

EAST1-3

# UNBIDDEN

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

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An attack by foul creatures has forced the closure of a dwarven mining operation. Adventurers are needed to investigate the threat and make the mine safe for reopening. A *Living Forgotten Realms* adventure set in the East Rift for characters levels 7-10.

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 following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. 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 on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM 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 have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact**

**with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7-10. 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.

Each 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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on and defeat it, award them the other half of the experience points for the encounter.

## CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

## 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. 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.

## ADVENTURE BACKGROUND

Since the formation of the Underchasm, the dwarves of the East Rift have had to keep a vigilant watch for drow who are constantly looking for opportunities to test the dwarven defenses.

An ambitious young drow priestess by the name of Xul'riina has been tasked with leading an expedition to an ancient dungeon in the vicinity of Eartheart. A recent map unearthed in the Underchasm led Xul'riina and her expedition to a long undiscovered tunnel system just beneath a silver mine operated by the Axebolt clan of Hammergate. Xul'riina hopes to locate a divine artifact of war that will fuel future attacks on the dwarven homeland.

It was only purely by accident that Xul'riina and her minions clashed with the dwarven miners. The drow map is much older than the silver mine, so the mining operation and dwarven presence in the area were unknown to the drow. As the drow expedition passed through a tunnel system beneath the mine, the dwarves were simultaneously investigating a recently opened shaft. When a group of dwarven miners were sent down to check out the new shaft, the two parties met. The ensuing battle left numerous miners dead while the rest fled the mine.

The mine owner, Thorgar Axebolt, was immediately informed of the horrifying attack and was contemplating a course of action when the PCs chanced upon his trading post in Hammergate. Unbeknownst to Thorgar, several of the surviving miners decided to quietly return to the mine and attempt to deal with the matter themselves.

## PLAYER'S INTRODUCTION

If time permits, you can enjoy the luxury of an extended roleplaying introduction, in which the PCs are all in Hammergate for their own reasons when they learn of an attack by foul creatures on a nearby silver mine. Following up on these rumors, as adventurers are wont to do, the characters are directed to the combination office and silversmith's shop operated by Thorgar Axebolt, who can fill them in on the situation and hire them to investigate the strange goings-on at the silver mine. If you choose this option, you should dole out the information contained in the read-aloud text over the course of the scene, rather than listing everything out at once.

If time does not permit, or if you know you have a group of players who just like to get straight to the action, you can briefly summarize the situation and

begin play with the PCs already making their preparations to head to the silver mine.

Read or paraphrase the following to the players:

*You were only in Hammergate for a short while when you learned of a disturbing incident at a local silver mine. An attack by strange creatures left at least half a dozen workers dead while the rest narrowly escaped with their lives.*

*The mine, independently owned and operated by the Axebolt family, was already in danger of closing due to low production and several recent accidents caused by unstable earth in the area where the dwarves have been digging. For fear that this latest incident would force a permanent closure, the owner has decided to quietly deal with the problem himself. Thorgar Axebolt has agreed to pay you a reward for investigating the threat and doing whatever it takes to make the mine safe for his employees to return to work.*

Thorgar emphasizes to the PCs that they need to solve this problem quickly and quietly, before the Lord Scepter of Eartheart learns of the matter and closes Axebolt's mine permanently. Thorgar is not conscious of any larger implications of the attack and is only concerned with the immediate problem of saving his livelihood. The PCs can learn the following information by questioning Thorgar:

- When he was told about the attack, he ordered his workers to stay out of the mine until he could get help. However, some of the miners didn't make it out. Thorgar doesn't know if they are alive or dead, but if any are alive, rescuing them should be the PCs' top priority.
- The Axebolt family has owned the mine for over 50 years. Thorgar inherited the prime responsibilities of running the operation when his father passed away a few years ago.
- In all the years that the Axebolt family has been running the mine, nothing like this has ever happened before. There have been accidents, of course; that is an unfortunate reality of the profession. But the mine has never been attacked by monsters and Thorgar is not aware of any lairs or other dangerous sites near the mine's location.
- Thorgar can provide the PCs with a map of the mine and its various tunnels. The attack occurred when the miners were exploring a newly-excavated side tunnel, however, so it's not clear exactly where the monsters came from.

If the PCs ask about possible drow activity or tell Thorgar that they believe the attack is a precursor to something larger, he admits that he hadn't thought of that. He is so concerned with the possibility that the Lord Scepter of Eartheart would learn of the incident and close the mine permanently that he didn't give much thought to the potential implications of the attack. Even so, he will be against any notion of reporting the attack to the authorities until the PCs have had a chance to thoroughly investigate. He wants to show the Lord Scepter that the situation is well in hand rather than run the risk of having control of the mine taken away from him.

Thorgar offers to pay the PCs 100 / 125 gp each for helping him to investigate the mine and return it to operational status. He also offers to craft each character a custom piece of silver jewelry if they are able to rescue the missing miners.

#### **THORGAR AXEBOLT**

Male gold dwarf

**Appearance:** Thorgar has a long, braided, blond beard and balding head. He dresses well and keeps himself clean. Around his neck he wears a necklace with the symbol of the Axebolt family: a silver axe against a bolt head.

**Personality:** Thorgar is generally happy and pleasant to deal with. The attack on his mine has given him much to worry about, but he is able to retain his sense of humor despite the grievous incident.

**Goals:** Thorgar wants his mine back in operation and the attacking monsters eliminated (whatever they are). Any miners who are still alive (captured or trapped) must be rescued.

## **DM'S INTRODUCTION**

In **Encounter 1**, Thorgar takes the PCs to the silver mine, where they startle one of his workers who stands guard while four others investigate the mine. The PCs learn the details of the original attack and that four miners have gone back into the mine to try and drive away the attacking monsters. As they talk with the dwarf, they hear cries and sounds of battle from inside the mine.

Investigating the cries leads the adventurers to **Encounter 2**, in which they find themselves up against foulspawn creatures who are engaged in battle with two of the dwarf miners. After defeating the foulspawn, the PCs learn that the other two dwarf miners were lowered down the mine shaft and have disappeared.

The PCs enter the remains of an ancient dungeon in search of the missing miners. (This encompasses

**Encounters 3, 4, and 5.**) Within the dungeon, the PCs learn that it was once a temple and training facility for a religious sect called the Harbingers of Ixthul. They learn that Ixthul was once a powerful paladin in the service of Moradin who strove to achieve demi-god status. They also learn that Ixthul and his followers had built a divine artifact of war that they never got the opportunity to use before the group was betrayed and destroyed. To gain all this information, however, the PCs must survive a deadly series of tests originally created by the followers of Ixthul.

In **Encounter 6**, the PCs must negotiate with an eidolon that has been placed as a guardian to protect the divine artifact. If they are successful, the guardian will aid them in a final battle (**Encounter 7**) against the drow priestess Xul'riina and her allies (including a mind flayer). Defeating Xul'riina reveals that she was on an expedition to recover the artifact of war. Gaining victory in the final encounter also liberates the other two dwarves who are being held captive by Xul'riina's grimlock minions.

Once the PCs have explored all the tunnels, defeated all the monsters, and rescued the missing miners, they return to the surface and make their report. They must decide whether or not to reveal the presence of the eidolon and the artifact of Ixthul to the authorities of Eartheart, or if they will instead heed the eidolon's request to collapse the tunnels leading to its location so that the artifact will remain undiscovered.

# ENCOUNTER 1: MINE ENTRANCE

## SETUP

### Important NPC:

**Khoryn** (Dungeoneering +10, Endurance +4)

When the PCs and Thorgar set out from Hammergate, it is already night. The journey to the mine entrance is short (less than an hour) and uneventful.

A cowardly dwarf by the name of Khoryn is nervously awaiting the return of his fellow miners who entered the mine just minutes ago. Khoryn witnessed the initial attack by the foulspawn and was fortunate to escape. He is afraid to enter the mine again, but agreed to accompany a group of his co-workers who were intent on returning to deal with the beasts that killed their friends. He has been instructed to return to Hammergate for help if the mission goes awry.

*Thorgar leads you to the canyon wall about 3 miles east of Eartheart and down a cutaway path some 300 feet to the mine entrance. Only the silvery moonlight illuminates the area as your group approaches the opening.*

A successful Perception check (DC 11) enables a PC to notice Khoryn cowering in the shadows to the left of the mine entrance. As the PCs approach the opening, Khoryn is startled and begins to flee, but Thorgar recognizes him and calls out. At the sound of Thorgar's voice, Khoryn calms down and returns.

Thorgar demands to know what Khoryn is doing here. Khoryn very nervously explains that he's waiting outside for four other miners who have gone inside to deal with the beasts that attacked earlier. Thorgar is furious at their disregard for his instructions to stay away from the mine, but doesn't know what to do about the current situation. At this point, he turns to the PCs and asks for them to take charge. If they don't think of it themselves, Thorgar will suggest that they question Khoryn in more detail since he was one of the miners who survived the original attack.

Questioning Khoryn may reveal the following information depending on what the PCs ask:

- Khoryn was working in the main tunnel off the chamber where the new shaft was discovered when he heard some alarming noises followed by screams. He peeked into the chamber long enough to see some loathsome creatures slaughtering his fellow miners. Horrified, Khoryn

fled the mine and was quickly followed by many others.

- Khoryn describes the creatures as small, gray beasts with spikes all over their bodies. They have unnaturally long arms with sharp claws. They have huge mouths with long, pointed teeth.
- The foul creatures are able to teleport instantly from point to point.
- There are four miners inside the mine right now. They returned with war hammers to avenge the loss of their co-workers.

## KHORYN

Male gold dwarf

**Appearance:** This gold dwarf has a full head of red-brown hair with a short, braided beard. His appearance is somewhat unkempt; he wears dirty clothes and his hands and face are dirt covered.

**Personality:** Khoryn is a coward and easily frightened. He is friendly and willing to help those in need, but is often held back due to his own fears. He stammers when he talks.

**Goals:** Khoryn's immediate goal is to keep watch for his companions who entered the mine. If they don't return soon, he had planned to run back to Thorgar, but of course the PCs' arrival precludes the need for that. Khoryn will not go back into the mine under any circumstances, but will agree to stay here and stand watch over the entrance if the PCs ask him to.

## ENDING THE ENCOUNTER

After a few minutes of conversation between the PCs, Khoryn, and Thorgar, the characters should be ready to head into the mine. If you need to hurry things along, then have everyone make a Perception check; those who beat at least a DC 15 suddenly hear sounds of battle and screams coming from somewhere inside the mine. If they PCs don't waste any time, then they hear the screams as they are moving through the first few tunnels towards the main chamber. Either way, proceed to **Encounter 2**.

## EXPERIENCE POINTS

The characters receive no XP for this encounter and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2: FOULSPAWN

ENCOUNTER LEVEL 8 / 10 (1,700 / 2,400 XP)

### SETUP

This encounter includes the following creatures at the low tier:

- 2 foulspawn grues (G)
- 1 foulspawn hulk (Level 11) (H)
- 1 foulspawn seer (Level 9) (S)
- 2 dwarf hammerers (Level 3) (X)

This encounter includes the following creatures at the high tier:

- 2 foulspawn grues (Level 10) (G)
- 1 foulspawn hulk (Level 13) (H)
- 1 foulspawn seer (S)
- 2 dwarf hammerers (X)

Just a few minutes before the PCs arrived at the mine, four dwarven miners entered this main chamber to investigate and try to drive away the monsters that attacked their friends earlier. After a few minutes of heavy drinking to build up the courage to proceed, two of the miners were lowered down the shaft on ropes to investigate. Unfortunately, they dropped down right into the middle of the drow priestess Xul'riina and her party, who were regrouping from the earlier battle. She sent a group of foulspawn back up the shaft to attack the remaining dwarves. When the PCs arrive, the battle is almost done. The dwarven miners are bloodied when the PCs arrive and will perish quickly if not rescued.

