

SIBILANT WHISPERS

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

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A mad warlock prophesies a dark fate for the East Rift. His clues lead to a demon-controlled region of the Elemental Chaos, where sinister forces plot doom for the dwarves. A *Living Forgotten Realms* adventure set in the East Rift for characters levels 11-14.

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

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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

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

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11-14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

A dwarven warlock, exploring the Elemental Chaos for his own purposes, was captured and corrupted by the power of a raavasta (see *Manual of the Planes*). The dwarf was then forced to toil on behalf of his infernal patron, combining magic and the art of the forge to create a powerful arcane engine. The purpose of this is to set up an attack on the dwarven city of Eartheart. The invasion is to be carried out by a strike force of demons that have assembled in the Elemental Chaos.

The demons have taken over a region of the Elemental Chaos and are preparing to use the arcane engine to send a massive influx of elemental fire directly into the forges of Eartheart. This devastating strike would destroy much of the dwarves' capacity for crafting arms and armor (and would likely kill any number of craftsmen, priests, and warriors, all of whom spend time around the city's forges). Making matters worse, the destruction of the forges is to be followed by a demonic assault through portals opened up around the city, putting the East Rift in dire straits.

The raavasta's plan is nearly complete. There is only one slight complication: an ancient prophecy held by the dwarves (and known to the raavasta) speaks of a particular dwarven artifact, held at the temple of Moradin in Eartheart, which could be used to destroy the arcane engine. The raavasta believes that it can thwart the prophecy by stealing the artifact and sends the dwarven warlock (who is under powerful magical compulsions) back to Eartheart with orders to go to the temple, find the artifact, and destroy it. However, this last command to betray his homeland, combined with the corrupting influence of constant exposure to demons and the raavasta's mental control, has finally caused the dwarf's mind to snap. He begins attacking everyone he can see on the city streets of Eartheart, which coincidentally happens to be where the PCs are passing, and so the adventure begins.

DM'S INTRODUCTION

When the adventure begins, the PCs are on their way to meet the Deep Lords of Eartheart. Although non-dwarven PCs are not normally allowed into Eartheart proper (being limited to Hammergate), the Deep Lords' invitation allows the PCs to bypass this restriction regardless of their race or past interactions with the people of the East Rift.

En route to their meeting, the PCs are attacked on the supposedly safe city streets by a mad dwarven warlock. After figuring out that a demonic incursion is planned for the city, the authorities send the PCs on a

mission to destroy the planar forge in the Elemental Chaos. The PCs are told about the prophecy and are given the artifact to use. They must fight their way through the site, overcoming the demonic guards. Finally they reach the raavasta and its arcane engine, where they can complete their mission. Unfortunately, destroying the arcane engine also destroys the artifact, and although it is disappointed at having its plan thwarted, the raavasta takes comfort in knowing that an item of great power has now been denied the dwarves.

Ask if any of the PCs have previous East Rift story awards, particularly those that indicate service, heroism, prestige, or accolades; be sure to play these up when the PCs are interacting with the residents of Eartheart. As Paragon tier adventurers, the PCs have definitely made a name for themselves, and being recognized on the street isn't out of the question, particularly for those who have helped the East Rift time and again. In particular, check for the story award EAST02 (Blessings of the All-Father) from EAST1-1, as it is relevant in Encounter 2.

PLAYERS' INTRODUCTION

The beginning scene of the adventure requires that the PCs be traveling together through the city of Eartheart. Each PC has received an invitation to meet with the Deep Lords of the city. These hooded, enigmatic figures rule the East Rift from the shadows, and being invited to meet with them is a rare opportunity. Begin with player introductions at the city gates, giving the opportunity for the PCs to assemble and travel through the city together.

Read the following when everyone is ready:

You have been invited to an audience with the mysterious Deep Lords of Eartheart. Surely your accomplishments across Faerûn have earned you this coveted invitation. By all accounts, the Lords only call for adventurers when they have a special assignment. There's no way to know what your mission might be, but word around the East Rift is that the nearby myconid colony has been showing unusual amounts of activity.

As you pass by the temple of Moradin, dissonant shouting can be heard approaching from a nearby street. A curtain of flame erupts across the road in front of you, followed by a few erratically-fired bolts of different energy types. Wading into the wake of destruction is a flamboyantly-dressed dwarf, waving his hands and ranting unintelligibly, as though he were conversing with some unseen entity. Rippling energies of all sorts swirl around his body, as if he were infused with the essence of the Elemental Chaos itself.

ENCOUNTER 1: RAVINGS OF A MADMAN

ENCOUNTER LEVEL 11/13 (3000/4400 XP)

SETUP

This encounter includes the following creatures at the low tier.

2 ashfrost assassins (level 13) (A)
1 mad dwarf warlock (W)

This encounter includes the following creatures at the high tier.

2 ashfrost assassins (level 16) (A)
1 mad dwarf warlock (level 13) (W)

This encounter takes place on the streets of Eartheart near the temple of Moradin.

As the adventurers enter the area, read:

When the raving dwarf notices you, he turns and points with a grin. "Get them! I need to claim the hammer!" A roiling maelstrom of crackling energy resolves into a pair of elemental beasts that leap forward aggressively. The dwarf begins shoving his way through the panicked throng, swearing and firing blasts of eldritch power to clear his path to the temple.

The PCs begin the encounter on the end of the street opposite the warlock.

FEATURES OF THE AREA

Dwarves: The street is filled with dwarven citizens of Eartheart when the mad warlock attacks. They clear out of the way in three rounds, aided by priests of Moradin. A few, however, remain on the street (but out of the way) to watch the battle. Additionally, priests stay on the temple stairs to keep the temple of Moradin safe.

Either the warlock or the PCs may attempt to grab dwarven civilians for cover. This is an immediate interrupt (trigger is the character being hit by an attack vs. AC or Reflex) which causes the triggering attack to miss. Such an act kills the innocent shield, however, and any PCs who do this will face repercussions in the next encounter.

Pool: The pool at the temple of Moradin is waist-deep. It costs two squares of movement to enter or move through.

Stairs: These are the stairs to the temple of Moradin. Dwarven priests attempt to keep the warlock away from the stairs while combat persists.

Walls: These are the walls of Eartheart's businesses and homes. PCs should not inflict undue damage on these structures.

TACTICS

The ashfrost assassins team up on the most threatening melee combatant while the mad dwarf warlock attacks anybody and everybody. His objective is to get into the temple of Moradin. If none of the PCs attack the warlock immediately, he starts incinerating the priests on the temple steps. Whenever possible, he is happy to hide behind other dwarves to protect himself (see "Features of the Area").

The monsters are unconcerned with causing collateral damage to the city, although they focus mainly on hurting the PCs. The dwarf desires only to further his master's instructions, which are to get into the temple and destroy a particular dwarven artifact.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the mad dwarf warlock's hit points by 41 / 44.

Six PCs: Increase the mad dwarf warlock's hit points by 93 / 99.

ENDING THE ENCOUNTER

If the PCs choose to capture the warlock instead of killing him, he shouts about "cleansing flames" and an impending "end to eternity." He struggles for freedom the entire time that he remains conscious. The priests at the temple of Moradin offer to hold the warlock and see if they can ascertain what affliction has driven him so obviously insane.

Once the monsters have been dealt with, the PCs should continue to their meeting with the Deep Lords, although at this point it is likely to not be about myconids. Proceed to Encounter 2.

EXPERIENCE POINTS

Each PC earns 520/760 XP for defeating the warlock and the assassins. The remaining XP is over cap and lost.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1: RAVINGS OF A MADMAN STATISTICS (LOW LEVEL)

Mad Dwarf Warlock	Level 12 Elite Artillery
Medium natural humanoid (dwarf)	XP 1,400
Initiative +6 Senses Perception +14; low-light vision	
HP 198; Bloodied 99	
AC 26; Fortitude 26, Reflex 22, Will 26	
Resist 10 variable (2/encounter)	
Saving Throws +2	
Speed 5	
Action Points 1	
m Fiend-Wrought Hammer (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d8 + 5 damage. On a critical hit, the target is stunned until the end of the mad dwarf warlock's next turn.	
r Elemental Eruption (standard; at-will) ♦ Variable	
Ranged 10; +19 vs. AC; 2d6 + 5 acid, cold, fire, lightning, or poison damage. The warlock chooses the damage type for each attack.	
R Elemental Volley (standard; at-will) ♦ Variable	
The mad dwarf warlock makes two elemental eruption attacks.	
C Coruscating Cascade (standard; encounter) ♦ Variable	
Close blast 3; +17 vs. Reflex; 2d6 + 5 acid, cold, fire, lightning, or poison damage, and ongoing 10 damage of the same type (save ends). The warlock chooses the damage type for each attack.	
Bloodied Cascade (free, when first bloodied; encounter)	
Coruscating cascade recharges, and the mad dwarf warlock uses it immediately.	
C Conflagration Step (immediate reaction, when hit by a melee attack; encounter) ♦ Fire, Teleportation	
Close burst 1; +17 vs. Reflex; 4d6 + 5 fire damage. The mad dwarf warlock teleports 5 squares, plus 1 additional square for each target he hits with this attack.	
Stand Your Ground	
When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Chaotic Evil	Languages Abyssal, Dwarven
Skills Arcana +13, Bluff +16, Intimidate +11	
Str 17 (+9)	Dex 10 (+6) Wis 16 (+9)
Con 21 (+11)	Int 15 (+8) Cha 20 (+11)
Equipment hammer, rod implement	

Note: The mad dwarf warlock is a reskinned version of Ghedrin the Blasphemer (*Dragon Magazine* 370).

