chanting echo in the halls around them - the ritual has begun.

**Important:** If possible, let the PCs know that Matlog believes that while Mirabeta refuses to admit her mistakes, she regrets the outcome. He believes she can be convinced to turn on the drow.

## EXPERIENCE POINTS

The PCs each receive 2080/3040 XP for escaping the room, regardless how many monsters they defeat.

## TREASURE

Matlog's wears an *armor of night* +4. His ring is a *shadowfell signet*, but the PCs can only obtain it when he dies or by cutting it from his body. If a PC takes the ring as a treasure bundle at the end, he or she also earns **CORE71 Token of a Heretical Goddess**.

## ENCOUNTER 7: "FROM THE SHADOWS" STATISTICS (LOW LEVEL)

Abysal Ghoul Horde (level 17)	Level 17 Brute
Huge natural humanoid (swarm, undead)	XP 1,600
<b>HP 200; Bloodied 100</b>	<b>Initiative +14</b>
<b>AC 26, Fortitude 30, Reflex 29, Will 25</b>	<b>Perception +11</b>
<b>Speed 8, climb 4</b>	Darkvision
Immune disease, poison; Resist 10 necrotic; half damage from melee and ranged attacks; Vulnerable 10 damage from close and area attacks.	
TRAITS	
<b>O Swarm Attack • Aura 1</b>	
The abysal ghoul horde makes a melee basic attack as a free action against any enemy that starts its turn within the aura.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
<b>m Horde of Fangs • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 5 damage. An immobilized creature takes 3d6 additional damage.	
TRIGGERED ACTIONS	
<b>C Sprays of Blood (necrotic) • At-Will</b>	
Trigger: The ghoul horde is damaged.	
Attack (Free Action): Close Burst 1 (creatures in burst); +17 vs. Reflex	
Hit: 8 necrotic damage.	
<b>Ghoul Stragglers • At-Will</b>	
Trigger: The ghoul horde takes forced movement or it is reduced to 0 hit points.	
Effect (Free Action): Each square the ghoul horde formerly occupied now contains one abysal ghoul hungerer, which acts just after the horde.	
Skills Stealth +19	
Str 24 (+15)	Dex 22 (+14)      Wis 17 (+11)
Con 20 (+13)	Int 16 (+11)      Cha 13 (+9)
Alignment Chaotic Evil      Languages Abysal	

Abysal Ghoul Hungerer (level 17)	Level 17 Minion
Medium elemental animate (undead)	XP -
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +17</b>
<b>AC 26, Fortitude 23, Reflex 22, Will 20</b>	<b>Perception +14</b>
<b>Speed 8, climb 4</b>	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 damage and the target is immobilized (save ends).	
TRIGGERED ACTIONS	
<b>C Dead Blood (necrotic) • At-Will</b>	
Trigger: The ghoul drops to 0 hit points.	
Effect (No Action): Close burst 1 (creatures in burst). Each target takes 10 necrotic damage.	
Skills Stealth +21	
Str 26 (+16)	Dex 25 (+15)      Wis 17 (+11)
Con 23 (+14)	Int 19 (+12)      Cha 13 (+9)
Alignment chaotic evil      Languages Abysal	

Note: Created by Abysal Ghoul Horde.

Drow Necropriest Haunt	Level 17 Elite Controller
Medium fey humanoid (drow, undead)	XP 3,200
<b>HP 252 Bloodied 126</b>	<b>Initiative +11</b>
<b>AC 31, Fortitude 28, Reflex 29, Will 30</b>	<b>Perception +13</b>
<b>Speed 6, fly 6 (phasing)</b>	Darkvision
Resist 5 necrotic	
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
<b>Insubstantial</b>	
The drow necropriest haunt takes half damage from all attacks, except those that deal force damage. Whenever the drow necropriest haunt takes radiant damage, it loses the trait until the start of its next turn.	
<b>O Terrifying Presence (fear) • Aura 3</b>	
Each enemy within the aura takes a -2 penalty to saving throws and all defenses.	
STANDARD ACTIONS	
<b>m Blackfire Staff (cold, necrotic, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 10 cold and necrotic damage.	
<b>R Reaving Bolt (implement, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 3d10 + 5 necrotic damage and ongoing 10 damage (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target is unconscious (save ends).	
<b>C Howling Terror (fear, psychic) • Recharge 6</b>	
Attack: Close Burst 3 (creatures in burst); +20 vs. Will	
Hit: 2d6 + 6 psychic damage, and the necropriest slides the target 4 squares.	
Miss: Half damage and the necropriest slides the target 1 square.	
<b>A Call of Death (implement, necrotic) • At-Will</b>	
Attack: Area Burst 1 within 10 (creatures in burst); +20 vs. Fortitude	
Hit: 3d8 + 10 necrotic damage and the target is slowed (save ends).	
MINOR ACTIONS	
<b>R Haunting Gaze (fear, gaze) • At-Will (1/round)</b>	
Attack: Ranged 5 (one creature) +21 vs. Will	
Hit: The target can only make one saving throw at the end of its turn (save ends).	
TRIGGERED ACTIONS	
<b>Fade Away (illusion) • Encounter</b>	
Trigger: An undead minion ally within 5 squares of the necropriest drops to 0 hit points.	
Effect (Immediate Interrupt): The undead minion ally gains resist 20 to all damage against the triggering attack, and gains a +2 bonus to attack rolls until the end of its next turn.	
Str 18 (+12)	Dex 17 (+11)      Wis 20 (+13)
Con 20 (+13)	Int 22 (+14)      Cha 24 (+15)
Alignment evil      Languages Common, Elven	
Equipment robes, staff, holy symbol.	

Note: Blackfire necromancer with the terrifying haunt template reflavored to drow.

## ENCOUNTER 7: “FROM THE SHADOWS” STATISTICS (LOW LEVEL)

<b>Soulspike Devourer (level 18)</b>		<b>Level 18 Elite Soldier</b>
Large shadow humanoid (undead)		XP 4,000
<b>HP 344 Bloodied 172</b>	<b>Initiative +9</b>	
<b>AC 36, Fortitude 35, Reflex 27, Will 32</b>	<b>Perception +13</b>	
<b>Speed 6</b>	Darkvision	
<b>Immune</b> Disease, Poison; <b>Resist 20</b> necrotic; <b>Vulnerable 10</b> radiant (when the soulspike devourer takes radiant damage its newest soulspiked spirit gets a saving throw to escape)		
<b>Saving Throws +2</b>		
<b>Action Points 1</b>		
<b>TRAITS</b>		
<b>O Soulspike Ward • Aura 10</b>		
The soulspike devourer and all allies in the aura gain a bonus to all defenses equal to one-half the number of soulspiked spirits impaled on the creature.		
<b>Soulspiked Spirit</b>		
The soulspike devourer begins the encounter with one soulspiked spirit and can impale up to four soulspiked spirits. A soulspiked spirit can take no actions and escapes when the devourer is destroyed. When a creature's spirit escapes, its body appears in an unoccupied space adjacent to the devourer, in the same state it was in when it disappeared. <i>Special:</i> While Matlog's soul is the oldest soulspiked spirit, the devourer ends any daze, stun or charm effects at the start of its turn.		
<b>STANDARD ACTIONS</b>		
<b>m Claw • At-Will</b>		
<i>Attack:</i> Melee 3 (one creature); +24 vs. AC		
<i>Hit:</i> 2d12 + 11 damage. If the attack reduces a humanoid living target to 0 hit points or fewer, the target disappears and becomes a soulspiked spirit impaled on the devourer.		
<b>C Soul Shatter (necrotic) • Recharges</b> when the the soulspike devourer uses <i>devour spirit</i>		
<i>Attack:</i> Close Burst 3 (creatures in burst); +22 vs. Will		
<i>Hit:</i> 5d8 + 7 necrotic damage, and the target is stunned until the end of the soulspike devourer's next turn.		
<i>Aftereffect:</i> The target is weakened (save ends).		
<b>Devour Spirit (healing) • At-Will</b>		
<i>Requires:</i> A soulspiked spirit		
<i>Effect:</i> The soulspiked devourer instantly kills the oldest soulspiked spirit and regains 75 hit points. The killed creature's dead body appears in a space adjacent to the devourer.		
<i>Special:</i> Matlog's soul cannot be devoured, but the devourer can eject him in favor of another soul.		
<b>Str 29 (+18)</b>	<b>Dex 8 (+8)</b>	<b>Wis 11 (+9)</b>
<b>Con 20 (+14)</b>	<b>Int 20 (+15)</b>	<b>Cha 26 (+17)</b>
<b>Alignment evil</b>		<b>Languages Common</b>

Note: Changed Size to Large, added rule for Matlog

# ENCOUNTER 7: "FROM THE SHADOWS" STATISTICS (HIGH LEVEL)

Abysal Ghoul Horde (level 19)		Level 19 Brute
Huge natural humanoid (swarm, undead)		XP 2,400
HP 220; Bloodied 110	Initiative +15	
AC 28, Fortitude 32, Reflex 31, Will 27	Perception +12	
Speed 8, climb 4	Darkvision	
Immune Disease, Poison Resist 10 necrotic; half damage from melee and ranged attacks; Vulnerable 10 damage from close and area attacks		
<b>TRAITS</b>		
O <b>Swarm Attack • Aura 1</b>		
The abysal ghoul horde makes a melee basic attack as a free action against any enemy that starts its turn within the aura.		
<b>Swarm</b>		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
<b>STANDARD ACTIONS</b>		
m <b>Horde of Fangs • At-Will</b>		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 6 damage. An immobilized creature takes 3d6 additional damage.		
<b>TRIGGERED ACTIONS</b>		
C <b>Sprays of Blood • At-Will</b>		
Trigger: The ghoul horde is damaged.		
Attack (Free Action): Close Burst 1 (creatures in burst); +19 vs. Reflex		
Hit: 9 necrotic damage.		
G <b>ghoul Stragglers • At-Will</b>		
Trigger: The ghoul horde takes forced movement or it is reduced to 0 hit points.		
Effect (Free Action): Each square the ghoul horde formerly occupied now contains one abysal ghoul hungerer, which acts just after the horde.		
Skills Stealth +20		
Str 24 (+16)	Dex 22 (+14)	Wis 17 (+12)
Con 20 (+14)	Int 16 (+12)	Cha 13 (+10)
Alignment chaotic evil Languages Abysal		

Abysal Ghoul Hungerer (level 19)		Level 19 Minion
Medium elemental animate (undead)		XP -
HP 1; a missed attack never damages a minion.	Initiative +18	
AC 28, Fortitude 25, Reflex 24, Will 22	Perception +15	
Speed 8, climb 4	Darkvision	
Immune disease, poison; Resist 10 necrotic		
<b>STANDARD ACTIONS</b>		
m <b>Claw • At-Will</b>		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 13 damage and the target is immobilized (save ends).		
<b>TRIGGERED ACTIONS</b>		
C <b>Dead Blood (necrotic) • At-Will</b>		
Trigger: The ghoul drops to 0 hit points.		
Effect (No Action): Close burst 1 (creatures in burst). Each target takes 10 necrotic damage.		
Skills Stealth +22		
Str 26 (+17)	Dex 25 (+16)	Wis 17 (+12)
Con 23 (+15)	Int 19 (+13)	Cha 13 (+10)
Alignment chaotic evil Languages Abysal		

Note: Created by Abysal Ghoul Horde.