As the adventurers enter the area, read:

*Entering the main chamber, you are faced with a gruesome sight. Dead dwarves are scattered throughout the room, at least a dozen bodies, all showing horrible wounds. Four unholy beasts are ganging up on what appear to be the only survivors, two dwarven miners who are already bloodied. They would surely have fled if it were not for the fact that they are flanked and unable to retreat.*

If the PCs enter without a lot of commotion, they might be able to surprise the foulspawn (roll opposed Perception checks for the foulspawn against the PCs' Stealth). Regardless, the foulspawn remain intent on finishing off the dwarven miners before moving to deal with the new intruders. The PCs will have to work quickly if they are going to keep these two dwarves alive.

Of course, once the PCs demonstrate that they are a credible threat, the foulspawn quickly switch their attacks.

### FEATURES OF THE AREA

**Illumination:** This is the main chamber of the mine, so it is brightly illuminated by torches and lanterns scattered throughout the area.

**Rubble:** Squares with rubble count as difficult terrain, costing 2 squares of movement.

**Mine Shaft:** The shaft drops straight down about 50 feet to a crossing tunnel below. A rope has been tied off at the top of the shaft and descends to the bottom. Using the rope to climb up or down the shaft requires a DC 10 Athletics check. A creature who is pushed into the shaft can attempt a DC 20 Acrobatics check to grab the rope on the way down; otherwise the victim suffers 5d10 points of damage from the 50-foot plunge.

### TACTICS

The foulspawn do not view the dwarven miners as a great threat and are content to toy with them for a while before disposing of them. They have only used their at-will powers up to the moment the PCs arrive.

**Foulspawn Grues:** The grues use *mind worm* against the weakest looking enemy they see. If that attack succeeds, the grue moves close enough to use *whispers of madness* against the same foe.

**Foulspawn Seer:** The seer uses *foul insight* to benefit allies while using its teleport ability and *bend space* to stay out of harm's way. It hurls *warp orbs* until it can harm multiple foes with its *distortion blast*, not caring whether or not allies are caught in the effect.

**Foulspawn Hulk:** The foulspawn hulk simply wades into the fray, flailing its fists in all directions. When it becomes bloodied, it fights even harder.

**Dwarf Hammerers:** The dwarven miners attempt to safely retreat out of harm's way once the PCs get into the fray. They look to the PCs to assist them in this maneuver. If the battle is going against the PCs, then the dwarves bravely return to the fight.

All the foulspawn fight to the death. In addition, they will take every opportunity to block characters from entering the mine shaft. If someone manages to enter the shaft and is descending the rope, any foulspawn able to do so will cut the rope, causing the PC to plummet a maximum of 50 feet.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one foulspawn grue.

**Six PCs:** Add another foulspawn grue.

## ENDING THE ENCOUNTER

If one or both of the dwarves survive the battle, they thank the PCs for rescuing them, but they are still frantic because several of their companions are missing. Assuming the PCs ask what happened, Harbend and Kathryd explain that their group returned to the mine in hopes of fighting off the monsters. The initial attack was completely chaotic, with dwarves and monsters running in all directions, and no chance for organized resistance. A small group of four dwarves managed to rally after reaching the outskirts of Hammergate. They resolved to go back and try to deal with the attacking monsters. After fetching arms and armor from the nearby storage area (no dwarven mine is complete without an armory), the group plunged back into the mine.

Finding the main chamber empty, the group lowered a rope down the open shaft, which was recently opened and seemed to be the source of the earlier incursion. Two of the four (Orsik and Vondok) went down to investigate. Shortly after, there were cries for help and in moments the foulspawn burst from the shaft and attacked.

Harbend and Kathryd beg the PCs to go down the shaft in pursuit, hoping that their two friends are still alive. These dwarves are in no condition to go further themselves, but if the PCs seem at all reluctant to go deeper into the mine, then the bloodied hammerers will resolutely march forward, hoping to shame the PCs into action.

### HARBEND

Male gold dwarf

**Appearance:** This gold dwarf has a full head of red-brown hair and a long, braided beard. His skin and clothes are covered in dirt.

**Personality:** Harbend is a natural leader. He is one of Thorgar's foremen. He sometimes jumps to action without giving the matter due thought.

**Goals:** Harbend wants to slay the creatures that killed his fellow miners and investigate where they came from.

### KATHRYD

Female gold dwarf

**Appearance:** This gold dwarf has a full head of red-brown hair that is intricately braided and adorned with silver hair ties. Her skin and clothes are covered in dirt.

**Personality:** Kathryd is tough and stubborn. She is brave and determined. She would happily risk her life for a friend or family member.

**Goals:** Kathryd intends to avenge the deaths of her fellow miners and take back the silver mine.

When the PCs proceed to investigate the mineshaft, move to **Encounter 3**.

### EXPERIENCE POINTS

The characters receive 340 / 480 experience points each for defeating the foulspawn.

### TREASURE

The foulspawn seer has a *staff of elemental prowess* +2; the others do not carry any coin or equipment.



## ENCOUNTER 2: “FOULSPAWN” STATISTICS (LOW LEVEL)

Foulspawn Grue		Level 8 Controller
Small aberrant humanoid		XP 350
Initiative +8      Senses Perception +5; low-light vision		
HP 87; Bloodied 43		
AC 22; Fortitude 19, Reflex 21, Will 20		
Speed 4, teleport 4		
m <b>Claw</b> (standard; at-will)		
+13 vs. AC; 1d4 + 4 damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).		
R <b>Mind Worm</b> (standard; encounter) ♦ <b>Psychic</b>		
Ranged 10; +10 vs. Will; the target takes a -2 penalty to its Will defense and is slowed (save ends both).		
R <b>Whispers of Madness</b> (standard; recharge 5 6) ♦ <b>Psychic</b>		
Ranged 5; deafened creatures are immune; +10 vs. Will; 4d6 + 3 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).		
<b>Alignment</b> Evil	<b>Languages</b> Deep Speech, telepathy 10	
<b>Skills</b> Stealth +13		
<b>Str</b> 8 (+3)	<b>Dex</b> 19 (+8)	<b>Wis</b> 3 (+0)
<b>Con</b> 15 (+6)	<b>Int</b> 11 (+4)	<b>Cha</b> 16 (+7)

Foulspawn Hulk (Level 11)		Level 11 Brute
Large aberrant humanoid		XP 600
Initiative +7	Senses Perception +8; low-light vision	
HP 140; Bloodied 70		
AC 23; Fortitude 26 (28 while bloodied), Reflex 21, Will 21		
Speed 8		
m Slam (standard; at-will)		
Reach 2; +14 vs. AC (+16 while bloodied); 2d8 + 6 damage, or 3d8 + 8 damage while bloodied.		
Alignment Evil	Languages Deep Speech, telepathy 10	
Str 24 (+12)	Dex 14 (+7)	Wis 7 (+3)
Con 20 (+10)	Int 7 (+3)	Cha 14 (+7)

Foulspawn Seer (Level 9)		Level 9 Artillery (Leader)	
Medium aberrant humanoid		XP 400	
Initiative +6		Senses Perception +8; low-light vision	
Foul Insight aura 10; allies in the aura that can hear the foulspawn seer gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.			
HP 74; Bloodied 37			
AC 22; Fortitude 17, Reflex 21, Will 19			
Speed 6, teleport 3			
m Twisted Staff (standard; at-will) ♦ Weapon			
+12 vs. AC; 1d8 + 5 damage, and the target is pushed 1 square.			
R Warp Orb (standard; at-will)			
Ranged 10; +14 vs. Reflex; 1d8 + 5 damage, and the target is dazed (save ends).			
C Distortion Blast (standard; daily)			
Close blast 5; +10 vs. Fortitude; 2d8 + 5 damage, and the target is dazed (save ends). Aberrant creatures take half damage.			
Bend Space (immediate interrupt, when the foulspawn seer would be hit by an attack; recharge 5 6) ♦ Teleportation			
The foulspawn seer teleports 3 squares.			
Alignment Evil		Languages Deep Speech, telepathy 10	
Str 10 (+4)	Dex 14 (+6)	Wis 8 (+3)	
Con 14 (+6)	Int 22 (+10)	Cha 18 (+8)	
Equipment staff			

Dwarf Hammerer (Level 3)		Level 3 Soldier
Medium natural humanoid		XP --
Initiative +3      Senses Perception +3; low-light vision		
HP 48; Bloodied 24		
AC 21; Fortitude 16, Reflex 13, Will 15		
Saving Throws +5 against poison effects		
Speed 5		
m <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>		
+9 vs. AC; 1d10 + 2 damage.		
M <b>Shield Bash</b> (minor; recharge 5 6)		
+7 vs. Fortitude; 2d6 + 2 damage, and the target is knocked prone or pushed one square (dwarf hammerer's choice).		
R <b>Throwing Hammer</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 5/10; +8 vs. AC; 1d6 + 2 damage.		
<b>Stubborn</b> (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)		
The hammerer makes a melee basic attack against the enemy.		
<b>Stand Your Ground</b>		
When an effect forces a dwarf to move— through a pull, a push, or a slide— the dwarf moves 1 square less than the effect specifies.		
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.		
<b>Alignment</b> Good		<b>Languages</b> Common, Dwarven
<b>Skills</b> Dungeoneering +10, Endurance +4		
<b>Str</b> 17 (+4)	<b>Dex</b> 10 (+1)	<b>Wis</b> 14 (+3)
<b>Con</b> 16 (+4)	<b>Int</b> 11 (+1)	<b>Cha</b> 12 (+2)
<b>Equipment</b> plate armor, heavy shield, warhammer, 3 throwing hammers		

## ENCOUNTER 2: “FOULSPAWN” STATISTICS (HIGH LEVEL)

Foulspawn Grue (Level 10)		Level 10 Controller	
Small aberrant humanoid		XP 500	
Initiative +9		Senses Perception +6; low-light vision	
HP 103; Bloodied 51			
AC 24; Fortitude 21, Reflex 23, Will 22			
Speed 4, teleport 4			
m <b>Claw</b> (standard; at-will)			
+15 vs. AC; 1d4 + 5 damage, and the target is slowed (save ends).			
If the target is already slowed, it is dazed instead (save ends).			
R <b>Mind Worm</b> (standard; encounter) ♦ <b>Psychic</b>			
Ranged 10; +12 vs. Will; the target takes a -2 penalty to its Will defense and is slowed (save ends both).			
R <b>Whispers of Madness</b> (standard; recharge 5 6) ♦ <b>Psychic</b>			
Ranged 5; deafened creatures are immune; +12 vs. Will; 4d6 + 4 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).			
Alignment Evil		Languages Deep Speech, telepathy 10	
Skills Stealth +14			
Str 8 (+4)		Dex 19 (+9)	Wis 3 (+1)
Con 15 (+7)		Int 11 (+5)	Cha 16 (+8)

Foulspawn Hulk (Level 13)		Level 13 Brute
Large aberrant humanoid		XP 800
Initiative +8      Senses Perception +9; low-light vision		
HP 160; Bloodied 80		
AC 25; Fortitude 28 (30 while bloodied), Reflex 23, Will 23		
Speed 8		
m <b>Slam</b> (standard; at-will)		
Reach 2; +16 vs. AC (+18 while bloodied); 2d8 + 7 damage, or 3d8 + 9 damage while bloodied.		
Alignment Evil	Languages Deep Speech, telepathy 10	
Str 24 (+13)	Dex 14 (+8)	Wis 7 (+4)
Con 20 (+11)	Int 7 (+4)	Cha 14 (+8)