Ashfrost Assassin (level 13)	Level 13 Skirmisher
Medium elemental magical beast (cold, fire)	XP 800
Initiative +14 Senses Perception +10	
HP 129; Bloodied 64	
AC 27; Fortitude 24, Reflex 27, Will 25	
Immune disease, poison; Resist 10 cold, 10 fire	
Speed 7; see also <i>flowing slurry</i>	
m Slam (standard; at-will) ♦ Cold, Fire	
+16 vs. Fortitude; 1d6 + 3 cold damage plus 1d6 + 3 fire damage, and the target is knocked prone and cannot stand up until the end of the ashfrost assassin's next turn.	
M Ashfrost Slide (standard; at-will)	
The ashfrost assassin moves its speed and can make a slam attack at any point during this movement. It doesn't provoke opportunity attacks for moving away from the target.	
C Ashfrost Torrent (standard; recharge 6, or recharges when the ashfrost assassin takes cold or fire damage) ♦ Cold, Fire	
Close burst 3; +15 vs. Fortitude; 2d6 + 3 cold damage plus 2d6 + 3 fire damage, and the target is knocked prone.	
Combat Advantage	
An ashfrost assassin deals 1d8 extra cold damage and 1d8 extra fire damage against any creature granting combat advantage to it instead of knocking that creature prone.	
Mutable Form	
When squeezing, an ashfrost assassin moves at full speed, provokes no opportunity attacks for squeezing, and does not take a -5 penalty to attacks for squeezing.	
Flowing Slurry	
An ashfrost assassin can move across liquid and ignores difficult terrain.	
Alignment Unaligned	Languages Primordial
Skills Stealth +17	
Str 15 (+8)	Dex 22 (+12) Wis 19 (+10)
Con 17 (+9)	Int 7 (+4) Cha 8 (+5)

ENCOUNTER 1: RAVINGS OF A MADMAN STATISTICS (HIGH LEVEL)

Mad Dwarf Warlock (Level 13)	Level 13 Elite Artillery
Medium natural humanoid (dwarf)	XP 1,600
Initiative +6 Senses Perception +14; low-light vision	
HP 210; Bloodied 105	
AC 27; Fortitude 27, Reflex 23, Will 27	
Resist 10 variable (2/encounter)	
Saving Throws +2	
Speed 5	
Action Points 1	
m Fiend-Wrought Hammer (standard; at-will) ♦ Weapon	
+20 vs. AC; 1d8 + 5 damage. On a critical hit, the target is stunned until the end of the mad dwarf warlock's next turn.	
r Elemental Eruption (standard; at-will) ♦ Variable	
Ranged 10; +20 vs. AC; 2d6 + 5 acid, cold, fire, lightning, or poison damage. The warlock chooses the damage type for each attack.	
R Elemental Volley (standard; at-will) ♦ Variable	
The mad dwarf warlock makes two elemental eruption attacks.	
C Coruscating Cascade (standard; encounter) ♦ Variable	
Close blast 3; +18 vs. Reflex; 2d6 + 5 acid, cold, fire, lightning, or poison damage, and ongoing 10 damage of the same type (save ends). The warlock chooses the damage type for each attack.	
Bloodied Cascade (free, when first bloodied; encounter)	
Coruscating cascade recharges, and the mad dwarf warlock uses it immediately.	
C Conflagration Step (immediate reaction, when hit by a melee attack; encounter) ♦ Fire, Teleportation	
Close burst 1; +18 vs. Reflex; 4d6 + 5 fire damage. The mad dwarf warlock teleports 5 squares, plus 1 additional square for each target he hits with this attack.	
Stand Your Ground	
When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Chaotic Evil	Languages Abyssal, Dwarven
Skills Arcana +13, Bluff +16, Intimidate +11	
Str 17 (+9)	Dex 10 (+6) Wis 16 (+9)
Con 21 (+11)	Int 15 (+8) Cha 20 (+11)
Equipment hammer, rod implement	

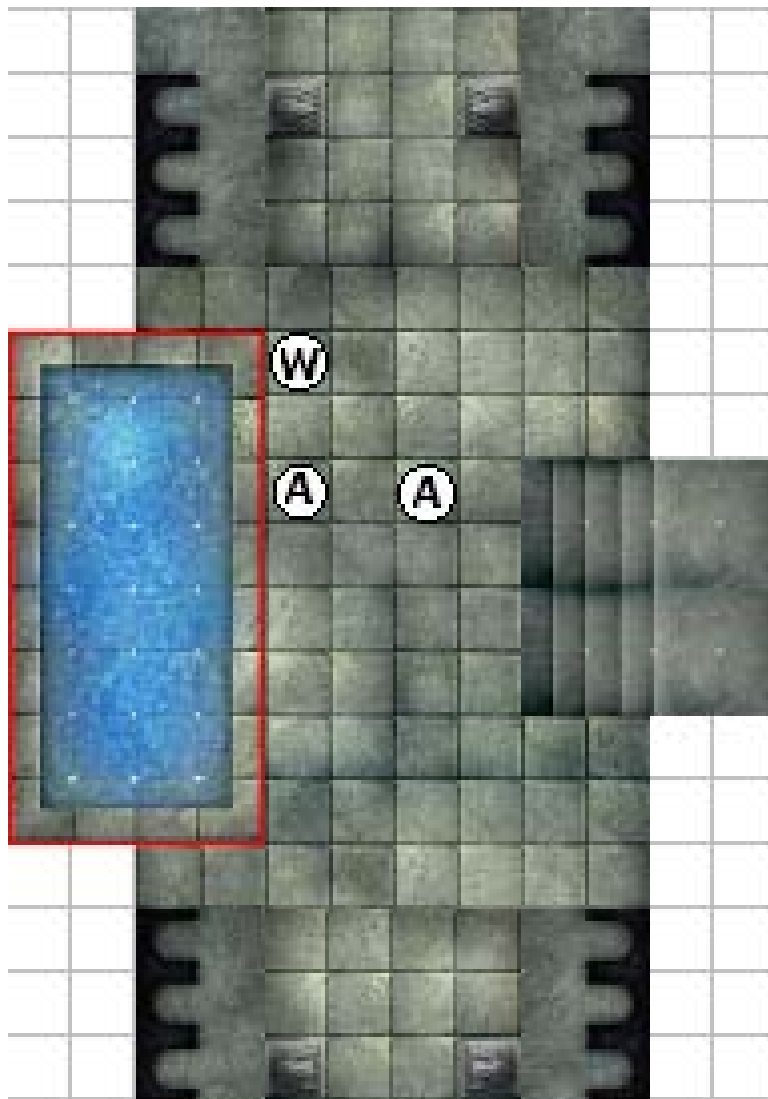
Note: The mad dwarf warlock is a reskinned version of Ghedrin the Blasphemer (*Dragon Magazine* 370).

Ashfrost Assassin (Level 16)	Level 16 Skirmisher
Medium elemental magical beast (cold, fire)	XP 1,400
Initiative +16 Senses Perception +12	
HP 153; Bloodied 76	
AC 30; Fortitude 27, Reflex 30, Will 28	
Immune disease, poison; Resist 10 cold, 10 fire	
Speed 7; see also <i>flowing slurry</i>	
m Slam (standard; at-will) ♦ Cold, Fire	
+19 vs. Fortitude; 1d6 + 5 cold damage plus 1d6 + 5 fire damage, and the target is knocked prone and cannot stand up until the end of the ashfrost assassin's next turn.	
M Ashfrost Slide (standard; at-will)	
The ashfrost assassin moves its speed and can make a slam attack at any point during this movement. It doesn't provoke opportunity attacks for moving away from the target.	
C Ashfrost Torrent (standard; recharge 6, or recharges when the ashfrost assassin takes cold or fire damage) ♦ Cold, Fire	
Close burst 3; +18 vs. Fortitude; 2d6 + 5 cold damage plus 2d6 + 5 fire damage, and the target is knocked prone.	
Combat Advantage	
An ashfrost assassin deals 1d8 extra cold damage and 1d8 extra fire damage against any creature granting combat advantage to it instead of knocking that creature prone.	
Mutable Form	
When squeezing, an ashfrost assassin moves at full speed, provokes no opportunity attacks for squeezing, and does not take a -5 penalty to attacks for squeezing.	
Flowing Slurry	
An ashfrost assassin can move across liquid and ignores difficult terrain.	
Alignment Unaligned	Languages Primordial
Skills Stealth +19	
Str 15 (+10)	Dex 22 (+14) Wis 19 (+12)
Con 17 (+11)	Int 7 (+6) Cha 8 (+7)

ENCOUNTER 1: RAVINGS OF A MADMAN MAP

TILE SETS NEEDED

DT1 Dungeon Tiles, DT2 Arcane Corridors, DT3 Hidden Crypts



ENCOUNTER 2: INTO THE BREACH

SETUP

Important NPCs: Nourek Hammerheim (captain of the Peacehammers), Zaim Eisvaunt (a cleric of Moradin), and/or a Deep Lord of Eartheart (hooded dwarf of unknown identity)

The PCs have arrived at their meeting with the Deep Lords. Who they meet is dependant on their actions in the previous encounter. If the PCs used innocent dwarves to protect themselves from harm or indiscriminately used area attacks that risked innocent lives or damaged the city's buildings, they are intercepted by Nourek Hammerheim, captain of the Peacehammers. Otherwise they have their meeting with one of the hooded Deep Lords (in the process earning a story award).

Either NPC can offer the same information about the dwarven warlock's activities, although the tone of the meeting is distinctly more dour if the PCs are meeting with Nourek, who clearly disapproves of their actions but nevertheless has no choice but to request their assistance with the current situation.

If the PCs meet with Nourek, read the following:

Waiting for your arrival is a male dwarf encased in metal armor, with the symbols of the Peacehammers emblazoned upon his breast and a huge hammer at his side.

There is nowhere to sit in this room - it would seem the meeting is to be brief.

"What were you thinking, putting innocent lives at risk like that?" The dwarf glares at you with clenched jaws. "I thought you were supposed to be these great paragons, but you act no better than bumbling sellswords who don't know which end of a crossbow has the pointy bit! Care to explain yourselves?"

(Nourek listens to whatever justification the PCs care to offer, if any, then shakes his head sadly and sighs.) "Unbelievable. You'd never make it as a Peacehammer. Well, the GOOD news is that I'm about to give you the opportunity to make amends to the city and her people. Listen up, we haven't got much time." The armored dwarf speaks briskly, apprising you of the situation.

If the PCs meet with a Deep Lord, instead read the following:

Upon your arrival you are ushered into a dim, circular chamber. Standing upon a stone dais in the center is a short, stocky dwarf. His (or her) form and

features are completely concealed by a hooded cloak, no doubt with significant magical augmentation. There is nowhere to sit in this room; it would seem the meeting is to be brief.

The Deep Lord of Eartheart turns in your direction and nods solemnly. A deep, oddly monotonous voice issues forth from the darkened cowl.

Either way, the PCs' interlocutor knows the following about the attack.

- The mad warlock is named Duln. Duln is a reasonably well-respected citizen of Eartheart who has not been seen in the city for some weeks, but that is not unusual in and of itself.
- Under questioning, Duln spoke of "dark masters," "the white-eared sage," and "spirals beyond spirals."
- The PCs were originally to be sent on a diplomatic mission to a newly-discovered myconid colony, but that task has to be completed by others, as Duln's words and actions herald an immediate threat to the survival of the East Rift.
- Zaim Eisvaunt, a cleric of Moradin, has studied the details of the attack, and is currently researching some of Duln's statements. Her preliminary conclusions are rather disturbing. She is on her way here, to explain her theory.

A few minutes into the meeting, Zaim Eisvaunt enters the room. Read the following:

A female dwarf clad in the vestments of Moradin enters the room in a rush. Her arms are filled with ritual components and parchment sheets covered in glowing sigils. She also carries a gleaming golden hammer, etched with holy symbols of the All-Father.

Zaim has a report from the temple, where the crazed warlock has been undergoing intense scrutiny. Zaim will relay the following information.

- As best the priests can tell, Duln was exploring a region of the Elemental Chaos when he was captured by some malevolent entity. Whatever treatment Duln received at the hands of this entity has apparently shattered his mind.
- Duln's mad ravings, along with the nature of his attack, are reminiscent of an old dwarven prophecy about the destruction of Eartheart.
- The basics of the prophecy involve a demonic attack through the forges of Eartheart, powered by an arcane engine in the Elemental Chaos.

