



HEROIC

1-10

by Matthew Sernett

# SLEEPER IN THE TOMB OF DREAMS

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**SOMETHING STIRS** in the dark heart of the Warwood, and in response something stirs in the stars. A simple encounter with bandits on the road leads the PCs to a frightening place where even dreams are deadly.

“Sleeper in the Tomb of Dreams” is an adventure designed for five 8th-level PCs. PCs who complete the adventure should reach 9th level at its end or shortly before. Scaling the adventure for more or fewer PCs is easy, as is scaling the adventure for higher- or lower-level characters. Consult Chapter 7 of the *Dungeon Master’s Guide* for

specific advice on reaching the desired experience total for your party. Traps and other noncombat elements can probably remain unchanged, but if you feel that a particular encounter is too difficult (or too easy), don't hesitate to decrease the challenge (or increase it, for that matter).

## ADVENTURE BACKGROUND

Just over a hundred years ago, two armies met in a cataclysmic conflict that threatened to destroy both sides. An evil paladin favored by his deity led one force. At the head of the other army stood something worse—a creature of greater wickedness whose master possessed far darker aims for the world. Knowing that a battle between the assembled hosts would devastate both, the leaders met in single combat. The loser's army would forfeit the field and disband. The result was a fluke of fate: The evil generals killed one another simultaneously.

A century later, much of the true history of these events has been forgotten or intentionally destroyed. The haunted forest known as the Warwood and an out-of-the-way monastery are the only reminders that something significant occurred in the area. Now a cult threatens to return one of the evil generals to the world, and if the PCs don't stop it, something far worse will follow on the general's heels.

## RECENT DEVELOPMENTS

The penitents of the monastery are making a pilgrimage to the scene of their hero's death. There they intend to anoint and bury his effigy to honor him as

their order was instructed by Achreisis, exarch of the Raven Queen, a century ago.

## ADVENTURE SYNOPSIS

The PCs are traveling down the road and meet a pilgrimage of Raven Queen worshipers. Although ignorant of the import of their actions, the faithful of the god of fate are taking the bones of the evil paladin, Sir Malagant, to the site of his death to perform a ritual that uses his soul to seal a Far Realm entity out of the world for another century. An attack on the pilgrims and theft by bandits propels the PCs into the Warwood and to the Tomb of Dreams. There, cultists are attempting to awaken the Sleeper, the general who killed Sir Malagant and was killed in return. In the tomb, the PCs must face myriad traps and foes to interrupt the ritual and retrieve the bones for the Raven Queen's faithful.

## PREPARING FOR ADVENTURE

The adventure assumes the PCs are traveling north on a road by the Warwood, so it should be easy to fit this adventure into an ongoing campaign. The Warwood could be a forest of a hundred acres or a hundred square miles. It could even be part of a larger forest, so you should be able to fit it in wherever you like. The north-south road might be a zig-zagging part of a road that travels east to west, so the PCs can be traveling to anywhere you like. It doesn't even need to be winter. Because this

adventure reaches out and grabs the PCs, you can use it when the PCs are on their way to someplace else or on a different quest.

If you'd like a way to give the adventure a more personal connection to the PCs, consider the following ideas for hooks and quests.

### HOOK: DAMSEL IN DISTRESS?

A PC's relative or friend wrote to the PC concerning her daughter, Sierra. Always something of a hellion, the girl got mixed up with some of the town's unsavory elements, and now she has disappeared. Her mother found a diary in her daughter's bedroom that talked in strange terms about nightly stargazing and an upcoming trip to the Warwood. She is concerned that her daughter has gotten in over her head. Her letter describes Sierra and begs the PC to bring her home.

Sierra has joined the cult, and she's done some terrible things, but she's not beyond redemption. Of course, she's not going anywhere without a fight. Choose one of the humans or tieflings in the adventure to represent Sierra.

**Alternative:** Sierra rejected the cult once she fully understood their evil, and now she is a captive in the torture chamber. The cultists are trying to forcibly convert Sierra by turning her into a foulspawn, and they've had success, which makes Sierra initially reject the PCs' attempts to return her to her mother. ("I can't go back! Not like this!")

**Quest XP:** 1,750 XP if the PCs bring back Sierra alive.

### HOOK: THE STARS AREN'T RIGHT

A PC in the party (preferably a warlock) has been having disturbing dreams. In them a skull larger than

the moon gazes down from the night sky. Its cold gaze chills the PC to the bone but the PC isn't frightened until a bloody sluglike creature that must be the size of a mountain pushes its way out a gap between the skull's clenched teeth. More and more of these slugs crawl out of the skull and make bloody trails over its face. Soon it seems like the skull will burst from all the slugs struggling to escape, and just as that thought crosses the PC's mind, it explodes. Behind the skull, the PC catches a glimpse of an unfamiliar constellation of thirteen stars before the bloody slug things rain down upon the world like a million falling stars, obscuring the night sky with fire.

Last night, the dream changed. Rather than ending with the PC in a cold sweat and bolt upright in bed after the explosion of fire in the sky, it continued. The PC fled into the woods, running madly to escape the exploding crashes of things from the sky burrowing mile-long furrows into the ground. As the PC ran, an explosion ahead brought the PC up short. Unable to resist investigating the glowing crater, the PC looked within and saw the shape of a face burned in the ground. Inside the face's mouth was a large book opened to pages with words written in blood. Before the PC could read the words, the dream ended.

**Alternative:** The thing in the face's mouth could be the *Dreamstone Maul* or the *Dreamstone Amulet*. Use this alternative if those options are more appropriate items for the PC to wield.

**Quest XP:** 350 XP if the PC reads the Bloody Book.

## THE ADVENTURE BEGINS

Once your players understand their characters' motivation for traveling on the road by the Warwood, the game can begin. Begin by reading through the description of Exterior 1 and progress through the adventure from there.

### WHAT YOU NEED TO PLAY

This adventure includes the encounters the PCs face as they explore and adventure in the region. It also provides tactical maps and more for the adventure. Both you and your players should read through the *DUNGEONS & DRAGONS 4th Edition* rules. Before play, make certain you understand the rules. Also read through at least the first few encounters described in this adventure before starting. This review enables you to become familiar with the material and the style of presentation.

### EXTERIOR 1. BRIGANDS

The PCs are traveling north during winter using a road that follows the border of a tangled wood purportedly haunted by the restless dead of an ancient war. Hence, its name: The Warwood.

*Sun glistens off new snow, making a stunning contrast to the tangled darkness of the forest next to the road. Ahead you spot a large group of travelers approaching, both on foot and by horse-drawn wagon. They appear well dressed in white and black robes, and in a moment you can hear the mournful sound of their distant chanting. It is a sort of religious pilgrimage.*

Allow the PCs to react as they like. The priests and acolytes in the pilgrimage have seen the PCs and

continue to approach at the same pace. If the PCs somehow look hostile, the pilgrimage stops out of bowshot and their leader, Sister Naenia, shouts to the PCs to discern their intentions. Otherwise, the pilgrimage approaches to within 30 feet and Sister Naenia addresses the PCs in a friendlier fashion.

The pilgrims are faithful of the Raven Queen, something obvious once the PCs take a good look at their vestments and the skulls and ravens that adorn their wagons. There are two wagons. The first is open to the air and carries three white-haired old women and an albino girl of about eight years old. They are heavily bundled against the cold and each wears the vestments of an acolyte. The second wagon looks like a funeral wagon, with open sides beneath a heavily ornamented roof. Behind sheer black curtains the PCs can see a masked figure lying atop a bed. Between the wagons walk a number of priests and acolytes, the hems of their robes stained with mud from the journey.

These people, mostly human but with a few half-elves among them, are virtually all the faithful from a Raven Queen monastery about forty miles distant. The monastery is hidden away in a wood that has grown up around it since its construction over a hundred years ago. It's off the beaten path because it honors a little-known hero of their order, Sir Malagant.

Sir Malagant fought many battles against enemies of the faith and died within a few miles of where the PCs and priests meet on the road. Just over a hundred years ago, a terrible war raged through the area, with the forces of humanity on one side, and an evil cult and allied monsters arrayed against them. On the eve of what would be the largest battle yet fought, Sir Malagant challenged his foes' leader to single combat,

with the loser vowing to abandon the field and disperse his army. The two combatants killed each other, however, and thus both sides lost the conflict. This stunning result led to some fighting but the leaderless armies did soon disband, and peace has held sway over this wilderness since those days. The penitents of the monastery are making a pilgrimage to the scene of their hero's death. There they intend to anoint and bury his effigy to honor him as their order was instructed by Achreisis, exarch of the Raven Queen, a century ago.

Sister Naenia relates these facts to the PCs when she talks to them. Naenia is a handsome, raven-haired woman of about forty who comfortably holds authority over the monastery. She's pleased to meet the PCs since she suspected from their appearance they might be brigands. She's happy to have the PCs follow her train or to wave them on their way.

Feel free to roleplay this scenario out to tell as much of the pilgrims' story as you like, but at some point—particularly if the players seem interested in something Sister Naenia is about to say—the albino girl abruptly stands up in the foremost wagon and looks to the Warwood.

**Tactical Encounter:** “Brigands” (page 79).

Just then, a heretofore unnoticed flock of crows raucously rises from the woods and flies overhead to the west, interrupting Naenia. The three old women cluster around the albino girl and in rapid succession, each takes a turn looking toward the wood over the head of the girl. Sister Naenia looks startled and rushes back to the wagon to question them. Turn to the tactical encounter to determine the outcome.

**History Check:** Sister Naenia's story might jog a PC's memory about a tale read about the area. A successful DC 15 History check gives the version of the

story described in The Setting. If asked about the “evil paladin,” Sister Naenia seems confused and upset by the idea. She has always known Sir Malagant as a hero of the order and she can relate many stories of his honorable character.

**After the Encounter:** After you've run the encounter, return here.

*All traces of the calm confidence Sister Naenia possessed before have fled. She is clearly distraught over the harm that has come to her followers, but there's more to it than that. You see fear in her eyes.*

*“They took it! That beast flew off with his bones! Sweet Lady! Please you must help us. You must get the effigy back! It holds Sir Malagant's bones and the Fiend's Horn. If we don't bury him . . . I don't know. I just don't know.”*

*Sister Naenia spins in a panicked circle, starting toward the wrecked funeral wagon, then toward a wounded pilgrim, then toward the woods. She seems incapable of deciding what to do.*

Allow the PCs to take control of the situation. It's clear that none of these monastery-bound priests have been in a battle and few know anything about treating a wound. Sister Naenia is useless until the PCs help her out of her panic (three successful skill checks, in any combination, to snap her out of it: DC 20 Intimidate or DC 25 Diplomacy).

Once she has calmed down a bit, Sister Naenia relates what she understands of the situation. She believes the attack at the front of the train was a distraction for someone to steal the valuable relics they placed with the effigy. She begs the PCs to retrieve the bones of Sir Malagant that were placed within the effigy and the relic they call the Fiend's Horn. If they do this, Sister Naenia says they can keep the adorn-

ments on the effigy, including Sir Malagant's armor and sword.

She's desperate to bury his bones and the Horn so that they can fulfill the order of her deity's exarch. She doesn't know why it must be done, but she's certain something grave will happen if it's not done soon—within a week at most.

If the PCs haggle for more, she looks exasperated, but promises the coffers of her monastery (another 400 gp) if the PCs retrieve the bones and relic. If the PCs accept this additional bounty, Naenia lets them know it will ruin the monastery and make them destitute, but she is grimly willing to give it to them.

The Fiend's Horn is said to be the actual horn from the head of Sir Malagant's foe, struck off with Sir Malagant's dying blow. It looks like a foot-long bone horn with a bit of skull attached to the end from when Sir Malagant's sword clove through the Fiend's head. Sister Naenia knows that Sir Malagant's longsword was magic, but she doesn't know how. She doesn't think his scale armor held magic. His effigy has other valuable decorations, worth about 900 gp, although it angers Naenia if the PCs demand this information.

When the PCs agree, Sister Naenia asks them to swear in the name of the Raven Queen that they will return with the bones and the Fiend's Horn. If a PC does, she seems relieved and blesses the PC, saying, “Fate be with you.” If a PC doesn't, she sadly turns away. See **An Oath to the Queen** for details about what this promise means for the adventurer.

Sister Naenia suggests the PCs set out at once through the Warwood to follow the bandits' trail through the snow before wind or fresh snow obscures it. The forest is too thick and tangled for horses, but pilgrims offer to watch over them. Sister Naenia remains behind to tend to her followers and then

## DESIGNER'S NOTE: SYBIL AND THE AUGURS

Do with this what you will. My inclination would be to reintroduce the PCs to Sybil and her augurs later on in the campaign, perhaps in a kind of plot that pits the PCs against followers of the Raven Queen. The return of these eerie and iconic figures in the role of prescient villains or as neutral advisors to a villain could be a lot of fun. If the campaign progresses over years of game-world time, you could even have Sybil return as a villain in her own right, perhaps attended by the three flaming skulls or the ghosts of the old women she eventually murdered so they would forever remain by her side.

There she intends to wait with her followers. The hill is one the PCs passed on their route and that they can find by traveling south on the road.

As the PCs are leaving, the albino girl runs after them to tug on the sleeve of one, motioning that he or she should bend down to hear her whisper. If the PC does so, she whispers the following:

*“Those who dream beneath the stars cannot yet be seen by the blind one who waits beyond them. The stars are safe for now.”*

The girl then runs back to the three old women who are standing some distance away and looking at the PCs with inscrutable expressions. Should the PCs try to speak to them, they say nothing. If they ask about the elderly women, they are told that the three are the monastery's augurs. They look for portents in the natural world. One day their auguries led them to the girl, Sibyl, whom they found as a baby in a worg den.

Since then they have lived in the monastery and provided tidings about weather and crops.

The players can't know it yet, but Sybil's warning is an obscure hint about the danger of sleeping in the Tomb of Dreams. See the Sleeping in the Tomb of Dreams sidebar (page 70) for details.

## EXTERIOR 2: INTO THE WOODS

It's not hard to follow the bandits' trail, but the snow has drifted in the woods and the tangled brush makes for slow going. The Warwood is silent as only a snow-shrouded forest can be. The PCs can hear the quiet crunch of their own footsteps, the crack of branches they push out of the way, and the occasional rustle of snow falling from the barren trees.

The PCs have an hour-long walk ahead of them. If they follow the trail, they make their way to a deer trail through the woods that the cultists took that makes travel easier. They also inevitably encounter the frozen creek and Encounter 2. If they travel off the trail, they shouldn't get lost as long as they keep the bandit's trail in sight, but see The Warwood sidebar (page 65) for how to add some extra interest to their wanderings.

**Tactical Encounter:** “Warwood Creek” (page 81).

The PCs' foes in this adventure, cultists dedicated to resurrecting the Sleeper in the Tomb of Dreams, are lying in wait at the frozen creek. There they hoped to either greet returning allies or ambush foes. Yet the cultists have had a long wait, and they've grown lax in their duties. Although they remain hidden and silent, one of them has lit a pipe and another has fallen asleep.

PCs following the trail encounter a bit of a clearing around a creek frozen over with ice and dusted with snow. Read or paraphrase the following.

*The trail you've been following and the bandit's tracks lead to an opening in the tangled forest. Ahead in a small dell you see sunshine glimmer off ice. The bandits' trail crosses a frozen creek and heads up the other side of the dell into the woods. It's hard to know how deep the creek might be below the ice.*

**Perception Check (DC 20):** Check the passive Perception scores of the each of the PCs. If any of them exceed DC 20, inform the player that the

## AN OATH TO THE QUEEN

A PC who swears in the name of the Raven Queen to retrieve the Fiend's Horn and bones of Sir Malagant receives a strange boon from the god of death and fate. The first time the PC takes an attack that would reduce the PC to 0 hit points, the PC appears to take the attack (for example, the sword blade still pierces and the PC still feels the pain), but takes no damage. When this happens, the world appears to freeze, and the PC receives a vision of a raven landing nearby. The raven cocks its head questioningly at the PC and caws three times. If the PC somehow reasserts the desire to retrieve the horn and bones, the attack deals no damage and the PC regains hit points equal to its second wind value. Then time flows again as if nothing happened. If the PC does not show comprehension of the raven, attempts to take an action (other than a free action to reassert the oath), or denies the raven's strange query, the raven caws angrily and flies off, leaving the PC to suffer the fate the dice decreed.

## THE WARWOOD

The Warwood's gnarled trees, tangled thickets, and lonesomeness would cause anyone to think it haunted—even without its restless dead. Those who died in the brief conflict after Sir Malagant and the Sleeper in the Tomb of Dreams killed one another still linger in the forest. The battle after the generals' deaths broke the compact they had made about their final battle, and the souls of those who died in those battles are cursed by the Raven Queen to remain in the Warwood forever.

These undead arise whenever blood is spilt within the boundaries of the forest. This fact makes the forest safer in some regards because predatory beasts are rare, but it can prove bedeviling to PCs. If a PC scratches a hand on a branch or tears skin on thorns, zombies emerge from ponds, skeletons assemble from scattered bones, and wraiths appear out of thin air.