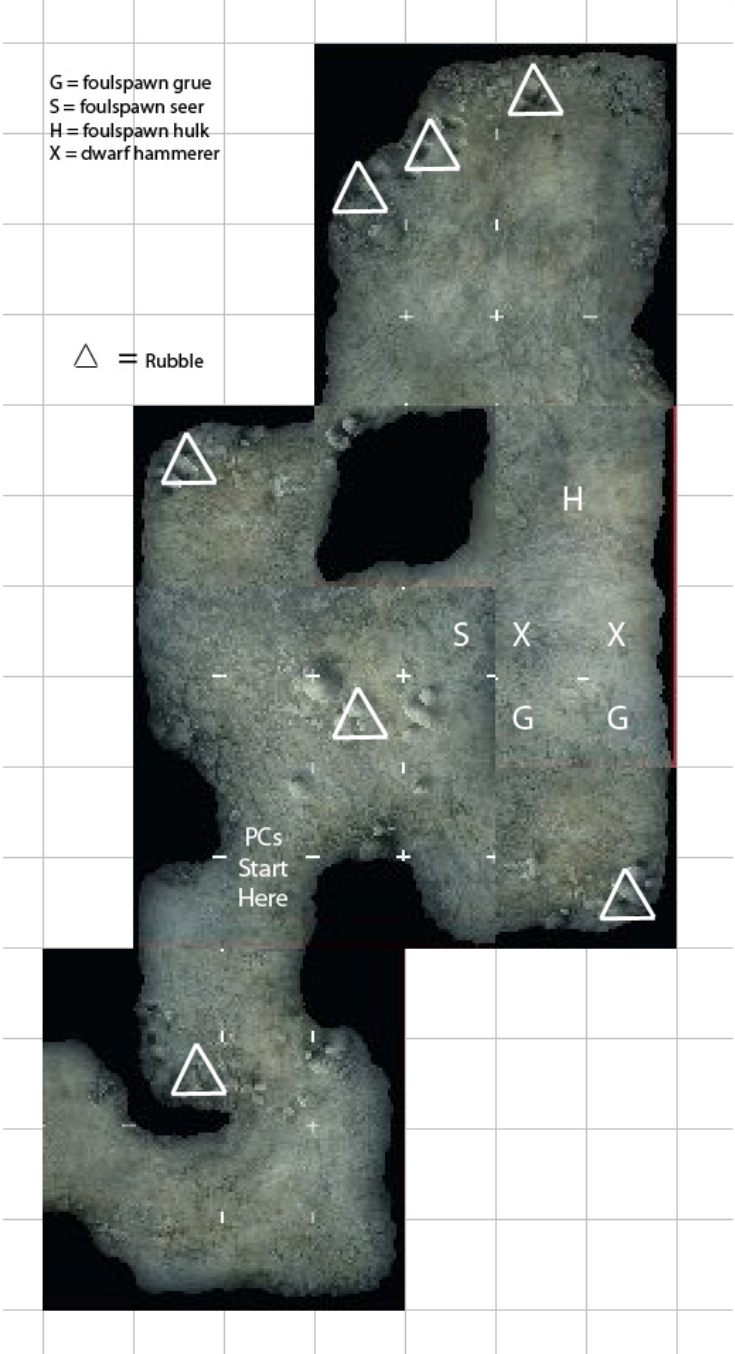
Foulspawn Seer		Level 11 Artillery (Leader)	
Medium aberrant humanoid		XP 600	
Initiative +7		Senses Perception +9; low-light vision	
Foul Insight aura 10; allies in the aura that can hear the foulspawn seer gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.			
HP 86; Bloodied 43			
AC 24; Fortitude 19, Reflex 23, Will 21			
Speed 6, teleport 3			
m Twisted Staff (standard; at-will) ♦ Weapon			
+14 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.			
R Warp Orb (standard; at-will)			
Ranged 10; +16 vs. Reflex; 1d8 + 6 damage, and the target is dazed (save ends).			
C Distortion Blast (standard; daily)			
Close blast 5; +12 vs. Fortitude; 2d8 + 6 damage, and the target is dazed (save ends). Aberrant creatures take half damage.			
Bend Space (immediate interrupt, when the foulspawn seer would be hit by an attack; recharge 5 6) ♦ Teleportation			
The foulspawn seer teleports 3 squares.			
Alignment Evil		Languages Deep Speech, telepathy 10	
Str 10 (+5)	Dex 14 (+7)	Wis 8 (+4)	
Con 14 (+7)	Int 22 (+11)	Cha 18 (+9)	
Equipment staff			

Dwarf Hammerer		Level 5 Soldier
Medium natural humanoid		XP --
Initiative +4		Senses Perception +4; low-light vision
HP 64; Bloodied 32		
AC 23; Fortitude 18, Reflex 15, Will 17		
Saving Throws +5 against poison effects		
Speed 5		
m Warhammer (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d10 + 3 damage.		
M Shield Bash (minor; recharge 5 6)		
+9 vs. Fortitude; 2d6 + 3 damage, and the target is knocked prone or pushed one square (dwarf hammerer's choice).		
R Throwing Hammer (standard; at-will) ♦ Weapon		
Ranged 5/10; +10 vs. AC; 1d6 + 3 damage.		
Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)		
The hammerer makes a melee basic attack against the enemy.		
Stand Your Ground		
When an effect forces a dwarf to move— through a pull, a push, or a slide— the dwarf moves 1 square less than the effect specifies.		
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.		
Alignment Good		Languages Common, Dwarven
Skills Dungeoneering +11, Endurance +5		
Str 17 (+5)	Dex 10 (+2)	Wis 14 (+4)
Con 16 (+5)	Int 11 (+2)	Cha 12 (+3)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers		

# ENCOUNTER 2: “FOULSPAWN” MAP

## LOST CAVERNS OF THE UNDERDARK

Floor w/debris	2x2	x1
Cave Wall	4x2	x1
Cave Offshoot	4x4	x1
Tunnel End	4x4	x1
Cave Corner	2x2	x2
Dragon Skull	4x4	x1



## ENCOUNTER 3: DUNGEON

### SETUP

Climbing down the mine shaft, the PCs find themselves in a long, steep, winding tunnel that descends about a thousand feet. The tunnel is obviously natural stone and is not part of the mine. A character trained in Dungeoneering would surmise that the dwarven miners seem to have broken through to a much older tunnel. After following the tunnel, the PCs find themselves in a natural cavern that is an offshoot of an ancient dungeon that's lain undiscovered for the last several hundred years.

*It is difficult to move along the craggy, uneven floor. After a careful descent of nearly a thousand feet, you find yourselves in a natural cavern with two exits. There are obvious tracks from several creatures that come from the passage on the right and continue down the passage straight ahead. Two dwarven war hammers lie discarded on the cavern floor.*

The hammers are the weapons used by the dwarven miners. Xul'riina and her allies disarmed the dwarves and left the weapons behind, having no use for them.

A sense of urgency should prompt the PCs to quickly locate the captured dwarves before they meet a tragic end. It is clear that the tracks of their captors enter from the right and lead down the passage straight ahead. However, the characters might wish to backtrack the invaders to see where they came from. This will cost them some time, but they do not encounter any hostile creatures along the way.

The right passage leads to a deeper Underdark exit several miles away. This is the path that the drow priestess and her allies used to make their way to the dungeon. The tunnel is very narrow and looks like it would be easy to collapse with a few well-placed magical or alchemical explosions. Actually having the PCs go off exploring the wider Underdark is clearly beyond the scope of this adventure. Even if the PCs want to do this, remind them that abandoning the captured dwarves would surely ensure their deaths.

The straight passage leads to a round stonework chamber with three exits. The first of these three exits is trapped and must be opened by solving a puzzle (see **Encounter 4**). The second is immediately accessible (see **Encounter 5**). The third requires a key that only the drow priestess has.

A semi-circular gouge pattern in the floor is evidence that the third portal was opened recently. The drow priest and her allies passed this way with their

dwarf captives. The portal will not open again without using the key or being opened from the inside. The PCs will have to find another way.

The PCs may try their best to gain access to the stone portal where the drow entered, but it will be to no avail. Some form of ancient magic seals the portal and it may only be unlocked using the key in Xul'riina's possession. Bashing the door reveals that it cannot even be scratched.

After the group who built this dungeon, the Harbingers of Ixthul, fell to betrayal and internal strife, some of their records and possessions eventually fell into the hands of the drow, including the map and key carried by Xul'riina. However, the earthquakes that accompanied the formation of the Underchasm significantly rearranged the geography of the area, which is why it has taken a while for anyone to figure out where the map actually leads in the present day.

### ENDING THE ENCOUNTER

The encounter ends when the characters exit the natural cavern and move on. If the PCs investigate the closed portal to the left, go to **Encounter 4**. If the PCs take the open passage straight ahead, go to **Encounter 5**.

### EXPERIENCE POINTS

The characters receive no XP for this encounter and it does not count towards a milestone.

### TREASURE

There is no treasure to be found in this area, other than the discarded dwarven war hammers (which are nonmagical).

## ENCOUNTER 4: DEAD END?

### SKILL CHALLENGE LEVEL 7 / 9, COMPLEXITY 1 (300 / 400 XP)

#### SETUP

**Number of Successes:** 4

**Number of Failures:** 3, but see below

**Primary Skills:** Dungeoneering, Insight, Perception, Thievery

**Primary Ability:** Intelligence

The entrance to an ancient temple is protected by a doorway locked by a mechanical puzzle. Similar to a Chinese puzzle box, the door is inset with a multitude of cubic stone sections that can be pushed, pulled, and slid in different directions. The door unlocks when the sections are arranged in the proper order. The skill challenge begins when any PC attempts to open the portal.

*Before you is a large, stone portal inset with a multitude of cubic stone sections in a random pattern. Some of the stones are raised while others are lowered. There are gaps between many of the stones and it appears that they may be manipulated to form different patterns. Above the stone sections is writing in the Common tongue.*

The writing is a riddle that will aid the PCs in completing the skill challenge if they choose to solve it. If a player reads the text, read aloud:

*Wispy, flighty, and free. Dark or light, black or white.  
You choose the form that you see.*

The answer is: A cloud. Answering the riddle correctly will give the players one free success in the skill challenge. (The riddle is a clue because when the correct pattern is formed using the stones, it looks like a cloud.) The players should be told that answering the riddle is optional and not required to solve the skill challenge. However, if they do solve the riddle, they get to use the moderate DCs (14 / 15) instead of the hard DCs (19 / 20) for the remainder of the skill challenge.

As the players achieve each success, they will hear a loud metallic sound as if a bolt were locking into place. When all four successes have been achieved, the pattern is complete and the door will come slightly ajar. A blast of stale air indicates that the room has been sealed for many generations.

#### SKILL CHALLENGE

**Dungeoneering (DC 19 / 20, 1 success, no maximum):** The PC uses his knowledge of dungeon construction to spot some stone cubes that fit together.

**Insight (DC 19 / 20, 1 success, no maximum):** The PC steps back and considers the overall shape of the pattern. A success indicates that the character is able to get a strong sense for what the puzzle should look like when it is completed.

**Intelligence (DC 19 / 20, 1 success, no maximum):** A PC who is not trained in any of the skills listed for this challenge but nevertheless wishes to help solve the puzzle can make Intelligence checks to figure out part of the solution. This can be used either the same way as a skill check (counting as either a success or a failure) or it can be used to aid another character's skill check. When aiding, use the moderate DCs (14 / 15) instead of the hard DCs.

**Perception (DC 19 / 20, 1 success, no maximum):** A successful check permits the PC to spot a pattern in part of the puzzle and arrange the cubes appropriately.

**Thievery (DC 19 / 20, 1 success, no maximum):** The PC uses his knowledge of locks to figure out the appropriate position required to unlock one of the mechanisms that bar the portal.

**Victory:** If the PCs achieve 4 successes before 3 failures, they have completed the puzzle correctly and the door opens.

**Defeat:** If the PCs suffer 3 failures before achieving 4 successes, they have completed the puzzle incorrectly. The puzzle has a nearly infinite number of possible configurations, and they all "look right" in some sense, so the PCs should always think they are on the right track even if they are failing skill checks.

When the puzzle is completed incorrectly, it triggers a trap: darts shoot out from hundreds of concealed holes in the floor and ceiling of the chamber, striking all the characters who are in the room. Every character loses 2 healing surges. (Characters who specifically stayed behind to avoid getting hit by a trap should be considered out of range.)