- Fortunately, the prophecy states that the Haggenmaul, a great golden hammer wielded by an ancient dwarven hero, can be put into the engine to disrupt the ritual. The Haggenmaul is one of the relics housed in the Temple of Moradin, which explains why Duln was trying to get in there. His master must have ordered him to destroy the artifact and thwart the prophecy.
- Zaim has used extensive rituals to determine the site of the arcane engine within the Elemental Chaos, and is prepared to send the PCs there now with the Haggenmaul.
- No one really knows what the Haggenmaul does. It has been kept in the Temple of Moradin for many centuries. It radiates a powerful (artifact-level) magical aura, but as far as anyone has ever been able to discern, it is quiescent, demonstrating no particular powers or properties. Zaim assumes that the artifact is simply waiting to fulfill its appointed purpose.

The mission is to infiltrate the planar forge and disrupt the fiendish ritual with the Haggenmaul. Zaim will provide a scroll of Planar Portal for the PCs' return. Additionally, if any PC has the story award EAST02 (Blessings of the All-Father), she offers the PCs the use of the following items. Any of these items must be returned if the PCs don't use it during the adventure.

- *Potion of vitality* (1 per PC with EAST02)
- Ritual scroll of Magic Circle (1 total)
- Ritual scroll of Raise Dead (1 total)

ENDING THE ENCOUNTER

When the PCs are ready (Nourek insists this needs to be immediately; the Deep Lord is less forceful, but equally disapproving of delay), Zaim uses Elemental Transference to get them to the Elemental Chaos. Proceed to Encounter 3.

EXPERIENCE POINTS

The PCs earn no experience for this encounter, and it does not count towards a milestone.

TREASURE

If asked, the PCs' patron (either Nourek or the Deep Lord) informs them that they get paid 1,200 gold pieces each upon successful completion of the mission. The fee is non-negotiable.

ENCOUNTER 3: INCURSION

ENCOUNTER LEVEL 11/13 (2800/3900 XP)

SETUP

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

- 2 abyssal hulks (level 12) (N)**
- 1 luminous node (L)**
- 1 vacuum rift (Level 13) (V)**

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

- 2 abyssal hulks (Level 14) (N)**
- 1 luminous node (Level 12) (L)**
- 1 vacuum rift (Level 15) (V)**

This encounter takes place on a bit of earth outside the planar forge, on the Elemental Chaos. The Elemental Chaos experiences unstable mutability; the rules for this can be found in the New Rules appendix.

As the dwarf finishes her incantation everything goes black. Vision returns at the same time as a tempestuous roaring fills your ears, similar to the sounds of the sea. You stand on a small island of earth before a great set of doors. Guarding the doors is a pair of large twisted beetle-like humanoids with dazzling insectoid eyes and huge acid dripping mandibles. Between you and them are a crackling mote and a small tear in reality.

The PCs begin the encounter arranged as they see fit around the purple flash on the map. The raavasta has modified the hazards to exclude both abyssal hulks. The hulks are affected by the lightning storm.

FEATURES OF THE AREA

Illumination: This area is brightly lit by energy plumes.

Crystal Wall: Just in front of the abyssal hulks is a near-transparent wall (Perception DC 17/19 to notice). Either hulk may remove this wall as a minor action. Any attack that would have hit an abyssal hulk but is blocked by the wall instead, destroys the wall.

Doors: These double doors are held shut by a strange magical force. The touch of the Haggemaull opens them as a minor action.

Fog: This fog blocks the planar forge from vision. It is impenetrable.

Hill: The low hill is difficult terrain on three sides.

Lightning Storm: Every other round (starting the first round of combat and activating on initiative count 10), a torrent of electricity washes over the area. The storm targets 1d4 random creatures (anywhere on the battlefield). +15 vs. Reflex: 2d8 + 6 lightning damage.

Log / Mud / Rocks: All these squares are treated as difficult terrain.

Trees: The trees are blocking terrain. The tree with the purple flash is the entry portal; the PCs emerge from the trunk of the tree (represented by the flash).

Water: The pool of water is challenging terrain. It can be swum or leapt across (Athletics DC 16/18), but the pool has no bottom - it is held up entirely by elemental buoyancy. PCs that fail the Athletics check fall through the pool and take 1d10 damage by landing on a floating ball of earth ten feet below.

TACTICS

The hulks are guarding the doors, staying close if possible, while trying to cover as many opponents as possible with their various gaze attacks. Directing those affected by the *gaze of crushed will* into the traps or if possible over the edge. They instinctively try to keep at least two opponents within the area of *gaze of chaos* within 3 squares of each other. The hulks fight to the death.

Note: Remember that the hulks' most potent attacks are gaze attacks. They do not function when the hulk is blind, nor do they work against blind opponents. PCs can choose to keep their eyes closed, making themselves effectively blind. It only works if they keep their eyes closed the whole turn, taking the full penalties during their turns. Remind the players of this if they are having a difficult time.

TOO MUCH CONTROL

If the players have a difficult time with control, consider modifying both hazards. Change the luminous node to deal 3d6 + 9 / 3d6 + 11 lightning damage and remove its ability to inflict the dazed condition with its opportunity attacks. The rift's effect can be changed to slow targets instead of immobilizing them.

SCALING THE ENCOUNTER

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

Four PCs: Remove the vacuum rift.

Six PCs: Add one abyssal hulk.

ENDING THE ENCOUNTER

Characters that fall off the edge fall 30 feet before hitting another earthmote, taking 3d10 damage. If such

PCs do not possess flight, or a similar method of rejoining the encounter, remind them that they may influence the plane to move the earth they stand on back up to the fight (see the New Rules appendix for details).

If all the PCs are thrown out of the encounter they may take any preparations (including a short rest) before trying again. Once the hulks have been defeated the PCs are free to proceed into the planar forge.

As noted above, the doors remain locked and impassible until a PC touches them with Haggernaut. The character who does touch the door get a vision of the raavasta working on the eldritch machine, looking rather irritated towards what appears to be a door. The raavasta shouts to some unseen underlings to deal with the intruders. The raavasta then throws a lever, which causes the machine to speed up. The moment the lever is switched, the fog suddenly becomes cooler and lightning starts dancing over it. For each short rest the characters take from this moment, they score 1 automatic failure in the skill challenge in Encounter 6. (This is a metagame restriction, so to be fair, you should inform the players without giving away the exact details. Just make sure they understand, out of character, that each short rest they take from here on out decreases their chances of reaching the raavasta before the arcane machine fulfills its intended purpose.)

Once the characters enter the complex, proceed to Encounter 4 once the PCs enter.

EXPERIENCE POINTS

Each PC earns 560/780 XP for overcoming the hulks and hazards.

TREASURE

The demons possess *gauntlets of the blood war* (level 16).

ENCOUNTER 3: INCURSION STATISTICS (LOW LEVEL)

Abyssal Hulk (level 12)	Level 12 Controller
Large elemental magical beast	XP 700
Initiative +8 Senses Perception +10; darkvision, tremorsense 5	
HP 128; Bloodied 64	
AC 26; Fortitude 25, Reflex 23, Will 24	
Resist 10 acid	
Speed 5, burrowing 2 (tunneling)	
m Claws (standard; at-will)	
Reach 2; +17 vs. AC; 2d10 + 11 damage.	
C Gaze of Chaos (standard; at-will) ♦ Charm, Gaze, Psychic	
Close blast 3; targets enemies; +16 vs. Will; 1d6 + 4 psychic damage, and the hulk slides the target 3 squares. The target then makes a melee basic attack as a free action against a creature of the hulk's choice.	
C Acid Spew (standard; recharge 6) ♦ Acid	
Close blast 5; targets enemies; +16 vs. Fortitude; ongoing 10 acid (save ends).	
C Gaze of the Crushed (minor; at-will 1/round) ♦ Fear, Gaze	
Close blast 5; targets enemies; +16 vs. Will; The hulk slides the target 3 squares, and the target takes a -5 penalty to any saving throws it makes during the move.	
Alignment Chaotic evil	Languages understands Deep Speech
Str 29 (+15)	Dex 15 (+8) Wis 18 (+10)
Con 24 (+13)	Int 7 (+4) Cha 13 (+7)

Vacuum Rift (Level 13)	Level 13 Obstacle
Hazard	XP 800
Hazard: These small rifts in reality are focused in 1 space. They affect a 5-square burst around the focus square.	
Perception	
♦No check is normally necessary to notice the vacuum rift. Creatures either see material being pulled in by the rift, or they hear the hurricanelike roar of the rift.	
Additional Skill: Arcana	
♦DC 23: The character identifies the phenomenon as a vacuum rift.	
Initiative +20	
Trigger	
The vacuum rift rolls initiative whenever a creature ends its move within 10 squares of it.	
Attack	
Standard Action	Close burst 5
Target: Each creature or unattended object in burst.	
Attack: +16 vs. Fortitude	
Hit: The target is pulled 5 squares towards the vacuum rift's focus square and immobilized (until the end of the target's next turn).	
Trigger	
When a creature or object enters or starts his or her turn in the vacuum rift's focus square.	
Attack	
Opportunity Action	Melee
Target: Triggering creature or unattended object	
Attack: +18 vs. Fortitude	
Hit: 4d6 + 5 damage.	
Miss: Half damage.	
Countermeasures	
♦A character trained in Arcana can engage in a skill challenge to banish the vacuum rift: DC 25 Arcana; complexity 2 (6 successes before 3 failures); each check is a standard action. Success banishes the vacuum rift. Failure causes it to explode: Close burst 10; all creatures in the burst take 3d6 + 5 damage and are knocked prone, and the vacuum rift disappears.	

Luminous Node	Level 11 Blaster
Hazard	XP 600
Hazard: The node occupies 1 square. The node deals lightning damage. Its energy is attracted to moving bodies within range. Creatures can enter the node's space.	
Perception	
A luminous node sheds bright light in a 10-square radius. No check is required to notice it.	
Additional Skill: Arcana	
♦DC 21: The character recognizes the hazard's nature	
Initiative +2.	
Trigger	
When a creature enters a square within 10 squares of the luminous node's space, the hazard rolls initiative. The hazard also makes an opportunity attack against a creature that enters or starts a turn in the node's space.	
Attack	
Standard Action	Ranged 10
or Opportunity Action	
Target: One creature or the triggering creature	
Attack: +15 vs. Reflex	
Hit: 2d8 + 5 lightning damage, and the target is dazed (save ends).	
Miss: Half damage.	
Countermeasures	
♦With a DC 21 Acrobatics check as part of a move action, a character can enter the node's space without triggering an opportunity attack.	
♦A character adjacent to or within the node's space can attempt a DC 16 Arcana check as a move action. If the check succeeds and the node's next attack hits, treat the attack as a miss. If the check succeeds and the node's next attack misses, the attack deals no damage.	
♦A character within the node's space can attempt a DC 21 Arcana check as a move action. Results are as for a DC 16 Arcana check above. In addition, three successful checks cause the node to dissipate, eliminating the hazard.	
♦A character within the node's space can attempt a DC 26 Arcana check as a standard action. Results are as for a DC 21 Arcana check above. In addition, a character who makes a successful check can force the node to attack any target within range.	