Drow Necropriest Haunt (level 19)		Level 19 Elite Controller
Medium fey humanoid (drow, undead)		XP 4,800
HP 276 Bloodied 138	Initiative +12	
AC 33, Fortitude 30, Reflex 31, Will 32	Perception +14	
Speed 6, fly 6 (phasing)	Darkvision	
Resist 5 necrotic		
Saving Throws +2; +4 against fear effects; Action Points 1		
<b>TRAITS</b>		
<b>Insubstantial</b>		
The drow necropriest haunt takes half damage from all attacks, except those that deal force damage. Whenever the drow necropriest haunt takes radiant damage, it loses the trait until the start of its next turn.		
O <b>Terrifying Presence (fear) • Aura 3</b>		
Each enemy within the aura takes a -2 penalty to saving throws and all defenses.		
<b>STANDARD ACTIONS</b>		
m <b>Blackfire Staff (cold, necrotic, weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d6 + 11 cold and necrotic damage.		
R <b>Reaving Bolt (implement, necrotic) • At-Will</b>		
Attack: Ranged 10 (one creature); +22 vs. Reflex		
Hit: 3d10 + 6 necrotic damage and ongoing 10 damage (save ends).		
First Failed Saving Throw: The target is immobilized (save ends).		
Second Failed Saving Throw: The target is unconscious (save ends).		
C <b>Howling Terror (fear, psychic) • Recharge 6</b>		
Attack: Close Burst 3 (creatures in burst); +22 vs. Will		
Hit: 2d6 + 7 psychic damage, and the necropriest slides the target 4 squares.		
Miss: Half damage and the necropriest slides the target 1 square.		
A <b>Call of Death (implement, necrotic) • At-Will</b>		
Attack: Area Burst 1 within 10 (creatures in burst); +22 vs. Fortitude		
Hit: 3d8 + 11 necrotic damage and the target is slowed (save ends).		
<b>MINOR ACTIONS</b>		
R <b>Haunting Gaze (fear, gaze) • At-Will (1/round)</b>		
Attack: Ranged 5 (one creature) +22 vs. Will		
Hit: The target can only make one saving throw at the end of its turn (save ends).		
<b>TRIGGERED ACTIONS</b>		
F <b>ade Away (illusion) • Encounter</b>		
Trigger: An undead minion ally within 5 squares of the necropriest drops to 0 hit points.		
Effect (Immediate Interrupt): The undead minion ally gains resist 20 to all damage against the triggering attack, and gains a +2 bonus to attack rolls until the end of its next turn.		
Str 18 (+13)	Dex 17 (+12)	Wis 20 (+14)
Con 20 (+14)	Int 22 (+15)	Cha 24 (+16)
Alignment evil		Languages Common, Elven
Equipment robes, staff, holy symbol.		

Note: Blackfire necromancer with the terrifying haunt template reflavored to drow.

## ENCOUNTER 7: “FROM THE SHADOWS” STATISTICS (HIGH LEVEL)

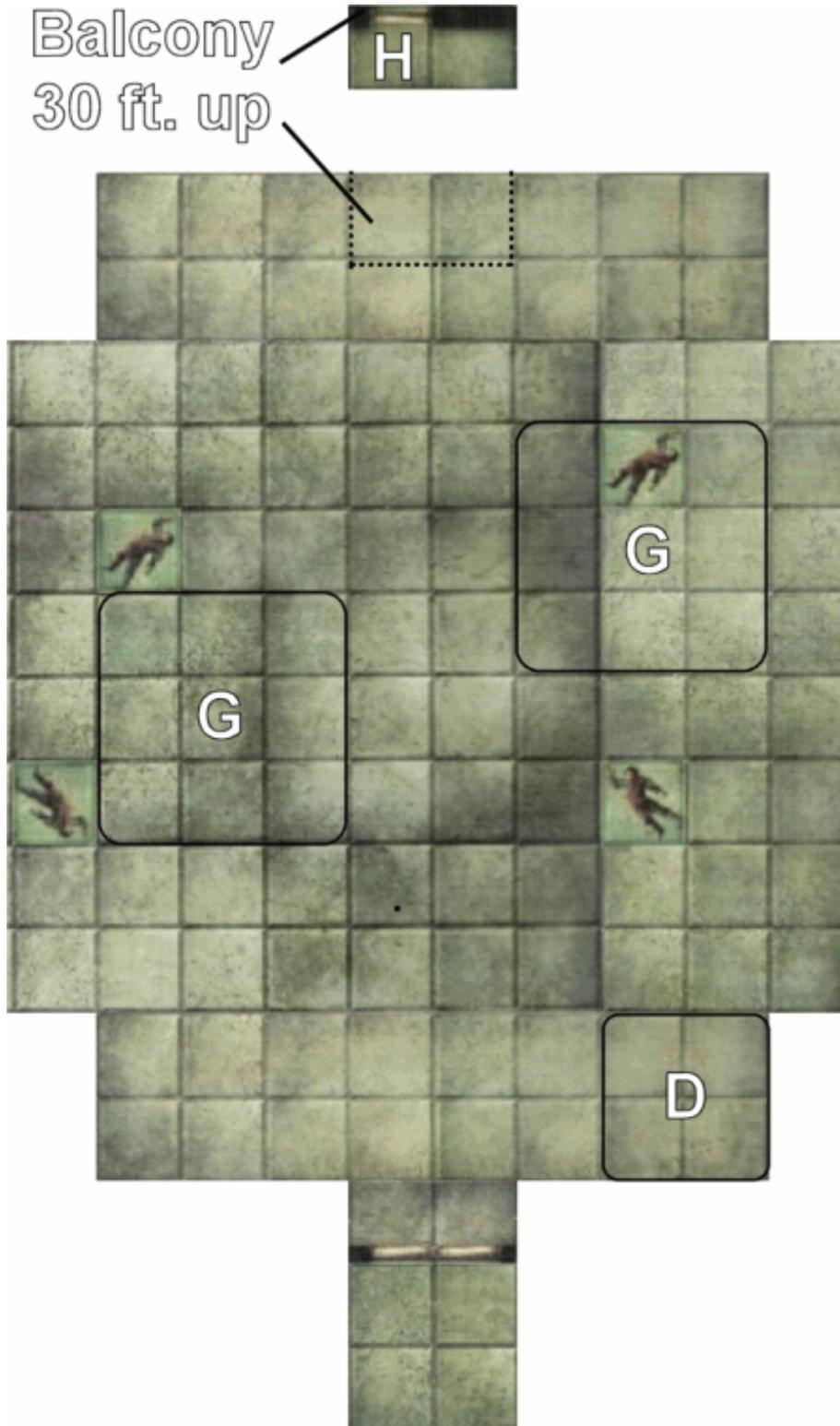
<b>Soulspike Devourer</b>		<b>Level 18 Elite Soldier</b>
Large shadow humanoid (undead)		XP 4,000
<b>HP 376 Bloodied 188</b>	<b>Initiative +10</b>	
<b>AC 38, Fortitude 37, Reflex 29, Will 34</b>	<b>Perception +14</b>	
<b>Speed 6</b>	Darkvision	
<b>Immune</b> Disease, Poison; <b>Resist 20</b> necrotic; <b>Vulnerable 10</b> radiant (when the soulspike devourer takes radiant damage its newest soulspiked spirit gets a saving throw to escape)		
<b>Saving Throws +2</b>		
<b>Action Points 1</b>		
<b>TRAITS</b>		
<b>O Soulspike Ward • Aura 10</b>		
The soulspike devourer and all allies in the aura gain a bonus to all defenses equal to one-half the number of soulspiked spirits impaled on the creature.		
<b>Soulspiked Spirit</b>		
The soulspike devourer begins the encounter with one soulspiked spirit and can impale up to four soulspiked spirits. A soulspiked spirit can take no actions and escapes when the devourer is destroyed. When a creature’s spirit escapes, its body appears in an unoccupied space adjacent to the devourer, in the same state it was in when it disappeared. <i>Special:</i> While Matlog’s soul is the oldest soulspiked spirit, the devourer ends any daze, stun or charm effects at the start of its turn.		
<b>STANDARD ACTIONS</b>		
<b>m Claw • At-Will</b>		
<i>Attack:</i> Melee 3 (one creature); +26 vs. AC		
<i>Hit:</i> 2d12 + 12 damage. If the attack reduces a humanoid living target to 0 hit points or fewer, the target disappears and becomes a soulspiked spirit impaled on the devourer.		
<b>C Soul Shatter (necrotic) • Recharges</b> when the the soulspike devourer uses devour spirit		
<i>Attack:</i> Close Burst 3 (creatures in burst); +24 vs. Will		
<i>Hit:</i> 5d8 + 8 necrotic damage, and the target is stunned until the end of the soulspike devourer’s next turn.		
<i>Aftereffect:</i> The target is weakened (save ends).		
<b>Devour Spirit (healing) • At-Will</b>		
<i>Requires:</i> A soulspiked spirit		
<i>Effect:</i> The soulspiked devourer instantly kills the oldest soulspiked spirit and regains 75 hit points. The killed creature’s dead body appears in a space adjacent to the devourer.		
<i>Special:</i> Matlog’s soul cannot be devoured, but the devourer can eject him in favor of another soul.		
<b>Str 29 (+19)</b>	<b>Dex 8 (+9)</b>	<b>Wis 11 (+10)</b>
<b>Con 20 (+15)</b>	<b>Int 20 (+16)</b>	<b>Cha 26 (+18)</b>
<b>Alignment evil</b>		<b>Languages Common</b>

**Note:** Changed Size to Large, added rule for Matlog.

# ENCOUNTER 7: "FROM THE SHADOWS" MAP

## TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon x 1



## ENCOUNTER 7B: THE HOUSE OF DARK CONSUMPTION – SCENE 4

See Encounter 4 for the basic primary and secondary skills for this skill challenge.

### SCENE 4: IT'S THE END OF THE WORLD AS WE KNOW IT [3 SUCCESSES OR MORE]

The PCs are close to the ritual. As a final way to thwart them, the House throws an illusionary opponent at them, a reflection of the fight that is awaiting them:

*You are quite close to the chanting now, and the tremors become more intense. Suddenly the chanting stops. For a moment, everything is quiet.*

*Then, the walls and floor of the cave you are in burst apart. A gargantuan tentacled horror breaks through the wall, its pincers out and its sole red eye focused on you.*

*You have come too late!*

The creature instantly attacks (see stat block below). Use a large empty room (16 x 16 squares) for the combat area.

Note that the creature is not real and has no actual hit points. All its damage is psychic (even its physical attacks), as the wounds inflicted are mental. It reacts appropriately to attacks but it cannot be defeated through combat. The PCs need to realize that the creature isn't real and that the combat takes place in their minds.

Roll initiative and run this as if it is a combat. In reality, it are the PCs' skills that determine success or failure. The combat does make this more difficult, as the monster's attacks also add insanity effects.

A PC may, in its turn, use a minor action (1/ round) to roll a primary skill (Endurance, Insight, or Religion). They may use an immediate reaction for a secondary skill (Bluff, Diplomacy, Heal, Intimidate).

In addition, they can use the following primary skills to overcome the madness by defeating the hindrance. Remember that if the PC fails a primary skill check, he gains an insanity effect.

Note that **players** should be aware that they can use these skills (and therefore are likely aware the monster isn't real), however the characters do not. It is fine to tell them this is a skill challenge. The monster continues to exist for at least one round. After that, it exists until the PCs have either earned enough successes or failures to succeed or fail the skill challenge (total 12 successes or 3 failures).

### CORE67 Speak True (no success)

PCs who have this story award from CORE2-11 *The Sign of Four* have a +2 on all primary skill checks to realize that the monster isn't real, as they do not recall the monster's true name when they see it (which they were told they would).

### Acrobatics or Athletics DC 31/32 (move action; when grabbed; 1 success)

The PC wrestles free from the grab. The PC take an extra move action to bring him or herself in safety, and the dreadnought does not get an attack of opportunity. The PC realizes something is wrong with the creature.

### Religion DC 31/32 (minor action; 1 success; 1 success maximum)

The PC identifies the creature as an astral dreadnought, though it is horribly twisted. The PC gets the feeling something is not right about it, and realizes it isn't real.

### Perception DC 31/32 (minor action; 1 success; no maximum)

The PC gets the feeling something is not right about the creature, and realizes it isn't real.

## ENDING THE ENCOUNTER

Once the PCs have earned enough successes or failures, the monster disappears. Regardless of success or failure, the PCs regain any daily powers or daily item powers they expended in this encounter (but not action points or consumables such as *healing potions*), as most of the combat was not real. The damage they took remains.

Regardless of success or failure, the PCs can continue on. They have some time for a short rest and may also use some rituals to deal with the any insanity effects.

The chanting indicates they are close, and provide directions: yet further down a long corridor. Move to Encounter 8.

**Success:** The PCs overcome the challenge. Each PC can make a saving throw vs. any insanity effect he or she has. On a save, the effect goes away.

**Failure:** The PCs fall under the House's influence. Each PC gains an additional insanity effect.

### EXPERIENCE POINTS

Each PC earns 2000/2800 xp in this skill challenge (regardless of success or failure).

### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 7B: “DARK CONSUMPTION” STATISTICS (LOW LEVEL)

<b>Illusionary Dreadnought</b>	<b>Level 21 Solo Brute</b>	
Garagantuan elemental humanoid	XP N.A.	
<b>HP</b> infinite; <b>Bloodied</b> N.A.	<b>Initiative</b> +16	
<b>AC</b> 33, <b>Fortitude</b> 33, <b>Reflex</b> 30, <b>Will</b> 33	<b>Perception</b> +17	
<b>Speed</b> fly 12 (hover)	Darkvision	
<b>Immune</b> fear		
<b>Action Points</b> 2		
<b>Saving Throws</b> +5		
<b>TRAITS</b>		
<b>Unreal</b>		
At the start of its turn, the dreadnought ends any daze, stun or charm effect.		
<b>O Frightful Presence</b> (fear) • <b>Aura</b> 3		
Enemies in the aura take a -2 penalty to attack.		
<b>STANDARD ACTIONS</b>		
<b>m Pincer Claw</b> (psychic) • <b>At-Will</b>		
<i>Attack:</i> Melee 3 (one creature); +26 vs. AC		
<i>Hit:</i> 2d10 + 11 psychic damage, and the target is grabbed (until escape - see Skill Challenge for the DC). An illusionary dreadnought can grab up to two creatures at a time, one in each claw. The illusionary dreadnought cannot use this attack if it has two creatures grabbed.		
<b>M Twin Pincer Claw</b> • <b>At-Will</b>		
<i>Effect:</i> The illusionary dreadnought makes two pincer attacks. The illusionary dreadnought cannot use this attack if it has a creature grabbed		
<b>MINOR ACTIONS</b>		
<b>M Induce Insanity</b> (psychic) • <b>At-Will</b> (1/round)		
<i>Attack:</i> Melee 3 (a creature grabbed by the illusionary dreadnought); +24 vs. Will		
<i>Hit:</i> 2d12 + 11 psychic damage, and the target gains an insanity effect.		
<b>Str</b> 29 (+19)	<b>Dex</b> 22 (+16)	<b>Wis</b> 25 (+17)
<b>Con</b> 27 (+18)	<b>Int</b> 5 (+7)	<b>Cha</b> 14 (+12)
<b>Alignment</b> chaotic evil <b>Languages</b> -		

## ENCOUNTER 7B: “DARK CONSUMPTION” STATISTICS (HIGH LEVEL)

<b>Illusory Dreadnought</b>	<b>Level 23 Solo Brute</b>
Garagantuan elemental humanoid	XP N.A.
<b>HP</b> infinite; <b>Bloodied</b> N.A.	<b>Initiative</b> +17
<b>AC</b> 35, <b>Fortitude</b> 35, <b>Reflex</b> 32, <b>Will</b> 35	<b>Perception</b> +18
<b>Speed</b> fly 12 (hover)	Darkvision
<b>Immune</b> fear	
<b>Action Points</b> 2	
<b>Saving Throws</b> +5	
<b>TRAITS</b>	
<b>Unreal</b>	
At the start of its turn, the dreadnought ends any daze, stun or charm effect.	
<b>O Frightful Presence</b> (fear) • <b>Aura</b> 3	
Enemies in the aura take a -2 penalty to attack.	
<b>STANDARD ACTIONS</b>	
<b>m Pincer Claw</b> (psychic) • <b>At-Will</b>	
<i>Attack:</i> Melee 3 (one creature); +28 vs. AC	
<i>Hit:</i> 2d10 + 12 psychic damage, and the target is grabbed (until escape - see Skill Challenge for the DC). An illusory dreadnought can grab up to two creatures at a time, one in each claw. The illusory dreadnought cannot use this attack if it has two creatures grabbed.	
<b>M Twin Pincer Claw</b> • <b>At-Will</b>	
<i>Effect:</i> The illusory dreadnought makes two pincer attacks. The illusory dreadnought cannot use this attack if it has a creature grabbed	
<b>MINOR ACTIONS</b>	
<b>M Induce Insanity</b> (psychic) • <b>At-Will</b> (1/round)	
<i>Attack:</i> Melee 3 (a creature grabbed by the illusory dreadnought); +26 vs. Will	
<i>Hit:</i> 2d12 + 12 psychic damage and the target gains an insanity effect.	
<b>Str</b> 29 (+20)	<b>Dex</b> 22 (+17) <b>Wis</b> 25 (+18)
<b>Con</b> 27 (+19)	<b>Int</b> 5 (+8) <b>Cha</b> 14 (+13)
<b>Alignment</b> chaotic evil <b>Languages</b> -	

## ENCOUNTER 8: THE AWAKENING

ENCOUNTER LEVEL 20/22 (15800/21200 XP)

### SETUP

This encounter includes the following creatures:

- 1 revenancer (level 19) (A)
- 6 drow cultists (level 15) (U)
- 1 high yathrinshree Ker'nalla Shederynn (K)
- 1 Mirabeta Selkirk (level 16) (M)

This encounter includes the following creatures at the high tier:

- 1 revenancer (level 21) (A)
- 6 drow cultists (level 17) (U)
- 1 high yathrinshree Ker'nalla Shederynn (level 20) (K)
- 1 Mirabeta Selkirk (level 18) (M)

The PCs finally reach the ritual room, where the high yathrinshree (priestess) Ker'nalla Shederynn has reached the end of her ritual. The PCs start at the top of the stairs, outside the room.

*Broad stone stairs in cold black stone descend toward a large stone arc. Flames and lightning crackle in the opening, promising pain to any who enter.*

When the adventurers get within 2 squares of the warded arc, read:

*A balcony behind the arc overlooks a large room filled with shadows and pits of darkness.*

*A drow female, dressed in the regalia of a priestess, chants in front of a lectern, dripping her blood on two stone fragments. She laughs, almost hysterically as she does so.*

*Around her, drow underlings chant an incomprehensible stanza.*

*A human woman, dressed in noble gear but wreathed in shadows, looks on, frozen in terror.*

The ritual is by now completed. Allow the PCs a surprise round to take an action (remember there is still a warded entrance between them and the drow - see the terrain features for what it does). After that, the summoning is complete:

*The air between you and the priestess shimmers and shifts in shadow. Reality tears and a massive form wrenches itself through the rift into this world.*

*It looks like a giant mockery of a withered drow woman, horribly distorted but somehow clad in silks and jewelry. Its form wavers, and dark shadows crawl around it, duplicating its form.*

*Behind her, through the gate, lies a dead world. A horde of undead servitors stream from a bleak fortress, ready to conquer the Realms should their leader break through.*

*The drow's chant turns to a shout, and suddenly you can comprehend the words.*

***“Ki-a-ran-sa-lee!***

***Ki-a-ran-sa-lee!***

***Ki-a-ran-sa-lee!”***

The monster is a revenancer, a manifestation of evil and destruction, birthed from the powers of the Elemental Chaos through the death goddess's power.

In a way, the revenancer is an avatar of Kiaransalee. Should it succeed in breaking through the planar barriers and entering Faerûn, it opens the way for Kiaransalee's return.

The PCs have to fight it and destroy it - something they can only do by using its true name against it. Without the true name (see below), they can only drive it back, and so preventing the goddess's manifestation - for now.

**The fragments:** If any PC has a fragment of the tablet with them, read the following:

*Something tugs at you, trying to pull you forward. The stone tablet that was in your possession suddenly turns both hot and insubstantial, and hurls away from you, tearing through stone or living tissue towards the stand.*

For each unique fragment contributed beyond the initial two, the revenancer **gains one action point** (and note that it can spend one of these action point in addition to the normal one, allowing it to spend up to 2 action points per round).

In turn, a PC that owns one or more fragments gains the following benefits against the revenancer for each fragment contributed:

- **First fragment:** immunity to the effects of its *all around vision*.
- **Second fragment:** +5 bonus on saves versus ongoing poison damage from its *lash* attack.
- **Third fragment:** immunity against ongoing poison damage from its *lash* attack

**CORE67 Speak True:** If a PC has this story award, the character now remembers the name Tsien Chiang whispered. They also realize that they have to use the name to permanently defeat the creature. It is **important** to make sure players know this!

The PC can use the true name of the creature as a weapon, though speaking the name exacts its own toll. The PC can use the name only once.

STANDARD ACTION
<b>R Speak True (charm) • Encounter</b>
<b>Attack:</b> Ranged 10 (the revenancer); Charisma +4, Intelligence +4, or Wisdom +4 vs. Will
<b>Hit:</b> 2d10 + Charisma, Intelligence or Wisdom modifier damage, and the revenancer is weakened and dazed until the end of your next turn.
<b>Miss:</b> The revenancer is dazed until the end of your next turn.
<b>Effect:</b> The revenancer loses the <i>unkillable</i> trait until the end of the encounter. The character is dazed until the end of its next turn.

Note that the power also prevents the revenancer from spawning new shadowy duplicates.

**Mirabeta Selkirk:** Mirabeta starts out at the far end of the room. She is shocked at what is happening - she is sure madness has struck the drow she worked with, and their alliance has ended.

Mirabeta's goal is to get out of here quick. She moves towards the exit and takes the total defense action until she gets there, as long as the PCs don't attack her. The PCs may stop her, either by fighting or trying to convince her to stay and join forces.

The PCs realize that:

- Mirabeta's alliance with the drow has ended.
- It is beneficial for both parties to stop the revenancer.
- Mirabeta is panicking, and she doesn't realize it.

This hopefully prompts the PCs to try and turn Mirabeta to their side. It is more effective than fighting her (it takes less costly actions to do so).

## FEATURES OF THE AREA

**Illumination:** Dim light. No source of light can raise the illumination to anything but dim light.

**Ceiling:** The ceiling is 50 feet high.

**Hungry Void:** The entire room (from the doors on inward) is a 'hungry void' - an area in the Shadowdark that drains light and bodily warmth. Bright light in a hungry void is automatically reduced to dim (see illumination). A creature in the room takes a -1 penalty to death saving throws. A bloodied creature that ends its turn in the room takes 5 necrotic damage.

**Gate:** The gate leads to a barren world, called Guldor. The fortress is called Kandelspire and is Kiaransalee's last refuge (DC 35 Religion to recall this). The undead are her army. They cannot yet break through this gate, nor can the PCs enter.

A PC who moves on or adjacent to the gate feels an unnatural chill, but it does no harm.

If they look inside the gate, they notice that other gates have opened all over the plane, and the undead are streaming through.

**Godsrock:** The 'statues' are chiseled from godsrock. The godsrock is an off-white substance, like bone, and is cold to the touch.

Living creatures adjacent to godsrock gain a +2 bonus on Fortitude and Will. In addition, any creature that fails a saving throw while adjacent to godsrock takes 10 necrotic damage.

**Stairs and Balcony:** The balcony is 30 feet above the floor and has no railings. The floor below can be seen. Creatures on the balcony have cover from those directly beneath them. The revenancer is too large to be affected by this - it can reach up towards the balcony.

The stairs are difficult terrain going either up or down. Creatures may choose to jump, but if a jump crosses a pit square, the DC for the jump increases by 10 due to the darkness and pull of the pit, and a failure means the creature falls into the pit.

**Pits:** Various parts of the House have crumbled away, leaving dark pits that bleed shadow. A creature that is pushed into a pit takes 3d6 + 9 necrotic damage and is consumed by the darkness - it ceases to 'exist' (save ends). Nobody has line of sight or effect on the creature, and it has no line of sight or effect on anyone else. When it saves, it reappears prone on the map at a square of its choice adjacent to the pit in which it was moved.

The revenancer is too large to fall in a pit, but if moved partially on top of one it takes a -2 penalty to defenses. The pits count as hazardous terrain.

**Warded Entrance:** The entrance crackles with elemental wards. And creature that moves through it or starts its turn adjacent to it takes 10 fire and electricity damage. Ker'nalla, her minions, and Mirabeta can use a move action to turn the wards off or on when adjacent to the entrance.

A PC can make a DC 23/25 Arcana or Thievery check as a move action to turn the wards on or off.

## TACTICS

Ker'nella stays in the back and uses her ranged and area attacks on the PCs. She trusts her drow underlings to protect her.

The cultists try to stay close to the godsrock statues while keeping the PCs from engaging Ker'nalla or the revenancer in melee.

Mirabeta tries to flee. If she is forced to enter combat with the PCs, or if the PCs convince her to side with them, she trusts on her aura to harm enemies, or uses either *hurls shadow* or *shadow burst* as it keeps her from entering melee.

**Note:** Because Mirabeta is in the Shadowfell, her *shadow soul* power does not work here (but will if she somehow is moved out of the Shadowfell). This allows PCs to subdue her if they want (rather than have her dissolve and escape capture).

The revenancer moves only when needed. It uses its reach to target the PCs with its attacks or uses ranged attacks.