The good news is that the puzzle resets itself, allowing the PCs to retry the skill challenge. However, they lose any successes that they had previously earned and must start over. (If you have a riddle of your own that you would like to use, then you can substitute it for the riddle provided. The door's magic allows it to change the "picture" that is required to solve the puzzle, and to display an appropriate riddle to go with that picture. In

this fashion, the faithful followers of Ixthul were constantly tested.)

#### ENTRANCE TO THE TEMPLE OF IXTHUL

The portal opens to a stairway that once led to the Temple of Ixthul, a place where the Harbingers of Ixthul once worshipped and were trained for their holy mission. The rest of this passage was destroyed centuries ago by an earthquake; the stairway is now broken and the passageway is collapsed, preventing anyone from continuing on. Whether the temple itself still exists is beyond the capabilities of the PCs to determine in this adventure.

Although this is a dead end, the walls of the stairway are covered with writings and images that can tell the PCs a great deal about the purpose of this dungeon and the people who built it. No skill checks are required to gain the knowledge.

By studying the carvings here, the PCs can learn the following information:

- A temple lies beyond the collapsed stairway. (At the time the carvings were made, of course, the stairway wasn't collapsed.)
- The temple is clearly dedicated to Moradin, but it is frequently referred to in the writings as the Temple of Ixthul. It is unclear from the carvings exactly who or what Ixthul was.
- The temple, and this entire dungeon, was used to train and teach the members of a group called the Harbingers of Ixthul.
- The symbol of the followers of Ixthul was a griffon head, and they fought against the followers of Bane.
- A divine artifact of war was created by Ixthul and his followers, which the carvings claim was going to be used for the purpose of "destroying a great evil." To avoid the risk of treachery, the artifact was not kept within the temple, but rather stored in a specially prepared chamber.
- The chamber containing the divine artifact of war is nearby. It is protected by an eidolon.

Some of the information above will have little meaning to most denizens of Faerûn. The events depicted took place hundreds of years ago. Ixthul was not a name known to most people outside his own followers. However, students of history might be able to piece together a little more than the average character. The following checks will reveal more information. Any worshipper of Moradin gains a +5 bonus on these checks.

**History (DC 25):** The Harbingers of Ixthul were a group of "holy warriors" who flew on griffons and considered it their mission to make war on evil deities and their followers. They were undone by some sort of internal betrayal, and the group quickly fell apart after that. This all happened several hundred years ago, and few of the group's writings or records are known to exist, so very little is known about the details. That makes this site a very valuable archaeological find.

**History (DC 30):** Ixthul is the name of a being who long ago strove to achieve demigod or exarch status. (Clearly, his quest was unsuccessful.) He was formerly known as Deymoden, a powerful paladin in the service of Moradin.

#### ENDING THE ENCOUNTER

The PCs cannot continue past the collapsed stairway. Trying to clear the rubble causes a minor collapse that threatens to bring down the entire stairway. The PCs should be wise enough to leave well enough alone. If they persist in excavating the area, they will seal the entire stairway forever.

The encounter ends when the PCs exit the chamber back to the main room.

#### EXPERIENCE POINTS

The characters receive 60 / 80 experience points each for completing the skill challenge.

#### TREASURE

There is no treasure in this encounter, other than the information, which might prove very helpful during **Encounter 6**.

## ENCOUNTER 5: CHASM

ENCOUNTER LEVEL 7 / 9 (1,400 / 1,800 XP)

### SETUP

This encounter includes the following creatures and hazards at the low tier:

**2 dire stirges (D)**

**2 bloodweb spider swarms (S)**

**Treacherous rope bridge (hazard)**

This encounter includes the following creatures and hazards at the high tier:

**2 dire stirges (Level 9) (D)**

**2 bloodweb spider swarms (Level 9) (S)**

**Treacherous rope bridge (hazard)**

The main exit from the stonework chamber leads down a tunnel and to a rope bridge across a seemingly bottomless chasm. Bloodweb spiders and dire stirges lie in wait for the unwary.

As the adventurers enter the area, read:

*The main exit from the stonework chamber leads to a rope bridge across a seemingly bottomless chasm. A natural column rises from the chasm about 30 feet to the right of the bridge. Halfway across the bridge, a chain hangs from a stalactite and could be used to swing out to the column. Upon the column is a stone chest.*

The rope bridge was the primary means of crossing the chasm when this area was first in use. It was later abandoned in favor of man-made tunnels that were cut into the earth above the chasm ceiling. One such passage is through the magically locked portal found in the stonework chamber.

Later, this area was used as a test of courage and strength. Students of the ancient temple of Ixthul were sent across the bridge and instructed to swing across to the natural column where they would receive a reward in the chest placed there. The individuals were not told the true nature of the chasm. They faced the test with the belief that if they failed, they would plunge to their deaths.

### FEATURES OF THE AREA

**Illumination:** The chasm is dimly lit by an unknown light source.

**Illusory Terrain:** An illusion masks the true depth of the chasm. The chasm appears bottomless, but it is really about 50 feet deep, with a 10-foot deep pool of water at the bottom to help cushion the fall. The illusion begins about halfway down the chasm, and is both visual and aural. Dropping an item or light source into the chasm produces no sound and the item will simply vanish into the endless darkness. Characters at the bottom cannot be perceived by those at the top. If a character specifically suspects that the effect is illusory, then a DC 30 Insight check would allow the character to recognize the truth.

**Rope Bridge:** The rope bridge is extremely precarious, swinging back and forth when anyone walks across it. It can hold the weight of a large party of heavily armed and armored characters, but the swinging can cause characters to fall off during combat or while walking/running. The bridge squares are considered difficult terrain, costing 2 squares of movement. See the combat statistics for the Treacherous Rope Bridge for more details.

**Chain:** The hanging chain may be used to swing out to the natural stone column. Characters must make a DC 20 Acrobatics or Athletics check to successfully cross to the column. Failure means the character falls to the bottom of the chasm, landing in the water and suffering 3d10 points of damage.

**Water:** The 10 foot deep pool of water below the rope bridge contains no hazards, but a character must make a DC 10 Athletics check to continue to swim. A character moves at half speed while in the water.

**Natural Column:** The flattened top of this natural stone column is large enough to hold 2 characters. At the center of the column sits a large stone chest. The chest is unlocked. Its contents are described in the treasure section below.

**Iron Rung Ladder:** On the backside of the natural column is an iron rung ladder that may be used to climb to the top or bottom of the chasm. No check is required to use the ladder, but movement is at half speed.

**Chasm Walls:** Near the water line, the chasm walls are damp and slick. Climbing requires a DC 20 Athletics check for the first 10 feet above water level. The remainder is a DC 15 Athletics check.

### TACTICS

**Bloodweb Spider Swarms:** The swarms will attack any living creatures that cross the bridge. The vibrations from character movement will disturb them and they move immediately to the nearest living creatures. The weight of the individual spiders is not sufficient to trigger the swaying bridge, and the spiders' spider climb

ability keeps them from being thrown off even when the bridge sways wildly.

**Dire Stirges:** The stirges will fly down from their hiding places near the cavern's roof and attack characters when they reach the halfway point of the bridge. The stirges will attempt to attach themselves to their prey and feast until bloodied or the victim is reduced to zero hit points. They will then fly away.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one dire stirge.

**Six PCs:** Add another dire stirge.

## ENDING THE ENCOUNTER

It is possible that one or more characters may fall from the rope bridge and be presumed dead. Any characters that cross to the natural column and find the iron rung ladder may descend below the illusory terrain and discover what has happened to their comrades. However, the assumed threat of dying from one bad skill check is certainly a deterrent from this course of action. Of course, characters swimming for their life are most likely to head for the natural column and will certainly discover the iron ladder. If they don't dawdle for too long, they will soon return topside and can impart the details of the chasm to the others. Stranded or presumed dead characters may continue to look for a means of escape for as long as they are alive.

Assuming the PCs proceed across the bridge and exit to the far side of the chamber, continue with **Encounter 6**.

## EXPERIENCE POINTS

The characters receive 280 / 360 experience points each for defeating the spiders and stirges.

## TREASURE

Inside the stone chest on the natural column, the characters find a small amount of gold (20 / 25 gp per PC), a pair of *starlight goggles* (low-level version) or *goggles of night* (high-level version), and a scroll. The scroll bears the seal of the ancient Harbingers of Ixthul (a griffon head). The scroll is inscribed with the following text:

*"Congratulations for passing this test of courage and strength. You are hereby promoted to the first rank of the Harbingers of Ixthul. The next step in your training as a holy warrior begins now."*

If a character removes the scroll from the chest, it disappears from his or her possessions about 15 minutes

later, reappearing inside the chest. If it is destroyed, it reconstitutes itself inside the chest 15 minutes later. The treasure, alas, does not.



## ENCOUNTER 5: “CHASM” STATISTICS (LOW LEVEL)

Treacherous Rope Bridge		Level 5 Obstacle
Hazard		XP 200
<b>Hazard:</b> The rope bridge swings back and forth, causing creatures to fall off.		
<b>Perception</b>		
Characters automatically see the bridge, but can't use Perception to detect the hazard until a creature attempts to cross the bridge. Once the bridge begins swaying, no checks are necessary to recognize the hazard.		
<b>Additional Skill: Dungeoneering</b>		
A DC 20 Dungeoneering check allows a character to recognize that the bridge's anchor points are unsound, making it treacherous.		
<b>Trigger</b>		
The trap is triggered when any Medium or larger creature walks, runs, charges, or engages in combat on the bridge. All creatures on the bridge are affected by the swinging. The bloodweb spider swarms do not trigger the bridge and are immune to its attacks.		
<b>Attack</b>		
<b>Opportunity Action</b>	<b>Melee</b>	
<b>Targets:</b> All creatures standing on the bridge		
<b>Attack:</b> +8 vs. Reflex		
<b>Hit:</b> The creature is knocked prone and falls off the bridge. The creature is allowed a saving throw to avoid falling off the bridge. If the save succeeds, then the creature remains on the bridge, but is prone. (A dwarf would be entitled to a second saving throw to avoid falling prone.)		
<b>Countermeasures</b>		
♦ A prone character gets a +2 bonus to Reflex defense against the bridge's attacks.		
♦ A character who uses a free hand to hold onto the bridge (which precludes holding anything else in that hand, such as a shield or a weapon, and prevents the use of two-handed weapons) gets a +5 bonus on his or her Reflex defense against the bridge's attacks.		
♦ A character who uses both hands to hold onto the bridge (which precludes holding anything in either hand) gets a +10 bonus on his or her Reflex defense against the bridge's attacks.		
♦ A character who ties himself to the bridge may still fall off, but can climb back onto the bridge as a move action with a DC 14 Athletics check.		

