

Documents

CURSE OF THE UNDERDARK
KUBLACON 2009

Welcome to Kubla Con's premier Roll Playing event, Curse of the Underdark.

This Unique event combines live action role playing with table top roll playing in a race against the clock, and your fellow gamers, to see which group will be the champions.

This event features Player Vs Player gaming using the D&D 4th ED or 3.5 ED rules. Because this event pits team against team there are a few things we would like you to consider before you begin:

This is a time sensitive, competitive event for FUN; please respect the other players and the DM's.

You will be playing with random other gamers with differing skill levels, be considerate of their ability and help others when possible.

Rule Zero is in full effect, what the DM says goes. If you feel the DM has made an error politely let them know and they will address it at their earliest opportunity.

The team with the most points at the conclusion of the event wins the game. Each item is worth 1 point. Additionally, a team cannot win without having completed their primary objective. A list of treasure is below.

In the case of a tie, each of the below will be worth one point and will be used for the tie breaker.

Most Gold (poker chips marked “GP”)
 Most Locations (poker chips marked “Location”)
 Most Treasure (poker chips marked “Treasure”)

Unique treasures/events

Flask of Reanimation (Crypts of Vhaerun – Bregan D’aerthe)
 Cloak of the Rat Catcher (Sewers – Vokshan)
 Ceremonial Cup of Blood (Temple of Vhaerun – Xellonir)
 Ashes of the High Prelate (Tombs of the Ancinets – Baerne)
 Tome of Infinite Knowledge (Altar of Flame)
 The Sausage Maker (Genoa Harbor)

Common items

Altar of Flame: Torch of Truth Consecrated Mace	Crypts of Vhaerun: Floral Arrangement Tomb Dust
Tombs of the Ancients: Tabard of Flame Pelor Holy Water	Broken Oar Caverns: Black Peat Moss Underdark Crystals
Temple of Vhaerun: Prayerbook of Curses Icon of Vhaerun	Sewers: Rat Trap Flask of Sewage Treatment
Genoa Bay: Flask of Paco’s Mead Living Line Gambling Dice Parlor Incense	

Read to the players:

Lloth has come to me and has told me that her chosen race, the drow, are failing her. Our power wanes and the power of our enemies grow. Men, duergar, even drow exert their power and seek to dominate us. No more can we let this situation proceed unchecked and expect to remain in Lloth's favor.

Recently, several cursed artifacts were stolen from the Reliquary inside Arach-Tinilith. These artifacts have already found their way to several places in the Underdark, and some have even entered the realms of surface dwellers. Such powerful artifacts are already drawing every manner of creature to them, ether to acquire them or destroy them. We must recover them. However, one item must be recovered at all costs. The Ashes of the High Prelate are a sacred House Baerne item. Without this item in the Reliquary, House Baerne loses power.

Additionally, recover any other items you may find. When an item is near, Lloth will provide her priestess with the information.

Some of the traders in the merchants' quarter should be able to tell you where to start your journey. You should proceed there at once.

GM Info:

Each party starts with **5GP**.

The party should head towards the Bazaar and go to Zicki's Road House.

As always, open combat is not only discouraged on the streets of Menzoberranzan, it can be punishable by the complete destruction of the House that initiates it.

Read to the players:

Our mission to travel to the Crypts of Vhaerun and recover the Flask of Reanimation has taken a new turn.

Our spies within the great houses have discovered that many artifacts have been stolen from Arach-Tinilith. Several houses are mounting missions to recover the artifacts. Anything we can do to interfere should bring us profit or prestige.

We are to recover these artifacts before the other houses get a chance. Your leader has been given a gem that will show the objects that Lloth desires. However, we must recover the Flask of Reanimation, or we will be undone.

Some of the traders in the merchants' quarter should be able to tell you where to start your journey. You should proceed there at once.

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Read to the players:

Lloth has spoken to Matron Baerne. Several artifacts have been stolen from the sacred Reliquary in Arach-Tinilith. These are powerful cursed items from which we draw our strength.

House Baerne is mounting a recovery mission. One of Lloth's handmaidens has told me that this is an opportunity to gain Lloth's favor. Should we outdo House Baerne, we would gain much in the eyes of the goddess.

Also, one of the artifacts stolen was the Cloak of the Rat Catcher. This is a Vok'Shan House relic and must be recovered, or we stand to lose much.

Additionally, we are to recover other missing artifacts for Lloth's glory. When an item is near, Lloth will provide her priestess with the information.

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House Baerne is mounting a recovery mission. One of Lloth's handmaidens has told me that this is an opportunity to gain Lloth's favor. Should we outdo House Baerne, we would gain much in the eyes of the goddess.

The Ceremonial Cup of Blood, long a symbol of Xellonir prestige, was one of the items stolen. It is rumored to have been returned to the Temple of Vhaerun near Ched Nasad. We must recover it.

Additionally, we are to recover other objects for Lloth's glory. When an item is near, Lloth will provide her priestess with the information.

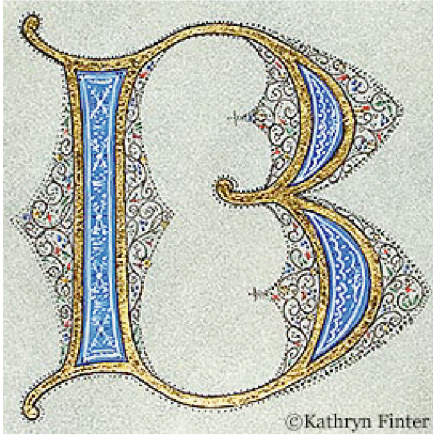
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*Be It Known That On This
Most Glorious of Days,
The Bearer of This
Certificate Out-Fought,
Out-Witted, Out-Cheated,*

*Out-Negotiated, Out-Lawyered, and
Out-Munchkinned Three Other
Somewhat Less Glorious and Less
Accomplished Foes and Won the
Curse of the Underdark at KublaCon
2009.*



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Game
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Zicki's Road House

Menzoberranzan's premiere
Narbondel dark cycle spot for food
fun and drinks.

All food half price during the 1/4
cycle!



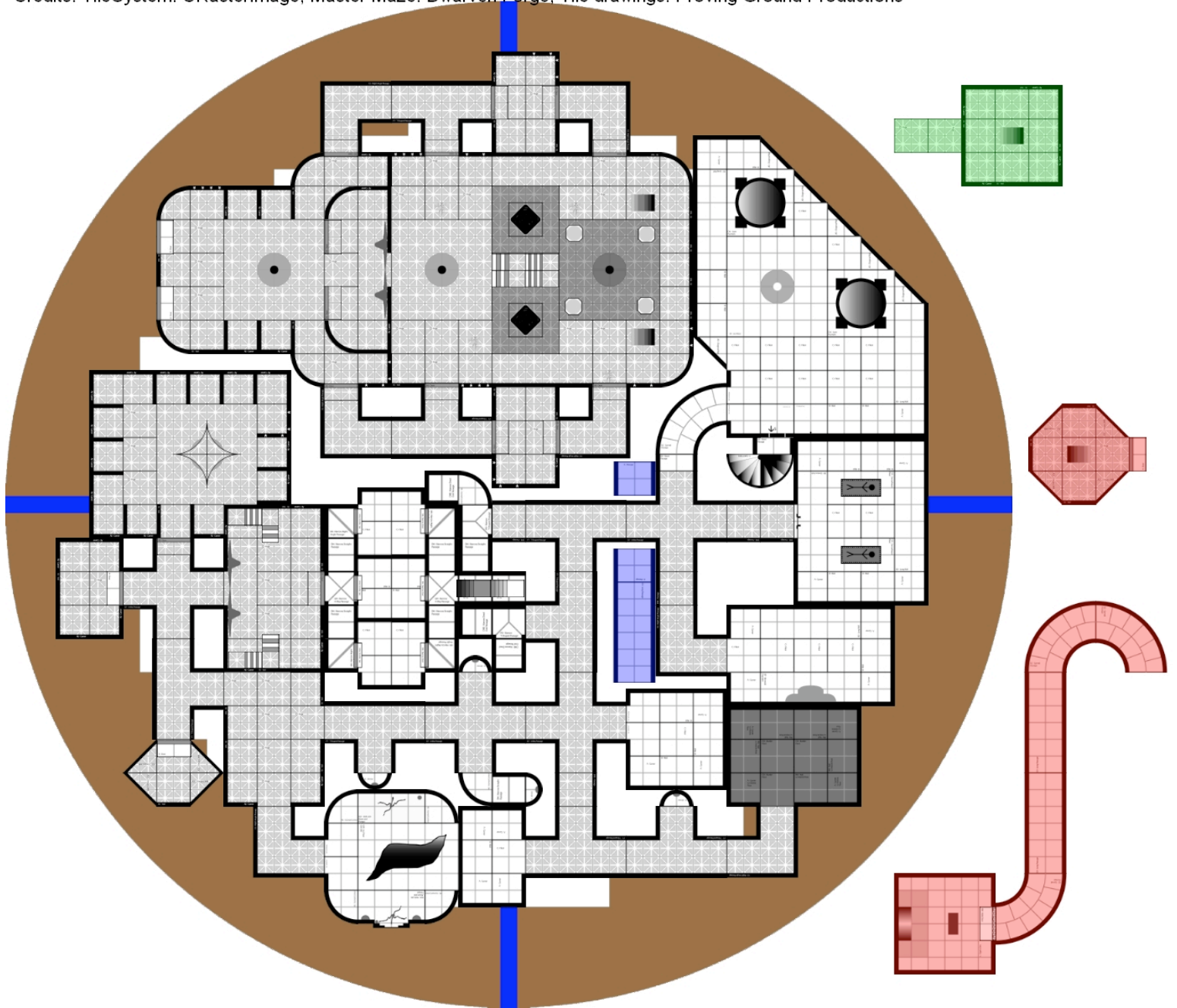
Bring this flyer to the Zicki's
and get a free ale!

Most races welcome!

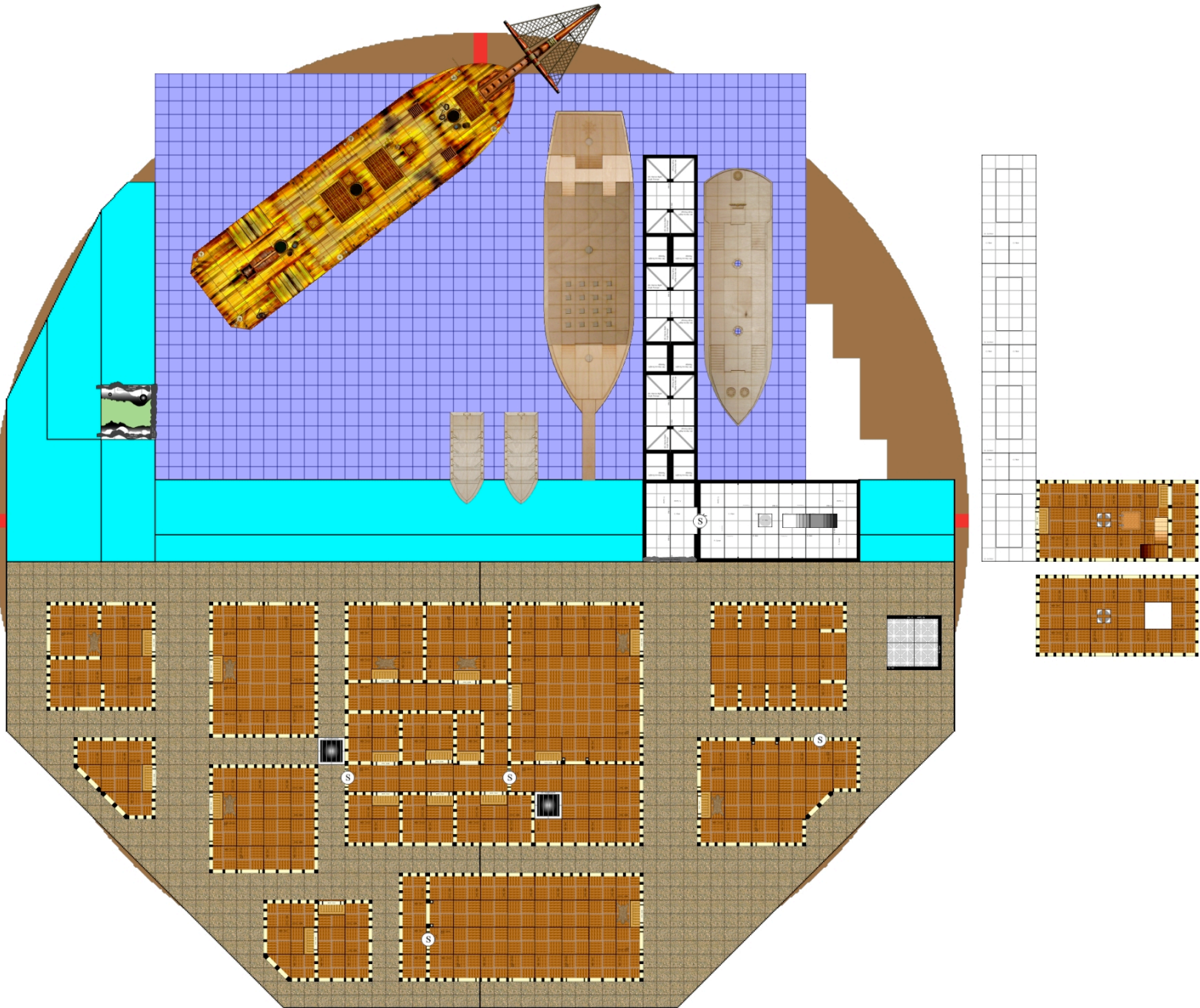
Maps

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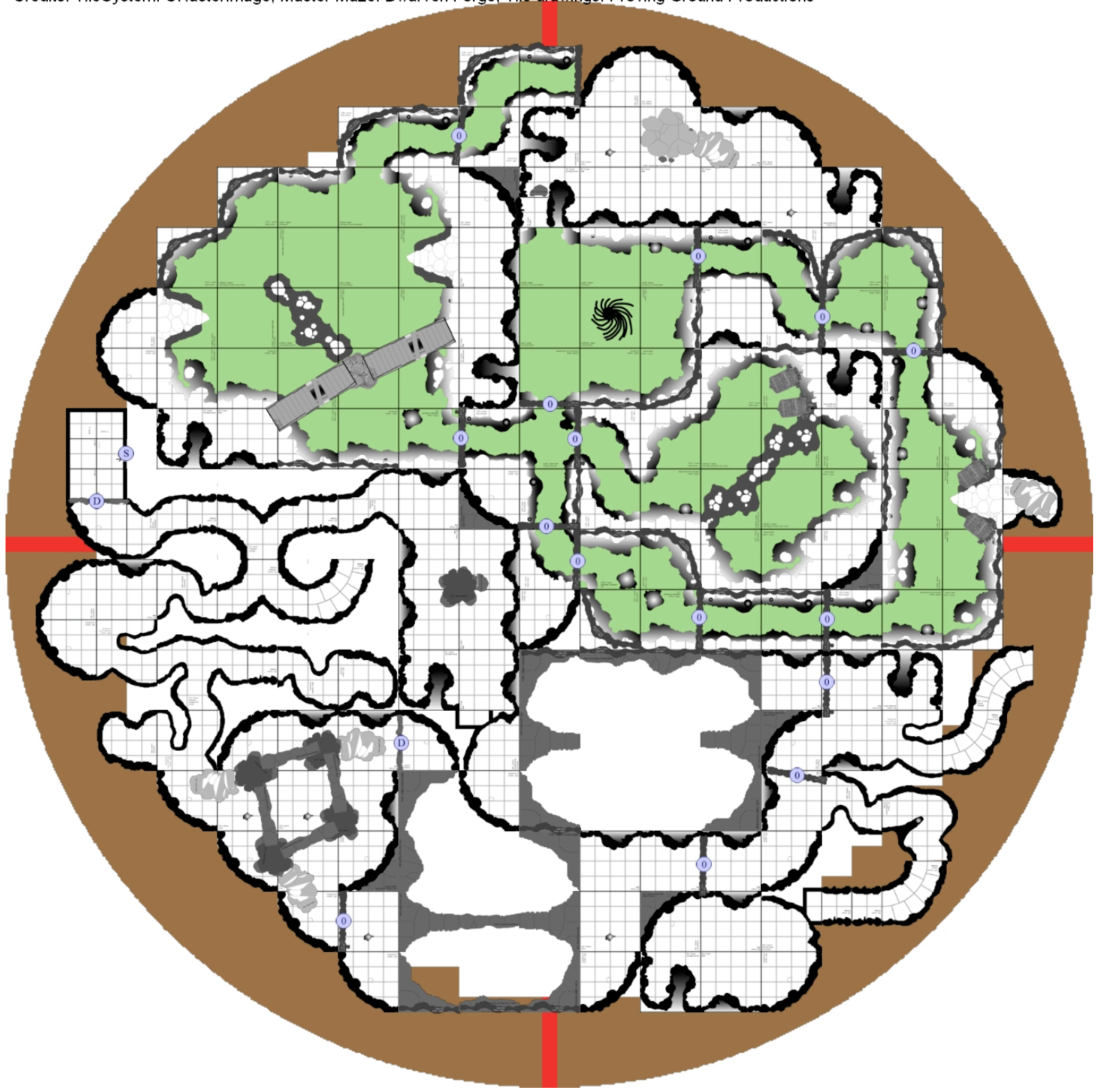
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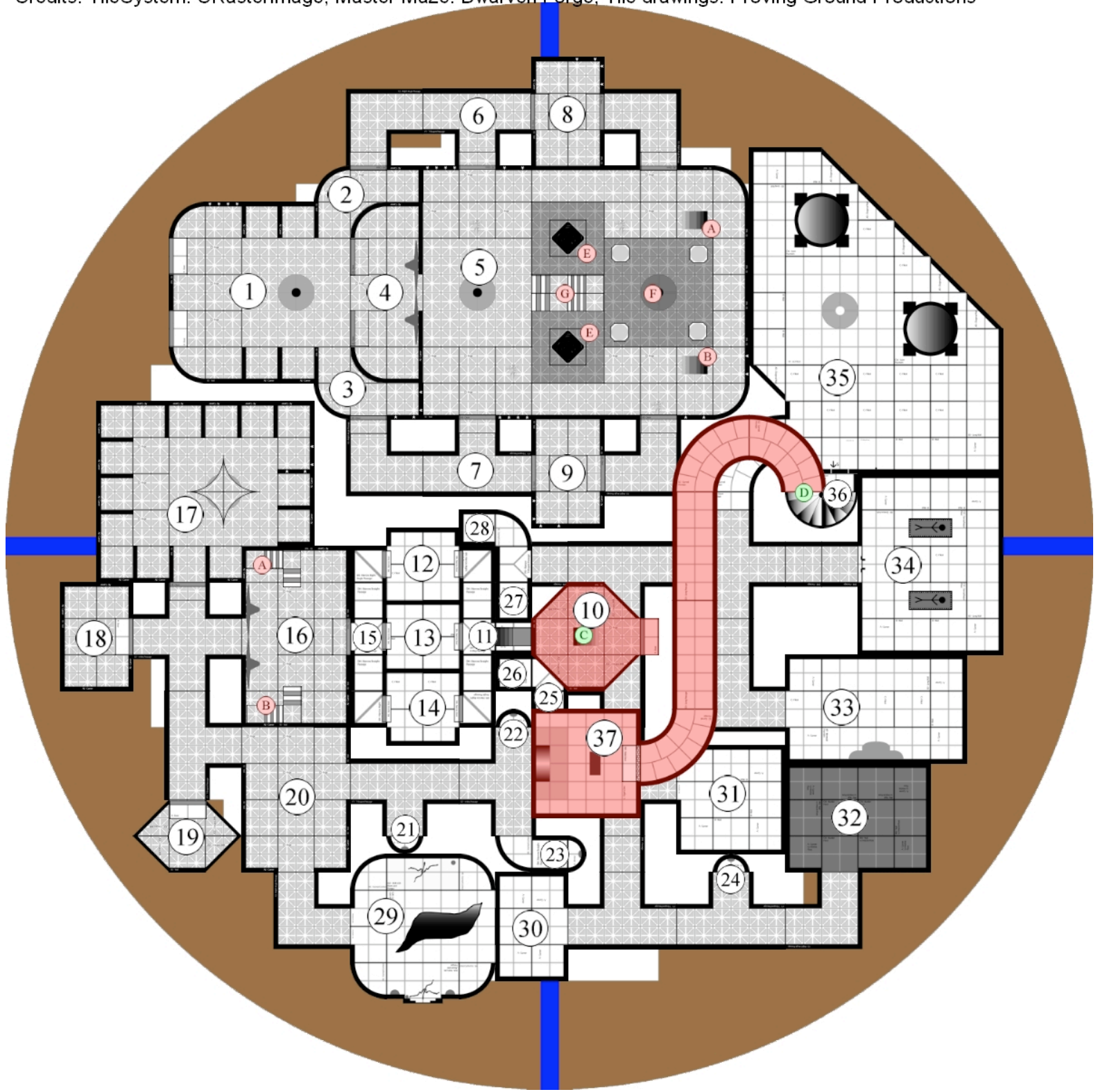
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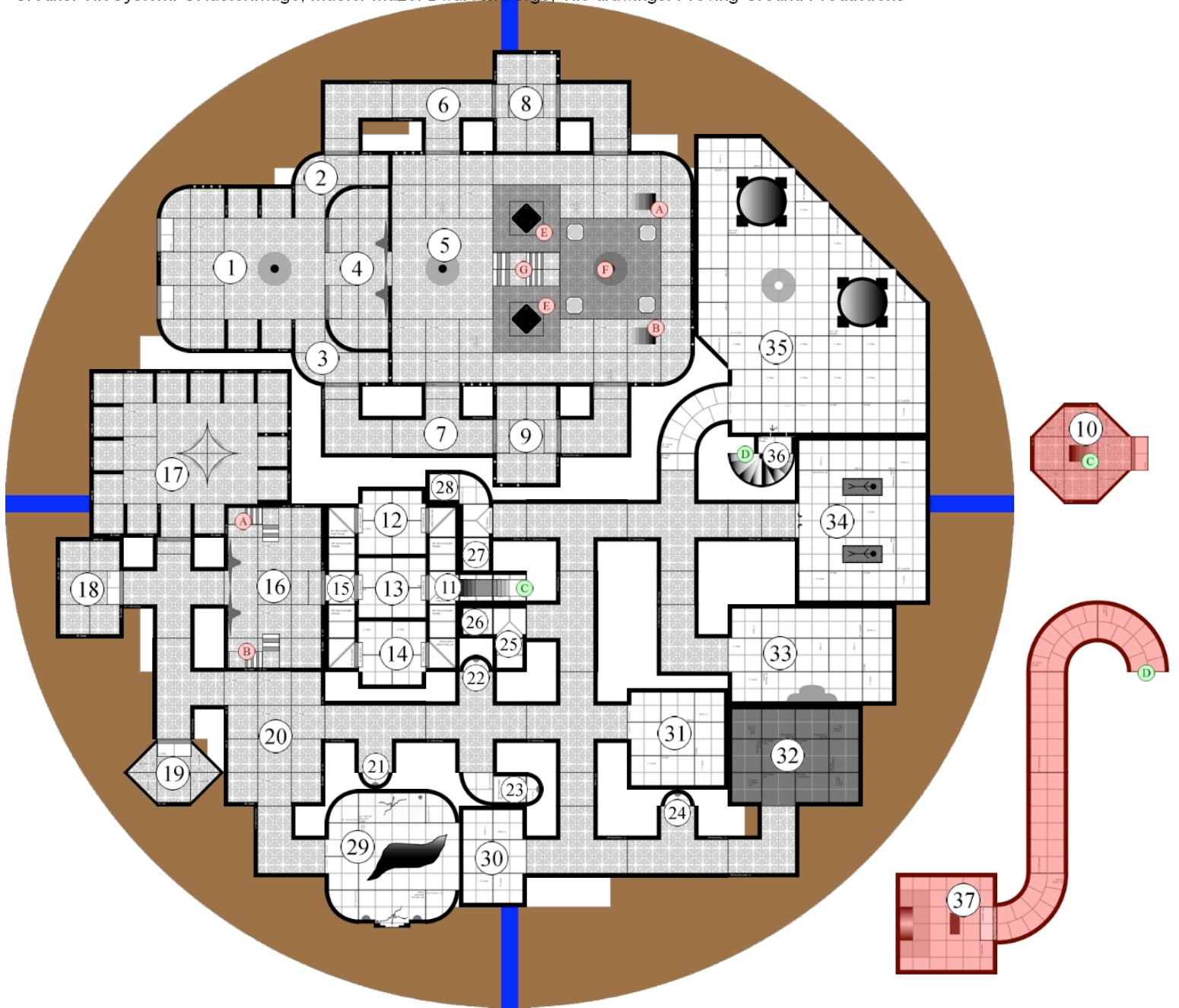
GM Maps