## SCALING THE ENCOUNTER

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

**Four PCs:** The revenancer makes only one attack with *lash out*. It has 589/640 hit points.

**Six PCs:** The revenancer starts with four shadowy duplicates. It has 883/960 hit points.

## SKILL CHALLENGE (LEVEL 17/19): GAIN MIRABETA'S AID

**Goal:** Convince Mirabeta Selkirk to switch sides.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Insight, Intimidate

**Other Skills:** History, Religion

**Victory:** Mirabeta agrees and joins the fight. She treats the PCs as allies, and the drow and revenancer as enemies.

**Defeat:** The risks are too great. Provided the PCs do not stop her, Mirabeta flees.

**Bluff or Diplomacy DC 23/24** (move action; when within 5 squares of Mirabeta; 1 success, no maximum); Use reason or trickery to convince Mirabeta to switch sides. On a success, Mirabeta no longer treats the PCs as enemies with regard to her aura until they attack her or fail an Intimidation check.

If the PCs offer their aid so she can avoid prosecution for her crimes, and the PC has **DALE27 Gratitude of the Lamia**, that earns one additional success.

**Intimidate DC 31/33** (move action; when within 5 squares of Mirabeta; 2 successes, 2 maximum)

Use threats to convince Mirabeta to switch sides. On a failure, Mirabeta treats the PCs as enemies with regard to her aura if she did not already do so.

**Note:** When Mirabeta is bloodied, she instantly surrenders if this check succeeds, and the PCs win the challenge (regardless of the number of failures or successes). She does not participate in any fighting from then on, and her aura no longer affects the PCs.

**Insight DC 23/24** (minor action; when within 10 squares of Mirabeta; no successes);

Realize Mirabeta's motivations and what makes her switch sides. This grants a +2 on the next Bluff or Diplomacy check that uses the information.

**Streetwise DC 23/24** (minor action; 1 success; 1 maximum)

Use knowledge of the underhanded tactics of thieves and shady merchant empires to broker a quick deal.

The skill challenge ends when Mirabeta surrenders (either when an Intimidate attack succeeds when she is bloodied, or the PCs earn four successes), or when the PCs earn 3 failures.

**Success:** If she was intimidated when bloodied, she stops fighting. She retreats into a corner, and no longer participates in the combat.

Otherwise, she starts to aid the PCs where possible. She is selfishly evil and focuses on keeping herself safe. She uses her aura to damage foes, and otherwise focuses attacks on Ker'nalla until she herself gets bloodied, after which she retreats out of combat. She does not confront the revenancer in melee. If it is the only opponent left, she uses her ranged and area attacks against it but tries to keep the PCs between her and the creature.

**Failure:** Mirabeta is no longer open to negotiations. She focuses on fleeing, and fights to get past the PCs if needed. A successful Intimidate check can still make her surrender once she gets bloodied, but in that case she simply retreats into a corner, away from combat.

## ENDING THE ENCOUNTER

The encounter ends once the revenancer is defeated.

If the PCs used the truename given them by Tsien Chiang, the revenancer is utterly destroyed:

*The creature gives out a horrible screech. Then, it starts to shrivel, and shrinks as if it collapses in on itself. The horrid spectacle lasts only several seconds.*

*A howling goes through the massed undead beyond the gate, who lurch forward towards the gates.*

*Then, the gate gutters and collapse in on itself.*

If Ker'nalla or any cultists are still alive they collapse on the floor, babbling incoherently. The PCs can capture or kill them easily, as they stop resisting.

If the PCs did not have or use the truename, the revenancer is instead pushed back through the portal:

*The creature screeches and thrashes wildly, then, it draws back, shifting through the rift back to where it came. Only moments later, it is gone, as if absorbed by the world it returned to.*

*A howling goes through the massed undead beyond the gate, who lurch forward towards the gates.*

The revenancer has retreated, but a horde of undead threatens to enter the Realms. They mass against the PC's gate border, where a barrier seems to hold them off. Then, however, one undead breaks through, and once one enters, others follow.

Ker'nallan and her cultists (if still alive) seek to flee at this point. They are in a state of panic and resort only to basic attacks if confronted. Being drow, they do not believe that anything but a horrible fate awaits them.

If the PCs managed to keep Mirabeta from fleeing, she surrenders to them, begging to be taken along.

The PCs then can start retreating back to the entrance gate. It should be easy to do this, as the undead that pour through are initially not that tough (they seem endless though, and overrun the PCs if they do not retreat).

The House moans and groans around them, shaking as if it is close to collapse, but it does not really do so (though it may give PCs additional incentive to hurry). If PCs have access to a teleportation ritual, they can instead choose to teleport to a familiar portal after barricading a door to temporarily halt the undead's progress. Examples of destinations are the portal in the Fall of Stars in New Velar (available to those who have **DALE02 Member of the Stellar Fellowship of Gentle Adventurers** from *DALE01 The Prospect*), or a portal in the shadowfell, available to those who earned **WEEK05 Raiunia's Dark Realm** from *WEEK1-1 Beneath Haunted Halls*. They can then safely travel on to Myth Drannor.

Move to the Conclusion.

## EXPERIENCE POINTS

The PCs each receive 3160/4240 XP for defeating the revenancer, regardless of whether the defeat is permanent or temporary.

They also receive 320 / 480 minor quest XP if they capture Mirabeta alive (regardless of whether they convinced her to surrender or subdued her).

## TREASURE

Ker'nallan carries a *summoner's tome* +4, which she used to aid her in powering the ritual. She does not use it in combat, trusting her divinely granted powers superior. Among Mirabeta's gear are several *spider potions*.

## ENCOUNTER 8: "THE AWAKENING" STATISTICS (LOW LEVEL)

Revenancer (level 19)		Level 19 Solo Brute
Gargantuan immortal aberration, drow (god, undead)		XP 12,000
HP 736; Bloodied 368; see <i>unkillable</i>		Initiative +14
AC 33, Fortitude 33, Reflex 31, Will 30		Perception +18
Speed 7	All-around vision, Darkvision	
Resist 10 poison, 15 necrotic; Vulnerable 10 radiant		
Saving Throws +5; Action Points 2		
TRAITS		
O <b>Aura of Impending Death</b> • <b>Aura 2</b>		
While the revenancer is bloodied, each enemy that enters the aura or starts its turn there takes 10 necrotic damage.		
<b>All-Around Vision</b>		
Enemies can't gain combat advantage by flanking the revenancer.		
<b>Action Recovery</b>		
Whenever the revenancer ends its turn, any dazing, stunning, or dominating effect on it ends.		
<b>Vengeful Drive</b>		
While stunned or dominated, the revenancer can take free actions.		
<b>Redoubled Efforts</b>		
The revenancer starts an encounter with three shadowy duplicates, which share its space. When the revenancer's hit points first go below 562, 368, or 184, one of its shadowy duplicates disappears. Whenever a shadowy duplicate disappears, the revenancer gains two new shadowy duplicates at the start of its next turn unless it takes radiant damage, or someone uses its truename against it before then.		
<b>Threatening Reach</b>		
The revenancer can make opportunity attacks against enemies within 3 squares of it.		
<b>Unkillable</b>		
When the revenancer is reduced to 0 hit points, it does not die. Instead, it is pushed back to the Astral Sea, where it regains all its hit points. It cannot enter the Realms again.		
STANDARD ACTIONS		
m <b>Lash</b> (poison) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 3d12 + 2 damage, and ongoing 10 poison damage, or ongoing 20 poison damage if the revenancer is bloodied (save ends).		
r <b>Vengeful Glare</b> (psychic) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +22 vs. Reflex. This attack does not provoke opportunity attacks		
Hit: 2d12 + 7 psychic damage, and the target falls prone.		
<b>Revenancer's Fury</b> • <b>At-Will</b>		
Effect: The revenancer attacks a number of times equal to one plus the number of shadowy duplicates it currently has, using either <i>lash</i> or <i>death glare</i> for each attack. If it has only one shadowy duplicate, it gains a +5 bonus to damage rolls with the attacks. If it has no shadowy duplicates, it gains a +15 bonus to damage rolls with the attack.		
TRIGGERED ACTIONS		
M <b>Lash out</b> • <b>At Will</b>		
Trigger: An enemy ends its turn within 2 squares of the revenancer		
Effect (Free Action): The revenancer uses <i>lash</i> twice against the triggering enemy.		
Skills Religion +16; Stealth +19		
Str 25 (+16)	Dex 20 (+14)	Wis 18 (+13)
Con 24 (+16)	Int 21 (+14)	Cha 19 (+13)
Alignment chaotic evil Languages Supernal		

**Note:** Reflavored venom-maw hydra (*Monster Vault*) with aura of *impending death* and *spirit of undeath* from orcus blood cultist theme. Made the size gargantuan, and added the *unkillable* trait. *Death glare* deals psychic damage.

Ker'nalla Shederynn		Level 18 Controller (Leader)
Medium fey humanoid		XP 2,000
HP 164; Bloodied 82		Initiative +11
AC 32, Fortitude 27, Reflex 29, Will 32		Perception +20
Speed 7	Darkvision	
TRAITS		
O <b>Noble Authority</b> • <b>Aura sight</b>		
Drow and spider allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls		
STANDARD ACTIONS		
m <b>Rapier</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 13 damage.		
R <b>Shadow Web</b> (necrotic) • <b>At-Will</b>		
Attack: Ranged 5 (one creature); +22 vs. Reflex		
Hit: 4d6 + 13 necrotic damage, and the target is immobilized and gains vulnerable 5 necrotic (save ends both).		
A <b>Shadow Wrath</b> (necrotic) • <b>Recharge 6</b>		
Attack: Area Burst 2 within 10 (enemies within burst); +22 vs. Will		
Hit: 4d10 + 7 necrotic damage, and the target is blinded (save ends)		
C <b>Darkspeak</b> (thunder) • <b>Recharge 5-6</b>		
Attack: Close burst 5 (creatures in burst); +20 vs. Will		
Hit: 3d8 + 7 thunder damage, and the target is dazed (save ends).		
MINOR ACTIONS		
C <b>Cloud of Darkness</b> • <b>Encounter</b>		
Effect: Close burst 1; this power creates a cloud of darkness that remains in place until the end of Ker'nalla's next turn. The cloud blocks line of sight for all creatures except Ker'nalla. Any creature entirely within the cloud (except Ker'nalla) is blinded until it exits.		
Skills Insight +20, Intimidate +19, Religion +17, Stealth +16		
Str 12 (+10)	Dex 15 (+11)	Wis 22 (+15)
Con 12 (+10)	Int 16 (+12)	Cha 20 (+14)
Alignment chaotic evil Languages Common, Elven, Supernal		
Equipment leather armor, rapier.		

**Note:** Ker'nalla is a drow noble (*Revenge of the Giants*). Her alignment is chaotic evil, and she is trained in Intimidate and Religion instead of Bluff and Diplomacy. Changed energy types from fire and psychic to necrotic and thunder. Changed darkfire to cloud of darkness. Damage updated.

## ENCOUNTER 8: “THE AWAKENING” STATISTICS (LOW LEVEL)

<b>Drow Cultist (level 15)</b>		<b>Level 15 Minion Soldier</b>	
Medium natural humanoid, drow		XP 300	
<b>HP</b> 1; a missed attack never damages a minion.		<b>Initiative</b> +14	
<b>AC</b> 31, <b>Fortitude</b> 28, <b>Reflex</b> 26, <b>Will</b> 27		<b>Perception</b> +10	
<b>Speed</b> 6		Darkvision	
<b>STANDARD ACTIONS</b>			
m <b>Short Sword</b> (weapon) • <b>At-Will</b>			
Attack: Melee 1 (one creature); +20 vs. AC			
Hit: 11 damage, and the target is marked until the end of the cultist's next turn.			
<b>MINOR ACTIONS</b>			
C <b>Word of Kiaransalee</b> (thunder) • <b>Encounter</b>			
Attack: Close blast 3 (creatures in blast); +18 vs. Reflex			
Hit: 11 thunder damage, and if the target was marked by the cultist, it is slowed (save ends).			
<b>TRIGGERED ACTIONS</b>			
<b>Fanatic Cultist</b> • <b>Encounter</b>			
Trigger: The drow cultist is reduced to 0 hit points			
Effect (Free Action): At the start of the cultist's next turn, it stands up with 1 hit point and without any effects on it.			
<b>Str</b> 16 (+10)	<b>Dex</b> 23 (+13)	<b>Wis</b> 14 (+9)	
<b>Con</b> 13 (+8)	<b>Int</b> 13 (+8)	<b>Cha</b> 20 (+12)	
<b>Alignment</b> evil		<b>Languages</b> Common, Elven	
<b>Equipment</b> leather armor, short sword			