Dire Stirge		Level 7 Lurker
Small natural beast		XP 300
<b>Initiative</b> +10 <b>Senses</b> Perception +3; darkvision		
<b>HP</b> 60; <b>Bloodied</b> 30		
<b>AC</b> 21; <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 16; see also <i>bite</i>		
<b>Speed</b> 2, fly 6 (hover)		
m <b>Bite</b> (standard; at-will)		
+12 vs. AC; 1d6 damage, and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.		
<b>Alignment</b> Unaligned		<b>Languages</b> -
<b>Str</b> 10 (+3)	<b>Dex</b> 16 (+6)	<b>Wis</b> 10 (+3)
<b>Con</b> 12 (+4)	<b>Int</b> 1 (-2)	<b>Cha</b> 4 (+0)

Bloodweb Spider Swarm		Level 7 Soldier
Medium natural beast (spider, swarm)		XP 300
<b>Initiative</b> +12 <b>Senses</b> Perception +6; tremorsense 5		
<b>Swarm Attack</b> aura 1; the bloodweb spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of crimson webbing.		
<b>HP</b> 80; <b>Bloodied</b> 40		
<b>AC</b> 21; <b>Fortitude</b> 16, <b>Reflex</b> 20, <b>Will</b> 16		
<b>Resist</b> half damage from melee and ranged attacks		
<b>Vulnerable</b> 10 against close and area attacks		
<b>Speed</b> 4, climb 4 (spider climb)		
m <b>Swarm of Fangs</b> (standard; at-will) ♦ <b>Poison</b>		
+10 vs. Reflex; 2d6 + 2 damage, and ongoing 5 poison damage (save ends).		
<b>Alignment</b> Unaligned		<b>Languages</b> -
<b>Skills</b> Stealth +15		
<b>Str</b> 14 (+5)	<b>Dex</b> 24 (+10)	<b>Wis</b> 16 (+6)
<b>Con</b> 16 (+6)	<b>Int</b> 1 (-2)	<b>Cha</b> 8 (+2)

## ENCOUNTER 5: “CHASM” STATISTICS (HIGH LEVEL)

Treacherous Rope Bridge	Level 5 Obstacle
Hazard	XP 200
<b>Hazard:</b> The rope bridge swings back and forth, causing creatures to fall off.	
<b>Perception</b>	
Characters automatically see the bridge, but can't use Perception to detect the hazard until a creature attempts to cross the bridge. Once the bridge begins swaying, no checks are necessary to recognize the hazard.	
<b>Additional Skill: Dungeoneering</b>	
A DC 20 Dungeoneering check allows a character to recognize that the bridge's anchor points are unsound, making it treacherous.	
<b>Trigger</b>	
The trap is triggered when any Medium or larger creature walks, runs, charges, or engages in combat on the bridge. All creatures on the bridge are affected by the swinging. The bloodweb spider swarms do not trigger the bridge and are immune to its attacks.	
<b>Attack</b>	
<b>Opportunity Action</b>	<b>Melee</b>
<b>Targets:</b> All creatures standing on the bridge	
<b>Attack:</b> +8 vs. Reflex	
<b>Hit:</b> The creature is knocked prone and falls off the bridge. The creature is allowed a saving throw to avoid falling off the bridge. If the save succeeds, then the creature remains on the bridge, but is prone. (A dwarf would be entitled to a second saving throw to avoid falling prone.)	
<b>Countermeasures</b>	
<ul style="list-style-type: none"> <li>♦ A prone character gets a +2 bonus to Reflex defense against the bridge's attacks.</li> <li>♦ A character who uses a free hand to hold onto the bridge (which precludes holding anything else in that hand, such as a shield or a weapon, and prevents the use of two-handed weapons) gets a +5 bonus on his or her Reflex defense against the bridge's attacks.</li> <li>♦ A character who uses both hands to hold onto the bridge (which precludes holding anything in either hand) gets a +10 bonus on his or her Reflex defense against the bridge's attacks.</li> <li>♦ A character who ties himself to the bridge may still fall off, but can climb back onto the bridge as a move action with a DC 14 Athletics check.</li> </ul>	

Dire Stirge (Level 9)	Level 9 Lurker
Small natural beast	XP 400
<b>Initiative</b> +11 <b>Senses</b> Perception +4; darkvision	
<b>HP</b> 72; <b>Bloodied</b> 36	
<b>AC</b> 23; <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 18; see also <i>bite</i>	
<b>Speed</b> 2, fly 6 (hover)	
m <b>Bite</b> (standard; at-will)	
+14 vs. AC; 1d6 + 1 damage, and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.	
<b>Alignment</b> Unaligned <b>Languages</b> -	
<b>Str</b> 10 (+4)	<b>Dex</b> 16 (+7) <b>Wis</b> 10 (+4)
<b>Con</b> 12 (+5)	<b>Int</b> 1 (-1) <b>Cha</b> 4 (+1)

Bloodweb Spider Swarm (Level 9)	Level 9 Soldier
Medium natural beast (spider, swarm)	XP 400
<b>Initiative</b> +13 <b>Senses</b> Perception +7; tremorsense 5	
<b>Swarm Attack</b> aura 1; the bloodweb spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of crimson webbing.	
<b>HP</b> 96; <b>Bloodied</b> 48	
<b>AC</b> 23; <b>Fortitude</b> 18, <b>Reflex</b> 22, <b>Will</b> 18	
<b>Resist</b> half damage from melee and ranged attacks	
<b>Vulnerable</b> 10 against close and area attacks	
<b>Speed</b> 4, climb 4 (spider climb)	
m <b>Swarm of Fangs</b> (standard; at-will) ♦ <b>Poison</b>	
+12 vs. Reflex; 2d6 + 3 damage, and ongoing 5 poison damage (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> -	
<b>Skills</b> Stealth +16	
<b>Str</b> 14 (+6)	<b>Dex</b> 24 (+11) <b>Wis</b> 16 (+7)
<b>Con</b> 16 (+7)	<b>Int</b> 1 (-1) <b>Cha</b> 8 (+3)

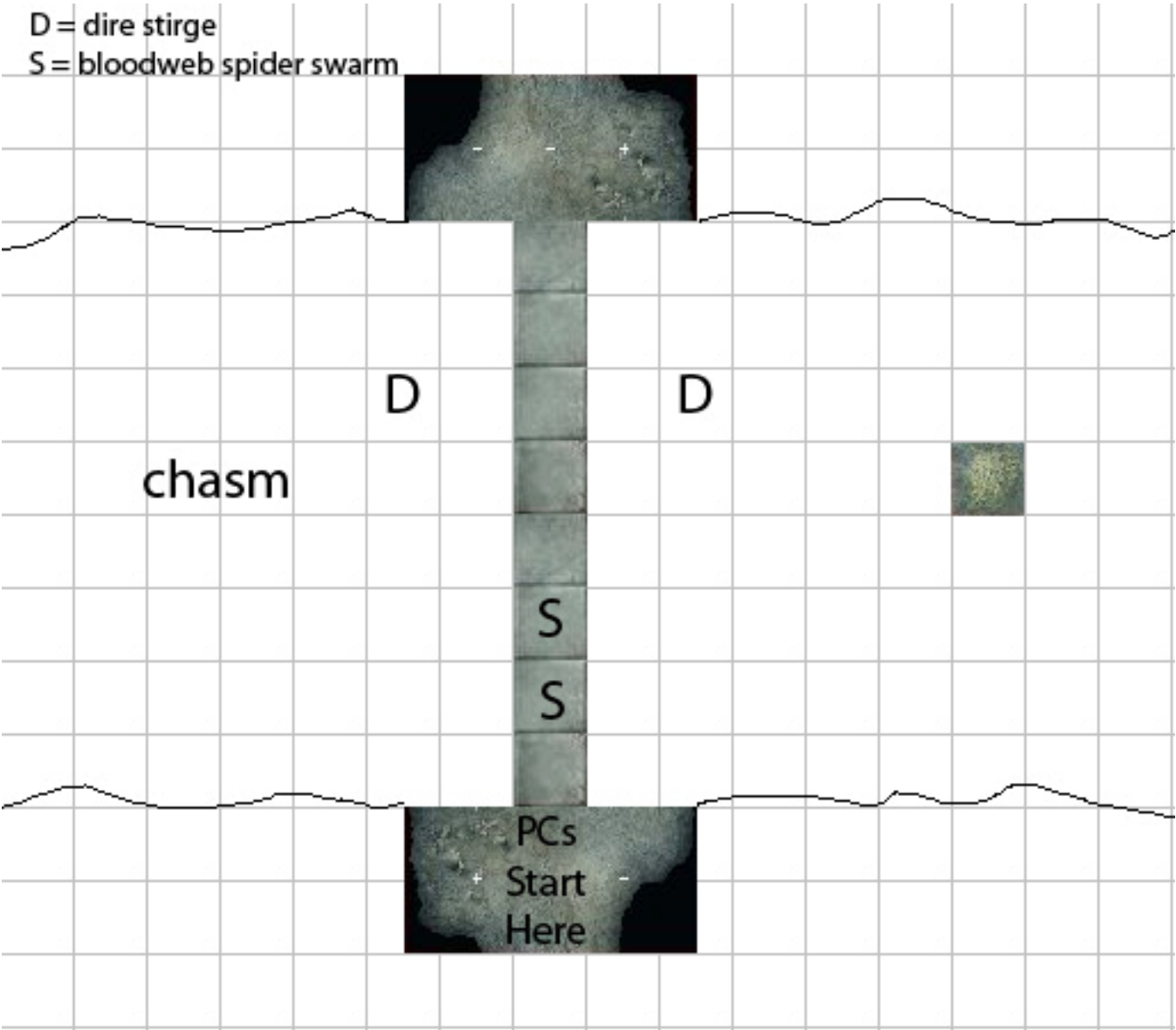
# ENCOUNTER 5: “CHASM” MAP

## LOST CAVERNS OF THE UNDERDARK

Tunnel	4x2	x2
Floor	1x1	x1

## HIDDEN CRYPTS

Wall	4x1	x2
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## ENCOUNTER 6: THE GUARDIAN

**SKILL CHALLENGE LEVEL 7 / 9,  
COMPLEXITY 3 (900 / 1200 XP)**

### SETUP

**Number of Successes:** 8

**Number of Failures:** 3

**Primary Skills:** Bluff, Diplomacy, Religion, History

**Secondary Skill:** Insight

The PCs must convince the eidolon that their intentions are honorable and that they do not intend to steal the item that he guards. Knowledge about the Harbingers of Ixthul is especially useful in these negotiations.

*You enter a large, ancient chamber. Thick granite columns support the roof in several places. A passage exits the room opposite to the passage through which you have just entered. At the far side, stone stairs lead to massive iron double doors.*

*Standing motionless before the doors is some form of large, humanoid construct. A griffon's head emblem and a holy symbol of Moradin are carved into the center of the construct's stone body.*

Characters making successful Monster Knowledge checks (using Arcana in this case because it is a construct; see PH 180) can learn that the construct is an eidolon and what its basic characteristics are. Eidolons are typically created by means of a divine ritual and are often set to guard artifacts or places of great significance.

The eidolon is motionless until the PCs approach within 30 feet, whereupon it stirs to life. After taking a moment to assess the situation, it speaks. Although it has no mouth, its voice seems to reverberate throughout the entire chamber.

***“Who approaches and why have you entered this sacred place?”***

The characters can learn the following information through the course of their conversation with the eidolon (you should work these tidbits into the skill challenge):

- The eidolon has no name. It was created by Ixthul in the service of Moradin.
- This is a holy place where a great weapon against the forces of evil has been stored against a time when it will be needed in the future.

- The eidolon does not have any way to mark the passage of time, and considers such concepts irrelevant to its purpose, so it does not know how long it has been here.
- The eidolon does not have the ability to open the iron doors, which are warded by powerful rituals. The Harbingers of Ixthul have the only knowledge of how to unseal the doors.
- Ixthul himself placed the eidolon here to guard this chamber against intruders who might try to tamper with the artifact.

The characters can earn bonuses to their skill checks during this skill challenge if they use the information provided in Encounter 4. For example, they might mention the Harbingers of Ixthul, the divine artifact of war, or the tenets of faith for Ixthul and his holy warriors. Whenever a character makes reference to this information, you should grant that PC a +2 or greater bonus on the skill check in which they utilize the knowledge.

For example, in the course of using the Diplomacy skill, a character might ask the eidolon when the last holy warrior of Ixthul left the great temple. Making reference to the challenges and tests of the Harbingers of Ixthul that the PCs have actually seen (such as the puzzle door and the contents of the scroll found in the chest in Encounter 5) would be a good way to convince the eidolon that the PCs are on the path of the faithful and therefore can be trusted. At your option, these specific references could result in automatic successes.

Along the same lines, however, the characters should be careful not to offend the eidolon. Comments that disparage Ixthul, the Harbingers of Ixthul, or Moradin will be perceived in a negative light. You may apply a penalty of -2 or more to skill checks made in this fashion, or even rule that particularly egregious comments result in automatic failures. (The Insight skill can provide the PCs with a way to get a sense for what approaches might work best and what approaches would be ill-advised.)