Should the PCs go off course during their trip through the Warwood (or if you just want more atmosphere), have them stumble across haunting remnants of the past: a rusted axe head embedded in a tree with

character smells pipe smoke after reading the read aloud text.

**After the Encounter:** If any of the cultists escape, they run directly for the hill, where they face the PCs again (see “Battle on Stargazer Hill” on page 83).

## EXTERIOR 3: THE FACE IN THE HILL

The bandits' trail eventually leads to a clearing around a hill in the Warwood. Read or paraphrase the following when the PCs arrive on the scene.

a skull sitting atop the blade, a PC's foot getting stuck in a human ribcage hidden beneath the snow, or a PC banging a shin on a rusted shield. Then, when the time is right, spring an encounter on the PCs by making up a reason for a PC to bleed a little (the banged shin, a thorny branch that scrapes a face, a hand that carelessly presses against an old arrowhead embedded in a tree).

The encounter could be any encounter with undead appropriate to the PCs' level, but try to make the connection to the bloodshed apparent: If skeletons attack, perhaps a skeletal hand bursts up from the pristine white snow to grab at the drop of crimson blood that spoiled it.

Below are some encounter options appropriate to five 8th-level PCs.

- ◆ 4 flameskulls and 5 blazing skeletons
- ◆ 1 wailing ghost and 6 specters
- ◆ 1 skull lord, 8 skeletons, and 3 boneshard skeletons
- ◆ 1 spirit devourer and 2 zombie hulks

*Ahead a hill pushes up from the forest within a large clearing. Atop the face of the hill is the enormous carving of a bearded stone face staring skyward with open mouth and empty eye sockets. Two statues stand near it, each a cloaked figure with face and arms raised to the sky. A third one lies broken on the ground near its base. Two leafless trees grow near the face as well, each looking even more twisted and dark than the other trees you've seen in this haunted forest.*

Volkanth warned the cultists here that survivors of the attack might follow him, so they are on alert and hiding atop the hill. Volkanth's mount and some

other cultists are inside the hill (down through the mouth).

Roll for the Stealth of the cultists on the hill and for their Perception to work out which group sees the other first.

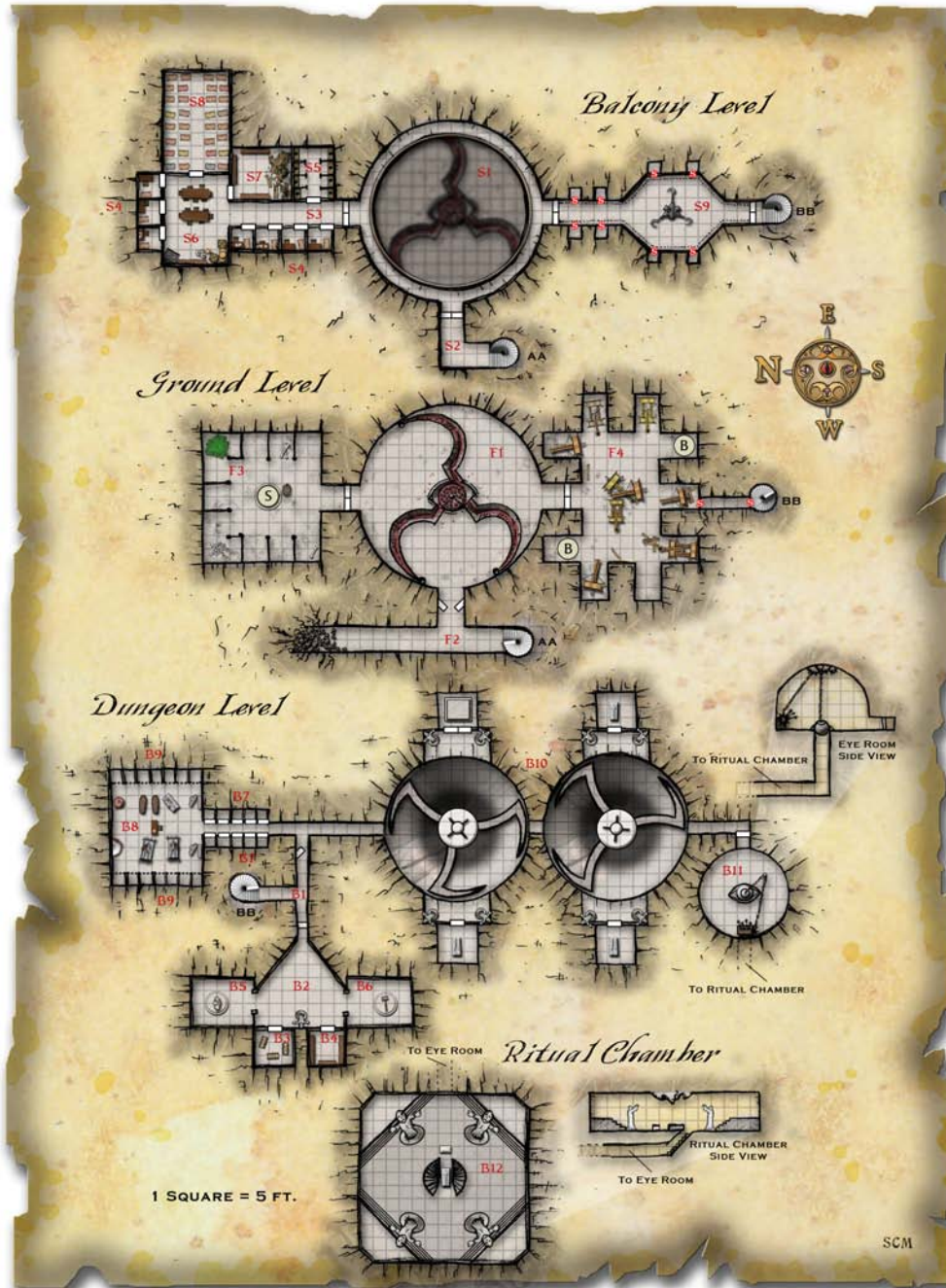
**Tactical Encounter:** “Battle on Stargazer Hill” (page 83).

**Treasure:** None. However, the tieflings and humans have some cheap jewelry and personal effects.

## INTERIOR

The Tomb of Dreams was built nearly a hundred years ago after the Sleeper died in battle against Sir Malagant. The Sleeper's devoted followers constructed for their lord a kind of temple tomb. Believing that the Sleeper would one day awaken, they maintained guardianship over his body and belongings, keeping the materials he would need to restart the war they had been fighting. Over time, however, some of his followers lost faith. Infighting and power struggles tore the cult apart and drove the last elements of his army to the four winds. The Tomb of Dreams was abandoned.

One member of the cult kept the faith. It haunted her thoughts by day and her dreams by night. This woman was grandmother to Volkanth. While she could not convince her grandson to follow her faith, her stories of the heroism of the Sleeper and the glory he heralded inspired him. There was power to be gained beneath the hill in the Warwood and dreams of that power gradually transformed to visions of where to go and what to do. Thus, Volkanth gathered a new cult together.



The Tomb of Dreams has two main floors accessible from the chamber beneath the mouth in the hill, and there is a third level beneath both. The rooms level with the bottom of the chamber beneath the mouth (F1) are referred to as the first floor (hence F). The rooms level with the balcony around the chamber beneath the mouth (S1) are referred to as the second floor (hence S). The level beneath both, which is reached only by a descending spiral stair accessed through the second floor, are called the basement.

## FEATURES OF THE TOMB OF DREAMS

Unless otherwise specified by an area's description, the Tomb of Dreams features have the following characteristics.

**Stone Doors:** Doors are typically unlocked; the doors have 80 hit points, AC 4, Reflex 4, Fortitude 12, and a break DC 25.

**Walls:** Walls are carved from bedrock or paneled with stone (DC 20 Climb).

**Floor:** The floor is smoothly flagged with stone.

**Ceilings:** Ceilings are 10 feet high.

## F1. THE CHAMBER OF SACRIFICE

In the center of the floor of this room, hundreds of 6-inch spikes stab into the air, directly beneath the aperture in the domed ceiling 70 feet above. If the PCs climb up to the balcony level to check things out before moving on, see Area S1.

*Hundreds of 6-inch spikes stab into the air from the center of this grand chamber. The spikes are arranged in a circle, forming the white of a huge eye shape carved in the floor. Extending from this eye shape are three angled channels that run to drains near the wall. The eye shape lies directly beneath the aperture in the domed ceiling high above. Clearly, the darkly stained channels were meant to siphon the blood from victims hurled down through the mouth in the face on the hill. But where the blood would go and why this would be done is unclear. A balcony surrounds this wide circular room, cloaking the walls in gloom, but you can make out images carved in the walls that dully glimmer at various points, and you see that a band of stone with writing runs beneath them.*

The walls of the room are carved with images showing the great achievements of the Sleeper. The story is told starting on the walls to the south side of the doors to the west (Area F2) and runs widdershins around the room to the north side of those doors. The first image is of a tall, cloaked figure standing on cliff prominence and looking down upon a village. The face is obscured, but horns project out of the figure's hood and it holds a great maul in its hands. The next images show the cloaked and horned figure, the Sleeper, converting others to follow behind him, either by threat or speeches given to crowds. The middle images show the figure and his allies in battle with elves, humans, and dwarves. The final images show the figure in battle with a frightening knight encased in scale armor decorated with skulls, bones, and wailing ghosts. In this image, the knight is stabbing the belly of the cloaked figure, and the cloaked figure is slamming the side of the knight's head with his maul.

**Dully Glimmering Points:** All the depictions of the cloaked figure's maul are formed of a darker stone inset into the wall. The semitransparent black stone is swirled with phosphorescent material. This stone is not familiar to anyone, even dwarves that might be in the party. It is dreamstone, an onyxlike rock that can be found plentifully beneath the Tomb of Dreams. Dreamstone sometimes appears in places that have a connection to the Far Realm, and although it has no inherent quality other than a dim glow (1 square radius, even in large quantities), it tends to absorb disturbing effects. A piece of dreamstone has no set value, but a jeweler might pay as much as 1 gp for one of the maul pieces. However, wearing dreamstone results in it absorbing nightmares of the wearer and fueling their repetition, so dreamstone swiftly loses

value once this property is known. If a PC touches one of the stones, see the Perception Check for this location.

**Perception Check (DC 20):** If a PC touches the dreamstone in any of the maul depictions (such as when trying to pry one out), the PC catches movement on the wall out of the corner of an eye. Have the PC make a DC 20 Perception check. If the PC succeeds, he or she notices that that a nearby image has changed: A few of the cloaked figure's allies now have no eyes and droplets of blood appear to be forming on the wall like tears beneath the eyes. Also, one or two in the group have tentacles instead of arms. A PC that fails the Perception check or stops touching the dreamstone sees nothing unusual.

**Writing Band:** The band of stone around the room is writing in Common. It says the following, "Where did He come from? Our dreams. Why did He come? We called. From our sleep came the Sleeper. He opened our dreaming eyes by shutting our waking ones. His defeat was but another sleep and waking Him our dream."

**Dungeoneering Check (DC 20):** A PC examining the words around the room notes that the stone of the letters appears polished while dark stains have collected between them. A successful Dungeoneering check allows the PC to realize that this likely resulted from people rubbing their hands along the words. Dwarves experienced with living in dwarven cities gain a +2 bonus to the check. The significance to this shouldn't be clear to the PCs, but the reason is that many cultists put out their eyes to better commune with the Sleeper and in their blindness they still wanted to read his words.

**Eye Spikes:** Being knocked prone on the eye spikes causes 1d10 damage. This damage is built into

the damage for falling from the mouth of the face in the hill.

**Channels:** The channels are sickle shaped, which is something easily noted from above or with some examination by a PC on the ground. The two sickles projecting from the bottom of the eye point toward each other, and the sickle on top points to the left. The PCs cannot know this yet, but this is the symbol of That Which Waits Beyond the Stars.

**Drains:** Each drain flows to a pipe roughly 3 inches in diameter. The pipes run down to area B12 after first collecting in a dreamstone well between F1 and B12, which is 40 feet below. There shouldn't be any means of traveling through these pipes, but the pool of blood in the well is deadly and should convince any PC that it's the wrong way to go. See "The Sleeper's Tomb" for details on what the stored blood does to the unfaithful it touches.

## F2. THE BLOCKED EXIT

This hall once led to a distant cave entrance in the Warwood. Through here the cultists entered their temple-tomb, and through here they fled when abandoning the temple. The hall collapsed roughly fifty years ago (DC 15 Dungeoneering check for a PC to understand this). The spiral stairs in this area lead up to area S2.

## F3. STABLES

The cultists used this room as a stable in the temple-tomb's heyday. The various stalls have little left in them but a few horse bones and the barest remains of hay strewn about. Volkanth's mount, the hippogriff, had been using the northeast stall, and it is strewn with evergreen boughs culled from a distant part of the forest. The most significant feature is the dais



in the center of the room and the skeletal beast that stands upon it.

*Decaying wooden walls separate this room into stalls. Clearly it was used as a stable at some time. You take this in with a glance, then see a circular dais in the center atop which stands the motionless skeleton of a horse covered with dust and cobwebs. Beside the dais is a post with a saddle on top of it, similarly dusty and webbed.*

The horse skeleton is undead—the Sleeper’s mount awaiting his return. However, the skeletal horse takes no action and does not even move until attacked or until someone places the saddle on its back.

If a PC places the saddle on the skeletal horse, it stomps a foot and shakes its head, and then looks to the PC. Until its destruction, the skeletal horse serves the PC as a normal horse would except that it is willing to travel in enclosed spaces. The PC now has a loyal undead mount! Of course, taking it out of the tomb might be tricky, and most people would react poorly to seeing this mount on the road.

<b>Sleeper’s Skeletal Warhorse (S)</b>	<b>Level 5 Brute</b>
Large natural animate (mount, undead)	XP 200
<b>Initiative</b> +5	<b>Senses</b> Perception +4; darkvision
<b>HP</b> 76; <b>Bloodied</b> 38	
<b>AC</b> 17; <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 12	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>Speed</b> 10	
⊕ <b>Kick</b> (standard; at-will)	
+9 vs. AC; 2d6 + 6 damage.	
<b>Shadow Symbiosis</b> (while mounted by a friendly rider of 5th level or higher) ♦ <b>Mount</b>	
The horse’s rider gains resist 10 necrotic.	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 18 (+6)	<b>Dex</b> 16 (+5)
<b>Con</b> 16 (+5)	<b>Int</b> 1 (-3)
	<b>Wis</b> 13 (+3)
	<b>Cha</b> 7 (+0)

If the PCs attack the skeletal mount, it fights them to the death. There is no tactical encounter for this fight. Use the statistics here and the map of the first floor.

### F4. SIEGE WEAPON ROOM

This room contains the remains of siege weapons from the Sleeper’s war. The cultists placed them here to give the Sleeper’s renewed war effort a head start. Most of them have decayed over time due to neglect, but a couple are constructs left to guard the room.

*In the musty darkness of this large room lurk siege engines. Small catapults and large ballistae slump in the center of the room and huddle in alcoves in the walls. Their ropes have broken over time, and their metal parts are rusted.*

If the PCs do not investigate the room further, nothing happens here, but PCs who wander in see that a couple of the ballistae appear intact. Closer inspection reveals that it appears they weren’t constructed

<b>Arcane Ballista (B)</b>	<b>Level 6 Artillery</b>
Large natural animate (construct)	XP 250
<b>Initiative</b> +8	<b>Senses</b> Perception +5; low-light vision
<b>HP</b> 57; <b>Bloodied</b> 28	
<b>AC</b> 18; <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Immune</b> charm, disease, fear, poison, sleep; <b>Resist</b> 5 to all damage	
<b>Speed</b> 6	
⊕ <b>Slam</b> (standard; at-will)	
+13 vs. AC; 1d6 + 4 damage.	
⚡ <b>Lightning Shot</b> (standard; at-will) ♦ <b>Lightning</b>	
Ranged 20; +11 vs. Reflex; 1d10 + 5 lightning damage.	
⚡ <b>Lightning Burst</b> (standard; at-will) ♦ <b>Lightning</b>	
Area burst 2 within 20; +9 vs. Reflex; 1d10 + 5 lightning damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 19 (+7)	<b>Dex</b> 20 (+8)
<b>Con</b> 15 (+5)	<b>Int</b> 3 (-1)
	<b>Wis</b> 14 (+5)
	<b>Cha</b> 6 (+1)

to be strung—moving parts other than the wheels appear ornamental. If a PC touches either ballistae (marked as B on the map), the ballistae both come to life of their own accord and attack. These ballistae are constructs left in place with instructions to attack any creature that possesses eyes that disturbs them or the other siege engines in the room.

The ballistae fight until destroyed. There is no tactical encounter for this fight. Use the statistics here and the map of the first floor.