**Note:** Reflavored dragonborn slaver: now a drow, and gains darkvision.

<b>Mirabeta Selkirk (level 16)</b>		<b>Level 16 Elite Controller</b>	
Medium shadow humanoid (human)		XP 2,800	
<b>HP</b> 284; <b>Bloodied</b> 142		<b>Initiative</b> +9	
<b>AC</b> 30, <b>Fortitude</b> 26, <b>Reflex</b> 30, <b>Will</b> 29		<b>Perception</b> +10	
<b>Speed</b> 6		Darkvision	
<b>Immune</b> disease, cold; <b>Resist</b> 10 necrotic			
<b>Saving Throws</b> +2; <b>Action Points</b> 1			
<b>TRAITS</b>			
O <b>Shadow's Embrace</b> (necrotic) • <b>Aura</b> 5			
Any living creature that starts its turn in the aura takes 10 cold and necrotic damage. Whenever Mirabeta takes radiant damage, her aura is deactivated until the end of her next turn.			
<b>STANDARD ACTIONS</b>			
m <b>Shadow Touch</b> (healing, cold, necrotic) • <b>At-Will</b>			
Attack: Melee 1 (one creature); +19 vs. Fortitude			
Hit: 2d8 + 9 cold and necrotic damage, and Mirabeta regains hit points equal to the damage dealt.			
m <b>Dagger</b> (weapon) • <b>At-Will</b>			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 3d8 + 9 damage.			
r <b>Dagger</b> (weapon) • <b>At-Will</b>			
Attack: Ranged 5/10 (one creature); +21 vs. AC			
Hit: 3d8 + 9 damage.			
R <b>Hurl Shadow</b> (cold, necrotic) • <b>At-Will</b>			
Attack: Ranged 5 (one or two creatures); +19 vs. Reflex			
Hit: 3d8 + 12 cold and necrotic damage, and the target is immobilized (save ends).			
Miss: The target is slowed (save ends).			
A <b>Shadow Burst</b> (cold, necrotic) • <b>Recharge</b> 6			
Attack: Area burst 1 within 10 (enemies in the burst); +19 vs. Fortitude			
Hit: 6d6 + 9 cold and necrotic damage, and the target is weakened (save ends).			
Miss: Half damage.			
<b>MOVE ACTIONS</b>			
Swallow Walk (teleportation) • <b>Encounter</b>			
Effect: Mirabeta teleports up to twice her speed (12 squares).			
<b>MINOR ACTIONS</b>			
Mirabeta's Control • <b>Recharge</b> 5-6			
Effect: Close burst 10 (one enemy in the burst that is subject to an effect a save can end), the target takes a -5 penalty to its next saving throw.			
<b>Skills</b> History +19, Insight +14, Stealth +14			
<b>Str</b> 10 (+8)	<b>Dex</b> 12 (+9)	<b>Wis</b> 15 (+10)	
<b>Con</b> 14 (+10)	<b>Int</b> 23 (+14)	<b>Cha</b> 20 (+13)	
<b>Alignment</b> evil		<b>Languages</b> Chondathan, Common, Netherese	
<b>Possessions</b> leather armor, 4 daggers			

**Note:** Mirabeta is a reflavored lich necromancer (MM3). She is a shadow humanoid and not undead. She does not have a phylactery but reforms on the Shadowfell. She is immune to cold rather than poison, and her reflavored powers deal cold and necrotic damage. She also has a dagger attack, and is trained in Stealth. Increased her aura damage top 10 to fit better in high paragon.

## ENCOUNTER 8: THE AWAKENING STATISTICS (HIGH LEVEL)

Revenancer (level 21)		Level 21 Solo Brute
Gargantuan immortal aberration, drow (god, undead)		XP 16,000
HP 800; Bloodied 400; see <i>unkillable</i>		Initiative +15
AC 35, Fortitude 35, Reflex 33, Will 32		Perception +19
Speed 7	All-around vision, Darkvision	
Resist 10 poison, 15 necrotic; Vulnerable 10 radiant		
Saving Throws +5; Action Points 2		
TRAITS		
O <b>Aura of Impending Death</b> • <b>Aura 2</b>		
While the revenancer is bloodied, each enemy that enters the aura or starts its turn there takes 10 necrotic damage.		
<b>All-Around Vision</b>		
Enemies can't gain combat advantage by flanking the revenancer.		
<b>Vengeful Drive</b>		
While stunned or dominated, the revenancer can take free actions.		
<b>Action Recovery</b>		
Whenever the revenancer ends its turn, any dazing, stunning, or dominating effect on it ends		
<b>Redoubled Efforts</b>		
The revenancer starts an encounter with three shadowy duplicates, which share its space. When the revenancer's hit points first go below 600, 400, or 200, one of its shadowy duplicates disappears. Whenever a shadowy duplicate disappears, the revenancer gains two new shadowy duplicates at the start of its next turn unless it takes radiant damage, or someone uses its truename against it before then.		
<b>Threatening Reach</b>		
The revenancer can make opportunity attacks against enemies within 3 squares of it.		
<b>Unkillable</b>		
When the revenancer is reduced to 0 hit points, it does not die. Instead, it is pushed back to the Astral Sea, where it regains all its hit points. It cannot enter the Realms again.		
STANDARD ACTIONS		
m <b>Lash</b> (poison) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +26 vs. AC		
Hit: 3d12 + 4 damage, and ongoing 10 poison damage, or ongoing 20 poison damage if the revenancer is bloodied (save ends).		
r <b>Vengeful Glare</b> (psychic) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +24 vs. Reflex. This attack does not provoke opportunity attacks		
Hit: 2d12 + 9 psychic damage, and the target falls prone.		
<b>Revenancer's Fury</b> • <b>At-Will</b>		
Effect: The revenancer attacks a number of times equal to one plus the number of shadowy duplicates it currently has, using either <i>lash</i> or <i>death glare</i> for each attack. If it has only one shadowy duplicate, it gains a +5 bonus to damage rolls with the attacks. If it has no shadowy duplicates, it gains a +15 bonus to damage rolls with the attack.		
TRIGGERED ACTIONS		
M <b>Lash out</b> • <b>At Will</b>		
Trigger: An enemy ends its turn within 2 squares of the revenancer		
Effect (Free Action): The revenancer uses <i>lash</i> twice against the triggering enemy.		
Skills Religion +16; Stealth + 20		
Str 25 (+17)	Dex 20 (+15)	Wis 18 (+14)
Con 24 (+17)	Int 21 (+15)	Cha 19 (+14)
Alignment chaotic evil Languages Supernal		

**Note:** Reflavored venom-maw hydra (*Monster Vault*) with aura of *impending death* and *spirit of undeath* from orcus blood cultist theme. Made the size gargantuan, and added the *unkillable* trait. *Death glare* deals psychic damage.

Ker'nalla Shederynn (level 20)		Level 20 Controller (Leader)
Medium fey humanoid		XP 2,800
HP 180; Bloodied 90		Initiative +12
AC 34, Fortitude 29, Reflex 31, Will 34		Perception +21
Speed 7	Darkvision	
TRAITS		
O <b>Noble Authority</b> • <b>Aura sight</b>		
Drow and spider allies in the aura gain a +2 bonus to attack rolls and a +2 bonus to damage rolls		
STANDARD ACTIONS		
m <b>Rapier</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 15 damage.		
R <b>Shadow Web</b> (necrotic) • <b>At-Will</b>		
Attack: Ranged 5 (one creature); +24 vs. Reflex		
Hit: 4d6 + 15 necrotic damage, and the target is immobilized and gains vulnerable 5 necrotic (save ends both).		
A <b>Shadow Wrath</b> (necrotic) • <b>Recharge 6</b>		
Attack: Area Burst 2 within 10 (enemies within burst); +24 vs. Will		
Hit: 4d10 + 8 necrotic damage, and the target is blinded (save ends)		
C <b>Darkspeak</b> (Thunder) • <b>Recharge 5-6</b>		
Attack: Close burst 5 (creatures in burst); +22 vs. Will.		
Hit: 3d8 + 8 thunder damage, and the target is dazed (save ends).		
MINOR ACTIONS		
C <b>Cloud of Darkness</b> • <b>Encounter</b>		
Effect: Close burst 1; this power creates a cloud of darkness that remains in place until the end of Ker'nalla's next turn. The cloud blocks line of sight for all creatures except Ker'nalla. Any creature entirely within the cloud (except Ker'nalla) is blinded until it exits.		
Skills Insight +21, Intimidate +20, Religion +18, Stealth +17		
Str 12 (+11)	Dex 15 (+12)	Wis 22 (+16)
Con 12 (+11)	Int 16 (+13)	Cha 20 (+15)
Alignment chaotic evil Languages Common, Elven, Supernal		
Equipment leather armor, rapier.		

**Note:** Ker'nalla is a drow noble (Revenge of the Giants). Her alignment is chaotic evil, and she is trained in Intimidate and Religion instead of Bluff and Diplomacy. Changed energy types from fire and psychic to necrotic and thunder. Changed darkfire to cloud of darkness. Damage updated.

## ENCOUNTER 8: "THE AWAKENING" STATISTICS (HIGH LEVEL)

Drow Cultist (level 17)		Level 17 Minion Soldier
Medium natural humanoid, drow		XP 400
<b>HP</b> 1; a missed attack never damages a minion.		<b>Initiative</b> +15
<b>AC</b> 32, <b>Fortitude</b> 29, <b>Reflex</b> 27, <b>Will</b> 28		<b>Perception</b> +11
<b>Speed</b> 6		Darkvision
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 13 damage, and the target is marked until the end of the cultist's next turn.		
MINOR ACTIONS		
C <b>Word of Kiaransalee</b> (thunder) • <b>Encounter</b>		
Attack: Close blast 3 (creatures in blast); +20 vs. Reflex		
Hit: 13 thunder damage, and if the target was marked by the cultist, it is slowed (save ends).		
TRIGGERED ACTIONS		
<b>Fanatic Cultist</b> • <b>Encounter</b>		
Trigger: The drow cultist is reduced to 0 hit points		
Effect (Free Action): At the start of the cultist's next turn, it stands up with 1 hit point and without any effects on it.		
<b>Str</b> 16 (+11)	<b>Dex</b> 23 (+12)	<b>Wis</b> 14 (+10)
<b>Con</b> 13 (+9)	<b>Int</b> 13 (+9)	<b>Cha</b> 20 (+13)
<b>Alignment</b> evil		<b>Languages</b> Common, Elven
<b>Equipment</b> leather armor, short sword		