As always, the skills provided here are merely examples. If a player comes up with a skill usage that you think is particularly appropriate, allow a check against the moderate DCs (14 / 15). If you think the skill usage is difficult or unlikely, but not impossible, use the hard DCs (19 / 20) instead.

## SKILL CHALLENGE

**Bluff (DC 19 / 20, 1 success, no maximum):** The PC tries to convince the eidolon to aid their quest using false pretenses. The DCs for this skill are higher because the eidolon is a guardian and is highly suspicious of intruders.

**Diplomacy (DC 14 / 15, 1 success, no maximum):** The PC tries to convince the eidolon to aid their quest by offering an alliance, talking about the silver mine and the missing dwarven miners, or making other appeals to its sense of righteousness.

**History (DC 19 / 20, 1 success, no maximum):** The character draws upon his or her knowledge of history to recount stories and events having to do with the followers of Moradin in general or the Harbingers of Ixthul in particular. The DCs for this skill are higher because the information is obscure.

**Insight (DC 14 / 15, not a success or failure):** The PC attempts to empathize with the eidolon's purpose, studying it to get a clue for how best to convince it of the PCs' good intentions. A success with this skill grants the same character or any other character a +2 bonus on their next skill check. The first successful use of this skill also indicates that Intimidate will not be successful against the eidolon. The second successful use of this skill indicates that making reference to the Harbingers of Ixthul might be a way to gain the eidolon's favor (but only if the PCs discovered the information in Encounter 4; otherwise they have no idea who the Harbingers of Ixthul are).

**Intimidate (impossible):** The eidolon cannot be intimidated. Each use of this skill earns a failure.

**Religion (DC 14 / 15, 1 success, no maximum):** The character uses his knowledge of religion, particularly the faith of Moradin, to gain the eidolon's trust and confidence.

## ENDING THE ENCOUNTER

The outcome of this encounter largely depends on the outcome of the skill challenge.

**Victory:** If the PCs convince the eidolon of their good intentions, it will consider them allies and will not attack them. In addition, it will assist them in fighting Xul'riina and her minions in the next encounter. It will not, however, allow them to pass through the iron doors where the artifact is stored. If they persist in attempting this after all their negotiations, the eidolon doubles its efforts to destroy them for the deception.

**Defeat:** The eidolon will treat the PCs as hostile and attack them to protect its treasure. (The eidolon's game statistics and the tactical map of the area are both found as part of **Encounter 7**.)

If the PCs avoid the eidolon completely and move directly to the next passage, they encounter the drow expedition approaching from the opposite direction. Proceed immediately to **Encounter 7**.

## EXPERIENCE POINTS

The characters receive 180 / 240 experience points each for successfully completing the skill challenge and befriending the eidolon.

## TREASURE

The PCs do not gain any treasure in this encounter, but if they assist the eidolon in fighting off the drow invaders, it will reward them at the end of the next encounter.

## ENCOUNTER 7: DROW EXPEDITION

ENCOUNTER LEVEL 9 / 11 (1,600 / 2,600  
XP)

### SETUP

This encounter includes the following creatures at the low tier:

- 1 eidolon (Level 9) (E)
- 4 grimlock minions (Level 9) (G)
- 1 mind flayer infiltrator (Level 9) (M)
- 1 drow warrior (Level 9) (W)
- 1 drow priest (Level 9) (D)
- 2 dwarf miners (X)

This encounter includes the following creatures at the high tier:

- 1 eidolon (Level 11) (E)
- 4 grimlock minions (Level 10) (G)
- 1 mind flayer infiltrator (Level 12) (M)
- 1 drow warrior (Level 12) (W)
- 1 drow priest (Level 12) (D)
- 2 dwarf miners (X)

Depending upon how things go for the PCs in Encounter 6, this final encounter may be run several different ways. Choose the appropriate read-aloud text below or make up an entirely new one based on the circumstances.

If the PCs have just concluded successful negotiations with the eidolon, read the following:

*The humanoid construct suddenly turns its head in the direction of the exit passage. After a moment of inspection, it says "I sense the presence of thieves. Help me to defeat these intruders and I will reward you." As you contemplate its words, a drow, mind flayer, and several grimlocks enter the chamber. Two of the grimlocks are dragging the bound and gagged bodies of unconscious dwarven miners.*

If the PCs have just failed negotiations with the eidolon, read the following:

*The humanoid construct rises up in an attack posture and says, "I know now that your intentions are dishonorable. It is my duty to vanquish you!" As the creature prepares to attack, a drow, mind flayer, and several grimlocks enter the chamber. Two of the*

*grimlocks are dragging the bound and gagged bodies of unconscious dwarven miners.*

If the PCs leave the eidolon in hibernation and move on to the next passage, read the following:

*As you proceed down the far passageway, you see two drow, a mind flayer, and several grimlocks approaching. Two of the grimlocks are dragging the bound and gagged bodies of unconscious dwarven miners.*

### FEATURES OF THE AREA

**Illumination:** Everburning torches are placed in sconces on several pillars and provide bright light for the entire chamber.

**Pillars:** The two stone pillars (which look like braziers on the map) are considered blocking terrain, and they provide cover against attacks.

**Stairs:** The staircase is not steep enough to be considered difficult terrain.

**Runes:** The runes inscribed on the floor contain prayers to Moradin and the tenets of the Harbingers of Ixthul. They are nonmagical.

**Cracked Stone:** The area of deep cracks in the center of the map is considered difficult terrain.

### TACTICS

**Grimlock Minions:** The grimlocks abandon their unconscious prisoners at the entrance and move to engage the PCs.

**Mind Flayer Infiltrator:** The mind flayer will use its *mind blast* to daze as many opponents as possible. Then it chooses one of the dazed creatures and attacks with its tentacles while relying on its *stalk the senseless* power to avoid attacks. If a tentacle attack succeeds, the flayer uses its *bore into brain* power until the victim dies or manages to escape.

**Drow Priestess:** The drow priestess Xul'riina will stay towards the rear and use *pain web* against foes while her minions and the mind flayer assault the PCs directly. For purposes of her *spider link* ability, she can treat the grimlocks and the drow warrior as allies. (Naturally, if she transfers damage to a grimlock, it kills the minion instantly, but the priestess still gets the full benefit of the healing.) Her *Lolth's wrath* ability only works on the drow warrior. Neither of these abilities can be used on the mind flayer.

If the battle goes against her and she has reached a bloodied state, Xul'riina will use a hostage as leverage to allow her to flee. She will hold a knife to a dwarf prisoner's throat and back up into the corridor, threatening to kill the helpless dwarf if the PCs interfere

with her escape. Once out of sight, she will drop the prisoner and flee.

**Drow Warrior:** The drow warrior begins combat off the map. During the second round it attempts to enter unseen (via Stealth) and sneak up on a PC. After that it always tries to maintain combat advantage by flanking with either the grimlocks or the mind flayer. The warrior is devoted to Xul'riina and willingly allows himself to be slain by her *Lolth's wrath* ability once he is nearly dead.

**Dwarves:** The two unconscious dwarves should be treated like minions (1 hit point, no damage from a missed attack). They are in extremely bad shape, having been snacked on a bit by the mind flayer. Any damage will kill them and the PCs cannot revive them even if they attempt to trigger the dwarves' healing surges during combat. The dwarves will need to be carried out of the dungeon if they are to survive.

**Eidolon:** The eidolon will step back to stand before the iron doors and use *hallowed stance* each round until someone comes within 2 squares of its location. If the PCs won the skill challenge in Encounter 6, then they are considered the eidolon's allies for purposes of *hallowed stance*. Once approached, it will use its *slam* attack against the nearest enemy. The PCs and the drow expedition should mostly be focused on each other; the eidolon should not get directly involved unless absolutely necessary to save the PCs from total defeat.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove the four grimlock minions.

**Six PCs:** Add four more grimlock minions. Have them enter on a later round of combat or at least spread them out so that a single attack can't kill all the minions.

## ENDING THE ENCOUNTER

If Xul'riina flees, she will run back in the direction of the entrance chamber (Encounter 3) and head for the deeper tunnel leading back to the Underdark. If caught, she will fight to the death. She will never reveal additional information about her mission. Among her possessions the PCs find an ancient griffon-head key (which opens the third portal from Encounter 3) and a map of the dungeon (which is reasonably accurate concerning the local tunnels, but seems wildly incorrect about the surrounding area, which indicates that it was drawn before the creation of the Underchasm).

## EXPERIENCE POINTS

The characters receive 320 / 520 experience points each for defeating the drow expedition. If they also destroy the eidolon, they receive an additional 80 / 120 XP each, but they lose any XP they gained earlier from the skill challenge in Encounter 6.

## TREASURE

The drow warrior carries a *swiftshot crossbow* +2. The drow priestess carries a *symbol of vengeance* +2. The mind flayer infiltrator wears a *cape of the mountebank* +2. The grimlock minions have a handful of gold coins each, totaling 30 / 50 gp per PC.

If the PCs successfully negotiate with the eidolon and help it to defeat the drow party, it reveals a secret compartment in the landing atop the stairs. From inside this compartment it removes a pair of *storm gauntlets*, which it offers to the PCs in exchange for their promise not to tell anyone about what they have found and to collapse the tunnels leading to this location. (Of course, they can lie to the eidolon, accept the gauntlets, and then do whatever they want. Or, for that matter, they can destroy it and take the gauntlets.)

## CONCLUDING THE ADVENTURE

After the battle, if the eidolon still lives, it will ask the PCs not to tell anyone about the artifact or this location. It will ask them to collapse the tunnels leading here so that the vault can remain undisturbed. Even if they wish to try, the PCs cannot get the massive iron doors open at this time because it requires rituals beyond their ability. Regardless, they must decide if they will tell the dwarves of Eartheart about what they have learned. The two captured miners do not wake up until after the adventure is over, so they do not learn about the eidolon.

Although not requested by the eidolon, the PCs might also think to collapse the tunnel leading to the Underdark exit as well. That would cut off future access by the drow, at least from that entrance. Alternatively, the PCs might simply tell the dwarves about the tunnel, in which case the dwarves will either collapse it themselves or post a guard against future drow incursions.

Once the PCs return to Thorgar, he will reward them with 100 / 125 gp each. In addition, if they rescued at least two of the four missing dwarven miners, each PC gains the story award EAST06 *Gratitude of Thorgar Axebolt*. This entitles each PC to have a small silver brooch crafted in a style of the PC's choosing. (Of course, Thorgar would be flattered and honored if any of the PCs should choose to have their brooch crafted in the style of the Axebolt clan.)