### S1. THE BALCONY

The balcony runs around the entire domed chamber 15 feet off the ground.

*You stand on a balcony that encircles this chamber. Below on the floor is an emblem that resembles a spike-filled eye with three sickle shapes projecting from it. Above you is the domed roof and the opening to the sky through which you descended. The dome shows cracks in places and water trickles down from spots where the two great trees on the hill have projected their roots into the abyss. Also above is a constellation of dimly glowing points—the roof of the chamber bears a star chart, with each star foiled with gold. Nearer to hand you spy words in Common carved into the wall that runs around the circumference of the room, and each raised letter is polished with grime collecting in the crevasses. Noting the polish, you then see that half of the wide stone banister running around the room possesses a similar smoothness.*

PCs examining this portion of the domed chamber can discover a number of intriguing details.

**Writing Band:** The writing around this room is at the same height as the balcony, which means that a PC must walk around the whole chamber to read

it. It says, “The Sleeper is the herald. His dreams call to That Which Waits Beyond the Stars. When the Sleeper is awoken, He will dream again.”

**Dungeoneering Check (DC 20):** A PC examining the words might note what caused their odd polish. See the Dungeoneering check in Area F1 for details. A similar polish from wear has affected the banister.

**Arcana or Nature Check (DC 24):** Although all the PCs see the star chart on the ceiling of the room, it takes an especially clever PC to understand that one could use the star chart and light coming through the aperture in the ceiling as a kind of calendar.

Realizing this might give a player the idea that the calendar is tracking something. If so, inform the player that the character realizes that star chart would roughly approximate the night sky visible in winter (or whatever you chose as the season), whereas spring would bring other stars up into the horizon of the room’s depiction.

**Nature or Arcana Check (DC 28):** Allow a PC who examines the star chart on the ceiling to realize that there is a constellation of thirteen stars visible that cannot be seen in the night sky. Warlocks with star powers gain a +2 bonus to this check.

If the players make the leap that the star chart and aperture might form a kind of calendar, let them know that the foreign grouping of stars lies directly where the moon’s light would strike the wall that night.

## S2. HALL TO STAIRS

These spiral stairs lead down to S1.

## S3. HALL TO CULTIST QUARTERS

This hall leads to where the cultists lived when the temple was first built. The new cultists have renovated it for their use.

*When you open a door to this wide hall, the scents of unwashed bodies and cooked meals hit your nose. Several doors line the east wall of the hall and one stands on the west. To the north you see a large room dimly lit by firelight from around the corner and a guttering lamp on a table.*

No enemies are currently in this area, but feel free to prey on the PCs’ caution by having them hear rustling noises in one of the rooms or ahead in the dimly lit common room. Perhaps it’s a rat scurrying about in the cultists’ absence, or maybe one of the cultists keeps a pet cat.

## S4. BEDCHAMBER

Each of these rooms is a bedchamber for one of the senior members of the cult. Because the old beds in the room were rotted, they have been cleared out and bedrolls have been spread on the floor instead. Each room has a bedroll, a pack or bag with various personal belongings, and perhaps a rickety chair and desk.

Pick one of the rooms for a grisly discovery. In it is a small heap of bloody bandages of various ages, and the bedroll shows signs of bloodstains as well. This is the room of the Seer who is now in Area B8. The bandages are those he uses to wrap around his back after flagellating himself.

**Heal Check (DC 20):** A PC who picks up and examines the bloody bandages can make a Heal check to determine that the bandages and the blood

in the bedroll are consistent with someone who has been injured in the torso area. This fact is unimportant by itself, but it might tip off the PCs to the danger of the Seer in Area B8.

**Treasure:** Each of these rooms has personal belonging of the occupant (backpack, dagger, clothes, shaving razor, hand mirror, pipe tobacco, comb, candles, or other similar items). In addition, some rooms might have the occupant’s money (400 gp in total).

One room additionally has the effigy’s jewelry and ceremonial mask (worth 900 gp). These items have been hastily stuffed into the foot of Volkanth’s bedroll.

Feel free to put whatever else you like in the rooms, including items that might be adventure hooks or plot points for later adventures (a map of where to find a secret room in the sewers of a nearby city, a mysterious key that doesn’t unlock anything in this adventure, or a diary that describes the person’s induction into the cult and that slowly progresses to mad scribbling).

## S5. LATRINE

This room is a large latrine used by the cultists. There’s little smell since the narrow pits are deep and drop into a natural cistern that is refreshed by an underground stream.

## S6. COMMON ROOM

This large room is used by the cultists for eating and recreation. The tables are strewn with dirty plates and utensils, decks of cards, and even a homemade folding chessboard with pieces made of bottle corks. A common oil lamp sits on one of the tables, and its wick is turned low. A combined baking oven and fireplace squats in the northwest corner near tables

used for food preparation. Coals burn in it for heat but are gradually dying for lack of tending. The southwest corner is dominated by a collection of small barrels, sacks, and crates. These contain foodstuffs, flour, snowmelt water, cheap wine, firewood, and lamp oil. All were brought here on the backs of the cultists or

by Volkanth and his mount, so several still have the carrying ropes and straps attached to them. The food is safe to eat.

## S7. ARMORY

This room once served as the cult's armory, and the current cultists still use some of the space for this purpose. A few nearly empty weapon racks stand near the door (a few javelins and a short sword remain; the cultists are carrying most of their weapons after

get them to disperse.

**Perception (DC 28):** The PC spots one of the rabble rousers secretly inciting members of the mob. The PC gains a +2 bonus to further Bluff, Diplomacy, or Intimidate checks during the skill challenge. PCs can gain this bonus only once during a skill challenge, but the bonus does stack with one gained for successful use of Insight to understand the reasons the mob is angry (see Insight, above).

**Arcana or Religion (DC 24):** PCs who are awake, and who succeed on this check, realize that the sleeping PCs are in some form of some traumatic vision. They realize that waking the PCs might not be for the best.

**Special:** PCs who are awake can wake a sleeping PC with a standard action, but doing so counts as a failure for the skill challenge, and that PC also suffers the depleted rest effect of the failed skill challenge. If the last sleeping PC is awakened in this way, the skill challenge automatically fails, and creatures from the Far Realm attack.

**Success:** The PCs awaken fully rested.

**Failure:** The PCs gain only the benefit of a short rest despite using the time of an extended rest, and creatures of the Far Realm appear in their midst and attack. Below are some encounter options appropriate to five 8th-level PCs (who might be a bit under the weather).

- 2 foulspawn grues and 1 foulspawn hulk
- 2 grells
- 2 gricks and 1 grick alpha
- 2 gibbering moutherers

## SLEEPING IN THE TOMB OF DREAMS

If the PCs engage in an extended rest in the Tomb of Dreams, the sleeping PCs provoke a skill challenge since creatures from the Far Realm attempt to use their dreams as a portal to enter the world. The sleeping PCs all enter the same dream and are conscious of one another. In this shared dream, they face disturbing problems in strange dreamscapes where they must work together to escape. PCs who choose not to sleep can witness their companions' plight, but they cannot wake them. Instead, the wakeful PCs can aid their sleeping companions with Heal or Diplomacy checks. If the PCs fail the skill challenge, monsters from the Far Realm attack, and the PCs must defend themselves without the benefit of having an extended rest. (They do receive the benefits of a short rest.)

Use the following skill challenge example the first time the PCs sleep in the tomb, and use its structure as a guideline for any later extended rest attempts. The PCs must gain 6 victories or 3 defeats to end the challenge. The base DC for the checks below is 19. High DCs are 23, and low DCs are 15. A successful result of the skill challenge earns the party 1,050 XP.

## THE ANGRY MOB

*You're buying goods in the marketplace and hear a disturbance in the crowd. Someone is wailing piteously. When you go to look, you see a man cupping his face with bloody hands, and when he looks up, you see he has no eyes. Even so, he looks to you and screams in terror, "That voice! They're the ones! They're the ones who*

*stole my eyes!" You look around and all the villagers are looking at you angrily and reaching for belted knives or stones from the ground.*

The PCs are the targets of an angry mob. The mob is in the wrong, but they're good people being misled by someone. The PCs have to talk fast if they want to avoid shedding innocent blood. With modification, this skill challenge could be used in many occasions where the PCs or people the PCs care about are the targets of an angry mob.

**Setup:** The PCs have to calm or disperse the crowd before it becomes violent.

**Level:** 8.

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

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

**Bluff (DC 24):** The PC attempts to distract the mob or deflect its members' attention toward something else.

**Insight (DC 20):** The PC understands the reasons why some in the crowd are moved to violence. Success does not count toward the success of the skill challenge, but this knowledge grants a +2 bonus to further Bluff, Diplomacy, or Intimidate checks during the skill challenge. PCs can gain this bonus only once during the skill challenge, but the bonus does stack with one gained for spotting the rabble rousers in the crowd (see Perception, below).

**Diplomacy (DC 24):** The PC uses reason to try to calm or disperse the crowd.

**Intimidate (DC 24):** The PC threatens the crowd to

the raid on the road). A stool and a crate are being used as a workstation for fletching arrows. A bag of feathers, some arrowheads, and arrow shafts lie near it on the floor, along with a couple half-completed arrows.

The back half of the room is a tangled mess of materials the cultists cleaned out when they moved in: busted bed frames, rotting tapestries, moldy mattress, sodden rugs, and other detritus. A thorough search of the heap reveals no valuables, but the PCs can find dusty bones and skulls that show signs of a violent end (the remains of some of the old cultists who fell to infighting).

## S8. BARRACKS

This large room is strewn with the bedrolls and belongings of the rank-and-file cultists. As in the bedchambers, the PCs can find personal belongings of their foes and money, but the cultists keep nothing of great value or importance here.

If the PCs are interested enough in these items to make an exact accounting of how many foes they are facing versus how many they've already defeated, make sure to bring that up later in the adventure. You can either allow the PCs the cool feeling of crossing foes off the list and of having ended the cult's threat, or you can make it clear they can't account for some of the foe's whereabouts. Maybe the PCs return to the domed chamber and see evidence of some cultists' flight. The adventure pits the PCs against all the cultists, so if you want to make the players worry, replace some of the human lackeys in "The Sleeper's Tomb" with hanged ones, or leave some of them out.

**Treasure:** 400 gp, left in the footlockers of the numerous cultists who live here.

## S9. GUARDIANS OF THE DESCENT

Read or paraphrase the following when the PCs open the doors to this area.

*The short hallway beyond these doors leads to a chamber within which you spy the base of a large statue made of dimly luminescent black stone. Each wall of the hall has a thick chain running through rings set in the stone every 10 feet or so. The chains are slack between the rings and at the midpoint of the slack areas large metal balls replace several chain links. From the ends of the chain near the door, it appears that each of these balls represents a lidless eye. The chains continue around the corners of the wall into the room.*

When the PCs can see the statue in the room, read or paraphrase the following text.

*A tall statue looms in the center of this hexagonal room. It's made of the same semitransparent black stone as the depictions of the mauls in the lower part of the domed room, and gloomily glowing veins run through its entirety. The statue at first appears to depict a cloaked and hooded figure holding a rusting sickle aloft in each hand, but a second glance reveals that it holds another sickle in a third arm. Between each pairing of arms is the deeply hooded visage, so that the statue effectively has three faces. Peering up into the hood, you see that no true face lies within; it's just a hollow space.*

This room is a defense against unbelievers that was built into the Tomb of Dreams by the original cultists. The chains around the sides of the hall and room are guide chains necessary for safe passage through the door to the spiral stairs. The statue in the center of the room is an eidolon that attacks anyone who enters

the room and looks at it and then touches the door to the spiral stairs. Its first action is to use two of its sickles to pull on the chains on each wall. This causes the eyeballs on the chains to jerk into the rings on the walls, creating tension on the rings that pulls open the secret doors, releasing the ghouls. It also causes the chains to be pulled farther out of the walls near the door to the spiral stairs, which makes the portcullises fall by each entrance.

The spiral stairs behind the far door circle round four times before emptying out into Area B1.

If a PC touches the door to the spiral stairs, opens a secret door, or attacks the eidolon, begin "Guardians of the Descent."

**Perception Check (DC 18):** The chain comes out of the walls near the doors on the far side of the chamber. This fact might make the PCs think twice about the chains' function, and it might allow them to prevent the portcullises from dropping (see below).

**Perception Check (DC 28):** A PC investigating the chains can succeed in locating one of the secret doors hidden behind the ring in the wall. The door opens outward and can be opened by pulling on the ring. If a PC opens the door, the eidolon attacks; turn to Encounter 4.

**Intelligence Check (DC 18):** The iron chains show signs of age but the top surfaces seem polished. It's as if many people have run their hands along the top of the chains. A PC who understands the hand wear on the banister or letters in the domed room gains a +2 bonus to this check.

**Tactical Encounter:** "Guardians of the Descent" (page 85).

## B1. BASEMENT HALL

The spiral stairs from Area S9 come down to this hall. The hallway splits to the east and west. The east door is made of wood and open, but the door to the west (to B2) is made of stone and bears a life-size bas relief of a tall horned-and-cloaked figure holding a maul in two hands.

The stone door leads not to the Sleeper's tomb but to a treasury of items held for his awakening—a kind of tomb for his belongings. The door is both locked and trapped. The trap does not fire if the door is opened with the appropriate key, but that key has been missing for nearly one hundred years. If the door is opened in a manner other than through use of the key, the trap fires, affecting the 2 squares to the east of the door.

**Perception Check (DC 18):** A PC with a passive Perception exceeding this DC can hear a male voice alternately moaning and mumbling unintelligibly. If the PCs decide to head toward the noise, make clear to them that they hear the noise coming from the hall to the north when they get to the intersection that leads to the torture chamber.

**Stone Door:** This door is like all in the complex, but it is locked and trapped. Opening the lock requires a DC 28 Thievery check. See the trap description below for more details.

### Frost Jet Door Trap

Level 8 Blaster  
Trap XP 350

Two wall squares hide nozzles that let loose a blast of magic frost each round once triggered.

**Trap:** If the door is opened in a manner other than through use of the key or a successful Thievery check to unlock it, the trap fires, affecting the 2 squares to the east of the door.

### Perception

- ◆ DC 24: The character notices the nozzles.
- ◆ DC 24: The character attempting a Thievery check to open the door notices that a trap will be set off if the lock is not picked precisely.

### Trigger

When the door to the tomb is opened without using the proper key, or if a PC failed the Thievery check to unlock it, both frost jets attack as an immediate reaction. They then enter the initiative order directly after the creature that triggered it, attacking each round.

### Attack

**Immediate Reaction or Standard Action** Close blast 3

**Targets:** Creatures in blast

**Attack:** +11 vs. Reflex

**Hit:** 3d8 + 4 cold damage, and the target is immobilized.

**Miss:** Half damage and slow.

### Countermeasures

- ◆ After the trap is triggered, an adjacent character can delay one frost jet for 1 round (treat the trap as stunned until the start of its next turn) with a DC 22 Thievery check.
- ◆ An adjacent character can disable one frost jet. Complexity 1 (4 successes before 2 failures). DC 24 Thievery. Each attempt is a standard action.
- ◆ A character who succeeds with a DC 28 Thievery check to unlock the door also disables the trap.

## B2. TOMB TREASURY ENTRANCE

Read or paraphrase the following when PCs enter the area.

*A jug-shaped room opens before you, and its vaulted ceiling arches away from the doorway to its highest point of 20 feet at the wide end of the room. Directly across from the door stands a dusty statue like those on the hill: an eyeless man with arms and face raised to the sky. Two closed stone doors flank this statue, each like the one that you opened. Wide archways to the north and south open into other rooms. The floor bears an artful pattern of flat circular stones about 2 feet wide, each made of the strange glimmering black stone you've seen before and carved to look like an eyeball looking*

*up, down, or another direction. As you examine the room, you hear a scraping noise that grows in volume as first one and then another of the eye stones slowly turns toward you, each kicking up a puff of dust from the floor as it does so.*

The players might expect a trap, and they're right, although not in the way they think. The eyes are the safe places to step in the room; the puffs of dust come from their sudden movement. Through the odd quality of the dreamstone from which they are made, the stones now act as the eyes of the undead hidden in the ceiling.

There is a trap in the floor, but it's the spaces between the eyestones that are perilous. The PCs can walk on the eye stones and avoid setting off the trap, but doing so is difficult because the eyes constantly shift underfoot.

The pattern of the eyestones can be whatever you wish, but make sure it's one that a person could conceivably walk across. The adventure assumes that they are arranged in a grid and have a few inches between them. This puts four stones per 5-foot square.

**Acrobatics Check (DC 20):** A PC that exits or ends a turn in an eye square must succeed on an Acrobatics check or step on the spaces between the eyes, setting off a noose trap. A PC that fails the Acrobatics check by 5 or more falls prone and activates a noose trap (although the PC avoids the danger; see below).

