



PARAGON

11-20

“In this war, we face not only mortal danger, but a more sinister attack—an assault against our hearts and minds. The githyanki threaten to drive us to defeat through neglect and treachery. Neglect as we refuse to take the bold steps we must to survive, and treachery as our enemies lead astray those who could be our allies, and mobilize them against us.”

*—Amyria,
appealing to the Coalition*

THRONE OF THE STONE-SKINNED KING

By Logan Bonner

illustrations by John Stanko ♦ cartography by Sean MacDonald



BACKGROUND

The githyanki built a network of allies across many planes before beginning their attacks, and one of these is Cachlain, a powerful fomorian known as the Stone-Skinned King. From his secluded lair, he provides transport for the forces of evil. Like the Elsir Vale, though to a lesser extent, Cachlain's realm contains portals to different planes and locations. Though the githyanki possess many means of transport, the Stone-Skinned King's portals are especially worrisome, since they connect to lands near several cities of the Coalition. The fomorian has established total control over the portals, using rituals that took decades to take effect; no one passes through one of the portals without Cachlain's seal.

Cachlain, the fomorian king, rules a subterranean complex of caverns, much of it chipped from great crystals and shaped by cyclops slaves into immaculate, enormous corridors and rooms. Cachlain is particularly fond of beautiful magical craft, and his citadel is filled with arcane torches and doorways that open on command. Constructs are his favorite marvel, and he has many throughout his realm. Once, when the king was in an especially mad mood, he had a stone golem pried apart, and its stone armor affixed to his skin. This gave him his name.

Cachlain's assistance came only recently, after a human named Sovacles replaced the king's former advisor. Sovacles urged cooperation with the githyanki, and he holds great influence over Cachlain's decision-making. No one is certain where Sovacles came from, or how he ended up in the fomorian's court.

The Coalition's war council found out about the troop transports, but it doesn't know how many troops are moving through, or what Cachlain is gaining for

his assistance. They also know that Cachlain provided the *Seed of Winter* to the invaders in "Alliance at Nefelus." Rumors have spread that he wants the *Seed of Winter* back. Furthermore, he has been using a portal that connects the Feywild to a region near where the Elsir River flows from the mountains. His underlings have been taking slaves from the Elsir Vale recently, then transporting them through the portal into a grove that lies on the outskirts of Cachlain's realm.

Meanwhile, the war council has been thrown into an uproar in the PCs' absence. Enemy forces have killed two members, Lord Torrance of Sayre and Kalad of Overlook. The war council needs a new leader, and it has two empty seats.

ADVENTURE SYNOPSIS

The PCs return to Sayre from Nefelus, bearing the *Seed of Winter*. The members seek a leader to head a new war council that will oversee all the armies involved in the war. The PCs engage in a skill challenge, where they nominate their preferred candidate (most likely Amyria). Then, the council discusses the fomorian king Cachlain. For some time, the evil forces' troops have been traveling through the Feywild and to the world using the natural gates within his dark domain, and spies have discovered that the *Seed of Winter* was given to Nefelus's enemies by the fomorian. The PCs are sent to the court to find out what he's getting for his help and to try to make him to leave the conflict, or even switch sides. They carry the *Seed of Winter* as a bargaining chip.

After following Cachlain's slavers to find a portal to the Feywild, and obtaining the fomorian's seal from those slavers, the PCs enter the Feywild. They're soon attacked by firbolgs, who want to return the PCs and

THE QUESTS

As the PCs pursue the central goals of "Throne of the Stone-Skinned King," they have several opportunities for picking up minor tasks from potential allies.

Major Quest—End Cachlain's Interference

Enemies of the PCs have allied with Cachlain, the Stone-Skinned King, so they can use the magical portals of his Feywild kingdom as a staging area for raids. The PCs travel to the fomorian king's realm, where they must convince him (through diplomacy or force) to stop allowing githyanki troops to travel through his domain.

Reward: 8,000 XP.

Minor Quest—Assist the Eladrin

A group of eladrin seeks to end their enmity with Cachlain and form an alliance. After the PCs meet these eladrin, they can help them achieve this goal.

Reward: 1,600 XP.

Minor Quest—Turn Bram Ironfell

The PCs meet Bram Ironfell of House Karak once more, now serving as an ambassador for the githyanki. If the PCs can turn him to the side of good, he could be a valuable ally in the future.

Reward: 1,400 XP.

Minor Quest—Speak to Talyrin

Sovacles, Cachlain's new advisor, turned the king against his cyclops advisor Talyrin when he took over. She's imprisoned somewhere near Cachlain's throne room, and if the PCs find her prison, they can gain her as an ally against Sovacles.

Reward: 1,400 XP.

the *Seed of Winter* to followers of Inzira, the Daughter of Frostwhite Forest, who claims to be the proper owner of the artifact. The eladrin general seeks an alliance with Cachlain, fearing the machinations of Sangwyr—a fomorian upstart and their mutual enemy. The general allows the PCs to borrow the *Seed of Winter* and go to Cachlain’s court, hoping they can form an alliance one way or another.

When they reach Cachlain’s realm, they meet with the king and his advisor Sovacles, and they discover that Sovacles nearly controls the king. Rebuffed for the time being, the PCs must await another audience with the king. As they explore the court, they discover the sheer number of troops traveling through the domain, and that the forces of evil have promised to spy on Cachlain’s enemies in exchange for his help. Bram Ironfell, from “The Lost Mines of Karak” (*DUNGEON*® 159), reappears as an ambassador to the court from the githyanki. The PCs can also meet a cyclops oracle who formerly advised Cachlain, but now lies imprisoned in a hidden jail. Cachlain’s rival sends assassins to slaughter the PCs.

The assassination attempt foreshadows an assault that happens soon after, as the fomorian rival attempts to seize Cachlain’s domain. As the PCs help fight them off, Bram Ironfell’s moment of truth approaches, and the PCs’ actions determine whether he becomes a foe or ally.

The PCs learn that Sovacles had something to do with the invasion, and they confront the advisor. However, the advisor still has Cachlain under control and has convinced him that the PCs were responsible for the attacks. As the PCs battle Sovacles and Cachlain, the advisor reveals that he works for Tiamat. Enraged at this news, Cachlain drops the PCs and Sovacles into a gladiatorial arena below the

throne room. Sovacles reveals his true form as a powerful shapeshifter and exarch of Tiamat.

If the PCs succeed, they convince Cachlain to form an unlikely alliance with the eladrin, who receive the *Seed of Winter* as a token of the agreement. The PCs also find hints that the githyanki’s efforts on their world have suffered serious setbacks in recent weeks, and their forces are preparing to consolidate at their largest stronghold.

PREPARING FOR ADVENTURE

“Throne of the Stone-Skinned King” takes the PCs into the dark places of the Feywild and involves them in political intrigue. They go through several skill challenges as the PCs try to find solutions to the difficult, uncertain situations caused by the war.

WHAT YOU NEED TO PLAY

Descriptions of the different segments of the adventure follow, and tactical encounter complete with stat blocks and maps give you everything you need to run each encounter. If you aren’t sure how to use the tactical encounter format, see a previous Scales of War adventure, such as “Alliance at Nefelus.”

TREASURE PREPARATION

“Throne of the Stone-Skinned King” uses the treasure parcel system described in the *Dungeon Master’s Guide*. The PCs should gain a total of fifteen treasure parcels. The Treasure Parcels sidebar lists the most likely places to find parcels, so you can fill in the blanks with the parcel numbers noted below. The magic items should come from the players’ wish lists,

TREASURE PARCELS

- Parcel A: _____, SC1. The Coalition’s Leader.
 Parcel B: _____, A1. Slay the Slavers.
 Parcel C: _____, A1. Slay the Slavers.
 Parcel D: _____, A4. Battle Camp Raid.
 Parcel E: Parcel 7, B3. Assassination Attempt.
 Parcel F: _____, B3. Assassination Attempt.
 Parcel G: _____, B1. Disrupted Banquet.
 Parcel H: Parcel 2, B4. Caged Animals.
 Parcel I: _____, B6. Arena of Blood.
 Parcel J: _____, B6. Arena of Blood.

Based on the guidelines in the *Dungeon Master’s Guide*, the following parcels can go in the spaces above. Rely on the wish lists your players gave you for the first six parcels.

- Parcel 1: Magic item, level 20.
 Parcel 2: Magic weapon, level 19.
 Parcel 3: Magic item, level 19.
 Parcel 4: Magic item, level 18.
 Parcel 5: Magic item, level 18.
 Parcel 6: Magic item, level 17.
 Parcel 7: Four platinum bars minted in Tu’narath, each worth 9,000 gp (36,000 gp total).
 Parcel 8: An emerald faceted by cyclops experts (15,000 gp) and 170 pp.
 Parcel 9: Bag of precious gems worth a total of 16,500 gp and 10,000 pp.
 Parcel 10: 300 pp.

with most of the higher-level items appearing in parcels found later in the adventure, and the 20th-level magic item found on Virizan’s body.

VITAL INFORMATION

This adventure reveals Scales of War's true villain: Tiamat, the god of greed, wealth, and envy. If you're running the adventure path, make sure the players find out the following plot points.

- ◆ Kalad and Lord Torrance of the Coalition were killed while the PCs were in Nefelus. Thrown into chaos, the Coalition requires new leadership. With Kalad gone, the Coalition also lost its best general.
- ◆ Cachlain, the fomorian king, has grown more aggressive. He takes slaves from areas that are under attack, and transports githyanki troops through his realm.
- ◆ The githyanki leave nothing when they invade, and they bring about the total destruction of any lands they conquer. Vlaakith, the Lich Queen, no longer leads the githyanki. (Bram Ironfell reveals these facts.)
- ◆ The fomorian named Sangwyr seeks to conquer Cachlain's realm, and only an alliance between Cachlain and Inzira, a noble eladrin, can keep him at bay. He would be a strong ally of the githyanki (and Tiamat).
- ◆ Sovacles is Virizan, one of Tiamat's exarchs, and Chillreaver (from "Alliance at Nefelus") was as well. Tiamat is helping the githyanki and is behind the githyanki attacks.
- ◆ The githyanki have outposts all across the world, but their largest is a fortress called Garaitha's Anvil, from which the githyanki launched their entire invasion from their home on the Astral Sea.

STARTING THE ADVENTURE

As soon as the PCs return from Nefelus, they're summoned to meet with the leaders of the Coalition. The skill challenge (The Coalition's Leader) takes place over days or weeks, so the PCs have time to catch up with their allies amid the chaos of choosing a leader for the Coalition.

RETURN TO THE COALITION

When the PCs return, they find that the Coalition has been shaken up by several events. While the PCs and Amyria were absent, the politically savvy Lord Divian Torrance maneuvered to become the head of the council. The dwarf Kalad, one of the PCs most outspoken allies, had become an effective general for the coalition's armies, and had earned the enmity of the githyanki. While preparing for a battle near Sherrybyr, he was assassinated by the githyanki, and without his leadership the battle ended in defeat for the Coalition.

Shortly before the PCs finished their battles to save Nefelus, Torrance went missing. Githyanki from Garaitha's Anvil claimed he came to them as a representative of the council, seeking a diplomatic compromise to prevent further bloodshed. Seeing this as an affront and a threat, they killed Torrance for his arrogance.

Now, the Elsir Vale and Sayre seats on the Coalition are open, and the council lacks a leader. The head of Brindol's council, Eoffram Troyas, seeks both spots. Many people, both citizens of the Elsir Vale and influential people in other regions now ruled by the Coalition, have suggested Amyria as a replacement

ADVENTURE PACING

Both the skill challenge early in the adventure and the time the PCs spend in Cachlain's court can take whatever amount of time you feel is appropriate, and their durations are left vague. If your players are antsy, or worry that the githyanki danger can grow while the PCs spend time away from the world, bring on encounters or events in a more rapid succession.

for either seat, and for a position as leader. The PCs take part in a skill challenge as they put forth a candidate they'd like to see on the council and run a brief campaign to put that person in power.

Skill Challenge: SC1: The Coalition's Leader (page 17).

NEWS OF THE STONE-SKINNED KING

Regardless of who leads the Coalition's council, they have a task they want the PCs to undertake. The fomorian Cachlain, known as the Stone-Skinned King, allied with the githyanki. They have been funneling troops through his domain in the Underdark of the Feywild, taking advantage of the numerous portals to other lands that lie within it. Githyanki have moved more rapidly due to this, but no one is sure how severe the problem is. Caliandra has been tracking the situation in the Feywild and knows that Cachlain wants the *Seed of Winter*. The fomorian once believed it belonged to him, and Caliandra believes he lent it to aid those who attacked Nefelus.

The coalition wants to decipher Cachlain's motives and prevent him from helping the githyanki if possible. They believe the PCs are the only ones strong enough to safely travel to the king's domain and deal with him.

ENTER THE FEYWILD

Taking advantage of the chaos caused by the githyanki attacks, Cachlain has been sending underlings to the world to collect slaves for his court. By comparing the locations of a few raids in the Elsir Vale, the Coalition has guessed that the slavers have been traveling out of Rhest, a ruined city that was once the capitol of the kingdom of Rhestilor. Some explorers were trying to excavate the ruins, but no one's heard from them in a long time.

If the PCs go to the ruins, they find the cyclops slavers didn't take much care to cover their tracks. They hold slaves in a small room, preparing to take them back to Cachlain's court. By defeating the cyclopes, the PCs find the special ritual scroll given to the cyclopes to let them access a portal back to the Feywild. The slaves are all citizens from nearby towns in the Elsir Vale. If the PCs kill the slavers and set the slaves free, neither group will be missed—they're small potatoes to the fomorian king. He's more interested in the *Seed of Winter*.

Tactical Encounter: A1. Slay the Slavers (page 20).



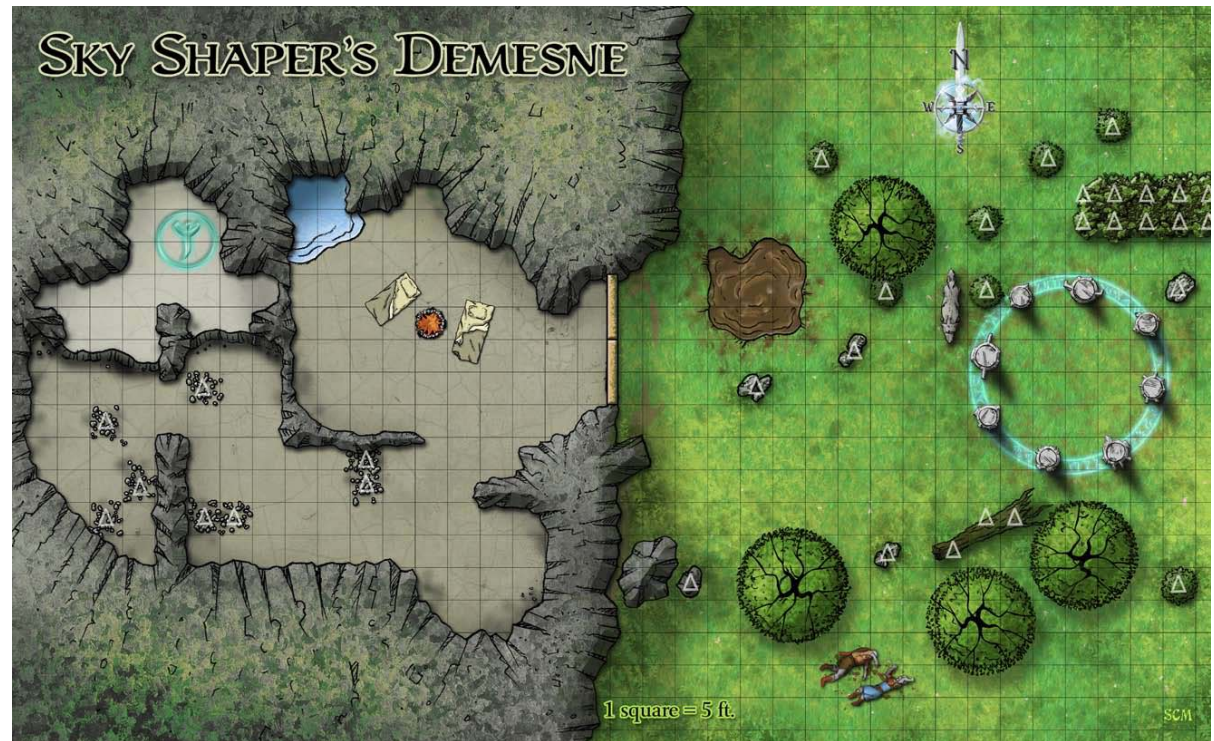
FIRBOLG HUNTERS

Once the PCs arrive in the Feywild, they find themselves inside a large circle surrounded by standing stones. This is the fey demesne of the Sky Shaper, an archfey who can control the course of the moon and sun within his small realm. Cyclops slavers were using it as a base, but the Sky Shaper was pleased when the firbolgs recently arrived and killed the cyclopes in a glorious battle.

These firbolg hunters, working to gain favors from the eladrin of the Frostwhite Forest, have staked out this grove. The eladrin have detected the path of the *Seed of Winter* and helped set up the firbolg ambush. The firbolgs want to capture the PCs. The first group doesn't speak. They fight for the sake of fighting, wishing to test the PCs' mettle. In the second battle, if the firbolgs find out the PCs are willing to meet with the eladrin peacefully, they volunteer to lead them, but still ask if they can fight until one side submits.

Tactical Encounter: A2. Sky Shaper's Grove (page 22).

Tactical Encounter: A3. Firbolg Cave (page 24).



PYRADAN

A dusk harrier named Pyradan leads this small group of firbolgs and their beast allies. He's comfortable in battle, but gruff and tactless when interacting with others. He works for the eladrins only because they have the foresight to find powerful opponents who can give the firbolgs a good fight. He uses the missions they give as training, and he asks only that he be allowed to take trophies of his victory.

ELADRIN ENCAMPMENT

After the battle, the firbolgs lead (or carry, if the PCs lost) the PCs to a battle camp of eladrin ruled by Inzira, Daughter of Frostwhite Forest. The firbolgs depart soon after, tired of the companionship of other humanoids.

In the battle camp, the PCs meet one of Inzira's lesser generals, Druemmeth Goldtemple. He is a tall, muscular eladrin with long, dark brown hair and, true to his name, streaks of gold in the hair above his ears. Adorned in mithral chainmail and wearing a longsword, he's clearly prepared for battle.

Druemmeth questions the PCs. He has heard tales about the war against the githyanki, so he knows the PCs by reputation and is friendly to them as long as they aren't aggressive. In fact, he apologizes for sending the firbolgs after them, claiming that he would have approached them more diplomatically had he known who they were.

However, Druemmeth hasn't received word about the events in Nefelus, and he wants to know how the PCs attained the *Seed of Winter*. If they're forthcoming and appear honest, he believes them easily. Otherwise, his attitude is no longer friendly, and his interrogation grows more threatening. Whether he finds out what he wants to know with little effort or is unable to pry any information from the PCs, he asks the PCs to leave his tent while he converses with Inzira, his ruler. When he brings the PCs back in, he has prepared a means for the PCs to converse with Inzira.

Read the following:

The general says, "Inzira seeks a temporary alliance with the Stone-Skinned King. It's best if she speaks with you." He then removes a mithral medal from his chest and pins it to the wall of the tent. Ice spreads from it, crystallizing across a large surface, and forming the image of a female eladrin's face. With long white hair and piercing, icy blue eyes, her presence is cold and unfeeling. Her eyes study you as she speaks.

"The Seed of Winter belongs to me, not to you and certainly not to the Stone-Skinned King. It was a gift from Koliada to me when I was a mere child, and I have no intention of parting with it. However, I see that the fomorian and I must work together to foil the plots of Sangwyr. Use the Seed of Winter for the time being, as a tool to make a way into the King's court. I'll be expecting you to return it when you're finished.

"It's convenient that our interests align, so you'll be my messengers. Tell the fomorian I do not like him, and I know he does not like me. However, Sangwyr utterly hates both of us, and we must stop his stupid uprising."