ENCOUNTER 3: INCURSION STATISTICS (HIGH LEVEL)

Abyssal Hulk (level 14)	Level 12 Controller
Large elemental magical beast	XP 1,000
Initiative +9 Senses Perception +11; darkvision, tremorsense 5	
HP 144; Bloodied 72	
AC 28; Fortitude 27, Reflex 25, Will 26	
Resist 10 acid	
Speed 5, burrowing 2 (tunneling)	
m Claws (standard; at-will)	
Reach 2; +19 vs. AC; 2d10 + 12 damage.	
C Gaze of Chaos (standard; at-will) ♦ Charm, Gaze, Psychic	
Close blast 3; targets enemies; +18 vs. Will; 1d6 + 5 psychic damage, and the hulk slides the target 3 squares. The target then makes a melee basic attack as a free action against a creature of the hulk's choice.	
C Acid Spew (standard; recharge 6) ♦ Acid	
Close blast 5; targets enemies; +18 vs. Fortitude; ongoing 10 acid (save ends).	
C Gaze of the Crushed (minor; at-will 1/round) ♦ Fear, Gaze	
Close blast 5; targets enemies; +18 vs. Will; The hulk slides the target 3 squares, and the target takes a -5 penalty to any saving throws it makes during the move.	
Alignment Chaotic evil	Languages understands Deep Speech
Str 29 (+16)	Dex 15 (+9) Wis 18 (+11)
Con 24 (+14)	Int 7 (+5) Cha 13 (+8)

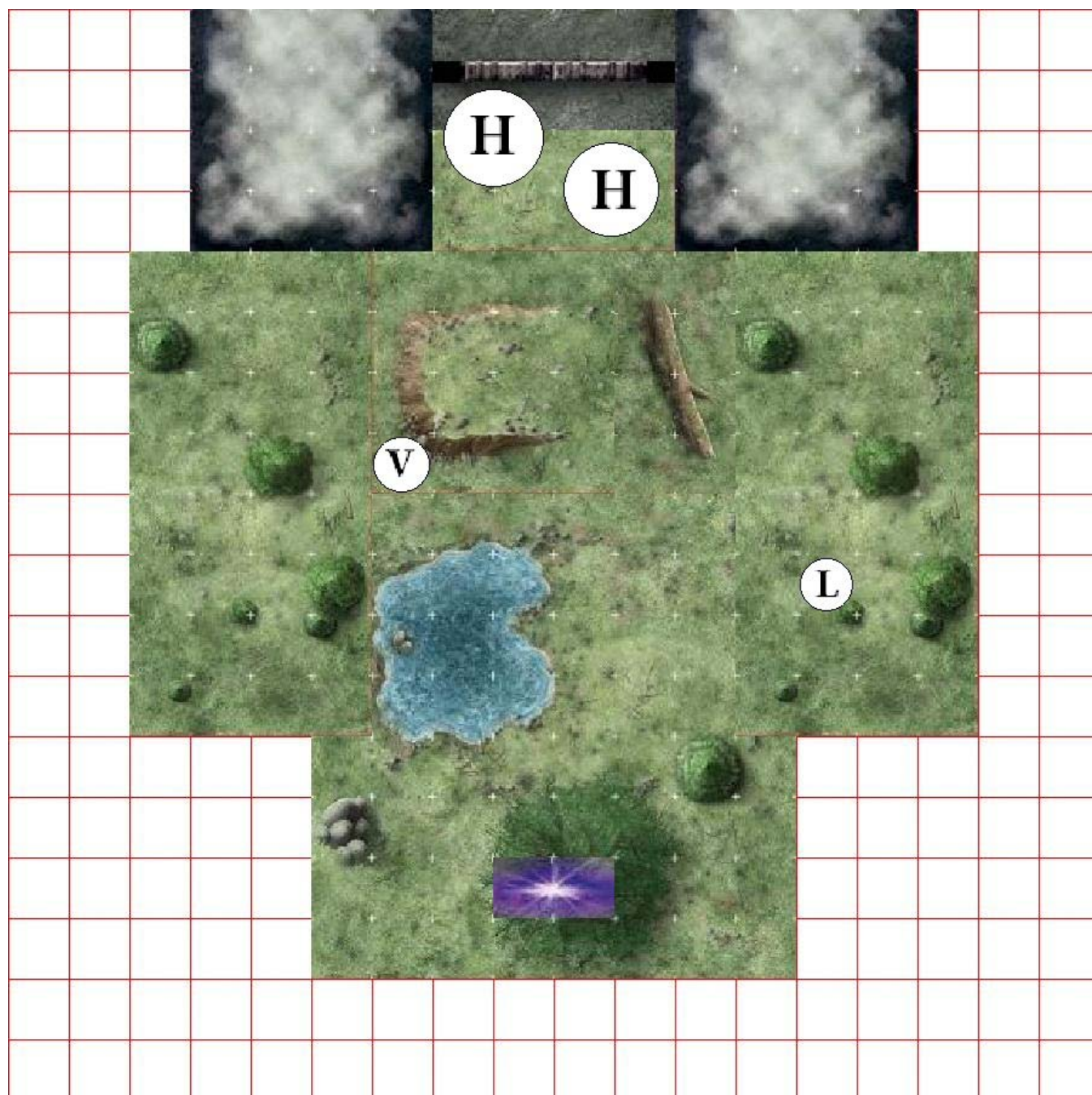
Vacuum Rift (Level 15)	Level 15 Obstacle
Hazard	XP 1,200
Hazard: These small rifts in reality are focused in 1 space. They affect a 5-square burst around the focus square.	
Perception	
♦No check is normally necessary to notice the vacuum rift. Creatures either see material being pulled in by the rift, or they hear the hurricane-like roar of the rift.	
Additional Skill: Arcana	
♦DC 23: The character identifies the phenomenon as a vacuum rift.	
Initiative +20	
Trigger	
The vacuum rift rolls initiative whenever a creature ends its move within 10 squares of it.	
Attack	
Standard Action	Close burst 5
Target: Each creature or unattended object in burst.	
Attack: +18 vs. Fortitude	
Hit: The target is pulled 5 squares towards the vacuum rift's focus square and immobilized (until the end of the target's next turn).	
Trigger	
When a creature or object enters or starts his or her turn in the vacuum rift's focus square.	
Attack	
Opportunity Action	Melee
Target: Triggering creature or unattended object	
Attack: +20 vs. Fortitude	
Hit: 4d6 + 5 damage.	
Miss: Half damage.	
Countermeasures	
♦A character trained in Arcana can engage in a skill challenge to banish the vacuum rift: DC 25 Arcana; complexity 2 (6 successes before 3 failures); each check is a standard action. Success banishes the vacuum rift. Failure causes it to explode: Close burst 10; all creatures in the burst take 3d6 + 5 damage and are knocked prone, and the vacuum rift disappears.	

Luminous Node (Level 12)	Level 12 Blaster
Hazard	XP 700
Hazard: The node occupies 1 square. The node deals lightning damage. Its energy is attracted to moving bodies within range. Creatures can enter the node's space.	
Perception	
A luminous node sheds bright light in a 10-square radius. No check is required to notice it.	
Additional Skill: Arcana	
♦DC 21: The character recognizes the hazard's nature	
Initiative +2	
Trigger	
When a creature enters a square within 10 squares of the luminous node's space, the hazard rolls initiative. The hazard also makes an opportunity attack against a creature that enters or starts a turn in the node's space.	
Attack	
Standard Action	Ranged 10
or Opportunity Action	
Target: One creature or the triggering creature	
Attack: +16 vs. Reflex	
Hit: 2d8 + 5 lightning damage, and the target is dazed (save ends).	
Miss: Half damage.	
Countermeasures	
♦With a DC 21 Acrobatics check as part of a move action, a character can enter the node's space without triggering an opportunity attack.	
♦A character adjacent to or within the node's space can attempt a DC 16 Arcana check as a move action. If the check succeeds and the node's next attack hits, treat the attack as a miss. If the check succeeds and the node's next attack misses, the attack deals no damage.	
♦A character within the node's space can attempt a DC 21 Arcana check as a move action. Results are as for a DC 16 Arcana check above. In addition, three successful checks cause the node to dissipate, eliminating the hazard.	
♦A character within the node's space can attempt a DC 26 Arcana check as a standard action. Results are as for a DC 21 Arcana check above. In addition, a character who makes a successful check can force the node to attack any target within range.	

ENCOUNTER 3: INCURSION MAP

TILE SETS NEEDED

DT2 Arcane Corridors, DT4 Ruins of the Wild



ENCOUNTER 4: RAIDERS

ENCOUNTER LEVEL 12/14 (3600/5200 XP)

SETUP

This encounter includes the following creatures at the low tier.

- 1 shadow demon (S)
- 2 malgodemon thugs (level 14) (V)
- 1 evistro (Level 9) (E)

This encounter includes the following creatures at the high tier.

- 1 shadow demon (Level 14) (S)
- 2 malgodemon thugs (Level 15) (V)
- 1 barlgura (Level 13) (E)

This series of rooms is the primary approach to where the raavasta is working with his arcane engine. A small squad of demons seeks to harass and waylay the PCs long enough for the ritual to be completed.

As the adventurers enter the area, read:

The double doors open onto a huge stone room. A stone wall directly ahead causes the passage to split in two. To either side is an eerie blue glow. Heat visibly rises from the floor here - it would be best not to remain in one spot.

The PCs begin the encounter just inside the doors.

Note that the malgodemons look like ogre-sized bat-winged demons with large goat-like horns, large tusks, a long tail and a dark-gray stone skin.

FEATURES OF THE AREA

Illumination: The chamber is brightly lit by the glowing blood sigils and blazing fire.

Blood Sigils: These areas are empowered with fiendish energy. Attacks made by a creature standing on one of these squares can score a critical hit on a roll of natural 19-20 (regardless of whether the target is standing on a blood sigil or not).

Doors: The doors are all unlocked.

Fiendwalls: These mystical blue barriers may be freely passed through by demons (no action or additional movement squares required). Non-demons may only move through them with a successful Arcana or Athletics check (DC 23), although teleportation is

unaffected. Though they do not block line of sight, they do block line of effect.

Fire: The floor of this area is heated by flames just outside the planar forge. Any creature on the floor that doesn't move at least two squares on its turn takes 10 fire damage at the end of its turn. As noted in its statistics, the evistro/barlgura has used its variable resistance on fire to avoid this fate.

Water: These squares are considered difficult terrain. The water is only about three feet deep, so Medium character can stand in the water (Small characters must swim). A creature in any water square does not suffer the fire damage listed above for being in contact with the floor, even if it doesn't move on its turn.

TACTICS

The demons fight to the death, sacrificing themselves for the greater glory promised by the raavasta.

The evistro/barlgura waits until telepathically called by another demon. When summoned, it uses a minor action to reshape its cell, allowing it to exit and assault the PCs. It causes the wall to seem to explode outward in a shower of rubble so as to seem more powerful and intimidating.

The malgodemons simply block the path of the characters (remember though that the characters can change the walls as well), trying to grab opponents with *shake down* as often as possible, and flinging grabbed creatures at clusters of opponents with *flinging claw* otherwise.