**Noose Trap**Level 2 Elite Warder  
Trap XP 250*A noose drops down from the ceiling.***Trap:** If a PC steps on the spaces between the eyes, the noose trap goes off.**Perception**

- ◆ DC 20: The character notices one of the ceiling hatches that opens when the trap triggers.
- ◆ DC 28: The character notices the trigger plates between the swirling eyes.

**Trigger**

The trap attacks when a creature steps on the spaces between the swirling eyes, either deliberately or by failing a DC 20 Acrobatics check.

**Attack****Opportunity Action**      **Melee****Target:** A creature on a trigger square when the trap activates.**Attack:** +8 vs. Reflex**Hit:** 1d8 + 3 damage, and the creature is pulled up into a compartment in the ceiling where the creature takes 5 ongoing damage until freed from the noose.**Countermeasures**

- ◆ Before the trap is sprung, an adjacent character can delay a trigger plate with a DC 21 Thievery check.
- ◆ An adjacent character can disable a trigger plate with a DC 26 Thievery check.
- ◆ A character can attack a trigger plate or one of the swirling eyes (AC 5, Reflex 5, Fortitude 10; hp 30). Attacking a trigger plate triggers it, but to no effect if the PC is not in the square. Destroying a trigger plate renders it useless. Destroying a swirling eye presents a safe space to step in the square, which lowers the DC of the Acrobatics check by 5.
- ◆ A character can escape a noose by using the escape action (DC 15). Doing so results in a 20-foot fall to the floor (2d10) unless the PC can grab the walls or the opening door in the ceiling (DC 20 Acrobatics).
- ◆ A character can attack a ceiling hatch (AC 5, Reflex 5, Fortitude 10; hp 30).

Read or paraphrase the following the first time a PC sets off one of the traps.

*Your weight presses down on the stable space between the swirling eyes and you hear a pop from above! A hatch has opened and a rope is dropping down toward your head!*

If the noose traps are activated three times, the undead hidden in the ceiling drop down from trapdoors. These undead are hanged ones. Read or paraphrase the following when this occurs.

*The opening of that last trapdoor in the ceiling unhinged them all at once. In a cascade of dust and noisy clatter, they all drop open and release dozens of figures, which fall toward the ground. Dust obscures the room, and the room is quiet but for the creaking of ropes and the brushing of boney toes across the floor. The figures that dropped were past victims of the noose traps. Their dry and decayed bodies hang limply down from the old ropes. Some are nearly complete corpses while others are merely heads connected to torsos, the bones of their limbs having clattered to the floor in their cacophonous appearance.*

The traps are a red herring. They exist to spook the PCs and give a scary setup for Encounter 5. The idea is that the PCs will set off a few of the traps one way or another so that when the hanged ones make their appearance, the PCs think of them as past victims of the traps. Then, after they put their grisly discovery out of their minds and get down to looting, you can have a PC notice that one of the ropes is not attached to anything in the ceiling, and the hanged body is *still swinging on the end of its rope*. . . . Roll for initiative!

Of course, it might not work out that way, so be ready to improvise something to send chills down



your players' spines. In fact, if the PCs somehow avoid triggering the noose traps three times, you should feel free to spring the hanged ones on them anyway.

**Tactical Encounter:** "Hanged Ones" (page 86).

### B3. CHAMBER OF THE WAR CHEST

The door to this chamber is not trapped like the door to the treasury, but it is just as hard to open (DC 24 Thievery check). Inside is the war chest the old cultists prepared for the Sleeper's awakening. Although the fleeing cultists did not believe the Sleeper would awaken, none could bring themselves to disturb his items. The current cultists have left it alone so that it might be used by the Sleeper to restart his war.

**Treasure:** The room contains three large stone chests decorated with images of eyes and tentacles. None are locked or trapped. They contain heaps of coins and a few gems. In total, the chests contain 4,000 sp, 2,400 gp, five 100 gp pearls, a 500 gp black pearl, and a 1,000 gp fire opal.

### B4. CHAMBER OF THE SLEEPER'S RAIMENT

This chamber's door is as difficult to open as the door leading to the war chest (DC 24 Thievery check). It contains clothing intended for the Sleeper. Although dusty and not as supple as they once were, the expensive robes, shirts, pants, and so on in this room are in remarkably good condition. The clothing consists of dark-colored silk and velvet ornamented with eyes, sickles, and the three-sickled eye shape that is the emblem of That Which Waits Beyond the Stars.

The most important element of clothing in the room is on a wooden mannequin. It's a voluminous black-hooded robe with the hood up over the mannequin's head. Projecting from the hood are two horns. The horns are part of a headdress built into the hood. If you wear the hood, it deeply shadows your face as the horns project out from it. The horns look like all

the horns in the graven images of the Sleeper. The mannequin also wears an amulet.

What does this mean? Did the Sleeper not have horns? If so, what is the horn for which the PCs are looking? The answers to these questions are revealed in the final encounter in Area B12.

**Treasure:** Draped on the dummy is a +3 *dreamstone amulet*.

#### Dreamstone Amulet Level 12+

*This amulet consists of a piece of onyxlike stone shot through with dimly glowing veins set in gold and hanging on a gold chain. The stone is carved to look like an eye, and its gold setting is like the lids of that eye. The glowing veins make the inky eye appear bloodshot with light. As you look at it, the golden lids blink, and the eye turns to focus on you.*

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

**Item Slot:** Neck

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

**Property:** While asleep, you don't take the -5 penalty to Perception checks.

**Power (Daily):** Minor Action. Use this power to remove the blinded condition and gain blindsight until the end of your next turn.

### B5. CHAMBER OF THE SLEEPER'S ARMOR

In the center of a dais in this room stands a wooden mannequin dressed in the magic armor of the Sleeper. Although dusty, the sleek leather armor doesn't show a sign of age.

**Treasure:** +2 *deathcut armor*.

### B6. CHAMBER OF THE SLEEPER'S MAUL

This room is dominated by a large dais atop which is a stone weapon stand. Resting in this stand is the Sleep-

er's weapon: the *Dreamstone Maul*. Read or paraphrase the following when a PC catches a glimpse of it.

*This room is gloomily lit by the weapon in its center. On top of a wide stone dais, resting atop an altarlike stone stand, is a huge hammer. This iron-handled maul must be the same one you've seen wielded by the cloaked and horned figure graven in the doors. Its brutal head is made of the glimmering black rock that composes the eyes in the floor of the main chamber. A tarnished bronze plaque beneath the weapon reads, "The Dreamstone Maul—He who wields it bring His dreams into reality."*

The *Dreamstone Maul* is safe to take from the stand, but its disturbing qualities might make a PC think twice.

#### Dreamstone Weapon Level 12+

*This hammer has a brutal head made of black stone veined with dimly glowing light. As you heft it you hear susurrus that you find disturbing despite being unable to discern any meaning.*

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

**Weapon:** Hammer

**Enhancement:** Attack rolls and damage rolls

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

**Property:** Anyone who touches a *dreamstone weapon* hears whispers in Deep Speech that portend the coming of great star entities and the end of the world. When a wielder swings a *dreamstone weapon*, the weapon audibly gives voice to the wielder's thoughts, which typically means murderous ideas when the wielder is engaged in battle, in the same susurrus voice but in speaker's native tongue.

**Power (Daily):** Free Action. Use this power when you attack with the weapon. Attack Will instead of the defense the attack normally targets.

**Treasure:** +3 *dreamstone maul*. See the *Dreamstone Weapon* sidebar for details.

## B7. HALLWAY CELLS

Each of these tiny cells has a locked wooden door with a small barred window. There's nothing inside but some scattered human bones and the rusty remains of manacles attached to the walls.

**Locked Wooden Door:** DC 25 Thievery check to open. The door has AC 4, Reflex 4, Fortitude 10; 40 hit points.

## B8. TORTURE CHAMBER

The character in this room, the Seer, is mumbling and moaning to himself unintelligibly, and the PCs have likely heard him before seeing him. See Area B1 for details.

The Seer is blind and so cannot notice the light the players might be using. Also, he is so absorbed with his thoughts that he doesn't hear the PCs unless they shout to him. The Seer doesn't know who they are and reacts to any inquiries first by silence and then by questioning who the PCs are. If the Seer understands that the PCs are not cultists, he begs for their help in unchaining him, but this is just a ruse to draw them into the room. If the PCs don't trust the Seer, they can attempt a DC 25 Insight check to try to ascertain his motives. While the Seer isn't a practiced liar, his condition lends a great deal of credence to his story.

Read or paraphrase the following when the PCs can see the Seer.

*Beyond the cells in the hall lies what appears to be a torture chamber. Seated on a stool in the center of this room, you see bald man with his back to you. He's stripped to the waist, and his back is a bloody mess of lacerations. He has*

*clearly been whipped. The man is just sitting there rocking back and forth and wordlessly babbling. Long chains are attached to the arms he holds limply by his sides. In front of him stands a lectern upon which lies a large open book. Its pages are covered in messy crimson writing that must be blood. The moaning man suddenly shakes his head vigorously as if denying something, and you notice that his eyes have been torn out and his worn face bears cuts around them.*

This disturbing individual is the Seer, the cult's connection to the desires of the Sleeper. Volkanth was inspired to seek out the Tomb of Dreams by his grandmother's stories, but he didn't know what to do once he found it. The Seer, a murderer and madman Volkanth inducted into the cult, revealed the first hints of Volkanth's destiny. The Seer put out his own eyes so that he can receive dream messages while awake, and he finds he receives the clearest messages in places of pain and death, particularly the torture chamber.

The Seer remained behind in the torture chamber in the hopes of having another vision that he received before but found too unclear to interpret. He writes descriptions of the visions he sees in the book on the lectern, chaining himself in place just before the violence of the waking dream claims him. For ink he uses his own blood.

The vision the Seer couldn't understand was about the PCs. After conversing with the PCs for a bit (or when the PCs attack), have the Seer say something like, "I know you. You're no friend to Volkanth. You're one of them! One of those the Sleeper told me!" At this he points to the *Bloody Book* and then starts straining against his chains and screaming, starting the encounter.

**Perception (DC 20):** The cuts around the Seer's eyes are the triple sickle shape seen around the eye in the floor of the domed chamber.

**The Bloody Book:** The *Bloody Book* contains the Seer's prophecies and visions that he constantly credits to the Sleeper in his writing. The book is a large tome that smells sickeningly of blood. The writing in it is often incomprehensible, and many pages are fused together by crusted blood. A PC who investigates it can read various cryptic passages, such as, "The eyes are the enemy. Seeing is blindness. Only the dreaming eye can see the truth," and "The Sleeper needs blood. Blood needs the horn." In addition, a curious PC can find a rough description of himself or herself, although there appears to be no other members of the party described.

In the event that a PC decides to keep and attempt to fully digest the contents of the book, it takes an extended rest to read (PCs who spend their time reading the book do not gain the benefit of the extended

### PARANOIA STAIN

After a battle that includes foulspawn, each nonaberrant participant must make a saving throw. If it fails, the creature acquires *paranoia stain* until it saves. Creatures can attempt a saving throw only once after each extended rest, and no power or other effect can grant an additional saving throw. A *remove affliction* ritual removes the *paranoia stain*.

Victims of *paranoia stain* believe that foulspawn are after them and suffer from hallucinations. They see leering shapes in the shadows and can't shake the feeling of being watched and relentlessly pursued. Foulspawn can track a stained creature unerringly, across any distance or plane.



rest). Parsing the chaotic babble and separating information from the mad ramblings is difficult (DC 22 Intelligence check), but doing so grants the PC a permanent +2 bonus to Knowledge checks relating to the Far Realm and aberrations. However, the PC's dreams are forever haunted by visions of the things read about in the book, causing the PC to be dazed after waking from sleep or recovering from the unconscious condition (save to end). Also, the PC can never be sure that the dreams were only that or that the things seen in the dreams did not look back.

**Tactical Encounter:** "The Seer Sees the Truth" (page 87).

## B9. TORTURE CHAMBER CELLS

Each of these tiny cells has a locked door of bars. There's nothing inside but scattered human bones and the rusty remains of manacles attached to the walls.

**Locked Door of Bars:** DC 20 Thievery check to open. The door has AC 4, Reflex 4, Fortitude 10; 60 hit points.

## B10. BLADE BRIDGES

Read or paraphrase the following when the PCs look into the first of these rooms. If the PCs don't carry a light source that would reveal the depth of the pit, describe it as being deeper than their light can reach.

*The hall ends at the edge of an enormous circular pit that is about 50 feet in diameter. A fall from the edge where you stand would be like falling from a three-story building. Dominating the center of the pit is a 15-foot-wide pillar that rises to the level of the hall. Atop it is a kind of turnstile. Extending from three equidistant points around the pillar are huge sicklelike steel blades that scrape the edge*



*of the pit. From the marks you see on the wall, it's clear that the turnstile must somehow turn the blades so that they can be used as bridges to cross the expanse. Currently the blades are turned away from you.*

Each of these large circular chambers is an enormous pit with a pillar of stone in the center. Projecting out from each pillar are three titanic sicklelike blades of steel. Atop the pillar of stone is a stone post with iron bars set in it. The post and bars form a kind of turnstile that is used to rotate the blades around the pillar.

In this fashion the blades form one-way bridges across the pits. Once you've turned a bridge to cross the circular chambers in one direction, someone can't cross behind you unless you return to the pillar and turn the blade bridge to allow the person to reach the top of the pillar.

The blade bridge chambers are flanked on the east and west by landings on the level of the bridge. Each landing has two of the statues with its arms and eyeless face upraised. These statues flank doors into crypts. The stone doors

bear the now-familiar image of the Sleeper bearing the Dreamstone Maul. Three of the crypts are nearly identical, but the northeast crypt has double doors, and instead of a sarcophagus bearing the image of a warrior lying in state, its enormous lid is carved with the image of a beholder. These crypts are the resting places of some of the Sleeper's trusted allies. None of the doors are locked, but all are trapped.

Each pit is 30 feet deep. The PCs can successfully navigate the pits in any number of ways (climbing down into the pits before climbing back up, jumping to the pillar and then turning the turnstile for the others to cross, grappling the blade or the turnstile to pull it around, and so on). The blade bridges are remarkably stable, and turning them is surprisingly easy.

Of course, the blade bridges are also traps. If any of the crypt doors are opened, there's a dull boom and the floor shakes as something enormous is dropped behind the stone walls and the blades begin to whirl rapidly like fan blades. This event starts Encounter 6. See the encounter for details on the effect of the spinning blades and how long it lasts.

**Pits:** 30 feet deep; DC 20 Athletics check to climb.

**Turnstiles:** Turning a turnstile requires a standard action to push and a move action to turn round the top of the pillar. Each standard and move action results in as much as a one-third turn rotation.

**Tactical Encounter:** "On a Razor's Edge" (page 88).

## B11. EYEBALL ROOM

If the PCs didn't set off the blade bridge traps or otherwise make a great deal of noise, the creatures in this room are surprised by the appearance of the group (of course, that might not be the best result;

see Encounter 7). Otherwise, they stand at the ready. Read or paraphrase the following when a PC opens the door.

*Twisted humanoids hunch around the outside this circular domed chamber. Dominating its center is a carving of a vast dreamstone eye that stares up from the floor from within the folds of eyelids. A chain from the ceiling stretches down to put a hook through the eye's iris. This chain connects to others in the ceiling and must run down through the walls to the winch and levers across the room. You catch all this in a glance and then the huge stone eye grates around in its socket to look at you with a jangle of chains, and the creatures hiss and gurgle as though noticing you for the first time.*

This chamber is the starting place for the ceremony of awakening the Sleeper. The eye in the floor is plucked from its socket, and the cultists descend below into a tunnel carved through a solid bedrock of dreamstone. Thus, the cultists pluck out an eye and enter the dreaming mind where they can literally and figuratively come close to the Sleeper.

The huge eye is the cap to a chute with an iron ladder that leads below the ground. At the bottom of this chute is a tight tunnel carved out of dreamstone. There's no map for this tunnel, but it wends side to side and up and down through the black and glowing stone for over 200 feet before it reaches a spiral staircase that is directly below the Sleeper's tomb, which is in turn directly below the Chamber of Sacrifice where the PCs entered.

**Dreamstone Tunnel:** Passing down the silent and twisted tunnel with no end in sight is disconcerting on its own, but the dreamstone walls, ceiling, and floor, with their glowing veins, add a terrifying feel

to the journey. The travel through the tunnel gives a sense of dislocation and a dreamy weightlessness. When the PCs arrive at the end, make a +10 attack against Will. Those hit are dazed. Dazed PCs cannot save against the dazed effect while in the tunnel or on the spiral stairs, and they sense that they must move away from the dreamstone walls to shake the effect. Fortunately, PCs at the base of the stairs can see that the dreamstone blends with normal bedrock the higher up the stairs they go.

**Spiral Stairs to B12:** These spiral stairs are not indicated on the map but they go up to Area B12. They turn widdershins several times before splitting just below Area B12 and leading in two separate stairways up around the Sleeper's coffin. As the PCs ascend, the dreamstone blends with normal stone until Area B12 where the dreamstone disappears. When the PCs reach the base of these stairs, they can clearly hear numerous voices raised in a deep wordless drone.