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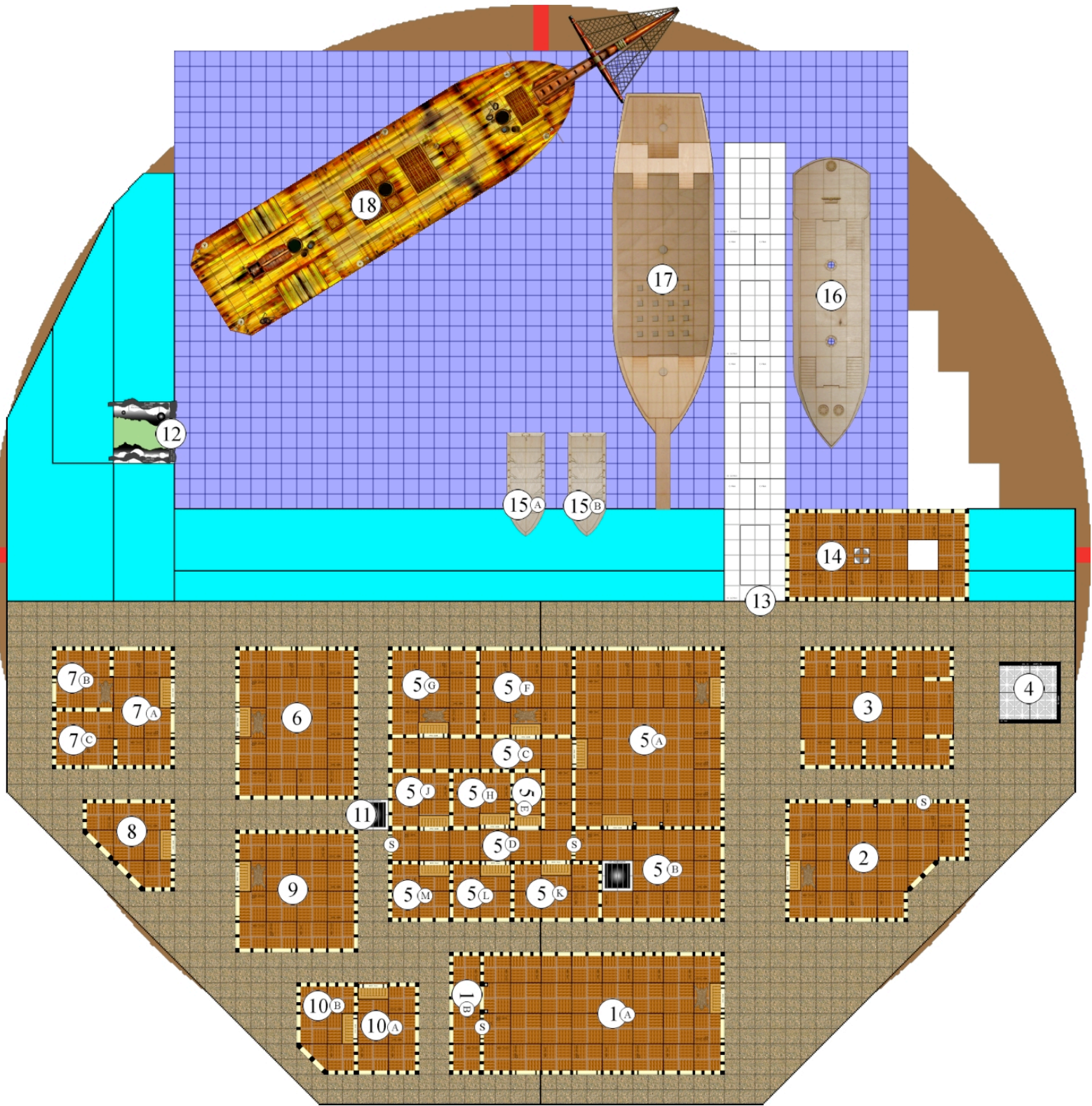
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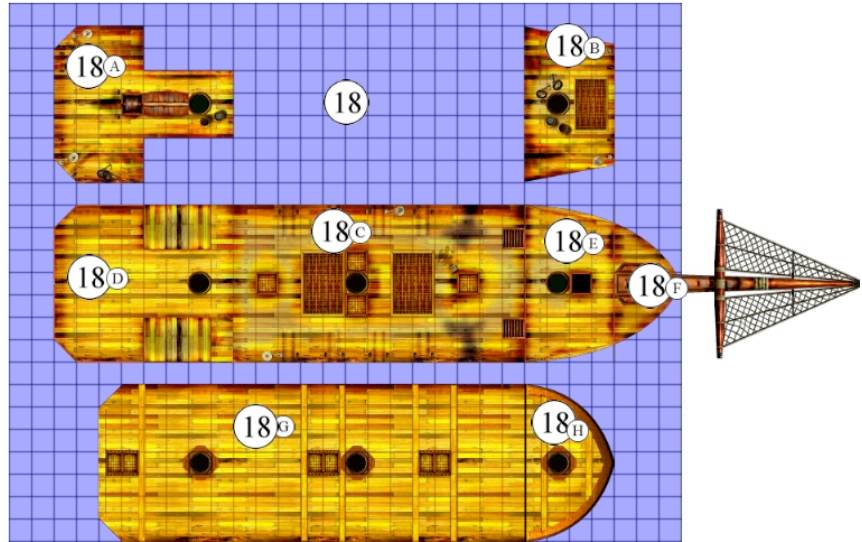
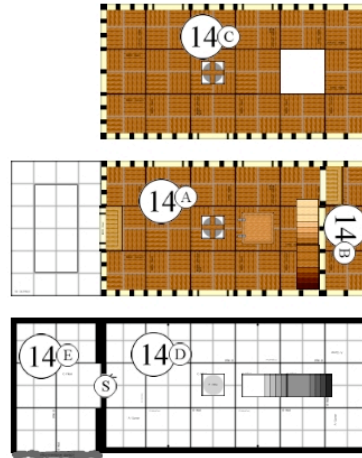
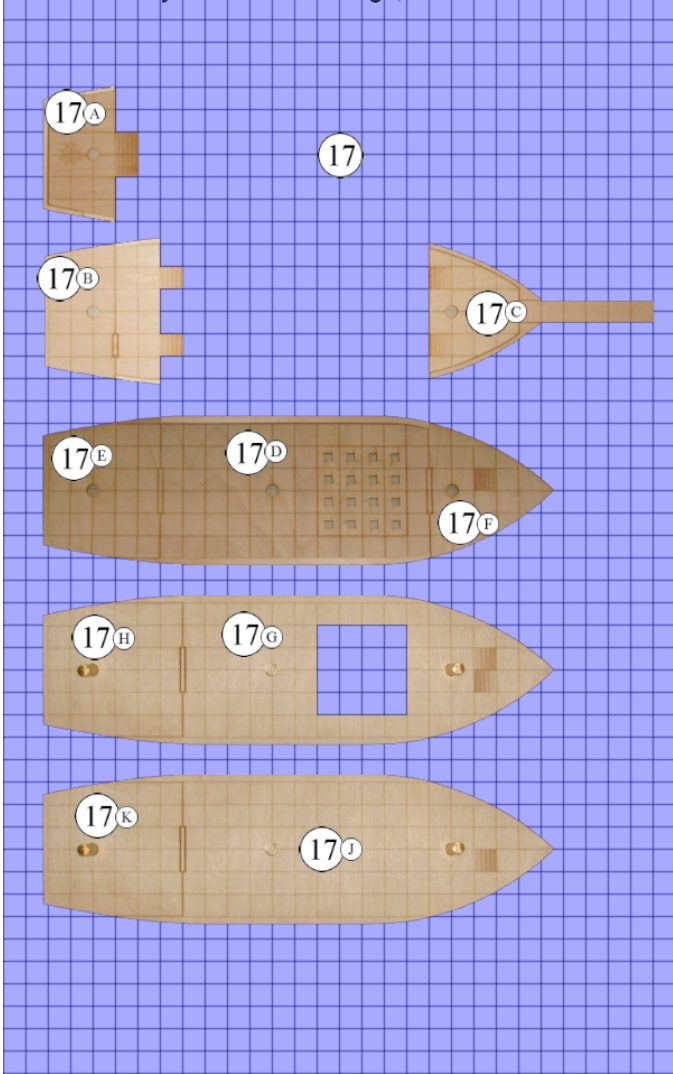
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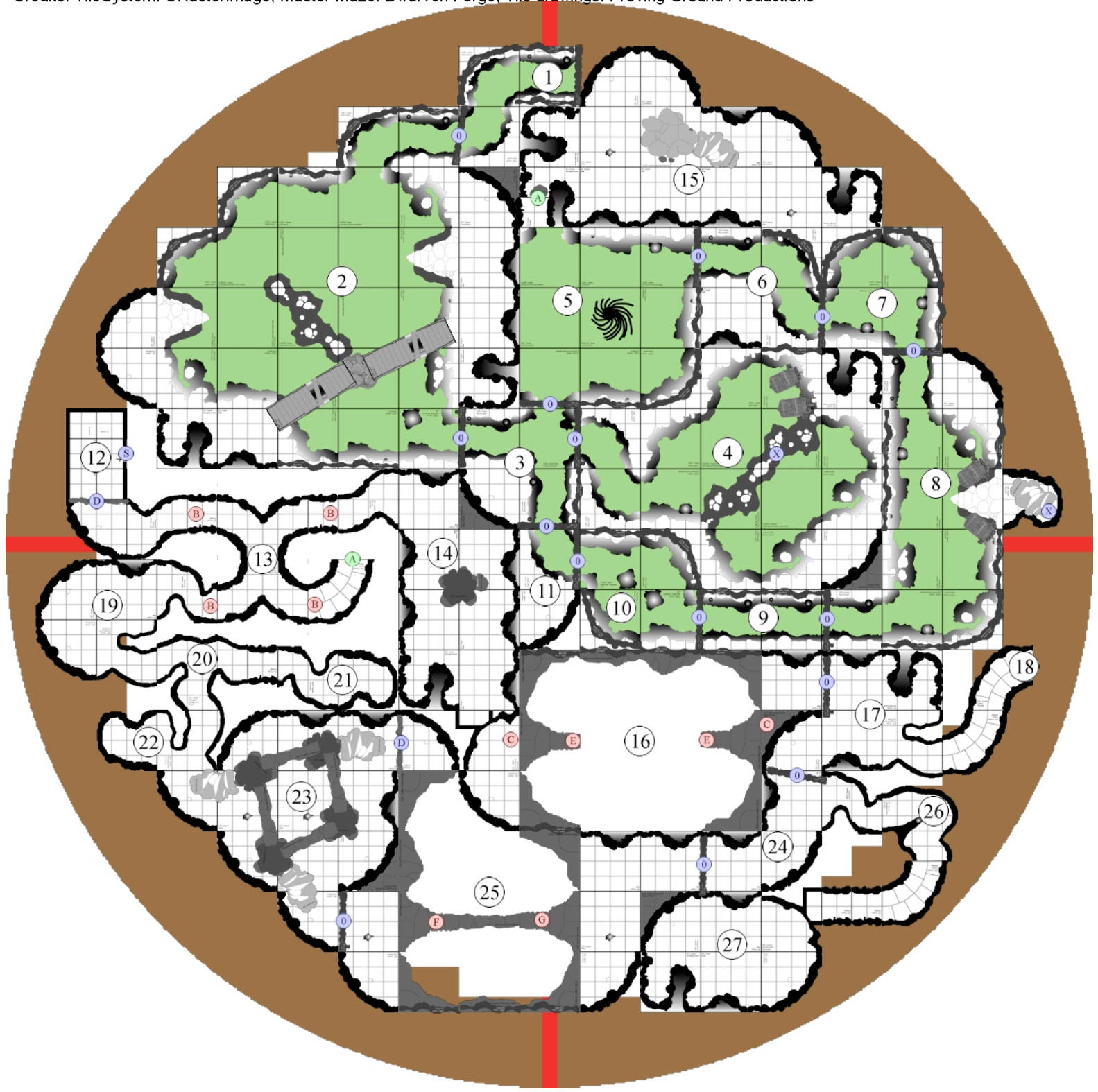
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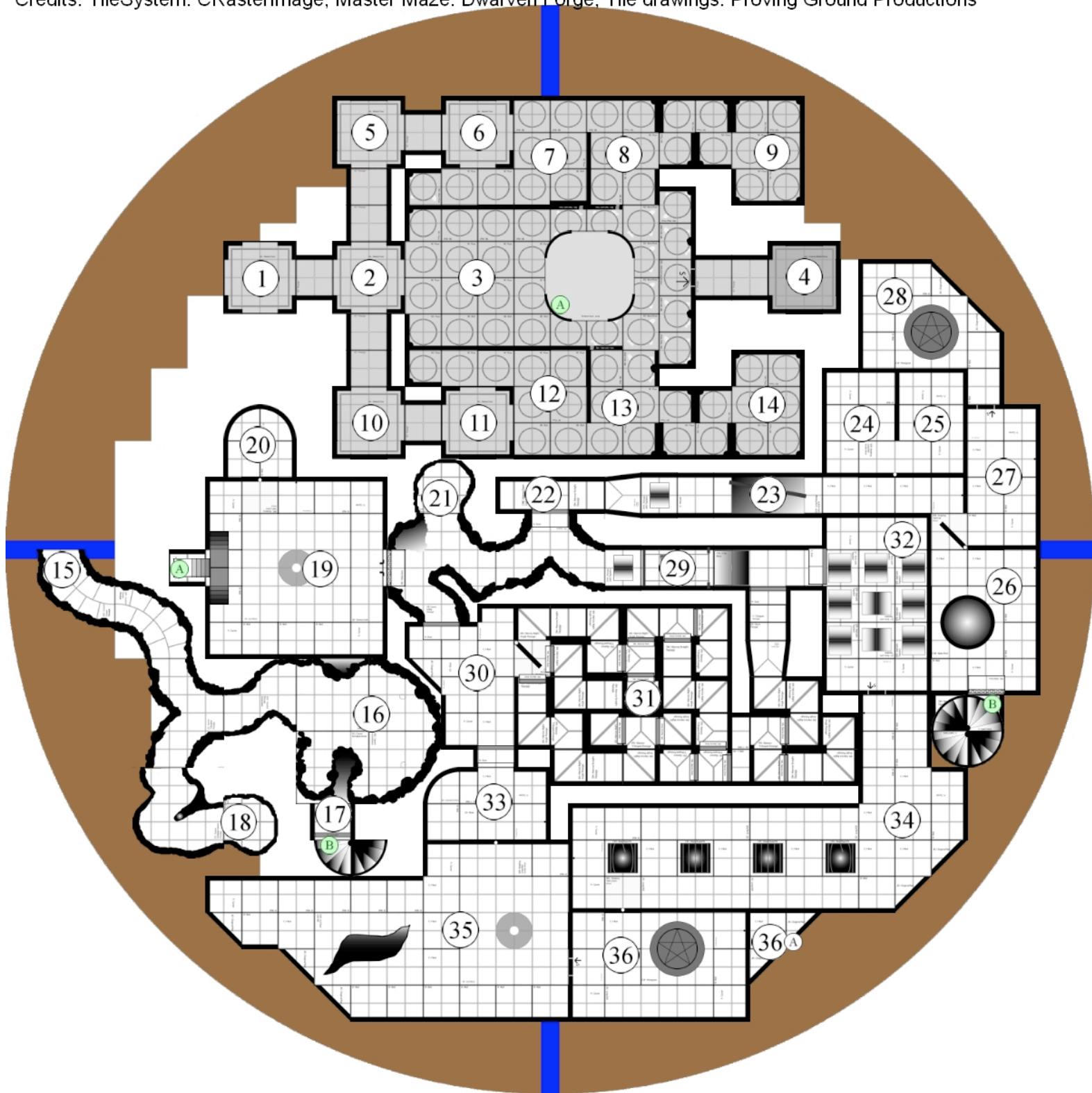
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Levels

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Tokens by Level

Altar of Flame

3. **Torch of Truth**
potion of vitality (PH 255)
4. **Location: Genoa Harbor**
1 GP
desert rose. (AV 193)
Tome of Infinite Knowledge*

11-14. **Consecrated Mace**

- 1 GP**
feybread biscuit (AV 191)

Tombs of the Ancients

19. *tempest whetstone, lvl 10* (AV 190)
20. **Location: Temple of Vhaerun**
2 potion of vitality (PH 255)
23. *amulet of protection +2* (PH 249)
26. **Pelor Holy Water**
28. **Ashes of the High Prelate***
31. *potion of clarity, lvl 5* (AV 188)
34. **Tabard of Flame**
elixir of fortitude, lvl 8 (AV 187)

Sewers:

2. **Rat Trap**
potion of vitality (PH 255)
4. **Flask of Sewage Treatment**

8. **Cloak of the Rat Catcher***
battle standard of healing (AV 180)
Location: Genoa Harbor
10. *dust of power restoration*

Caves

12. *potion of vitality* (PH 255)
14. **Black Peat Moss**
16. *keoghtom's ointment* (PH 254)
17. **1 GP**
22. *flame rose.* (AV 194)
25. *battle standard of might.* (AV 179)
27. **Underdark Crystals**

Temple of Vhaerun

5. **Ceremonial Cup of Blood***
burglar's gloves (PH 247)
8. **Prayerbook of Vhaerun**
9. **Icon of Vhaerun**
2 GP
Location: Crypts of Vhaerun

Crypts of Vhaerun

17. *death rattle* (AV 169)
1 GP
18. **1 GP**

20. *potion of the Crypt*
Location: Temple of Vhaerun
31. **Floral Arrangement**
jar of steam (AV 174)
34. **Tomb Dust**
37. **Flask of Reanimaton***
amulet of false life +2 (PH 249)

Genoa Harbor

1. **potion of vigor, lvl 9** (AV 189)
1 GP
2. **Location: Sewers**
Location: Crypts of Vhaerun
1 GP
potion of vitality (PH 255)
3. **The Sausage Maker***
5. **Flask of Paco's Mead**
Location: Sewers
1GP
Gambling Dice
1 GP
Pearl of Power, Daily
Location: Broken Oar Caverns
potion of clarity, lvl 5 (AV 188)
1 GP
6. **Location: Altar of Flame**

7. **Parlor Incense**
Location: Tombs of the Ancients
8. *potion of vitality* (PH 255)
10. **Location: Temple of Vhaerun**
pipe of charisma
potion of vitality. (PH 255)
11. **Location: Sewers**
12. **Location: Sewers**
14. **Location: Altar of Flame**
2 GP
potion of vitality. (PH 255)
17. **1 GP**
18. **Living Line***
stonemeal biscuits (AV 192)

1. Main Entrance

The doors to the Church open easy on well oiled hinges. As the doors open the smell of burnt wax permeates the air. You see a wide open foyer bathed in purple and blue light. To the left and right a series of small confessionals line the walls. In the center of the room in the floor is a mosaic to the god Vhaerun.

A *Perception* check reveals the following:

DC 20 – The doors are silently closing behind the party after the last one enters

If no one notices, or no one takes action, as soon as the doors close, a disembodied voice calls out, “Renounce your false faith and confess your sins”. At the same time, the 4 confessionals begin to glow in a red light. The doors to the front of the church will also lock and be un-openable, and the way out of the room into areas 2,3 and 4 will be blocked by an invisible force field. 10 rounds after this, everyone in the room must save every round or take 5 points of necrotic damage.

Once 4 characters enter the confessionals, the skill challenge begins. Using either *Bluff*, *Diplomacy*, *Insight*, *Streetwise*, or *Religion* a voice in the confessional will begin asking probing questions about the character’s faith. To pass, a character must have 3 successes in 6 attempts. The challenge will be a series of questions, starting at DC 15. Once the question is answered correctly, the DC increases by 5. So, the 2nd will be DC 20 and the 3rd will be DC 25. Once the challenge is over, the necrotic damage will stop, the doors will unlock, and the force fields go away. Depending on the outcome, the following will occur.

4 successful challenges – A voice says “Well done, your faith has been tested and found to be adequate”

3,2 or 1 successful challenges – A voice says, “You still have work to do” Everyone must make a DC 20 *Wisdom* check or take n points of damage where n is the number of failed challenges (either 1,2 or 3)

0 successful challenges – A voice says, “You have been found unworthy!” Everyone must make a DC 20 *Wisdom* and a DC 20 *Fortitude* check or take 4d6 damage.

The first question in the challenge will be “Why do you choose Lloth over me?” Depending on the answer, follow up with questions based on the following:

If they are trying to lie through it, use *Bluff* or *Streetwise* checks and follow up accordingly

If they try to reason through it, use *Diplomacy* or *Insight*.

If they start a theological discussion, use *Religion*.

Notes:

2-3. Hallway

These hallways end in dead ends, with ornate doors on the side.

Nothing here...

Notes:

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4. Anteroom

You enter a small chamber which reveals two massive ornately carved obsidian doors. The doors are covered in razor sharp facets

The doors are not a trap but are razor sharp, a DC 10 *Thievery* check is needed to open them, and failure results in 1d4 damage.

Notes:

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5. Altar Room

The room is lined with windows casting a dazzling display of muted tones to provide a low level of illumination. Toward the center of the room a large dais raises up to support an ornate altar. Doors line the sides of the room and a large ornate arch provides the main entrance. Lush tapestries hang on the walls, and the dais is covered in ornate cloth. On top of the cloth is a golden sacrament set. Several ogres have just started to loot and ransack the altar.

Once the ogres are dispatched and the area is searched, the party will discover a **Ceremonial Cup of Blood*** on the altar, along with a pair of *burglar's gloves*. (PH 247) The stairs lead down a short ways and then are completely blocked by rubble.

Notes:

Encounter 13

6. Hallway

This hallway is bathed in darkness and shadows cling to the walls in unnatural ways

Just a hallway.

Notes:

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7. Hallway

This hallway is bathed in darkness and shadows cling to the walls in unnatural ways

Still, nothing here.

Notes:

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8. Store Room

This room is lined with shelves and filled with various books, candles and other items. This is clearly a storage area

On one of the shelves is a **Prayerbook of Vhaerun**. The Dark Stalkers and Darkpact Stalkers will be invisible when the characters enter the room.

Notes:

Encounter 14

9. Priest Room

This ornate office is clearly the domain of the head priest. The room contains a desk with a chair, two additional chairs and a closet. A dead drow lies on the floor while several hobgoblins search the body, the room and the adjacent hallway.

The hobgoblins are raiding the temple. They have just defeated the priest and are ransacking and looting the room.

A DC 20 *Perception* check will reveal a safe that the hobgoblins, being the perceptive folk that they are, have not located.

After a thorough search you find a well hidden safe set in to the wall. The lock looks to be of very high quality.

Opening the safe requires a DC 25 *Thievery* check. In the safe is an **Icon of Vhaerun**, 2 GP and a map to the Crypts. **Location: Crypts of Vhaerun.**

Notes:

Encounter 15

10. Crypt Entrance

The path to this small outlying building in the graveyard is overgrown. The headstones are in disrepair, and the ground isn't level as the brick-lined walkway has several missing bricks. There is a rusty gate, with a small Vhaerun crest on the entrance.

In the middle of the room is a grate covering steps leading down to the crypt. The grate gives way easily; perhaps this entrance is used often...

Notes:

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11. Which way do you go?

This narrow passageway has three doors in it. Each door looks sturdy.

The doors are all unlocked.

Notes:

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12-13-14. Room

A simple stone room with doors on either side.

Again, the doors are unlocked.

Notes:

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15. Hallway

Three doors are on one side of this doorway, and another door, much more ornate than the others, is on the other side.

The single door is connected via thin wires (DC 25 *Perception* Check) to the six doors in rooms 12, 13 and 14. All six doors must be open in order to proceed through the door. Otherwise, the door can be broken (DC 25 *Strength*) or disabled (DC 25 *Thievery*).

Notes:

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16. Blocked Passageway

This large room features two staircases that lead up into darkness and an ornate arch on the far side

The stairs ascend a short distance into piles of rubble blocking further progress.

Notes:

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17. The Crypt

All around this room are little alcoves, each with a skeletal figure inside.

As soon as anyone enters this room, the skeletons will move to attack. A DC 20 *Perception* check will reveal a ***death rattle*** (AV 169) and **1 GP** in one of the alcoves.

Notes:

Encounter 16

18. Bone room

The door opens easily to reveal a mass of bones. The stench is a powerful mix of decay and death.

Just nasty... a DC 20 *Perception* check will reveal **1 GP**. Entering the room will cause the character's olfactory senses to be assaulted.

Death and Decay (+0 ATT vs. *Fortitude*, nauseated for 10 rounds)

Notes:

Nauseated

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single [move action](#) per turn.

19. Enter the Hexagon

The room opens into a hexagonal shape.