**Note:** Reflavored dragonborn slaver: now a drow, and gains darkvision.

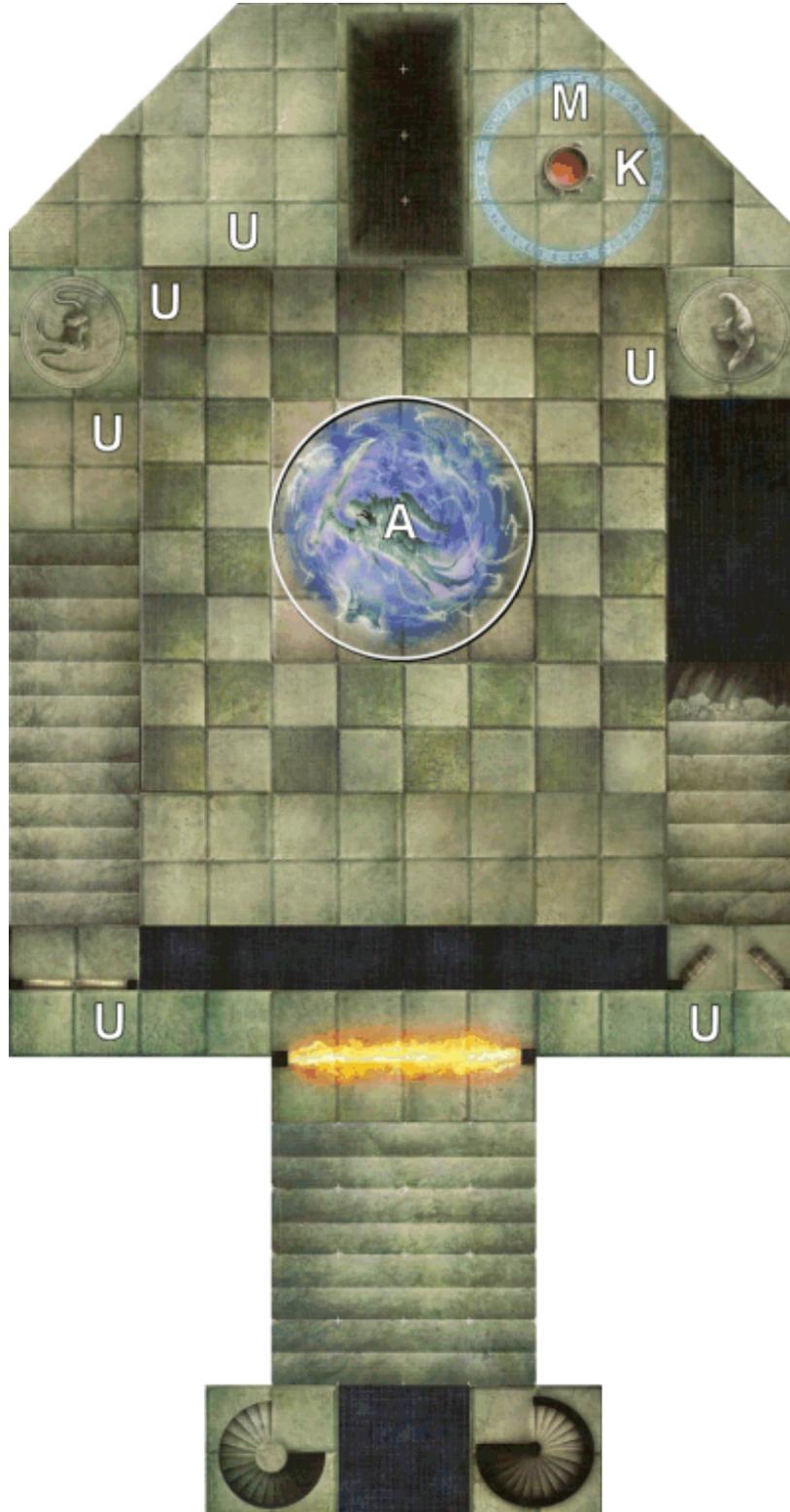
Mirabeta Selkirk (level 18)		Level 18 Elite Controller
Medium shadow humanoid (human)		XP 4,000
<b>HP</b> 300; <b>Bloodied</b> 150		<b>Initiative</b> +10
<b>AC</b> 32, <b>Fortitude</b> 28, <b>Reflex</b> 32, <b>Will</b> 31		<b>Perception</b> +11
<b>Speed</b> 6		Darkvision
Immune disease, cold; <b>Resist</b> 10 necrotic		
<b>Saving Throws</b> +2; <b>Action Points</b> 1		
TRAITS		
O <b>Shadow's Embrace</b> (necrotic) • <b>Aura</b> 5		
Any living creature that starts its turn in the aura takes 10 cold and necrotic damage. Whenever Mirabeta takes radiant damage, her aura is deactivated until the end of her next turn.		
STANDARD ACTIONS		
m <b>Shadow Touch</b> (healing, cold, necrotic) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +21 vs. Fortitude		
Hit: 2d8 + 11 cold and necrotic damage, and Mirabeta regains hit points equal to the damage dealt.		
m <b>Dagger</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 11 damage.		
r <b>Dagger</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 5/10 (one creature); +23 vs. AC		
Hit: 3d8 + 11 damage.		
R <b>Hurl Shadow</b> (cold, necrotic) • <b>At-Will</b>		
Attack: Ranged 5 (one or two creatures); +21 vs. Reflex		
Hit: 3d8 + 14 cold and necrotic damage, and the target is immobilized (save ends).		
Miss: The target is slowed (Save ends).		
A <b>Shadow Burst</b> (cold, necrotic) • <b>Recharge</b> 6		
Attack: Area burst 1 within 10 (enemies in the burst); +21 vs. Fortitude		
Hit: 6d6 + 11 cold and necrotic damage, and the target is weakened (save ends).		
Miss: Half damage.		
MOVE ACTIONS		
Swadow Walk (teleportation) • <b>Encounter</b>		
Effect: Mirabeta teleports up to twice her speed (12 squares)		
MINOR ACTIONS		
<b>Mirabeta's Control</b> • <b>Recharge</b> 5-6		
Effect: Close burst 10 (one enemy in the burst that is subject to an effect a save can end), the target takes a -5 penalty to its next saving throw.		
<b>Skills</b> History +20, <b>Insight</b> +15, <b>Stealth</b> +15		
<b>Str</b> 10 (+9)	<b>Dex</b> 12 (+10)	<b>Wis</b> 15 (+11)
<b>Con</b> 14 (+11)	<b>Int</b> 23 (+15)	<b>Cha</b> 20 (+14)
<b>Alignment</b> Evil		<b>Languages</b> Chondathan, Common, Netherese
<b>Possessions</b> leather armor, 4 daggers		

**Note:** Mirabeta is a reflavored Lich necromancer (MM3). She is a shadow humanoid and not undead. She does not have a phylactery but reforms on the Shadowfell. She is immune to cold rather than poison, and her reflavored powers deal cold and necrotic damage. She also has a dagger attack, and is trained in Stealth. Increased her aura damage to 10 to fit better in high paragon.

# ENCOUNTER 8: "THE AWAKENING" MAP

## TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon x 1



# CONCLUSION

## SETUP

### Important NPCs:

**Jarlaxle**, drow male head of the Bregan D'aerthe  
**Ilsevele Miritar**, female eladrin Coronal of Myth Drannor  
**Aron Selkirk**, male human merchant  
**Mei Chiang**, female Shou monk  
**Yi Amahl**, male human Calamshite prophet  
**Jonster Yate**, Burgher of New Velar.

Move to Road Back if the PCs use a portal ritual to travel back to Myth Drannor. Otherwise, the PCs can travel (or flee) back through the House and the portal.

The way back is clear. The PCs find corridors opening to them that were not earlier there. When they return in Sschindylryn, the temple is quiet and the cultists have fled.

*Jarlaxle is awaiting you when you step out of the portal. He and his men look tired and wounded, but there is still some spirit left in them.*

*The area around the Jeweled Spider Crypts is littered with the bodies of drow and demons.*

Jarlaxle addresses the PCs, stating his approval of how they conduct themselves.

If the PCs ask, he informs that they routed the cultists. The Heresy does not seem to be annihilated, but they scattered through the city and fled through several portals, some seeking refuge in other Underdark cities such as Sshammath. No doubt they will be back. Jarlaxle has no intention to hunt all of them down, now that the main objective was reached.

*“I am sure my employer will be pleased. No doubt the priestesses now seek to bring all the drow back to Lolth.”*

*He smiles wryly when he adds - “Without the Bregan D'aerthe, though. This is getting a bit too big for us. Too much religion is... unhealthy.”*

If the PCs failed to permanently defeat Kiaransalee, or if they report on the undead that entered Faerûn, Jarlaxle frowns, then adds:

*“That is worrying, but we are out of this now. I will have my men shut down this portal. After that, you are on your own...”*

*His eyes twinkle.*

*“...unless you can meet our price, of course.”*

As a final gesture of his appreciation, Jarlaxle offers to have the PCs taught, at a time of their choosing, in some of the Bregan D'aerthe techniques, specifically the *blinding blade* technique. He appreciates the irony that, next time they meet the PCs may well use it against him. He and his men then depart.

## ROAD BACK

While the PCs travel back to Myth Drannor, they notice a peculiar effect.

### If the PCs destroyed the avatar:

*While the past events are still fresh in your memory, you find it hard to recall some events. You cannot remember the name of the goddess whose avatar you fought, even though you are sure she was named.*

When they ask others, nobody (including Mirabeta or any captured drow) recalls the name. The death goddess influence seems already to be fading in the world.

The PCs have earned **CORE70 Wrath of Kiaransalee**. Note that PCs only get the additional benefit if they also have **CORE67 Speak True** and therefore finished the major quest.

### If the PCs did not destroy the avatar:

*While the past events are still fresh in your memory, you find it hard to recall some events. You can barely remember the name of the goddess whose avatar you fought. Oddly, when you speak to others of Kiaransalee to them, they seem to have difficulty remembering the name.*

Except for the PCs, Mirabeta, or any captured drow, people have difficulty remembering Kiaransalee's name. The magic that erased her name still has his influence, and the PCs defeat of the avatar weakened her enough that she cannot manifest in the Realms.

Still, with the PCs knowing her name, that may only be a matter of time... The PCs have earned **CORE69 The Dead Rise**.

## MYTH DRANNOR

The PCs eventually arrive in Myth Drannor, where Coronal Ilsevele Miritar, Aron Selkirk, and Jonster Yate await them. There is some relief that the threat has been averted, even when the avatar was not fully destroyed. Coronal Miritar immediately sends out scouts to assess whether any undead have entered Cormanthor. While she is pleased Kiaransalee's power in the Realms is still broken, she is worried about the future.

If Mirabeta was captured, she is led in front of Ilsevele Miritar. She acts defiant even if subdued.

*The shadowy woman looks over at her captors with an icy stare.*

*“You may have caught me, and averted disaster, but this is not the end. More awaits.”*

*There is some unrest at the pronouncement. It seems to satisfy the woman. She continues:*

*“I assume you are eager to know. Let’s negotiate terms, then. I am sure we can come to an agreement. I promise that, should I be treated fairly, I will wear my friendliest face.”*

At the last remark, Jonster Yate visibly pales. PCs who played through **DRAG1-6 Night of Fallen Petals** may recall the prophet Yi Amahl’s prophecy to Jonster’s original inquiries regarding his many doom scenarios:

*“The greatest danger comes with the friendliest face.”*

The halfling looks uncomfortable, not knowing whether to cry or grin.

#### **EXPERIENCE POINTS**

If a PC has **CORE67 Speak True**, and the party permanently defeated Kiaransalee’s avatar by using her truename against her, that PC finishes the Shattered Secrets major quest. That PC earns 2000/2800 major quest XP. Note that this XP is only earned by PCs who actually have the **CORE67 Speak True** story award.

#### **TREASURE**

The PC can take up Jarlaxle’s offer to gain grandmaster training in Jarlaxle’s *blinding blade*.

The PCs are rewarded with 17000/27000 gp each in monetary rewards (gems, goods, services etc). The PCs are also granted access to the vaults of Myth Drannor, and can pick a common magic item of their level +2 or an uncommon magic item of their level +0 from a player legal source as a bundle.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

### EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

**Encounter 3: The Jeweled Spider Crypts**

2160 / 2960 XP

**Encounter 6: House Guards**

2720 / 3830 XP

**Encounter 7: From the Shadows**

2080 / 3040 XP

**Encounter 7B: The House of Dark Consumption**

2000 / 2800 XP

**Encounter 8: The Awakening**

3160 / 4240 XP

**Minor Quest: Capture Mirabeta Alive**

320 / 480 XP

**Major Quest: Defeat Kiaransalee**

2000 / 2800 XP

**Total Possible Experience**

12440 / 17350 XP

**Total Possible Experience With Major Quest XP**

14440 / 20150 XP

**Gold per PC**

17000/ 27000 gp

(Conclusion: 17000 / 27000 gp)

### TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are listed above as 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 minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section..

#### TWO ROUNDS, TWO TREASURES

Since this is a double-length (two-round) adventure, the PCs earn twice the normal XP and twice the normal base gold per PC. (The appropriate amounts have already been calculated, and are listed under Total Possible Experience and Base Gold per PC.)

To keep these rewards in balance with the campaign’s expected level-advancement rate, the PCs should also have the opportunity to select two Treasures. For this adventure, each PC may choose TWO of the listed Treasures (including More Gold).

To be clear, a character who chooses More Gold twice receives no found items plus 17000 / 25000 gp in addition to the base gold award, for a grand total of 34000 / 52000 gp gained from this adventure.

#### EACH PC SELECTS TWO OF THE FOLLOWING:

**Treasure A:** *armor of night +4* (level 19; *Adventurer’s Vault 1*)

Found in Encounter 7

**Treasure B:** *shadowfell signet* level 19; *Adventurer’s Vault 2*)

Found in Encounter 7

**Treasure C:** *blackshroud weapon +4* (level 20; *Adventurer's Vault 1*)

Found in Encounter 6

**Treasure D:** *summoner's tome +4* (level 20; *Arcane Power*)

Found in Encounter 8

**Treasure E:** *Jarlaxle's blinding blade* (*Liria Valthorin's blinding blade*, level 21, *Dragon 386*)

Found in Conclusion

**Treasure F:** ritual book with Reverse Portal (level 12, *Player's Handbook 2*), Analyze Portal (level 8, *Player's Guide to the Forgotten Realms*) and Preservation (level 2, *Dragon Magazine 366*)

Found in Encounter 3

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a *spider potion* plus 3500 / 7500 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 8500 / 12500 gp (in addition to his or her Base Gold).