**Tactical Encounter:** "Wrecking Eye" (page 90).

## B12. THE SLEEPER'S TOMB

The cultists are intent upon their ceremony and thus don't notice the PCs' approach unless the PCs make a great deal of noise ascending the stairs. Read or paraphrase the following when a PC looks up the split stairs.

*Ahead the stairs split around a thick wall and ascend into the room from which you can hear the droning chant. From here you can also make out a voice intoning a prayer that is a repeating plea for the Sleeper to awaken. Directly above the split stair, you see a huge face carved in the ceiling of the wider room above. From what you can see of the face, it mimics the visage in the top of the hill. As you look, a trickle*

*of dark liquid collects along one of the stone eye sockets and drops from it like a tear. When it hits the floor, you note its crimson color, and you smell blood.*

Allow the PCs a few moments to collect themselves, but if they delay too long (such as for a short rest), start the blood rain from the face in the ceiling (see Encounter 8), and have it run down the stairs, which means it has its effect on the PCs.

Above them, Volkanth is leading the remaining cultists and the dream-called foulspawn in the ceremony in hopes of awakening the Sleeper. The last step in the ceremony is the release of the blood collected from the sacrifices in the sacrificial chamber. Volkanth pulls a lever in the altar, and the mysteriously preserved blood pours from the dreamstone reservoir hidden somewhere above to fall out the eyes, nose, and mouth of the face in the ceiling. It starts as a trickle at first and then splatters down in a torrent over the open sarcophagus of the Sleeper and the stairs.

The Sleeper's body is not bones as one would expect but is instead shrunken and brown like a peat-bog mummy. The truth of the Sleeper can be seen within the sarcophagus. The mummified naked body is a male human that lacks horns, but projecting from the corpse's belly is a vestigial twin. This childlike torso has tiny withered arms but a nearly adult-sized head with a horn and a hole in the skull where it is clear that the horn was severed. The twin's sunken eyelids are sown shut, but its mouth is open, and as the blood pours down, its cracked lips and dry tongue move, lapping up the terrible fluid.

Volkanth stands behind the altar holding the horn in one hand while he chants. The bones of Sir Malagant lie upon the altar, and Volkanth has been

using the horn to carve depictions of stars and constellations into them. Volkanth wears the armor and sword of Sir Malagant.

**Tactical Encounter:** "The Sleeper's Tomb" (page 91).

## CONCLUDING THE ADVENTURE

If the characters defeated the cultists and returned Sir Malagant's bones and the Fiend's Horn to the



Raven Queen worshipers, they have staved off a terrible danger to the world. Reward quest XP as appropriate.

Sister Naenia and her followers eagerly await the PCs at the hilltop. There they commit the bones and Fiend's Horn to the care of the Raven Queen in a ritual held that night. At its completion, the bones of Sir Malagant assemble and his ghostly image surrounds them. He then grasps the Fiend's Horn and points it to a dark space in the sky, calling out to the Raven Queen that he is prepared to do his duty. The soul of Sir Malagant then lances into the night sky, moving so swiftly that he turns into a beam of starlight. When the point of his light vanishes like a fading star, there's a boom of thunder like a great door slamming shut. Sister Naenia then invites the PCs back to her monastery to share its meager hospitality.

If the PCs fail to bring back the bones and Fiend's Horn, the Sleeper wakes. This mummy lord seeks revenge on the PCs for their intrusion in his resting place, but not until after he marshals more cultists and foulspawn under his banner. The Sleeper's eventual aim is the release of a Far Realm entity, That Which Waits Beyond the Stars, into the world, but what that means and how it impacts the lives of the PCs is up to you.

## BRIGANDS

Encounter Level 9 (1,900 XP)

### SETUP

Allow PCs who are interested in the attention to the albino girl or otherwise alert for danger to make a Perception checks (opposed by the villains' Stealth check result). PCs who succeed avoid being surprised.

The pilgrims (P) are on the road as shown when the attackers appear. The pilgrims (including Sister Naenia) are intended as set dressing, not as aids in the PCs' fights. Use them for drama and to show that the supposed brigands aren't merely targeting the PCs. If your players would find it more convincing to see you roll attacks and keep track of which live and die, consider each of the pilgrims human rabble (see the *Monster Manual*) and Sister Naenia (S) as a human guard (see the *Monster Manual*). If Sister Naenia is killed, ascribe her dialog to a surviving pilgrim.

This encounter includes the following creatures.

**6 human berserkers (B)**

**2 human mages (M)**

**2 tiefling shadowblades (D)**

### TACTICS

The berserkers spread out along the front of the train. Two go after the pilgrims on the road, one heads for the lead wagon with the old women (O) aboard, and the remaining three head for the PCs. One skirmisher heads for the PCs and another for the pilgrims. The mages remain in the woods, taking cover behind trees and attacking the PCs. All these individuals fight to the death. Their only goal is to provide a distraction that allows Volkanth to snatch the body from the second wagon and escape.

## VOLKANTH APPEARS

In the third round of combat, a tiefling male riding a hippogriff wings over the Warwood and swoops down to crash through the second wagon and fly off with the body. The hippogriff flies to the body and uses *mobile melee attack* to snatch the body and fly 5 squares away.

PCs with ranged attacks that can reach Volkanth and his mount have a round to attack before he makes his escape. Volkanth's statistics, as well as those of his mount, are provided, although he's not intended to be fought here. In the unlikely event the PCs kill Volkanth and his mount, the adventure can still continue (although you'll have to modify a number of the encounters). Sister Naenia asks the PCs to investigate where the bandits came from and what they wanted.

## FEATURES OF THE AREA

**Illumination:** Bright light, unless the PCs are traveling by night.

**Forest:** The Warwood is a tangled mess of trees and brush, causing it to be considered difficult terrain. Individuals in the forest have cover.

**Wagons:** The horses attached to the wagons aren't battle trained, and they are skittish for the whole encounter. If a horse is injured (such as by an area attack), the horses run, heedless of the protests of the wagon's occupants and whatever is in their way.

**Pilgrims:** Use the pilgrims to add drama to the encounter. Perhaps the first wagon goes wild and the albino girl (A) is standing in its path—only quick action can save her! Maybe Sister Naenia is flanked by two of the berserkers and looks like she can't handle it. That said, don't overplay it; too much of this might cause some players to feel manipulated.

**Treasure:** None. The tieflings and humans have no valuables on them or even any personal effects.

They were a suicide team that never expected to escape the attack on the pilgrims. They carry their weapons and wear some armor and clothes.

2 Human Mages (M)		Level 4 Artillery
Medium natural humanoid		XP 175
Initiative +4	Senses Perception +5	
HP 42; Bloodied 21		
AC 17; Fortitude 13, Reflex 14, Will 15		
Speed 6		
⚔ Quarterstaff (standard; at-will) ♦ Weapon		
+4 vs. AC; 1d8 damage.		
☞ Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.		
☞ Dancing Lightning (standard; encounter) ♦ Lightning		
The mage makes a separate attack against 3 different targets; ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.		
⚡ Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).		
Alignment Any	Languages Common	
Skills Arcana +11		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)
Equipment robes, quarterstaff, wand		

6 Human Berserkers (B)		Level 4 Brute
Medium natural humanoid		XP 175
Initiative +3	Senses Perception +2	
HP 66; Bloodied 33; see also <i>battle fury</i>		
AC 15; Fortitude 15, Reflex 14, Will 14		
Speed 7		
⚔ Greataxe (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d12 + 4 damage (crit 1d12 + 16 damage).		
⚔ Battle Fury (free, when first bloodied; encounter)		
The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.		
☞ Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +5 vs. AC; 1d6 + 3 damage.		
Alignment Any	Languages Common	
Skills Athletics +9, Endurance +9		
Str 17 (+5)	Dex 12 (+3)	Wis 11 (+2)
Con 16 (+5)	Int 10 (+2)	Cha 12 (+3)
Equipment hide armor, greataxe, 2 handaxes		

**2 Tiefling Shadowblades (D) Level 6 Skirmisher**  
 Medium natural humanoid XP 250

**Initiative** +9 **Senses Perception** +4; low-light vision  
**HP** 72; **Bloodied** 36  
**AC** 20; **Fortitude** 18, **Reflex** 18, **Will** 17  
**Resist fire** 11  
**Speed** 6

⬇ **Scimitar** (standard; at-will) ⬆ **Weapon**  
 +11 vs. AC (+12 against a bloodied target); 1d8 + 4 damage (crit 1d8 + 13 damage).

**Combat Advantage**  
 The shadowblade's melee attacks deal an extra 2d6 damage against any target it has combat advantage against.

**Cloak of Shadows** (immediate interrupt, when an enemy makes an opportunity attack against the tiefling shadowblade; at-will)  
 The triggering enemy is blinded (save ends).

**Infernal Wrath** (minor; encounter)  
 The tiefling shadowblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling shadowblade's last turn. If the attack hits and deals damage, the tiefling shadowblade deals an extra 2 damage.

**Alignment** Any **Languages** Common  
**Skills** Acrobatics +11, **Bluff** +12, **Stealth** +13  
**Str** 13 (+4) **Dex** 17 (+6) **Wis** 12 (+4)  
**Con** 16 (+6) **Int** 10 (+3) **Cha** 14 (+5)

**Equipment** leather armor, scimitar

**Hippogriff Level 5 Skirmisher**  
 Large natural beast (mount) XP 200

**Initiative** +7 **Senses Perception** +8  
**HP** 64; **Bloodied** 32  
**AC** 18; **Fortitude** 17, **Reflex** 15, **Will** 13  
**Speed** 4, fly 10, overland flight 15; see also *flyby attack*

⬇ **Bite** (standard; at-will)  
 +8 vs. AC; 2d6 + 5 damage.

⬆ **Diving Overrun** (standard, only while flying; at-will)  
 The hippogriff charges a Medium or smaller enemy: +9 vs. AC; 2d8 + 5 damage, and the target is knocked prone. After attacking, the hippogriff lands in an unoccupied space adjacent to the target.

⬆ **Flyby Attack** (standard; at-will)  
 The hippogriff flies up to 10 squares and makes one melee basic attack at any point during that movement. The hippogriff doesn't provoke opportunity attacks when moving away from the target of the attack.

**Aerial Agility** +1 (while mounted by a friendly rider of 5th level or higher) ⬆ **Mount**  
 While flying, the hippogriff grants its rider a +1 bonus to all defenses.

**Alignment** Unaligned **Languages** –  
**Str** 19 (+6) **Dex** 17 (+5) **Wis** 12 (+3)  
**Con** 16 (+5) **Int** 2 (-2) **Cha** 6 (+0)

**Volkath Level 11 Controller (Leader)**  
 Medium natural humanoid XP 600

**Initiative** +3 **Senses Perception** +5; low-light vision  
**Blood Presence** aura 2; allies in the aura gain a +2 bonus to AC; enemies taking ongoing necrotic damage take a -2 penalty to AC.  
**HP** 115; **Bloodied** 57  
**AC** 25; **Fortitude** 23, **Reflex** 23, **Will** 24  
**Resist fire** 10  
**Speed** 5

⬇ **Lifedrinker Longsword** (standard; at-will) ⬆ **Weapon**  
 +18 vs. AC; 1d8 + 4 damage (on crit 12 damage plus 2d6 necrotic damage); if Volkath reduces a creature to 0 hp, he gains 5 temporary hit points.

↘ **Blood Blades** (standard; at-will)  
 Ranged 5; +15 vs. Will; 2d6 + 6 damage; if the creature moves on its turn, the *blood blades* on its body slash it, causing another 2d6 + 4 damage.

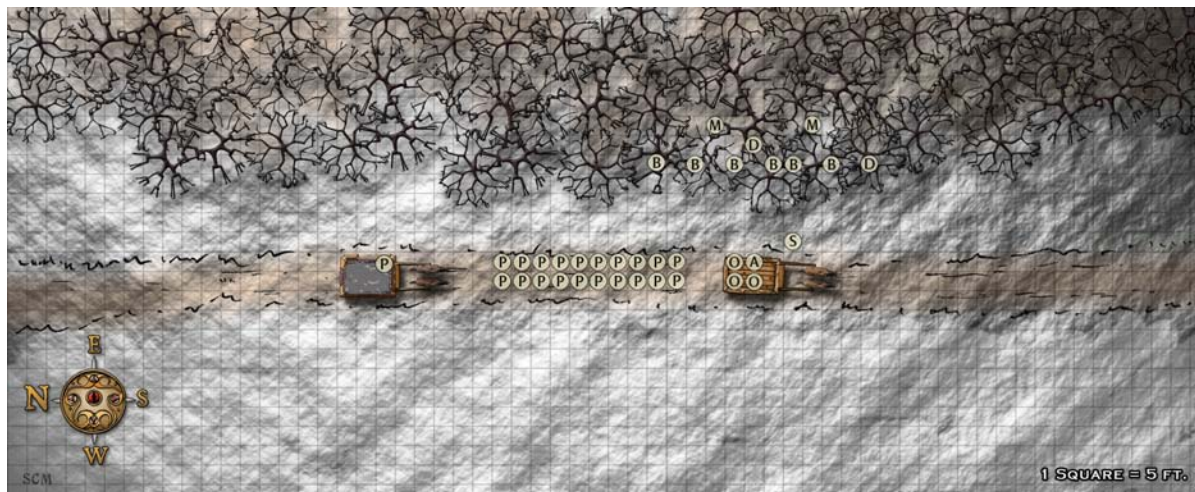
↘ **Blood Surge** (standard; at-will)  
 Ranged 5; +15 vs. Fortitude; 2d6 + 6 damage plus push 2.

↘ **Blood Blindness** (standard; recharge ☹☹)  
 Ranged 5; +15 vs. Fortitude; 2d6 + 6 damage, and target is blinded (save ends).

**Bloodhunt**  
 Volkath gains a +1 racial bonus to all attack rolls against bloodied enemies.

**Alignment** Evil **Languages** Common, Far Speech, Infernal  
**Skills** Bluff +17  
**Str** 15 (+7) **Dex** 18 (+9) **Wis** 11 (+5)  
**Con** 19 (+9) **Int** 13 (+6) **Cha** 20 (+10)

**Equipment** scale armor, +2 *lifedrinker sword*



## WARWOOD CREEK

Encounter Level 9 (1,875 XP)

### SETUP

The cultists are hiding when the PCs approach, but they've grown lazy in their long wait and are concentrating more on keeping warm than keeping watch. The PCs likely spot the cultists before the cultists spot them. Even with the distance, a passive Perception of 13 spots them due to the sleeper (one of the berserkers near the creek) and smoker (one of the tieflings in the woods). They're barely engaged in their watch duty, and thus count as distracted for Perception checks. Resolve who sees whom first and start the encounter.

This encounter includes the following creatures.

- 5 human berserkers (B)
- 3 tiefling heretics (H)
- 1 chillborn zombie

### TACTICS

The human berserkers take cover behind the rocks and hurl handaxes until they run out of handaxes or until a PC starts crossing the creek. If the PCs stay out of range of their throws and use ranged attacks upon the berserkers, they huddle behind the rocks to gain superior cover (perhaps total cover from a PC directly on the other side of the boulder) or start crossing the ice if that's not possible. The tiefling heretics similarly hide behind cover and use ranged powers. Normally these cultists would fight to the death, but the appearance of too many chillborn zombies changes their minds.

## CHILLBORN ZOMBIES

The chillborn zombies are quiet under the creek until bloodshed awakens them (which is also why none are shown on the tactical map). When a PC or cultist is injured while standing on the frozen creek, a chillborn zombie bursts up through the ice in an adjacent square (leaving a hole in the ice; see Features of the Area). The chillborn zombies attack the nearest PC or cultist until destroyed.

If there are ever more chillborn zombies than cultists, the cultists flee for the face in the hill, running as fast as they can. The distance to the hill can be as far as you like but it should be at least a few hundred yards away. Use the rules for the pursuit skill challenge (see the *Dungeon Master's Guide*) to resolve a chase (assuming the PCs can disentangle themselves from the zombies).

### Perception Check

DC 20 Beneath the ice, a pale corpse drifts into sight briefly, then slowly vanishes.

## FEATURES OF THE AREA

**Illumination:** Bright light, unless the PCs are traveling by night or weather-based conditions darken the area.

**Forest:** The Warwood is a tangled mess of trees and brush, causing it to be considered difficult terrain. Individuals in the forest have cover.

**Bodies Under the Ice:** PCs crossing the frozen creek have an opportunity to notice the bodies frozen beneath it before any chillborn zombies attack.

**Ice:** The frozen creek is difficult terrain. Each square of ice has 15 hit points and it takes damage both from direct attacks and area effects. Cracks in the ice, and PCs or NPCs using its fragility to cause

people to fall through (perhaps unwittingly—keep an eye on that wizard!), are great opportunities to add drama to the encounter.