Nothing here

Notes:

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20. Storeroom

Various containers hold different substances and liquids. There are also several buckets, ladles and brushes in here.

The materials all relate to dealing with the dead. A DC 15 *Perception* check will reveal a *potion of the Crypt* and a map to the Temple. **Location: Temple of Vhaerun.**

Notes:

Potion gives the imbiber Resist Necrotic +5 for one encounter.

21-24. Alcoves

A magnificent fresco is painted into the wall of this alcove.

A DC 25 *Perception* check reveals a small rune engraved in the middle of the fresco.

A DC 25 *Arcana* check reveals that the rune must be said aloud in order to deactivate a ward.

Each rune says

21 – Hail to the Masked Lord

22 – Trickery shall defeat Chaos

23 – Males shall prevail

24 – Stay in Shadow

If all 4 runes are spoken aloud, the trap in room 31 will be deactivated.

Notes:

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25-26-27-28. Dead Ends

The small passageway ends in a cramped dead end.

A DC 20 *Perception* check reveals that the entire floor is one big pressure plate. A DC 20 *Thievery* check is required to disarm it. If it is not disarmed, once someone steps on the plate, they will be zapped with necrotic energy.

Necrotic Trap (+10 vs Fort, 5 ongoing damage, save ends)

Notes:

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29. The deep pit Room

In the center of the room is large open pit surrounded by jagged edges. There is a soft wind flowing in to the opening.

This is the entranceway to a very, very deep pit. Over the centuries it's been used to dispose of everything from food scraps to unwanted adventurers. No one who has ventured to the bottom has ever returned. Light sources dropped quickly become dim and pass from sight. No sound of hitting bottom is ever heard.

Notes:

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30. Empty Room

This room appears to be completely empty. Only a thin layer of dust and a few cobwebs in the corners.

This room has been cleaned out a long time ago

Notes:

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31. Flower Room

Flowers of all colors sit in pots of all shapes and sizes and almost completely fill the room. There is just enough space between the pots to move single file.

Unless the alcove runes disabled the trap, the following will happen shortly after the characters enter the room. The door will shut and lock. (DC 25 *Strength* or DC 25 *Thievery*) Each round one of the flowers will randomly spray spores in the air per d6 below.

- 1 – Orange (+10 vs *AC*, 1d6 damage from small spikes)
- 2 – Black (+10 vs *Will*, 1d6 Necrotic Damage)
- 3 – White (+10 vs *Will*, 1d6 Radiant Damage)
- 4 – Purple (+10 vs *Fortitude*, 1d6 force damage)
- 5 – Blue (+10 vs *Fortitude*, 1d6 Cold Damage)
- 6 – Gold (+10 vs *Reflex*, 5 Ongoing heat damage, save ends)

The flower attacks can only be disabled via the runes.

A DC 20 *Perception* check will reveal a prismatic arrangement that is the **Floral Arrangement**. Also, in the corner is a *jar of steam*. (AV 174)

Notes:

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32. Formal Sitting room

The walls of this room are lined with pictures and tapestries. The images depict horrific scenes of undead with a larger than life central figure. Around the room are several nice chairs arranged in small groups with small tables intermixed. On the tables are several bottles of brandy and glasses.

A DC 25 *Arcana* check will reveal that the brandy is magical (as would *detect magic*). The brandy, if drunk, will restore a single daily power. There is enough magical brandy for 2 drinks.

Notes:

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33. Fountain Room

A mermaid fountain dominates the southern wall of this room. Closer inspection reveals that the mermaid is a caricature of Lloth.

A DC 20 *Perception* check shows that this is not really a fountain. It is a urinal.

Notes:

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34. Tomb Room

Two ornate tombs rest in the middle of the floor. A single, large, rotting guardian stands between the two tombs.

Once anyone touches the guardian or tombs, the cadaver golem will attack and the tomb motes will exit the tombs and attack.

The bottom of each tomb is coated in **Tomb Dust**.

Notes:

Encounter 17

35. Fire Pit Room

Two large fire pits are in this room. Smoke rises from each pit and sparks and ashes dance throughout the room.

A DC 25 *Perception* check reveals that each pit has a hidden little door on the outside. Opening the door reveals a small control panel.

The dial on the north pit is a combination lock. It requires 3 *Thievery* successes at DC 20 out of 5 attempts. If successful, the fire will go out.

The dial on the south pit is some kind of control. It requires 3 *Dungeoneering* successes at DC 20 out of 5 attempts. If successful, the fire will go out.

Once the 2nd pit goes out, the characters will hear an audible “click” coming from the stairs in 36.

Notes:

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36. The Rotisserie

These spiral stairs head up. They are shiny.

A DC 25 *Perception* check reveals that there are several small holes in the walls, and that they are slightly scorched.

If the pits were not disabled in area 35, then once a character is halfway up the stairs, flames will shoot out of the walls.

Flame Trap (Aura for entire stairway, 10 fire damage)

Notes:

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37. Beauty is in the Eye...?

A fire rages in the fireplace underneath a mantle crowded with knick-knacks. This would normally be the first thing that would catch your eye if it wasn't for the 2 ballistae and beholder in the middle of the room.

The beholder has kicked out the former residents and taken up here. He doesn't want to leave. If the mantle is checked, they will find that one of the knick-knacks is a **Flask of Reanimaton***. Another one is an *amulet of false life* +2. (PH 249)

Notes:

Encounter 18

0. Genoa Harbor

The small town of Genoa Harbor is steeped in a thick fog. Very little activity seems to be going on this late at night. One large building in the middle of town, however, seems to be a hub of activity, its noise and light penetrating the otherwise soupy mist.

Welcome to Genoa Harbor! Once the characters enter Genoa Harbor proper, have anyone with *Religion* skill make a DC20 check. Those that succeed will realize that the fog has the taint of Lloth associated with it. The drow parties get a +5 move silently and +5 hide bonus while they are outside in Genoa Harbor. Note that this effect does not apply indoors.

Notes:

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1a. Dwarven Dance Hall

Loud music comes from this well lit hall. Inside, several dwarves are drinking and dancing.

The drow will be met with suspicion should they enter. If they attack, the dwarves will defend themselves. However, the dwarves are not looking for a fight. Instead, when the party enters, the dwarves will start to tease the drow, and will offer up challenges of arm wrestling, darts and drinking games. Each challenge costs 1GP.

Arm Wrestling (DC 20 *Strength* Check – 3 successes in 5 attempts)

Drinking Game (DC 20 *Constitution* Check – 3 successes in 5 attempts)

Darts (DC 20 *Dexterity* Check – 3 successes in 5 attempts)

If the party loses, they lose the gold. If they win, they get 1GP, and one piece of the following information:

Room 1b will be inaccessible unless all the dwarves are killed. A DC 25 *Perception* check will reveal the secret door. One of the dwarves will have the key. Inside are several barrels of fine dwarven ale, a *potion of vigor, lvl 9* (AV 189) and **1 GP**.

Notes:

Encounter 19

2. Mayor's Office

The dark-oak walls of this office are lined with sturdy looking filing cabinets. In the middle of the room, atop thick carpet, sits an oaken partner desk with a fine leather chair on each side. One side of the desk is littered with papers, pens, ledgers and even what looks like an old lunch. The other side is meticulously clean and organized; you can see your own reflection in the brass fittings, while the fixtures on the other side are quite oxidized.

The door, is of course locked. (DC 19 *Thievery* or DC 20 *Strength*) It also has a mechanical trap. (DC 20 *Perception*, DC 20 *Thievery*) The secret door can be found with a DC 20 *Perception* check.

If searched, the mess on the desk contains a bill for sewer repair that reveals **Location: Sewers.**

The file cabinets have nothing of note in them. However, one of the drawers on the clean side of the desk contains **1 GP** and a note from Vyrxo, a priest of Vhaerun, requesting fine silks for the burial of an acolyte killed in battle. This will reveal **Location: Crypts of Vhaerun.** The desk drawers on the clean side are coated with a contact poison. (DC 20 *Perception*). Characters touching the poison with exposed flesh need to make a DC 20 *Fortitude* Check or take 5 ongoing poison damage. (save ends) If the dirty side is searched, they will find a *potion of vitality* (PH 255) in one of the drawers.

Notes:

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3. The Sausage Factory

Several carcasses of unidentifiable animals hang in lockers on each side of the room. Stacked in the back of the room are several sausage cylinders. Two demons are in the middle of the room, wearing chef's hats and wielding cleavers. They are apparently making sausage.

The demons are happy to have new meat for their sausage. Once dispatched, one of the demons will be carrying **The Sausage Maker***.

Notes:

Encounter 20

4. Smithy

This small building houses a forge, and anvil and several tools. Currently, the fires are unlit.

Clang.

Notes:

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5. Paco's

The lights from Paco's seem to cut through the mist; it seems a little less dreary here.

5a. Tavern Room

Several patrons are seated at tables and the bar enjoying food, drink and games of chance. A fat man stands behind the bar, serving drinks and the occasional bar maid whisks thru a door behind the bar, bringing in trays of food. A cozy fire burns along one wall. You have arrived at Paco's. Welcome.

The gambling taking place in this room consists of small-time games of chance, played for drinks or small change. If the characters are serious about gambling, Paco will be happy to inform them that serious games of chance are just through the back doorway. Entrance can be purchased for 1 GP. A **Flask of Paco's Mead** can also be purchased for 1 GP.

Shortly after arrival, one of the bar patrons will attempt to pick pocket a member of the party and will be caught. What follows is a skill challenge.

If the party accuses the patron of pick pocketing, the room will grow suddenly tense and quiet.

1. A successful DC 20 *Insight* or *Perception* check will reveal that the patrons are prepping, both emotionally and physically, for a fight. A successful check grants a +1 circumstance bonus to the rest of the checks.
2. The fight can be diffused by either *Intimidation* or *Streetwise*, or *Bluff* and *Diplomacy*.
3. For *Diplomacy* or *Bluff*, the party needs to have 3 successes at DC 20 out of 5 attempts.
4. For *Intimidation* or *Streetwise*, the party needs to have 3 successes at DC 25 out of 6 attempts.

Should the challenge succeed, the patron will mumble something about "those damned underdwellers" and move on. If the challenge fails, he will take a swing at one of the party. This will start a mass bar fight. The 5 angry mob swarms will attack the party.

5b. Kitchen and Storeroom

For a kitchen, this room is remarkably sparse and clean. There is a pile of clean trays and dishes sitting next to a strange looking iron machine. Green smoke gently wafts up from the sides of the machine.

The machine is a new fangled dishwasher and cooking machine put together by a clever gnome engineer. If the characters really want to search this, tell them that there is a compartment for water and food, another for dishes and a third that has some green sludge in it.

The secret door is a DC20 *Perception* to find, and a DC 20 *Thievery* to open. If the barmaid is in here, she will politely ask the characters to leave. If they do not, 2 angry mob swarms will show up to escort them out of the building. A successful DC 18 *Diplomacy* check will keep her from sounding the alarm. Add +5 to the characters' rolls for every 1 GP they use to tip her.

The grate leads to room 8 in the Sewers. If the characters take this route, give them **Location: Sewers**. The grate is locked (DC 20 *Thievery*), or can be forced open with a DC 20 *Strength* check.

5c-5d. Hallway

Gas lanterns light these two corridors. Several closed doors are on either side of the hall.

The secret doors at the ends of 5d can be found with a DC 20 *Perception* and opened with a DC 20 *Thievery* check.

5e. Linen Closet

This closet is full of linens and cleaning supplies.

Nothing here.

5f-5g. Gambling Rooms

Several chairs surround a large, round wooden table. To the side of the room is a small cart with a few pitchers and several glasses.

Should the characters decide to gamble, they will be brought to one of these rooms and will partake in a game of chance. You should use Three-Dragon Ante or Liar's Dice. If the house wins a round, the players must pay 1GP. If the house loses, the players gain **1GP**. If the players elect to play dice, they will notice that they dice are **Gambling Dice**. A DC 15 *Thievery* Check (Sleight of Hand) is required to pocket the dice.

5h-5j. Guest Rooms

These rooms contain a bed, a small table and chair and a chamber pot. They appear to be vacant.

They are, in fact, empty at the moment.

5k. Guest Suite

This room is lavishly decorated with a four-poster bed, satin sheets and velvet upholstered furniture, although on closer inspection, the furnishings are a bit worn and slightly dated (by Drow standards, at least)

A semi-wealthy merchant is staying in this room. He is currently out in the tavern area eating dinner. Should the characters linger in this room for more than 10 rounds, there is a 10% chance per round that the merchant will return, with 2 angry mob swarms in tow.

The merchant has a few items of value that can be found. (DC 25 *Perception*) He has **1 GP**, and a ***Pearl of Power, Daily***, in a small dresser. There is also a map to the Broken Oar Caverns. **Location: Broken Oar Caverns**.

5I-5m. Guest Rooms

These rooms contain a bed, a small table and chair and a chamber pot. They appear to be vacant.

They are, in fact, empty at the moment. However, one of the guests left something behind. A DC 20 *Perception* check will reveal a ***potion of clarity, lvl 5*** (AV 188) and **1 GP**.

Notes:

Pearl of Power, Daily – Restore one expended daily power. Daily Encounter 21

6. Ellard's General Goods

This appears to be a general store. All kinds of mundane items, from food to clothing can be purchased here.

Several types of goods are to be found here. A casual search will turn up a some flatbread, Whole-grain Dijon Mustard, Carnitas, Red Jello, Chipotle Mayo and Squid Suction Cups. It also turns up an old delivery order. **Location: Altar of Flame.**

Notes:

7. Esmerelda's House of Fortune

A sign hangs outside this dark building, portraying an orb, a cup of tea and fortune cards.

7a. Parlor

A few overstuffed chairs flank a small table. The room's floor is covered in a deep purple carpet, and the windows have thick drapes. Two dark rooms, with curtains for doors are in the back of this room.

Once the characters enter the room, Esmerelda herself will greet the players. She will offer up her fortune telling services for 1GP per reading. A DC 20 *Perception* check shows a small bowl with blocks of **Parlor Incense** in it. The bowl also sits on top of a piece of paper that is a map. **Location: Tombs of the Ancients.** Either Esmerelda needs to be out of the room, or the players can try a DC 20 *Thievery* (Sleight of Hand) check to steal the Incense.

7b-7c. Fortune Telling Rooms

The room has two chairs, a small round table and a crystal ball. A single candle dimly lights the room.

If the characters decide to have their fortune read, they will be taken into one of these rooms. They will be told that they are conflicted beings, and that in order to master the conflict, they will have to beat their own inner demons. The characters at this point must make a DC 20 *Will* check. If they succeed, they see an image of Lloth in the crystal ball. It hovers over them, controlling them like a puppet. The Elistriee appears and cuts the strings. The image fades.

If they fail, they see the same image and are then sucked into the ball. They must face themselves as an opponent. However, once they do any damage to the opponent, they will be released. If they die, however, they are forever gone.

Notes:

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8. Constable's Office

A sign depicting a badge and a sword hangs outside the door of this small office. This is obviously the office of the constable.

The door is locked and is a DC 25 *Thievery* check or a DC 25 *Strength* check to open. Once inside...

In the middle of this office is a big desk covered with papers. Behind the desk is a large leather chair. Books and ledgers fill the bookshelves along the walls, except for one area, where there is a rope, some shackles and a whip.

If the papers are ruffled through (DC 20 *Perception*) the players will find 2 arrest warrants for a drow. A DC 20 *History* or *Streetwise* check will reveal that on the surface, it's likely that any drow will do to fill the warrant. They will also find a *potion of vitality* (PH 255) labeled, "Dispense after Interrogation".

Notes:

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9. Gaffer's House of Flatbread Meat Sandwiches

Links of sausage hang in the windows. Racks of bread and other food are behind a counter that has a cutting board and cutlery.

Behind the counter a corpse lies face down on the floor, killed by a single crossbow bolt to the back. After the players discover the corpse, there is a 25% chance each round that the town's posse will show up to confront the characters. If the characters are caught ransacking and/or looting the place, they will need to explain. In order to convince the mob that they are innocent, they will need to make a DC 25 *Diplomacy* check. If it fails, 2 angry mob swarms will attack.

Notes:

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10. Closed Tobacco Store

Most of the shelves in this once-magnificent store are empty and dusty. A few odds and ends, like stale tobacco and pipe cleaners are in some old jars. The furniture is also dusty and in bad repair.

A quick search (DC 15 *Perception*) will reveal paperwork that shows the location of the last delivery made by the store. This will give the party **Location: Temple of Vhaerun.**

In one of the jars (DC 18 *Perception*) is a pipe. It is a *pipe of charisma*. Another jar contains a *potion of vitality*. (PH 255)

Notes:

Pipe of Charisma: If smoked, grants the smoker a +1 charisma bonus for 4 hours. *Daily*

11. Sewer Grate

Discolored fluid flows from the inn and the street and drains in this rusty grate.

The grate can be lifted out of the ground with a DC 20 *Strength* check. If the party goes down the opening, they get **Location: Sewers** and end up in area 4 of the sewers.

Notes:

12. Sewer Exit

Dark sludge trickles out of this cave opening to sink into the harbor. A fetid breeze swirls around the opening.

This is another entrance to the sewers. If the characters proceed into the cave, give them **Location: Sewers**. They will eventually end up in area 1 of the sewers.

Notes:

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13. Wastin' Time

The mist here is so thick you can't even see the end of the pier jutting out into the bay. There is a building right next to the dock, and two ships are berthed here, one on either side. The ship on the right appears to be a warship, while the ship on the left seems to be a merchant vessel. Also, two smaller boats are beached on the shore by the water, and something appears to be out in the middle of the bay, as some lights can barely be seen.

Other than a big concrete dock, there is nothing directly here, although that could change if the players are smart or stupid.

Notes:

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14. Harbor Master's Office

The second story is a little hard to make out, due to the heavy mist. A stout wooden door is closed and locked and appears to be the only way in. A small sign is on the door.

The door is locked (DC 20 *Thievery*) and trapped (DC 20 *Perception*, DC 20 *Thievery*). If the trap is sprung, two angry mob swarms will arrive in 10 rounds. The sign says, "Return at 10am".

14a. Main Office

A wooden counter stretches across the width of the room, blocking entrance to the back 2/3 of the office. Behind the counter are several desks, and waist high filing cabinets line the walls. A door is on the back wall, and a set of stairs leads up and down. Also on the back wall is a huge portrait of what looks like a captain on the icy deck of a ship in cold waters, holding an empty glass and looking out over the sea. Underneath the painting is a bookshelf full of literary works.

The bookshelves contain multiple copies of the works of Samuel Taylor Coleridge. Anyone with *History* skill will have heard of Coleridge as a famous Waterdhavian author. A DC 15 check will reveal that all of his works are here, except "Rime of the Ancient Mariner".

If the room is searched thoroughly (DC 25 *Perception*), the party will find some invoices. This will reveal the location of the Altar of Flame. **Location: Altar of Flame.**

14b. Store Room

This small room is filled with filing cabinets and a coffee service.

Nothing of note in here.

14c. Harbor Master's Private Office

This room has thick carpet, an oak desk on the western wall, a sturdy leather chair behind the desk and 2 plush chairs in front of the desk. A small bar is also along one wall.

The desk is locked (DC 25 *Thievery*) and trapped (DC 25 *Perception*, DC 25 *Thievery*). If the trap is set off, the carpet around the desk within a 10' radius turns to glue. Two angry mob swarms will arrive in 10 rounds. Inside the desk are **2GP**.

Glue Trap (+10 vs. Reflex, target is immobilized, save ends)

14d. Sub Basement B

A few rickety desks and chairs are along one wall. Several stacks of crates are piled in the middle of the room. Small scurrying sounds can be heard. A handwritten note is tacked to the western wall.

The sign reads, "Beware of the Leopard". If the area is searched, a secret door (DC 20 *Perception*) will be found.

14e. Sub Basement A

This room is noticeably cooler than the other basement room. A bamboo door is to the south. A cool breeze can be felt coming from the door. A single, small crate lies on the floor.

The crate contains a *potion of vitality*. (PH 255)

The secret door leads to area 14d in the harbor and can be found via a DC 25 *Perception* check.

The bamboo door leads to area 12 of the caverns. **Location: Broken Oar Caverns.**

Notes:

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15a-15b. Long Boats

Two boats are beached here. They look like they could be safely handled by anyone with any seamanship skill. Yep, these look like sturdy, quality boats.

This is an excellent time to test out swimming and seamanship skills. 15b is a fine boat. 15a has a leak. The leak in 15a will become evident once the characters are 50' from shore. It will burst suddenly and the boat will sink in 3 rounds, unless action is taken. For your reading pleasure, see page 84. The DC for the swim will be 10.

Notes:

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16. Sea Mist

The deck of this warship does not appear occupied. The mist here plays strange tricks on your vision, as the ship seems to actually shimmer. The words “Sea Mist” can be seen on the bow, along with a figurehead that looks like a hydra.

The ship is protected by a warding spell. A DC 15 *Arcana* check will reveal this. It can be dispelled by *dispel magic*, but casting one here would surely draw the attention of the crew guarding the Sea Spray (area 17). If the characters do manage to board the ship, the cargo has all been unloaded. There is nothing of real value on the ship.

Notes:

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17. Sea Spray

This appears to be a rather nice merchant vessel. It also appears to be empty and unguarded. The words “Sea Spray” can be seen near the bow along with a figurehead that looks like a hydra.

If the characters attempt to board the ship, they will be politely told by crewmembers to leave. If the characters persist, the crew will attack.

17a. Poop Deck (heh, he said poop)

This is the poop deck of the Sea Spray. The ship’s wheel is here.

If they steal the ship for any reason... this is where they will steer it, assuming they can get the sails up, the ship untied, etc. Just don’t steal it.

17b. Captain’s Quarters

This is the quarters of the captain of the vessel. There is a chart table, several chests and a nice hammock. There is also a closet. Two small windows are astern to give a nice view of the water.

17c. Fo’castle

The front of the ship. The prow can be accessed from here.

17d. Main Deck

A cabin is afore and astern, and a cargo hold can be seen below.

17e. Crew’s Quarters

Small chests and hammocks are everywhere in here. It’s hard to believe that so many can fit in here at once.

17f. Officer’s Quarters and Mess

A few hammocks are slung across the bulkheads. There are also some tables, chairs and mess equipment here.

17g. Upper Cargo Deck

This appears to be where cargo that needs to stay drier is stored. There are crates and barrels here.

17h. Upper Cargo Deck Aft Cabin

This storage area is currently empty.

17j. Lower Cargo Deck

This deck is full of ore carts, full of ore. There is a half-inch of water in the bilge.

Those with any metallurgy knowledge can identify the contents as iron ore.

17k. Lower Cargo Deck Aft Cabin

This cargo area is empty. A half-inch of greenish water is in the bilge.

There is **1 GP** in the water.

Notes:

Encounter 22

18. Sea Lion

As you approach this warship, you are hailed by a shout of “Who goes there?”

Fortunately for the party, the visibility is such that by the time the party is noticed, there are too close for the siege engines on board the ship to be used. Have the party talk their way on board, role play this and use a DC 20 *Diplomacy* check to get on board. If the encounter goes badly, the crew on board will attempt to repel the boarders. Note that the Sea Lion is currently at anchor and is not fully crewed.

18a. Poop Deck

Two ballistae mounted on pedestals are mounted here, right behind the ship’s wheel.

There are 20 bolts stacked here for use.

18b. Fo’castle

Two catapults occupy most of the deck.

There are 10 loads of ammo here.

18c. Main Deck

Doors to cabins lie fore and aft. Four ballistae are on each side, port and starboard. Stairs lead aft to the poop deck and ladders are fore to the fo’castle. Four cargo openings have ladders which descend into the ship bowels.

This is most likely where the fighting will take place.

18d. Captain’s Quarters

This is obviously the Captain’s quarters. An elegant globe sits next to a chart table. Next to an actual bed is a small chest on the deck.

The chest is the physical puzzle chest and contains Living Line ^{*}.

18e. Officer’s Quarters

Three hammocks are slung across the bulkheads. Three small desks are also built into the bulkheads.

One of the desks belongs to the First Mate.

18f. Foredeck

The prow can be reached from here.

18g. Magazine

Several boxes are piled high in this cargo hold. Two doors lead forward.

This is where all the ammo for the ballistae and catapults are stored. Several of the crates contain flammable material that is fired from the catapults. If, for some reason this area is set on fire, there is a 10% cumulative chance per round that the magazine will explode, causing 6d6 damage to everyone on the ship and effectively sinking the ship in 3 rounds. The ship will split in half. Everyone on the ship must make a DC 20 *Acrobatics* check or be knocked down. This would basically suck.

18h. Food storage

There are barrels of water and food and crates stacked here.

The barrels and crates contain food and water and other perishable supplies. There are 2 *stonemeal biscuits* (AV 192) in one of the crates.

Notes:

Encounter 23

1. Harbor Sewer Entrance

Thick, slimy effluent slowly flows out into the harbor from a slime coated opening, covered in reeds.