Druemmeth offers to guide the PCs to a place near the Stone-Skinned King's palace, where they can easily find some of the king's guards. The general is proper and respectful, though it's clear he resents that the PCs were sent as Inzira's emissaries rather than himself. He also mentions that emissaries were sent before, but haven't been heard from again. He asks that the PCs attempt to find them and have them released—if they're alive.

SANGWYR'S CRONIES

Before the PCs and Druemmeth can leave the battle camp, raiders affiliated with the upstart fomorian Sangwyr make a bold strike against them. While the other eladrin soldiers fight off lesser members of the horde, a few monsters break through to attack the tents around Druemmeth. After the assault, if Druemmeth still lives, he urges the PCs to make their way to Cachlain's court even sooner.

Tactical Encounter: A4. Battle Camp Raid (page 26).

THE SEED OF WINTER

Over the course of most of this adventure, the PCs still carry the *Seed of Winter* they gained during "Alliance at Nefelus." The *Seed* isn't pleased about being used as a bargaining chip, and it makes its wishes known. When it realizes it has the chance to return to Inzira's possession, it decides that's what it truly wants. The *Seed* is impatient and vocal about its wishes, but Inzira can calm it for the immediate future. The *Seed* proves useful when fighting the inferno bats in "Invasion Tunnel" and the winter wolves in "B4. Caged Animals."

CACHLAIN'S COURT

After their first audience with Cachlain and Sovacles, the PCs have some time before Sangwyr attacks. They have a chance to explore a few areas of the court, and meet some old and new allies. Most of the encounters in this section are attacks by Sangwyr's followers, or they occur toward the end of the adventure—when the PCs face Sovacles and Cachlain.

THE COURT

A vast network of subterranean tunnels, both natural and constructed, the domain of the Stone-Skinned King is labyrinthine. Dozens of exits to the surface dot the landscape, and Cachlain's troops patrol that territory aboveground, which the king considers a part of his domain.

The PCs can approach the guards to be taken to the king, and they reach the area with little trouble. Infiltration is possible, if they can move into one of the exits. However, navigating the winding, twisting tunnels of the Feydark palace is nearly impossible, not to mention dangerous. Some of the tunnels don't even appear to lead back to the central complex, and connecting tunnels can be found only through secret doors. If the PCs decide to enter this way, create a complexity 2 or 3 skill challenge.

When the PCs enter the tunnels, read:

As you descend into the tunnels of Cachlain's domain, the air becomes cold and stagnant. The purple crystal that forms the walls around you glows faintly. Strange, vibrantly colored mosses and fungi carpet the floors and walls, though living quarters and common areas you pass through are scoured clean. Slaves and their cyclops overseers walk

the halls, and you begin to see a wider variety of fey as you move closer to the heart of Cachlain's holdings.

The map and descriptions here describe only a small segment of the fomorian's massive underground palace. Numerous passages, living quarters for servants, and workshops used by cyclops artisans sprawl out for miles surrounding the main complex of the court.

FEATURES OF THE COURT

Most of the rooms and halls of Cachlain's court share some common features

Illumination: Bright light. Magic torches line the walls, emitting yellow and blue light.

Doors: In most areas, unlocked double doors are large enough for Huge creatures to fit through, or no doors exist there at all.

Walls: Most walls are hewn from purple crystal and supported in some places with beautifully forged iron plates.



1. FOYER

The only room connecting public passageways and Cachlain's throne room, this room also contains a secret door that leads to a set of stairs connected to a hidden prison (area 6).

Perception Check

When PCs are in this room, compare their passive Perception checks to the DC below.

DC 25: *You catch a faint light shining through the deep purple crystal of the eastern wall of this room. It outlines what is almost certainly a secret door.*

2. THRONE ROOM

This room is where Cachlain spends most of his time, watching the gladiatorial matches through the enormous window in the floor of the room. It's also where he speaks to important visitors.

A warding ritual protects the door between this room and the hallway, and only a command from Cachlain or Sovacles can open the door.

The PCs have a skill challenge here when they first arrive to meet with the king.

Skill Challenge: SC2. Audience with the King (page 28).

The PCs later engage in battle with Cachlain and Sovacles in this room. See the "Confrontation" section.

3. CACHLAIN'S BEDCHAMBER

The fomorian king's sleeping quarters are spacious and ornately decorated, with iron filigree along the walls. It's unlikely the PCs end up in this room, and there's no chance Cachlain invites them there for any reason. Inside the room is an enormous bed with blankets made of luxurious animal hides.



The only interesting information that can be found in this room is in the fomorian king's diary. It has a brief description of each day, with few facts and a lot of paranoid rambling and screeds against the king's rivals. Interestingly, the king hasn't made an entry for several months—not since Sovacles became his new advisor.

4. BANQUET HALL

An enormous table fills the center of this room. It's made from an enormous, ancient tree split in half, and a few twigs still grow from it. The table is ringed with chairs, some sized for Large creatures and others for Medium creatures. Cachlain doesn't join in at banquets, instead allowing his closest cyclops followers to entertain his guests.

ENCOUNTERS IN THE COURT

The middle encounters in Cachlain's court don't occur in any particular order. Once the PCs arrive, they meet with the king, but they'll have some time to kill before they see the king again. They later are called back to the throne room for the "Throne Room Showdown" encounter. Between those bookends, they explore. Use encounters based on where the PCs go or what secrets they try to uncover. If you know PCs intend to go to one place repeatedly, consider triggering the encounter on a later visit. Sangwyr and his githyanki allies (who plan to betray Cachlain) engineered all the attacks, but the assaults don't necessarily occur in sequence or in close proximity. Put whatever amount of time feels best between the fights.

Assassination Attempt (Area 6): The PCs might explore the secret prison after seeing the secret door. Instead, they might hear rumors about Cachlain's former advisor, and receive a hint that she's in a hidden prison.

Disrupted Banquet (Area 4): Bram invites the PCs to the banquet as a token of respect. If they refuse, Cachlain's relative, Droeth might request their attendance (and it's a bad idea to refuse the king's kin).

Invasion Tunnel (Area 5): This battle might occur when the PCs return to rest, or right after the "Disrupted Banquet" or "Caged Animals" encounters. In either case, this invasion raises an alarm that gets the PCs' attention.

Caged Animals (Area 8): The PCs might be in the arena to watch a bout, hear rumors about a plot to cause mischief, or respond to an alarm.

THE AMBASSADORS' BANQUET

The PCs are invited to a banquet at one point, where they meet the ambassadors from other courts. Among their number are the following.

Droeth: This laconic cyclops speaks for Uluhcouram, a fomorian monarch and close relative of Cachlain. He doesn't appear to have any pressing business, and he has been in Cachlain's domain for a while, just wasting time. Though he appears to be a lazy, uninteresting toady, he's an oni spiritmaster in disguise. He dispatched Droeth some time ago and



plans to take the ambassadors hostage and steal the *Seed of Winter*.

Andrinna Baelsblood: A haughty tiefling, Andrinna claims to be a direct descendant of the rulers of Bael Turath. She runs numerous slave trading operations in the world and has come to propose sharing resources with Cachlain.

Troke: Dissatisfied with his treatment here, this satyr came to resolve a territory dispute with the king, and he hasn't had an audience for nearly a month. He represents the Circle of Crownstone, a collective of fey who live in lands that border Cachlain's domain.

Bram Ironfell: This former ally now represents the githyanki interests in Cachlain's court. The PCs have a chance to talk to him during the banquet. He

BRAM IRONFELL, GITHYANKI AMBASSADOR

Since the PCs met him in "The Lost Mines of Karak" (*DUNGEON* #159), the dwarf Bram Ironfell has gone from being a secret agent of Sarshan to serving as an ambassador on behalf of the githyanki. When they meet him in Cachlain's palace, the PCs realize that the dwarf has made a power grab among the githyanki forces and has been rewarded for treachery against the people of his homeland.

The more the PCs talk to him, the more they realize that he has some regrets about his decision. He acts harried and fearful. The PCs have a chance to talk with him at length during the banquet.

He is surrounded by githyanki bodyguards at all times. One is Arzoa, who attempts to assassinate the PCs if they venture into the secret prison (see the "Assassination Attempt" encounter).

isn't willing to talk about what he has done to achieve his place in the githyanki hierarchy, nor the ways he betrayed the people of the Elsir Vale (more out of shame than secrecy). However, he doesn't mind talking about the githyanki and what he has learned about them. The following are some of the bits of information the PCs can pry out of him.

- ◆ Bram deserted the people of the Elsir Vale because he was certain they were going to lose the war, and it was better to survive by joining the enemy than to die with the others. He's surprised at the PCs' success fighting off the githyanki and their allies.
- ◆ Vlaakith, the Lich Queen, who once led the githyanki, has been slain. They're now led by Emperor Zetch'r'r, who seeks to bring war and conquest across the planes.
- ◆ The githyanki are merciless and destructive, and they leave nothing behind in realms they conquer. After sacking the entire land and destroying everything they find, they leave nothing but a barren wasteland.

During the banquet, some of Sangwyr's agents attempt to take hostages. The agents also placed sedatives in the meal, so keep track of which PCs partake in food and drink at the banquet. Refer to "B1. Disrupted Banquet" to run the sleeping elixir.

Tactical Encounter: B1. Disrupted Banquet (page 31).

5. AMBASSADORS' QUARTERS

Visitors to the court stay in these modest rooms. Two are meant to house Medium creatures, and the north-east room is larger—fit for a Large or Huge visitor. The doors to the chambers lock and require a DC 20 Thievery check to open.

The middle room is for the PCs, and Cachlain's servants bring cots if there are more than four PCs. It's not particularly comfortable, but the beds are high quality, and the room is quiet.

The room to the west houses Bram Ironfell and his two guards. See the sidebar about Bram Ironfell. He also makes an appearance in the "Disrupted Banquet" encounter.

Sangwyr's agents tunnel into these rooms and begin marauding through the halls.

Tactical Encounter: B2. Invasion Tunnel (page 34).

6. HIDDEN PRISON

Located below the other rooms on this level of the court, this prison is down a flight of stairs concealed behind a secret door. The prison contains three cells, each of which is occupied.

Talyrin: A former advisor to Cachlain, this cyclops is a wealth of information (see below).

Eladrin Ambassadors: In one cell sit two eladrin followers of Inzira named Elletraius (male) and Serennel (female). Sovacles and the king jailed them shortly after they arrived two weeks ago, seeking an audience so they could propose an alliance. Sigils covering the walls, floors, and iron bars prevent them from teleporting out of their cell. They have little new information and are curious as to what has been happening outside. They've been talking with Talyrin

from time to time, though they don't trust her any more than she trusts them.

"Legbreaker" Kimdal: This gnome might be the only prisoner who unequivocally deserves to be here. Known only for larceny and violence, this vicious thief awaits his execution. He's gruff and off-putting, and all his practical advice is about various ways to murder fey creatures and which ones have the best loot (arguably useful information for PCs).

TALYRIN

This cyclops was once the king's advisor, but was imprisoned once Sovacles took over her spot. She has been in this prison for months and is eager to help anyone who can help release her. Though she's by no means a friend of good or of the eladrin, she's the lesser of two evils compared to Sovacles. Despite her situation, she's still fiercely loyal to Cachlain. If the PCs talk to her, they can learn the following information.

- ◆ Sovacles arrived about three months ago and quickly ingratiated himself with Cachlain. Soon after that, Talyrin was imprisoned in the middle of the night. She was imprisoned by Cachlain's order, and no evidence or even accusation is needed for the king to imprison someone. Synch this up with the amount of time that has passed in your campaign. Sovacles arrived at least one month before the PCs encountered the fey in "The Temple Between" (*Dungeon* 161).
- ◆ Talyrin believes Sovacles has supernatural power that lets him control Cachlain. This is the first of the Stone-Skinned King's advisors to wield magic openly. Fearing its power, Cachlain was unwilling to choose anyone but sages and powerful warriors as advisors in the past.

- ◆ A rival of Cachlain named Sangwyr has long coveted the Stone-Skinned King's caverns. For decades now, the upstart has fought both Cachlain and the eladrin of Frostwhite Forest. Talyrin hears that Sangwyr's forces are growing, bolstered by allies from another plane. (She doesn't know they're githyanki.)
- ◆ Under Sovacles's guidance, conditions have gotten worse in Cachlain's realm. The troops moving through secret complexes deep below ground take food and resources that would go to those who live in the court. The cyclopes collect more and more slaves, and Sovacles sends them to assist the githyanki soldiers.
- ◆ After the eladrins in another cell told her that Inzira seeks an alliance, Talyrin came to believe it's a good plan—if Sangwyr is truly becoming dangerous. She fears the rumors of his power might be lies spread by the eladrin to trick Cachlain, and she hasn't seen evidence that an attack is imminent.

Tactical Encounter: B3. Assassination Attempt (page 36).

7. GLADIATORIAL ARENA

Within a massive cavern, surrounded by a 10-foot wide chasm, is a vast, flat pillar of bloodstained purple crystal. In this room, gladiatorial battles are held continuously for the pleasure of the fomorian king watching through the window at the apex of the cave. All the walls here are littered with tunnel openings, creating dozens of platforms where audience members can watch the matches. Betting is lively, as are calls for blood. All sorts of humanoids and fey beasts are brought in to battle here, and Cachlain considers this the jewel of his palace.

The climactic encounter of this adventure takes place in this arena. See the "Confrontation" section.

8. ANIMAL PENS

Beasts used for gladiatorial matches are kept here, as are a rack of weapons and some chariots. Cyclops animal handlers, who are also trained guards, guard this area. A tunnel leads from this room to the slave pens and the quarters of free gladiators who fight for fame and wealth.

When Sangwyr's raiders attack, they attempt to set animals free from these pens.

Tactical Encounter: B4. Caged Animals (page 39).

CONFRONTATION

After a string of attacks by Sangwyr's followers, Cachlain invites the PCs back to his chamber to talk about the attacks.

As soon as they arrive, read:

Sovacles commands the doors to the throne room, and they slam closed behind you. The advisor, clearly angered, yells, "The gracious king invited you into his palace, and you use trickery and deceit to compromise the security of his domain. You aid his great enemy, Sangwyr, and you plot against our brave, wise king! At every opportunity, you've allowed them into the king's domain and led them in their assault! Now, submit to imprisonment and the king might spare your lives."

If the PCs try to reason with the king and his advisor, they quickly find that logic won't work, and that Cachlain follows the irrational hatred Sovacles demonstrates for the PCs. Once the PCs become aggressive or anger Sovacles with their persistence, the advisor leads Cachlain in an attack against the PCs.

Tactical Encounter: B5. Throne Room Show-down (page 41).

This encounter leads into the climactic fight of the adventure, as the PCs and Sovacles drop into the gladiatorial arena below and face off.

Tactical Encounter: B6. Arena of Blood (page 43).

CONCLUDING THE ADVENTURE

If the PCs knocked Virizan out instead of killing him, Cachlain demands a quick execution, believing the exarch is too dangerous to be allowed to live. He absolutely refuses to let the creature leave his domain. If he has his way, the Stone-Skinned King has Virizan executed, and his remains torn apart by animals from the pens.

If the PCs convince Cachlain to let them interrogate Virizan, they find the exarch is extremely disciplined and obstinate. He would rather die than reveal any of his queen's secrets. However, he also boasts, and the PCs might learn the following about Tiamat's plans:

- ◆ No one who opposes Tiamat will be left alive when her plans come to fruition.
- ◆ She has three other (living) exarchs. Virizan is cryptic, but the PCs can figure out a few things. Tiamat usually keeps one exarch to represent each of her heads, and the PCs have now defeated both her white and green exarchs. Three more remain, each certainly involved in the war against their world.

CACHLAIN'S CHOICE

After they revealed his advisor's true motives and protected his palace, the PCs have influence over Cachlain. He comes as close to trusting them as a fomorian can. With his autonomy restored, he releases Talyrin from her prison and reinstates her as his main advisor. She vouches for the PCs, too.

Cachlain agrees that Sangwyr is a true danger. He'll ally with Inzira and her eladrin for now, and even—though it pains him to do so—allows her to take the *Seed of Winter* as a token of this alliance. The *Seed* wants to go back to Inzira (for now), and anyone else who keeps it takes the -1 concordance hit for refusing the *Seed* every day.

The king refuses to help the githyanki again, but doesn't intend to take up arms against them. Sangwyr presents a big enough threat to him that Cachlain will be preoccupied with the upstart's destruction for some time.

However, the king does have information about the githyanki strongholds, since they've been using his portals. He gives the PCs some information on a githyanki outpost in the mountains north of Elsir Vale, including a fairly detailed map on how to reach it.

INZIRA AND THE FROSTWHITE ELADRIN

To settle the specifics of the alliance, Druemmeth Goldtemple is invited to Cachlain's court. He thanks the PCs, and states that Inzira sympathizes with their alliance. If the PCs speak with her, they can persuade her to join the Coalition. She appoints Druemmeth to the council, effective once he finishes dealing with Cachlain.

BACK TO THE COALITION

Their task complete, the PCs can return to Sayre to deliver the news to the Coalition. Cachlain allows them to exit through one of his portals (and they arrive near the portal they first took to reach the Feywild). If they succeeded on either the Audience with the King skill challenge or the Release Cachlain's Mind skill challenge (in the "Throne Room Show-down" encounter), he gives them the sigil sequence so they can use Linked Portal or similar rituals to travel to his court.

SCI: THE COALITION'S LEADER

Encounter Level 15 (6,000 XP)

SETUP

After the deaths of two of its members, the Coalition's council lacks a strong leader and needs representatives for the Elsir Vale and Sayre. The PCs can nominate a candidate. Most likely, this would be Amyria. The members of the council make it clear that the PCs will not be accepted onto the council, since they are vital to combat efforts and are needed elsewhere. The candidate is selected by all the members of the council who aren't running for the seat, but the council members also listen to those they represent, so convincing the people of various regions is as important as convincing the council members themselves.

RIVAL CANDIDATES

Two major players oppose the PCs' candidate. Each time the PCs have a failure in the skill challenge, assign it as a success for one of these candidates, based on who you think would do best at the activity described. Describe how these successes benefit the rivals, to let the PCs know how their adversaries fare and where the PCs need to step up. For example, if the PCs try to speak to the people of Overlook and fail at the Diplomacy check, you might decide that many of them have jobs in Queleenna's trade organization, and give their support (and a success) to her instead.

If the PCs choose to support Eoffram or Queleenna instead of a third candidate, skip the skill challenge or do a simple (complexity 1) challenge. The PCs'

support is probably enough to carry the candidate to victory, since the two are otherwise evenly matched.

EOFFRAM TROYAS

A member of the Brindol council, the male half-elf Eoffram Troyas is outspoken and rash, and has become even more so as he hears more news of war. When speaking, he is somber, methodical, and humorless. Debate bores him, and he'd prefer to make quick, unilateral decisions than let issues get bogged down in endless chatter.

If you're playing Scales of War, Eoffram was the NPC who recruited the PCs in "Rescue at Rivenroar."

Represents: Brindol.

Motive: Though he truly seeks to do good, Eoffram believes his ideas are the only ones that matter. He's willing to sacrifice whatever he needs to if it helps end the war. A quick, decisive victory is what he believes he needs to establish his leadership and immortalize his name. Eoffram wasn't chosen to advise the Coalition, and still harbors resentment that he wasn't included.

Platform: Eoffram wants to be aggressive—to take the fight to the enemies of the Coalition. A show of force can, in his opinion, cause the enemy troops to scatter and retreat. He favors a combat crash course for citizens of all the Coalition's communities, along with recruiting mercenaries, followed by a rapid assault against the evil forces.

QUELEENNA ENTROMIEL

Since the council's inception, Queleenna has occupied a seat. Ruler of the settlement called Dornathos, she has influence over trade in several lands, and she can easily access raw materials needed for the war effort. Traders in every major settlement know her name.

FACTIONS AND COUNCIL MEMBERS

If the PCs try to sway specific settlements or members of the council to their side, special rules apply. Each faction's effect applies only for one success; after a faction has sided with them, the PCs need to find additional allies.

Brindol: Eoffram Troyas made both friends and enemies on his council. If the PCs recruit this faction, they undermine his base. Eoffram loses one success if he has any.