## ENCOUNTER 7: “DROW EXPEDITION” STATISTICS (LOW LEVEL)

Eidolon (Level 9)	Level 9 Controller (Leader)	
Large natural animate (construct)		XP 400
Initiative +6	Senses Perception +7	
Fearless Followers aura 5; allies within the aura are immune to fear.		
HP 100; Bloodied 50		
AC 24; Fortitude 22, Reflex 18, Will 19		
Immune disease, fear, sleep		
Speed 5		
m Slam (standard; at-will)		
Reach 2; +15 vs. AC; 2d4 + 4 damage.		
R Divine Retribution (immediate reaction, when an enemy attacks the eidolon while <i>hallowed stance</i> is active; at-will) ♦ Radiant		
Divine radiance strikes the creature that attacked the eidolon; ranged 20; +13 vs. Reflex; 2d8 + 3 radiant damage. <i>Miss</i> : Half damage. This attack does not provoke opportunity attacks.		
R Vengeful Flames (immediate reaction, when an enemy kills one of the eidolon's allies in the eidolon's line of sight; at-will) ♦ Fire		
Divine fire engulfs the enemy; ranged 20; +13 vs. Reflex; 1d8 + 3 fire damage, and ongoing 5 fire (save ends). This attack does not provoke opportunity attacks.		
Hallowed Stance (standard; at-will) ♦ Radiant		
The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all allies in its line of sight deal an extra 1d8 radiant damage on their melee attacks. If the eidolon moves, the effect ends.		
Alignment Unaligned		Languages Common
Str 22 (+10)	Dex 14 (+6)	Wis 16 (+7)
Con 20 (+9)	Int 7 (+2)	Cha 11 (+4)

Grimlock Minion (Level 9)	Level 9 Minion
Medium natural humanoid (blind)	XP 100
Initiative +5	Senses Perception +6; blindsight 10
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 19, Reflex 18, Will 18	
Immune gaze	
Speed 6	
m Greataxe (standard; at-will) ♦ Weapon	
+12 vs. AC; 5 damage (7 damage against a bloodied target).	
Alignment Evil	Languages Common, Deep Speech
Str 17 (+7)	Dex 12 (+5) Wis 15 (+6)
Con 14 (+6)	Int 7 (+2) Cha 9 (+3)
Equipment greataxe	

Drow Warrior (Level 9)		Level 9 Lurker
Medium fey humanoid		XP 400
Initiative +12      Senses Perception +10; darkvision		
HP 71; Bloodied 35		
AC 22; Fortitude 18, Reflex 20, Will 17		
Speed 6		
m Rapier (standard; at-will) ♦ Poison, Weapon		
+12 vs. AC; 1d8 + 3 damage, and the drow warrior makes a secondary attack against the same target. <i>Secondary Attack</i> : +11 vs. Fortitude; see <i>drow poison</i> for the effect.		
R Hand Crossbow (standard; at-will) ♦ Poison, Weapon		
Ranged 10/20; +12 vs. AC; 1d6 + 3 damage, and the drow warrior makes a secondary attack against the same target. <i>Secondary Attack</i> : +11 vs. Fortitude; see <i>drow poison</i> for the effect.		
R Darkfire (minor; encounter)		
Ranged 10; +10 vs. Reflex; until the end of the drow warrior's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
Combat Advantage		
The drow warrior deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Drow Poison ♦ Poison		
A creature hit by a weapon coated in drow poison takes a -2 penalty to attack rolls (save ends). <i>First Failed Saving Throw</i> : The target is also weakened (save ends). <i>Second Failed Saving Throw</i> : The target falls unconscious until the end of the encounter.		
Alignment Evil	Languages Common, Elven	
Skills Dungeoneering +10, Intimidate +7, Stealth +14		
Str 14 (+6)	Dex 19 (+8)	Wis 13 (+5)
Con 11 (+4)	Int 13 (+5)	Cha 12 (+5)
Equipment Chainmail, rapier*, hand crossbow, 20 bolts*		
* These weapons are coated in drow poison.		



Drow Priest (Level 9)		Level 9 Controller (Leader)	
Medium fey humanoid		XP 400	
Initiative +6		Senses Perception +9; darkvision	
Lolth's Authority aura sight; drow and spider allies in the aura gain a +1 bonus to attack rolls and a +2 bonus to damage rolls.			
HP 91; Bloodied 45			
AC 22; Fortitude 18, Reflex 20, Will 22			
Speed 7			
m Mace (standard; at-will) ♦ Weapon			
+12 vs. AC; 1d8 damage.			
m Bite of the Spider (standard; usable only while bloodied; at-will)			
+11 vs. AC; 2d6 + 3 damage.			
R Pain Web (standard; at-will) ♦ Necrotic			
Ranged 5; +12 vs. Reflex; 1d6 + 2 necrotic damage, and the target is immobilized and weakened (save ends both).			
R Darkfire (minor; encounter)			
Ranged 10; +12 vs. Reflex; until the end of the drow priest's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.			
A Lolth's Wrath (standard; recharge 6) ♦ Necrotic			
Area burst 5 centered on a bloodied and willing drow ally; the ally explodes, releasing a burst of spectral spiders that bite all enemies in range. +14 vs. Reflex; 4d8 + 2 necrotic damage. The drow targeted by this power is slain.			
Spider Link (minor; at-will) ♦ Healing			
The drow priest can transfer up to 22 points of damage she has taken to a spider or drow within 5 squares of her. She cannot transfer more hit points than the creature has remaining.			
Alignment Evil		Languages Abyssal, Common, Elven	
Str 12 (+5)	Dex 15 (+6)	Wis 21 (+9)	
Con 11 (+4)	Int 16 (+7)	Cha 20 (+9)	
Equipment Chainmail, mace			

Mind Flayer Infiltrator (Level 9)		Level 9 Lurker	
Medium aberrant humanoid		XP 400	
Initiative +13		Senses Perception +11; darkvision	
HP 77; Bloodied 38			
AC 22; Fortitude 20, Reflex 22, Will 23			
Speed 7			
m <b>Tentacles</b> (standard; at-will)			
+14 vs. AC; 2d6 + 1 damage, and the target is grabbed (until escape).			
M <b>Bore Into Brain</b> (standard; at-will)			
Grabbed or stunned target only; +12 vs. Fortitude; 3d6 + 2 damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.			
C <b>Mind Blast</b> (standard; recharge 5 6) ♦ <b>Psychic</b>			
Close blast 5; mind flayers and their thralls are immune; +13 vs. Will; 2d8 + 3 psychic damage, and the target is dazed (save ends). <i>Miss:</i> Half damage, and the target is not dazed.			
<b>Stalk the Senseless</b>			
The mind flayer is invisible to dazed or stunned creatures.			
<b>Alignment</b> Evil		<b>Languages</b> Deep Speech, telepathy 10	
<b>Skills</b> Bluff +15, Diplomacy +15, Dungeoneering +11, Stealth +14			
<b>Str</b> 13 (+5)	<b>Dex</b> 20 (+9)	<b>Wis</b> 14 (+6)	
<b>Con</b> 17 (+7)	<b>Int</b> 17 (+7)	<b>Cha</b> 23 (+10)	

## ENCOUNTER 7: “DROW EXPEDITION” STATISTICS (HIGH LEVEL)

Eidolon (Level 11)	Level 11 Controller (Leader)
Large natural animate (construct)	XP 600
<b>Initiative</b> +7 <b>Senses</b> Perception +8	
<b>Fearless Followers</b> aura 5; allies within the aura are immune to fear.	
<b>HP</b> 116; <b>Bloodied</b> 58	
<b>AC</b> 26; <b>Fortitude</b> 24, <b>Reflex</b> 20, <b>Will</b> 21	
<b>Immune</b> disease, fear, sleep	
<b>Speed</b> 5	
m <b>Slam</b> (standard; at-will)	
Reach 2; +17 vs. AC; 2d4 + 5 damage.	
R <b>Divine Retribution</b> (immediate reaction, when an enemy attacks the eidolon while <i>hallowed stance</i> is active; at-will) ♦ <b>Radiant</b>	
Divine radiance strikes the creature that attacked the eidolon; ranged 20; +15 vs. Reflex; 2d8 + 4 radiant damage. <i>Miss</i> : Half damage. This attack does not provoke opportunity attacks.	
R <b>Vengeful Flames</b> (immediate reaction, when an enemy kills one of the eidolon's allies in the eidolon's line of sight; at-will) ♦ <b>Fire</b>	
Divine fire engulfs the enemy; ranged 20; +15 vs. Reflex; 1d8 + 4 fire damage, and ongoing 5 fire (save ends). This attack does not provoke opportunity attacks.	
<b>Hallowed Stance</b> (standard; at-will) ♦ <b>Radiant</b>	
The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all allies in its line of sight deal an extra 1d8 radiant damage on their melee attacks. If the eidolon moves, the effect ends.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Str</b> 22 (+11) <b>Dex</b> 14 (+7) <b>Wis</b> 16 (+8)	
<b>Con</b> 20 (+10) <b>Int</b> 7 (+3) <b>Cha</b> 11 (+5)	

Grimlock Minion (Level 10)	Level 10 Minion
Medium natural humanoid (blind)	XP 125
<b>Initiative</b> +6 <b>Senses</b> Perception +7; blindsight 10	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 20; <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 19	
<b>Immune</b> gaze	
<b>Speed</b> 6	
m <b>Greataxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 6 damage (8 damage against a bloodied target).	
<b>Alignment</b> Evil <b>Languages</b> Common, Deep Speech	
<b>Str</b> 17 (+8) <b>Dex</b> 12 (+6) <b>Wis</b> 15 (+7)	
<b>Con</b> 14 (+7) <b>Int</b> 7 (+3) <b>Cha</b> 9 (+4)	
<b>Equipment</b> greataxe	

Drow Warrior (Level 12)	Level 12 Lurker
Medium fey humanoid	XP 700
<b>Initiative</b> +14 <b>Senses</b> Perception +12; darkvision	
<b>HP</b> 89; <b>Bloodied</b> 44	
<b>AC</b> 25; <b>Fortitude</b> 21, <b>Reflex</b> 23, <b>Will</b> 20	
<b>Speed</b> 6	
m <b>Rapier</b> (standard; at-will) ♦ <b>Poison, Weapon</b>	
+15 vs. AC; 1d8 + 5 damage, and the drow warrior makes a secondary attack against the same target. <i>Secondary Attack</i> : +14 vs. Fortitude; see <i>drow poison</i> for the effect.	
R <b>Hand Crossbow</b> (standard; at-will) ♦ <b>Poison, Weapon</b>	
Ranged 10/20; +15 vs. AC; 1d6 + 5 damage, and the drow warrior makes a secondary attack against the same target. <i>Secondary Attack</i> : +14 vs. Fortitude; see <i>drow poison</i> for the effect.	
R <b>Darkfire</b> (minor; encounter)	
Ranged 10; +13 vs. Reflex; until the end of the drow warrior's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
<b>Combat Advantage</b>	
The drow warrior deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
<b>Drow Poison</b> ♦ <b>Poison</b>	
A creature hit by a weapon coated in drow poison takes a -2 penalty to attack rolls (save ends). <i>First Failed Saving Throw</i> : The target is also weakened (save ends). <i>Second Failed Saving Throw</i> : The target falls unconscious until the end of the encounter.	
<b>Alignment</b> Evil <b>Languages</b> Common, Elven	
<b>Skills</b> Dungeoneering +12, Intimidate +9, Stealth +16	
<b>Str</b> 14 (+7) <b>Dex</b> 19 (+9) <b>Wis</b> 13 (+6)	
<b>Con</b> 11 (+5) <b>Int</b> 13 (+6) <b>Cha</b> 12 (+6)	
<b>Equipment</b> Chainmail, rapier*, hand crossbow, 20 bolts*	
* <i>These weapons are coated in drow poison.</i>	