The liquid is foul smelling, but harmless

Notes:

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2. Ugh, an Otyugh!

A slimy, wooden bridge crosses a stagnant pool of sewage. A small outcropping of rock is in the middle of the pool. A small crate can be seen on the little rocky island. Several rats can be seen on the skittering around on the slime covered island.

There are 2 otyughs that are hiding in the slime here. They will try to wait until one or more of the characters are either in the sludge or distracted to attack. They are hungry and are tired of eating rats.

The crate is actually a **Rat Trap**. Inside the rat trap is a *potion of vitality*. (PH 255)

Notes:

Encounter 7

3. Intersection

Three rivers of sludge meet here.

Nothing much here.

Notes:

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4. Treatment Pools

Intermittent streams of fluid drip from various spots on the ceiling and fill this pool. A rocky path crosses the middle of the pool. The pools here seem to have a different consistency than the rest of the sewers.

A *Perception* check reveals the following:

DC 20 – The pathways here seem to be a lot cleaner than the rest of the sewers

A *Dungeoneering* check, if the clean pathways are noted will reveal

DC 20 – It looks as if the pathways have been cleansed. Slimes and oozes often will do this.

DC 20 – In the NE alcove there is a small, slimy chest.

DC 25 – There is a slimy smear beside the pathway. A DC 20 *Dungeoneering* check will show this to be an ochre jelly.

The streams of fluid come from the town above and consist of raw sewage. The pools here have been treated with magic to break down the sewage, but it is unevenly distributed. A detect magic will show this area as being infused with minor enchantments. Anyone who enters the pool will take 5 points of ongoing damage. (save ends)

The chest is locked (DC 20 *Thievery*) and covered in Toxic Slime. Inside the chest are several **Flask of Sewage Treatment**.

Toxic Slime (+10 vs. Fortitude, 5 ongoing damage and target is immobilized, save ends)

Notes:

Encounter 8

5. Sewer Smoothie

A huge whirlpool swirls around in the middle of the pool, mixing all the ingredients together to a nice soup.

A *Perception* check reveals the following:

DC 20 – the pathways are very narrow, covered in slime and slippery.

At the bottom of the whirlpool is a set of blades that chop the sewage. The small pathways here are very slippery. A DC 15 *Acrobatics* check is required to stay on the pathway. If the character is crawling, they get a +5 circumstance bonus to the check. Otherwise, the character will fall into the water. Any character that falls into the water must make a DC 15 *Athletics* check, or will be pulled into the blades. Three failures before getting out of the water means that the character is pulled into the blades. Three successes means the character has gotten out of the water. Once pulled into the blades, reset the failure/success count. The characters will continue to be attacked by the blades until they pass an *Athletics* check. However, if they fail three times again, they will be pulled back into the blades. Once upright, the character must then make the *Acrobatics* check to stay on the pathway.

Blades (+18 vs. AC, 3d6 damage)

Notes:

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6. Bend

Debris has collected in this bend in the sewer.

Nothing here but a pile of “sewage debris”.

Notes:

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7. Clear Pool

The water, while still discolored, seems a little more clear and pure here.

Any character that enters the water can spend a healing surge +15.

Notes:

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8. **Fallen Timber**

A couple of pipes discharge their contents into the sewer here. The sludge slowly makes its way out of the chamber. A set of stone stairs leads up to a grate on the eastern side of the cavern. At the foot of the stairs are several crates. A couple of sickly, tree looking vines occupy the NE corner of the room.

One of the tree vines is actually a horrid timber. A DC 25 *Nature* check reveals this.

In one of the crates, wrapped and neatly folded is the **Cloak of the Rat Catcher*** and a *battle standard of healing*. (AV 180)

The stairs lead to area 5b in Genoa Harbor. If the party takes the stairs to the Inn, they will gain **Location: Genoa Harbor**.

Notes:

Encounter 9

9. Sanitizer

The sewage flows straight through this passageway.

Three rounds after a party member had entered the passageway, the trap in here will activate. A fine mist will fill the room for 5 rounds.

A DC 25 *Perception* check will reveal a small lever in the NW corner. If pulled it will disable the mist immediately.

Mist Trap (+10 vs. Fortitude, 5 ongoing damage, target blinded, save ends)

Notes:

Trap!

10. Something Shiny

Two small rocky spires are in the middle of this stream. Something shiny appears to be on one of them.

The shiny object is a small metal box. It contains 2 *dust of power restoration*.

Notes:

Dust of power restoration – restores 1 used daily power

11. Corner

Sewer debris collects in the bend in the stream here.

Other than some sewage debris, nothing really here.

Notes:

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12. Sub Basement A

This area looks like a finished basement. A bamboo door is to the south. A cool breeze can be felt coming from the door. A single, small crate lies on the floor.

The crate contains a *potion of vitality*.

The door leads to area 14d in the harbor and can be found via a DC 25 *Perception* check.

Notes:

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13. Spear Me the Details

Four cavern passageways intersect here. A small rune seems to be inscribed on the floor before the intersection.

The spots marked with a “B” are small inscriptions in the floor. Each rune, when read, performs a small ritual to dispel magic. If all 4 runes are read, the invisible fields on the walls disappear, letting 100’s of spears loose in the area between the runes.

A DC 25 *Perception* check reveals hundreds of small holes in the walls. If someone tries to stick something in the hole, something invisible will block it.

Rune Trap – each rune can be read with a DC 15 *Arcana* check. Each rune, when read, weakens the fields. Once the field is weakened, it can then be checked with a DC 25 *Arcana* check, which will reveal that the runes anchor a shielding spell. If all 4 runes are read successfully, then anyone in the area between the runes will be subject to the trap’s attack.

Rune Trap Attack (+10 vs. Reflex, 4d6 damage)

The stairs at “A” lead to area 15.

Notes:

Trap!

14. Pedestal Room

An unusual rock formation creates a natural pedestal in the middle of the room. Natural steps can be used to reach the top. Atop the pedestal is what appears to be a Kobold scouting party clearly looking for something. Oh, by the way, they seem to have a giant with them, too. They seem to have found you!

The kobolds are looking for Underdark Crystals. They seem to have not been interested in the **Black Peat Moss** that is growing near the walls of this cavern.

Notes:

Encounter 10

15. Stalagmites

A large, flat-topped stone mound is in the center of this room. Two stalagmites are on top of the mound. The cavern floor is slightly concave and contains about half an inch of water.

Other than being cool, there is nothing here.

Notes:

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16. Zip Line

A huge chasm is here. It appears bottomless. It looks to be a good 50 feet or so to the other side. A small ledge protrudes out over the cavern about 5 feet on each side. Each ledge has a lion's head carved into it. A cable, with a transom on it runs the length of the chasm and is attached to the lions.

A DC 25 *Perception* check reveals the following:

About 10 feet down there is a fine mesh that stretches the entire length of the chasm.

There is a small cylinder on the transom. Applying weight to the transom pops the end off the cylinder.

A DC 20 *Dungeoneering* check will reveal that the cylinder is a small explosive.

If weight is applied to the transom, it will activate the cylinder, propelling the transom person at 60 squares per round. At the same time, the transom line will dip, with the effect of smashing the unlucky person into the far side of the chasm. A DC 20 *Acrobatics* check will allow the rider to let go, where he will fall harmlessly into the net. Otherwise, he will take 3d6 damage from the impact.

The net can be traversed safely. The transom will be on whatever side the party first enters the room from.

The lion on the west side has a small jar in one of the eye sockets. It contains *keoghtom's ointment*. (PH 254)

Notes:

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17. Mineral Cavern

This cavern is filled with small stalagmites. Most of them have multi-colored veins of ore winding through them.

Upon closer inspection (DC 20 *Perception*) there is **1 GP** in one of the stalagmites.

Notes:

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18. Caverns Entrance

If you didn't know the entrance was here, you'd completely miss this vegetation-blocked opening. Once you get inside, you see a small ore cart.

There is a small chest inside the ore cart. If someone touches the chest, the ore cart suddenly lurches forward, requiring a DC 25 *Acrobatics* check to avoid being pulled into the cart. The cart careens down area 18, through area 17 and stops just shy of the chasm in area 16 as it catches on a small stalagmite. Anyone next to the cart needs to make a DC 18 *Acrobatics* check, or take 2d6 damage from the blades that appear on the sides of the cart. Additionally, anyone in front of the cart must also make a DC 18 *Acrobatics* check or get run over for 2d6 damage. Anyone in the cart should make a DC 20 *Perception* Check. If successful, he will hear the chest begin to tick.

Once the cart comes to rest, the chest will explode 1 round later.

Cart Explosion (+10 vs Reflex, Blast 2, 3d6 damage)

Notes:

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19. Crystal Cavern

Several of the formations in this cavern are made from a clear, crystal-like substance. The light is refracted through these crystals creating a dazzling display of colors and patterns. These are clearly formations of Underdark Crystals.

Upon closer inspection, these are not the Underdark Crystals. They are fool's underdark crystals.

Notes:

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20. Intersection

In the middle of the intersection is a 10-foot deep chasm. It appears that there are enough hand and foot holds to navigate it safely.

Easy to navigate.

Notes:

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21. Smooth Cavern

The floor of this cavern is unusually smooth. The floor is also slightly concave. A couple of the smaller cavern enclaves also appear quite smooth.

This cavern used to be the home of a destrachan who was killed 2 years ago.

Notes:

22. Holey Cavern

Several small holes are in the walls of this cavern.

One of the holes (DC 20 *Perception*) contains a *flame rose*. (AV 194)

Notes:

--

23. Walkways

An elevated stone walkway is in the center of this room, with stairs leading up to it.

A DC 25 *Dungeoneering* check will reveal:

The walkways are unstable.

If a character climbs on the walkway, there is a 25% chance per round that the entire walkway will collapse. Any characters on the walkway must make a DC 20 *Acrobatics* check or take 2d6 damage.

Notes:

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24. Holey Cavern 2

Several small holes are in the walls of this cavern.

A *Perception* Check reveals the following:

DC 20 – One of the holes has a needle in it.

Needle Trap (+10 vs Fort, 5 ongoing damage, save ends)

Notes:

--

25. Dragon Hoard

A huge pile of treasure sits in the SE area of this room. However, a green dragon is perched upon it.

The treasure is gold, but has been fused together and into the stone. It can't be removed. This still doesn't stop the green dragon from attacking the party. However, near the back of the hoard, just recently added, it seems, is a *battle standard of might*. (AV 179)

Notes:

Encounter 11

26. Long Passageway

Several small holes are in the walls of the passageway.

The holes are empty.

Notes:

--

27. Duergar Mining Party

You've entered into the real treasure of these caverns. Underdark crystals are everywhere in this cavern. However, a Duergar Mining Party already appears to be harvesting them.

These are the real **Underdark Crystals**. However, the duergar party here will have something to say about that.

Notes:

Encounter 12

1. Altar of Flame Entrance

An ornate entrance is barely visible through all the underbrush and foliage that has overgrown the temple entrance. Brushing aside some of the plants reveals what used to be heavy, wooden doors that are now no more than piles of kindling.

If the characters look carefully, they will notice that there used to be 4 sets of wooden doors. A DC 20 *Dungeoneering* check will reveal that while the three outer doors appear to have disintegrated naturally, the inner door (leading to room 2) appears to be newer wood, and seems to have been hacked apart.

2. Inner Entrance

In the middle of this 4-way intersection is a small table with a smashed idol on it.

A DC 20 *Religion* check reveals that the smashed idol is a likeness of Pelor.

Notes:

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3. Altar of Flame

A huge golden cross sprouts from the middle of an enormous white porcelain altar, almost touching the frescoes painted on the surface of the cavernous ceiling. The frescoes on the walls and ceiling depict images of the sun and bountiful harvest fields. Several undead, including a scimitar wielding skeleton, seem intent on defacing the altar.

A *Religion* check will reveal the following about the room:

alignment

DC 15 – The images in here depict Pelor
 DC 20 - The altar has been consecrated and gives a bonus to those of good

ritual

DC 30 – Temples of Pelor often house defenses against those of evil alignments
 DC 30 – The demon image on the portal is the result of a powerful alteration

A *Perception* check will reveal the following:

DC 20 – the circular image of the demon in the back of the room is a secret door
 DC 30 – There are two faint tracks of scuffmarks on the floor behind the altar

The undead in the room will cease their activities and move to attack the intruders.

In the middle of the cross is the **Torch of Truth**.

On the back wall, behind the altar is a secret door, (DC 20 *Perception*) in the form of a rotating disk. It used to depict a sun image on either side. However, the forces attacking the temple managed to defeat the image on one side, the side facing the altar, and it now depicts a demon. A DC 20 *Religion* or *Arcana* check will show that this face is a portal guardian and will inflict damage on any non-evil presence that tries to use the doorway. Since the party is all drow, this should not pose a problem.

Underneath the altar is a set of stairs that lead to room 19 in the Tombs of the Ancients. The controls to move the altar can be found in room 4, behind the portal. At the top of the stairs is a *potion of vitality*. (PH 255)

Notes:

Encounter 1

4. Altar Control Room

A dead human, clad in black robes lies in the middle of a corridor which leads to a room tiled in colorful mosaics. The area is lit by brilliant sunlight that seems to come from the sun image on the portal.

A *Perception* check will reveal the following:

DC 20 – The dead human seems to be unnaturally sunburned

DC 25 – The far wall of the mosaic room conceals a small lever that controls the altar in room 3, sliding the altar forward to reveal the stairs

Inside the dead human's robes is a map that reveals the way to Genoa Harbor. **Location: Genoa Harbor.** He also has **1 GP** and a *desert rose*. (AV 193)

If the lever is thrown in the mosaic room before the portal is disabled, the portal will be activated and attack. Similarly, if someone who is evil attempts to traverse the portal before it is deactivated, it will also attack.

Portal Trap (+12 vs. Will, 1d4 Wisdom damage)

The portal can be disabled one of two ways. The first is to use *dispel magic* (DC 20). The second is to engage and defeat the portal. To defeat the portal the party must do the following:

2 DC 25 *Arcana* checks in 5 attempts

2 DC 25 *Religion* checks in 5 attempts

2 DC 25 *Thievery* (Disable Traps) checks in 5 attempts

Once this happens, the portal is disabled for 5 minutes. Only a *dispel magic* can permanently disable the portal.

If the portal is disabled in one of the above two ways, the **Tome of Infinite Knowledge*** will appear, hovering, two feet in front of the portal at eye level, there for the taking.

Notes:

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5. Antechamber

The floor is covered in mosaics glorifying Pelor. Soft light from the walls illuminates the room.

A DC 15 *Arcana* check reveals that the light is a continual light spell cast on each wall.

Notes:

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6-7-8-9. Gargoyles!

The upper reaches of the walls and ceilings in these rooms are shrouded in mist and darkness. Several of the wall tiles, paintings and statues that decorate these rooms have been destroyed and tossed about, as if the rooms have been ransacked and holy items have been wantonly destroyed.

A DC 20 *Perception* check will reveal shadowy statues high above near the ceiling. These are gargoyles.

Notes:

Encounter 2

10. Antechamber

The floor is covered in mosaics glorifying Pelor. Soft light from the walls illuminates the room.

A DC 15 *Arcana* check reveals that the light is a continual light spell cast on each wall.

Notes:

--

11-12-13-14. Angels

Several statues of Pelor sit on bases near the outer walls. The mosaic floor, however, has been scuffed up. Several recently dispatched undead lie on the floor here throughout these rooms. It appears as if a battle has just taken place!

The angels are congregated in Area 14, conducting a cleansing ritual against the undead they have just dispatched. A DC 25 *Perception* check from area 13 will reveal strange, harmonious voices from area 14. If heard, a DC 25 *Religion* check will reveal that it is a holy cleansing ritual.

The Angel of Protection carries the **Consecrated Mace**, 1 GP and a *feybread biscuit*.
(AV 191)

Notes:

Encounter 2

15. Cave Entrance to Tombs of the Ancients

Dead vegetation completely covers the entrance to this cave. If you didn't know that a cave was supposed to be here, you'd have missed it completely.

This is the outside entrance to the Tomb of the Ancients.

Notes:

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16. Just a cave

Water drips down the walls of this cavern, creating echoes throughout the cave.

A DC 20 *Perception* check reveals that the cave wall by area 17 is a fake. It is made of strips, like bars, that can be pried apart and passed through. Once they are released, they will go back to their original form.

Notes:

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17. Spiral Staircase of Death

A rusty portcullis blocks the path to a dark, foreboding spiral staircase. A cool, damp breeze blows from the stairway through the portcullis.

A *Perception* check reveals the following:

- DC 15 – The staircase side of the bars are covered in small spikes
- DC 20 - Near the portcullis, on the cave side, is a small switch that unlocks the gate
- DC 25 - The first step of the staircase is a pressure plate, and there appears to be a small seam that runs up the middle of the entire staircase. The plate triggers a trap. (see below)
- DC 30 – The small spikes are made of a contact explosive

The gate can be opened easily if unlocked, otherwise

DC 20 *Strength*

DC 20 *Thievery* (Open Locks)

The traps can be disarmed with a *Thievery* (Disable Traps) check

DC 25 – pressure plate

DC 30 – contact explosive spikes

The staircase leads to the door just outside of area 26.

If the trap is activated, via the pressure plate, the following will happen. Starting at the top of the staircase, a floor to ceiling spinning pole, with blades, will follow the seam in the staircase, travelling the full length. The portcullis, unless specifically disabled, will slam shut. This will happen 2 rounds after the plate is triggered.

Bladed, spinning pole

DC 25 *Reflex* – Avoid pole and blades

DC 20 *Reflex* – Avoid pole or blades (50% chance)

The blades do 4d6 damage while the pole does 2d6 damage. If struck, characters will tumble down the stairs (1d6 damage). If the portcullis is closed, characters falling down the stairs will strike it, setting off the contact explosives.

Contact Explosive Spikes

DC 20 *Reflex* – no damage

The spikes explode, dealing 4d6 force damage in a blast 3 in front of the portcullis on the staircase side.

Notes:

Ow...

18. Dead-End Cave

Water from unknown sources has collected into several smaller pools in this dead-end cave.

Nothing really interesting here.

Notes:

--

19. Storeroom

The south wall of this room is crowded with barrels and crates of foodstuffs and other supplies. A large demon arch is in the middle of the eastern wall, and has a heavily reinforced, barred door constructed in the middle. Torches in the wall provide light.

A *Perception* check reveals the following:

DC 20 – The wall leading to room 20 is a swiveling wall

DC 20 – One of the crates contains a *tempest whetstone, lvl 10* (AV 190)

DC 25 - A torch adjacent the swiveling wall disengages a spring attached to the swiveling wall

If the spring is not disengaged, it will spin wildly about the room as below.

Each round, it will move one square in a random (d8). The spinning wall will hit anyone within the diameter of the wall. This effect lasts 5 rounds.

Spinning Wall Trap (DC 25 *Acrobatics* check, 3d6 damage, those that save get pushed away from the wall until they are out of the area of effect, and take no damage)

Notes:

Trap!

20. The Bread Machine

The floor of this room has a semi-circular pattern worn into the floor next to the swiveling wall. More crates and barrels are stacked against the back wall.

Once a prison cell, this room has been converted into a storeroom.

A *Perception* check reveals the following:

DC 10 – The work pattern in the floor is the same radius as the swiveling wall

DC 15 – One of the crates has paperwork in it, one piece of paperwork shows where the Temple of Vhaerun is. **Location: Temple of Vhaerun.**

DC 20 – One of the crates has 2 *potion of vitality* (PH 255) in it.

DC 25 – One of the barrels is slightly discolored, and appears fake

The “fake” barrel, if lifted, conceals an obvious pressure plate on the floor, which a further *Perception* check shows:

DC 20 – The pressure plate is attached to a spring mechanism in the swiveling wall

DC 25 – If the plate is triggered, it will reload the spring if it has sprung, otherwise, it has no effect.

DC 25 – There is no way to open the wall from this side without setting the spring off.

If the trap is sprung from this side, it will act as per area 19.

Notes:

--

21. The Other Side of the Door

A stout wooden door has been built into an archway. A skeleton lies in the middle of the shallow, dead-end cave. A slight breeze comes from the east.

A *Perception* check reveals the following (assuming the door is still there)

DC 20 – There are scratch and claw marks on the door

The door is barred from the other side and must be destroyed from this side to get through. The door is a DC 20 *Strength* to break down.

Notes:

--

22. T-Intersection

The natural stonework of the cave makes way to dressed stone to the east. To the north a stout, sturdy door has been constructed into the cave wall.

The door is barred and cannot be easily opened from the cave side. It is a DC 20 *Strength* check to open. From the corridor side, it can be easily opened.

Notes:

--

23. Trap Doors, Liquids and Logs

The corridor narrows on the western end. Set into the floor near the narrow end is a set of closed trap doors. Further down the hall a log spans a pit of liquid.

A *Perception* check reveals the following

DC 15 – There is a small, shiny object on the bottom of the pool. It is an *amulet of protection* +2. (PH 249)

DC 20 – The trap doors look like they can be opened with a minimum of pressure. Closer inspection will reveal that the area around the trap doors is completely dust free, except for a line of dust down the trap door seam.

DC 20 – There is a 10 foot wide swiveling wall, activated by a discolored stone in the wall that leads into area 24 and 25.

DC 20 – The liquid in the pool is water.

DC 20 – The log is not made of wood.

DC 25 – A slightly smaller discolored stone in the swiveling wall deactivates a spring attached to the swiveling wall.

DC 25 – Several of the stones in the swiveling wall appear to be loose.

A *Nature* check reveals the following

DC 20 – The log is made of a material that interacts violently with water

If the trap doors are opened or stepped on, anyone within Blast 2 of the trap door will need to make a DC 20 *Acrobatics* or *Athletics* check to avoid being sucked through the doors, as there is extreme negative pressure. The chute below the trapdoors leads to the set of trapdoors in area 29. See the description there for more details.

The halfway point of the log is weak, and anyone walking over the log will break it at this point. The fall into the water is harmless, however, the log will explode when it hits the water.

Exploding Log (+8 vs. Reflex, Blast 4, 3d6 dmg)

See area 24-25 for description of swiveling wall.

Notes:

Trap!

24-25. The Blenderizer

Piles of what appear to be crushed stone are in the corners of these otherwise empty rooms.

If the wall is not deactivated via the smaller discolored stone, the wall will violently spin for 4 rounds, sending rocky shards in all directions. Each attack below happens once per round.

Swiveling Wall (+8 vs. Reflex, 4x4 square centered on pivot point, 3d6 damage, target knocked prone on hit and dazed)

Flying Shrapnel (+8 vs. AC, 8x8 square centered on pivot point, 2d6 damage)

Notes:

--

26. Jar Heads

The wall in the NW corner of this room swivels, allowing access to one room and closing off access to the other room. In the middle of this room is a circular pool filled with water. 12 liquid filled jars sit on the ledge surrounding the pool. Eight of the jars seem to have something that looks like a brain inside.

Four of the jars are filled with **Pelor Holy Water** from the pool. The other jars are Brains in a Jar.

Notes:

Encounter 4

27. Secret Door Room

The wall in the SW corner swivels to grant access to one room and close off the other room. Several pegs are on the eastern wall, and several destroyed benches are in front of the wall.

A *Perception* check reveals the following

DC 20 – There appears to be a secret door, leading to area 28 in the northern wall. It is locked shut.

DC 25 – One of the pegs unlocks the secret door

The secret door can be broken (DC 30 *Strength*) or unlocked (DC 25 *Thievery*).

Notes:

--

28. Pentagram Room

A large pentagram, set into a ringed circular depression is in the middle of this room. A bag of ashes sits in the middle of the Pentagram.

The ashes are the **Ashes of the High Prelate***. Nothing happens in this room, the ashes are free for the taking, but the players don't need to know that right away.

Notes:

--

29. The Other End of the Trap

The western end of this corridor contains a closed set of trap doors, barred on top with a piece of wood. The doors vibrate slightly. In the eastern part of the corridor contains an archway.

This is the destination point of the trap in area 23. If that trap has been sprung, the trap doors here will be open with a strong breeze blowing out from the chute in the floor. Otherwise, the doors will just be vibrating slightly from the breeze below it.

Any characters coming through from area 23 will strike the doors, blowing them open and taking 1d6 damage. This will activate the log trap from the archway. The characters will fly towards the archway, and will be struck by the spiked swinging log.

Spiked swinging log (+10 Att vs. Reflex, 3d6 damage, if hit, the character is stuck on the log, 5 points ongoing damage, save ends)

Notes:

--

30. Mist Room

As you open the door, a thick mist rolls out from the room. It is so thick that you can't make out anything more than 5 feet away.

The visibility in this room is 1 square. The mist is harmless. The doors to the north and south are unlocked. The wall to the east swivels, and can be easily found and opened once it is discovered. A *Perception* check reveals the following

DC 20 – Part of the wall on the eastern wall opens up, revealing a narrow passageway and a narrow door.