Overlook: The people of Overlook respect the PCs because of their previous assistance and because Kalad allied with them. PCs receive a +2 bonus to attempts to recruit this faction.

Bejam: If the PCs convinced him to join the council, this deva from Nefelus is eager to support them and gives an automatic success.

Fariex: Fariex enjoys political squabbles and especially clever ripostes. If the PCs have succeeded at any political gambits, they receive a +2 bonus to checks to recruit him.

Caliandra: The elf barbarian queen respects strength of arms. If the PCs succeed at the "Blockade" political gambit, they receive a +2 bonus to checks to recruit her. If they fail at that gambit, they take a -2 penalty instead.

Inogo: If the PCs use Religion to recruit Inogo, they gain a +2 bonus to the skill check.

Odos: The githzerai leader isn't interested in these political games and wants the selection process to be over with. If the PCs are far ahead when they attempt to recruit Odos, they receive a +2 bonus to the checks.

She's an expert at arranging deals, especially when time is tight, and some say she'll even use bribes if it will help her.

Represents: Dornaiathos, a major trade city.

Motive: Quelenna want Dornaiathos's fortunes to continue, and she thinks running the war council is a way to make herself more prominent and secure better deals for Dornaiathos to provide war materiel.

Platform: Two words encapsulate Quelenna's proposal: caution and commerce. Quelenna believes—and makes this belief widely known—that the war won't last long, and that the free cities can weather the storm once the githyanki assault runs out of steam. She encourages a defensive posture and argues that building up the defenses of the cities is best for now and for the future. Of course, Dornaiathos is happy to provide the materials and expertise to build these fortifications.

The Coalition's Leader Skill Challenge

Level 15
XP 6,000

Your actions determine whether your candidate becomes the leader of the Coalition.

The PCs argue for their candidate, try to gather support, rebut the arguments of the other candidates, and train their candidate to be a better leader. Most checks in this challenge take one or more days to resolve, so the challenge takes up a bit of time.

Complexity

5 (requires 12 successes before 3 failures). *Special:* When the PCs gain a failure, assign it as a success to one of the rival candidates (whichever is most likely to benefit from the PCs' failure on that specific task). The PCs lose the challenge only if a single rival gains 3 successes. Consequently, they can have more than 3 total failures.

Primary Skills

Diplomacy, History, Religion, Streetwise.

Other Skills

Bluff, Streetwise.

Victory

The NPC nominated by the PCs is chosen to lead the war council.

Defeat

When a rival achieves three successes (in other words, three of the PCs' failures are assigned to that rival), that rival is chosen as the leader of the war council.

Special

If the PCs have developed especially favorable relations with members of the council, or leaders in regions of the coalition, give them one automatic success (total, not per person/region) to represent the support of those individuals.

Bluff

DC 18 (no successes)

By misrepresenting the number of influential people supporting their candidate, the PCs sow doubt in the competition. The next political gambit (see below) has its DC reduced by 5.

Diplomacy

DC 18 (1 success, no maximum successes)

The PC speaks to common people, convincing them to urge their leaders to support the PCs' candidate.

Diplomacy

DC 23 (1 success, maximum 1 success)

Eoffram Troyas seeks both the Elsir Vale seat and the leadership. If the PCs' candidate seeks only the Sayre seat and leadership,

Eoffram fights less ardently since the Elsir Vale seat will likely go to him. A PC attempting this check gains a bonus equal to the number of successes the PCs have.

History DC 18 (1 success, maximum 2 successes)

The PCs use their knowledge of historical warfare to coach their candidate on lessons to be learned from past battles, so the candidate can look more knowledgeable about the art of war.

Insight DC 18 (1 success, maximum 2 successes—one per rival)

The PC watches one of the rival candidates speak and figures out some of that candidate's true motives. This also gives a +2 bonus to all checks during the next event (see below) triggered by that rival.

Religion DC 18 (1 success, maximum 1 success)

By encouraging their candidate to show religious devotion, the PCs gain the backing of many religious leaders in various regions.

Streetwise DC 23 (1 success, maximum 1 success)

The PC finds out that Quelenna Entromiel has been bribing officials to secure their support. Exposing her also removes 1 success from her tally, if she has any.

Streetwise DC 11 (no successes)

By gathering or spreading rumors, the PC find ways to undermine a rival's support base. The next ally who makes a skill check in this challenge gains a +5 bonus.

POLITICAL GAMBITS

The PCs' rivals aren't passive in this challenge. The following political events can happen during the course of the challenge, and give Eoffram and Quelenna opportunities to gain successes for themselves (bringing the PCs closer to defeat). Each gambit can appear after the PCs have a certain number of successes, and an entry mentions in what range it should appear. For example, "The Blockade" can occur when the PCs have 2, 3, or 4 successes, and the PCs choose whether to forgo actions when you announce that event occurs.

THE BLOCKADE

Occurs when the PCs have 2-4 successes.

A group of hobgoblins seize a road used by the Elsir Consortium and prevent the flow of goods. Quelenna uses this as evidence that trade is vital to the war, and she intends to make sure resources move through it.

Effect: Any number of PCs can skip their next skill checks to travel out and try to break the blockade. One of the PCs makes a d20 roll, with a +5 bonus for each PC participating. The DC is 17.

Victory: The PCs break the blockade, but gain no successes.

Defeat: Quelenna's mercenaries break the blockade, and she gains one success.

RAID ON BRINDOL

Occurs when the PCs have 4-7 successes.

A stealth raid by hobgoblins against Brindol is easily foiled by the city's guards. Eoffram claims this shows that the evil forces can be defeated easily, but the details of his story don't add up.

Effect: One or two PCs can skip their next action in the skill challenge to instead investigate the evidence of this raid. Each PC makes one DC 23 Perception check and one DC 23 Streetwise check. If one PC is sent, it requires a success on both checks, if two are sent, they must succeed at a total of 3 or more.

Victory: The PCs reveal that the severity of the raid was greatly exaggerated, and there's no evidence that the hobgoblins were even associated with the githyanki.

Defeat: Eoffram's views appear more credible, and he gains 1 success.

ACCUSATION

Occurs when the PCs have 7-9 successes.

Quelenna uses her connections to find out about the PCs' wealth, acquired from their various adventures, and uses this evidence to claim that the PCs have only their own profit in mind. Claiming the PCs are biased, she contends that the PCs want only a pawn who can send them to the lands with the most riches.

Effect: Each PC has to defend his or her motives.

Victory: The PCs convince all present that their efforts are noble and intended for the greater defense of the world. Their backing of Amyria carries even more weight, and one PC gains a +2 bonus on the next skill check made during the skill challenge.

Defeat: If at least one PC fails, Quelenna gains a success. If more than half fail, the PCs also lose one success when someone they had already brought to their side reneges to support Quelenna instead.

CHANGING SIDES

Occurs when the PCs have 8 or more successes.

Once the PCs are close to victory, one of the other candidates might switch sides and come to the aid of the PCs. (You might choose to have a rival switch just after his or her second political gambit fails.)

Effect: If either rival has fewer successes than the other, he or she joins the PCs' cause and says that the PCs' candidate speaks for his or her people. This gives the PCs one success and removes a candidate from contention. The rival gains or retains a seat on the war council in any case.

FALSE COMMANDS

Occurs when the PCs have 9-11 successes.

Desperate to prove his plan's viability, Eoffram sends out false orders to three cities, commanding them to raise civilian armies and strike back at the invaders.

Effect: Up to three PCs can forgo their next skill checks to instead try to prevent the messages from being acted on. Each PC can attempt a DC 18 Endurance check to catch the messenger, or a DC 18 Diplomacy check to convince the leaders of the city to ignore the orders. The PCs fail if they commit fewer than three of their members (adjust the number if you have fewer than three players).

Victory: If all PCs succeeded, they prevent Eoffram's plan from working and likely save some lives.

Defeat: Eoffram denies responsibility for the orders, claiming that the people demand this course of action. He must be given control or the war effort is doomed to failure. He gains one success.

AI: SLAY THE SLAVERS

Encounter Level 16 (7,600 XP)

SETUP

2 cyclops crushers (C)

2 cyclops slavers (S)

1 stone golem (G)

The PCs go down a narrow set of stairs that leads to a large room where water drains from the ruins above.

When they look into the room, read:

Ahead is a room built with white stone brick. Deep channels built into the floor carry water out, away from the room, and you hear a steady flow of water to the south.

2 Cyclops Crushers (C)		Level 14 Brute
Large fey humanoid		XP 1,000
Initiative +12	Senses Perception +16; truesight 6	
HP 171; Bloodied 85		
AC 26; Fortitude 27, Reflex 26, Will 25		
Speed 8		
⚔ Spiked Greatclub (standard; at-will) ♦ Weapon		
Reach 2; +17 vs. AC; 2d10 + 8 damage.		
👁 Evil Eye (minor 1/round; at-will)		
Ranged sight; targets a creature the cyclops crusher has hit with a melee attack during this round; the target takes a -2 penalty to attack rolls and all defenses until the end of the encounter or until the crusher uses evil eye against a different target.		
⚡ Tremor Smash (standard; recharge ⏳ ⏳) ♦ Weapon		
Close blast 2; +17 vs. AC; 2d12 + 8 damage, and the target is knocked prone.		
Alignment Unaligned	Languages Elven	
Skills Athletics +18		
Str 23 (+13)	Dex 20 (+12)	Wis 19 (+11)
Con 21 (+12)	Int 10 (+7)	Cha 11 (+7)
Equipment scale armor, greatclub		

In the room sit four cyclopes, who all appear to be relaxing. Two have giant wooden clubs, and the other two have nets attached to their belts and spears slung across their backs. Near the entrance, a stone golem stands perfectly still.

Surprise

The PCs can try to gain surprise. The PC with the lowest bonus rolls a Stealth check opposed by the slavers' passive Perception checks (26 is the highest). The PCs have surprise if no enemies detect them.

2 Cyclops Slavers (S)		Level 15 Controller
Large fey humanoid		XP 1,200 each
Initiative +14	Senses Perception +15; truesight	
HP 149; Bloodied 74		
AC 29; Fortitude 27, Reflex 29, Will 25		
Speed 7		
⚔ Spear (standard; at-will) ♦ Weapon		
Reach 2; +20 vs. AC; 2d10 + 4 damage.		
🗡 Shuriken (standard; at-will) ♦ Weapon		
Ranged 6/12; +20 vs. AC; 2d6 + 4 damage.		
👁 Evil Eye (minor 1/round; at-will) ♦ Sleep		
Ranged sight; the target takes a -2 penalty to attack rolls against the cyclops slaver until the end of the encounter or until the slaver uses evil eye against a different target.		
🕸 Barbed Net (standard; requires net; recharge ⏳ ⏳ ⏳) ♦ Weapon		
Close blast 4; +19 vs. Reflex; 1d10 + 6 damage, and the target is restrained and takes ongoing 10 damage (save ends both).		
💤 Sleep Powder Flask (standard; encounter) ♦ Sleep		
Area burst 1 within 10; +19 vs. Fortitude; the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is knocked unconscious instead of slowed (save ends).		
Alignment Unaligned	Languages Elven	
Skills Stealth +19		
Str 20 (+12)	Dex 24 (+14)	Wis 17 (+10)
Con 21 (+12)	Int 11 (+7)	Cha 10 (+7)
Equipment leather armor, spear, 3 nets, 10 shuriken, 1 sleep powder flask		

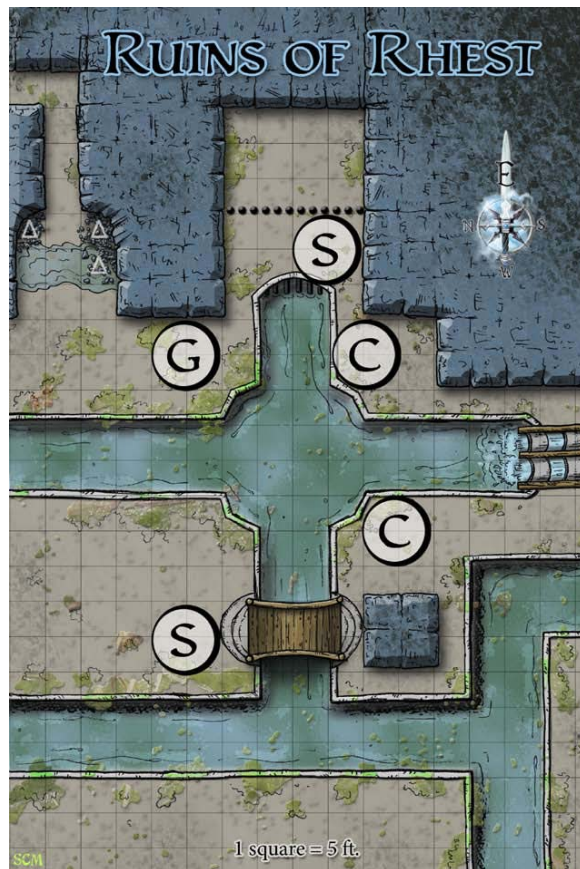
Dungeoneering Check

DC 18: This room looks newer than the surrounding ruins. Judging from the way water falls into the room, it appears the room was built to drain the swampy water away from the ruins, perhaps so they could be made livable once again. The construction uses dwarven methods, and the room was clearly not constructed by cyclopes or other fey.

When the PCs see the people imprisoned behind the portcullis, read:

An iron portcullis blocks off a dead-end tunnel. Inside are several humans, dwarves, and other residents of the Elsir Vale. When they see you, they shout at you, begging for help.

Stone Golem (G)		Level 17 Elite Soldier
Large natural animate (construct)		XP 3,200
Initiative +8	Senses Perception +7; darkvision	
HP 336; Bloodied 168; see also death burst		
AC 33; Fortitude 33, Reflex 24, Will 24		
Immune disease, poison, sleep		
Saving Throws +2		
Speed 6; can't shift		
Action Points 1		
⚔ Slam (standard; at-will)		
Reach 2; +23 vs. AC; 3d6 + 7 damage, and the target is pushed 1 square and dazed (save ends).		
⚔ Double Attack (standard; at-will)		
The stone golem makes two slam attacks.		
⚔ Golem Rampage (standard; ⏳ recharge ⏳ ⏳ ⏳)		
The stone golem moves its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.		
⚡ Death Burst (when reduced to 0 hit points)		
The stone golem explodes in a burst of jagged stones.		
Close burst 1; +23 vs. AC; 2d6 + 7 damage, and the space it occupied is difficult terrain until cleared.		
Alignment Unaligned	Languages –	
Str 24 (+15)	Dex 7 (+6)	Wis 8 (+7)
Con 24 (+15)	Int 3 (+4)	Cha 3 (+4)



TACTICS

The slavers' main goal is preventing the loss of any of the slaves they've just collected. All the cyclopes attack anyone who moves close to the portcullis. This room has a narrow entryway, so it's possible to let the fight stagnate if you create a bottleneck there. Give the PCs a good chance to move into the larger room. Of the enemies, only the golem is likely to move toward the entryway.

Cyclops Crushers: The crushers move into position to guard the slaves' cell, moving into the water if necessary. They use their bulk to block passage and attack with *tremor smash* to keep enemies from going where they want. If they act before the PCs, the crushers move into position, then ready an action to attack anyone who comes into reach.

Cyclops Slavers: The slavers use shuriken and their *evil eye* powers to keep enemies at bay. They move in if multiple enemies are clustered together and toss barbed nets on the foes to entangle them. Each slaver has one flask filled with powder that induces sleep, and they use these expensive items sparingly. They wait until the battle is going poorly before they throw their flasks. The slavers are in command and can order allies to move away from the PCs to make it easier to throw nets over them.

Stone Golem: The golem follows the slavers' orders and tries to keep the PCs away from the slavers and the prisoners. It flanks with one of the crushers. When all the PCs have spread out, or when one of the cyclopes is reduced to 0 hit points, the golem uses *golem rampage* to hurt as many PCs as it can. The slavers direct the golem to use its slam attack to knock PCs into the water. Remember that the stone golem's slam attack can't push a creature if it's used during *golem rampage*.

FEATURES OF THE AREA

Illumination: Several braziers throughout the room provide bright light.

Rubble: The rubble near the entrance is difficult terrain.

Water: The water in constructed channels is 5 feet deep, so PCs need to swim, (DC 10 Athletics). The monsters are tall enough that they can walk through the water in the channels, but they treat it as difficult terrain. The pool near the entrance is shallow, but it counts as difficult terrain.

Portcullis: Prisoners from the Elsir Vale are trapped in a small room behind a well-crafted portcullis. It requires a DC 28 Strength check to force open, and it has AC 4, Reflex 4, Fortitude 12; hp 120. One of the cyclops slavers (of your choice) carries the key.

Walls: The walls are smooth stone, requiring a DC 20 Athletics check to climb.

Treasure: The PCs receive a map and a ritual scroll that let them locate and access a portal near the ruins.

A2: SKY SHAPER'S GROVE

Encounter Level 17 (9,800 XP)

SETUP

2 firbolg ghostravens (G)

2 shadow snakes (S)

As the PCs appear in this grove after traveling through the portal from the Elsir Vale, read:

You are surrounded by a circle of tall, columnar stones. A ring of glowing runes encircles them, and then it dims after you arrive. You're in a verdant grove in the Feywild, and a vibrant moon hangs in the sky above the tops of the tall, ancient trees. A bit to the west is a steep cliff. A cave mouth is directly across from you, and two enormous doors made of entwined wood and vines span the tunnel, which is just inside the cave mouth.

The firbolg hunting party wants to surprise the PCs, so roll a Stealth check against the highest passive Perception of the party to determine surprise. Use the lowest bonus among the enemies (the firbolgs' +19). The PCs can't surprise the firbolgs, since the firbolgs know they're coming and the portal doesn't allow for a stealthy entry.

When the PCs see their enemies, read:

You see two humanoids, each about 12 feet tall. They wear headdresses crafted to look like crows and carry enormous picks with the same motifs. Near them, you can barely make out two snakes, each of which has two heads and is made of solid shadow.

2 Firbolg Ghostravens (G)	Level 16 Elite Lurker	
Large fey humanoid	XP 2,800 each	
Initiative +18	Senses Perception +18; low-light vision	
HP 236; Bloodied 118		
Regeneration 5		
AC 30; Fortitude 28, Reflex 29, Will 28		
Vulnerable necrotic (if the firbolg ghostraven takes necrotic damage, its regeneration does not function on its next turn)		
Saving Throws +2 (+4 against charm effects, immobilized, restrained, and slowed)		
Speed 8		
Action Points 1		
⊕ Heavy War Pick (standard; at-will) ♦ Weapon		
Reach 2; +21 vs. AC; 1d12 + 7 damage (crit 2d12 + 19).		
⊕ Double Attack (standard; at-will)		
The firbolg ghostraven makes two heavy war pick attacks. If the ghostraven hits two targets with the attacks, one of the targets of the ghostraven's choice is blinded (save ends).		
☞ Moonfire (minor 1/round; recharge ⓂⓂⓂ)		
Ranged 10; +19 vs. Will; until the end of the firbolg ghostraven's next turn, the target cannot benefit from invisibility or concealment.		
Ghostraven Form (minor; at-will) ♦ Polymorph		
Until the firbolg ghostraven attacks, it gains insubstantial and phasing and gains a fly (clumsy) speed equal to its walk speed. While in dim light or darkness, it has concealment while in this form.		
Ghostraven Strike		
When the firbolg ghostraven hits a target that couldn't see the ghostraven at the start of the ghostraven's turn, the attack deals 2d8 extra damage.		
Hunter's Flight		
A firbolg ghostraven doesn't provoke opportunity attacks while jumping or when moving at half speed while flying.		
Alignment Unaligned	Languages Common, Elven	
Skills Athletics +18, Nature +18, Stealth +19		
Str 20 (+13)	Dex 23 (+14)	Wis 21 (+13)
Con 17 (+11)	Int 13 (+9)	Cha 15 (+10)
Equipment leather armor, raven helmet, heavy war pick		

2 Shadow Snakes (S)	Level 16 Skirmisher	
Large shadow beast (reptile)	XP 1,400 each	
Initiative +17	Senses Perception +13; darkvision	
HP 158; Bloodied 79		
AC 30; Fortitude 28, Reflex 29, Will 27		
Resist 10 poison		
Speed 7, climb 7; see also <i>shifting shadowstrike</i>		
⊕ Bite (standard; at-will) ♦ Poison		
Reach 2; +21 vs. AC; 2d6 + 7 damage, and ongoing 10 poison damage (save ends).		
⊕ Double Attack (standard; at-will) ♦ Poison		
The shadow snake makes two bite attacks and shifts 1 square before, between, or after the attacks.		
⊕ Shifting Shadowstrike (standard; encounter) ♦ Poison		
The shadow snake shifts 7 squares and makes a bite attack against two different targets at any point during its move.		
Vanish into the Night (standard; encounter)		
The shadow snake gains the insubstantial and phasing qualities, and is invisible in dim light, until the end of its next turn.		
Alignment Evil	Languages –	
Skills Stealth +20		
Str 20 (+13)	Dex 25 (+15)	Wis 10 (+8)
Con 22 (+14)	Int 4 (+5)	Cha 20 (+13)

TACTICS

Between cover from the trees and concealment from the darkness, it can be difficult to find (and hit) enemies in this fight. The hunters take advantage of the terrain and lighting.