## 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.

### CORE69 The Dead Rise

While you drove back the avatar of Kiaransalee, you did not fully defeat her. Now, the dead rise, and a dark army forms. Despite your best efforts, you bear the responsibility for this failure. This may come back to haunt you in future adventures.

### CORE70 Wrath of Kiaransalee

You defeated the avatar of Kiaransalee, the drow death goddess. This has incurred her wrath, and her undead and servitors will target you as a favored enemy in days to come. Still, she has been shut out from the Realms, and her power is much diminished.

If, and only if, you also have Story Award **CORE67 Speak True**, Kiaransalee's truename infused has you with some of her power. You gain the following benefits:

- This Story Award grants you access to purchase *potions of clarity* (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price. This does not change the total number of Uncommon items, including consumables, that you are allowed to possess.
- You gain resist 5 necrotic. Once per day, if an enemy causes you to lose a healing surge or reduces the amount of hit points you regain from spending a healing surge, you gain temporary hit points equal to 5 + your highest ability score modifier.

### CORE71 Token of a Heretical Goddess

You have obtained a mysterious ring. While it acts as a *shadowfell signet*, taking up a ring slot, you know that it has other properties. Perhaps in the future these will be revealed.

This story award is only available if you decided to take the *shadow signet* as one of your Treasures from this adventure. If you ever lose or sell the *shadow signet*, this story award is also void.

### CORE72 Forfeited Your Soul

You offered part of your soul to the demon Mendisemon. You now carry the taint of the demon-bound. This affects how you are viewed by those who can see the taint (specific adventures may reference this, and at any time it is up to the DM's discretion whether a particular monster or NPC is capable of perceiving the taint, and if so, how they will react to you).

For binding your soul to one of his servants, you have earned the favor of Orcus. As long as you have this favor, mindless undead creatures do not attack you unless and until you attack them first.

# NEW RULES

All magic items have a rarity of Uncommon unless stated otherwise.

## Armor of Night +4

Level 19

Lvl 19 +4 105,000 gp

**Armor:** Cloth, Leather

**Enhancement:** AC

**Property:** Resist 10 radiant.

Level 24 or 29: Resist 15 radiant

**Power (Encounter):** Minor Action. Until the end of your next turn, you gain concealment and no creatures can make opportunity attacks against you.

**Reference:** Adventurer's Vault 1, page 41.

## Blackshroud Weapon +4

Level 20

Lvl 20 +4 125,000 gp

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attacks and Damage

**Critical:** Gain 1d8 temporary hit points per plus.

**Property:** Whenever an attack with this weapon reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.

**Reference:** Adventurer's Vault 1, page 64.

## Jarlaxle's Blinding Blade

Level 21

Lvl 21 225,000 gp

**Grandmaster Training**

**Power (Daily):** Free Action. Trigger: You hit with a melee attack. Effect: The target is blinded (save ends). Special: If the triggering attack was made with a longsword, the target takes a -2 penalty to its saving throw to end this effect..

**Reference:** Liria Valthorin's Blinding Blade, Dragon Magazine 386, page 66.

## Shadowfell Signet

Level 19

Lvl 19 105,000 gp

**Item Slot:** Ring

**Property:** You gain resist 10 necrotic, and if an enemy's attack causes you to lose a healing surge, you can take 10 damage instead of losing that healing surge.

**Power (Daily\* Stance):** Minor Action. Until the stance ends, you gain a +4 bonus to all defenses against opportunity attacks from undead creatures, and you don't grant combat advantage when flanked by undead.

If you've reached at least one milestone today, you don't provoke opportunity attacks from undead creatures.

**Reference:** Adventurer's Vault 2, page 73.

## Spider Potion

Level 20

Lvl 20 5,000 gp

**Potion**

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 20 temporary hit points and resist 10 poison until the end of the encounter.

**Reference:** Adventurer's Vault, page 189.

## Summoner's Tome +4

Level 20

Lvl 20 +4 125,000 gp

**Implement:** Tome

**Enhancement:** Attacks and Damage

**Critical:** +1d6 damage per plus.

**Property:** When you hit with an opportunity attack using a conjuration or summoning wizard power through this tome, the target takes extra damage equal to this tome's enhancement bonus.

**Property:** This tome contains two wizard daily summoning powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.

**Power (Daily\* Arcane, Implement, Summoning):** Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

**Reference:** Arcane Power, page 151.

## Analyze Portal

**Level:** 8

**Category:** Divination

**Time:** 1 hour

**Duration:** Special

When you perform this ritual, choose a specific active and permanent portal you can clearly see. Analyze Portal causes the portal to erupt with faint lights that flicker and spin, letting you learn a great deal about its destination and function. Its most basic effect is to reveal the portal's destination. Although a portal usually displays what its destination looks like, this ritual reveals the destination's name and its general location in the world or the plane on which it is located.

When you learn the origin and type of the last creature to use the portal, you also learn any keywords associated with that creature.

Analyze Portal can also reveal the identity of the creature that created the portal. If no creature created it, you learn of the event that created it.

Arcana Check	Information Learned
29 or lower	The name of the portal's destination
30 or higher	The origin and type of the creature to use it last
30 + one-half creator's level	Identity of the creature that created it, if any

**Reference:** Forgotten Realms Player's Guide, page 142.

## Reverse Portal

**Level:** 2

**Category:** Warding

**Time:** 10 minutes

**Duration:** Permanent

You enchant a quantity of nonliving organic material so that it resists all natural deterioration. Rot, mold, consuming vermin, and the like all leave the enchanted material alone. Damage intentionally done can still harm the material.

Your Arcana or Nature check determines how much material you can affect with one ritual casting.

Arcana or Nature Check Result	Material
19 or lower	10 pounds
20-24	20 pounds
25-29	50 pounds
30-39	100 pounds
40 or higher	200 pounds

**Reference:** Dragon magazine 366, page 30.

## Reverse Portal

**Level:** 12

**Category:** Travel

**Time:** 10 minutes

**Duration:** Special

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle elsewhere on the same plane (see the Linked Portal ritual, Player's Handbook, page 307). As part of performing this ritual, you sketch out a 10-foot-diameter circle in rare chalks and inks. Alternatively, you can use a permanent teleportation circle, which reduces the component cost to 150 gp and grants you a +5 bonus to your Arcana check.

At the ritual's completion, make an Arcana check. The result determines the duration that the portal remains open.

Arcana Check Result	Portal Duration
19 or lower	1 round
20-39	3 rounds
40 or higher	5 rounds

The portal displays views of the other location in the same way as that created by the Linked Portal ritual, but creatures cannot enter the origin point and appear at the other location. Instead, creatures can only step into the distant end of the portal to appear at the origin point with you.

**Reference:** Player's Handbook 2, page 216.

## APPENDIX I: NPCs

### MYTH DRANNOR AND ALLIES

MEI (YUKI) CHIANG

**Region/Town:** Dragoncoast (Nathlek)

**Appears in:** DALE1-1, DALE1-3, DALE1-6

*Mei is a young Shou woman. She is slender and looks frail. Her hair is braided in a long tail. She bows politely and silently to those who greet her.*

The following information can be gained with a Streetwise check:

**DC 21:** Mei was formerly the servant of Lin-Woh Chiang, representative of the Chiang emporium in the Draghon Coast. She slavishly followed her orders, and seemed afraid of her mistress.

**DC 23:** . Her mother, Laihu, died giving birth to her. Laihu's aunt, Ha-Teh, took her in, as part of a promise to Laihu's mother Chun-Fu. She has a brother, named Kwo, who is 20 years older.

Despite the blood bond, she received little respect. Still, as a Chiang, the emporium's employees obey her - though she rarely takes command.

**DC 25:** Mei is Shou for 'niece'. It was a name given her by her aunt, Ha-Teh Chiang. Her true name is Yuki, which means snow, but she feels uncomfortable being referred to by that name.

**In this adventure:** With Lin-Woh's departure, Mei is now in charge of the Dragon Coast operations. Through her, the Chiangs continue to support the mission.

She is also in command of the Mistress of the Knight's crew, and acts as the ship's bosun.

CORONAL ILSEVELE MIRITAR

**Region/Town:** Myth Drannor

**Appears in:** SPEC1-3

*Ilsevele Miritar is a short sun elf. She has pale skin and copper-colored hair. She wears well-maintained leather armor strengthened with steel rings. At her side is a blade that seems to be forged from stone. It emits a soft light as faint strokes of lightning arc over it.*

The following information can be gained with a History check:

**DC 10:** Ilsevele Miritar is Coronal of Myth Drannor, it's political leader.

**DC 15:** Ilsevele's mother and father are Ilyyela Miritar and Seiveril Miritar respectively. Both are deceased. Her consort is Fflar Starbrow Melruth, a hero from Myth Drannor.

**DC 20:** She aided her father in the Elven Crusade to liberate Myth Drannor from the fey-ri. Seiveril died during the crusade.

After his death she took up leadership of the Army of Myth Drannor. After she defeated the armies of Scyllua Darkhope, she was visited by the Srinshree and granted the Rulers' Blade, becoming seventh Coronal of the rebuilt realm of Cormanthyr with Fflar as her consort

**DC 25:** The sword at her side is the Ruler's Blade. It is not stone, but pitted raw iron. It is said to imbue the knowledge of the three High mages that forged the blade. It is a symbol of rulership in Myth Drannor, as only those who pass the tests of Blade-Rite and prove themselves capable as Coronal can draw the blade. Those who fail the tests, die.

**In this adventure:** Ilsevele knows of several tablet fragments resurfacing - one even in Myth Drannor - and has spiritual advisors, the Olin Gisiae, look into it. They convinced her that Myth Drannor should actively join the quest to track down the fragments. As the drow are a serious threat to Myth Drannor, she is determined to stop Sschindylryn from using the tablet's powers.

CAPTAIN ELURIO PANAHQ

**Region/Town:** High Imaskar

**Appears in:** CORE2-2, CORE2-10

*Flamboyant behavior and fashinabvle clokas cannot hdie the undead nature of captain Panahq. Stripped of flesh, only a skeleton remains. Somehow, a twinkle remains in his eyesockets, and even as a skeleton, he looks jovial... and smug.*

The following information can be gained with a Streetwise check:

**DC 15:** Eluryo Panahq is from High Imaskar, as is the ship he is on.

**DC 20:** He is a vengeance taker, a judge-executioner, as well as a member of the Enacters, who do the will of the empress.

The ship, the Mistress of the Night, was a vessel created with High Imaskaran techniques for the empire of Netheril, part of a attempts to establish diplomatic relations. The ship got into a terrible storm, and was attacked by an monstrous sea creature of gigantic size. It

sunk, and all on board perished - only to rise as undead. The ship was later retrieved (in *CORE2-2 Rising of the Dark*). All crew found their rest, but Panahq remained

**DC 25:** Panahq was the helmsman of the ship, the only person remaining who can command it besides the empress. He has been ordered by the empress to ally with The Alliance.

**DC 30:** Panahq is tied to the ship. He can't be permanently destroyed as long as the ship lasts. If slain, he rises again after a day.

**In this adventure:** Panahq serves his empress as best as he can. He hopes to finally find rest once he completes his mission to eliminate the threat from the tablets and the House of Dark Consumption.

### ARON SELKIRK

**Region/Town:** Vesperin (Calaunt)

**Appears in:** DALE1-1, DALE1-3, DALE1-6

*Aron Selkirk is middle-aged, though he remains fit and strong. He sports a tiny blond beard and curly hair that is slowly thinning. He dresses in clothes that indicate he is well-to-do, though they look more expensive than they really are.*

The following information can be gained with a History check:

**DC 15:** The Selkirk family is a small merchant house that operates out of the city of Calaunt in Vesperin.

**DC 20:** The family dates back hundreds of years. They were once one of the most influential families in Sembia, providing the head of the council for years.

**DC 25:** Aron's great grandfather and his branch of the family fled Sembia to Vesperin years ago, along with a few other Sembian families that had not yet sold out to Netheril. There, most of them tried to start anew.

**DC 30:** The family was nearly decimated when Netheril took over in Sembia. Many family members went missing during the Shadow War or perished in the Ordulin Maelstrom.

The following information can be gained with a History or Streetwise check:

**DC 15:** Aron Selkirk is the leader of the Velarian Trade Alliance. The alliance, which opposes Sembia's influence in the Dragon Reach, consist of the Selkirk family from Calaunt, the Burghers of New Velar, the eladrin of Myth Drannor, and the Chiang Emporium from Nathlek City.