Notes:

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31. Maze, or What You Call Corn

A slight bit of mist fills these narrow corridors, but not enough to impair vision. It is crowded in here, and you can only travel single file.

The doors in here are all narrow, but are all unlocked and easily opened. A *Perception* check reveals the following:

DC 20 – Slight clicking sounds echo throughout the corridors, as if made by hooves or boots.

The corridor houses Minotaurs. One of the minotaurs has a *potion of clarity*.
(AV 188)

Notes:

Encounter 5

32. All Kinds of Trap Doors

The trap doors in this room are all open.

A *Perception* check reveals the following

DC 15 – The area under the trap doors is one contiguous area

DC 20 – There is a concealed door on the south wall

There is an invisible field that crosses the middle row of trap doors, above the floor. Any character making contact with the field is immediately teleported adjacent to the northern or southern wall, depending on the approach. If approached from the south, they will be sent to the southern wall, and if from the north, the northern wall. The field can be detected with *detect magic*, dispelled with *dispel magic* (DC 20), or simply bypassed by going underneath the wall via the trap doors.

Notes:

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33. Anteroom

This oddly shaped room appears empty.

A *Perception* check reveals the following

DC 20 – The southern wall swivels open

DC 25 – A discolored brick in the southern wall appears to be connected to a spring mechanism in the swivel wall.

The spring on this wall is broken, but feel free, if the roll is low enough, to let the players think they've thwarted another trap.

Notes:

--

34. Cell Room

The floor of this room has 4 grates set into the floor. Two of them are bent and broken.

Once line of sight is made with the interior of any of the floor grates, the swarm in that grate will attack, followed the next round by the other 3 swarms. The intact grates are locked, and can be opened with a DC 18 *Thievery* (Open Locks) check, or broken with a DC 25 *Strength* check. The bottoms of the pits contain skeletons. Each skeleton, along with clothing, wears a **Tabard of Flame**. One of the skeletons also covers an *elixir of fortitude, lvl 8*. (AV 187)

A *Perception* check reveals:

DC 20 – The southern wall has a swiveling wall that leads to area 36.

Notes:

Encounter 6

35. The Abyss Room

A gaping hole in the floor virtually reeks of evil and shadow. Strong negative energy flows from the hole.

Don't go there, just don't. Worse than instant death, all who see him will mock the player.

Notes:

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36. Another Pentagram Room

A pentagram, ringed by a ceramic ridge is in the middle of this room. In the middle of the pentagram is some white powder, and there are some half used candles on the perimeter of the pentagram.

The white powder is chalk. The candles are nothing special. Nothing really happens here.

Notes:

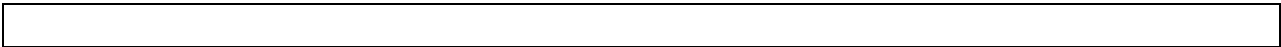
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36A. Can't Get There From Here



Can't get here.

Notes:



NPC's

CURSE OF THE UNDERDARK
KUBLACON 2009

Name: Grimri

Profession: Trader

Race: Duergar

Location: Zwicki's

Grimri is a Duergar trader who travels the Underdark and some surface towns procuring supplies for Duergar outposts. He is quite well traveled in the Underdark.

For a price, he will give out the following random info. (1 rumor per donation, be it gold or drink) Once he gets a drink or two in him, he may be freer with information, if the party is persuasive and/or charming.

1. He delivered porcelain building materials to the Altar of Flame. **Location: Altar of Flame.**
2. He also delivered some magical reagents to some tombs near the Altar of Flame. **Location: Tombs of the Ancients.**
3. He has been to Genoa Harbor. **Location: Genoa Harbor.**
4. He has also been to the Broken Oar Caverns. **Location: Broken Oar Caverns.**
5. Listen to Zesa.

Name: Imton

Profession: Trader and Initiate of Vhaerun

Race: Male Drow

Location: Zicki's

Imton is a male Drow trader from Ched Nasad. He is also a secret Initiate of Vhaerun and seeks to further evangelize Vhaerun in the poorer, male sections of Menzoberranzan.

For a price, he will give out the following random info. (1 rumor per donation) If there is a female Drow present, he will be very tight-lipped and will reveal nothing about Vhaerun.

1. He knows where the Vhaerun Temple is. **Location: Temple of Vhaerun**
2. One of the rituals in the temple involves a cup of blood.
3. He hopes that when he dies, he can be buried in the Crypts of Vhareun. **Location: Crypts of Vhaerun.**
4. Zesa is not to be trusted, anything she hears is reported straight to Matron Baerne.
5. Human towns often have several sewer entrances. Sewers often become unofficial highways for rogues and beggars.

Name: Ruzk

Race: Goblin

Profession: Slave to Zicki

Location: Roaming

Ruzk is a goblin owned by the proprietor of Zicki's Road House, the premiere spot for food and drink in Menzoberranzan's Bazaar. His main goal is to drive business to the bar.

Ruzk has the following info, which he will freely give if the characters accompany him to the bar and start buying drinks. He also has a fondness for riddles, and will part with some of the information if the party riddles with him.

1. He knows that many traders of different races come to Zicki's.
2. He overheard a human trader from Genoa Harbor describe his route. He later found a map on the trader and knows how to get there. **Location: Genoa Harbor**
3. One of his master's ancestors is buried beneath the Sun Temple. **Location: Tombs of the Ancients.**
4. He once got a shipment of Black Peat Moss from a merchant who said it came from the Broken Oar Caverns.
5. The Sea Spray's home port is Genoa Harbor
6. When in the Tombs of the Ancients, he felt an overwhelming mental presence
7. Near Ched Nasad, there is a temple and a crypt devoted to Vhaerun
8. He was recently near the surface and saw an assault force gathering to attack the Altar of Flame. **Location: Altar of Flame.**

Name: Ugath

Profession: Trader

Race: Human Male

Location: Zicki's

Ugath is a trader based in Genoa Harbor. He often has dealings with the Underdark Races.

For a bribe (1 GP) he'll reveal one of the following tidbits

1. A plague is growing in the Underdark that will soon sweep the surface as well.
2. He knows where Genoa Harbor is. **Location: Genoa Harbor**
3. He has been to the Broken Oar Caverns. **Location: Broken Oar Caverns**
4. There is a new sausage shop in Genoa Harbor.
5. There is something strange about one of the ships that sometimes docks in Genoa Harbor... The Sea something.
6. Drow are met with some suspicion in Genoa Harbor.
7. There is an extremely powerful mental presence in the Tombs of the Ancients. **Location: Tombs of the Ancients.**

Zesa

KublaCon 2009

Name: Zesa

Profession: Houseless Drow

Race: Female Drow

Location: Zwicky's

Zesa is a houseless drow, but sometimes poses as a Baerne spy. She hates the Baernes, who destroyed her house.

She will do everything to hurt the Baernes. This includes lying to the Baernes or others if she thinks it will hurt them. It also means she may tell the truth, if she thinks that will screw with the Baernes as well.

Name: Zicki

Profession: Owner, Zicki's Road House

Race: Male Drow

Location: Zicki's

Zicki owns Zicki's Road House. He will gladly let some information slip as long the customers are buying drinks.

1. Grimri is a Duergar trader that supplies Duergar outposts.
2. Imton is a male Drow and is suspected of being an Initiate of Vhaerun. He is from Ched Nasad.
3. Zesa is a Baerne spy, but may have fallen out of favor.
4. Ugath is a human trader from Genoa Harbor. He deals with many of the Underdark races.

Encounters

CURSE OF THE UNDERDARK
KUBLACON 2009



Encounter 1

Encounter Level Difficulty: Easy (2250 XP)

8 PCs

Party Level 7

Setup

All the undead are within 2 squares of the center of the altar.

This encounter includes the following:

1 Skeletal Tomb Guardian

2 Corruption Corpse

4 Mummy Guardian

1 Skeletal Tomb Guardian Level 10 Brute

Medium natural animate (undead) XP 500

2 Corruption Corpse Level 4 Artillery

Medium natural animate (undead) XP 175 each

4 Mummy Guardian Level 8 Brute

Medium natural humanoid (undead) XP 350 each

Tactics

The Skeletal Tomb Guardian will wade into battle, utilizing Cascade of Steel, followed by the Mummy Guardians. The Corruption Corpses will stay at max range until bloodied. Then they will try to get close so that they can damage folks with Death Burst.

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Encounter 2

Encounter Level Difficulty: Easy (2000 XP)

8 PCs

Party Level 7

Setup

The gargoyles will all be hovering high up along the north side of room 7.

This encounter includes the following:

5 Gargoyle

5 Gargoyle

Level 9 Lurker

Medium elemental humanoid (earth)

XP 400 each

Tactics

If discovered, the gargoyles will attack immediately. Otherwise, they will attack as soon as anyone becomes isolated. They will utilize Flyby attacks, and if severely damaged, will fly back up to the ceiling and use stone form.

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Encounter 4

Encounter Level Difficulty: Standard (2600 XP)

8 PCs

Party Level 7

Setup

All of the jars are circled around the pool of water in Room 26.

This encounter includes the following:

1 Brain in an Armored Jar

1 Exalted Brain in a Jar

6 Brain in a Jar

1 Brain in an Armored Jar Level 9 Artillery

Small natural animate XP 400

1 Exalted Brain in a Jar Level 12 Controller

Medium natural animate XP 700

6 Brain in a Jar Level 6 Controller

Small natural animate XP 250 each

Tactics

The Exalted Brain will attempt to dominate a melee character right away, and will use its Fearful Recoil on ranged attackers. Any dominated characters will go after ranged attackers. The brain in an armored jar will fly around, letting loose its Electrical Discharge and Psychic Overload before slamming into characters. The 6 other brains will attempt to dominate, and will also try to keep the ranged dps away by using the telekinetic thrust to push them into the walls.

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Encounter 5

Encounter Level Difficulty: Easy (2000 XP)

8 PCs

Party Level 7

Setup

All 4 minotaurs will be near the center of the maze. (Where the "31" is)

This encounter includes the following:

4 Minotaur Warrior

4 Minotaur Warrior

Level 10 Soldier

Medium natural humanoid

XP 500 each

Tactics

The minotaurs will use their Goring Charge whenever possible. Once one minotaur is encountered, the other will attempt to travel through the maze to enter combat.

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Encounter 6

Encounter Level Difficulty: Standard (2600 XP)

8 PCs

Party Level 7

Setup

The Ant Swarm is in the westernmost grate, and going to the east is followed by the Gibberling Bunch, the Larva Swarm and then the Scarab Swarm.

This encounter includes the following:

2 Feyborn Ant Swarm

2 Plaguechanged Gibberling Bunch

3 Hoard Scarab Larva Swarm

2 Rot Scarab Swarm

2 Feyborn Ant Swarm	Level 3 Elite Skirmisher
Medium fey beast (swarm)	XP 300 each
2 Plaguechanged Gibberling Bunch	Level 6 Brute
Medium natural humanoid (swarm)	XP 200 each
3 Hoard Scarab Larva Swarm	Level 7 Lurker
Medium natural beast (swarm)	XP 300 each
2 Rot Scarab Swarm	Level 8 Soldier
Medium shadow beast (swarm)	XP 350 each

Tactics

The ant swarm will attempt to lure into its aura as much as possible. The gibberlings will move around, using its burst and pull down as much as possible. The larvae will attempt to get combat advantage by using stealth. The Rot scarabs will just wade through the melee.



Encounter 7

Encounter Level Difficulty: Easy (2050 XP)

8 PCs

Party Level 7

Setup

The rats will be positioned on the 4 rocky islands. The otyughs will both be near the islands, but underwater. The Charnel Lord will be near the north island, while the regular otyugh will be near the south island.

This encounter includes the following:

1 Charnel Lord (Unique Otyugh)

1 Otyugh (Level 5)

10 Charnel Rat

1 Charnel Lord (Unique Otyugh)	Level 10 Elite Soldier
Large natural beast	XP 1000
1 Otyugh (Level 5)	Level 5 Soldier
Large natural beast	XP 300
10 Charnel Rat	Level 7 Minion
Small natural beast	XP 75 each

Tactics

The rats will move to the party and swarm them, to get them in their aura. Both otyughs will hide and use their tentacles to grab characters and pull them in the water.



Encounter 8

Encounter Level Difficulty: Easy (2350 XP)

8 PCs

Party Level 7

Setup

All of the creatures will be within 2 squares of the "X". The slimes will be in the water and the jellies will be on the bridge.

This encounter includes the following:

1 Shadow Slime

1 Blue Slime

2 Ochre Jelly

1 Shadow Slime

Level 10 Elite
Lurker

Large natural beast (ooze)

XP 1000

1 Blue Slime

Level 3 Solo Brute

Large natural beast (ooze)

XP 750

2 Ochre Jelly

Level 3 Elite Brute

Large natural beast (ooze)

XP 300 each

Tactics

The shadow slime will hide and won't engage until at least round 2. It will try and attack someone who can't see it. The blue slime will use its stench pulse and slime eruption and then move into melee. The ochre jellies will just wade into melee combat.



Encounter 9

Encounter Level Difficulty: Standard (2500 XP)

8 PCs

Party Level 7

Setup

The timber is in the middle of the cavern corner in the NE section of the room.

This encounter includes the following:

1 Horrid Timber

1 Horrid Timber

Level 10 Solo
Soldier

Large elemental animate (plant)

XP 2500

Tactics

The timber will use its spore pods when the party gets close.

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Encounter 10

Encounter Level Difficulty: Easy (2200 XP)

8 PCs

Party Level 7

Setup

The war priest and his two dragonshield guards are atop the rocky platform. The 2 rat masters and their rats are in the SE corner of the room, near the entrance to room 16. The hill giant is just north of the rocky platform.

This encounter includes the following:

2 Rat Swarm

1 Hill Giant

2 Kobold Dragonshield (Level 5)

1 Kobold War Priest (Level 6)

2 Kobold Rat Master (Level 6)

2 Rat Swarm	Level 2 Skirmisher
Medium natural beast (swarm)	XP 125 each
1 Hill Giant	Level 13 Brute
Huge natural humanoid (giant)	XP 800
2 Kobold Dragonshield (Level 5)	Level 5 Soldier
Small natural humanoid (reptile)	XP 200 each
1 Kobold War Priest (Level 6)	Level 6 Controller
Small natural humanoid (reptile)	XP 250
2 Kobold Rat Master (Level 6)	Level 6 Elite Soldier
Small natural humanoid (reptile)	XP 250 each

Tactics

The hill giant will attempt to keep the rocky platform between him and the party while he throws rocks. The war priest will use his Devouring Stone on a melee character, and then will use Surge of Terror. After that, he'll keep using Venemous Sting until the Terror recharges. The 2 dragonshields will attempt to hold the starway against any characters seeking to climb to the top of the rock. The rat masters will use their Devouring Horde, and then will move in to take advantage of their aura and Rat Frenzy. The 2 swarms will just engage in melee.



Encounter 11

Encounter Level Difficulty: Standard (2500 XP)

8 PCs

Party Level 7

Setup

Antharosk starts out lying atop his hoard in the SE cavern corner.

This encounter includes the following:

1 Antharosk, Adult Green Dragon

1 Antharosk, Adult Green Dragon

Level 10 Solo
Controller

Large natural magical beast (dragon)

XP 2500

Tactics

Antharosk will use his breath weapon as much as possible. Otherwise, he prefers to fly and use his flyby attack, usually attacking a different target to sow terror.

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Encounter 12

Encounter Level Difficulty: Easy (2300 XP)

8 PCs

Party Level 7

Setup

The Hellcaller and Theurge will be in the middle of the room. with the 2 guards The 2 scouts will be near the tunnel entrance. The 4 miners and 2 shock troopers are in the western part of the cavern.

This encounter includes the following:

- 1 Duergar Hellcaller
- 2 Duergar Scout
- 2 Duergar Guard
- 1 Duergar Theurge
- 4 Duergar Miner
- 2 Duergar Shock Trooper

1 Duergar Hellcaller Level 12 Artillery

Medium natural humanoid (demon) XP 700

2 Duergar Scout Level 4 Lurker

Medium natural humanoid (devil) XP 175 each

2 Duergar Guard Level 4 Soldier

Medium natural humanoid (devil) XP 175 each

1 Duergar Theurge Level 5 Controller

Medium natural humanoid (devil) XP 200

4 Duergar Miner Level 5 Minion

Medium natural humanoid (devil) XP 50 each

2 Duergar Shock Trooper Level 6 Brute

Medium natural humanoid (devil) XP 250 each

Tactics

The hellcaller will use his Ruby Curse and then will use ranged attacks. The Theurge likewise will use ranged attacks. The 2 guards will stay close to the hellcaller and theurge, and engage melee targets that try to attack their wards. The miners and shock troopers will move to attack, and the scouts will start out invisible, and will use their ranged attacks with combat advantage on the 2nd round.



Encounter 13

Encounter Level Difficulty: Standard (2700 XP)

8 PCs

Party Level 7

Setup

The Warhulk and Thugs are up near "F", while the 2 skirmishers are each near the "E"s.

This encounter includes the following:

2 Ogre Thug

1 Ogre Warhulk

4 Ogre Skirmisher (Level 7)

2 Ogre Thug

Level 11 Minion

Large natural humanoid

XP 150 each

1 Ogre Warhulk

Level 11 Elite Brute

Large natural humanoid

XP 1200

4 Ogre Skirmisher (Level 7)

Level 7 Skirmisher

Large natural humanoid

XP 300 each

Tactics

The warhulk will use his Flail Hurricane, and then try to stay at max reach. The thugs will also try to stay at max reach. The skirmishers will use their ranged javelin attacks, and then use their Hurling charge to enter melee.

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Encounter 14

Encounter Level Difficulty: Easy (2000 XP)

8 PCs

Party Level 7

Setup

All the stalkers will be invisible, along the southern wall.

This encounter includes the following:

2 Dark Stalker

2 Darkpact Stalker

2 Dark Stalker

Level 10 Lurker

Small shadow humanoid

XP 500 each

2 Darkpact Stalker

Level 10 Lurker

Medium shadow humanoid

XP 500 each

Tactics

The 2 dark stalkers will dark step on the first round and attack their prey. The Darkpact stalkers will then appear and try to get combat advantage, after using their Keen Scimitar.

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The hobgoblins will most likely be disorganized on the first round, but will quickly recover. The melee and archers will form up in front of the warchief and warcaster. The warcaster will try to use his Lure and Pulse to isolate characters. The warchief will use his tactical deployment and then move into combat. The commander will use his deployment to reorganize his forces should the fight get dispersed.

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Encounter 16

Encounter Level Difficulty: Easy (2078 XP)

8 PCs

Party Level 7

Setup

Each skeleton starts in an alcove.

This encounter includes the following:

1 Skeletal Tomb Guardian (Level 8)

6 Decrepit Skeleton (Level 8)

2 Bonecrusher Skeleton

2 Blazing Skeleton (Level 7)

1 Skeletal Tomb Guardian (Level 8) Level 8 Brute

Medium natural animate (undead) XP 350

6 Decrepit Skeleton (Level 8) Level 8 Minion

Medium natural animate (undead) XP 88 each

2 Bonecrusher Skeleton Level 7 Soldier

Large natural animate (undead) XP 300 each

2 Blazing Skeleton (Level 7) Level 7 Artillery

Medium natural animate (undead) XP 300 each

Tactics

The blazing skeletons stand back and lob Flame Orbs. The rest of the skeletons engage in melee.

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Encounter 17

Encounter Level Difficulty: Easy (1856 XP)

8 PCs

Party Level 7

Setup

The tomb motes will initially be in the coffins, and the cadaver golem will be in between the two coffins, in the center of the room.

This encounter includes the following:

1 Cadaver Golem

12 Tomb Mote

1 Cadaver Golem Level 12 Elite Brute

Large natural animate (construct) XP 1400

12 Tomb Mote Level 3 Minion

Tiny natural animate (undead) XP 38 each

Tactics

The motes will attempt to swarm a character in order to use Tomb Tactics.

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Encounter 18

Encounter Level Difficulty: Standard (2500 XP)

8 PCs

Party Level 7

Setup

There is a ballista on either side of the fireplace. The Beholder is in the center of the room, near the rug.

This encounter includes the following:

1 Bloodkiss Beholder

2 Arcane Ballista

1 Bloodkiss Beholder

Level 9 Solo
Controller

Large aberrant magical beast
(undead)

XP 2000

2 Arcane Ballista

Level 6 Artillery

Large natural animate (construct)

XP 250 each

Tactics

The beholder will follow the party into the hallway, but will not go down the stairs. It will use its scream as much as possible.

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Encounter 19

Encounter Level Difficulty: Easy (2000 XP)

8 PCs

Party Level 7

Setup

The dwarves will be randomly placed in 1a.

This encounter includes the following:

10 Dwarf Hammerer

Level 5 Soldier

10 Dwarf Hammerer

XP 200 each

Medium natural humanoid

Tactics

A few dwarves will stay back to throw hammers. If they can get organized, they will form a melee line and shield bash and then use their melee warhammer attack.

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Encounter 20

Encounter Level Difficulty: Easy (2000 XP)

8 PCs

Party Level 7

Setup

Both demons will be in the middle of the room.

This encounter includes the following:

1 Evistro (Carnage Demon)

1 Naarash, Barlgura

1 Evistro (Carnage Demon) Level 6 Brute

Medium elemental magical beast (demon) XP 250

1 Naarash, Barlgura Level 8 Solo Brute

Large elemental beast (demon) XP 1750

Tactics

The Barlgura will use its Tormenting Howl and then both demons will run into melee.

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Encounter 21

Encounter Level Difficulty: Too Easy (1000 XP)

8 PCs

Party Level 7

Setup

The mobs appear nearby the characters, within a few squares.

This encounter includes the following:

5 Angry Mob

5 Angry Mob

Level 5 Brute

Gargantuan natural humanoid (swarm)

XP 200 each

Tactics

It's a mob...

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Encounter 23

Encounter Level Difficulty: Easy (2129 XP)

8 PCs

Party Level 7

Setup

The Pain Devil, along with a Ship's Mage will be in 18a. The other mage will be near 18f. The 5 scallywags will be in 18c - 18e. The 8 sea dogs will be in 18g and 18h.

This encounter includes the following:

1 Pain Devil Captain

8 Scurvy Sea Dog

2 Ship's Mage

5 Pirate Scallywag

1 Pain Devil Captain Level 11 Leader

Medium immortal humanoid (devil) XP 600

8 Scurvy Sea Dog Level 3 Minion

Medium natural humanoid XP 38 each

2 Ship's Mage Level 4 Artillery

Medium natural humanoid XP 175 each

5 Pirate Scallywag Level 4 Soldier

Medium natural humanoid XP 175 each

Tactics

The Pain Devil will try to use his Ignite Weaponry as much as possible, and use his reach. The mages will use their thunder and lightning, and then use magic missiles. The sea dogs and scallywags will close into melee, trying to take advantage of the Pain Devil's Ignite Weaponry.

Monsters

CURSE OF THE UNDERDARK
KUBLACON 2009

Skeletal Tomb Guardian

Medium natural animate (undead)

Level 10 Brute
XP 500

Initiative +10 **Senses** Perception +12; darkvision

HP 126; **Bloodied** 63

AC 23; **Fortitude** 22, **Reflex** 23, **Will** 20

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 8

⚔ **Twin Scimitar Strike** (Standard, at-will) ♦ **Weapon**

The skeletal tomb guardian makes two scimitar attacks against the same target: ; +13 vs Armor Class; 1d8+4 damage (crit 1d8+12). This also holds true for opportunity attacks.

⚔ **Cascade of Steel** (Standard, at-will) ♦ **Weapon**

The skeletal tomb guardian makes two twin scimitar strike attacks (four scimitar attacks total).

⚔ **Sudden Strike** (immediate reaction, when an adjacent enemy shifts, at-will) ♦ **Weapon**

The skeletal tomb guardian makes a melee basic attack against the enemy.

Alignment Unaligned **Languages** ---

Str 18 (+9) **Dex** 20 (+10) **Wis** 14 (+7)

Con 16 (+8) **Int** 3 (+1) **Cha** 3 (+1)

Equipment: [scimitar](#) x4.

First published in [Monster Manual](#).

Corruption Corpse

Medium natural animate (undead)

Level 4 Artillery
XP 175

Initiative +3 **Senses** Perception +3; darkvision

Grave Stench aura 1; living enemies in the aura take a -5 penalty to attack rolls.

HP 46; **Bloodied** 23

Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)

AC 17; **Fortitude** 16, **Reflex** 14, **Will** 14

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 4

⊕ **Slam** (Standard, at-will)

+8 vs Armor Class; 1d6+3 damage.

↻ **Mote of Corruption** (Standard, at-will) ♦ **Necrotic**

The corruption corpse hurls a black glob of necrotic filth: ranged 10; +7 vs Reflex; 2d6+3 necrotic damage, and the target is weakened (save ends).