Firbolg Ghostravens: The firbolgs are silent throughout this encounter, never letting out more than a grunt of pain. They test the PCs by making a few bad moves, such as provoking opportunity attacks when they don't need to, to see if the PCs are worthy opponents. An Insight check (DC 20) reveals that they are testing the PCs and not fighting as aggressively as they could. If a firbolg is killed, the other retreats when it is low on hit points, rather than facing an unnecessary death.

By using *ghostraven strike*, the firbolgs use the darkness to the fullest. Though it can attack, then

Sway the Sky Shaper
 Skill Challenge

Level 16
 XP 1,400

A rumbling voice thunders through the sky. “You fight in my domain, do you? Fine, then. Entertain me.” You quickly realize this must be the Sky Shaper, the archfey Calindra told you about.

The PCs can try to sway the Sky Shaper to their side, causing him to make his domain sunny to disadvantage the firbolgs. As the PCs gain successes, the sky gets lighter, and it darkens again if they fail. Each PC can contribute once per round. Most attempts require a minor action, but a character who makes an Acrobatics check for a different reason can count that check for the challenge, and Arcana, History, and Insight checks are all free actions.

Complexity

1 (requires 4 successes before 3 failures).

Primary Skills

Acrobatics, Bluff, Nature.

Other Skills

Arcana, History, Insight.

Victory

The Sky Shaper decides to side with the PCs and alters the sky in this domain: The area is filled with bright light, and each enemy takes 5 necrotic damage at the start of each of its turns.

Defeat

The Sky Shaper supports the firbolgs and alters the sky in this domain: The area remains in dim light, and all light sources that normally create bright light produce dim light instead. In addition, until only one enemy remains, a random enemy becomes invisible at the start of each round of combat, and remains so until the start of the next round.

Inaction

If a round passes without any PC attempting a check on the skill challenge, the PCs gain 1 failure. Tell the players about this effect when the encounter begins.

immediately use *ghostraven strike*, it leaves a window to see if the PCs capitalize on the poor tactical decision.

The firbolgs fight to subdue, not to kill. A PC knocked unconscious by a firbolg doesn’t make death saving throws.

Shadow Snakes: Unlike the firbolgs, snakes fight on bestial instinct and do attempt to kill PCs. Using trees and standing stones to gain cover, the snakes attempt to hide as often as they can. They are

Critical Hit (1 success, no maximum successes) A successful critical hit gives 1 success (if a PC scored the crit) or 1 failure (if an enemy scored the crit).

Whenever a creature scores a critical hit, the Sky Shaper chortles with glee and rewards that creature.

Fey Pacts (1 success, maximum 1 success per character) Only a creature of the fey origin (such as a gnome or eladrin) or a fey pact warlock can take this action.

The PC invokes a pact the Sky Shaper made with fey races in times past.

Acrobatics

DC 13 (1 success, maximum 2 successes)

The Sky Shaper is easily amused by acrobatic antics.

Arcana

DC 20 (no successes)

The PC searches his or her memory for details about the Sky Shaper and reveals something about the archfey’s behavior. Reveal the Sky Shaper’s love for acrobatics and compliments.

Bluff

DC 13 (1 success, no maximum successes)

By flattering the Sky Shaper with compliments, the PC gains his favor.

History

DC 20 (no successes)

The PC remembers that the Sky Shaper made pacts with fey. Reveal the conditions of the “Fey Pacts” entry.

Insight

DC 13 (no successes)

Figuring out the Sky Shaper’s tastes, the PC learns one type of action the Sky Shaper is fond of. Reveal one of the primary skills for this skill challenge.

Nature

DC 20 (1 success, no maximum successes)

The PC recognizes how the Sky Shaper has reshaped the terrain here and displays this knowledge, impressing the archfey.

extremely aggressive, unless the Sky Shaper transforms the environment to daylight, in which case they fight while retreating into the trees away from the center of the grove.

FEATURES OF THE AREA

Illumination: Begins in dim light. See the “Sway the Sky Shaper” skill challenge.



Trees: The small (1 square) trees provide cover to anyone who stands in their spaces. The larger trees (3 squares across) have a wider trunk, which is blocking terrain. The rest of these trees provide cover.

Doors: The doors aren’t locked and can be opened easily. If this happens, combine the next encounter, “A3. Firbolg Cave” with this one.

Thorn Bushes: The thorn bushes are difficult terrain, and any creature moving into them or starting its turn in them takes 5 damage.

Statue: This stone statue represents a wolflike hound. A creature standing in the statue’s space gains cover.

Difficult terrain: The puddle, clusters of rocks, and fallen tree are difficult terrain.

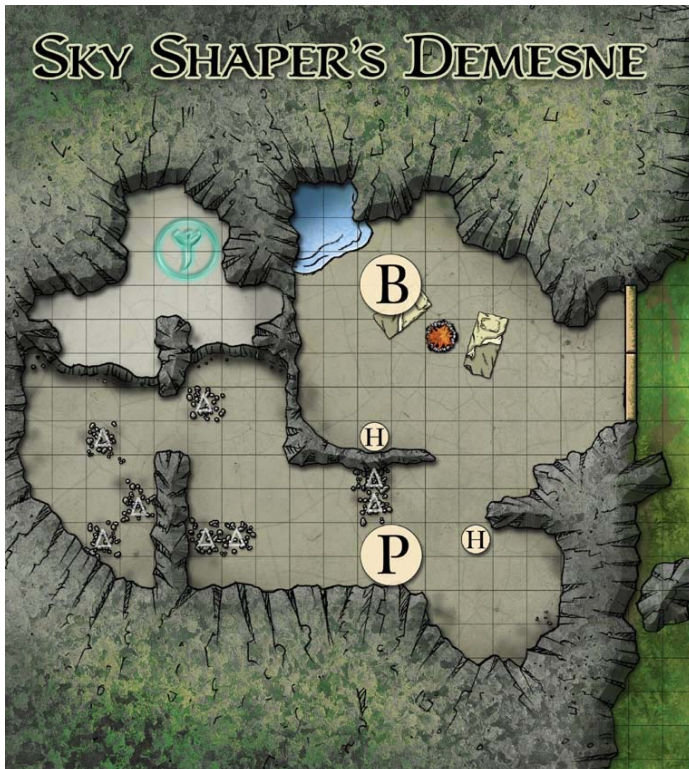
A3: FIRBOLG CAVE

Encounter Level 17 (8,400 XP)

SETUP

- 1 firbolg bloodbear (B)
- 2 portal hounds (H)
- Pyradan, firbolg dusk harrier (P)

This encounter is connected to “A2. Sky Shaper’s Grove,” and it might even be combined with that encounter if the PCs go through the door into the cave before the previous battle is over.



When a PC enters the cave, read:

Inside this cave you see a blazing campfire surrounded by bedding. In the back of the cave, you can see a constructed wall made of large, natural stones.

When a PC sees the cliff in the back of the cave, read:

A 10-foot-tall cliff rises up in front of you, with a shaft of solid stone separating it into two sections. Atop the cliff, you see that a soft blue light shining from the floor illuminates the ceiling and walls above it.

When Pyradan joins the fight, read:

A firbolg carrying two spears, one of which has a hooked point, faces you. For the first time since you first encountered these firbolgs, one speaks. He says, “It appears you are worthy to fight. And now that we know you’re a challenge, it will bring us great glory when we capture you for the Daughter of Frostwhite Forest. Introduce yourselves so we might fight as warriors. I am Pyradan, and the fury of the Wild Hunt runs through my veins.”

Arcana Check

A character who sees the magic circle on top of the cliff, or sees another creature using the circle, can make this check.

DC 18: This magic circle grants clairvoyance, allowing anyone inside it to see nearby areas despite any obstacles in the way.

TACTICS

The firbolgs and their trained hounds attempt to subdue the PCs. If one of the creatures reduces a PC to 0 hit points or fewer, it knocks the PC unconscious, and the PC doesn’t make death saving throws.

Portal Hounds: These animals are well-trained hunting companions, and they take orders from Pyradan. Their main purpose is to drag creatures that remain outside the cave into the cave using their teleportation powers.

Firbolg Bloodbear: With its huge damage output, the bloodbear is in charge of beating enemies to a pulp until they’ve been subdued. It singles out one target at a time, and it especially likes to attack defenders. Facing the bloodbear when it’s in its bear berserker form can be dangerous, and there’s a chance it will try to kill its opponents while it’s berserk.

Pyradan: Preferring to fight in melee alongside allies, Pyradan keeps his enemies contained by sliding them with his hooked spear, trapping them in flanked positions. He taunts his enemies, but respects them if they fight bravely and competently.

FEATURES OF THE AREA

Illumination: Dim light in most areas, but the biggest room is lit with bright light from a campfire.

Campfire: Any creature that enters or starts its turn in the campfire takes 2d8 fire damage.

Water: Fresh water wells up in this cave from a spring. The water is difficult terrain.

Rocks: Piles of rock are difficult terrain.

Cliff: The cliff that leads up to the magic circle is 10 feet tall (2 squares) and requires a DC 15 Athletics check to climb.

Firbolg Bloodbear (B)	Level 15 Elite Brute
Large fey humanoid	XP 2,400
Initiative +12 Senses Perception +18; low-light vision	
HP 240; Bloodied 120; see also <i>bloodbear form</i>	
Regeneration 5 (10 while in <i>bloodbear form</i>)	
AC 27; Fortitude 28, Reflex 25, Will 28	
Vulnerable necrotic (if the firbolg bloodbear takes necrotic damage, its regeneration does not function on its next turn)	
Saving Throws +2 (+4 against charm effects, immobilized, restrained, and slowed)	
Speed 8	
Action Points 1	
⊕ Slam (standard; at-will)	
Reach 2; +18 vs. AC; 2d8 + 9 damage.	
⊕ Claw (standard; usable only while in bloodbear form; at-will)	
Reach 2; +18 vs. AC; 2d12 + 9 damage.	
⊕ Double Attack (standard; at-will)	
The firbolg bloodbear makes two melee basic attacks. If the bloodbear hits with both attacks, it makes a secondary attack against the target. <i>Secondary Attack</i> : +17 vs. Fortitude; the target is grabbed.	
⊕ Bloodbear Maul (standard; recharges when bloodied)	
Reach 2; targets a creature grabbed by the firbolg bloodbear; no attack roll; 4d10 + 9 damage, and if the bloodbear is in bloodbear form, it makes a bite attack against the target as a free action.	
⊕ Bite (standard; usable only while in bloodbear form; at-will)	
+18 vs. AC; 3d12 + 9 damage, and if the target is granting combat advantage to the firbolg bloodbear, the target takes ongoing 10 damage (save ends).	
↘ Moonfire (minor; recharge ☹☹☹)	
Ranged 10; +15 vs. Will; until the end of the firbolg bloodbear's next turn, the target cannot benefit from invisibility or concealment.	
Bloodbear Form (when first bloodied; encounter) ◆ Healing, Polymorph	
The firbolg bloodbear takes the form of a humanoid-bear hybrid. It regains all its hit points, gains regeneration 10, and gains bite and claw attacks. When the bloodbear is bloodied a second time, it reverts to its normal form until the end of the encounter.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +19, Intimidate +13, Nature +18	
Str 24 (+14)	Dex 20 (+12) Wis 22 (+13)
Con 20 (+12)	Int 12 (+8) Cha 13 (+8)
Equipment hide armor, bear helmet	

Pyradan, Firbolg Dusk Harrier (P)	Level 17 Elite Skirmisher
Large fey humanoid	XP 3,200
Initiative +17 Senses Perception +17; low-light vision	
HP 322; Bloodied 161	
Regeneration 5	
AC 31; Fortitude 29, Reflex 30, Will 27	
Vulnerable necrotic (if Pyradan takes necrotic damage, his regeneration doesn't function on his next turn)	
Saving Throws +2; +4 against charm effects, immobilized, restrained, and slowed	
Speed 8	
Action Points 1	
⊕ Spear (standard; at-will) ◆ Weapon	
Reach 2; +22 vs. AC; 2d10 + 5 damage.	
⊗ Javelin (standard; at-will) ◆ Weapon	
Ranged 10/20; +22 vs. AC; 2d8 + 5 damage.	
⊕ Double Attack (standard; at-will)	
Pyradan makes two spear attacks, and slides one hit target 1 square. Pyradan then shifts 3 squares.	
↘ Moonfire (minor 1/round; recharge ☹☹☹☹)	
Ranged 10; +20 vs. Will; until the end of Pyradan's next turn, the target cannot benefit from invisibility or concealment, and Pyradan gains combat advantage to the target.	
↖ Forest of Spears (standard; recharges when first bloodied) ◆ Weapon	
Close burst 2; targets enemies; +22 vs. AC; 2d10 + 5 damage, and the target is either slowed or takes ongoing 10 damage (save ends both). On a critical hit, the target takes both effects.	
Deadly Flanker	
When an ally flanks with Pyradan, that ally deals 1d8 extra damage with attacks against the flanked creature.	
Harrier's Flank (immediate reaction, when an ally moves adjacent to a creature within 2 squares of Pyradan; at-will)	
Pyradan shifts 2 squares. He must end this shift in a flanking position with the ally who triggered this power.	
Alignment Unaligned	Languages Common, Elven
Skills Acrobatics +19, Athletics +20, Intimidate +15, Nature +17	
Str 22 (+14)	Dex 25 (+15) Wis 18 (+12)
Con 17 (+11)	Int 13 (+9) Cha 15 (+10)
Equipment hide armor, 2 spears, 4 javelins	

2 Portal Hounds (H)	Level 16 Controller
Medium fey beast	XP 1,400 each
Initiative +15 Senses Perception +21; low-light vision	
Portal Aura (Teleportation) aura 2; when an enemy starts its turn within the aura, the portal hound can teleport that creature to a different square within the aura.	
HP 150; Bloodied 75	
AC 30; Fortitude 26, Reflex 30, Will 28	
Speed 7, teleport 7	
⊕ Bite (standard; at-will)	
+21 vs. AC; 2d8 + 7 damage.	
⊕ Dimensional Jaws (standard; at-will) ◆ Teleportation	
+21 vs. AC; 2d8 + 7 damage, and the portal hound makes a secondary attack against the same target. <i>Secondary Attack</i> : +22 vs. Will; the target is teleported 10 squares.	
↖ Portal Walk (move; encounter) ◆ Teleportation	
The portal hound attacks, then teleports itself to a square within 10 of it; close burst 1; +21 vs. Will; the target is teleported into a square adjacent to the portal hound, after the hound teleports.	
Alignment Unaligned	Languages –
Str 16 (+11)	Dex 24 (+15) Wis 21 (+13)
Con 14 (+10)	Int 5 (+5) Cha 19 (+12)

Magic Circle: A creature inside the circle can see the domain around the firbolgs. That creature has line of sight to all other squares in the cave and outside as far as the hound statue (see “A2. Sky Shaper's Grove” above). This does not give line of effect, but it does allow the creature to ignore concealment, and to see any creatures, including hidden creatures, in the area.

Doors: The doors aren't locked and can be opened easily. Most likely, they're already open when this encounter begins.

A4: BATTLE CAMP RAID

Encounter Level 15 (6,600 XP)

SETUP

2 night hags (H)

3 rakshasa archers (R)

1 troll vinespeaker (T)

While the PCs are finalizing their agreement with Druemmeth Goldtemple, the sound of clashing blades and shouts of alarm echo from a distant part of the camp. All the monsters are attempting to hide, so make Stealth checks for each group. The monsters, NPCs, and PCs roll initiative.

When a PC looks outside, read:

Though the sounds of battle come from far across the camp, you see a few eladrin bodies much closer. The bodies are peppered with arrows or flayed with hundreds of tiny cuts.

If a PC's passive Perception check beat a monster's Stealth check, point out the location where the PC sees movement in the trees.

When a PC sees the troll vinespeaker, read:

You see a troll with thorny vines wrapped around its arms and chest. It chants as it lashes out with magical rays formed of razor-sharp brambles.

SILHOUETTED TARGETS

At the start of the fight, a glowing silver sigil illuminates Druemmeth's tent, casting silhouettes. This allows the rakshasa archers outside to shoot at the

3 Rakshasa Archers (R)	Level 15 Artillery
Medium natural humanoid	XP 1,200 each
Initiative +13	Senses Perception +16; low-light vision
HP 110; Bloodied 55	
AC 28; Fortitude 24, Reflex 26, Will 25	
Speed 6	
⊕ Claw (standard; at-will)	
+19 vs. AC; 1d8 + 3 damage.	
⊗ Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +20 vs. AC; 1d10 + 5 damage.	
↘ Double Attack (standard; at-will) ♦ Weapon	
The rakshasa archer makes two longbow attacks against a single target or against two targets within 3 squares of one another.	
↘ Ghost Arrow (standard; \$recharge ☹☹☹) ♦ Necrotic, Weapon	
Requires longbow; ranged 20/40; +20 vs. Reflex; 1d10 + 5 necrotic damage, and the target cannot spend healing surges (save ends).	
Deceptive Veil (minor; at-will) ♦ Illusion	
The rakshasa archer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.	
Alignment Evil	Languages Common
Skills Bluff +14, Intimidate +14	
Str 17 (+10)	Dex 20 (+12) Wis 18 (+11)
Con 14 (+9)	Int 12 (+8) Cha 14 (+9)
Equipment longbow, quiver of 30 arrows	

PCs and NPCs through the tent (which does provide cover). With his first minor action, Druemmeth dims the sigil, ending this effect.

TACTICS

The monsters start off by going after Druemmeth, but focus on the PCs once they become more dangerous. They also attack anyone who gets in their way, so the eladrin winter blades and PCs can soak up some attacks to keep Druemmeth from dropping. The hags and rakshasas are in their natural forms.

Troll Vinespeaker: The troll is the leader of this band. It waits until multiple allies are bloodied before using *chant of power*.

2 Night Hags (H)	Level 14 Lurker
Medium fey humanoid	XP 1,000 each
Initiative +15	Senses Perception +10; darkvision
Shroud of Night aura 5; bright light within the aura is reduced to dim light, and dim light becomes darkness.	
HP 109; Bloodied 54	
AC 27; Fortitude 28, Reflex 26, Will 26	
Speed 8	
⊕ Claw (standard; at-will)	
+19 vs. AC; 1d6 + 6 damage. If the night hag has combat advantage against the target, the target is also stunned (save ends).	
⊕ Dream Haunting (standard; at-will) ♦ Psychic	
The night hag moves into a stunned or unconscious creature's space and makes an attack against it; +18 vs. Will; 3d6 + 4 psychic damage, and the night hag disappears into the target's mind. While in this state, the night hag is removed from play and does nothing on subsequent turns except deal 3d6 + 4 psychic damage to the target (no attack roll required). As long as the target remains stunned or unconscious, the night hag can't be attacked. When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.	
↙ Wave of Sleep (standard; recharge ☹☹) ♦ Psychic, Sleep	
Close blast 5; +17 vs. Will; 1d8 + 3 psychic damage, and the target is dazed (save ends). <i>First Failed Saving Throw:</i> The target falls unconscious (no save).	
Change Shape (minor; at-will) ♦ Polymorph	
A night hag can alter its physical form to appear as an old crone of any Medium humanoid race (see Change Shape, <i>Monster Manual</i> , page 280).	
Alignment Evil	Languages Common, Elven
Skills Arcana +14, Bluff +16, Intimidate +16, Stealth +16	
Str 22 (+13)	Dex 18 (+11) Wis 17 (+10)
Con 19 (+11)	Int 14 (+9) Cha 18 (+11)

Night Hags: The hags try to drop Druemmeth, and they take turns using claw attacks and *wave of sleep*. They intend to set up Druemmeth for *dream haunting*.