The shadow demon waits a round or two for the other demons to soften up the PCs before entering the battle, opening with *abyssal void*.

All the demons are proficient at manipulating the Elemental Chaos, doing so as a move action. They do so when necessary to aid their survival.

SCALING THE ENCOUNTER

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

Four PCs: Remove one malgodemon.

Six PCs: Add one malgodemon.

ENDING THE ENCOUNTER

Once the PCs have defeated the demons they can proceed deeper into the forge. Continue to Encounter 5. Remember that for each short rest the characters take, they score 1 automatic failure in the skill challenge in Encounter 6. Remind them time is limited by describing the loud noises behind the door, and how a charge seem to build up in the air.

EXPERIENCE POINTS

The characters receive 640 / 880 XP each for defeating the demons. The remaining XP is over cap and lost.

TREASURE

In the area is an *orb of translocation interference* +3 (low level) or *planestrider boots* (high level). It can be found easily once the demons are defeated.

ENCOUNTER 4: RAIDERS STATISTICS (LOW LEVEL)

Shadow Demon (Level 11)	Level 11 Elite Lurker
Medium elemental humanoid (demon)	XP 1,200
Initiative +17 Senses Perception +12; darkvision HP 184; Bloodied 92 AC 27; Fortitude 24, Reflex 26, Will 25 Resist 15 necrotic, 15 variable (2/encounter), insubstantial; Vulnerable radiant (if the shadow demon takes 15 or more radiant damage, it loses phasing and insubstantial until the end of the attacker's next turn) Saving Throws +2 Speed fly 8 (hover); phasing Action Point 1	
m Claw (standard; at-will) ♦ Necrotic +14 vs. Reflex; 2d6 + 7 necrotic damage; see also <i>combat advantage</i> .	
M Void Rake (minor; at-will) ♦ Necrotic Requires combat advantage; the shadow demon makes a melee basic attack.	
C Abyssal Void (standard; recharges when first bloodied) ♦ Necrotic, Zone Close burst 3; +12 vs. Fortitude; 1d6 + 6 necrotic damage. The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone of darkness cannot be illuminated, and it blocks line of sight for all creatures that cannot see in darkness. A creature that starts its turn within the zone takes 1d6 + 6 necrotic damage.	
Combat Advantage When the shadow demon uses a claw attack to damage a target it has combat advantage against, the target cannot spend healing surges until the end of the shadow demon's next turn.	
Alignment Chaotic evil Languages Abyssal Skills Arcana +13, Bluff +17, Stealth +18 Str 8 (+5) Dex 24 (+13) Wis 12 (+7) Con 20 (+11) Int 14 (+8) Cha 22 (+12)	

Evistro (Level 9)	Level 9 Brute
Medium elemental magical beast (demon)	XP 400
Initiative +5 Senses Perception +5 HP 120; Bloodied 60 AC 19; Fortitude 21, Reflex 17, Will 17 Resist 10 fire Speed 6 m Claws (standard; at-will) +12 vs. AC; 1d12 + 6 damage.	
M Destructive Bite (minor; at-will) Bloodied target only; +11 vs. AC; 1d6 + 6 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 Skills Bluff +16, Insight +14 Str 21 (+9) Dex 12 (+5) Wis 12 (+5) Con 20 (+9) Int 5 (+1) Cha 7 (+2)	

Malgodemon Thug (Level 14)	Level 14 Brute
Large elemental humanoid (demon)	XP 1,000
Initiative +8 Senses Perception +9; low-light vision HP 153; Bloodied 76 AC 26; Fortitude 27, Reflex 24, Will 25 Resist 10 variable (2/encounter) Speed 8, fly 6 m Claw (standard; at-will) Reach 2; +19 vs. AC; 2d10 + 8 damage.	
M Flinging Claw (standard; at-will) Reach 2; +19 vs. AC; 2d10 + 11 damage, and the malgodemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodemon makes a secondary attack. <i>Secondary attack:</i> Close burst 1 centered on the primary target; allies of primary target; +17 vs. Fortitude; 1d10 damage, and the target falls prone.	
M Shake Down (standard, when it has no creature grabbed; recharge 6) Reach 2; +19 vs. AC; 3d10 + 11 damage, and the malgodemon grabs the target. While the malgodemon has the target grabbed, the target is restrained. <i>Aftereffect:</i> When the grab ends, the target falls prone and takes 10 damage.	
Stone's Endurance (free, when first bloodied; encounter) The malgodemon gains 40 temporary hit points.	
Alignment Chaotic evil Languages Abyssal Skills Athletics +18, Intimidate +12 Str 22 (+13) Dex 13 (+8) Wis 15 (+9) Con 19 (+11) Int 8 (+6) Cha 10 (+7)	

ENCOUNTER 4: RAIDERS STATISTICS (HIGH LEVEL)

Shadow Demon (Level 14)	Level 14 Elite Lurker
Medium elemental humanoid (demon)	XP 2,000
Initiative +19 Senses Perception +14; darkvision	
HP 208; Bloodied 104	
AC 30; Fortitude 27, Reflex 29, Will 28	
Resist 15 necrotic, 15 variable (2/encounter), insubstantial;	
Vulnerable radiant (if the shadow demon takes 15 or more radiant damage, it loses phasing and insubstantial until the end of the attacker's next turn)	
Saving Throws +2	
Speed fly 8 (hover); phasing	
Action Point 1	
m Claw (standard; at-will) ♦ Necrotic	
+17 vs. Reflex; 2d6 + 9 necrotic damage; see also <i>combat advantage</i> .	
M Void Rake (minor; at-will) ♦ Necrotic	
Requires combat advantage; the shadow demon makes a melee basic attack.	
C Abyssal Void (standard; recharges when first bloodied) ♦	
Necrotic, Zone	
Close burst 3; +15 vs. Fortitude; 1d6 + 8 necrotic damage. The burst creates a zone of darkness that lasts until the end of the shadow demon's next turn. The zone of darkness cannot be illuminated, and it blocks line of sight for all creatures that cannot see in darkness. A creature that starts its turn within the zone takes 1d6 + 8 necrotic damage.	
Combat Advantage	
When the shadow demon uses a claw attack to damage a target it has combat advantage against, the target cannot spend healing surges until the end of the shadow demon's next turn.	
Alignment Chaotic evil Languages Abyssal	
Skills Arcana +15, Bluff +19, Stealth +20	
Str 8 (+7)	Dex 24 (+15) Wis 12 (+9)
Con 20 (+13)	Int 14 (+10) Cha 22 (+14)

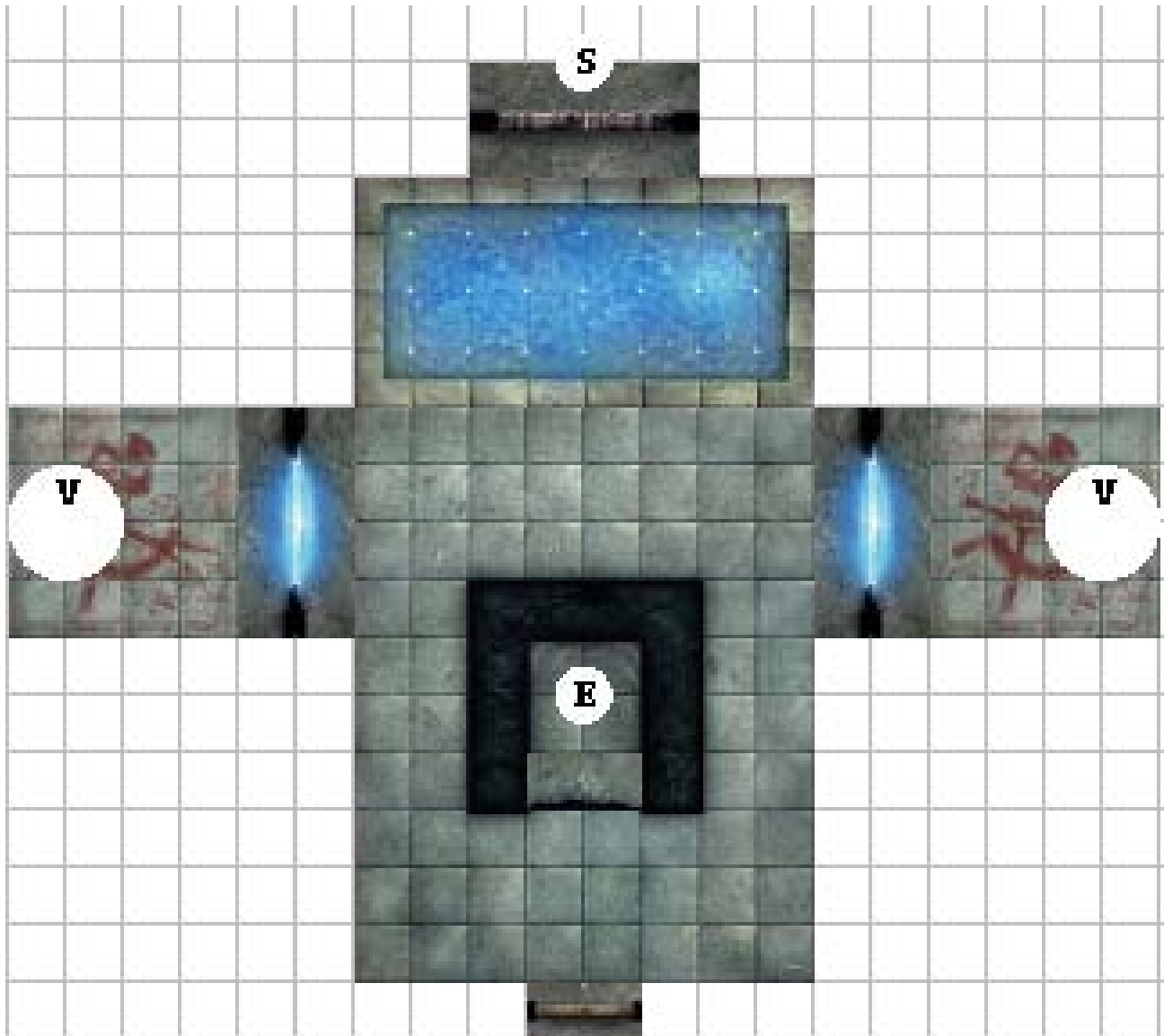
Barlgura (Level 13)	Level 13 Brute
Large elemental beast (demon)	XP 800
Initiative +9 Senses Perception +14; low-light vision	
HP 158; Bloodied 79; see also <i>savage howl</i>	
AC 24; Fortitude 25, Reflex 22, Will 22	
Resist 10 fire	
Speed 8, climb 8	
m Slam (standard; at-will)	
Reach 2; +15 vs. AC; 1d8 + 8 damage, or 2d8 + 8 damage if the barlgura is bloodied.	
M Double Attack (standard; at-will)	
The barlgura makes two slam attacks.	
Savage Howl (free, when first bloodied; encounter)	
The barlgura and all allies within 5 squares of the barlgura gain a +2 bonus to attack rolls until the end of the barlgura's next turn.	
Alignment Chaotic evil Languages Abyssal	
Skills Athletics +17	
Str 22 (+12)	Dex 16 (+9) Wis 16 (+9)
Con 18 (+10)	Int 6 (+4) Cha 12 (+7)