⚡ **Death Burst** (when reduced to 0 hit points) ♦ **Necrotic**

The corruption corpse explodes: close burst 1; +7 vs Fortitude; 2d6+3 necrotic damage.

Alignment Unaligned **Languages** ---

Str 16 (+5) **Dex** 13 (+3) **Wis** 12 (+3)

Con 16 (+5) **Int** 4 (-1) **Cha** 3 (-2)

First published in [Monster Manual](#).

Mummy Guardian

Medium natural humanoid (undead)

Level 8 Brute
XP 350

Initiative +6 **Senses** Perception +10; darkvision

Despair (Fear) An enemy takes a -2 penalty on attack rolls against the mummy guardian until it damages the mummy guardian.

HP 108; **Bloodied** 54

Regeneration 10 (if the mummy guardian takes radiant damage, regeneration doesn't function on its next turn)

AC 20; **Fortitude** 18, **Reflex** 16, **Will** 17

Immune disease, poison; **Resist** necrotic; **Vulnerable** 5 fire

Speed 5

Ⓢ **Rotting Slam** (Standard, at-will) + **Disease, Necrotic**
+11 vs Armor Class; 2d8+3 necrotic damage, and the target contracts mummy rot.

Alignment Unaligned **Languages** Common

Str 16 (+7) **Dex** 14 (+6) **Wis** 12 (+5)

Con 18 (+8) **Int** 6 (+2) **Cha** 16 (+7)

First published in [Monster Manual](#).

Gargoyle

Medium elemental humanoid (earth)

Level 9 Lurker
XP 400

Initiative +11 **Senses** Perception +12; darkvision

HP 77; **Bloodied** 38

AC 25; **Fortitude** 21, **Reflex** 19, **Will** 19

Immune petrification

Speed 6, fly 8

⚔ **Claw** (Standard, at-will)

+14 vs Armor Class; 2d6+5 damage.

✚ **Flyby Attack** (Standard, encounter; recharges after using stone form)

The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.

Stone Form (Standard, at-will)

The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).

Alignment Evil **Languages** Primordial

Skills Stealth +12

Str 21 (+9) **Dex** 17 (+7) **Wis** 17 (+7)

Con 17 (+7) **Int** 5 (+1) **Cha** 17 (+7)

First published in [Monster Manual](#).

Angel of Valor Cohort

Medium immortal humanoid (angel)

Level 11 Minion
XP 150

Initiative +9 **Senses Perception** +7
HP 1; a missed attack never damages a minion.
AC 25; **Fortitude** 25, **Reflex** 23, **Will** 22

Immune fear; **Resist** 10 lightning, 10 radiant
Speed 6, Fly 9 (hover)

⚔ **Greatsword** (Standard, at-will) ✦ **Fire, Weapon**
+16 vs Armor Class; 6 fire damage.

Alignment Any **Languages** Supernal
Str 23 (+11) **Dex** 18 (+9) **Wis** 14 (+7)
Con 16 (+8) **Int** 11 (+5) **Cha** 16 (+8)

Equipment: [chainmail](#) , [greatsword](#) .

Description: Angels of valor, though courageous and fierce, are the weakest and the most numerous of angels called to serve a given deity.

First published in [Monster Manual](#).

Angel of Protection

Medium immortal humanoid (angel)

Level 14 Soldier
XP 1000

Initiative +12 **Senses Perception** +11

Angelic Presence Attacks against the angel of battle take a -2 penalty unless the angel is bloodied.

Angelic Shield aura 5; enemies treat the area within the aura as difficult terrain as long as the angel's angelic presence is active and the angel is within 5 squares of its ward.

HP 141; **Bloodied** 70

AC 30; **Fortitude** 26, **Reflex** 24, **Will** 25

Immune fear; **Resist** 10 radiant

Speed 6, Fly 8 (hover)

⊕ **Greatsword** (Standard, at-will) + **Radiant, Weapon**

+19 vs Armor Class; 1d10+6 damage plus 5 radiant damage.

Ward (Standard, at-will)

An angel of protection designates a creature within 5 squares of it as its ward. When the angel is within 5 squares of its ward, the ward takes only half damage from melee and ranged attacks; the angel of protection takes the rest. While the angel is adjacent to its ward, the ward gains a +2 bonus to AC. A creature can be the ward of only one angel of protection at a time. If multiple angels designate the same creature as their ward, it becomes the ward of the last angel that designated it as so.

Alignment Any **Languages** Supernal

Skills Insight +16, Intimidate +14

Str 22 (+13) **Dex** 17 (+10) **Wis** 19 (+11)

Con 21 (+12) **Int** 12 (+8) **Cha** 14 (+9)

Equipment: [greatsword](#) , [plate armor](#) .

Description: Angels of protection serve as bodyguards for important persons and others who summon them. They also guard temples and other sites tied to the deities they serve.

First published in [Monster Manual](#).

Angel of Valor

Medium immortal humanoid (angel)

Level 8 Soldier
XP 350

Initiative +10 **Senses Perception** +6

Angelic Presence Attacks against the angel of battle take a -2 penalty unless the angel is bloodied.

HP 88; **Bloodied** 44

AC 24; **Fortitude** 22, **Reflex** 20, **Will** 19

Immune fear; **Resist** 10 lightning, 10 radiant

Speed 6, Fly 9 (hover)

⊕ **Longsword** (Standard, at-will) ⊕ **Weapon**
+13 vs Armor Class; 1d8+6 damage.

‡ **Dagger** (Standard, at-will) ⊕ **Weapon**
+13 vs Armor Class; 1d4+6 damage.

‡ **Blade Flurry** (Standard, at-will) ⊕ **Weapon**
The angel of valor makes a longsword attack and a dagger attack.

⚡ **Lightning Strike** (Standard, encounter) ⊕ **Lightning**
Close burst 1; targets enemies; +11 vs Fortitude; 1d8+4 lightning damage, and the target is dazed until the end of the angel of valor's next turn.

Fiery Blades (minor, usable only while bloodied, at-will) ⊕ **Fire**
Until the start of the angel of valor's next turn, the angel of valor's weapons deal fire damage and attack the target's Reflex defense instead of AC.

Alignment Any **Languages** Supernal

Skills Intimidate +12

Str 23 (+10) **Dex** 18 (+8) **Wis** 14 (+6)

Con 16 (+7) **Int** 11 (+4) **Cha** 16 (+7)

Equipment: [chainmail](#) , [dagger](#) , [longsword](#) .

Description: Angels of valor, though courageous and fierce, are the weakest and the most numerous of angels called to serve a given deity.

First published in [Monster Manual](#).

Brain in an Armored Jar

Small natural animate

Level 9 Artillery

XP 400

Initiative +7 **Senses Perception** +6; darkvision

HP 77; **Bloodied** 38

AC 22; **Fortitude** 20, **Reflex** 18, **Will** 20

Speed fly 6 (hover)

⊕ **Slam** (Standard, at-will)

+12 vs Armor Class; 1d6+4 damage.

↻ **Psychic Overload** (Standard, recharge 1) ⊕ **Psychic**

Ranged 8; +12 vs Will; the target loses a healing surge, and the brain in an armored jar makes a secondary attack against another creature in range.

Secondary Attack

+10 vs Will; the target takes psychic damage equal to the first target's healing surge value.

⚡ **Electrical Discharge** (Standard, at-will) ⊕ **Lightning**

Close burst 3; +14 vs Reflex; 1d10+4 lightning damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.

Alignment Evil **Languages** Common, telepathy

Skills Intimidate +9

Str 18 (+8) **Dex** 17 (+7) **Wis** 15 (+6)

Con 17 (+7) **Int** 18 (+8) **Cha** 10 (+4)

First published in [Open Grave](#).

Exalted Brain in a Jar

Medium natural animate

Level 12 Controller
XP 700

Initiative +7 **Senses** Perception +9; darkvision

HP 123; **Bloodied** 61

AC 26; **Fortitude** 22, **Reflex** 18, **Will** 24

Speed fly 6 (hover)

‡ **Teleportation Field** (Immediate Reaction, when an enemy hits the exalted brain in a jar with a melee attack, at-will) † **Teleportation**

Targets the triggering creature; +16 vs Will; the target is teleported up to 8 squares.

↻ **Fearful Recoil** (Minor, at-will)

Ranged 8; +14 vs Will; the target immediately moves its speed plus 4 squares away from the exalted brain in a jar. The target avoids hazardous terrain and difficult terrain if possible.

↻ **Supreme Domination** (Standard, recharge 2) † **Charm**

Ranged 10; +15 vs Will; the target is dominated (save ends).

↵ **Mind Stab** (Standard, at-will) † **Psychic**

Close burst 5; +16 vs Will; 1d10+8 psychic damage, and the target takes a –2 penalty to Will (save ends).

Alignment Evil **Languages** Common, telepathy 10

Skills Arcana +16, Bluff +15, Diplomacy +15, Intimidate +15

Str 12 (+7) **Dex** 12 (+7) **Wis** 16 (+9)

Con 19 (+10) **Int** 21 (+11) **Cha** 18 (+10)

First published in [Open Grave](#).

Brain in a Jar

Small natural animate

Level 6 Controller
XP 250

Initiative +3 **Senses** Perception +6; darkvision

HP 68; **Bloodied** 34

AC 20; **Fortitude** 16, **Reflex** 15, **Will** 19

Speed fly 4 (hover)

⇒ **Dominate** (Standard, at-will) ♦ **Charm**

Ranged 10; +9 vs Will; the target is dominated (save ends). A brain in a jar can dominate only one creature at a time.

⇒ **Telekinetic Thrust** (Minor, at-will)

Ranged 6; +9 vs Fortitude; the target is pushed 4 squares, and if the target ends the push adjacent to a wall, it is knocked prone.

⇐ **Mind Stab** (Standard, at-will) ♦ **Psychic**

Close burst 4; +10 vs Will; 1d6+6 psychic damage, and the target takes a -2 penalty to Will (save ends).

Alignment Evil **Languages** Common, telepathy 10

Skills Arcana +13, Bluff +11, Diplomacy +11

Str 6 (+1) **Dex** 10 (+3) **Wis** 16 (+6)

Con 12 (+4) **Int** 20 (+8) **Cha** 16 (+6)

First published in [Open Grave](#).

Minotaur Warrior

Medium natural humanoid

Level 10 Soldier
XP 500

Initiative +7 Senses Perception +14

HP 106; Bloodied 53

AC 26; Fortitude 27, Reflex 21, Will 23

Speed 5

⚔ **Battleaxe** (Standard, at-will) ✦ **Weapon**

+16 vs Armor Class; 1d10+6 damage, and the target is marked until the end of the minotaur warrior's next turn.

⚔ **Goring Charge** (Standard, at-will)

The minotaur warrior makes a charge attack: ; +17 vs Armor Class; 1d6+6 damage, and the target is knocked prone.

Ferocity (when reduced to 0 hit points)

The minotaur warrior makes a melee basic attack.

Alignment Any **Languages** Common

Skills Dungeoneering +12, Intimidate +11, Nature +9

Str 23 (+11) **Dex** 10 (+5) **Wis** 14 (+7)

Con 18 (+9) **Int** 9 (+4) **Cha** 13 (+6)

Equipment: [battleaxe](#) , [heavy shield](#) , [scale armor](#) .

First published in [Monster Manual](#).

Feyborn Ant Swarm

Medium fey beast (swarm)

Level 3 Elite Skirmisher
XP 300

Initiative +10 **Senses** Perception +6; low-light vision

Swarm Attack aura 1; the ant swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 88; **Bloodied** 44

AC 18; **Fortitude** 15, **Reflex** 19, **Will** 16

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks

Saving Throws +2

Speed 4, climb 4

Action Points 1

⚙ **Swarm of Mandibles** (Standard, at-will)

+8 vs Armor Class; 1d6+3 damage, and ongoing 3 damage (save ends).

⚡ **Undeniable Beauty** (Immediate Interrupt, when feyborn creature is targeted by a melee attack, at-will)

+5 vs Will; against the attacker; the attacker must target a different creature or end its attack.

🦋 **Lure of the Wild** (Standard, recharge 1/1)

Ranged 10; +5 vs Will; The target is pulled 5 squares and is dazed (save ends).

Step Through the Mists (Move, encounter)

The feyborn creature teleports up to 3 squares.

Alignment Unaligned **Languages** --

Str 12 (+2) **Dex** 17 (+4) **Wis** 10 (+1)

Con 12 (+2) **Int** 1 (-4) **Cha** 9 (0)

First published in [RPGA Lost Temple of the Fey Gods](#).

Plaguechanged Gibberling Bunch

Medium natural humanoid (swarm)

Level 6 Brute
XP 200

Initiative +7 **Senses** Perception +8; darkvision

Gibberling aura 10; enemies in the aura take a -2 penalty to all defenses. Gibberlings can't surprise creatures that aren't deafened.

Swarm Attack aura 1; a plaguechanged gibberling bunch makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 87; **Bloodied** 43

AC 19; **Fortitude** 18, **Reflex** 19, **Will** 15

Immune bluefire burst, charm, fear; **Resist** half damage from melee and ranged attacks;

Vulnerable +5 damage from close and area attacks

Speed 6 (If a plaguechanged gibberling bunch is exposed to sunlight, it is slowed until the end of the attacker's next turn.)

⊕ **Swarming Bite** (Standard, at-will) + **Force**

+9 vs Armor Class; 4d4+4 damage. Critical Hit: The target takes an extra 1d6 force damage (save ends).

‡ **Pull Down** (Standard, at-will)

+9 vs Fortitude; 1d4+1 damage, and the target is knocked prone.

◀ **Bluefire Burst** (Standard, at-will)

Close burst 2; +6 vs Reflex; 1d4+3 force damage, and the target is slowed (save ends).

Stay Down

A bunch can make opportunity attacks against adjacent targets that stand from prone.

Bone Stripping

A bunch deals an extra 2d4 damage against prone targets.

Alignment Chaotic evil **Languages** --

Str 12 (+4) **Dex** 18 (+7) **Wis** 10 (+3)

Con 17 (+6) **Int** 8 (+2) **Cha** 2 (-1)

First published in [Forgotten Realms Campaign Guide](#).

Hoard Scarab Larva Swarm

Medium natural beast (swarm)

Level 7 Lurker

XP 300

Initiative +13 **Senses** Perception +5; tremorsense 4

Swarm Attack aura 1; the hoard scarab swarm makes a swarm of mandibles attack as a free action against any enemy that starts its turn within the aura.

HP 51; **Bloodied** 25

AC 21; **Fortitude** 18, **Reflex** 19, **Will** 16

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks

Speed 8, burrow 4, fly 6 (maximum altitude 3)

⊕ **Swarm of Mandibles** (Standard, at-will)

+10 vs Reflex; 1d6+1 damage, and the target takes ongoing 5 damage (save ends).

Combat Advantage

If the swarm has combat advantage against the target, the target is also blinded on a hit (save ends).

Alignment Unaligned **Languages** --

Skills Stealth +9

Str 8 (+2) **Dex** 22 (+9) **Wis** 15 (+5)

Con 19 (+7) **Int** 1 (-2) **Cha** 9 (+2)

First published in [Draconomicon](#).

Rot Scarab Swarm

Medium shadow beast (swarm)

Level 8 Soldier
XP 350

Initiative +9 **Senses Perception** +7

Swarm Attack aura 1; the rot scarab swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 88; **Bloodied** 44

AC 22; **Fortitude** 21, **Reflex** 21, **Will** 19

Resist half damage from melee and ranged attacks; **Vulnerable** +10 damage from close and area attacks

Speed 8, climb 8

⌚ **Swarm of Mandibles** (Standard, at-will) ♦ **Necrotic**

+12 vs Reflex; 1d8+5 necrotic damage, and ongoing 5 necrotic damage (save ends).

Alignment Unaligned **Languages** ---

Str 20 (+9) **Dex** 16 (+7) **Wis** 16 (+7)

Con 16 (+7) **Int** 1 (-1) **Cha** 11 (+4)

First published in [Monster Manual](#).

Charnel Lord (Unique Otyugh)

Large natural beast

Level 10 Elite Soldier

XP 1000

Initiative +7 **Senses** Perception +13; darkvision

Otyugh Stench aura 1; enemies in the aura take a -2 penalty to attack rolls.

HP 212; **Bloodied** 106

AC 26; **Fortitude** 27, **Reflex** 21, **Will** 24

Immune disease; **Resist** 5 necrotic

Saving Throws +2

Speed 5, swim 5

Action Points 1

⊕ **Charnel Lash** (Standard, at-will) ♦ **Necrotic**

Reach 3; +17 vs Armor Class; 1d8+6 damage, and ongoing 5 necrotic damage (save ends).

⊕ **Lifefeech** (Standard, at-will) ♦ **Necrotic**

Reach 3; +17 vs Armor Class; target is pulled 2 squares and grabbed (until escape). Grabbed target takes 5 necrotic damage, and the Charnel Lord regains 5 hit points when grabbed and at the start of the grabbed target's turn.

⚡ **Charnel Frenzy** (Standard, at-will) ♦ **Necrotic**

Close burst 3; +17 vs Armor Class; 1d8+6 damage, and ongoing 5 necrotic damage (save ends).

‡ **Rotting Bite** (Standard, at-will) ♦ **Necrotic**

+15 vs Armor Class; 2d6+6 necrotic damage, and ongoing 5 necrotic damage (save ends).

Alignment Evil **Languages** --

Skills Stealth +10

Str 22 (+11) **Dex** 11 (+5) **Wis** 16 (+8)

Con 18 (+9) **Int** 6 (+3) **Cha** 5 (+2)

First published in [H3 Pyramid of Shadows](#).

Otyugh (Level 5)

Large natural beast

Level 5 Soldier

XP 300

Initiative +4 **Senses** Perception +10; darkvision

Otyugh Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.

HP 66; **Bloodied** 33

AC 21; **Fortitude** 20, **Reflex** 14, **Will** 17

Immune disease

Speed 5, swim 5

⊕ **Tentacle** (Standard, at-will)

Reach 3; +10 vs Armor Class; 1d8+5 damage, and the target is pulled 2 squares and grabbed (until escape).

‡ **Diseased Bite** (Standard, at-will) † **Disease**

+10 vs Armor Class; 1d10+5 damage, and the target contracts filth fever.

Spying Eye

An otyugh can hide beneath murky water or refuse, leaving only its eyestalk exposed. While doing so, it gains a +10 bonus to Stealth checks but is immobilized.

Alignment Unaligned **Languages** ---

Skills Stealth +7

Str 22 (+8) **Dex** 11 (+2) **Wis** 16 (+5)

Con 18 (+6) **Int** 1 (-3) **Cha** 5 (-1)

First published in [RPGA Flames of Initiation](#).

Charnel Rat

Small natural beast

Level 7 Minion
XP 75

Initiative +8 **Senses** Perception +4; low-light vision

Aura of Rot aura 1; an enemy that starts its turn adjacent to a charnel rat takes 2 damage.

HP 1; a missed attack never damages a minion.

AC 21; **Fortitude** 18, **Reflex** 21, **Will** 20

Speed 6, climb 3

⚔ **Bite** (Standard, at-will) ♦ **Weapon**

+12 vs Armor Class; 5 damage.

Alignment Evil **Languages** --

Skills Stealth +13

Str 15 (+5) **Dex** 20 (+8) **Wis** 13 (+4)

Con 15 (+5) **Int** 4 (0) **Cha** 6 (+1)

First published in [H3 Pyramid of Shadows](#).

Shadow Slime

Large natural beast (blind, ooze)

Level 10 Elite Lurker

XP 1000

Initiative +13 **Senses** Perception +7; tremorsense 10

HP 154; **Bloodied** 77

AC 23; **Fortitude** 21, **Reflex** 22, **Will** 20

Immune gaze

Saving Throws +2

Speed 5

Action Points 1

⊕ **Slam** (Standard, at-will) ⊕ **Necrotic**

+15 vs Armor Class; 1d8+5 necrotic damage.

‡ **Drain Life** (Standard, at-will) ⊕ **Healing, Necrotic**

+13 vs Fortitude; 2d8+3 necrotic damage, and the slime regains hit points equal to the damage dealt.

Engulf in Shadows (Minor, at-will)

One light source (even magical light) within 10 squares of the shadow slime stops producing light until relit.

Pool of Shadows

The shadow slime is invisible in areas of dim light or darkness.

Shadowed Strike

When the shadow slime hits a creature that cannot see it, the attack deals an extra 2d6 damage and the target loses 1 healing surge.

Alignment Unaligned **Languages** --

Skills Athletics +12, Stealth +14

Str 15 (+7) **Dex** 18 (+9) **Wis** 15 (+7)

Con 17 (+8) **Int** 1 (0) **Cha** 1 (0)

First published in [Dragon Magazine 367](#).

Blue Slime

Large natural beast (ooze)

Level 3 Solo Brute
XP 750

Initiative +0 **Senses** Perception +7; blindsight, tremorsense 10

HP 204; **Bloodied** 102

AC 18; **Fortitude** 15, **Reflex** 17, **Will** 14

Immune charm, fear; **Resist** 5 acid

Saving Throws +3

Speed 5, swim 5

Action Points 2

⊕ **Slam** (Standard, at-will)

Reach 2; +8 vs Armor Class; 1d6+6 damage, plus ongoing 5 acid damage (save ends).

‡ **Double Attack** (Standard, at-will)

Make two basic melee attacks.

⚡ **Slime Eruption** (Standard, recharge ⏏)

Close burst 3; +6 vs Reflex; 1d6+6 acid damage. Miss: Half damage.

⚡ **Stench Pulse** (Standard, encounter)

Close burst 4; +6 vs Will; targets are dazed and weakened (save ends).

Bloodied Eruption (Immediate reaction when slime is reduced to 0 hit points)

Blue Slime uses slime eruption regardless if the power has recharged.

Alignment Unaligned **Languages** —

Str 13 (+2) **Dex** 8 (0) **Wis** 12 (+2)

Con 11 (+1) **Int** 1 (-4) **Cha** 1 (-4)

Description: The amorphous form of this creature seems to engulf everything around it. The blue ooze of the creature's body bulges and reaches outward with fluid appendages.

First published in [H1 Keep on the Shadowfell](#).

Ochre Jelly

Large natural beast (ooze)

Level 3 Elite Brute
XP 300

Initiative +0 **Senses** Perception +2; blindsight 10, tremorsense 10

HP 102; **Bloodied** 51

AC 18; **Fortitude** 16, **Reflex** 14, **Will** 14

Immune gaze; **Resist** 5 acid

Saving Throws +2

Speed 4

Action Points 1

⊕ **Slam** (Standard, at-will) ♦ **Acid**

+8 vs Armor Class; 2d6+1 damage, and ongoing 5 acid damage (save ends).

Flowing Form (Move, at-will)

The ochre jelly shifts 4 squares.

Split (immediate reaction, when first bloodied, encounter)

The ochre jelly splits into two, each with a number of hit points equal to the ochre jelly's current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if it is reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves of the ochre jelly recombine into a single creature (at the end of the encounter).

Alignment Unaligned **Languages** ---

Str 13 (+2) **Dex** 8 (0) **Wis** 12 (+2)

Con 11 (+1) **Int** 1 (-4) **Cha** 1 (-4)

Description: Ochre jellies can slip under doors and pour through cracks only half an inch wide. They cannot climb steps or similar surfaces, and often become trapped in low-lying chambers.

First published in [Monster Manual](#).

Horrid Timber

Large elemental animate (demon, plant)

Level 10 Solo Soldier

XP 2500

Initiative +7 **Senses** Perception +9; darkvision

Tangle Roots aura 4; all nonplant creatures treat the area as difficult terrain

HP 444; **Bloodied** 222

AC 28; **Fortitude** 27, **Reflex** 24, **Will** 25

Resist 10 poison

Saving Throws +4

Speed 4

Action Points 2

⌚ **Flailing Branch** (Standard, at-will)

Reach 2; +17 vs Armor Class; 2d8+6 damage.

‡ **Whipping Branches** (Standard, at-will)

Make up to four flailing branch attacks, but it cannot attack the same target more than twice. If two or more hit the same target, that target is knocked prone.

✖ **Spore Pod** (Standard, recharge ☞☞)

Area burst 1 within 10; +15 vs Fortitude; target begins to sprout thorns that grow through its skin; this deals ongoing 5 damage and causes the target to become slowed (a single save ends both).

Alignment Chaotic evil **Languages** Abyssal

Str 22 (+11) **Dex** 15 (+7) **Wis** 19 (+9)

Con 23 (+11) **Int** 7 (+3) **Cha** 15 (+7)

First published in [Dungeon Magazine 156](#).