**Holes in the Ice:** Any creature that falls into the freezing creek water takes 1d6 ongoing cold damage. The creek is about 4 feet deep so swimming shouldn't be required of most PCs, but if you want to make things more dramatic (and more difficult), feel free to make the water deeper or to make getting out of the frozen creek more difficult (a standard action rather than allowing it to be part of a move action).

The squares of frozen creek around a hole in the ice are more treacherous. A creature that starts a turn adjacent to a hole in the ice must succeed on a DC 15 Acrobatics check or fall prone. A failure by 5 or more causes the creature to fall in the water.

**Boulders:** These boulders are about 4 feet tall and provide cover.

**Treasure:** None. However, the tieflings and humans have some cheap jewelry and personal effects.

**3 Tiefling Heretics (H)** **Level 6 Artillery**  
 Medium natural humanoid XP 250

**Initiative** +8 **Senses** Perception +6; low-light vision  
**HP** 57; **Bloodied** 28  
**AC** 20; **Fortitude** 17, **Reflex** 18, **Will** 18  
**Resist** fire 11  
**Speed** 6

⬇ **Dagger** (standard; at-will) ♦ **Weapon**  
 +10 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.

⌚ **Balefire** (standard; at-will) ♦ **Fire**  
 Ranged 10; +9 vs. Reflex (+10 against a bloodied target);  
 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).

⚡ **Serpent Curse** (standard; encounter) ♦ **Illusion, Psychic**  
 Ranged 10; illusory snakes appear and attack the target;  
 +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic  
 damage, and ongoing 5 psychic damage (save ends).

**Cloak of Escape** (immediate reaction, when the tiefling heretic  
 is hit by a melee attack; at-will) ♦ **Teleportation**  
 The tiefling heretic can teleport up to 5 squares.

**Infernal Wrath** (minor; encounter)  
 The tiefling heretic gains a +1 power bonus to its next  
 attack roll against an enemy that hit it since the tiefling  
 heretic's last turn. If the attack hits and deals damage, the  
 tiefling heretic deals an extra 5 damage.

**Alignment** Any **Languages** Common, Supernal  
**Skills** Bluff +15, Insight +11, Stealth +15  
**Str** 15 (+5) **Dex** 20 (+8) **Wis** 16 (+6)  
**Con** 19 (+7) **Int** 13 (+4) **Cha** 20 (+8)

**Equipment** dagger

**Chillborn Zombie** **Level 6 Soldier**  
 Medium natural animate (cold, undead) XP 250

**Initiative** +5 **Senses** Perception +3; darkvision  
**Chillborn Aura (Cold)** aura 2; any creature that enters or  
 begins its turn in the aura takes 5 cold damage. Multiple  
 chillborn auras deal cumulative damage.  
**HP** 75; **Bloodied** 37  
**AC** 22; **Fortitude** 20, **Reflex** 16, **Will** 16  
**Immune** disease, poison; **Resist** 10 cold, 10 necrotic;  
**Vulnerable** 5 fire, 5 radiant  
**Speed** 4

⬇ **Slam** (standard; at-will) ♦ **Cold**  
 +11 vs. AC; 1d6 + 4 damage, and the target is immobilized  
 until the end of the chillborn zombie's next turn, and takes  
 ongoing 5 cold damage (save ends); see also *ice reaper*.

⚡ **Death Burst** (when reduced to 0 hit points) ♦ **Cold**  
 The chillborn zombie explodes. Close burst 1; +9 vs. Forti-  
 tude; 2d6 + 2 cold damage, and the target is slowed (save  
 ends).

**Ice Reaper** ♦ **Cold**  
 The chillborn zombie deals an extra 5 cold damage to an  
 immobilized creature.

**Alignment** Unaligned **Languages** –  
**Str** 19 (+7) **Dex** 10 (+3) **Wis** 10 (+3)  
**Con** 15 (+5) **Int** 2 (-1) **Cha** 6 (+1)

**5 Human Berserkers (B)** **Level 4 Brute**  
 Medium natural humanoid XP 175

**Initiative** +3 **Senses** Perception +2  
**HP** 66; **Bloodied** 33; see also *battle fury*  
**AC** 15; **Fortitude** 15, **Reflex** 14, **Will** 14  
**Speed** 7

⬇ **Greataxe** (standard; at-will) ♦ **Weapon**  
 +7 vs. AC; 1d12 + 4 damage (crit 1d12 + 16 damage).

⬇ **Battle Fury** (free, when first bloodied; encounter)  
 The human berserker makes a melee basic attack with a  
 +4 bonus to the attack roll and deals an extra 1d6 damage  
 on a hit.

⚡ **Handaxe** (standard; at-will) ♦ **Weapon**  
 Ranged 5/10; +5 vs. AC; 1d6 + 3 damage.

**Alignment** Any **Languages** Common  
**Skills** Athletics +9, Endurance +9  
**Str** 17 (+5) **Dex** 12 (+3) **Wis** 11 (+2)  
**Con** 16 (+5) **Int** 10 (+2) **Cha** 12 (+3)

**Equipment** hide armor, greataxe, 2 handaxes



## BATTLE ON STARGAZER HILL

Encounter Level 9 (2,080 XP)

### SETUP

The tieflings here are on alert since the return of Volkanth. They're hiding and keeping a sharp eye out for the PCs. The human lackeys remain below inside the Tomb of Dreams, awaiting a call of alarm. The hippogriff is also below. It is trained to respond to the alarm call. The hippogriff and lackeys are not shown on the tactical map, since they join the combat later (see Tactics).

Resolve which group spots which per the normal rules for Perception and Stealth (remember the -2 penalty to Perception for distances greater than 10 squares). If the tieflings have the upper hand, they wait for the PCs to come within 10 squares before shouting the alarm and attacking.

This encounter includes the following creatures.

**10 human lackeys**

**2 tiefling shadowblades (D)**

**3 tiefling heretics (H)**

**1 hippogriff**

### TACTICS

The tiefling heretics shout the alarm and attack from range, using cover and distance to avoid as many attacks as possible. The tiefling shadowblades remain hidden as long as possible, hoping the PCs move between them or past them toward the heretics so they can flank and surprise PCs.

On the second round of combat, Volkanth's mount, the hippogriff, flies up out of the mouth to attack the

nearest PC. It fights until bloodied but then flees unless a tiefling or human cultist is near enough to mount it and command it to fight.

The human lackeys start the combat on the balcony in Area S1. In the first round of combat, four of them attach grappling hooks to the mouth (they have a lot of practice and automatically succeed), and then start climbing. Four more follow close on their heels. All eight emerge on the third round, moving 2 to 4 squares and taking a standard action.

The remaining two human lackeys wait on the balcony. If a PC moves adjacent to the mouth, the two human lackeys below attempt to hook them with grapples and pull the PC through the mouth to fall on the spikes below (standard; at will; move to "reload"; +8 vs. Reflex; hit pulls PC into fall through the mouth).

### FEATURES OF THE AREA

**Illumination:** Bright light, unless the PCs are traveling by night or weather-based conditions darken the area.

**Forest:** The Warwood is a tangled mess of trees and brush, causing it to be considered difficult terrain. Individuals in the forest have cover.

**The Stargazer:** The face in the hill is difficult terrain. Each eye is a hollow and someone in the hollow has cover.

**Mouth:** The mouth is an opening into Area F1. A fall from the mouth is a fall of 70 feet onto iron spikes (8d10 damage). This is a deadly distance for any of the characters to fall. Remember the rules for the Oath to the Queen should a PC make the plunge.

A creature falling down through the mouth can make a single DC 20 Acrobatics check to halt the

fall at the midpoint by grabbing a rope used by the human lackeys to climb up. The creature must have a free hand to do this.

**Trees:** The trees trunks provide cover and can be climbed (DC 15 Athletics).

**Statuses:** These large statues provide cover.

**Bushes:** The bushes on the map provide concealment.

3 Tiefling Heretics (H)		Level 6 Artillery
Medium natural humanoid		XP 250
Initiative +8	Senses Perception +6; low-light vision	
HP 57; Bloodied 28		
AC 20; Fortitude 17, Reflex 18, Will 18		
Resist fire 11		
Speed 6		
⚔ Dagger (standard; at-will) ♦ Weapon		
+10 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.		
🔥 Balefire (standard; at-will) ♦ Fire		
Ranged 10; +9 vs. Reflex (+10 against a bloodied target); 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).		
🐍 Serpent Curse (standard; encounter) ♦ Illusion, Psychic		
Ranged 10; illusory snakes appear and attack the target; +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic damage, and ongoing 5 psychic damage (save ends).		
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation		
The tiefling heretic can teleport up to 5 squares.		
Infernal Wrath (minor; encounter)		
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.		
Alignment Any	Languages Common, Supernal	
Skills Bluff +15, Insight +11, Stealth +15		
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)
Con 19 (+7)	Int 13 (+4)	Cha 20 (+8)
Equipment dagger		



**10 Human Lackeys** **Level 6 Minion**  
 Medium natural humanoid XP 63

**Initiative** +3 **Senses** Perception +4  
**HP** 1; a missed attack never damages a minion.  
**AC** 19; **Fortitude** 16, **Reflex** 13, **Will** 14; see also *mob rule*  
**Speed** 6

⬇ **Club** (standard; at-will) ⬆ **Weapon**  
 +12 vs. AC; 6 damage.

**Mob Rule**  
 A human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.

**Alignment** Any **Languages** Common  
**Str** 16 (+6) **Dex** 11 (+3) **Wis** 12 (+4)  
**Con** 14 (+5) **Int** 10 (+3) **Cha** 13 (+4)  
**Equipment** leather armor, club

**Hippogriff** **Level 5 Skirmisher**  
 Large natural beast (mount) XP 200

**Initiative** +7 **Senses** Perception +8  
**HP** 64; **Bloodied** 32  
**AC** 18; **Fortitude** 17, **Reflex** 15, **Will** 13  
**Speed** 4, fly 10, overland flight 15; see also flyby attack

⬇ **Bite** (standard; at-will)  
 +8 vs. AC; 2d6 + 5 damage.

⬇ **Diving Overrun** (standard, only while flying; at-will)  
 The hippogriff charges a Medium or smaller enemy: +9 vs. AC; 2d8 +5 damage, and the target is knocked prone. After attacking, the hippogriff lands in an unoccupied space adjacent to the target.

⬇ **Flyby Attack** (standard; at-will)  
 The hippogriff flies up to 10 squares and makes one melee basic attack at any point during that movement. The hippogriff doesn't provoke opportunity attacks when moving away from the target of the attack.

**Aerial Agility** +1 (while mounted by a friendly rider of 5th level or higher) ⬆ **Mount**  
 While flying, the hippogriff grants its rider a +1 bonus to all defenses.

**Alignment** Unaligned **Languages** –  
**Str** 19 (+6) **Dex** 17 (+5) **Wis** 12 (+3)  
**Con** 16 (+5) **Int** 2 (-2) **Cha** 6 (+0)



**2 Tiefling Shadowblades (D)** **Level 6 Skirmisher**  
 Medium natural humanoid XP 250

**Initiative** +9 **Senses** Perception +4; low-light vision  
**HP** 72; **Bloodied** 36  
**AC** 20; **Fortitude** 18, **Reflex** 18, **Will** 17  
**Resist** fire 11  
**Speed** 6

⬇ **Scimitar** (standard; at-will) ⬆ **Weapon**  
 +11 vs. AC (+12 against a bloodied target); 1d8 + 4 damage (crit 1d8 + 13 damage).

**Combat Advantage**  
 The shadowblade's melee attacks deal an extra 2d6 damage against any target it has combat advantage against.

**Cloak of Shadows** (immediate interrupt, when an enemy makes an opportunity attack against the tiefling shadowblade; at-will)  
 The triggering enemy is blinded (save ends).

**Infernal Wrath** (minor; encounter)

The tiefling shadowblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling shadowblade's last turn. If the attack hits and deals damage, the tiefling shadowblade deals an extra 2 damage.

**Alignment** Any **Languages** Common  
**Skills** Acrobatics +11, **Bluff** +12, **Stealth** +13  
**Str** 13 (+4) **Dex** 17 (+6) **Wis** 12 (+4)  
**Con** 16 (+6) **Int** 10 (+3) **Cha** 14 (+5)  
**Equipment** leather armor, scimitar

## GUARDIANS OF THE DESCENT

Encounter Level 8 (1,800 XP)

### SETUP

This encounter might begin in a number of ways depending on how the PCs investigate area S9. If the PCs are suspicious of the statue, they aren't surprised.

This encounter includes the following creatures.

6 ghouls (G)

1 reaper wraith eidolon (E)

### TACTICS

The eidolon uses a standard action to reach out with two sickles and pull the chains running along the walls, causing the portcullises to fall at the points marked on the map, and it opens all the secret doors. The reaper wraith eidolon then becomes insubstantial and uses its phasing ability to vanish into a wall. On the following round the eidolon returns to make attacks.

The freed ghouls attack the PCs until they are destroyed, focusing on any PCs immobilized by the portcullis traps or attempting to leave.

### FEATURES OF THE AREA

**Illumination:** Dim light.

**Falling Iron Portcullis Trap** Level 7 Obstacle  
XP 300

*When a chain is pulled, a hidden iron portcullis crashes down, maybe pinning those near it.*

**Hazard:** The chains around the sides of the hall and room are guide chains necessary for safe passage through the door to the spiral stairs. When an eidolon uses two of its sickles to pull on the chains on each wall, the secret doors open and the portcullises fall.

**Perception**

◆ DC 24: The ceiling by each door has a 2-inch-wide slot packed with dirt and small stones. It's clearly meant to camouflage something.

**Additional Skill:** Dungeoneering or Thievery (upon a successful Perception check)

◆ DC 28: The dirt and small stones are hiding the holes for a portcullis trap.

#### Trigger

A portcullis falls if one of the chains on the wall is pulled.

#### Attack

**Opportunity Action** Close burst 1

**Target:** Creatures in affected squares

**Attack:** +13 vs. AC

**Hit:** 2d10 + 5 damage and restrained (the trap has a Reflex 18 and Fortitude 20 for this attack).

**Miss:** Half damage.

#### Countermeasures

◆ Before it falls, an adjacent character can disable one portcullis. Complexity 1 (4 successes before 2 failures). DC 24 Thievery.

◆ A freed character can force open a portcullis with a successful DC 22 Strength check, freeing a restrained companion.

◆ A character can attack a portcullis bar (AC 5, Reflex 5, Fortitude 10; hp 60). Destroying a bar frees a companion.

**6 Ghouls (G)** Level 5 Soldier  
Medium natural humanoid (undead) XP 200

**Initiative** +8 **Senses** Perception +2; darkvision

**HP** 63; **Bloodied** 31

**AC** 21; **Fortitude** 18, **Reflex** 20, **Will** 17

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

**Speed** 8, climb 4

⊕ Claws (standard; at-will)

+12 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends).

⊕ Ghoulish Bite (standard; at-will)

Target must be immobilized, stunned, or unconscious; +10 vs. AC; 3d6 + 4 damage, and the target is stunned (save ends).

**Alignment** Chaotic evil **Languages** Common

**Skills** Stealth +11

**Str** 14 (+4)

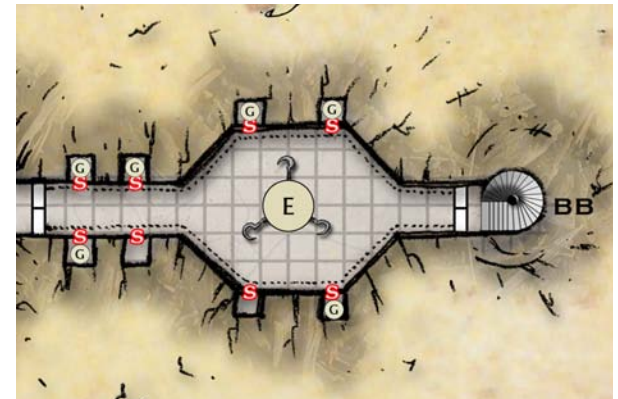
**Dex** 19 (+6)

**Wis** 11 (+2)

**Con** 15 (+4)

**Int** 10 (+2)

**Cha** 12 (+3)



**Reaper Wraith Eidolon (E)** Level 10 Skirmisher (Leader)  
Large natural animate (construct) XP 500

**Initiative** +7 **Senses** Perception +7

**Fearless Followers** aura 5; allies in the aura are immune to fear.  
**HP** 80; **Bloodied** 40

**AC** 24; **Fortitude** 23, **Reflex** 20, **Will** 20

**Immune** disease, fear, sleep; **Resist** 10 necrotic; insubstantial  
**Speed** 5, fly 5 (hover, altitude limit 1); phasing

⊕ Shadow Sickle (standard; at-will) ◆ **Weapon**

Reach 2; +15 vs. AC; 2d6 + 5 damage.

⊕ Sickle Burst (standard; recharge [E]) ◆ **Weapon**

Close burst 2; +13 vs. AC; 2d6 + 5 damage. The reaper wraith loses phasing, insubstantial, and the ability to fly until it recharges this ability.