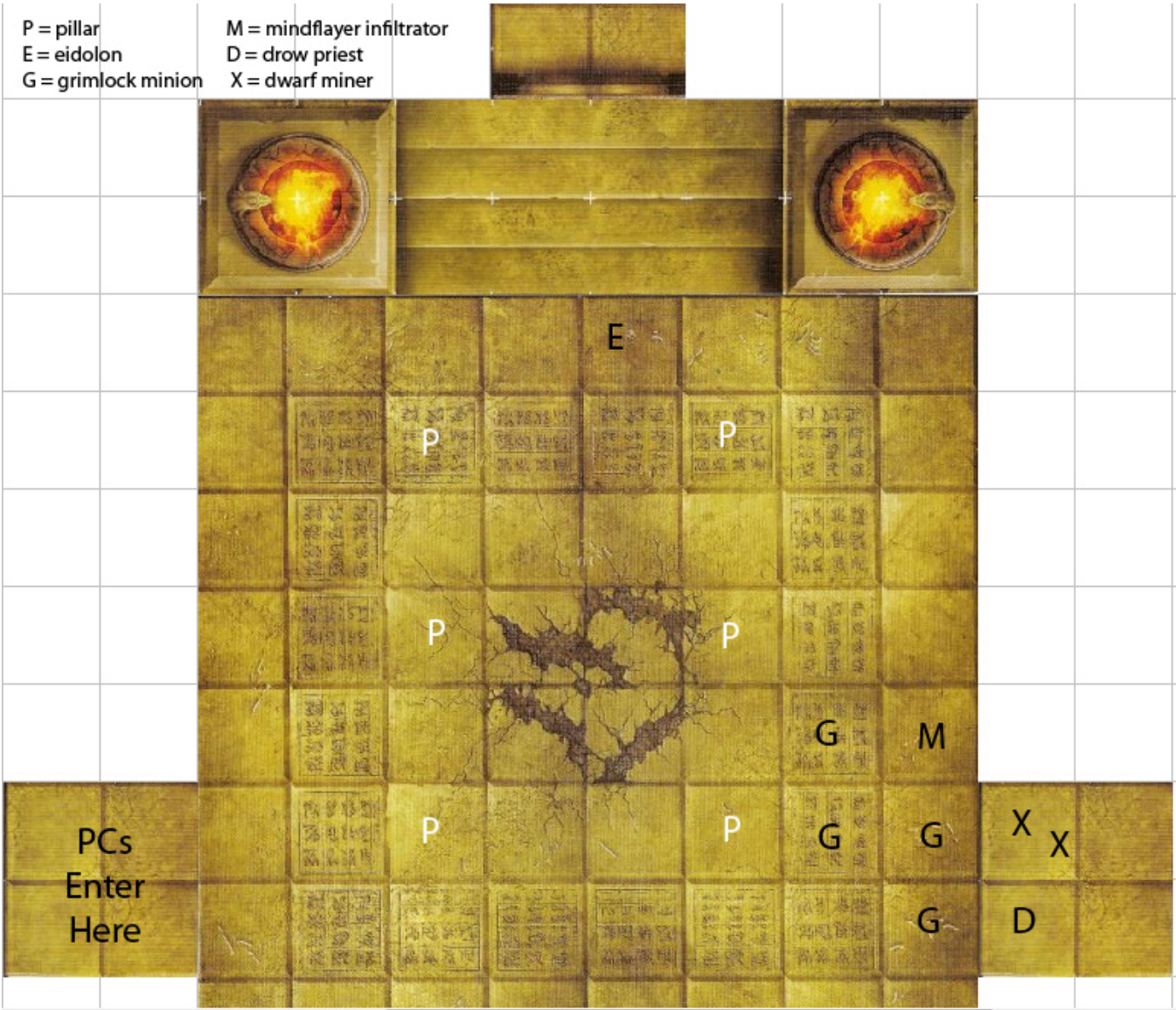
Drow Priest (Level 12)		Level 12 Controller (Leader)	
Medium fey humanoid		XP 700	
Initiative +8		Senses Perception +11; darkvision	
Lolth's Authority aura sight; drow and spider allies in the aura gain a +1 bonus to attack rolls and a +2 bonus to damage rolls.			
HP 115; Bloodied 57			
AC 25; Fortitude 21, Reflex 23, Will 25			
Speed 7			
m Mace (standard; at-will) ♦ Weapon			
+15 vs. AC; 1d8 + 1 damage.			
m Bite of the Spider (standard; usable only while bloodied; at-will)			
+14 vs. AC; 2d6 + 5 damage.			
R Pain Web (standard; at-will) ♦ Necrotic			
Ranged 5; +15 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized and weakened (save ends both).			
R Darkfire (minor; encounter)			
Ranged 10; +15 vs. Reflex; until the end of the drow priest's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.			
A Lolth's Wrath (standard; recharge 6) ♦ Necrotic			
Area burst 5 centered on a bloodied and willing drow ally; the ally explodes, releasing a burst of spectral spiders that bite all enemies in range. +17 vs. Reflex; 4d8 + 4 necrotic damage. The drow targeted by this power is slain.			
Spider Link (minor; at-will) ♦ Healing			
The drow priest can transfer up to 22 points of damage she has taken to a spider or drow within 5 squares of her. She cannot transfer more hit points than the creature has remaining.			
Alignment Evil		Languages Abyssal, Common, Elven	
Str 12 (+7)		Dex 15 (+8)	Wis 21 (+11)
Con 11 (+6)		Int 16 (+9)	Cha 20 (+11)
Equipment chainmail, mace			

Mind Flayer Infiltrator (Level 12)		Level 12 Lurker	
Medium aberrant humanoid		XP 700	
Initiative +15		Senses Perception +13; darkvision	
HP 95; Bloodied 47			
AC 25; Fortitude 23, Reflex 25, Will 26			
Speed 7			
m Tentacles (standard; at-will)			
+17 vs. AC; 2d6 + 3 damage, and the target is grabbed (until escape).			
M Bore Into Brain (standard; at-will)			
Grabbed or stunned target only; +15 vs. Fortitude; 3d6 + 4 damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.			
C Mind Blast (standard; recharge 5 6) ♦ Psychic			
Close blast 5; mind flayers and their thralls are immune; +16 vs. Will; 2d8 + 5 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.			
Stalk the Senseless			
The mind flayer is invisible to dazed or stunned creatures.			
Alignment Evil		Languages Deep Speech, telepathy 10	
Skills Bluff +17, Diplomacy +17, Dungeoneering +13, Stealth +16			
Str 13 (+7)		Dex 20 (+11) Wis 14 (+8)	
Con 17 (+9)		Int 17 (+9) Cha 23 (+12)	

# ENCOUNTER 7: “DROW EXPEDITION” MAP

## DIRE TOMBS

Wood Doors	2x1	x1
Runes	8x8	x1
Stairs with Cauldrons	8x2	x1
Floor	2x2	x2



Note: The Drow Warrior is not shown on the map. He begins farther down the right-hand tunnel and enters combat on the second round (using Stealth to attempt to enter the battlefield unnoticed and gain combat advantage).

## 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.

## IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

## 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 2: Foulspawn**

**340 / 480 XP**

**Encounter 4: Dead End?**

**60 / 80 XP**

**Encounter 5: Chasm**

**280 / 360 XP**

**Encounter 6: The Guardian**

**120 / 160 XP** (or 80 / 120 XP if they fail the skill challenge and have to destroy the eidolon; the PCs earn 0 XP for the skill challenge if they fight the eidolon, either in this encounter or later in Encounter 7)

**Encounter 7: Drow Expedition**

**320 / 520 XP** (or 400 / 640 XP if they fight the eidolon in addition to the other monsters; the PCs earn 0 XP for Encounter 6 if they betray the eidolon in this encounter after earning its trust in the previous encounter.)

**Total Possible Experience**

**1120 / 1600 XP**

## TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or

subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

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 choice in a bundle, 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.

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

### Gold per PC

**150 / 200 gp**

(Encounter 5: 20 / 25 gp; Encounter 7: 30 / 50 gp; Conclusion: 100 / 125 gp)

### EACH PC SELECTS ONE OF THE FOLLOWING

**Bundle A:** *starlight goggles* (AV, 8<sup>th</sup> level) (low-level version only)

Found in Encounter 5

**Bundle B:** *staff of elemental prowess +2* (AV, 9<sup>th</sup> level)

Found in Encounter 2

**Bundle C:** *swiftshot weapon +2* (AV, 8<sup>th</sup> level)

Found in Encounter 7

**Bundle D:** *symbol of vengeance +2* (AV, 9<sup>th</sup> level)

Found in Encounter 7

**Bundle E:** *storm gauntlets* (AV, 10<sup>th</sup> level)

Found in Encounter 7

**Bundle F:** *cape of the mountebank +2* (AV, 10<sup>th</sup> level)

Found in Encounter 7

**Bundle G:** *goggles of night* (PH, 14<sup>th</sup> level) (high-level version only)

Found in Encounter 5

**Potion plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 300 / 450 gp to

their total gold. The player should write the potion gained on their adventure log.

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their total 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.

### **EAST06 *Gratitude of Thorgar Axebolt***

You have done a tremendous favor for Thorgar Axebolt, master silversmith and proprietor of a small silver mine in the East Rift. As a token of his appreciation, Thorgar will craft a small silver brooch for you in a style of your choosing. The brooch has only nominal value, but you can use it to indicate your allegiance to a particular nation, clan, or noble house, your membership in an Adventuring Company, or for any other sigil you desire. The only restriction is that Thorgar refuses to craft the unholy symbols of evil deities and the heraldry of known evil organizations. When you choose the depiction you want for your brooch, write or draw it on this certificate; it cannot be changed thereafter.

## ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

### **1. How many of the four missing dwarven miners were the PCs able to bring back alive?**

- a. All four of them.
- b. Three of them.
- c. Two of them.
- d. One of them.
- e. None of them.

### **2. Did the PCs defeat the drow expedition?**

- a. Yes, and the priestess was killed.
- b. Yes, and the priestess was captured alive.
- c. The PCs won the fight, but the priestess escaped.
- d. The PCs were defeated / did not win this fight.

### **3. What was the fate of the eidolon?**

- a. The eidolon was still alive at the end of the adventure.
- b. The eidolon was destroyed by the drow expedition.
- c. The PCs destroyed the eidolon themselves.

### **4. Did the PCs collapse the tunnel leading to the eidolon's chamber?**

- a. Yes, and they kept the chamber's existence a secret from the dwarves.
- b. Yes, but they told the dwarves about the existence of the chamber.
- c. No, but they kept the chamber's existence a secret from the dwarves.
- d. No, and they told the dwarves about the existence of the chamber.

### **5. Did the PCs collapse the tunnel leading to the surface exit?**

- a. Yes
- b. No



## NEW RULES

### Cape of the Mountebank +2

Level 10

With a flourish of this silk-hemmed garment, you transport out of harm's way.

Lvl 10 +2 (5,000 gp)

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Teleportation):** Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

**Source:** *Adventurer's Vault*, page 149.

### Goggles of Night

Level 14

This eyewear provides you with darkvision.

**Item Slot:** Head 21,000 gp

**Property:** Gain darkvision.

**Source:** *Player's Handbook*, page 248

### Staff of Elemental Prowess +2

Level 9

This staff grants mastery over—and protection from—the harsh elements.

Lvl 9 +2 (4,200 gp)

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage of the same type as the attack per plus.

**Property:** Gain a +1 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.

**Power (Daily):** Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types. You and all allies within 2 squares of you gain resist 10 against that damage type until the end of your next turn.

**Source:** *Adventurer's Vault*, page 105.

### Starlight Goggles

Level 8

These dark leather goggles sparkle with tiny silver studs, aiding your vision in dim light.

**Item Slot:** Head (3,400 gp)

**Property:** Gain low-light vision.

**Source:** *Adventurer's Vault*, page 145

### Storm Gauntlets

Level 10

The gold and iron plates bolted to the back of these gauntlets crackle with energy.

Lvl 10 (5,000 gp)

**Item Slot:** Hands

**Power (Daily ♦ Thunder):** Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to thunder. On a hit, deal an extra 1d6 thunder damage. Also, deal an extra 1 thunder damage on successful melee attacks until the end of your next turn. If you've reached at least one milestone today, instead deal an extra 2 thunder damage on successful melee attacks until the end of your next turn.

**Source:** *Adventurer's Vault*, page 136

### Swiftshot Weapon +2

Level 8

This weapon reloads and fires faster than any other crossbow.

Lvl 8 +2 (3,400 gp)

**Weapon:** Crossbow

**Enhancement:** Attack rolls and damage rolls

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

**Property:** Loading this crossbow is a free action.

**Power (Encounter):** Minor Action. Make a ranged basic attack with this weapon.

**Source:** *Adventurer's Vault*, page 79

### Symbol of Vengeance +2

Level 9

This symbol allows you to exact your wrath upon enemies, returning their attacks with devastation.

Lvl 9 +2 (4,200 gp)

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

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

**Power (Daily):** Free Action. Use this power when you hit with an attack using this holy symbol. If the target of your attack dealt damage to you or an ally since the end of your last turn, you deal an extra 1d8 damage. If the target of your attack reduced you or an ally to 0 or fewer hit points since the end of your last turn, you instead deal an extra 2d8 damage.

**Source:** *Adventurer's Vault*, page 91