Rat Swarm

Medium natural beast (swarm)

Level 2 Skirmisher
XP 125

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

Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 36; **Bloodied** 18

AC 15; **Fortitude** 12, **Reflex** 14, **Will** 11

Resist half damage from melee and ranged attacks; **Vulnerable** 5 damage from close and area attacks

Speed 4, climb 2

⊕ **Swarm of Teeth** (Standard, at-will)

+6 vs Armor Class; 1d6+3 damage, and ongoing 3 damage (save ends).

Alignment Unaligned **Languages** ---

Str 12 (+2) **Dex** 17 (+4) **Wis** 10 (+1)

Con 12 (+2) **Int** 2 (-3) **Cha** 9 (0)

Description: The common rat is a shy rodent with sharp teeth and a long, whiplike tail. Monstrous varieties take on a more fearsome countenance.

Hundreds of feral rats crawl over each other in a ravenous, screeching horde.

First published in [Monster Manual](#).

Hill Giant

Huge natural humanoid (giant)

Level 13 Brute
XP 800

Initiative +5 Senses Perception +7

HP 159; Bloodied 79

AC 25; Fortitude 27, Reflex 21, Will 23

Speed 8

⬇ **Greatclub** (Standard, at-will) ♦ **Weapon**

Reach 2; +15 vs Armor Class; 2d10+7 damage.

‡ **Sweeping Club** (Standard, encounter) ♦ **Weapon**

The hill giant makes a greatclub attack against two Medium or smaller targets; on a hit, the target is pushed 2 squares and knocked prone.

↻ **Hurl Rock** (Standard, at-will)

Ranged 8/16; +15 vs Armor Class; 2d6+5 damage.

Alignment Chaotic evil **Languages** Giant

Skills Athletics +16

Str 21 (+11) **Dex** 8 (+5) **Wis** 12 (+7)

Con 19 (+10) **Int** 7 (+4) **Cha** 9 (+5)

Equipment: [greatclub](#) , [hide armor](#) .

Revision (7/16/2008)

Replace the greatclub damage: “1d10 + 5 damage” with “2d10 + 7 damage.”

First published in [Monster Manual](#).

Kobold Dragonshield (Level 5)

Small natural humanoid (reptile)

Level 5 Soldier

XP 200

Initiative +5 **Senses** Perception +3; darkvision

HP 60; **Bloodied** 30

AC 21; **Fortitude** 17, **Reflex** 16, **Will** 16

Resist 5 fire

Speed 6

⚔ **Short Sword** (Standard, at-will) **Weapon**

+10 vs Armor Class; 1d6+4 damage, and the target is marked until the end of the kobold dragonshield's next turn.

Dragonshield Tactics (Immediate Reaction, when an adjacent enemy shifts away or an enemy moves adjacent, at-will)

The kobold dragonshield shifts 1 square.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (Minor, at-will)

The kobold shifts 1 square.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic

Skills Acrobatics +6, Stealth +8, Thievery +8

Str 14 (+4) **Dex** 13 (+3) **Wis** 12 (+3)

Con 12 (+3) **Int** 9 (+1) **Cha** 10 (+2)

Equipment: [heavy shield](#) , [scale armor](#) , [short sword](#) .

First published in [RPGA Elder Wisdom](#).

Kobold War Priest (Level 6)

Small natural humanoid (reptile)

Level 6 Controller

XP 250

Initiative +4 **Senses Perception** +6; darkvision

HP 73; **Bloodied** 36

AC 20; **Fortitude** 19, **Reflex** 17, **Will** 20

Speed 5

⚔ **Mace** (Standard, at-will) ♦ **Weapon**
+11 vs Armor Class; 1d6+6 damage.

☠ **Venomous Sting** (Standard, at-will) ♦ **Implement, Poison**
Ranged 5; +10 vs Fortitude; 1d6+3 poison damage, and ongoing 5 poison damage (save ends).

⚡ **Surge of Terror** (Standard, recharge ☞☞☞) ♦ **Fear, Implement**
Close burst 2; +10 vs Will; 1d6+3 psychic damage, push 3, and dazed (save ends).

🪨 **Devouring Stone** (Standard, encounter) ♦ **Implement**
Ranged 10; +11 vs Reflex; 2d6+4 damage, and the target is immobilized (save ends). Each time the target fails its save against this effect, it takes 1d6 damage.

Shifty (Minor, at-will)

A kobold can shift 1 square as a minor action.

Trap Sense

A kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic

Skills Intimidate +11, Religion +11

Str 14 (+5) **Dex** 13 (+4) **Wis** 17 (+6)

Con 17 (+6) **Int** 14 (+5) **Cha** 16 (+6)

Equipment: [holy symbol](#) , [mace](#) , [scale armor](#) .

First published in [RPGA Taking Stock of the situation](#) .

Kobold Rat Master (Level 6)

Small natural humanoid (reptile)

Level 6 Elite Soldier

XP 250

Initiative +7 **Senses** Perception +4; darkvision

Rat Horde aura 1; enemies that begin their turns in this aura suffer 5 damage. Enemies treat squares in the aura as difficult terrain.

HP 146; **Bloodied** 73

AC 23; **Fortitude** 21, **Reflex** 20, **Will** 19

Saving Throws +2

Speed 6

Action Points 1

⌚ **Whip** (Standard, at-will) ✦ **Weapon**

Reach 2; +13 vs Armor Class; 1d4+3 damage and pull 1 square.

⚔ **Gnawing Rats** (Standard, at-will)

Close burst 2; +11 vs Fortitude; 1d6+3 damage and ongoing 5 damage (save ends).

☞ **Devouring Horde** (Standard, encounter)

Ranged 5; +11 vs Fortitude; 1d6+4 damage and stunned (save ends); until the target saves, the rat master loses its rat horde aura and gnawing rats attack.

⚔ **Rat Frenzy** (Standard, encounter)

Close burst 1; +11 vs Reflex; 2d6+4 damage.

👁 **Shifty** (Minor, at-will)

A kobold can shift 1 square as a minor action.

Trap Sense

A kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic

Skills Nature +9

Str 14 (+5) **Dex** 15 (+5) **Wis** 12 (+4)

Con 17 (+6) **Int** 12 (+4) **Cha** 13 (+4)

Equipment: [hide armor](#) , [whip](#) .

First published in [RPGA Taking Stock of the situation](#).

Antharosk, Adult Green Dragon

Large natural magical beast (dragon)

Level 10 Solo Controller
XP 2500

Initiative +10 **Senses** Perception +13; darkvision

Lashing Tail aura 1; all creatures other than Antharosk treat the area within the aura as difficult terrain. Antharosk loses this aura while airborne.

HP 428; **Bloodied** 214

AC 26; **Fortitude** 23, **Reflex** 24, **Will** 23

Resist 20 poison

Saving Throws +5

Speed 8, fly 12 (hover), overland flight 15

Action Points 2

⊕ **Bite** (Standard, at-will) ⊕ **Poison**

Reach 2; +15 vs Armor Class; 1d10+5 and ongoing 5 poison damage (save ends).

⊕ **Claw** (Standard, at-will)

Reach 2; +15 vs Armor Class; 1d8+5 damage.

‡ **Double Attack** (Standard, at-will)

The dragon makes two claw attacks.

‡ **Flyby Attack** (Standard, recharge ☞☞)

Antharosk flies up to 12 squares and makes a bite attack at any point during the move without provoking opportunity attacks from the target.

‡ **Tail Sweep** (immediate reaction, if an adjacent enemy does not move on its turn, at-will)

+13 vs Reflex; 1d8+5 damage, and the target is knocked prone.

⚡ **Breath Weapon** (Standard, recharge ☞☞) ⊕ **Poison**

Close blast 5; +13 vs Fortitude; 1d10+4 poison damage, and the target is slowed (save ends both). Aftereffect: The target is slowed and weakened (save ends both).

⚡ **Bloodied Breath** (free, when first bloodied, encounter) ⊕ **Poison**

Antharosk's breath weapon recharges , and he uses it immediately.

⚡ **Frightful Presence** (Standard, encounter) ⊕ **Fear**

Close burst 5; targets enemies; +13 vs Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Common, Draconic

Skills Bluff +19, Diplomacy +14, Insight +18, Intimidate +14

Str 16 (+8) **Dex** 20 (+10) **Wis** 17 (+8)

Con 19 (+9) **Int** 16 (+8) **Cha** 18 (+9)

First published in [Dungeon Magazine 163](#).

Duergar Hellcaller

Medium natural humanoid (demon)

Level 12 Artillery
XP 700

Initiative +10 **Senses** Perception +13; darkvision

HP 96; **Bloodied** 48

AC 24; **Fortitude** 23, **Reflex** 23, **Will** 25

Resist 10 fire, 10 poison

Speed 5

⦿ **Mace** (Standard, at-will) ♦ **Weapon**

Melee 1; +19 vs Armor Class; 1d8+5 damage.

↻ **Infernal Quills** (Standard, at-will) ♦ **Fire, Poison**

Ranged 10; +19 vs Armor Class; 1d8+3 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).

↻ **Quick Quill Strike** (Minor, encounter) ♦ **Fire, Poison**

The duergar hellcaller makes an infernal quills attack.

⬅ **Asmodeus's Ruby Curse** (Standard, encounter) ♦ **Fear, Psychic**

Close blast 5; targets enemies; +16 vs Will; 3d8+5 psychic damage, and the duergar slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.

✱ **Quill Storm** (Standard, encounter) ♦ **Fire, Poison**

Area burst 2 within 10; +17 vs Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).

Devilish Sacrifice (Immediate Interrupt, when an enemy makes a melee attack roll against the duergar hellcaller, encounter)

The duergar hellcaller shifts to the nearest space beyond the triggering attack's reach. A legion devil hellguard appears in the duergar's former space and becomes the target of the triggering attack. The devil acts immediately after the duergar hellcaller's initiative.

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Arcana +11, Dungeoneering +13, Religion +11

Str 14 (+8) **Dex** 19 (+10) **Wis** 14 (+8)

Con 18 (+10) **Int** 11 (+6) **Cha** 22 (+12)

Equipment: [leather armor](#) , [mace](#) .

First published in [Dungeon Magazine 163](#).

Duergar Scout

Medium natural humanoid (devil)

Level 4 Lurker
XP 175

Initiative +9 **Senses** Perception +9; darkvision

HP 48; **Bloodied** 24

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 16

Immune illusion; **Resist** 10 fire, 10 poison

Speed 5

⚔ **Warhammer** (Standard, at-will) ♦ **Weapon**
+8 vs Armor Class; 1d10+2 damage.

🏹 **Crossbow** (Standard, at-will) ♦ **Weapon**
+9 vs Armor Class; 1d8+3 damage.

🏹 **Beard Quills** (Minor, encounter) ♦ **Poison**
Ranged 3; +9 vs Armor Class; 1d8+3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

Combat Advantage

When the duergar scout has combat advantage, its melee and ranged attacks deal an extra 2d6 damage on a hit.

Invisibility (Minor, recharge ⏏⏏⏏)

The duergar scout can turn invisible until the end of its next turn. It becomes visible if it takes a standard action.

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Dungeoneering +11, Stealth +10

Str 15 (+4) **Dex** 17 (+5) **Wis** 14 (+4)

Con 18 (+6) **Int** 10 (+2) **Cha** 7 (0)

Equipment: [chainmail](#) , [crossbow](#) , [crossbow bolt](#) x10, [warhammer](#) .

First published in [H2 Thunderspire Labyrinth](#).

Duergar Guard

Medium natural humanoid (devil)

Level 4 Soldier
XP 175

Initiative +5 **Senses** Perception +4; darkvision

HP 60; **Bloodied** 30


AC 21; **Fortitude** 18, **Reflex** 15, **Will** 16

Immune illusion; **Resist** 10 fire, 10 poison

Speed 5

⚔ **Warhammer** (Standard, at-will) ♦ **Weapon**
+11 vs Armor Class; 1d10+3 damage.

☞ **Beard Quills** (Minor, encounter) ♦ **Poison**
Ranged 3; +11 vs Armor Class; 1d8+3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends).

☠ **Infernal Anger** (Minor, recharge ) ♦ **Fire**
Until the start of the duergar guard's next turn, it deals an extra 4 fire damage when its melee attacks hit, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Dungeoneering +11

Str 17 (+5) **Dex** 13 (+3) **Wis** 14 (+4)

Con 20 (+7) **Int** 10 (+2) **Cha** 7 (0)

Equipment: [chainmail](#) , [warhammer](#) .

First published in [H2 Thunderspire Labyrinth](#).

Duergar Theurge

Medium natural humanoid (devil)

Level 5 Controller
XP 200

Initiative +4 Senses Perception +4; darkvision

HP 64; Bloodied 32

AC 20; Fortitude 17, Reflex 18, Will 17

Immune illusion; Resist 10 fire, 10 poison

Speed 5

⚔ **Warhammer** (Standard, at-will) ♦ **Weapon**
+10 vs Armor Class; 1d10+1 damage.

☞ **Firebolt** (Standard, at-will) ♦ **Fire**
Ranged 10; +9 vs Reflex; 1d10+4 fire damage.

☞ **Brimstone Hail** (Standard, recharge ☞☞) ♦ **Fire**
Area burst 2 within 15; +9 vs Reflex; 1d8+4 fire damage, and the target is knocked prone.

☞ **Vile Fumes** (Standard, recharge ☞☞) ♦ **Poison**
Area burst 2 within 15; +9 vs Fortitude; 1d8 poison damage, and the target is blinded until the end of the duergar theurge's next turn.

☞ **Wave of Despair** (Standard, encounter) ♦ **Psychic**
Close blast 5; +9 vs Will; 1d8+4 psychic damage, and the target is slowed and dazed (save ends both).

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Dungeoneering +11

Str 13 (+3) **Dex** 15 (+4) **Wis** 14 (+4)

Con 16 (+5) **Int** 18 (+6) **Cha** 11 (+2)

Equipment: [warhammer](#) .

First published in [H2 Thunderspire Labyrinth](#).

Duergar Miner

Medium natural humanoid (devil)

Level 5 Minion
XP 50

Initiative +5 **Senses** Perception +4; darkvision

HP 1; a missed attack never damages a minion.

AC 20; **Fortitude** 17, **Reflex** 14, **Will** 17

Immune illusion; **Resist** 10 fire, 10 poison

Speed 5

⚔ **Warhammer** (Standard, at-will) ♦ **Weapon**

+3 vs Armor Class; 4 damage.

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Dungeoneering +11

Str 17 (+5) **Dex** 13 (+3) **Wis** 14 (+4)

Con 20 (+7) **Int** 10 (+2) **Cha** 7 (0)

Equipment: [chainmail](#) , [warhammer](#) .

First published in [H2 Thunderspire Labyrinth](#).

Duergar Shock Trooper

Medium natural humanoid (devil)

Level 6 Brute
XP 250

Initiative +3 **Senses Perception** +5; darkvision

HP 90; **Bloodied** 45

AC 19; **Fortitude** 20, **Reflex** 16, **Will** 18

Immune illusion; **Resist** 10 fire, 10 poison

Speed 5

⚔ **Warhammer** (Standard, at-will) ♦ **Weapon**
+9 vs Armor Class; 1d10+4 damage.

☞ **Beard Quills** (Minor, encounter) ♦ **Poison**
Ranged 3; +9 vs Armor Class; 1d8+3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

Expand (when first bloodied, encounter) ♦ **Polymorph**

The duergar shock trooper becomes Large, occupying 4 squares instead of 1. Any creatures in the squares that the shock trooper comes to occupy are pushed 1 square. The shock trooper also gains reach 2 and a +5 bonus to its melee damage rolls. The shock trooper remains Large until the end of the encounter.

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Dungeoneering +12

Str 19 (+7) **Dex** 11 (+3) **Wis** 14 (+5)

Con 20 (+8) **Int** 10 (+3) **Cha** 7 (+1)

Equipment: [chainmail](#) , [warhammer](#) .

First published in [H2 Thunderspire Labyrinth](#).

Ogre Thug

Large natural humanoid

Level 11 Minion
XP 150

Initiative +5 **Senses Perception** +5
HP 1; a missed attack never damages a minion.
AC 23; **Fortitude** 25, **Reflex** 20, **Will** 20

Speed 8

⚔ **Greatclub** (Standard, at-will) ♦ **Weapon**
Reach 2; +14 vs Armor Class; 8 damage.

Alignment Chaotic evil **Languages** Giant

Str 21 (+10) **Dex** 11 (+5) **Wis** 11 (+5)

Con 21 (+10) **Int** 4 (+2) **Cha** 6 (+3)

Equipment: [greatclub](#) .

First published in [Monster Manual](#).

Ogre Warhulk

Large natural humanoid

Level 11 Elite Brute
XP 1200

Initiative +6 Senses Perception +6

HP 286; Bloodied 143

AC 25; Fortitude 26, Reflex 21, Will 21

Saving Throws +2

Speed 8

Action Points 1

⊕ **Heavy Flail** (Standard, at-will) ♦ **Weapon**

Reach 2; +14 vs Armor Class; 2d8+6 damage, and the target is knocked prone.

⚡ **Flail Hurricane** (Standard, encounter) ♦ **Weapon**

Requires heavy flail; close burst 2; +12 vs Armor Class; 2d8+6 damage, and a Medium or smaller target is knocked prone.

Alignment Chaotic evil **Languages** Common, Giant

Str 22 (+11) **Dex** 12 (+6) **Wis** 12 (+6)

Con 23 (+11) **Int** 4 (+2) **Cha** 6 (+3)

Equipment: heavy flail, [hide armor](#) .

First published in [Monster Manual](#).

Ogre Skirmisher (Level 7)

Large natural humanoid

Level 7 Skirmisher

XP 300

Initiative +8 **Senses Perception** +4

HP 83; **Bloodied** 41

AC 21; **Fortitude** 21, **Reflex** 19, **Will** 17

Speed 8

⚔ **Club** (Standard, at-will) ♦ **Weapon**

Reach 2; +12 vs Armor Class; 1d8+4 damage.

↘ **Javelin** (Standard, at-will) ♦ **Weapon**

Ranged 10/20; +12 vs Armor Class; 1d8+4 damage.

M **Hurling Charge** (Standard, encounter) ♦ **Weapon**

The ogre skirmisher makes a javelin attack followed by a charge attack.

Skirmish +1d8

If, on its turn, the ogre skirmisher ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its attacks until the start of its next turn.

Alignment Chaotic evil **Languages** Common, Giant

Str 18 (+7) **Dex** 14 (+5) **Wis** 11 (+3)

Con 19 (+7) **Int** 4 (0) **Cha** 6 (+1)

Equipment: [club](#) , [hide armor](#) , [javelin](#) x6.

First published in [RPGA The Sea Drake](#).

Dark Stalker

Small shadow humanoid

Level 10 Lurker
XP 500

Initiative +14 **Senses** Perception +7; darkvision

HP 81; **Bloodied** 40

AC 24; **Fortitude** 21, **Reflex** 24, **Will** 23

Speed 6

☞ **Scimitar** (Standard, at-will) ♦ **Weapon**

+15 vs Armor Class; 1d8+5 damage (crit 1d8 + 13).

☞ **Dagger** (Standard, at-will) ♦ **Weapon**

Range 5/10; +15 vs Armor Class; 1d4+5 damage.

☞ **Dark Fog** (standard; sustain minor, encounter) ♦ **Zone**

Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).

☞ **Killing Dark** (when reduced to 0 hit points)

Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark stalker explodes in a spout of darkness

Combat Advantage

The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (Move, at-will)

The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Invisibility (Minor, recharge ☞☞☞☞) ♦ Illusion

The dark stalker becomes invisible until the end of its next turn.

Alignment Unaligned **Languages** Common

Skills Stealth +15, Thievery +15

Str 12 (+6) **Dex** 21 (+10) **Wis** 14 (+7)

Con 15 (+7) **Int** 14 (+7) **Cha** 19 (+9)

Equipment: black garments, [dagger](#) x4, [scimitar](#) .

First published in [Monster Manual](#).

Darkpact Stalker

Medium shadow humanoid

Level 10 Lurker
XP 500

Initiative +14 Senses Perception +7; darkvision

HP 81; Bloodied 40

AC 24; Fortitude 21, Reflex 24, Will 23

Speed 6

⚔ **Scimitar** (Standard, at-will) ♦ **Weapon**

+15 vs Armor Class; 1d8+5 damage (crit 1d8+13).

☞ **Dagger** (Standard, at-will) ♦ **Weapon**

Ranged 5/10; +15 vs Armor Class; 1d4+5 damage.

⚡ **Killing Dark** (when reduced to 0 hit points)

Close burst 1; targets enemies; each target is blinded (save ends). When slain, a darkpact stalker explodes in a spout of darkness.

☁ **Dark Fog** (Standard; sustain minor, encounter) ♦ **Zone**

Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).

Keen Scimitar (Minor, encounter)

Requires scimitar; if the next attack the darkpact stalker makes before the end of its next turn is a hit, treat it as a critical hit.

Combat Advantage

The darkpact stalker deals 2d6 extra damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (Move, at-will)

The darkpact stalker moves 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Invisibility (Minor, recharge ) ♦ **Illusion**

The darkpact stalker becomes invisible until the end of its next turn.

Alignment Unaligned **Languages** Common

Skills Stealth +15, Thievery +15

Str 12 (+6) **Dex** 21 (+10) **Wis** 14 (+7)

Con 15 (+7) **Int** 14 (+7) **Cha** 19 (+9)

Equipment: black feyweave armor, [dagger](#) x4, [keen weapon](#) +1 [scimitar](#) .

First published in [Dungeon Magazine 163](#).

Hobgoblin Warcaster

Medium natural humanoid

Level 3 Controller (Leader)

XP 150

Initiative +5 **Senses** Perception +4; low-light vision

HP 46; **Bloodied** 23

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 14

Speed 6

⚔ **Quarterstaff** (Standard, at-will) ♦ **Weapon**
+8 vs Armor Class; 1d8+1 damage.

⚡ **Shock Staff** (Standard, recharge ⏏) ♦ **Lightning, Weapon**
Requires quarterstaff; +8 vs Armor Class; 2d10+4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.

➤ **Force Lure** (Standard, recharge ⏏) ♦ **Force**
Ranged 5; +7 vs Fortitude; 2d6+4 force damage, and the target slides 3 squares.

⬅ **Force Pulse** (Standard, recharge ⏏) ♦ **Force**
Close blast 5; +7 vs Reflex; 2d8+4 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.

Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end, encounter)

The hobgoblin warcaster makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin

Skills Arcana +10, Athletics +4, History +12

Str 13 (+2) **Dex** 14 (+3) **Wis** 16 (+4)

Con 14 (+3) **Int** 19 (+5) **Cha** 13 (+2)

Equipment: robes, [quarterstaff](#) .

First published in [Monster Manual](#).

Hobgoblin Archer (Level 5)

Medium natural humanoid

Level 5 Artillery

XP 200

Initiative +8 **Senses** Perception +8; low-light vision

HP 51; **Bloodied** 25

AC 19; **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 6

⚔ **Longsword** (Standard, at-will) ✦ **Weapon**
+8 vs Armor Class; 1d8+3 damage.

🏹 **Longbow** (Standard, at-will) ✦ **Weapon**
Ranged 20/40; +11 vs Armor Class; 1d10+5 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.

Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end, encounter)

The hobgoblin archer rolls a saving throw against the effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +5, History +6

Str 14 (+4) **Dex** 19 (+6) **Wis** 14 (+4)

Con 15 (+4) **Int** 11 (+2) **Cha** 10 (+2)

Equipment: [arrows \(30\)](#) , [leather armor](#) , [longbow](#) , [longsword](#) .

First published in [RPGA Breaking Point](#).

Hobgoblin Commander

Medium natural humanoid

Level 5 Soldier (Leader)
XP 200

Initiative +8 **Senses** Perception +5; low-light vision

HP 64; **Bloodied** 32

AC 21 (23 with phalanx soldier); **Fortitude** 21, **Reflex** 18, **Will** 19

Speed 5

⚔ **Spear** (Standard, at-will) ✦ **Weapon**

+12 vs Armor Class; 1d8+5 damage. If the hobgoblin commander hits with an opportunity attack, it shifts 1 square.

⬅ **Tactical Deployment** (Minor, recharge ⏏)

Close burst 5; allies in the burst shift 3 squares.

Lead from the Front

When the hobgoblin commander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until end of the hobgoblin commander's next turn.

Hobgoblin Resilience (immediate reaction, when the hobgoblin commander suffers an effect that a save can end, encounter)

The hobgoblin commander makes a saving throw against the triggering effect.

Phalanx Soldier

The hobgoblin commander gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +12, History +10, Intimidate +7

Str 20 (+7) **Dex** 14 (+4) **Wis** 16 (+5)

Con 16 (+5) **Int** 12 (+3) **Cha** 10 (+2)

Equipment: [heavy shield](#) , [scale armor](#) , [spear](#) .

First published in [Monster Manual](#).