Rakshasa Archers: After each attack, the rakshasas try to hide if they can. They spread out their attacks, and save *ghost arrow* attacks for PCs.

Troll Vinespeaker (T) Level 14 Controller

Large natural humanoid XP 1,000

Initiative +10 **Senses** Perception +13

HP 142; **Bloodied** 71; see also *troll healing*
Regeneration 10

AC 28; **Fortitude** 26, **Reflex** 23, **Will** 21

Vulnerable acid or fire (if the troll vinespeaker takes acid or fire damage, its regeneration does not function until the end of its next turn)

Speed 8

 ⊕ **Claw** (standard; at-will)

Reach 2; +19 vs. AC; 2d6 + 7 damage.

 † **Frenzied Strike** (free, when the troll vinespeaker's attack bloodies an enemy; at-will)

The vinespeaker makes a claw attack.

 ✈ **Ray of Thorns** (standard; at-will) ♦ **Implement**

Ranged 10; +18 vs. Reflex; 2d8 + 6 damage.

 ⬅ **Chant of Power** (standard; encounter) ♦ **Healing, Implement**

Close burst 5; targets allies; the target gains 10 temporary hit points and a +4 bonus to damage rolls while it has the temporary hit points.

 ✨ **Thorny Burst** (standard; at-will) ♦ **Implement, Zone**

Area burst 1 within 10; +18 vs. Reflex; 1d10 + 6 damage, and the target is immobilized (save ends). The burst creates a zone of thorns and brambles that lasts until the end of the encounter. The zone is difficult terrain, and each creature that enters the zone or starts its turn there takes 1d8 damage.

Troll Healing ♦ **Healing**

If the troll vinespeaker is reduced to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 10 hit points. If an attack deals acid or fire damage to the vinespeaker while it is at 0 hit points, it is destroyed.

Alignment Chaotic evil **Languages** Common, Giant

Skills Athletics +16, Endurance +15

Str 18 (+11) **Dex** 16 (+10) **Wis** 12 (+8)

Con 22 (+13) **Int** 16 (+10) **Cha** 10 (+7)

Equipment mantle of thorny vines, gnarled staff

Druemmeth Goldtemple Level 15 Skirmisher (Leader)

Medium fey humanoid, eladrin XP 1,200

Initiative +16 **Senses** Perception +9; low-light vision

Fey Quickness aura 10; an eladrin ally within the aura can use *fey step* as a minor action.

HP 144; **Bloodied** 72

AC 29; **Fortitude** 27, **Reflex** 29, **Will** 25

Saving Throws +5 against charm effects

Speed 6

 ⊕ **Longsword** (standard; at-will) ♦ **Weapon**

+20 vs. AC; 2d8 + 6 damage, and the target grants combat advantage until the end of its next turn.

Nimbus of Battle (immediate reaction, when an ally within 10

 damages an enemy; at-will) ♦ **Healing**

The triggering ally regains 1d10 hit points.

Fey Step (move; encounter) ♦ **Teleportation**

Druemmeth Goldtemple teleports 5 squares.

Alignment Unaligned **Languages** Common, Elven

Skills Diplomacy +15, History +17, Insight +14

Str 21 (+12) **Dex** 24 (+14) **Wis** 14 (+9)

Con 16 (+10) **Int** 20 (+12) **Cha** 17 (+10)

Equipment chainmail, longsword

2 Eladrin Winter Blades Level 14 Soldier Minion

Medium fey humanoid, eladrin XP 250 each

Initiative +15 **Senses** Perception +8; low-light vision

HP 1; a missed attack never damages a minion

AC 30; **Fortitude** 26, **Reflex** 27, **Will** 24

Saving Throws +5 against charm effects

Speed 6

 ⊕ **Winter Longsword** (standard; at-will) ♦ **Cold, Weapon**

+21 vs. AC; 8 cold damage.

Fey Step (move; encounter) ♦ **Teleportation**

The eladrin winter blade teleports 5 squares.

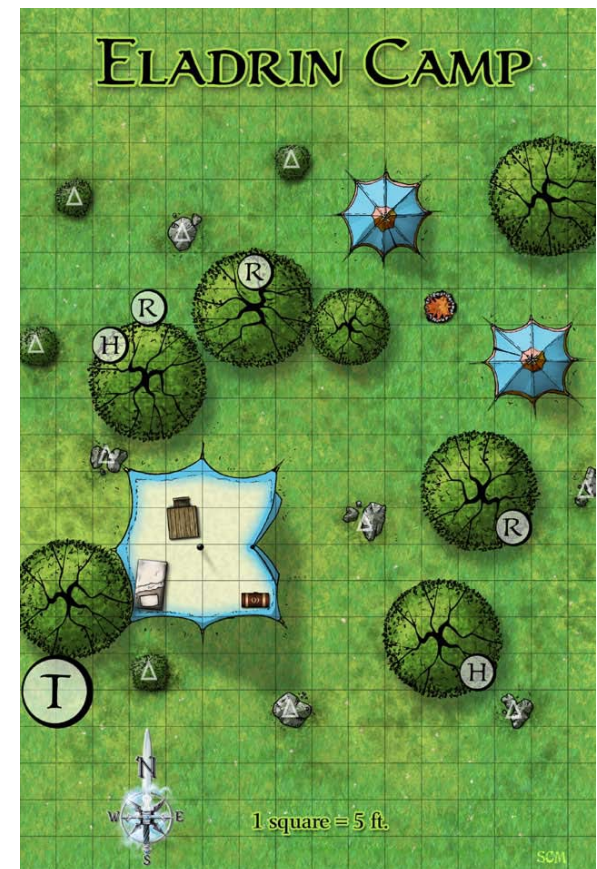
Alignment Unaligned **Languages** Elven

Str 20 (+12) **Dex** 23 (+13) **Wis** 12 (+8)

Con 14 (+9) **Int** 15 (+9) **Cha** 16 (+10)

Equipment leather, longsword

Allies: Druemmeth Goldtemple leads the eladrin soldiers and any eladrin in the party with his aura. He uses the PCs as human shields, preferring to help them rather than venture out into melee and leave himself exposed.



FEATURES OF THE AREA

Illumination: Dim light. Squares within 4 of the campfire are bright light.

Rocks: Difficult terrain.

Bushes: A creature in a bush gains cover. Bushes are difficult terrain.

Trees: The tree trunks are blocking terrain. A creature standing in the tree's branches gains cover.

Tents: Walls of tents block line of sight and provide cover (though the large tent has an open entrance).

AUDIENCE WITH THE KING

Encounter Level 13 (4,200 XP)

SETUP

The PCs are taken before the king, in the company of several cyclops bodyguards, when they first arrive. Cachlain is accompanied by his advisor, Sovacles, and they begin to question the PCs about why they've come and how they attained the *Seed of Winter*. Read up on Cachlain and Sovacles before running the adventure, so you can take their personalities and motivations into account during the skill challenge.

When the PCs enter the throne room, read:

A massive throne of purple crystal stands on the far side of this room. Cachlain sits there, looking you over with his grotesque eyes. Like other fomorians, his body is deformed, and his skin purple and covered in warts. Plates of stone are bonded to his flesh. They look almost like armor and are carved with elaborate designs.

Next to the throne is a smaller seat, and when you enter, a human rises from it. He's a slight, bald man, and carries a staff of office. His eyes dart among you as he prepares to speak.

The unique feature of this room is the floor. Giant panes of glass—or maybe smooth crystal—form a window that looks down on an arena far below. Gladiators battle there, and you catch the king sneaking glances at the fight.

Show the players the illustration below.

Arcana or Nature Check

DC 13: *You can tell that the plates in Cachlain's skin are fragments of a stone golem, and they still retain some of the golem's magical essence.*

CACHLAIN, THE STONE-SKINNED KING

Gruff and easily distracted, Cachlain is a difficult person with whom to converse. He lets his advisor

lead the discussion and interjects only when he's annoyed with the proceedings. He rarely asks questions, and when he does they're either insulting or inspired by his deep, unrelenting paranoia.

Cachlain ascended to the throne after he killed his father, and his realm has been steadily growing in size until it stagnated in recent years. He blames this on Sangwyr and Inzira's followers equally. The *Seed of Winter* was one of his most prized possessions, and he lent it to the forces invading Nefelus only under great duress. Sovacles has forced Cachlain to do things he'd



rather not have, and any crack in the advisor's control would let the Stone-Skinned King come to his senses, such as they are.

Though paranoid and cruel, Cachlain is less reprehensible than other fomorian rulers. Cachlain captures slaves to work in his halls or fight in the arena, but isn't as cruel to them as other fomorians. He has even set slaves free in the past, though he stopped that practice after other fomorians saw it as a sign of weakness.

An avid fan of gladiatorial combat, Cachlain spends days in his throne room watching the games; he even takes his meals there and slumbers on his throne. The king keeps strange hours and requires the arena to be active all day and night. The plates in Cachlain's skin were once a stone golem crafted by cyclopes to fight in the arena. It destroyed all who battled it, and when the king tired of seeing the same result in every fight, he had the golem destroyed. Its "reward" was becoming a part of the king. Its consciousness still exists in a latent form, and it feels constant pain from the process that bound it to the king.

SOVACLES, HUMAN ADVISOR

A cold, secretive man, Sovacles speaks for the king. Compromise and compassion aren't in his vocabulary, and he's dismissive of anyone whose goals don't align with his. Though he's arrogant, he's not stupid. He can tell the PCs are dangerous and won't risk confronting them directly the first time he encounters them. Once they've been worn down by Sangwyr's attacks, he thinks he can defeat them.

Appearances are deceiving in Sovacles's case. In truth, he was a snaketongue cultist, given serpentine traits by the yuan-ti. Later, unsatisfied with the power he'd been given, he sought out followers of Tiamat. His ambition paid off, and he received the blessings of the god of greed. He became a shapeshifter, able to take on five different forms. These forms mix human, snake, and dragon traits. In time, his service gained him the title of exarch to Tiamat. He is commonly known by the name Virizan. "Sovacles" is an alias.

The alliance Cachlain made with the githyanki was Sovacles's plan, and the details of it aren't in Cachlain's best interest. In fact, the githyanki are closely allied with Tiamat, and Sovacles serves only her interests. Now, Sovacles thinks Cachlain is too difficult to deal with, and he seeks a more pliable ally. The fomorian Sangwyr seeks Cachlain's throne, and Sovacles forged a secret pact with Sangwyr to depose the king, take over, and embark on aggressive attacks against the enemies of Tiamat and the githyanki.

RUNNING THE CHALLENGE

This skill challenge will end in failure as far as the PCs know. Later in the adventure, influencing Cachlain here matters. Keep the number of successes and failures the PCs have accrued a secret—play this challenge close to the vest. Eventually, Sovacles will show the PCs the door. The more success the PCs have, the more suddenly—and angrily—Sovacles sends them away.

Dealing with Cachlain is like talking to an uninterested child, and Sovacles would just as soon be done with the PCs. It's a race against the clock, as the PCs try to make some headway before they're dismissed.

Audience with the King Level 16 Skill Challenge XP 4,200

The Stone-Skinned king sits upon his tall throne, looking down on you with disdain. His advisor, Sovacles, steps forward and asks you, "Why do you come here, and what makes you think the great king cares what you have to say?"

Though the PCs are supposed to be here negotiating with the king, it's a certainty that they won't succeed. This is because Sovacles has the king under mental control. The real goals of the challenge are to figure out what Sovacles is doing and to plant the thought in Cachlain's mind that the PCs might be powerful, and that Sangwyr is a true danger.

Complexity

3 (requires 8 successes before 3 failures)

Distraction

The gladiatorial battle in the area below distracts the king. At the start of each round of the skill challenge, roll a d6. On a 5 or 6, the king isn't paying attention that round, and the DC for primary skills is increased by 5.

Primary Skills

Acrobatics, Athletics, Bluff, Diplomacy, History, Intimidate.

Other Skills

Arcana, Insight.

Victory

The PCs are asked to leave for now, but they're given a room among the ambassadors' quarters. Sovacles tells them they'll be granted another audience in a few days, after the king has had time to ponder their words.

Defeat

Sovacles says the king has had enough of the PCs' chatter and tells them to leave the court. However, as they leave they see Bram Ironfell, who requests they be allowed to stay for a time so he can talk to them.

Special (1 success, maximum 1 success)

By presenting the *Seed of Winter*, the PCs gain an automatic success.

Acrobatics or Athletics

DC 13 (1 success, maximum 1 success per PC)

By performing a feat of strength or agility, the PC appeals to the fomorian's love of gladiatorial skill. If Cachlain was distracted (see "Distraction" above), restore the DCs to normal for this round of the skill challenge. The king is impressed and takes those he perceives as powerful warriors more seriously.

Arcana

DC 13 (no successes)

The PC discovers that Cachlain is affected by a type of magic that affects the mind.

Arcana or History

DC 20 (1 success, maximum 1 success per skill)

By reciting some of the history or magical traits of the Seed of Winter, the PC inflames Cachlain's hunger to possess the item, and makes him more eager to make a deal with them.

Bluff

DC 20 (1 success, maximum 3 successes)

The PC worries Cachlain by lying about how much danger the king is in, or suggesting that his githyanki allies or advisor are treacherous. Bluffing successfully requires making the king feel he's in danger, not just describing the actual state of things.

Diplomacy

DC 25 (1 success, maximum 3 successes)

Attempting to sway Cachlain to help the Coalition and/or Inzira, the PC overcomes the king's mental block—to at least a small degree—and makes him see reason.

Insight

DC 13 (no successes)

The PC tells by Cachlain's behavior that he doesn't have his wits about him, or sees that when Sovacles makes a suggestion Cachlain is quick to adopt the same line of thinking.

Intimidate

DC 20 (1 success, maximum 3 successes)

Sovacles claims that threats won't work against the mighty king, but Cachlain himself is clearly shaken. His paranoia makes him more susceptible to intimidation.

B1: DISRUPTED BANQUET

Encounter Level 14 (5,600 XP)

Encounter Level 15 (6,300 XP) if Bram Ironfell joins the oni and rakshasas

SETUP

Andrinna Baelsblood (A)

Bram Ironfell (B)

1 oni spiritmaster (O)

3 rakshasa warriors (R)

Troke (T)

At the start of this encounter, the rakshasas and oni are still disguised and are posing as dinner guests. The oni is in the form of Droeth, the fomorian. The three rakshasas have replaced the githyanki in Bram Ironfell's entourage.

The agents have also tainted the food at the banquet with a solution that causes sleep. Compare the DC below to the PCs' passive Perception checks.

Perception Check

DC 25: *You detect an odd, sweet scent in the food and wine.*

A PC who succeeds on the Perception check (or is told about the strange scent) can make a Nature or Thievery check.

DC 20: *On closer inspection, you can tell the scent is typical of alchemical elixirs that cause sleep.*

The elixir works slowly, so give the PCs time to interact with the other guests (especially Bram Ironfell) before anyone falls asleep.

When the elixir takes effect, make an attack against Bram Ironfell and any PC who ingested the food or drink. The other NPCs (Andrinna Baelsblood and Troke) eat or drink (assuming the PCs didn't warn them against doing so), and are automatically hit. The attack is +22 vs. Fortitude, and any creature hit is unconscious until awoken by being attacked or shaken awake (a standard action). After being woken up, the creature is slowed (save ends).

If anyone is still conscious after the elixir takes effect, the monsters transform to their true forms and attack whoever's left. Otherwise, they abscond with the bodies, take them to the ambassadors' quarters, and restrain them with manacles. In that case, the battle occurs in that area instead (once the PCs escape).



TACTICS

The monsters have two goals: to eliminate witnesses by killing anyone still conscious, and to kidnap the ambassadors to hold for ransom. The oni, disguised as Droeth, secured the largest of the ambassadors' suites, and they plan to take the hostages there to transport them out of Cachlain's palace. (See "B2. Invasion Tunnel" to see how they plan to transport them out.)

Oni Spiritmaster: As soon as it acts, the oni moves out into the closest hallway (using *spirit form* if it needs to move without taking too much damage from opportunity attacks). It then brings out its howling spirits, making them into a line to block the hallway off. It counts on the rakshasas to mark enemies, and it relies on all its allies to keep it safe so it can use ranged attacks from a safe position. The oni uses *devour spirit* when it's cornered and needs to use *spirit form* or *howling blast* again.

Rakshasa Warriors: The rakshasas try to block off the exits, and they mark PCs to try to prevent them from attacking the oni or howling spirits. When a rakshasa isn't in a dangerous position, it grabs one of the unconscious ambassadors and drags him or her toward the hall to the north.

Bram Ironfell (B) Level 12 Skirmisher (Leader)
Medium natural humanoid, dwarf XP 700

Initiative +9 **Senses** Perception +10; low-light vision
HP 123; **Bloodied** 61
AC 26; **Fortitude** 24, **Reflex** 23, **Will** 26
Saving Throws +5 against poison effects
Speed 5

⊕ **Dagger** (standard; at-will) ♦ **Weapon**
+17 vs. AC; 2d4 + 5 damage.

↓ **Coward's Slice** (standard; at-will)
Bram makes a dagger attack, then shifts half his speed. If the attack hits, the target is marked by one of Bram's allies within 5 squares of the target. The mark lasts until the end of Bram's next turn.

↶ **Ambassador's Sanction** (standard; at-will)
Close burst 10; targets one ally in burst; the target can move half its speed and make a melee basic attack. The target receives a +2 bonus to the attack roll if it attacks a creature marked by the target.

Stand Your Ground
When an effect forces Bram Ironfell to move—through a pull, a push, or a slide—he moves 1 square less than the effect specifies. When an attack would knock Bram prone, he can roll a saving throw to avoid falling prone.

Alignment Unaligned **Languages** Common, Deep Speech, Dwarven, Elven

Skills Bluff +17, Diplomacy +17, Dungeoneering +15, History +14

Str 14 (+8) **Dex** 12 (+7) **Wis** 18 (+10)
Con 19 (+10) **Int** 16 (+9) **Cha** 22 (+12)

Equipment dagger

Oni Spiritmaster (O) Level 14 Elite Artillery
Large natural humanoid XP 2,000

Initiative +12 **Senses** Perception +14; darkvision
HP 142; **Bloodied** 71
AC 26; **Fortitude** 27, **Reflex** 26, **Will** 26
Saving Throw +2
Speed 7; fly 8 (clumsy); see also *spirit form*
Action Points 1

⊕ **Claw** (standard; at-will)
+21 vs. AC; 2d8 + 4 damage.

✂ **Dread Fear** (standard; at-will) ♦ **Fear, Necrotic**
Ranged 20; +19 vs. Will; 3d6 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls against the oni spiritmaster and undead creatures (save ends).

✂ **Harassing Spirits** (standard; encounter; see also *devour spirit*) ♦ **Necrotic, Psychic**
Ranged 20; +19 vs. Reflex; 3d10 + 5 necrotic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both).

↶ **Howling Blast** (standard; encounter; see also *devour spirit*) ♦ **Fear, Psychic**
Close blast 5; targets enemies; +17 vs. Will; 2d8 + 6 psychic damage, and the target is knocked prone.

Deceptive Veil (minor; at-will) ♦ **Illusion**
An oni spiritmaster can appear as a Medium or Large humanoid. A successful insight check (opposed by the oni's Bluff check) pierces the illusion (see "Change Shape," MM 280).

Devour Spirit (minor 1/round; at-will)
The oni spirit master devours one howling spirit within sight, killing it and recharging *harassing spirits*, *howling blast*, or *spirit form*.