⊕ Harvest of Fear (immediate reaction, when an enemy moves out of this creature's reach) ◆ **Fear, Necrotic**

Close burst 3; target the creature moving out of the reaper wraith eidolon's reach; +13 vs. Reflex; 2d6 + 5 necrotic damage and target takes -2 penalty to attacks against the reaper wraith eidolon and its allies within its fearless follower aura (save ends).

⊕ Unhallowed Stance (standard; at-will) ◆ **Necrotic**

The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 15 to all damage, and all allies in its line of sight deal an extra 1d8 necrotic damage on their melee attacks. If the eidolon moves, the effect ends.

**Alignment** Unaligned

**Languages** –

**Str** 20 (+10)

**Dex** 14 (+7)

**Wis** 14 (+7)

**Con** 21 (+10)

**Int** 8 (+4)

**Cha** 10 (+5)

## THE HANGED ONES

Encounter Level 7 (1,575 XP)

### SETUP

The encounter begins whenever the released hanged ones attack or when the PCs attack them. If you started the encounter by describing a PC noticing a hanged one's movement, that PC shouldn't be surprised when the creatures attack. Place the hanged ones throughout the room in a roughly even spread, avoiding the squares where a PC set off a noose trap and the squares that PCs occupy. The hanged ones are not shown on the tactical map since they are scattered about the room, and simply float to the attack after the PCs have a chance to act.

This encounter includes the following creatures.

**25 hanged ones**

### TACTICS

The hanged ones attempt to surround the PCs, spreading out and using their flight to do the most damage to the most enemies.

### FEATURES OF THE AREA

**Illumination:** Dim light.

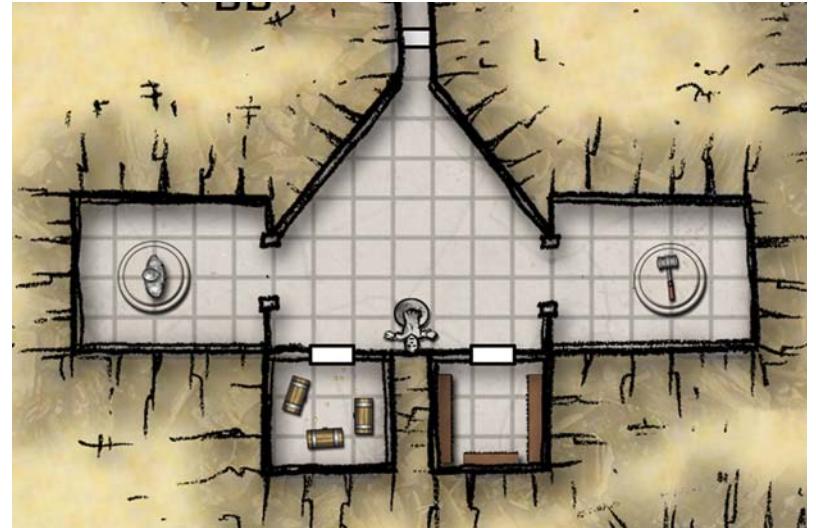
**Swirling Eyes:** A PC that exits or ends a turn in an eye square must succeed on a DC 15 Acrobatics check or fall prone.

**Statue:** This statue provides cover.

**Door Trap:** If the trap to enter this area is still firing, refer back to Area B2 for details.

## NEW MONSTER: HANGED ONES

PERHAPS THE MOST DISTURBING ASPECT OF HANGED ONES is that the rotting body attached to the rope doesn't move. It swings about at the end of the rope; the head doesn't even appear to be looking about. The rope is another matter. A few feet up from the head it switches from being a taut, creaking rope to being writhing and snakelike. This rope snaps like a whip, stabs like a spear, and entangles like a constrictor. Despite this strange setup, their bodies are vulnerable to damage, and the PCs don't have to target the ropes.



### HANGED ONE TACTICS

Hanged ones are always encountered in groups. They attempt to stay in groups of four or more when they attack, focusing on immobilizing a single foe and finishing it off before moving on to another target.

### HANGED ONE LORE

A character knows the following information with a successful Religion check.

DC 15: Hanged ones can be created with dark rituals, but they often arise spontaneously in areas of concentrated evil when the bodies of slain innocents have been hanged or strangled. They attack in packs, and have the ability to immobilize their opponents with the ropes around their necks.

25 Hanged Ones		Level 6 Minion
Medium natural animate (undead)		XP 63
Initiative +6	Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 18, Reflex 17, Will 14		
Immune disease, poison		
Speed fly 5 (hover)		
⊕ <b>Rope Thrust</b> (standard; at-will)		
+12 vs. AC; 3 damage.		
<b>Entrap</b>		
If a creature starts its turn adjacent to at least 3 hanged ones, it is immobilized until the end of its turn and takes 5 damage.		
Alignment Unaligned	Languages –	
Str 16 (+6)	Dex 14 (+5)	Wis 8 (+2)
Con 16 (+6)	Int 1 (-2)	Cha 3 (-1)

## SEER SEES THE TRUTH

Encounter Level 9+ (base 2,025 XP + 63 XP for each skeleton summoned)

### SETUP

When the Seer screams, two foulspawn berserkers appear before the Seer, seeming to explode from his empty eye sockets. If the Seer is still alive the following round, three foulspawn manglers appear behind him, seeming to leap from his back. Each round that the Seer remains alive, a locked door to one of the four cells bursts open and a skeleton minion emerges.

This encounter includes the following creatures.

2 foulspawn berserkers

3 foulspawn manglers

A variable number of tortured skeletons

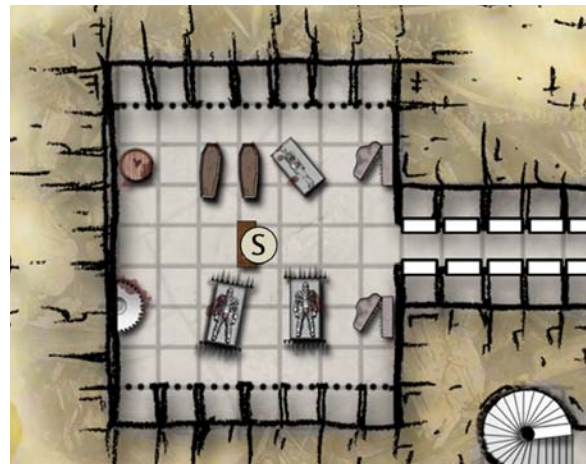
The Seer (S)

### TACTICS

The Seer does nothing but scream and thrash madly. He is immobilized while chained to the floor. If freed for some reason, he blindly attacks the PCs. The foulspawn attempt to keep the PCs away from the Seer.

<b>The Seer (S)</b>		<b>Level 4 Brute</b>
Medium natural humanoid (human)		XP 175
<b>Initiative</b> +3	<b>Senses</b> Perception +2; blind	
<b>HP</b> 66; <b>Bloodied</b> 33		
<b>AC</b> 15; <b>Fortitude</b> 15, <b>Reflex</b> 14, <b>Will</b> 14		
<b>Speed</b> 6		
⊕ <b>Chain</b> (standard; at-will) ♦ <b>Weapon</b>		
+7 vs. AC; 1d6 + 4 damage.		
<b>Summoning Scream</b>		
The Seer summons allies as described under Setup.		
<b>Alignment</b> Evil	<b>Languages</b> Common	
<b>Skills</b> Athletics +10, Endurance +10		
<b>Str</b> 17 (+5)	<b>Dex</b> 12 (+3)	<b>Wis</b> 11 (+2)
<b>Con</b> 16 (+5)	<b>Int</b> 10 (+2)	<b>Cha</b> 12 (+3)

<b>3 Foulspawn Manglers</b>		<b>Level 8 Skirmisher</b>
Medium aberrant humanoid		XP 350
<b>Initiative</b> +9	<b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 86; <b>Bloodied</b> 43; see also <i>dagger dance</i>		
<b>AC</b> 22 (24 while bloodied); <b>Fortitude</b> 19, <b>Reflex</b> 20 (22 while bloodied), <b>Will</b> 19; see also <i>mangler's mobility</i>		
<b>Speed</b> 7 (9 while bloodied)		
⊕ <b>Bone Dagger</b> (standard; at-will) ♦ <b>Weapon</b>		
+13 vs. AC; 1d4 + 3 damage.		
⊕ <b>Dagger Dance</b> (standard; recharges when first bloodied) ♦ <b>Weapon</b>		
The foulspawn mangler makes four <i>bone dagger</i> attacks and shifts 1 square after each attack.		
⤵ <b>Bone Daggers</b> (standard; at-will) ♦ <b>Weapon</b>		
The foulspawn mangler makes two <i>bone dagger</i> attacks. Ranged 5/10; +13 vs. AC; 1d4 + 3 damage with each hit.		
<b>Combat Advantage</b>		
The foulspawn mangler deals an extra 2d6 damage against any target it has combat advantage against.		
<b>Mangler's Mobility</b>		
The foulspawn mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.		
<b>Alignment</b> Evil	<b>Languages</b> Deep Speech, telepathy 10	
<b>Skills</b> Athletics +10, Stealth +12		
<b>Str</b> 13 (+5)	<b>Dex</b> 17 (+7)	<b>Wis</b> 6 (+2)
<b>Con</b> 14 (+6)	<b>Int</b> 10 (+4)	<b>Cha</b> 14 (+6)
<b>Equipment</b> 8 daggers		



<b>Tortured Skeleton</b>		<b>Level 6 Minion</b>
Medium natural animate (undead)		XP 63
<b>Initiative</b> +6	<b>Senses</b> Perception +5; darkvision	
<b>HP</b> 1; a missed attack never damages a minion.		
<b>AC</b> 21; <b>Fortitude</b> 18, <b>Reflex</b> 19, <b>Will</b> 18		
<b>Immune</b> disease, poison		
<b>Speed</b> 6		
⊕ <b>Claw</b> (standard; at-will)		
+11 vs. AC; 4 damage.		
<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 15 (+5)	<b>Dex</b> 17 (+6)	<b>Wis</b> 14 (+5)
<b>Con</b> 13 (+4)	<b>Int</b> 3 (-1)	<b>Cha</b> 3 (-1)

<b>2 Foulspawn Berserkers</b>		<b>Level 9 Soldier</b>
Medium aberrant humanoid		XP 400
<b>Initiative</b> +7	<b>Senses</b> Perception +0; low-light vision	
<b>Berserker Aura</b> aura 1; when a creature in the aura makes a melee attack, it targets a random creature within its reach.		
<b>HP</b> 102; <b>Bloodied</b> 51		
<b>AC</b> 25; <b>Fortitude</b> 26 (28 while bloodied), <b>Reflex</b> 21, <b>Will</b> 21		
<b>Immune</b> fear		
<b>Speed</b> 7		
⊕ <b>Greatsword</b> (standard; at-will) ♦ <b>Weapon</b>		
+14 vs. AC (+16 while bloodied); 1d10 + 4 damage, or 1d10 + 6 damage while bloodied.		
<b>Berserker Charge</b> (standard; at-will)		
The foulspawn berserker charges and deals an extra 5 damage when its melee basic attack hits.		
<b>Mental Feedback</b> ♦ <b>Psychic</b>		
If the foulspawn berserker is attacked by a charm effect, the foulspawn berserker and its attacker take 10 psychic damage.		
<b>Alignment</b> Chaotic evil	<b>Languages</b> Deep Speech, telepathy 10	
<b>Str</b> 18 (+8)	<b>Dex</b> 12 (+5)	<b>Wis</b> 3 (+0)
<b>Con</b> 22 (+10)	<b>Int</b> 8 (+3)	<b>Cha</b> 12 (+5)
<b>Equipment</b> greatsword		

## FEATURES OF THE AREA

**Illumination:** Darkness.

**Torture Devices:** The implements of torture in the room provide cover. If a player thinks of a clever way to use one (such as pushing a foulspawn into an iron maiden), feel free to let them have fun with the room!

## ON A RAZOR'S EDGE

Encounter Level 9 (2,110 XP)

### SETUP

Read or paraphrase the following if the blade bridge trap is set off.

*As you open the door, something in the wall behind the hinge clicks loudly and the door to the other crypt across the way bangs open. Then there's a tremendous clatter of distant chains and a thudding boom from somewhere below that shakes dust from the ceiling. Behind you, the blades begin to turn of their own accord, and within the crypt before you, the sarcophagus explodes open as a something rises into the open air!*

Resolve initiative for the PCs and the monsters without surprise for either. The beholder emerges from the room with the double doors. The lost wraiths emerge from the other tombs.

The zombie beholder lacks eyes. As a reanimated former cultist of That Which Waits Beyond the Stars, all its eyes have been removed. If the PCs succeed at a DC 15 Heal check when examining the beholder, they can note triple-sickle scars around the beholder's eye sockets that reveal it had its eyes removed when it was still alive.

This encounter includes the following creatures.

- 1 beholder zombie (Z)
- 3 lost wraiths (W)

### TACTICS

The zombie beholder and lost wraiths attack until destroyed. The lost wraiths prefer to teleport PCs over the blades using relocate. PCs in the pit already are

Beholder Zombie (Z)	Level 8 Elite Brute
Large natural animate (undead)	XP 700
<b>Initiative</b> +2	<b>Senses</b> Perception +3; blindsight
<b>HP</b> 88; <b>Bloodied</b> 44; see also <i>rise again</i>	
<b>AC</b> 23; <b>Fortitude</b> 26, <b>Reflex</b> 17, <b>Will</b> 23	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 10 radiant	
<b>Saving Throws</b> +2	
<b>Speed</b> fly 4 (hover)	
<b>Action Point</b> 1	
⊕ <b>Bite</b> (standard; at-will)	+12 vs. AC; 2d6 + 5 damage.
⊕ <b>Zombie Smash</b> (standard; recharge ⓂⓂ)	Target must be Medium size or smaller; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.
<b>Rise Again</b> (move; the first time the zombie hulk drops to 0 hit points; encounter)	Make a new initiative check for the beholder zombie. On its next turn, the beholder zombie rises (as a move action) with 44 hit points.
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 21 (+9)	<b>Dex</b> 6 (+2)
<b>Con</b> 18 (+8)	<b>Int</b> 1 (-1)
	<b>Wis</b> 8 (+3)
	<b>Cha</b> 3 (+0)

instead the targets of *lost touch* attacks. If a PC falls in a pit, a lost wraith goes down there to attack the PC, ignoring the combat above. The beholder zombie attacks the closest enemy. It's not smart enough to avoid the blades, so if the closest PC is in the pit, it takes a hit from the blades to descend and attack the character.

### FEATURES OF THE AREA

**Illumination:** Darkness.

**Pits:** A fall into the pit provokes an attack from the blades, and the fall itself causes 3d10 damage. If the blades are spinning, they provide cover against attacks made through them. This cover does not allow a creature to hide (it moves too fast).

**Pillar:** The pillar is 30 feet tall and a DC 20 Athletics check allows a creature to climb it.

3 Lost Wraiths (W)	Level 8 Lurker
Medium shadow humanoid (undead)	XP 350
<b>Initiative</b> +12	<b>Senses</b> Perception +4; darkvision
<b>HP</b> 60; <b>Bloodied</b> 30	
<b>AC</b> 22; <b>Fortitude</b> 18, <b>Reflex</b> 21, <b>Will</b> 20	
<b>Immune</b> disease, poison	<b>Resist</b> 10 necrotic; insubstantial; <b>Vulnerable</b> 5 radiant
<b>Speed</b> Fly 6 (hover); phasing	
⊕ <b>Lost Touch</b> (standard; at-will) ⊕ <b>Necrotic</b>	+11 vs. Reflex; 1d6 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).
⊕ <b>Lost in Shadows</b> (standard; recharge ⓂⓂⓂ) ⊕ <b>Necrotic, Teleportation</b>	+11 vs. Will; the target teleports 5 squares to a space of the wraith's choosing, and target is dazed and treats the lost wraith as invisible (save ends both).
<b>Spawn Wraith</b>	Any humanoid killed by a lost wraith rises as a free-willed lost wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Stealth +13	
<b>Str</b> 8 (+3)	<b>Dex</b> 18 (+8)
<b>Con</b> 12 (+5)	<b>Int</b> 11 (+4)
	<b>Wis</b> 11 (+4)
	<b>Cha</b> 17 (+7)

**Treasure:** The three human-sized sarcophagi contain the bones of three of the Sleeper's bodyguards. They are dressed in ornate but mundane plate armor decorated with eyes, and each has a rusting greatsword with a 100 gp moonstone set in its hilt.

**Blade Bridges**  
TrapLevel 8 Blaster  
XP 350

*A turnstile of swing blades make it dangerous to pass.*

**Trap:** If a PC opens a crypt door, the trap goes off.

**Perception**

- ◆ DC 24: The character notices that opening a crypt door sets off a trap by releasing something in the wall. The space around the door looks safe, so it must have something to do with the blade bridges.