Malgodemon Thug (Level 15)	Level 15 Brute
Large elemental humanoid (demon)	XP 1,200
Initiative +8 Senses Perception +9; low-light vision	
HP 163; Bloodied 81	
AC 27; Fortitude 28, Reflex 25, Will 26	
Resist 10 variable (2/encounter)	
Speed 8, fly 6	
m Claw (standard; at-will)	
Reach 2; +20 vs. AC; 2d10 + 8 damage.	
M Flinging Claw (standard; at-will)	
Reach 2; +20 vs. AC; 2d10 + 11 damage, and the malgodemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodemon makes a secondary attack. <i>Secondary attack:</i> Close burst 1 centered on the primary target; allies of primary target; +17 vs. Fortitude; 1d10 damage, and the target falls prone.	
M Shake Down (standard, when it has no creature grabbed; recharge 6)	
Reach 2; +20 vs. AC; 3d10 + 11 damage, and the malgodemon grabs the target. While the malgodemon has the target grabbed, the target is restrained. <i>Aftereffect:</i> When the grab ends, the target falls prone and takes 10 damage.	
Stone's Endurance (free, when first bloodied; encounter)	
The malgodemon gains 40 temporary hit points.	
Alignment Chaotic evil Languages Abyssal	
Skills Athletics +18, Intimidate +12	
Str 22 (+13)	Dex 13 (+8) Wis 15 (+9)
Con 19 (+11)	Int 8 (+6) Cha 10 (+7)

ENCOUNTER 4: RAIDERS MAP

TILE SETS NEEDED

DT2 Arcane Corridors, DT3 Hidden Crypts, DT5 Lost Caverns of the Underdark



ENCOUNTER 5: A YUGOLOTH SUPREMACY

ENCOUNTER LEVEL 11/14 (3000/ 5000 XP)

SETUP

This encounter includes the following creatures at low tier:

3 canoloths (Level 11) (C)

2 yagnodemons (Level 11) (M)

This encounter includes the following creatures at high tier:

3 canoloths (Level 14) (C)

2 yagodemons (Level 14) (M)

The PCs have arrived at a large chamber adjacent to the raavasta's. The raavasta, however, has sealed himself off with potent lightning from the arcane engine. The PCs must deal with his minions instead.

As the adventurers enter the area, read:

The planar forge culminates in this long stone chamber. Before you is a gnashing, awful mouth in the floor, flanked by a pair of red, spiked, reptile fiends with tridents and one small withered arm and one huge muscled one. On the other side of the maw crouch three doglike demons with long, spiky, slaverling tongues. On the far side of the room a white-furred jackal-headed demon operates an unusual arcane device. He has sealed himself off from the rest of the chamber with a circle of crackling electricity.

Negotiation is not possible – though the yagnodemons will talk, it is only to instruct the PCs to leave.

FEATURES OF THE AREA

Lightning: The region inside the three glowing circles is warded by a strong electrical barrier. This blocks line of sight as well as line of effect. It cannot be crossed (even with teleportation or phasing) and stops all attacks. Anyone fool enough to press against it takes 4d10 + 5 lightning damage (no attack roll required). This lightning is conjured and empowered by the arcane engine, and thus cannot be removed by influencing the Elemental Chaos.

Maw: This great mouth in the floor gnashes and spits. Any creature entering or starting its turn in these squares is subjected to an attack. +16/+19 vs. AC: 2d8 + 9 / 3d6 + 12 damage.

Tables: These are difficult terrain, costing 2 squares of movement, or 1 square with a successful DC 15 Acrobatics check to leap atop the table.

TACTICS

The canoloths use their yowl when they can affect a large number of PCs with it. Otherwise they use their tongues to daze foes and drag them into the floor's hungry maw.

The yagnodemons breathe acid as soon as possible if two or more creatures are inside the area, otherwise using *abyssal harpoon* to occupy their foes, especially if they can help hold an enemy onto the maw in the floor.

If necessary, both yagnodemons can, in concert, move the maw around the room. This takes a standard action from each of them to implement and requires a DC 15 Intelligence check to move the maw one square. For every five points by which they beat the DC, they may move the maw an additional square.

The demons fight to the death, as they know a far worse fate awaits them from the raavasta if they fail.

SCALING THE ENCOUNTER

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

Four PCs: Remove one canoloth.

Six PCs: Add one canoloth.

ENDING THE ENCOUNTER

When the PCs defeat the demons here, the PCs may attempt to confront the raavasta and end his ritual. Proceed to Encounter 6. Remember that for each short rest they take, they earn 1 automatic failure in Encounter 6.

EXPERIENCE POINTS

The PCs earn 540/800 experience each for defeating the demons. The remaining XP is over cap and is lost.

TREASURE

At the high tier only, the PCs discover gems and jewelry worth 1,000 gp per PC.

ENCOUNTER 5: A YUGOLOTH SUPREMACY STATISTICS (LOW LEVEL)

Canoloth (Level 11)	Level 11 Soldier
Medium elemental beast (demon)	XP 600
Initiative +9 Senses Perception +11; blindsight 10	
HP 114; Bloodied 57	
AC 27; Fortitude 25, Reflex 23, Will 22	
Resist 10 poison, 10 variable (1/encounter)	
Speed 7	
m Bite (standard; at-will)	
+17 vs. AC; 2d6 + 5 damage.	
M Tongue Lash (standard; at-will)	
Reach 4; +17 vs. AC; 1d6 + 5 damage, and the target is dazed (save ends).	
M Tongue Seize (minor; at-will)	
Targets a dazed, stunned, unconscious, or helpless creature; reach 4; +15 vs. Fortitude; the target is pulled into an unoccupied space adjacent to the canoloth.	
C Canoloth Yowl (standard; encounter) ♦ Fear, Psychic	
Close burst 1; targets creatures without the demon keyword; +15 vs. Will; 1d6 + 2 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
Alignment Chaotic evil	Languages Abyssal
Skills Athletics +14	
Str 18 (+9)	Dex 14 (+7) Wis 12 (+6)
Con 18 (+9)	Int 5 (+2) Cha 6 (+3)

Yagnodemon (Level 11)	Level 11 Soldier
Large elemental humanoid (demon)	XP 600
Initiative +9 Senses Perception +14; low-light vision	
HP 115; Bloodied 57	
AC 26; Fortitude 25, Reflex 22, Will 23	
Resist 15 variable (2/encounter)	
Speed 8, teleport 4	
m Abyssal Harpoon (standard; at-will) ♦ Weapon	
Reach 3; +16 vs. AC; 3d10 + 5 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage.	
C Acid Breath (standard; encounter) ♦ Acid	
Close blast 3; +14 vs. Fortitude; 4d6 + 7 acid damage, and the target is blinded (save ends).	
Lightning Discharge (free, when the yagnodemon his with a melee attack; recharge 5-6) ♦ Lightning	
The triggering attack deals 1d8 extra lightning damage, or 2d8 extra lightning damage when if the yagnodemon is bloodied.	
Soul Reaper (no action, when the yagnodemon reduces an enemy to 0 hit points or fewer; at-will)	
The yagnodemon gains 10 temporary hit points.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Athletics +17, Insight +14, Intimidate +12	
Str 24 (+12)	Dex 15 (+7) Wis 19 (+9)
Con 19 (+9)	Int 16 (+8) Cha 14 (+7)
Equipment abyssal harpoon	

ENCOUNTER 5: A YUGOLOTH SUPREMACY STATISTICS (HIGH LEVEL)

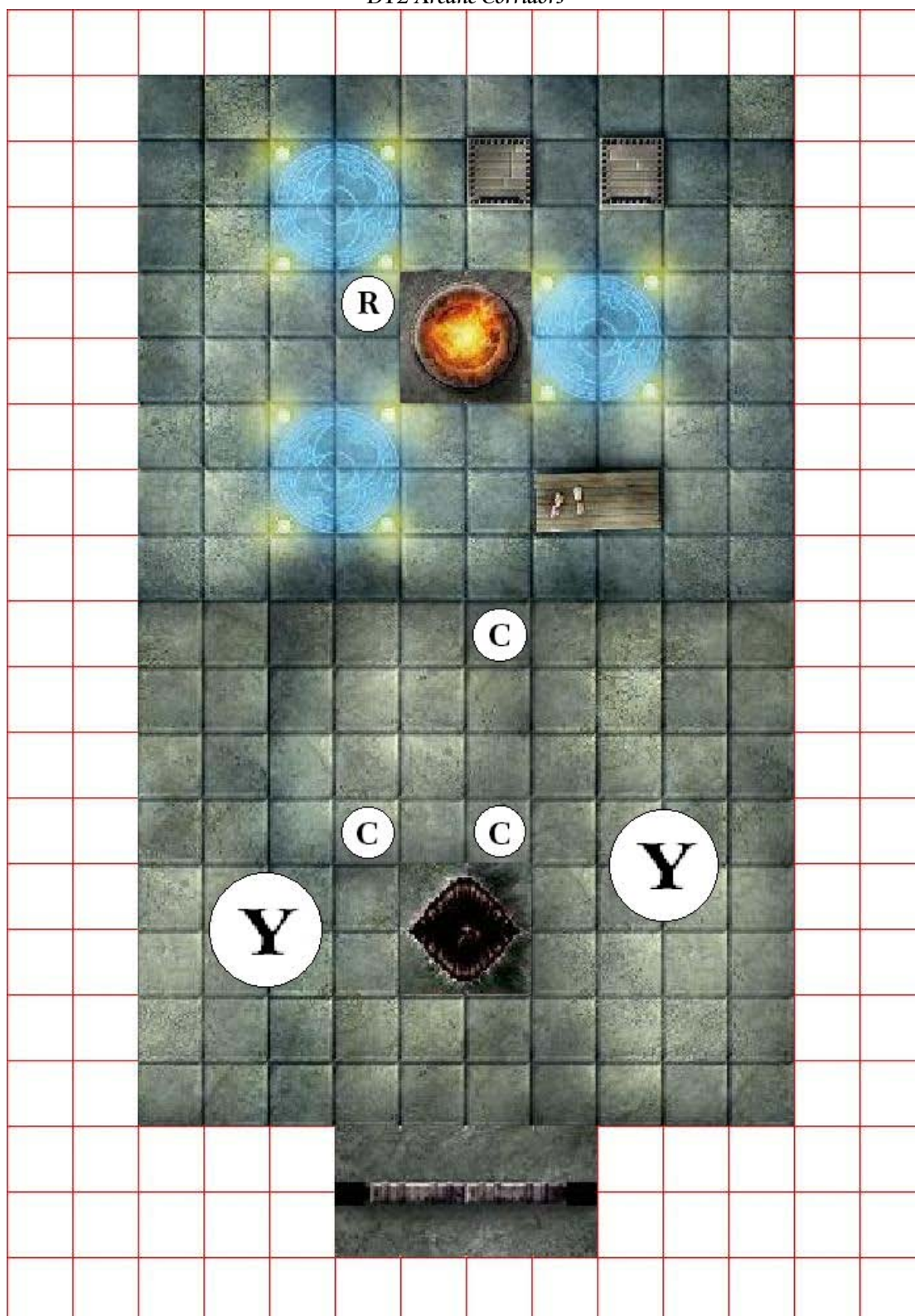
Canoloth (Level 14)	Level 14 Soldier
Medium elemental beast (demon)	XP 1,000
Initiative +11 Senses Perception +13; blindsight 10	
HP 138; Bloodied 69	
AC 30; Fortitude 28, Reflex 26, Will 25	
Resist 10 poison, 10 variable (1/encounter)	
Speed 7	
m Bite (standard; at-will)	
+20 vs. AC; 2d6 + 7 damage.	
M Tongue Lash (standard; at-will)	
Reach 4; +20 vs. AC; 1d6 + 7 damage, and the target is dazed (save ends).	
M Tongue Seize (minor; at-will)	
Targets a dazed, stunned, unconscious, or helpless creature; reach 4; +18 vs. Fortitude; the target is pulled into an unoccupied space adjacent to the canoloth.	
C Canoloth Yowl (standard; encounter) ♦ Fear, Psychic	
Close burst 1; targets creatures without the demon keyword; +18 vs. Will; 1d6 + 4 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
Alignment Chaotic evil	Languages Abyssal
Skills Athletics +16	
Str 18 (+11)	Dex 14 (+9) Wis 12 (+8)
Con 18 (+11)	Int 5 (+4) Cha 6 (+5)