Spirit Form (standard; sustain standard; encounter; see also *devour spirit*) ♦ **Polymorph**
The oni spiritmaster becomes insubstantial, gains phasing, and gains fly (hover) 8 until the end of its next turn.

Spirit Retinue
An oni spiritmaster starts combat with four howling spirits. These four spirits are part of the oni spiritmaster's XP value. An oni spiritmaster can have twelve howling spirits as part of its retinue, with each howling spirit beyond the first four counting toward the encounter's XP value.

Alignment Evil **Languages** Common, Giant
Skills Bluff +17, Religion +14, Insight +14

Str 18 (+11) **Dex** 20 (+12) **Wis** 14 (+9)
Con 22 (+13) **Int** 19 (+11) **Cha** 21 (+12)

Howling Spirit Level 14 Minion
Medium shadow humanoid (undead), oni XP 250 each*

Initiative +14 **Senses** Perception +14; darkvision
Choir of Madness aura 1; any enemy within the aura that takes damage from a power that has the fear or psychic keyword takes 5 extra psychic damage.

HP 1; a missed attack never damages a minion.
Immune disease, poison; **Resist** 10 necrotic, insubstantial
AC 30; **Fortitude** 26, **Reflex** 30, **Will** 28

Speed fly 8 (hover); phasing; see also *spectral strafe*
⊕ **Spectral Strafe** (standard; at-will) ♦ **Necrotic**
The howling spirit shifts 1 square before or after the attack; +17 vs. Reflex; 7 necrotic damage.

Alignment Evil **Languages** Common, Giant
Str 6 (+5) **Dex** 24 (+14) **Wis** 14 (+9)
Con 12 (+8) **Int** 6 (+5) **Cha** 21 (+12)
* XP is included in the oni spiritmaster's XP value.

3 Rakshasa Warriors (R) Level 15 Soldier
Medium natural humanoid XP 1,200 each

Initiative +13 **Senses** Perception +16; low-light vision
HP 142; **Bloodied** 71
AC 31; **Fortitude** 29, **Reflex** 28, **Will** 28
Speed 6

⊕ **Longsword** (standard; at-will) ♦ **Weapon**
The rakshasa warrior makes two attack rolls and keeps the better result; +21 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the rakshasa's next turn.

⊕ **Claw** (standard; at-will)
+21 vs. AC; 1d8 + 5 damage.

↓ **Tiger Pounce** (immediate reaction, when a marked enemy within 5 squares of the rakshasa warrior shifts; at-will) ♦ **Weapon**
The rakshasa shifts to the nearest square adjacent to the enemy and makes a basic attack against it.

Deceptive Veil (minor; at-will) ♦ **Illusion**
The rakshasa warrior can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.

Alignment Evil **Languages** Common
Skills Athletics +15, Bluff +14, Intimidate +14

Str 20 (+12) **Dex** 18 (+11) **Wis** 18 (+11)
Con 14 (+9) **Int** 12 (+8) **Cha** 14 (+9)

Equipment scale armor, heavy shield, longsword

BRAM'S FATE

After the fight, the PCs need to decide what happens to Bram (if they didn't already kill him). The githyanki are finished with his services, the Coalition won't welcome him back, and Cachlain doesn't want him around if he's not a useful diplomat. If he's set loose on his own, the githyanki probably kill him, and if he's taken back to the world, the Coalition might execute him for treason. The future's not bright for Bram Ironfell.

DEVELOPMENT

Bram's moment of truth comes during this encounter, as he decides to continue fighting for his githyanki masters or to assist the PCs. Bram didn't know his guards were rakshasas in disguise, so he's taken aback by their actions. Bram chooses sides based on how friendly and persuasive the PCs were when speaking to him. He wants to side with the winners, and he's not above cowering indecisively for a round or two until he can guess the victor, or trying to switch sides in the middle of the fight.

The monsters' githyanki masters don't plan to keep Bram around, so the oni and rakshasas don't bother protecting him even if he joins their side.

FEATURES OF THE AREA

Illumination: One magical scone fills the prison with dim light. The hallway to the west is dark.

Cells: The prisoners' cells are locked. Opening the lock requires a DC 30 Thievery check. The bars can be bent or destroyed (break DC 28; AC 4, Fortitude 12, hp 120).

Doors: The double doors leading into the prison are open at the start of the battle, though a monster or PC might close them to limit the battle's area. The doors can't be locked.



B2: INVASION TUNNEL

Encounter Level 16 (7,050 XP)

SETUP

1 drider fanglord (D)

1 scarred bulette (B)

2 inferno bats (S)

5 drow underlings (U)

A bulette, warped by Sangwyr's torturers, digs a path into Cachlain's palace. Drow underlings follow the creature, carefully reinforcing the tunnels it creates while burrowing to allow them to travel through it. A drider fanglord leads the group and also brings along two trained inferno bats. These invaders could arrive to take away the hostages collected in the "Disrupted Banquet" encounter or be another isolated attack to cause havoc in the court.

The tactical map assumes the PCs arrive after the creatures have breached the wall. If you want the monsters to arrive and enter the palace while the PCs are there, have the bulette come through the wall first, followed by the other monsters. The noise the bulette makes while burrowing makes a stealthy entrance impossible for the monsters.

When the PCs see the monsters, read:

A rampaging bulette, covered in thousands of scars, thrashes through the hall. Behind it, you see several weak-looking drow carrying short swords and daggers. In the air above these creatures float two bats made entirely of fire.

When the PCs see the drider fanglord, read:

A drider wielding a serrated greatsword moves toward you, climbing along the walls.

Drider Fanglord (D)		Level 14 Brute
Large fey humanoid (spider)		XP 1,000
Initiative +12	Senses Perception +15; darkvision	
HP 172; Bloodied 86		
AC 26; Fortitude 27, Reflex 25, Will 23		
Speed 8, climb 8 (spider climb)		
⊕ Greatsword (standard; at-will) ♦ Weapon		
+19 vs. AC; 1d12 + 7 damage.		
⊕ Quick Bite (minor; at-will) ♦ Poison		
Requires combat advantage; +16 vs. Fortitude; 1d4 damage, and ongoing 10 poison damage (save ends).		
⚡ Darkfire (minor; encounter)		
Ranged 10; +16 vs. Reflex; until the end of the drider's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
⚡ Web (standard; recharge Ⓜ; Ⓜ; Ⓜ)		
Ranged 5; +15 vs. Reflex; the target is restrained. Escaping from the web requires a successful DC 25 Acrobatics check or DC 27 Athletics check.		
Alignment Evil	Languages Elven	
Skills Dungeoneering +15, Stealth +17		
Str 24 (+14)	Dex 21 (+12)	Wis 16 (+10)
Con 22 (+13)	Int 13 (+8)	Cha 9 (+6)
Equipment leather armor, greatsword		

Scarred Bulette (B)	Level 15 Elite Skirmisher	
Large natural beast	XP 2,400	
Initiative +14	Senses Perception +10; darkvision, tremorsense 20	
HP 304; Bloodied 152		
AC 29; Fortitude 28, Reflex 25, Will 23		
Vulnerable charm (a tortured bulette hit by a charm attack is immobilized until the end of its next turn)		
Saving Throws +2		
Speed 6, burrow 6		
Action Points 1		
⊕ Bite (standard; at-will)		
Before it bites, the bulette can make a standing long jump (as a free action) without provoking opportunity attacks; +20 vs. AC; 2d8 + 6 damage, or 4d8 + 6 damage against a prone target.		
⊕ Earth Furrow (move; at-will)		
The scarred bulette moves its burrow speed just below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' spaces. As it burrows beneath the space of a Medium or smaller creature on the ground, the bulette makes an attack against the creature; +14 vs. Fortitude; the target is knocked prone.		
⚡ Rising Burst (standard; the bulette must have emerged from the ground after burrowing this turn; at-will)		
Close burst 2; the bulette sprays rocks and dirt into the air when it rises out of the ground; +19 vs. AC; 1d10 + 6 damage.		
Spray of Tainted Blood (when an adjacent creature hits the scarred bulette with a melee attack)		
The attacker takes a -2 penalty to Fortitude until the end of the scarred bulette's next turn.		
Habituated to Torture		
While the scarred bulette is bloodied, it gains a +2 bonus to all defenses and to speed.		
Alignment Unaligned	Languages –	
Skills Athletics +20, Endurance +19		
Str 27 (+15)	Dex 21 (+12)	Wis 16 (+10)
Con 24 (+14)	Int 2 (+3)	Cha 11 (+7)

2 Inferno Bats (S) Level 15 Skirmisher

Medium elemental beast (fire) XP 1,200 each

Initiative +17 **Senses** Perception +13

HP 144; **Bloodied** 72

AC 29; **Fortitude** 25, **Reflex** 29, **Will** 23

Resist 20 fire

Speed 2 (clumsy), fly 8; see also *fiery swoop*

 ⊕ **Inferno Touch** (standard; at-will) ♦ **Fire**

 +20 vs. Reflex; 2d6 + 5 fire damage, and ongoing 10 fire damage (save ends). *Failed Saving Throw*: Each ally of the target, within 2 squares of the target, takes 10 fire damage.

 † **Fiery Swoop** (standard; at-will) ♦ **Fire**

The inferno bat shifts 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.

Heatseeker (immediate reaction, when the inferno bat is damaged by an enemy's ranged attack; at-will)

The inferno bat shifts 2 squares toward the triggering enemy.

Alignment Unaligned **Languages** –

Str 8 (+6) **Dex** 27 (+15) **Wis** 12 (+8)

Con 16 (+10) **Int** 2 (+3) **Cha** 9 (+6)

5 Drow Underlings (U) Level 14 Minion Skirmisher

Medium fey humanoid XP 250 each

Initiative +15 **Senses** Perception +9; darkvision

HP 1; a missed attack never damages a minion.

AC 28; **Fortitude** 24, **Reflex** 27, **Will** 26

Speed 6

 ⊕ **Short Sword** (standard; at-will) ♦ **Weapon**

+19 vs. AC; 6 damage.

 ⊗ **Thrown Dagger** (standard; at-will) ♦ **Poison, Weapon**

Ranged 5/10; +19 vs. AC; 6 poison damage.

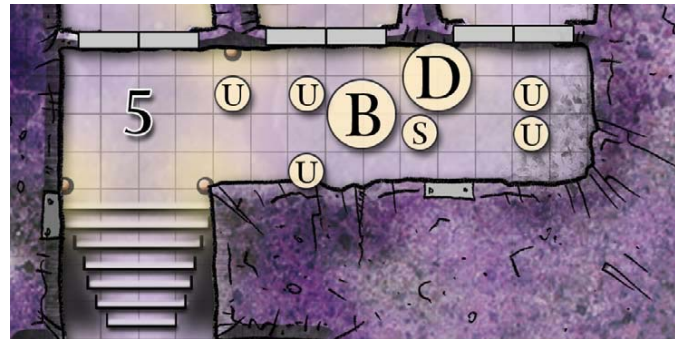
Darkfire Sacrifice (when the drow underling is reduced to 0 hit points)

An ally within 5 squares of the drow underling gains combat advantage and ignores concealment on its next attack.

Alignment Evil **Languages** Common, Elven

Str 16 (+10) **Dex** 23 (+13) **Wis** 14 (+9)

Con 13 (+8) **Int** 13 (+8) **Cha** 20 (+12)

Equipment leather armor, short sword


TACTICS

Sangwyr's agents attack anyone who approaches, and they fight to the death.

Scarred Bulette: In the relatively confined area of this encounter, the bulette burrows from room to room to move itself out of harm's way or to chase down enemies who are difficult for the bulette's allies to approach. The bulette doesn't worry about its allies, and it doesn't care if it hits them with *earth furrow* or *rising burst*. The bulette can't burrow into the throne room, because it's protected by hundreds of warding rituals put in place by the paranoid fomorian king.

Drider Fanglord: The drider's tactics complement the bulette's. To avoid the bulette's *earth furrow* power, the drider climbs on the walls or ceiling. It uses *web* to set up targets for the bulette's *rising burst* attack, and it uses *quick bite* against creatures that have a penalty to Fortitude from the bulette's *spray of tainted blood*. The drider leads the group and has a rapport with the animistic inferno bats and bulette.

Inferno Bats: These creatures follow the drider's orders. They use *fiery swoop* to pass over creatures and give them ongoing damage, then flank them with the drider or some of the drow.

Drow Underlings: These poorly trained warriors are fiercely loyal and are willing to give their lives for their commanding drider.

FEATURES OF THE AREA

Illumination: Bright light.

Walls: The hewn crystal walls require a DC 15 Athletics check to climb.

Doors: The smaller rooms' doors are locked, but the doors to the larger room have already been opened by the monsters. A creature inside a room can lock them (with an additional minor action). Locked doors require a DC 18 Thievery check to open.

Furniture: Most of the furniture requires an extra square of movement to move onto. The enormous table in the larger room is high enough for Medium or smaller creatures to stand under. A creature under the table gains cover against Large or larger creatures.

B3: ASSASSINATION ATTEMPT

Encounter Level 16 (7,200 XP)

Encounter Level 17 (9,200 XP) with optional skill challenge

SETUP

Arzoa, githyanki assassin (A)

2 purplespawn nightmares (P)

As the PCs explore the hidden prison, mysterious assassins attack them. Make Stealth checks for each monster and compare the results to the PCs' passive Perception checks. If the PCs don't detect any of the enemies, the assassins have a surprise round.

If a PC's passive Perception is higher than a monster's Stealth check, read:

You suddenly hear soft footfalls coming from the hall. Whatever's approaching is clearly trying to conceal its presence.

When a PC sees Arzoa, read:

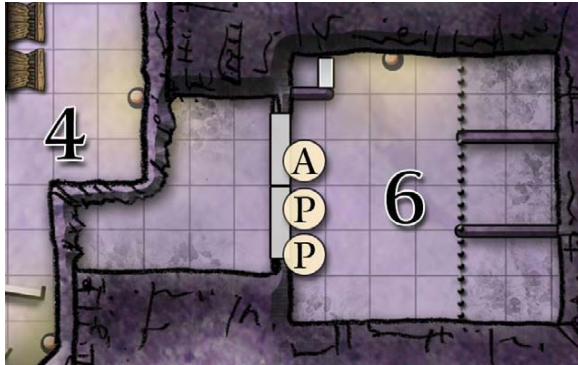
A githyanki clad in heavy, red robes glares determinedly and brandishes two silver longswords. You catch a glimpse of chainmail during her rapid, graceful movements.

When a PC sees a purplespawn nightmare, read:

Skulking through the shadows comes a creature with a vaguely humanoid shape. Purple scales cover its body, and its long tail, tipped with spikes, lashes in the air. It has humanoid arms and carries a longsword.

Arzoa, Githyanki Assassin (A)		Level 18 Elite Controller
Medium immortal humanoid		XP 4,000
Initiative +16		Senses Perception +15
HP 344; Bloodied 172		
AC 32; Fortitude 29, Reflex 31, Will 30		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Silver Longsword (standard; at-will) ♦ Weapon		
+23 vs. AC; 2d8 + 7 damage, and the target grants combat advantage until the end of its next turn.		
⊕ Double Attack (standard; at-will)		
Arzoa makes a silver longsword or <i>mind grip</i> attack, shifts half her speed, then makes another silver longsword or <i>mind grip</i> attack.		
↗ Mind Grip (standard; at-will) ♦ Psychic		
Ranged 10; +22 vs. Will; 1d10 + 7 psychic damage, and the target slides 5 squares.		
⚡ Mind Assassination (minor; Srecharge 5; 1/1) ♦ Psychic		
Close burst 5; targets enemies; +22 vs. Will; 1d10 + 7 psychic damage, and the target takes ongoing 10 psychic damage (save ends).		
⚡ Tide of Woe (immediate reaction, when an enemy within 10 squares of Arzoa takes psychic damage; usable while bloodied; at-will) ♦ Fear		
Close burst 10; targets the triggering enemy. <i>Effect:</i> The target is knocked prone.		
Telekinetic Leap (move; encounter)		
Ranged 10; targets Arzoa or one ally; the target can fly 5 squares.		
Mental Block ♦ Psychic		
If a creature taking ongoing psychic damage hits Arzoa, that creature takes 2d8 psychic damage.		
Alignment Evil	Languages Common, Deep Speech	
Skills Acrobatics +21, Arcana +20, Bluff +18, Stealth +21		
Str 17 (+12)	Dex 25 (+16)	Wis 22 (+15)
Con 20 (+14)	Int 23 (+15)	Cha 18 (+13)
Equipment chainmail, silver longsword		

2 Purplespawn Nightmares (P)		Level 17 Lurker
Medium natural humanoid (reptile)		XP 1,600 each
Initiative +17		Senses Perception +8; darkvision
HP 128; Bloodied 64		
Regeneration 10 (if the purplespawn nightmare takes radiant damage, regeneration does not function until the end of its next turn)		
AC 30; Fortitude 29, Reflex 30, Will 28; see also <i>psychic edge</i>		
Resist 10 psychic		
Speed 6, climb 6 (spider climb)		
⊕ Longsword (standard; at-will) ♦ Weapon		
+22 vs. AC; 2d8 + 4 damage.		
⊕ Tail (standard; at-will) ♦ Sleep		
Reach 2; +22 vs. AC; 3d6 + 8 damage, and the target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is dazed and slowed (save ends both). <i>Second Failed Saving Throw:</i> The target falls unconscious (save ends).		
Nightmare Form (standard; at-will) ♦ Polymorph		
The purplespawn nightmare can alter its physical form to appear as an enemy of its choice. While the nightmare is adjacent to that enemy, roll 1d20 whenever a melee or ranged attack targets the nightmare. On a roll of 10 or higher, the attack instead targets the copied enemy. The copied enemy's attacks are not subject to this effect.		
Nightmarish Torment ♦ Psychic		
If the purplespawn nightmare's melee attack hits an enemy it is copying with nightmare form or a sleeping target, that target takes ongoing 10 psychic damage in addition to the attack's other effect (save ends).		
Psychic Edge		
A purplespawn nightmare gains a +4 bonus to all defenses against attacks from enemies that are taking ongoing psychic damage.		
Alignment Evil	Languages Common, Deep Speech, Draconic	
Skills Acrobatics +18, Bluff +18, Stealth +18, Thievery +18		
Str 19 (+12)	Dex 20 (+13)	Wis 11 (+8)
Con 20 (+13)	Int 13 (+9)	Cha 20 (+13)
Equipment longsword		



TACTICS

The assassins pile up ongoing psychic damage to increase their effectiveness.

Arzoa: The leader of the assassins, Arzoa is aggressive and smart. She hits the PCs with *mind assassination* as soon as she can to set up her *mental block* and give the nightmares a bonus to all defenses. If she's almost bloodied when *mind assassination* recharges, she saves it so she can use *tide of woe* against PCs when they take damage from it. She tries to keep a PC in melee combat and repeatedly uses double attack to make two longsword attacks against that PC. Arzoa knows that healers are dangerous and tries to beat down leaders quickly.

Purplespawn Nightmares: If the monsters have a surprise round, a nightmare readies *nightmare form* to use against any PC that comes adjacent to it. These creatures are willing to let their leader take the brunt of the attacks. They fight cautiously, aiming to survive until Arzoa becomes bloodied and can use *tide of woe*. Bright light frightens and aggravates the nightmares. If one takes radiant damage, it shifts away from the source.

Talyrin: If the PCs have talked to Talyrin, and she believes they have similar goals, she helps them survive the assassination attempt. She can use a standard

Arzoa's Secrets Skill Challenge

Level 18
XP 2,000

As you attempt to interrogate Arzoa, you catch a flash of psychic power. She whispers, "You'll get nothing from me. My mind slips away even as I speak. Failure is unacceptable."

The PCs have only a short time to interrogate Arzoa before her mind is gone. If they can act quickly, the PCs have a better chance of getting information from her as she loses her sense of secrecy.

Complexity

1 (requires 4 successes before 3 failures)

Mind Degeneration

After every two skill checks the PCs attempt, Arzoa's mental faculties deteriorate, giving the PCs an automatic failure. After the first failure, she's still somewhat lucid. After the second, she has the mind of a child, and with the third she regresses to animal instinct, then dies.