**Trigger**

When a PC opens a crypt door, the blades begin to spin and the doors open. The turnstiles attack as an immediate reaction. They then enter the initiative order directly after the creature that triggered the trap. The blades attack any creature that falls in the pit.

**Turnstile Attack**

**Immediate Reaction or Standard Action** Close blast 1

**Targets:** Creatures on the pillar

**Attack:** +10 vs. Reflex

**Hit:** 2d6 + 4 damage and push 1.

**Miss:** Half damage, no push.

**Blades Attack**

**Opportunity Action** Close blast 3

**Targets:** Creatures that fall into the pit

**Attack:** +12 vs. AC

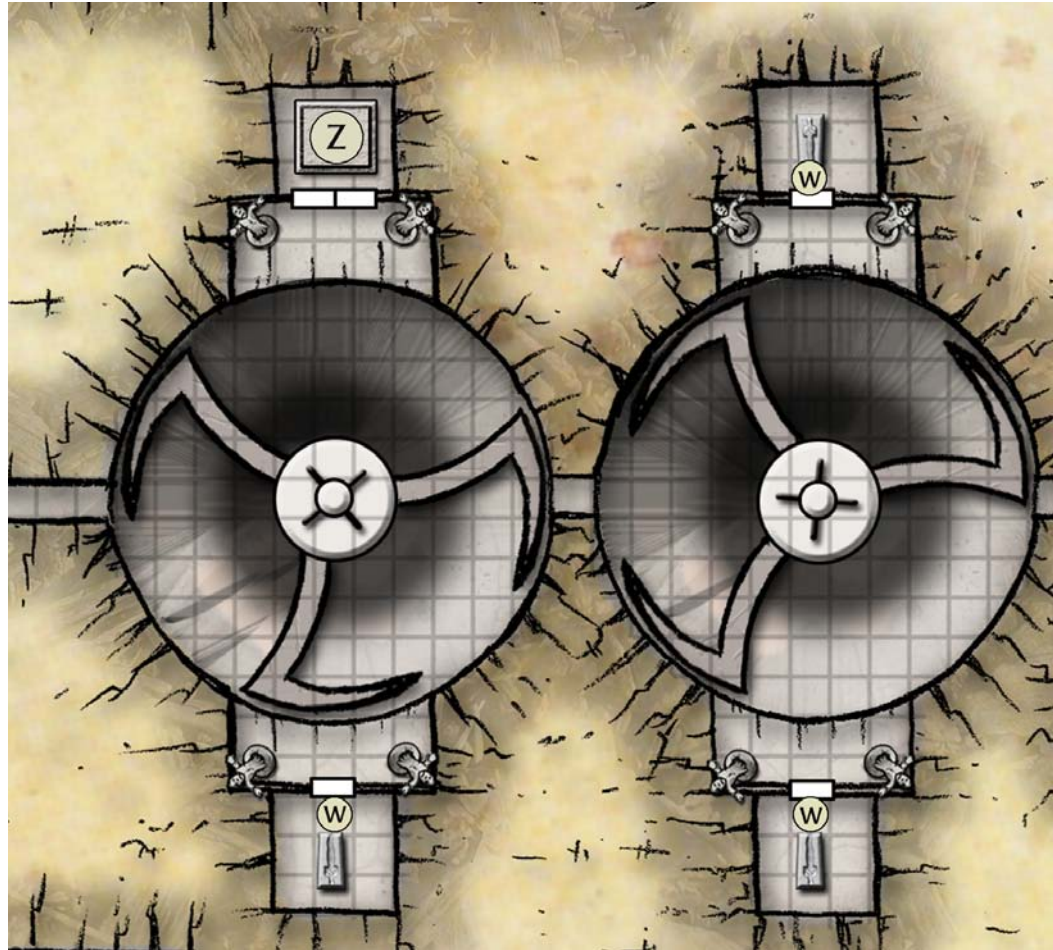
**Hit:** 3d8 + 4 damage

**Miss:** None.

*Standing on the Blades:* A PC standing on the blades when the trap is active must make a DC 25 Acrobatics check to move. Failure by 5 or more results in a fall into the pit.

**Countermeasures**

- ◆ An adjacent character can disable one door's trigger with a DC 28 Thievery check, allowing the door to be opened without setting off the trap.
- ◆ An adjacent character can disable the turnstile and blades on one pillar with a DC 30 Thievery check.
- ◆ A character can attack a door (AC 4, Reflex 4, Fortitude 10; hp 60). Destroying a door without opening it gives access to the crypt (and the monster within) without setting off the trap.
- ◆ A character can attack a blade (AC 5, Reflex 5, Fortitude 10; hp 50). Destroying the three blades ends their threat in that pit.
- ◆ An adjacent character can stop a turnstile with a DC 28 Strength check.
- ◆ Wait for 10 rounds. After 10 rounds the blades stop.



## WRECKING EYE

Encounter Level 8 (1,800 XP)

### SETUP

If the PCs didn't set off the blade bridge traps or otherwise make a great deal of noise, the creatures in this room are surprised by the appearance of the group (of course, that might not be the best result; see Encounter 7). Otherwise, they stand at the ready and initiative can be rolled normally.

This encounter includes the following creatures.

5 **foulspawn grues** (G)

### TACTICS

The foulspawn grues first use ranged attacks to draw the PCs into the room. Then two attempt to engage the PCs in melee while two attack at ranged and the last one uses the wrecking eye. If the PCs did not set off the blade bridge trap and release the undead, one of the foulspawn grues attempts to slip by the PCs and open one of the crypt doors. The foulspawn grues fight to the death.

### FEATURES OF THE AREA

**Illumination:** Dim light.

**Wrecking Eye:** Although it is more of a weapon than a trap, the wrecking eye's rules appear in the format of a trap below.

**Laddered Chute:** The chute to the center of the floor is 25 feet deep. A creature that falls in takes 2d10 damage from the fall.

**Wrecking Eye** Level 8 Blaster  
Engine XP 350

*Creatures can use this huge wrecking-ball machine to attack opponents.*

**Engine:** The wrecking eye is operated with the winch and levers on the wall.

#### Dungeoneering

- ◆ DC 18: A PC who succeeds on a Dungeoneering check understands the wrecking eyes mechanism and can use it successfully the first time.

#### Trigger

The wrecking eye is operated with the winch and levers on the wall. A standard action allows a knowledgeable user (such as the monsters) to use it as a wrecking ball, swinging it at an enemy as a minor action to make one of the two attacks described below. An unknowledgeable user who attempts to manipulate the wrecking eye attacks a random creature in the room the first time it is used but then gets the hang of it and thereafter can attack normally.

**Drop Attack**  
Standard Action

**5 Foulspawn Grues (G)** Level 8 Controller  
Small aberrant humanoid XP 350

**Initiative** +8 **Senses** Perception +5; low-light vision

**HP** 87; **Bloodied** 43

**AC** 22; **Fortitude** 19, **Reflex** 21, **Will** 20

**Speed** 4, teleport 4

⊕ **Claw** (standard; at-will)

+13 vs. AC; 1d4 + 4 damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).

⤵ **Mind Worm** (standard; encounter) ◆ **Psychic**

Ranged 10; +10 vs. Will; the target takes a -2 penalty to its Will defense and is slowed (save ends both).

⤵ **Whispers of Madness** (standard; recharge ☞☞) ◆ **Psychic**

Ranged 5; deafened creatures are immune; +10 vs. Will; 4d6 + 3 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).

**Alignment** Evil **Languages** Deep Speech, telepathy 10

**Skills** Stealth +13

**Str** 8 (+3)

**Dex** 19 (+8)

**Wis** 3 (+0)

**Con** 15 (+6)

**Int** 11 (+4)

**Cha** 16 (+7)

**Target:** One creature

**Attack:** Make an attack at the controller's level +5 vs. AC

**Hit:** 3d8 + 4 damage

**Miss:** None.

#### Swing Attack

**Standard Action**

**Target:** One creature

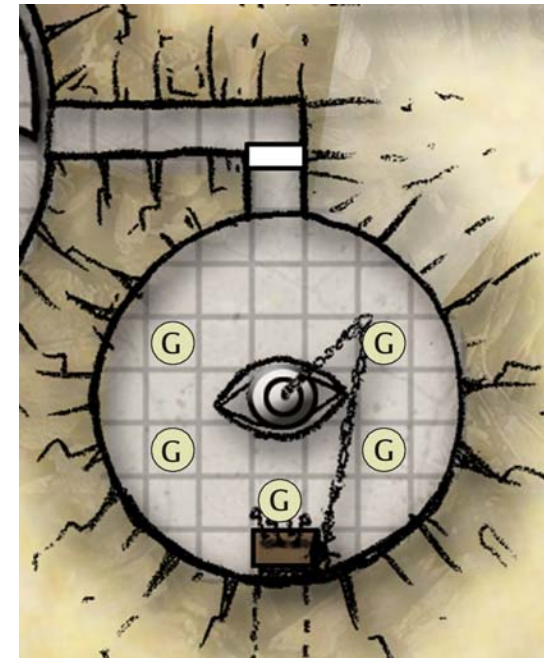
**Attack:** Make an attack at the controllers level +5 vs. AC

**Hit:** 2d8 + 4 damage and push 1 (any direction in the room)

**Miss:** None.

#### Countermeasures

- ◆ An adjacent character can disable the levers (which control swing) or the winch (which controls height) with a DC 28 Thievery check.
- ◆ A character can attack a chain (AC 17, other defenses 15; hp 20; resist all 5). Destroying the main chain causes the wrecking eye to crash to the floor. It weighs hundreds of pounds, but it can be rolled easily if the PCs need to move it out of the way.
- ◆ A character can attack the eye (AC 5, Reflex 5, Fortitude 10; hp 80).



## THE SLEEPER'S TOMB

Encounter Level 14 (4,000 XP)

### SETUP

If the PCs act fast, they might catch the creatures in this room by surprise since they are distracted (-2 to passive Perception), but if they delay too long and the blood rain is falling, their foes hear them approaching through the blood rain by the change in its sound. The PCs' foes are on the map as shown.

This encounter includes the following creatures.

- 8 human lackeys (L)
- 4 foulspawn berserkers (B)
- 2 foulspawn seers (S)
- Volkanth (V)

### TACTICS

The human lackeys and foulspawn berserkers surround the PCs to attack them, while the foulspawn seers back out of harm's way and make warp orb attacks. Volkanth uses his command of blood to separate the PCs and disrupt their tactics as much as possible. He pushes PCs into the blood rain, preferably on the eastern, deepest part of the stairs.

### FEATURES OF THE AREA

**Illumination:** Dim light.

**Stairs:** There's a 10-foot drop to the stairs on the east side. A creature pushed into such a square takes 1d10 damage and falls prone. PCs on the part of the stairs not visible on the map cannot see into the room.

**The Sleeper:** The sleeper isn't intended to be a threat in this combat, but the PCs might attack it, and you might want to increase the difficulty of the

encounter. If so, use the statistics of a mummy guardian (see *Monster Manual*, page 192) to represent the Sleeper in his weakened state.

**Blood Rain:** The blood rain falls from the face in the ceiling over the stairs and the area between them. A creature that is not a member of the cult (the PCs) that enters a blood rain square takes 1d6 necrotic damage and ongoing 5 necrotic. Entering multiple squares on a turn causes the damage for each square but only in the case of ongoing necrotic damage. A creature cannot save against the ongoing necrotic damage while in the area.

**Treasure:** Volkanth wields Sir Malagant's sword, a +2 *lifedrinker* longsword.

#### 4 Foulspawn Berserkers (B) Level 9 Soldier Medium aberrant humanoid XP 400

**Initiative** +7      **Senses** Perception +0; low-light vision  
**Berserker Aura** aura 1; when a creature in the aura makes a melee attack, the berserker makes a melee basic attack against a random creature within its reach.  
**HP** 102; **Bloodied** 51  
**AC** 25; **Fortitude** 26 (28 while bloodied), **Reflex** 21, **Will** 21  
**Immune** fear  
**Speed** 7  
⊕ **Greatsword** (standard; at-will) ♦ **Weapon**  
+14 vs. AC (+16 while bloodied); 1d10 + 4 damage, or 1d10 + 6 damage while bloodied.

#### **Berserker Charge** (standard; at-will)

The foulspawn berserker charges and deals an extra 5 damage when its melee basic attack hits.

#### **Mental Feedback** ♦ **Psychic**

If the foulspawn berserker is attacked by a charm effect, the foulspawn berserker and its attacker take 10 psychic damage.

**Alignment** Chaotic evil      **Languages** Deep Speech, telepathy 10  
**Str** 18 (+8)      **Dex** 12 (+5)      **Wis** 3 (+0)  
**Con** 22 (+10)      **Int** 8 (+3)      **Cha** 12 (+5)

**Equipment** greatsword

#### 2 Foulspawn Seers (S) Level 11 Artillery (Leader) Medium aberrant humanoid XP 600

**Initiative** +7      **Senses** Perception +9; low-light vision  
**Foul Insight** aura 10; allies in the aura that can hear the foulspawn seer gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.  
**AC** 24; **Fortitude** 19, **Reflex** 23, **Will** 21  
**HP** 86; **Bloodied** 43  
**Speed** 6, teleport 3

#### ⊕ **Twisted Staff** (standard; at-will) ♦ **Weapon**

+14 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.

#### ↘ **Warp Orb** (standard; at-will)

Ranged 10; +16 vs. Reflex; 1d8 + 6 damage, and the target is dazed (save ends).

#### ⬅ **Distortion Blast** (standard; daily)

Close blast 5; +12 vs. Fortitude; 2d8 + 6 damage, and the target is dazed (save ends). Aberrant creatures take half damage.

**Bend Space** (immediate interrupt, when the foulspawn seer would be hit by an attack; recharge ☒ ☒) ♦ **Teleportation**  
The foulspawn seer teleports 3 squares.

**Alignment** Evil      **Languages** Deep Speech, telepathy 10  
**Str** 10 (+5)      **Dex** 14 (+7)      **Wis** 8 (+4)  
**Con** 14 (+7)      **Int** 22 (+11)      **Cha** 18 (+9)

#### 8 Human Lackeys (L) Level 7 Minion Medium natural humanoid (human) XP 75

**Initiative** +3      **Senses** Perception +4  
**HP** 1; a missed attack never damages a minion.  
**AC** 19; **Fortitude** 16, **Reflex** 13, **Will** 14; see also *mob rule*  
**Speed** 6

#### ⊕ **Club** (standard; at-will) ♦ **Weapon**

+12 vs. AC; 6 damage.

#### **Mob Rule**

A human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.

**Alignment** Any      **Languages** Common  
**Str** 16 (+6)      **Dex** 11 (+3)      **Wis** 12 (+4)  
**Con** 14 (+5)      **Int** 10 (+3)      **Cha** 13 (+4)

**Equipment** leather armor, club



**Volkanth (V)** Level 11 Controller (Leader)  
 Medium natural humanoid (tiefling) XP 600

**Initiative** +3      **Senses** Perception +5; low-light vision  
**Blood Presence** aura 2; allies in the aura gain a +2 bonus to AC; enemies taking ongoing necrotic damage take a -2 penalty to AC.  
**HP** 115; **Bloodied** 57  
**AC** 25; **Fortitude** 23, **Reflex** 23, **Will** 24  
**Resist fire** 10  
**Speed** 5

⊕ **Lifedrinker Longsword** (standard; at-will) ♦ **Weapon**  
 +18 vs. AC; 1d8 + 4 damage (crit 12 + 2d6 necrotic damage); if Volkanth reduces a creature to 0 hp, he gains 5 temporary hit points.

↗ **Blood Blades** (standard; at-will)  
 Ranged 5; +15 vs. Will; 2d6 + 6 damage, and if the target moves on its next turn, it takes an extra 2d6 + 4 damage.

↗ **Blood Surge** (standard; at-will)  
 Ranged 5; +15 vs. Fortitude; 2d6 + 6 damage, and the target is pushed 2 squares.

↗ **Blood Blindness** (standard; recharge ☼☼☼)  
 Ranged 5; +15 vs. Fortitude; 2d6 + 6 damage, and the target is blinded (save ends).

**Bloodhunt**  
 Volkanth gains a +1 racial bonus to all attack rolls against bloodied enemies.

**Alignment** Evil      **Languages** Common, Far Speech, Infernal  
**Skills** Bluff +17

<b>Str</b> 15 (+7)	<b>Dex</b> 18 (+9)	<b>Wis</b> 11 (+5)
<b>Con</b> 19 (+9)	<b>Int</b> 13 (+6)	<b>Cha</b> 20 (+10)

**Equipment** scale armor, +2 lifedrinker sword ✕

**About the Author**

Matthew Sernett has been a designer of 4th Edition, the Editor-in-chief of Dragon Magazine, a pizza cook, an onion packer, and an assembly line worker in a spring factory. In 1999, while working for Men's Health Magazine, he narrowly avoided being a wardrobe tracker in the male fashion industry. He feels very fortunate to now be employed as a writer for digital games R&D at Wizards of the Coast.