Yagnodemon (Level 14)	Level 14 Soldier
Large elemental humanoid (demon)	XP 1,000
Initiative +11 Senses Perception +16; low-light vision	
HP 139; Bloodied 69	
AC 29; Fortitude 28, Reflex 25, Will 26	
Resist 15 variable (2/encounter)	
Speed 8, teleport 4	
m Abyssal Harpoon (standard; at-will) ♦ Weapon	
Reach 3; +19 vs. AC; 3d10 + 7 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage.	
C Acid Breath (standard; encounter) ♦ Acid	
Close blast 3; +17 vs. Fortitude; 4d6 + 9 acid damage, and the target is blinded (save ends).	
Lightning Discharge (free, when the yagnodemon his with a melee attack; recharge 5-6) ♦ Lightning	
The triggering attack deals 1d8 extra lightning damage, or 2d8 extra lightning damage when if the yagnodemon is bloodied.	
Soul Reaper (no action, when the yagnodemon reduces an enemy to 0 hit points or fewer; at-will)	
The yagnodemon gains 10 temporary hit points.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Athletics +19, Insight +16, Intimidate +14	
Str 24 (+14)	Dex 15 (+9) Wis 19 (+11)
Con 19 (+11)	Int 16 (+10) Cha 14 (+9)
Equipment abyssal harpoon	

ENCOUNTER 5: A YUGOLOTH SUPREMACY MAP

TILE SETS NEEDED

DT2 Arcane Corridors



ENCOUNTER 6: EXODUS

SKILL CHALLENGE LEVEL 10/12, COMPLEXITY 1 (500/700 XP)

SETUP

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Athletics, History, Nature, Religion, Thievery

This encounter begins immediately, as soon as the PCs defeat the demons (Encounter 5). They must now lower the electrical barrier and use the Haggemaal to stop the ritual.

The jackal-fiend inside the wall of lightning looks briefly surprised that his guards are slain, but a smug sneer quickly recomposes his muzzle.

"You are too late. You won't be able to prevent Eartheart's doom." As emphasis, he throws a lever, eliciting a high-pitched whine from his device.

SCENE 1: THE BARRIER (3 SUCCESSES)

There are two scenes in this skill challenge. In the first scene, the PCs must figure out how to lower the wall of crackling energy that protects the raavasta and the arcane engine.

Athletics DC 16/17(1 success)

A PC can attempt to weaken the barrier by pushing his or her body into the crackling energy, acting as a living power sink. This costs the character 2 healing surges (or equivalent damage if the PC is out of surges), regardless of success or failure.

Arcana, Nature, Religion DC 16/17 (trained only; 1 success)

The PC attacks the barrier's fundamental energies, unmaking the spells and wards by channeling magic, divine power, or primal spirits to undo the raavasta's work.

History DC 16/17 (1 success; 1 maximum)

This skill represents a character's attempt to recall fragments of the dwarven prophecy, and use that knowledge to determine how best to circumvent the barrier.

Thievery DC 16/17 (trained only; 1 success)

This skill may be used to weaken the barrier as if it were a magical trap.

After the first failure in this scene, read the following.

The raavasta cackles at your dismay. "That's not going to work. My wizardry is too great." He turns a grotesque knob, sending a surge of lightning out from the barrier.

This failure, in addition to counting against the skill challenge, costs each member of the party a healing surge.

If the first scene ends because the PCs reach three failures, read the following.

Seemingly ecstatic at your ineptitude, the white fiend throws a lever on his arcane engine. A tremendous surge of power erupts from the device, cracking the stone of the walls around you. Suddenly, there is a burst of light from the dwarven artifact, as the Haagenmaal exerts itself for the first time. The glowing energy coming from the dwarven hammer collides with the elemental force emanating from the arcane engine.

When the air clears, however, the circle of electricity is gone. Looking crestfallen, the raavasta backs away from the engine. "Hmm, it wasn't supposed to do THAT..."

This failure costs each member of the party two healing surges, and they have failed the overall skill challenge, but they can still complete their mission (unless they were all out of surges and all bloodied, in which case the damage from losing two more surges' worth of hit points probably wipes them out). Proceed to Scene 2.

If the first scene ends because the PCs reach three successes, read the following.

With a loud snap, the wall of lightning suddenly falls. The raavasta hisses and spits at you, backing away from the engine in a defensive posture. "You won't get away with crossing Ludos ap Varhyn!"

SCENE 2: THE MACHINE (1 SUCCESS)

The second scene of the challenge is simple: someone must use the Haggemaal to destroy the arcane engine. The exact method is unimportant; smashing it, throwing the hammer at it, drawing upon arcane, divine, or primal power, studying the machine's workings and deciding where best to strike, etc. Any reasonable plan will work; the player can nominate any skill he or she wants and describe how that skill will be used in conjunction with the artifact. Assuming you agree, the PC must then make a **DC 21/22 check** with that skill. Success means the arcane engine and the Haggemaal are both destroyed; failure counts as a failed check, but

if the PCs have not yet reached 3 failures for the overall challenge, they can try again with a different skill.

ENDING THE ENCOUNTER

Regardless of whether the PCs succeeded or failed at the skill challenge, the Haagenmaul destroys the arcane engine. However, the circumstances of its destruction are far more glorious if the PCs succeeded than if they failed.

If the PCs succeeded, read the following:

As (PC name) unleashes the power of the Haagenmaul, the arcane engine shudders and begins to collapse in upon itself. The artifact and the machine create a feedback loop, elemental energy colliding and combining with divine energy.

At first, it seems as though these powerful forces are evenly matched. But then you hear the sound of a thousand hammers striking a thousand anvils, as if Moradin and all his loyal exarchs stood in the holy forges of Dwarfhome itself, the entire Moradinsamman striking as one. In that instant, the divine energy prevails.

The Haagenmaul blasts into the heart of the arcane engine as if Moradin himself had flung the hammer from the farthest reaches of the Astral Sea to strike at this exact spot. There is a satisfying crunch as the Soul-Forger's blessed weapon finds its way to the center of the arcane engine and then explodes, overtaking the elemental fire and snuffing it out in a colossal explosion.

When your senses return, nothing is left of either the malevolent engine or the Haagenmaul. Both have been utterly annihilated.

A glowing golden nimbus of light settles over each of you, as the Haagenmaul is unmade. You feel a sense of satisfaction... almost as if the artifact knew that it would need to sacrifice itself in order to save its people. With your help, it has fulfilled that purpose.

If the PCs failed, read the following:

The raavasta chortles with glee at your continued fumbblings. "Too slow and too late! The ritual is complete and the prophecy undone!" The creature pulls one final lever and the arcane engine begins blasting elemental energy, tearing rifts in the fabric of the Elemental Chaos itself. Through these holes in the fabric of reality you can see glimpses of Eartheart - craftsmen laboring over their forges, the ever-present anvils that stand at the heart of every temple, and even those belonging to the simple blacksmiths and farriers who mend arms and armor for warriors and merchants. The purest elemental fire imaginable begins pouring out of

all these forges, burning dwarves to ashes where they stand, setting buildings on fire, melting the very beating heart of Eartheart right before your eyes.

Then, at the last moment, the Haagenmaul seems to come to life of its own accord. The artifact leaps from (PC's) hands and flies through the air, blasting into the heart of the arcane engine as if Moradin himself had flung the hammer with all his Godly might. There is a satisfying crunch as the divine hammer reaches the center of the arcane engine and then explodes, golden light overtaking the elemental fire and snuffing it out. When your vision returns, nothing is left of either the malevolent engine or the Haagenmaul. Both have been utterly annihilated.

Regardless of success or failure, continue:

The raavasta's howls of anguish slowly turn to peals of laughter. "Well... that was quite something, wasn't it?" asks the creature slyly. "A pity that my pet dwarven warlock didn't do such a good job building the machine. But, not to worry, not to worry... I have many pets. And now your precious artifact is gone, gone, gone. Yes, perhaps this has worked out for the best, after all. Prophecy is such a nasty business. You can never count on them to do what they're supposed to do. With that out of the way, what will protect Eartheart now, hmm?"

The sneering, fox-headed humanoid turns away, surveying the wreckage one final time, evidently making preparations to depart.

EXPERIENCE POINTS

Successfully completing the challenge grants each PC 100/140 XP. They receive half this amount if they failed the challenge.

TREASURE

If the PCs successfully complete the skill challenge they find a *demonlayer* weapon +3 in the wreckage of the arcane engine (perhaps it was left there by Moradin himself in place of the Haagenmaul). This item is not found if the skill challenge was failed.

Regardless of their success or failure at the skill challenge, the PCs also earn a story award commemorating their encounter with the raavasta.

UNTIERED ENCOUNTER: THE RAAVASTA

The raavasta's statistics block is provided here simply so you can adjudicate any attacks that the PCs might make upon the creature as it taunts them. You are NOT intended to run a full-length combat encounter between the PCs and this monster! For one thing, it's an Epic tier creature; although it's certainly possible that the PCs can damage or even kill it if they get lucky, a more likely outcome is that one or more of the PCs will be killed, and that is not fair to the players. For another thing, you're probably out of time. But most importantly, the raavasta is flat-out not interested in sticking around for a battle. It has gotten what it came for, so while it might spend a round or two trading blows while taunting the PCs, the raavasta has more important things to do. It can leave the battlefield at will (irrevocably; it does not return) as a move action.