Primary Skills

Diplomacy, Intimidate.

Other Skills

Heal, Insight.

Victory

The PCs learn one piece of information per success. Choose one based on what the PC asked or demanded.

action to give a PC resist psychic 5 until the end of that PC's turn. She has also studied purplespawn nightmares and can tell the PCs about their capabilities.

Eladrin Ambassadors: The eladrin can't offer much help. They encourage the PCs and are certain that the assassins must be minions of Sangwyr, but they don't do anything useful.

"Legbreaker" Kimdal: Once the battle starts, this gnome thief rattles his bars and yells that he can help the PCs if they'll just let him out. If they do, he immediately makes a run for the exit. The monsters make opportunity attacks against him if he runs past, but they don't chase him down.

DEVELOPMENT

Arzoa, though she's part of Bram's entourage, acts on behalf of Sangwyr and the githyanki leaders. They've

- ◆ "You fight well. Chillreaver . . . perhaps not such a failure."
- ◆ "Bram is not strong. Not strong like githyanki."
- ◆ "Cachlain will fall. Too much resistance . . ."
- ◆ "I follow githyanki ways . . . now the dragons' ways."

Defeat

The PCs don't find out all the secrets Arzoa knows.

Diplomacy

DC 20 (1 success, no maximum successes)

The PC learns one of the four facts above. Give a PC making a Diplomacy check a -2 penalty per failure the PCs have, as Arzoa becomes more difficult to reason with.

Insight

DC 13 (no successes)

The PC realizes that Diplomacy works best early in the challenge, and Intimidate gets better later on.

Heal

DC 20 (no successes)

By slowing the degradation of Arzoa's mind, the PC buys more time. The PCs don't gain an automatic failure this round. This skill works only once during the challenge.

Intimidate

DC 20 (1 success, no maximum successes)

The PC learns one of the four facts above. Give a PC making an Intimidate check a +2 bonus per failure the PCs have, as Arzoa becomes less stubborn and more pliable.

decided to cut Bram out of the loop, since he hasn't been ruthless enough. Though Arzoa knows this, she refuses to divulge any of it. As a part of her training, she mastered a technique to eradicate her own mind in case of failure. If the PCs interrogate her, she uses this ability, and the PCs can enter a skill challenge.

FEATURES OF THE AREA

Illumination: One magical sconce fills the prison with dim light. The hallway to the west is dark.

Cells: The prisoners' cells are locked. Opening the lock requires a DC 30 Thievery check. The bars can be bent or destroyed (break DC 28; AC 4, Fortitude 12; hp 120).

Doors: The double doors leading into the prison are open at the start of the battle. The doors can't be locked.

B4: CAGED ANIMALS

Encounter Level 17 (8,600 XP)

SETUP

1 chimera (C)

2 quickling zephyrs (Q)

1 thunderfury boar (B)

3 winter wolves (W)

In the animal pens right next to the gladiatorial arena, Sangwyr's quickling minions set the animals loose to run unchecked through the halls of Cachlain's court. The PCs probably arrive from the tunnel on the north side of the room, but there's a chance they'll come through the arena itself.

If you choose, Bram Ironfell and two of his guards might be in their room (the small room with three beds), or Bram might be there alone if his guards were already exposed as rakshasas (in the "Disrupted Banquet" encounter).

When the PCs arrive, read:

Along the walls of this room, well-crafted iron cages stand, filled with various animals trained for gladiatorial combat. Corpses of cyclops animal handlers and guards slump in the corners of the room, their blood splattered across the walls behind them. Two small humanoids with gray skin and powerful legs swiftly move near the cages. They flip open the latches to release the animals.

Roll initiative after you read the text above.

Chimera (C)	Level 15 Elite Brute
Large natural magical beast	XP 2,400
Initiative +10	Senses Perception +14; all-around vision, darkvision
HP 366; Bloodied 183; see also <i>bloodied breath</i>	
AC 27; Fortitude 29, Reflex 23, Will 24	
Resist 10 fire	
Saving Throws +2	
Speed 6, fl y 10 (clumsy), overland flight 15	
Action Points 1	
⊕ Lion's Bite (standard; at-will)	+18 vs. AC; 2d8 + 7 damage.
⊕ Ram's Charge (standard; at-will)	The chimera makes a charge attack; +19 vs. AC; 1d10 + 11 damage, and the target is pushed 1 square or knocked prone.
⊕ Triple Threat (standard; at-will)	The chimera makes the following three melee attacks, each one against a different target: Lion's Bite +18 vs. AC; 2d8 + 7 damage. Dragon's Bite +18 vs. AC; 3d6 + 7 damage. Ram's Gore +18 vs. AC; 1d10 + 7 damage, and the target is knocked prone.
⚡ Dragon Breath (standard; encounter) ⚡ Fire	Close blast 5; +16 vs. Reflex; 2d6 + 3 damage, and ongoing 10 fire damage (save ends).
⚡ Bloodied Breath (free, when first bloodied; encounter)	The chimera recharges and uses dragon breath.
Alignment Unaligned	Languages Common, Draconic
Str 24 (+14)	Dex 17 (+10) Wis 14 (+9)
Con 23 (+13)	Int 5 (+4) Cha 17 (+10)

2 Quickling Zephyrs (Q)	Level 14 Lurker
Small fey humanoid	XP 1,000 each
Initiative +20	Senses Perception +10; low-light vision
HP 82; Bloodied 41	
AC 30; Fortitude 26, Reflex 29, Will 23	
Speed 12, climb 6; see also <i>blinding speed</i> and <i>unstoppable</i>	
⊕ Short Sword (standard; at-will) ⚡ Weapon	+19 vs. AC; 1d6 + 9 damage.
Blinding Speed (move; recharge ☹️ ☹️ ☹️) ⚡ Illusion	The quickling zephyr moves 12 squares and becomes invisible until it attacks or until the end of its next turn.
Combat Advantage	If the quickling zephyr has combat advantage against its target, it deals 2d6 extra damage and dazes the target on a successful melee attack (save ends).
Unstoppable	The quickling zephyr ignores difficult terrain and can move across any solid or liquid surface.
Alignment Evil	Languages Elven
Skills Acrobatics +26, Bluff +13, Stealth +21	
Str 12 (+8)	Dex 28 (+16) Wis 17 (+10)
Con 22 (+13)	Int 16 (+10) Cha 12 (+8)
Equipment short sword	

Thunderfury Boar (B)	Level 15 Brute
Large fey beast	XP 1,200
Initiative +9	Senses Perception +8
HP 182; Bloodied 91	
AC 27; Fortitude 29, Reflex 20, Will 20	
Speed 8	
⊕ Gore (standard; at-will)	+18 vs. AC; 2d8 + 7 damage, or 3d8 + 7 damage while the thunderfury boar is bloodied.
⊕ Death Strike (when reduced to 0 hit points)	The thunderfury boar makes a gore attack.
⚡ Thunderfury (standard; recharge ☹️ ☹️) ⚡ Thunder	Close burst 2; +17 vs. Fortitude; 2d8 + 6 thunder damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.
Thunderous Charge ⚡ Thunder	The thunderfury boar deals 10 extra thunder damage when it charges.
Alignment Unaligned	Languages –
Str 24 (+14)	Dex 15 (+9) Wis 12 (+8)
Con 22 (+13)	Int 5 (+4) Cha 9 (+6)

3 Winter Wolves (W)	Level 14 Skirmisher
Medium natural magical beast	XP 1,000 each
Initiative +14	Senses Perception +10; low-light vision
HP 141; Bloodied 70	
AC 28; Fortitude 27, Reflex 26, Will 24	
Resist 20 cold	
Speed 8 (ice walk)	
⊕ Bite (standard; at-will) ♦ Cold	
+19 vs. AC; 1d10 + 6 damage plus 1d6 cold damage, or 2d10 + 6 damage plus 1d6 cold damage against a prone target.	
↓ Takedown (standard; usable only when charging; at-will) ♦ Cold	
+19 vs. AC; 2d10 + 6 damage plus 1d6 cold damage, and the target is knocked prone.	
↙ Freezing Breath (standard; recharge ☹️ ☹️) ♦ Cold	
Close blast 5; +17 vs. Reflex; 2d6 + 6 cold damage. <i>Miss:</i> Half damage.	
Drag (minor; usable only while adjacent to a prone enemy; at-will)	
The winter wolf shifts 1 square and pulls a prone target that is adjacent to it 1 square.	
Alignment Evil	Languages Common, Giant
Str 23 (+13)	Dex 21 (+12) Wis 17 (+10)
Con 21 (+12)	Int 9 (+6) Cha 10 (+7)

TACTICS

By the time the PCs and monsters roll initiative, the quicklings have opened two cages. By default, they first open the cages containing the chimera and two of the winter wolves. The first time the zephyrs' initiative comes up, they release the other monsters.

All the animals have been trained for the arena, so they're more tactically savvy than most beasts. However, they don't have a designated target. While most of their attacks target PCs, they sometimes hit the quicklings, especially with multitarget attacks or when the quicklings are bloodied.

Quickling Zephyrs: As often as possible, the quicklings move away from their targets after attacking (using *blinding speed* if possible). They try to keep

the animals between themselves and the PCs. Once they're bloodied, the quicklings retreat using the safest path possible.

Winter Wolves: Using pack tactics, the wolves gang up on single foes or small groups. If a winter wolf knocks an enemy prone, it uses *drag* to pull that enemy closer to the other wolves. They also go after creatures knocked prone by the thunderfury boar's *thunderfury*.

Chimera: If multiple enemies are clustered near the pit, the chimera flies across the pit, lands on the other side, and uses *dragon breath* against them. If it doesn't have three PCs in reach for its *triple threat* attack, it uses one of those attacks against a quickling or other humanoid. The PCs might parlay with the chimera, but it has been penned up for a long time, and it's not receptive to reason (and it *definitely* doesn't want to remain in slavery).

Thunderfury Boar: In tight quarters, the boar has some trouble charging. It sometimes chooses to provoke opportunity attacks just so it can charge.

FEATURES OF THE AREA

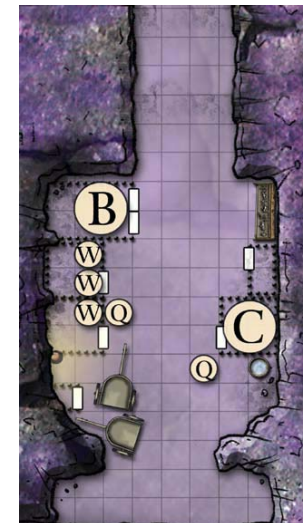
Illumination: Bright light.

Pens: The locks on the pens are easy to open for humanoid creatures. The bars can be bent or destroyed (break DC 28; AC 4, Fortitude 12, hp 120).

Pit: The crevasse that forms the southern border of the room is 4 squares (20 feet) deep. A creature that falls in takes 2d10 damage from the fall. The sides require a DC 20 Athletics check to climb.

Water Basin: It costs 1 extra square of movement to move into the water basin. A Small creature in the basin gains cover. The basin is full of water, but it's not deep enough to do more than make a creature wet.

Treasure: The weapons rack could contain a magic weapon a PC can steal. You can include one of the treasure parcels here (and possibly allow the PC to pick up the weapon during the encounter).



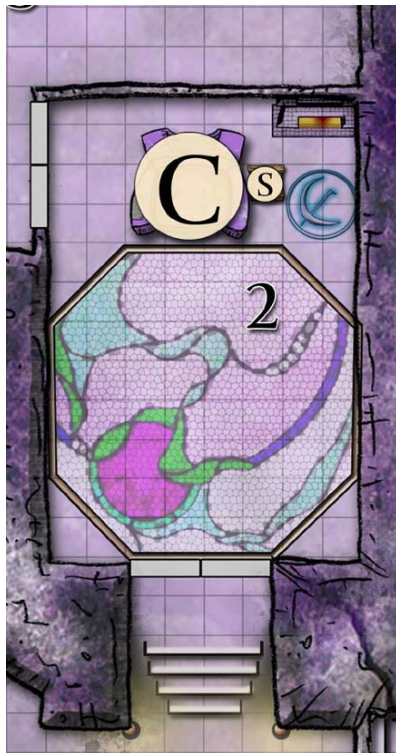
B5: THRONE ROOM SHOWDOWN

Encounter Level 17 (9,600 XP)

SETUP

Cachlain, the Stone-Skinned King (C)
Sovacles, Cachlain's Advisor (S)

This encounter begins after Sovacles calls the PCs back to his throne room and accuses them of allying with Sangwyr and compromising the king's palace.



Cachlain, the Stone-Skinned King (C)		Level 20 Elite Soldier
Huge fey humanoid		XP 5,600
Initiative +13	Senses Perception +18; truesight 6	
HP 388; Bloodied 194; see also <i>cracked stone</i>		
AC 36; Fortitude 34, Reflex 30, Will 32		
Saving Throws +2		
Speed 8, fly 2 (hover)		
Action Points 1		
⊕ Slam (standard; at-will)		
Reach 3; +27 vs. AC; 2d10 + 7 damage, and the target is pushed 2 squares.		
↘ Evil Eye (minor 1/round; at will) ♦ Charm		
Ranged 10; +25 vs. Will; slide the target 3 squares, and the target makes a melee basic attack against a target of Cachlain's choice.		
↖ Stone Swat (standard; recharge ☼☼☼)		
Close blast 3; +27 vs. AC; 3d10 + 7 damage, and the target is pushed 2d4 squares and knocked prone.		
Cracked Stone		
While bloodied, Cachlain has a -2 penalty to defenses and his attacks deal 1d10 extra damage.		
Stone Defense (immediate reaction, when hit and damaged by an attack; recharge ☼☼☼☼)		
Cachlain gains resist 5 to all damage until the end of his next turn.		
Alignment Evil	Languages Common, Elven	
Skills Bluff +21, Endurance +23, Intimidate +23		
Str 22 (+16)	Dex 12 (+11)	Wis 17 (+13)
Con 26 (+18)	Int 19 (+14)	Cha 23 (+16)
Equipment robes, crown		

Sovacles, Cachlain's Advisor (S)		Level 18 Elite Controller
Medium natural humanoid (shapechanger)		XP 4,000
Initiative +14	Senses Perception +18	
HP 340; Bloodied 170		
AC 32; Fortitude 29, Reflex 30, Will 31		
Resist poison 10		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Staff (standard; at-will) ♦ Necrotic, Weapon		
+23 vs. AC; 2d8 + 7 necrotic damage.		
↘ Ensnaring Coil (standard; at-will) ♦ Necrotic		
Ranged 15; +22 vs. Reflex; 1d6 + 5 necrotic damage and slide the target 4 squares.		
✱ Bane Quills (standard; at-will) ♦ Poison		
Area burst 1 within 10; +22 vs. Fortitude; 2d6 + 5 poison damage, and the target takes a -2 penalty to attack rolls and skill checks until the end of Sovacles's next turn.		
↘/✱ Coils and Quills (standard; at-will)		
Sovacles makes an <i>ensnaring coil</i> attack and a <i>bane quills</i> attack.		
✱ Poison Darkness (standard; encounter) ♦ Poison		
Area burst 1 within 20; +22 vs. Fortitude; 3d6 + 7 poison damage. <i>Effect:</i> The burst becomes a zone of darkness until the end of Sovacles's next turn. Any creature that starts its turn within the zone takes 5 poison damage and is blinded (save ends). Sovacles can see through the darkness. <i>Sustain Minor:</i> The zone persists.		
Serpent's Trickery (immediate interrupt, when targeted by an attack while an ally is adjacent; at-will)		
Sovacles redirects the attack to an adjacent ally and shifts 1 square.		
Alignment Evil	Languages Common, Deep Speech, Draconic, Elven	
Skills Arcana +20, Bluff +21, Diplomacy +21, History +20, Insight +18, Religion +20		
Str 13 (+10)	Dex 20 (+14)	Wis 19 (+13)
Con 18 (+13)	Int 22 (+15)	Cha 25 (+16)
Equipment fine clothing, staff of office		

TACTICS

The PCs aren't meant to finish this fight by defeating both enemies. See "Development" and the "Release Cachlain's Mind" skill challenge.

Cachlain: Struggling against the control of Sovacles, the Stone-Skinned King becomes more reluctant to fight as the PCs gain successes in the skill challenge. He doesn't stop attacking, but he makes poor decisions. For instance, he might use his *evil eye* on a creature with a poor melee basic attack.

Sovacles: The advisor remains close to the king, using *serpent's trickery* to redirect attacks to the fomorian. He uses the attacks he redirects as evidence that the PCs are trying to kill the king. *Ensnaring coils* lets him move enemies into position to be hit by *bane quills* or Cachlain's attacks.

DEVELOPMENT

Sovacles reveals his true motives after he becomes bloodied, or when the PCs succeed on the skill challenge and he realizes he has lost control over the king. Sovacles should be standing on the window in the floor when he makes his pronouncement.

When this happens, read:

Sovacles, wounded and angry, snarls, "You have no idea who you're dealing with! My queen has given me the power to destroy you easily! Tiamat will have all that you possess and more, and your blood is my gift to her! And I'm sure Cachlain's replacement will be more amenable to our commands."

Cachlain responds quickly, shouting out that he'll never let the god of greed steal what belongs to him. He gestures at the floor and his evil eye flashes green.

Then, the plates of glass flutter away, opening a hole that drops the PCs and Sovacles to the gladiatorial arena below. The fall is 40 feet (4d10 falling damage). Remember that a character trained in Acrobatics can make a check as a free action to reduce the damage by half the result of the check.

FEATURES OF THE AREA

Illumination: Bright light.

Fireplace: This fireplace is tall enough to contain Medium creatures. A creature that enters or starts its turn in the fireplace takes 5 fire damage.

Magic Circle: The arcane sigils carved into the floor here are used for scrying rituals by Sovacles, but they don't have any use during combat.

Throne: Cachlain's throne is blocking terrain for Medium creatures. A creature can climb onto it with a DC 13 Athletics check. The base of the throne is solid crystal, so it's not possible to walk under it.

Floor: The window floor is perfectly safe to walk on. Until Cachlain commands the floor to open, the floor's durability and magical protection keep it intact.

Doors: The southern door is locked by magic, and only Cachlain or Sovacles can command it to open. The door leading to Cachlain's bedchamber is unlocked and can be opened easily.

Ceiling: The ceiling is 5 squares (25 feet) high.

MOVING INTO THE ARENA

If the combatants jump over to the arena floor, they enter the middle of a gladiatorial bout. You can grab a couple of eladrin Feydark gladiators from the "Arena of Blood" encounter, or pick whatever monsters you want for the battle on which the PCs and monsters intrude. You could instead use a handful of minions in the arena the unleashed animals can cut down, making the fight feel more chaotic.

B6: ARENA OF BLOOD

Encounter Level 20 (14,800 XP)

Encounter Level 21 (20,400 XP) if the gladiators fight for Virizan

SETUP

1 blackroot treant (T)

4 eladrin Feydark gladiators (G)

Virizan, Exarch of Tiamat (S)

This encounter begins immediately after “B5. Throne Room Showdown.” Virizan begins the encounter in his venom wisp form.

Release Cachlain’s Mind Skill Challenge

Level 18
XP 6,000

The fomorian king is fighting against Sovacles’s control, even while attacking you. He squints his eyes and shakes his head as though he were trying to banish unwanted visions.

While they fight the Stone-Skinned King and Sovacles, the PCs can attempt to free the monarch from his advisor’s control. Each PC can attempt a skill check as a minor action once per round to contribute to this challenge.

Complexity

2 (requires 6 successes before 3 failures).

Primary Skills

Arcana, Diplomacy, Insight, Intimidate.

Other Skills

Heal.

Victory

Sovacles reveals his true intentions, and Cachlain changes the fight. See “Development.”

Defeat

The PCs realize they can’t end the enchantment through their efforts. (They need to wait until they drop Sovacles below his bloodied value before the events of “Development” occur.)

Special (1 success, maximum 1 success)

If the PCs succeeded on the skill challenge in “Audience with the King,” they gain an automatic success.