Hobgoblin Soldier (Level 5)

Medium natural humanoid

Level 5 Soldier

XP 200

Initiative +8 **Senses** Perception +4; low-light vision

HP 63; **Bloodied** 31

AC 22 (24 with phalanx soldier); **Fortitude** 20, **Reflex** 18, **Will** 18

Speed 5

⚔ **Flail** (Standard, at-will) ♦ **Weapon**

+9 vs Armor Class; 1d10+5 damage, the target is slowed until the end of the hobgoblin soldier's next turn, and the target is marked until the end of the hobgoblin soldier's next turn.

‡ **Formation Strike** (Standard, at-will) ♦ **Weapon**

Requires flail; +9 vs Armor Class; 1d10+5 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end, encounter)

The hobgoblin soldier rolls a saving throw against the effect.

Phalanx Soldier

The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +10, History +8

Str 19 (+6) **Dex** 14 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 11 (+2) **Cha** 10 (+2)

Equipment: [flail](#) , [heavy shield](#) , [scale armor](#) .

First published in [RPGA Breaking Point](#).

Hobgoblin Warchief

Medium natural humanoid (goblin)

Level 5 Soldier
XP 200

Initiative +8 **Senses** Perception +5; low-light vision

HP 64; **Bloodied** 32

AC 22 (24 with phalanx soldier); **Fortitude** 21, **Reflex** 18, **Will** 19

Speed 5

‡ **Spear** (Standard, at-will) † **Weapon**

+12 vs Armor Class; 1d8+5 damage. If the hobgoblin commander hits with an opportunity attack, it can shift 1 square.

◀ **Tactical Deployment** (Minor, recharge )

Close burst 5; allies in the burst can shift up to 3 squares.

Lead from the Front

When the hobgoblin commander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until end of the hobgoblin commander's next turn.

Hobgoblin Resilience (Immediate Reaction, encounter)

The hobgoblin makes a saving throw against the triggering effect.

Phalanx Soldier

The hobgoblin gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +14, Intimidate +7, Stealth +11

Str 20 (+7) **Dex** 14 (+4) **Wis** 16 (+5)

Con 16 (+5) **Int** 12 (+3) **Cha** 10 (+2)

Equipment: [heavy shield](#) , [scale armor](#) , [spear](#) .

First published in [H1 Keep on the Shadowfell](#).

Hobgoblin Grunt (Level 7)

Medium natural humanoid

Level 7 Minion

XP 75

Initiative +4 **Senses** Perception +1; low-light vision

HP 1; a missed attack never damages a minion.

AC 21; **Fortitude** 19, **Reflex** 17, **Will** 16

Speed 6

⚔ **Longsword** (Standard, at-will) **Weapon**

+10 vs Armor Class; 7 damage.

Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end, encounter)

The hobgoblin soldier rolls a saving throw against the effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +5, History +2

Str 18 (+7) **Dex** 14 (+5) **Wis** 13 (+4)

Con 15 (+5) **Int** 10 (+3) **Cha** 9 (+2)

Equipment: [leather armor](#) , [light shield](#) , [longsword](#) .

First published in [RPGA Breaking Point](#).

Hobgoblin Warrior

Medium natural humanoid

Level 8 Minion
XP 88

Initiative +7 **Senses** Perception +5; low-light vision

HP 1; a missed attack never damages a minion.

AC 22 (24 with phalanx soldier); **Fortitude** 20, **Reflex** 18, **Will** 18

Speed 6

⚔ **Longsword** (Standard, at-will) ✦ **Weapon**
+10 vs Armor Class; 6 damage.

Hobgoblin Resilience (immediate reaction, when the hobgoblin commander suffers an effect that a save can end, encounter)

The hobgoblin makes a saving throw against the triggering effect.

Phalanx Soldier

The hobgoblin warrior gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +9, History +5

Str 19 (+8) **Dex** 14 (+6) **Wis** 14 (+6)

Con 15 (+6) **Int** 11 (+4) **Cha** 10 (+4)

Equipment: [light shield](#) , [longsword](#) , [scale armor](#) .

First published in [Monster Manual](#).

Skeletal Tomb Guardian (Level 8)

Medium natural animate (undead)

Level 8 Brute

XP 350

Initiative +9 **Senses** Perception +11; darkvision

HP 110; **Bloodied** 55

AC 21; **Fortitude** 20, **Reflex** 21, **Will** 18

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 8

⚔ **Twin Scimitar Strike** (Standard, at-will) ♦ **Weapon**

The skeletal tomb guardian makes two scimitar attacks against the same target: ; +11 vs Armor Class; 1d8+3 damage (crit 1d8 + 11). This also holds true for opportunity attacks.

⚔ **Cascade of Steel** (Standard, at-will) ♦ **Weapon**

The skeletal tomb guardian makes two twin scimitar strike attacks (four scimitar attacks total).

⚔ **Sudden Strike** (immediate reaction, when an adjacent enemy shifts, at-will) ♦ **Weapon**

The skeletal tomb guardian makes a melee basic attack against the enemy.

Alignment Unaligned **Languages** ---

Str 18 (+8) **Dex** 20 (+9) **Wis** 14 (+6)

Con 16 (+7) **Int** 3 (0) **Cha** 3 (0)

Equipment: [scimitar](#) x4.

First published in [RPGA At the Foot of the Lighthouse](#).

Decrepit Skeleton (Level 8)

Medium natural animate (undead)

Level 8 Minion
XP 88

Initiative +3 **Senses** Perception +3; darkvision
HP 1; a missed attack never damages a minion.

AC 22; **Fortitude** 19, **Reflex** 20, **Will** 19

Immune disease, poison

Speed 6

⊕ **Longsword** (Standard, at-will) + **Weapon**
+13 vs Armor Class; 6 damage.

⊕ **Shortbow** (Standard, at-will) + **Weapon**
Ranged 15/30; +13 vs Armor Class; 5 damage.

Alignment Unaligned **Languages** ---

Str 15 (+6) **Dex** 17 (+7) **Wis** 14 (+6)

Con 13 (+5) **Int** 3 (0) **Cha** 3 (0)

Equipment: [arrow](#) , [heavy shield](#) , [longsword](#) , [shortbow](#) .

First published in [RPGA The Woolmens Restless Tomb](#).

Bonecrusher Skeleton

Large natural animate (undead)

Level 7 Soldier
XP 300

Initiative +10 **Senses** Perception +6; darkvision

HP 80; **Bloodied** 40

AC 23; **Fortitude** 19, **Reflex** 20, **Will** 18

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

‡ **Greatclub** (Standard, at-will) † **Weapon**

Reach 2; +13 vs Armor Class; 1d10+5 damage..

‡ **Crushing Blow** (Standard, recharge ☹️) † **Weapon**

Requires greatclub; Reach 2; +13 vs Armor Class; 2d10+5 and the target is pushed 1 square and knocked prone..

Threatening Reach

The bonecrusher skeleton can make opportunity attacks against all enemies within its reach (2 squares).

Alignment Unaligned **Languages** ---

Str 20 (+8) **Dex** 21 (+8) **Wis** 16 (+6)

Con 16 (+6) **Int** 3 (-1) **Cha** 3 (-1)

Equipment: greatclub

First published in [H2 Thunderspire Labyrinth](#).

Blazing Skeleton (Level 7)

Medium natural animate (undead)

Level 7 Artillery

XP 300

Initiative +7 **Senses** Perception +5; darkvision

HP 65; **Bloodied** 32

AC 21; **Fortitude** 17, **Reflex** 20, **Will** 18

Immune disease, poison; **Resist** 10 fire, 10 necrotic; **Vulnerable** 5 radiant

Speed 6

⚔ **Blazing Claw** (Standard, at-will) ✦ **Fire**

+10 vs Armor Class; 1d4+2 damage, and ongoing 5 fire damage (save ends).

⚔ **Flame Orb** (Standard, at-will) ✦ **Fire**

Ranged 10; +10 vs Reflex; 2d4+5 fire damage, and ongoing 5 fire damage (save ends).

Alignment Unaligned **Languages** ---

Str 13 (+4) **Dex** 18 (+7) **Wis** 15 (+5)

Con 17 (+6) **Int** 4 (0) **Cha** 6 (+1)

First published in [RPGA At the Foot of the Lighthouse](#).

Cadaver Golem

Large natural animate (construct)

Level 12 Elite Brute
XP 1400

Initiative +6 **Senses** Perception +5; darkvision

HP 228; **Bloodied** 114

AC 26; **Fortitude** 27, **Reflex** 22, **Will** 25

Immune disease, poison, sleep

Saving Throws +2

Speed 6 can't shift

Action Points 1

⊕ **Slam** (Standard, at-will)

Reach 2; +15 vs Armor Class; 2d8+5 damage, and the target is dazed (save ends).

‡ **Double Attack** (Standard, at-will)

The cadaver golem makes two slam attacks.

‡ **Assimilate Flesh** (free, when an adjacent enemy becomes bloodied or is reduced to 0 hit points or fewer, at-will) † **Healing**

Targets the triggering enemy; +13 vs Fortitude; 2d12+5 damage, and the cadaver golem regains 57 hit points.

Alignment Evil **Languages** Common

Str 20 (+11) **Dex** 10 (+6) **Wis** 8 (+5)

Con 22 (+12) **Int** 12 (+7) **Cha** 10 (+6)

First published in [Open Grave](#).

Tomb Mote

Tiny natural animate (undead)

Level 3 Minion

XP 38

Initiative +9 **Senses** Perception +4; darkvision

HP 1; a missed attack never damages a minion.

AC 17; **Fortitude** 13, **Reflex** 18, **Will** 14

Immune disease, poison; **Resist** 10 necrotic

Speed 8

⊕ **Bite** (Standard, at-will) ♦ **Necrotic**

+8 vs Armor Class; 3 necrotic damage, and ongoing 2 necrotic damage (save ends).

Tomb Tactics

When a tomb mote hits a target adjacent to three or more tomb motes, it instead deals 6 damage and ongoing 5 necrotic damage (save ends).

Alignment Unaligned **Languages** --

Skills Stealth +14

Str 8 (0) **Dex** 26 (+9) **Wis** 16 (+4)

Con 17 (+4) **Int** 4 (-2) **Cha** 14 (+3)

First published in [Open Grave](#).

Bloodkiss Beholder

Large aberrant magical beast (undead)

Level 9 Solo Controller
XP 2000

Initiative +6 **Senses** Perception +12; all-around vision, darkvision

Unquenchable Thirst aura 2; the bloodkiss beholder makes an eye bite attack as a free action against any enemy within the aura at the start of the enemy's turn.

HP 412; **Bloodied** 206

AC 25; **Fortitude** 25, **Reflex** 21, **Will** 22

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +5

Speed fly 6 (hover)

Action Points 2

Ⓢ **Eye Bite** (Standard, at-will) ♦ **Necrotic**

Reach 2; +13 vs Armor Class; 1d8+3 damage plus 10 necrotic damage.

‡ **Eye Writhe** (Standard, at-will) ♦ **Necrotic**

The bloodkiss beholder makes three eye bite attacks.

↻ **Blood Call** (Minor, recharge 3)

Ranged 5; targets a bloodied enemy; +11 vs Will; the target is stunned (save ends). Aftereffect: The target is slowed (save ends).

‡ **Bloodkiss** (Immediate Reaction, when a creature within 2 squares of the bloodkiss beholder becomes bloodied, at-will) ♦ **Healing**

Reach 2; targets the triggering creature; +11 vs Fortitude; 4d6+6 damage, and the target is weakened (save ends). In addition, the bloodkiss beholder spends a healing surge to regain 103 hit points.

⚡ **Death Scream** (Standard, recharge 3) ♦ **Psychic**

Close blast 5; +11 vs Will; 4d6+6 psychic damage, and the target is dazed (save ends).

⚡ **Bloodied Writhe** (Free, when first bloodied, encounter) ♦ **Necrotic**

The bloodkiss beholder's death scream power recharges, and the beholder uses it immediately.

Alignment Evil **Languages** Deep Speech

Str 21 (+9) **Dex** 15 (+6) **Wis** 17 (+7)

Con 23 (+10) **Int** 12 (+5) **Cha** 8 (+3)

First published in [Open Grave](#).

Arcane Ballista

Large natural animate (construct)

Level 6 Artillery
XP 250

Initiative +8 **Senses** Perception +5; low-light vision

HP 57; **Bloodied** 28

AC 18; **Fortitude** 17, **Reflex** 18, **Will** 15

Immune charm, disease, fear, poison, sleep; **Resist** 5 to all damage

Speed 6

Ⓜ **Slam** (Standard, at-will)

+13 vs Armor Class; 1d6+4 damage.

Ⓜ **Lightning Shot** (Standard, at-will) ♦ **Lightning**

Ranged 20; +11 vs Reflex; 1d10+5 lightning damage.

✳ **Lightning Burst** (Standard, at-will) ♦ **Lightning**

Area burst 2 within 20; +9 vs Reflex; 1d10+5 lightning damage.

Alignment Unaligned **Languages** --

Str 19 (+7) **Dex** 20 (+8) **Wis** 14 (+5)

Con 15 (+5) **Int** 3 (-1) **Cha** 6 (+1)

First published in [Dungeon Magazine 155](#).

Dwarf Hammerer

Medium natural humanoid

Level 5 Soldier
XP 200

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

⚔ **Warhammer** (Standard, at-will) ♦ **Weapon**
+11 vs Armor Class; 1d10+3 damage.

⚔ **Shield Bash** (Minor, recharge 2) ♦
+9 vs Fortitude; 2d6+3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).

✋ **Throwing Hammer** (Standard, at-will) ♦ **Weapon**
Range 5/10; +10 vs Armor Class; 1d6+3 damage.

Stubborn (immediate interrupt, when an enemy tries to push it or knock it prone)
The dwarf hammerer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move—through a push, a pull, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Alignment Any **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: [heavy shield](#) , [plate armor](#) , [throwing hammer](#) x3, [warhammer](#) .

First published in [Monster Manual](#).

Evistro (Carnage Demon)

Medium elemental magical beast (demon)

Level 6 Brute
XP 250

Initiative +4 **Senses Perception** +4

HP 90; **Bloodied** 45

AC 16; **Fortitude** 18, **Reflex** 14, **Will** 14

Resist 10 variable (1/encounter)

Speed 6

⚔ **Claws** (Standard, at-will)

+9 vs Armor Class; 1d12+5 damage.

‡ **Destructive Bite** (Minor, at-will)

Bloodied target only; +8 vs Armor Class; 1d6+5 damage.

Carnage

The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.

Alignment Chaotic evil **Languages** Abyssal

Str 21 (+8) **Dex** 12 (+4) **Wis** 12 (+4)

Con 20 (+8) **Int** 5 (0) **Cha** 7 (+1)

Description: Evistors crave carnage and rampage across planes and worlds in enormous hordes, leaving devastation in their wake.

Revision (7/16/2008)

Replace the claws damage: “1d8 + 5 damage” with “1d12 + 5 damage.”

First published in [Monster Manual](#).

Naarash, Barlgura

Large elemental beast (demon)

Level 8 Solo Brute
XP 1750

Initiative +7 **Senses Perception** +12; low-light vision

HP 360; **Bloodied** 180

AC 23; **Fortitude** 24, **Reflex** 19, **Will** 19

Resist 10 variable (1/encounter)

Saving Throws +4

Speed 8, climb 8

Action Points 2

⊕ **Slam** (Standard, at-will)

Reach 2; +11 vs Armor Class; 1d8+6 damage, or 2d8+6 damage if the barlgura is bloodied.

‡ **Double Attack** (Standard, at-will)

The barlgura makes two slam attacks.

‡ **Demonic Frenzy** (Immediate Reaction, when attacked by an adjacent enemy while bloodied, at-will)

Naarash makes a frenzied slam attack against the enemy; +14 vs Armor Class; 1d8+8 damage.

⚡ **Death Burst** (when reduced to 0 hit points,) † **Fire**

Naarash explodes in a burst of flame; close burst 10; +10 vs Reflex; 2d8+5 fire damage. Miss: Half damage. The demon and the Eye of Naarash are destroyed.

Tormenting Howl (Minor, encounter)

All enemies within 5 squares of Naarash take a -2 penalty to attack rolls until the end of its next turn.

Bloodied Torment (Immediate Reaction, when first bloodied, encounter)

Naarash recharges and uses tormenting howl.

Alignment Chaotic evil **Languages** Abyssal

Skills Athletics +15

Str 22 (+10) **Dex** 16 (+7) **Wis** 16 (+7)

Con 18 (+8) **Int** 6 (+2) **Cha** 12 (+5)

First published in [Dungeon Magazine 155](#).

Angry Mob

Gargantuan natural humanoid (swarm)

Level 5 Brute

XP 200

Initiative +3 **Senses Perception** +1

Swarm Attack aura 1; the angry mob makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 74; **Bloodied** 37

AC 17; **Fortitude** 19, **Reflex** 17, **Will** 16

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

Speed 5

⊕ **Savage Mob** (Standard, at-will)

+8 vs Armor Class; 2d6+4 damage, and the target is knocked prone.

Crushing Press

The angry mob deals an extra 2d6 damage to prone creatures.

Alignment Unaligned **Languages** --

Str 18 (+6) **Dex** 15 (+4) **Wis** 8 (+1)

Con 14 (+4) **Int** 8 (+1) **Cha** 12 (+3)

First published in [Dragon Magazine 368](#).

Sylen Leafrunner

Medium fey humanoid

Level 3 Skirmisher
XP 150

Initiative +7 **Senses Perception** +10; low-light vision

Group Awareness aura 5; all allies inside the aura gain a +1 racial bonus to Perception checks.

HP 44; **Bloodied** 22

AC 19; **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 7

⚔ **Longsword** (Standard, at-will) ♦ **Weapon**
+8 vs Armor Class; 1d8+2 damage.

🏹 **Longbow** (Standard, at-will) ♦ **Weapon**
Ranged 20/40; +9 vs Armor Class; 1d10+4 damage.

⚔ **Twin Strike** (Standard, at-will) ♦ **Weapon**
Requires longbow; ranged 20/40; +9 vs. Armor Class, two attacks; 1d10 damage per attack.

🏹 **Cut and Run** (Standard, encounter) ♦ **Weapon**
Requires longbow; ranged 20/40; +9 vs. Armor Class, two attacks; 1d10 + 4 damage per attack. Sylen can shift up to 3 squares after the first or second attack.

Elven Accuracy (Free, encounter)

Sylen can reroll an attack roll. It must use the second roll, even if it's lower.

Hunter's Quarry (Minor, at-will [1/round])

Closest enemy becomes Sylen's quarry. Once per round, Sylen can deal an extra 1d6 damage on an attack against his quarry. Sylen can have just one quarry at a time.

Yield Ground (Immediate Reaction, when damaged by a melee attack, encounter)

Sylen can shift 2 squares and gains a +2 power bonus to all defenses until the end of his next turn.

Alignment Good **Languages** Common, Elven

Skills Nature +10, Stealth +10

Str 14 (+3) **Dex** 18 (+5) **Wis** 15 (+3)

Con 12 (+2) **Int** 11 (+1) **Cha** 10 (+1)

Equipment: [adventurer's kit](#) , [arrows \(30\)](#) , [leather armor](#) , [longbow](#) , [longsword](#) .

First published in [Dungeon Magazine 157](#).

Ninaran, Elf Archer

Medium fey humanoid (elf)

Level 4 Artillery
XP 175

Initiative +7 **Senses** Perception +12; low-light vision

HP 44; **Bloodied** 22

AC 17; **Fortitude** 14, **Reflex** 18, **Will** 15

Speed 7

⚔ **Longsword** (Standard, at-will)
+8 vs Armor Class; 1d8+3 damage.

🏹 **Longbow** (Standard, at-will)
Ranged 20/40; +9 vs Armor Class; 1d10+5 damage.

Archer's Mobility

If Ninaran moves at least 4 squares from its original position, she gains a +2 bonus to ranged attacks until the start of its next turn.

Elven Accuracy (Free, encounter)

An elf can reroll an attack roll. It must use the second roll, even if it's lower.

Wild Step

An elf ignores difficult terrain when it shifts.

Alignment Evil **Languages** Common, Draconic, Elven

Skills Nature +12

Str 13 (+3) **Dex** 20 (+7) **Wis** 16 (+5)

Con 14 (+4) **Int** 12 (+3) **Cha** 11 (+2)

Description: This pale elf has dark hair and wears a ruthless expression. She moves with grace and agility, a deadly purpose in her keen eyes.

First published in [H1 Keep on the Shadowfell](#).

Pain Devil Captain

Medium immortal humanoid (devil)

Level 11 Controller (Leader)
XP 600

Initiative +7 **Senses** Perception +13; darkvision

Aura of Torment aura 2; a creature without the devil keyword that starts its turn in the aura takes 2 damage.

HP 110; **Bloodied** 55

AC 25; **Fortitude** 23, **Reflex** 20, **Will** 21

Resist 10 fire

Speed 5

⊕ **Scourge** (Standard, at-will) ♦ **Weapon**

Reach 2; +16 vs Armor Class; 2d8+5 damage, and the target is weakened until the end of the pain devil captain's next turn.

◀ **Ignite Weaponry** (Standard, recharge ☒☒) ♦ **Fire**

Close burst 10; allies in the burst deal an extra 5 fire damage on attacks with the weapon keyword until the end of the pain devil captain's next turn.

Supreme Sadism

When the pain devil captain scores a critical hit or its attack renders an enemy bloodied, it and all allies within 5 squares of the pain devil captain gain 10 temporary hit points.

Alignment Evil **Languages** Supernal

Skills Insight +13, Intimidate +11

Str 20 (+10) **Dex** 15 (+7) **Wis** 17 (+8)

Con 14 (+7) **Int** 14 (+7) **Cha** 12 (+6)

Equipment: [scourge](#) .

First published in [Manual of the Planes](#).

Scurvy Sea Dog

Medium natural humanoid

Level 3 Minion
XP 38

Initiative +0 **Senses Perception** +0
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 14, **Reflex** 12, **Will** 12
Speed 6

⚔ **Club** (Standard, at-will)
+7 vs Armor Class; 4 damage.

Mob Rule

The scurvy dog gains a +2 power bonus to all defenses while at least two other scurvy dogs are within 5 squares of it.

Alignment Any **Languages** Common

Skills Acrobatics +5

Str 14 (+3) **Dex** 10 (+1) **Wis** 10 (+1)

Con 12 (+2) **Int** 9 (0) **Cha** 11 (+1)

Equipment: [club](#).

First published in [RPGA At the Foot of the Lighthouse](#).

Ship's Mage

Medium natural humanoid

Level 4 Artillery
XP 175

Initiative +4 Senses Perception +5

HP 42; Bloodied 21

AC 17; Fortitude 13, Reflex 14, Will 15

Speed 6

⚔ **Quarterstaff** (Standard, at-will) ♦ **Weapon**
+4 vs Armor Class; 1d8 damage.

☼ **Magic Missile** (Standard, at-will) ♦ **Force**
Ranged 20; +7 vs Reflex; 2d4+4 force damage.

⚡ **Dancing Lightning** (Standard, encounter) ♦ **Lightning**
The mage makes a separate attack against 3 different targets; ranged 10; +7 vs Reflex; 1d8+4 lightning damage.

⚡ **Thunder Burst** (Standard, encounter) ♦ **Thunder**
Area burst 1 within 10; +7 vs Fortitude; 1d8+4 thunder damage, and the target is dazed (save ends).

Alignment Any **Languages** Common

Skills Acrobatics +10, Arcana +11

Str 10 (+2) **Dex** 14 (+4) **Wis** 17 (+5)

Con 12 (+3) **Int** 18 (+6) **Cha** 12 (+3)

Equipment: robes, [arcane implement](#), [wand](#), [quarterstaff](#).

First published in [RPGA At the Foot of the Lighthouse](#).

Pirate Scallywag

Medium natural humanoid

Level 4 Soldier
XP 175

Initiative +5 Senses Perception +6

HP 55; Bloodied 27

AC 19; Fortitude 17, Reflex 16, Will 15

Speed 5

⚔ **Halberd** (Standard, at-will) ♦ **Weapon**

Reach 2; +11 vs Armor Class; 1d10+3 damage, and the target is marked until the end of the human guard's next turn.

⚔ **Powerful Strike** (Standard, recharge ☞☞) ♦ **Weapon**

Requires halberd; reach 2; +11 vs Armor Class; 1d10+7 damage, and the target is knocked prone.

↻ **Crossbow** (Standard, at-will)

Ranged 15/30; +10 vs Armor Class; 1d8+2 damage.

Alignment Any **Languages** Common

Skills Acrobatics +10

Str 16 (+5) **Dex** 14 (+4) **Wis** 11 (+2)

Con 15 (+4) **Int** 10 (+2) **Cha** 12 (+3)

Equipment: [chainmail](#) , [crossbow](#) , [crossbow bolts \(20\)](#) , [halberd](#) .

First published in [RPGA At the Foot of the Lighthouse](#).