**DC 20:** He hopes to establish a regime change through political pressure and covert actions.

**DC 25:** Aron heads the Silver Ravens, a resistance movement that fights Netheril's occupation of Sembia.

**DC 30:** It is rumored the Silver Ravens cooperate with the Harpers to oppose Netheril.

**In this adventure:** Aron has become convinced, through documents in his possession, that the tablet fragments pose a real danger should they fall into the wrong hands. He has taken initiative to oppose the danger, and has convinced his Velarian Trade Alliance partners to support him.

Since then he has learned of Mirabeta's involvement, strengthening his resolve.

### OTHERS

JARLAXLE BAERNRE

**Region:** Menzoberranzan

*Jarlaxle is slender and muscled, a dandy drow in bright clothes and a multicolored cape. He wears gaudy jewelry that jingles as he approaches, a wide-brimmed hat on his clean-shaven head, and an eyepatch.*

The following can be learned with a successful History check:

**DC 20:** Jarlaxle was once the leader of the Bregan D'aerthe, a group of mostly male drow that act as mercenaries. He no longer acts as their leader, at least in any official way, but still works with them occasionally. He is the third son of Yvonneal Baenre of Menzoberranzan,

**DC 25:** Jarlaxle considers himself above the pity and complex hierarchical structures of the drow, especially those in Menzoberranzan. He shaves his head, rejecting a society where even your hair style determines your place among the drow houses.

**DC 30:** Jarlaxle is a clever manipulator, who manages to come out of various conflicts intact - even when he clashed with the church of Lolth and reputedly lost his favor with Lolth.

**In this adventure:** Jarlaxle has taken the commission to enter Sschindylryn on the personal request of Kimmuriel Oblodra, the current Bregan D'aerthe leader.

He has no love for the matron mother of Faen-Tabbar, who insisted on his involvement, but seeks to fulfill his part of the bargain regardless. His only goal in this adventure is to stop Ker'nalla Sshederynn. He does not care how - even working with the PCs if need be.

## MIRABETA SELKIRK

**Region:** The Dalelands (Featherdale)

*Mirabeta is a tall and slender woman. She has cold, unloving eyes, and her hair is tied tight in a bun. Shadows cling to her form, and parts of her body occasionally seem to fade away, as if it does not really exist.*

The following can be learned with a successful History check:

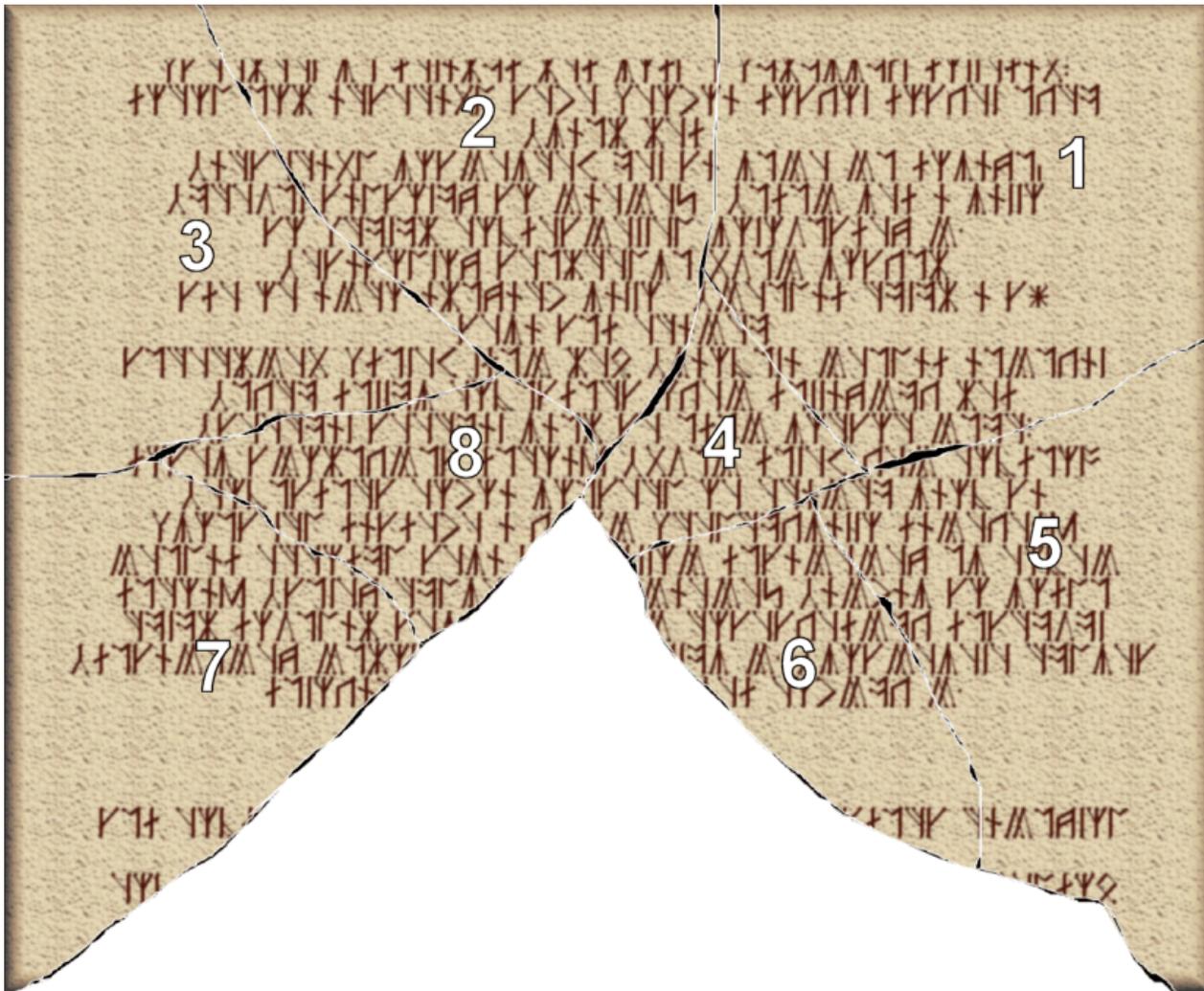
**DC 20:** Countess Mirabeta Selkirk was once member of the influential Selkirk merchant family in Sembia. In the Year of Lightning Storms (1374 DR), she became the overmistress of Sembia, when Kendrick the Tall was assassinated in his sleep, and both his sons mysteriously disappeared.

Mirabeta did not enjoy her power long: in the same year, Shade initiated a civil war in Sembia. In the war, Ordulin was entirely destroyed by a vortex of shadow - what is now known as the Ordulin Maelstrom.

It appears that records of Mirabeta's death during that event were exaggerated, to say the least...

**In this adventure:** Mirabeta has her own patron, and on his suggestion entered a complex scheme involving the drow of Sschindylryn. However, whether her patron was mistaken or whether she was deceived, the plan that she hoped would lead her to gain power is falling apart. The tablet that she delivered to the drow turned out to contain powers she had not fathomed. Now that the drow are truly trying to draw their goddess forth and flood the world with undead, she is wondering if she has chosen the right side - not out of remorse, but because she realizes they will never allow her to share their power.

## APPENDIX II: THE SHATTERED TABLET



#	Adventure	Found
1	<i>SPEC1-3 Ghost o/t Past:Hive of Corruption (H1)</i>	In the ruins of Myth Drannor
2	<i>MOON2-1 Darkness Falls Over Moray (H2)</i>	In a ruined light house
3	<i>IMPI2-3 Rooting out Corruption (P2)</i>	In a shrine to the glory of demons
4	<i>LURU2-1 Hand That Rocks the Cradle (P1)</i>	In possession of a drow priestess of Auril
5	<i>CORE2-6 Ripples in the Stream of Souls (P2)</i>	In the Erech Forest in Rasheman
6	<i>MINI2-2 Ravens Under a Midday Sun (H1)</i>	In the ruins of a temple of Mystra in Ravens Bluff
7	<i>WATE2-3 Noble Dangers (P1)</i>	Rrecovered from Undermountain
8	<i>DALE2-3 Ploughshares From Swords (H2)</i>	In the possession of the drow Ris'lak Sshedderyn

## APPENDIX 4: CRITICAL EVENTS SUMMARY

Your table's results from this adventure can have an impact on the future development of the *Living Forgotten Realms* campaign. If you are running this adventure at a public event, please turn in this form to your Senior DM or Event Organizer. If you are running this adventure at a home game or you are the event organizer, please visit the LFR Community (<http://community.wizards.com/lfr>) for information about how to report your adventure results.

The deadline to report critical events for this adventure is 01 April 2011. The adventure remains playable after that date, but reported results might not be counted if they are submitted past the deadline.

If played at a convention, what is the name and location of the convention:

DM's Name:

Question 1: Did the PCs defeat the Revenancer?

Yes

No

Question 2: Did the PCs make use of the *speak true* attack power to do so?

Yes

No

Question 3: What is the fate of Mirabeta?

Escaped

Captured

Killed

# HANDOUT 1: INSANITY EFFECTS

Roll 1d20, +2 (cumulative) for every previously failed check:

d20	Effect	Mechanics
1-4	<b>Jitters</b>	The character develops nervous tics and takes a -2 penalty to all Dexterity-based checks. This penalty is cumulative if rolled more than once.
5-8	<b>Hysteria</b>	The character becomes afraid of sudden movement and loud noise and takes a -2 penalty to initiative checks, to Will, and to any defense attacked by a fear effect. This penalty is cumulative if rolled more than once.
9-11	<b>Melancholy</b>	The character falls into a deep depression. He or she can take only two actions each turn (not counting free, immediate or opportunity actions). If a character obtains this result more than once, he or she instead can take only one action each turn (not counting free, immediate or opportunity actions).
12-13	<b>Mania</b>	The character is a bundle of unfocused energy. He or she can take an extra move action in place of a minor action. If the character does so, he or she takes a -2 penalty to attack rolls and to all defenses until the end of his or her next turn.
14-15	<b>Megalomania</b>	The character believes he or she is invincible. He or she cannot use healing surges during an encounter until first bloodied.
16-17	<b>Paranoid Delusion</b>	The character is so distrustful that he or she no longer counts as an ally to anyone.
18-19	<b>Manic Depression</b>	The character fluctuates between melancholy and mania (as described above). Each round, he or she rolls a d20 at the start of his or her turn. On a result of 1-10, the character is affected by melancholy; on a result of 11-20, the character is affected by mania. (see entries above)
20+	<b>Dementia</b>	The character has trouble distinguishing reality from fantasy. He or she automatically fails any Intelligence, Wisdom- or Charisma based checks.

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d20	Effect	Mechanics
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## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:  
(cross out those not received)

*CORE2~12 THE SSCHINDYLRYN HERESY*

### CORE69 The Dead Rise

While you drove back the avatar of Kiaransalee, you did not fully defeat her. Now, the dead rise, and a dark army forms. Despite your best efforts, you bear the responsibility for this failure. This may come back to haunt you in future adventures.

### CORE70 Wrath of Kiaransalee

You defeated the avatar of Kiaransalee, the drow death goddess. This has incurred her wrath, and her undead and servitors will target you as a favored enemy in days to come. Still, she has been shut out from the Realms, and her power is much diminished.

If, and only if, you also have Story Award **CORE67 Speak True**, Kiaransalee's truename infused has you with some of her power. You gain the following benefits:

- This Story Award grants you access to purchase *potions of clarity* (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price. This does not change the total number of Uncommon items, including consumables, that you are allowed to possess.
- You gain resist 5 necrotic. Once per day, if an enemy causes you to lose a healing surge or reduces the amount of hit points you regain from spending a healing surge, you gain temporary hit points equal to 5 + your highest ability score modifier. (The triggering effect is not negated; this effect reacts to that effect.)

### CORE71 Token of a Heretical Goddess

You have obtained a mysterious ring. While it acts as a *shadowfell signet*, taking up a ring slot, you know that it has other properties. Perhaps in the future these will be revealed.

This Story Award is only available if you decided to take the *shadow signet* as one of your Treasures from this adventure. If you ever lose or sell the *shadow signet*, this Story Award is also void.

### CORE72 A Piece of Your Soul

You offered part of your soul to the demon Mendisemon. You now carry the taint of the demon-bound. This affects how you are viewed by those who can see the taint (specific adventures may reference this, and at any time it is up to the DM's discretion whether a particular monster or NPC is capable of perceiving the taint, and if so, how they will react to you).

For binding your soul to one of his servants, you have earned the favor of Orcus. As long as you have this favor, mindless undead creatures do not attack you unless and until you attack them first.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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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: \_\_\_\_\_  
(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).

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1	<input type="text"/>
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5	<input type="text"/>
6	<input type="text"/>

## DUNGEON MASTER

DM Name: \_\_\_\_\_

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