Even if the PCs somehow manage to reduce the raavasta to 0 hit points with an "alpha strike" before it can act, it simply continues to laugh at them while its form dissipates; the PCs have been fighting a mere simulacrum, a cross-planar projection.

Just in case any of that was somehow unclear, if you kill PCs with this creature, you have failed. If the PCs somehow manage to kill the raavasta, it wasn't the real monster, and they earn 0 XP for their deed. If time permits, the players are feeling their oats, and you would like to run the combat for fun, feel free, but it's only a thought exercise. You're the DM; use good judgment and make this fun for everyone. (And, of course, if time doesn't permit a more involved scene, just let the PCs fling a few attacks at the raavasta, which shrugs them off, laughs, and then disappears.)

CONCLUDING THE ADVENTURE

The PCs return to Eartheart and are expected to report their findings to Nourek or the Deep Lord (whoever they met with earlier). The salient points are the destruction of the arcane engine (ending the immediate threat), the fact that there is a raavasta named Ludos who apparently has quite a grudge against Eartheart, and the destruction of the Haagenmaul. The Deep Lord listens carefully and then thanks the PCs for their service. There is nothing more that can be done for now; the Deep Lord must go consult with the other rulers of Eartheart to determine a course of action. Likewise, Nourek must depart immediately, as he must prepare the dwarven defenses in the event that the raavasta or its demonic allies try another attack on the city.

Zaim provides the PCs with a ritual book of Elemental Transference, in case they need to travel to the Elemental Chaos again. She, too, must then take her

leave: the people of Eartheart require spiritual guidance and she has to explain to her superiors in the Temple of Moradin that one of their most powerful artifacts is now gone.

Regardless of their success or failure at the final skill challenge, so long as the arcane engine was destroyed, the PCs still get paid the promised fee (1200 gp each). The PCs earn story award **EAST18** if they had an audience with the Deep Lord as opposed to Nourek (i.e. they did not kill civilians or damage the city during the initial battle with the dwarven warlock.)

The PCs earn story award **EAST19** so long as they completed Encounter 6 (regardless of whether they attacked the raavasta or just let it laugh and leave). Their revenge has to wait; perhaps that is a tale for another day...

Raavasta Conniver		Level 23 Elite Controller
Medium elemental humanoid (shapechanger)		XP 10,200
Initiative +16	Senses Perception +22; truesight	
HP 428; Bloodied 214		
AC 40; Fortitude 35, Reflex 38, Will 36		
Resist 15 psychic, 15 variable (2/encounter)		
Saving Throws +2		
Speed 6		
Action Points 1		
m Claws of Blindness (standard; at-will)		
+26 vs. AC; 1d6 + 5 damage, and the target is blinded (save ends).		
R Bind (minor; recharges when enforce contract is used) ♦ Charm, Psychic		
Ranged sight; no attack roll required; the target chooses to take ongoing 20 psychic damage (save ends) or be dominated (save ends).		
C Mind Stab (standard; encounter) ♦ Fear, Psychic		
Close burst 5; targets enemies; +28 vs. Will; 5d6 + 9 psychic damage, and the target moves its speed away from the raavasta conniver.		
Change Shape (minor; at-will) ♦ Polymorph		
A raavasta conniver can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.		
Enforce Contract (immediate reaction, when an enemy's melee or ranged attack targets the raavasta conniver; recharges when bind is used) ♦ Charm		
The attack targets the creature affected by the raavasta conniver's bind power instead of the raavasta conniver. Using this power ends the bind effect on that creature.		
Vanish (immediate reaction, when an enemy hits the raavasta conniver; recharge 5 6) ♦ Illusion		
The raavasta conniver shifts 3 squares and is invisible until the end of its next turn or until it attacks.		
Alignment Evil		Languages All
Skills Bluff +23, Diplomacy +23, Insight +22		
Str 14 (+13)	Dex 20 (+16)	Wis 23 (+17)
Con 22 (+17)	Int 28 (+20)	Cha 25 (+18)

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 1: Ravings of a Madman
520/760 XP

Encounter 3: Incursion
560/780 XP

Encounter 4: Raiders
640/880 XP

Encounter 5: A Yugoloth Supremacy
540/800 XP

Encounter 6: Exodus
200/280 XP

Minor Quest: Learn details of the demonic plot
100/100 XP

Total Possible Experience
2560/3600 XP

Gold Per PC
1200/2200 gp
(Encounter 5: 0 / 1,000 gp, Encounter 6: 1,200 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the

adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *orb of translocation interference +3** (low-level version only)

Found in Encounter 4

Bundle B: *demonlayer weapon +3**

Found in Encounter 6

Bundle C: *gauntlets of the blood war* (level 16)*

Found in Encounter 3

Bundle D: *planestrider boots** (high-level version only)

Found in Encounter 4

Bundle E: Ritual book of Elemental Transference

Found in Encounter 6

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality* plus 900 / 1,650 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,300 / 2,100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

EAST18 Audience with a Deep Lord

You were granted an audience with one of the mysterious Deep Lords of Eartheart. Although you do not know the true identity of the Deep Lord with whom you met, there is no doubt that he or she knows who you are, and the ruling council may well call upon you again if ever the East Rift is threatened by forces too powerful and dangerous to be handed by ordinary heroes.

If you are a dwarf, your reputation and prestige are greatly enhanced within the East Rift. You now have the right to admit non-dwarves beyond the Hammergate district so long as you are willing to give your word to the authorities that those who enter Eartheart will remain under your personal and watchful gaze.

If you are a non-dwarf, you are given a signet ring bearing the sigils of the Peacehammers and the Temple of Moradin. By showing this signet to the gate guards in Hammergate and informing the Peacehammer officer on duty of your business in the city, you will generally be permitted to enter and leave Eartheart freely. This privilege may be revoked should you abuse it, or during times of war or other strife within the city (DM's discretion).

EAST19 Taunted by Ludos ap Varhyn

You were mocked and manipulated by the raavasta named Ludos ap Varhyn. Though the fiend seemed dismissive, looks can be deceiving. You may yet have the opportunity to take your vengeance upon this white-furred jackal.

ADVENTURE QUESTIONS

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

1. What was the farthest encounter that the PCs successfully completed?

- a. Encounter 1
- b. Encounter 3
- c. Encounter 4
- d. Encounter 5
- e. Encounter 6

NEW RULES

INFLUENCE UNSTABLE PLANE (INTELLIGENCE)

Someone with a powerful will or armed with the right ritual can stabilize a portion of an unstable plane and hold it in the desired shape. The only questions are how long it takes to impose stability and how long the stability lasts once the being creating the stability stops concentrating. It's easy to freeze existing conditions in place, but much harder to impose entirely different conditions in an area.

Move Object: Standard action.

♦ **DC:** The DC is based on the object's size—Tiny or smaller, DC 5; Small or Medium, DC 10; Large, DC 15; Huge, DC 20; Gargantuan, DC 25.

♦ **Success:** You move an unattended object. You move the object 1 square, +1 square for every 5 points by which you beat the DC.

♦ **Failure:** You can't try to move the same object until after a short rest.

Alter Object: Standard action.

♦ **DC:** The DC is based on the object's size—Tiny or smaller, DC 20; Small or Medium, DC 25; Large, DC 30; Huge, DC 35; Gargantuan, DC 40.

♦ **Success:** You change an unattended natural object into a different element or energy of the same size. For example, change a boulder into a ball of fire.

♦ **Failure:** You can't try to alter the same object until after a short rest.

Stabilize Area: 1 minute.

♦ **DC:** The DC is 5 + 1 per square affected.

♦ **Success:** You lock an area into its current form for 24 hours. Double the area or the duration for every 5 points you beat the DC by.

♦ **Failure:** You can't try to stabilize an area until after an extended rest.

Alter Area: 1 minute.

♦ **DC:** The DC is 20 + 1 per square affected. Add +10 to the DC if the area has been stabilized (see above). Double the area or the duration for every 5 points by which you beat the DC.

♦ **Success:** You change the terrain of an area for 24 hours. For example, change a bare rocky plain into a forest.

♦ **Failure:** You can't try to alter an area until after an extended rest.

Demonlayer Weapon

Level 14

Inscribed with holy prayers and runes, this powerful weapon is the bane of all demonkind.

Lvl 14 +3 21,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against demons.

Power (At-Will): Free Action. Use this power when you hit a creature that has the demon keyword with this weapon. The demon does not benefit from variable resistance until the start of your next turn.

Power (Daily): Minor Action. Your next attack with this weapon against a demon, if made before the end of your next turn, gains a +5 power bonus to the attack roll.

Reference: *Manual of the Planes*, page 153.

Orb of Translocation Interference

Level 13

This insubstantial orb taps into the space between the planes, altering the course of teleportation.

Lvl 13 +3 17,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when an enemy within 10 squares of you uses a power that has the teleportation keyword. Choose the space where the enemy appears. The location must be within the power's normal range.

Reference: *Manual of the Planes*, page 155.

Gauntlets of the Blood War

Level 16

These gauntlets are perpetually stained with blood and were originally crafted by elementals to help slay immortals.

Lvl 16 45,000 gp

Item Slot: Arms

Property: You gain a +3 item bonus to damage rolls against creatures that have the immortal origin.

Power (Daily): Free Action. Use this power when you hit a creature with the immortal origin. The creature takes ongoing 10 damage (save ends).

Reference: *Manual of the Planes*, page 156

Planestrider Boots

Level 18

These boots allow you to teleport around corners and to places you might not see from your current point of view.

Item Slot: Feet 85,000 gp

Property: When you use a power to teleport, you can instead teleport twice as the same action. The total distance you travel with both teleports cannot exceed the distance you could have travelled with the original teleport. You could, for example, teleport to a corner, establish a new line of sight, and teleport to a square not visible from your starting location, so long as the maximum number of squares teleported does not exceed the teleport power's allotted movement.

Power (Encounter ♦ Teleportation): Move Action. Teleport 10 squares.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

EAST2~2 SIBILANT WHISPERS

EAST18 Audience with a Deep Lord

You were granted an audience with one of the mysterious Deep Lords of Eartheart. Although you do not know the true identity of the Deep Lord with whom you met, there is no doubt that he or she knows who you are, and the ruling council may well call upon you again if ever the East Rift is threatened by forces too powerful and dangerous to be handed by ordinary heroes.

If you are a dwarf, your reputation and prestige are greatly enhanced within the East Rift. You now have the right to admit non-dwarves beyond the Hammergate district so long as you are willing to give your word to the authorities that those who enter Eartheart will remain under your personal and watchful gaze.

If you are a non-dwarf, you are given a signet ring bearing the sigils of the Peacehammers and the Temple of Moradin. By showing this signet to the gate guards in Hammergate and informing the Peacehammer officer on duty of your business in the city, you will generally be permitted to enter and leave Eartheart freely. This privilege may be revoked should you abuse it, or during times of war or other strife within the city (DM's discretion).

EAST19 Taunted by Ludos ap Varhyn

You were mocked and manipulated by the raavasta named Ludos ap Varhyn. Though the fiend seemed dismissive, looks can be deceiving. You may yet have the opportunity to take your vengeance upon this white-furred jackal.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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SESSION TRACKING

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