After the PCs land in the arena, read:

In the gladiatorial arena below you, a handful of eladrin gladiators fight an undead treant bound in place with massive cold iron chains. A crowd massed in dozens of cave mouths along the towering walls takes in the bout.

You see Sovacles plummet down and hear his body snap as he hits the purple crystal of the arena floor. The crowd cheers! Just when it appears that the advisor’s threat is ended, his body evaporates and forms into a wispy green cloud with smoky wings.

Special (1 success, no maximum successes)

The PC makes one of Sovacles’s attacks hit Cachlain, either by redirecting the attack, dominating Sovacles, or by luring Sovacles to use a multitarget attack that hits the fomorian.

Special (2 successes, no maximum successes)

If the PC uses *dispel magic* on the king, it can’t totally overpower the enchantment, but it severely weakens Sovacles’s control.

Arcana DC 25 (1 success, no maximum successes)

Fighting power with power, the PC recites countermagic to reverse Sovacles’s enchantment.

Diplomacy DC 20 (1 success, no maximum successes)

The PC reasons with Cachlain, convincing him the PCs aren’t his enemies. Increase the DC to 25 if the PC has attacked Cachlain during this encounter.

Heal DC 13 (no successes)

By healing Cachlain’s wounds, the PC gains a +5 bonus to his or her next check in the skill challenge, and Cachlain won’t attack that PC (save ends).

Insight DC 20 (1 success, maximum 2 successes)

The PC points out that Sovacles is becoming more blatant and is flaunting his control over the king.

Intimidate DC 25 (1 success, maximum 2 successes)

The PC berates Cachlain for letting Sovacles order him around.

The PCs keep the same initiative, and Virizan goes at the same time Sovacles did. Roll initiative for the treant and gladiators.

Throughout the fight, Virizan reveals the following information:

- ◆ “You have destroyed my human guise! Still, I have four more forms that can defeat you easily! Now you know you face Virizan, exarch of Her Dark Majesty Tiamat! All in this room will take my secret to their graves!”
- ◆ “Cachlain won’t last long! Sangwyr marches, and the fomorian weakling’s forces can’t stop him alone. Tiamat covets this domain and it will be hers, and Sangwyr will be a perfect puppet upon the throne.”
- ◆ “Do not think I ever underestimated you. You defeated Chillreaver, so you’re clearly skilled. None of Tiamat’s exarchs falls easily!”
- ◆ “I have no illusions that I am the strongest of Tiamat’s exarchs. Even if you defeat me, you can’t stop us all!”

The venom wisp form is described in the readaloud text above, and the other three forms are described below.

To describe the naga form, read:

Virizan transforms into an enormous, coiled serpent with a humanoid face. A row of green quills run down his spine, and longer spines jut out from the tip of his muscular tail. Peals of thunder sound at his command.

To describe the snake swarm form, read:

The exarch's body rips into pieces, which become writhing snakes as they fall to the ground. A swarm of the creatures crawls across the ground, baring fangs that drip with venom.

To describe the snaketongue form, read:

Virizan assumes the guise of a human creature with scaled skin. He produces his staff of office, now twisted and warped into the image of a hooded serpent.

Blackroot Treant (T)	Level 19 Elite Soldier
Huge fey magical beast (plant, undead)	XP 4,800
Initiative +13	Senses Perception +13; low-light vision
Blackroot Aura (Healing, Necrotic) aura 2; each enemy that starts its turn within the aura takes 10 necrotic damage, while an undead ally that starts its turn within the aura regains 10 hit points.	
HP 368; Bloodied 184	
AC 36; Fortitude 34, Reflex 29, Will 32	
Vulnerable fire (a blackroot treant takes ongoing 5 fire damage [save ends] when damaged by fire).	
Saving Throws +2	
Speed 6 (forest walk)	
Action Points 1	
⊕ Slam (standard; at-will) ◆ Necrotic	
Reach 3; +25 vs. AC; 1d12 + 8 damage, and ongoing 5 necrotic damage (save ends).	
↓ Entangling Roots (minor; at-will)	
Reach 4; +23 vs. Reflex; the target is knocked prone and restrained (save ends). If the blackroot treant moves, slides, or is pushed more than 4 squares from the target, the target is no longer restrained.	
Alignment Unaligned	Languages Elven
Skills Nature +18, Stealth +16	
Str 27 (+17)	Dex 14 (+11) Wis 18 (+13)
Con 24 (+16)	Int 16 (+12) Cha 22 (+15)

4 Eladrin Feydark Gladiators (G)	Level 16 Soldier
Medium fey humanoid	XP 1,400 each
Initiative +17	Senses Perception +9; low-light vision
HP 154; Bloodied 77	
AC 32; Fortitude 28, Reflex 30, Will 26	
Saving Throws +5 against charm effects	
Speed 6	
⊕ Spear (standard; at-will) ◆ Weapon	
+23 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the gladiator's next turn.	
↓ Bloodletting Stab (standard; encounter) ◆ Weapon	
+23 vs. AC; 3d8 + 7 damage. If the gladiator has combat advantage against the target, the target takes ongoing 10 damage (save ends).	
Gladiator's Cage	
An enemy flanked by the gladiator takes a -5 penalty to attack rolls.	
Fey Step (move; encounter) ◆ Teleportation	
The eladrin Feydark gladiator teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 21 (+13)	Dex 24 (+15) Wis 13 (+9)
Con 18 (+12)	Int 15 (+10) Cha 16 (+11)
Equipment scale armor, spear	

TACTICS

The fight between the PCs is the heart of this encounter, and the gladiators and treant introduce chaos into the battle.

Eladrin Feydark Gladiators: Neutral parties, the gladiators fight for whichever side the crowd is behind. Though fickle, the crowd supports the PCs. They can also fight the PCs after being hit with Virizan's *overwhelm mind* power.

Blackroot Treant: Driven mad with rage, the treant lashes out indiscriminately. See the sidebar.

Virizan: No longer hidden in human form, this exarch of Tiamat can shapechange constantly. He uses *mind spike* each turn, and *overwhelm mind* when possible. Virizan chooses his form based on the abilities he needs.

Virizan, Exarch of Tiamat (S) Level 18 Solo Controller
Medium natural humanoid (shapechanger) XP 10,000

Initiative +14 **Senses** Perception +18
Shifting Body Track hit points separately for each of Virizan's forms. He is bloodied once two forms have dropped to 0 hit points, and he is defeated when all forms have dropped to 0 hit points. See also *death change*.
AC 32; **Fortitude** 29, **Reflex** 30, **Will** 31
Resist determined by current shape
Saving Throws +5
Speed determined by current shape
Action Points 2

⚡ **Mindspike** (minor 1/round; at-will) ♦ **Psionic**
Close burst 10; targets one creature in burst; +22 vs. Will; 3d6 psychic damage, and ongoing 5 psychic (save ends).

⚡ **Overwhelm Mind** (standard; recharge Ⓜ) ♦ **Charm**
Ranged 20; targets a creature taking ongoing psychic damage; +22 vs. Will; the target is dominated (save ends).

Exarch's Shape (minor 1/round; at-will) ♦ **Polymorph**
Virizan changes to one of the forms below. The form must have more than 0 hit points.

Death Change (when current form is reduced to 0 hit points)
Virizan uses *exarch's shape*, and the new form takes damage equal to half the damage of the effect that reduced the previous form to 0 hit points.

Alignment Evil **Languages** Common, Deep Speech, Draconic, Elven

Skills Arcana +20, Bluff +21, Diplomacy +21, History +20, Insight +18, Religion +20

Str 13 (+10) **Dex** 20 (+14) **Wis** 19 (+13)

Con 18 (+13) **Int** 22 (+15) **Cha** 25 (+16)

Equipment fine clothing, staff of office

Naga Form Only

Large natural magical beast (reptile, shapechanger)

HP 170

Speed 6

⚡ **Tail Slap** (standard; at-will)
Reach 2; +23 vs. AC; 2d8 + 7 damage, and the target is pushed 2 squares.

⚡ **Exarch's Thunder** (standard; at-will) ♦ **Thunder**
Area burst 10 within 20; +22 vs. Fortitude; 1d10 + 7 thunder damage. *Miss*: Half damage.

Snake Swarm Form Only

Medium natural magical beast (reptile, shapechanger, swarm)

Swarm Attack aura 1; each enemy that starts its turn within the aura takes 7 damage.

HP 170

Resist half damage from melee and ranged attacks;

Vulnerable 10 against close and area attacks

Speed 6; ignores difficult terrain

⚡ **Swarm of Fangs** (standard; at-will) ♦ **Poison**
+23 vs. AC; 1d10 + 6 damage, and ongoing 5 poison (save ends).

Snaketongue Form Only

Medium natural humanoid (shapechanger)

HP 170

Resist 10 poison

Speed 6

⚡ **Serpent Staff** (standard; at-will) ♦ **Poison**
+23 vs. AC; 1d10 + 7 poison damage.

⚡ **Emerald Coils** (standard; at-will) ♦ **Poison**
Ranged 20; two targets; +22 vs. Reflex; 2d6 + 7 poison damage, and slide the target 3 squares.

Venom Wisp Form Only

Medium natural magical beast (shapechanger)

HP 120

Immune poison; **Resist** insubstantial

Speed 0, fly 8 (altitude limit 3, hover)

⚡ **Venomous Claws** (standard; at-will) ♦ **Poison**
+23 vs. AC; 2d8 + 7 poison damage.

⚡ **Caustic Breath** (standard; at-will) ♦ **Poison**
Virizan shifts his speed and makes an attack at any point during that movement; close blast 3; +22 vs. Fortitude; 1d10 + 7 poison damage. *Miss*: Half damage.

Artillery: When enemies can't reach him, the exarch chooses naga form to make artillery-style area attacks. He also uses it when he needs to push foes away.

Control: To move enemies around (to push them into the pit or within the treant's reach), Virizan uses snaketongue form.

Melee: When he wants to enter melee combat or is surrounded, Virizan chooses his snake swarm form.

Defense and Mobility: To cover a lot of ground, or to reduce the damage he's taking, the exarch changes to venom wisp form to gain flying and insubstantial.

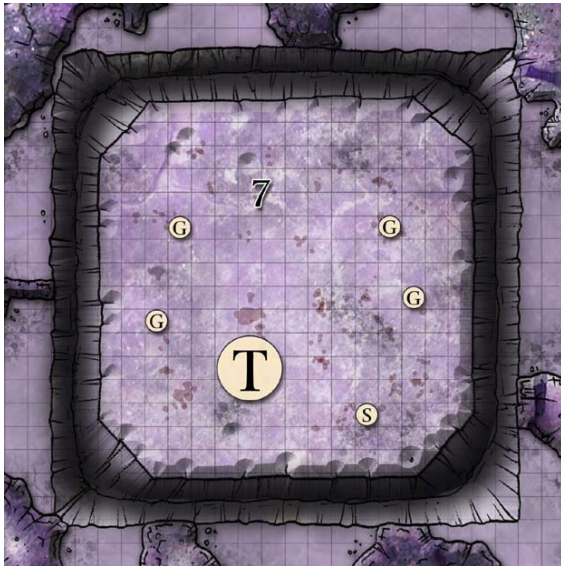
TOUGH FIGHT

If the PCs are low on resources, and you don't want the fight to turn into an endless series of at-will attacks, use the following variant rule: Each time a PC saves against *overwhelm mind*, that creature regains an encounter attack power.

THE TREANT IS TERRAIN

In this battle, the blackroot is treated more like a hazard than a monster. The treant doesn't give experience points by default, though you can give out full or partial XP if the PCs end up fighting and defeating the treant for some reason.

- ◆ Cold iron chains bind the treant. It is immobilized and can't be forced to move by a push, pull, or slide. The chains have AC 4; other defenses 12; break DC 30; hp 120.
- ◆ The treant treats everyone as an enemy, including the PCs, Virizan, and the gladiators.
- ◆ It makes opportunity attacks against anyone it can.
- ◆ On its turn, it uses *entangling roots* and its slam attack against random targets within reach.



FEATURES OF THE AREA

Illumination: Bright light.

Pit: The crevasse that surrounds the arena floor is 4 squares (20 feet) deep. A creature that falls in takes 2d10 damage from the fall. The sides require a DC 20 Athletics check to climb.

Ledges: The towering walls are honeycombed with cave mouths that serve as viewing areas for a diverse audience of fey creatures. The lowest ledges (shown on the map) are 2 squares (10 feet) higher than the floor of the arena, and the walls around them require a DC 20 Athletics check to climb.

AUDIENCE PARTICIPATION

Audience members pack the viewing ledges. They cheer for exciting attacks and might help the PCs if they've been fighting well. This could include distracting Virizan, drawing the treant away from PCs, or dropping ropes to help a PC out of the pit.



APPENDIX: NEW MONSTERS

CYCLOPS SLAVER

Tasked with procuring slaves for their fomorian masters, cyclops slavers craft the specialized tools they use to capture their targets.

Cyclops Slaver	Level 15 Controller
Large fey humanoid	XP 1,200
Initiative +14 Senses Perception +15; truesight	
HP 149; Bloodied 74	
AC 29; Fortitude 27, Reflex 29, Will 25	
Speed 7	
⊕ Spear (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 2d10 + 4 damage.	
⊗ Shuriken (standard; at-will) ♦ Weapon	
Ranged 6/12; +20 vs. AC; 2d6 + 4 damage.	
↘ Evil Eye (minor 1/round; at-will) ♦ Sleep	
Ranged sight; the target takes a -2 penalty to attack rolls against the cyclops slaver until the end of the encounter or until the slaver uses <i>evil eye</i> against a different target.	
⚡ Barbed Net (standard; requires net; recharge ☞☞☞☞) ♦ Weapon	
Close blast 4; +19 vs. Reflex; 1d10 + 6 damage, and the target is restrained and takes ongoing 10 damage (save ends both).	
✳ Sleep Powder Flask (standard; encounter) ♦ Sleep	
Area burst 1 within 10; +19 vs. Fortitude; the target is slowed (save ends). <i>First Failed Saving Throw</i> : The target is knocked unconscious instead of slowed (save ends).	
Alignment Unaligned	Languages Elven
Skills Stealth +19	
Str 20 (+12)	Dex 24 (+14) Wis 17 (+10)
Con 21 (+12)	Int 11 (+7) Cha 10 (+7)
Equipment leather armor, spear, 3 nets, 10 shuriken, 1 sleep powder flask	

CYCLOPS SLAVER LORE

Arcana DC 18: Fomorians seek more slaves to do their work for them. The misshapen giants trust the work of collecting slaves to their cyclops followers. The slave masters create barbed nets and alchemical sleep powder, and set out to distant lands in search of new creatures to enslave.

CYCLOPS SLAVER TACTICS

After using *barbed net* to restrain as many targets as it can, a slaver moves back and lets its allies beat on the enemies. Slavers use *evil eye* on strikers or other characters with primarily single-target attacks. The slavers' alchemical sleeping powder is difficult to create and requires rare substances, so they throw their flasks only when desperate. Slaves aren't much good when they're dead, so a slaver can throw its barbed net inside-out, and the target doesn't take ongoing damage.

ELADRIN

In the world, eladrin are exceptional. In the Feywild, though, they're more common, and many serve as rank and file or find odd paths of employment.

Eladrin Winter Blade	Level 14 Soldier Minion
Medium fey humanoid, eladrin	XP 250
Initiative +15 Senses Perception +8; low-light vision	
HP 1; a missed attack never damages a minion	
AC 30; Fortitude 26, Reflex 27, Will 24	
Saving Throws +5 against charm effects	
Speed 6	
⊕ Winter Longsword (standard; at-will) ♦ Cold, Weapon	
+21 vs. AC; 8 cold damage.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin winter blade teleports 5 squares.	
Alignment Unaligned	Languages Elven
Str 20 (+12)	Dex 23 (+13) Wis 12 (+8)
Con 14 (+9)	Int 15 (+9) Cha 16 (+10)
Equipment leather, longsword	

ELADRIN WINTER BLADE LORE

Arcana DC 11: The rank and file of armies mustered by the Winter Court, eladrin winter blades don't have much combat training. Most aren't soldiers by trade, and they rely on the small amount of longsword training all eladrin receive. They carry blades that develop frost when carried by eladrin from the Winter Court.

ELADRIN WINTER BLADE TACTICS

When fighting with mostly other eladrin, winter blades follow orders, and they take the brunt of assaults. If they're grouped with other creatures who are better suited to fighting on the front lines, the eladrin teleport to surprise the enemies behind the first rank.

Eladrin Feydark Gladiator Medium fey humanoid	Level 16 Soldier XP 1,400
Initiative +17 Senses Perception +9; low-light vision HP 154; Bloodied 77 AC 32; Fortitude 28, Reflex 30, Will 26 Saving Throws +5 against charm effects Speed 6	
⊕ Spear (standard; at-will) ♦ Weapon +23 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the gladiator's next turn.	
⊕ Bloodletting Stab (standard; encounter) ♦ Weapon +23 vs. AC; 3d8 + 7 damage. If the gladiator has combat advantage against the target, the target takes ongoing 10 damage (save ends).	
Gladiator's Cage An enemy flanked by the gladiator takes a -5 penalty to attack rolls.	
Fey Step (move; encounter) ♦ Teleportation The eladrin Feydark gladiator teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 21 (+13)	Dex 24 (+15) Wis 13 (+9)
Con 18 (+12)	Int 15 (+10) Cha 16 (+11)
Equipment scale armor, spear	

ELADRIN FEYDARK GLADIATOR LORE

Arcana DC 20: Many fomorian kings love gladiatorial combat, and they seek all sorts of warriors and creatures to fight in their arenas. They especially prize eladrin slaves, because the fomorians love gloating over an eladrin's pain.

ELADRIN FEYDARK GLADIATOR TACTICS

Experts in arena combat, eladrin Feydark gladiators prefer to fight in pairs (gaining the benefit of *gladiator's cage*). If they need to move into battle, they do so carefully instead of rushing in, and they save *fey step* in case they need to escape from the heat of battle.

FIRBOLG DUSK HARRIER

In the Wild Hunt, dusk harriers flush out prey and assist other firbolgs as they chase down their quarry.

Firbolg Dusk Harrier Large fey humanoid	Level 13 Elite Skirmisher XP 1,600
Initiative +17 Senses Perception +17; low-light vision HP 322; Bloodied 161 Regeneration 5 AC 31; Fortitude 29, Reflex 30, Will 27 Vulnerable necrotic (if Pyradan takes necrotic damage, his regeneration doesn't function on his next turn) Saving Throws +2; +4 against charm effects, immobilized, restrained, and slowed Speed 8 Action Points 1	
⊕ Spear (standard; at-will) ♦ Weapon Reach 2; +22 vs. AC; 2d10 + 5 damage.	
⊕ Javelin (standard; at-will) ♦ Weapon Ranged 10/20; +22 vs. AC; 2d8 + 5 damage.	
⊕ Double Attack (standard; at-will) Pyradan makes two spear attacks, and slides one hit target 1 square. Pyradan then shifts 3 squares.	
⊕ Moonfire (minor 1/round; recharge ⓂⓂⓂ) Ranged 10; +20 vs. Will; until the end of Pyradan's next turn, the target cannot benefit from invisibility or concealment, and Pyradan gains combat advantage against the target.	
⊕ Forest of Spears (standard; recharges when first bloodied) ♦ Weapon Close burst 2; targets enemies; +22 vs. AC; 2d10 + 5 damage, and the target is either slowed (save ends) or takes ongoing 10 damage (save ends). On a critical hit, the target takes both effects.	
Deadly Flanker When an ally flanks with Pyradan, that ally deals 1d8 extra damage with attacks against the flanked creature.	
Harrier's Flank (immediate reaction, when an ally moves adjacent to a creature within 2 squares of Pyradan; at-will) Pyradan shifts 2 squares. He must end this shift in a flanking position with the ally who triggered this power.	
Alignment Unaligned	Languages Common, Elven
Skills Acrobatics +19, Athletics +20, Intimidate +15, Nature +17 Str 22 (+14) Dex 25 (+15) Wis 18 (+12) Con 17 (+11) Int 13 (+9) Cha 15 (+10)	
Equipment hide armor, 2 spears, 4 javelins	

FIRBOLG DUSK HARRIER LORE

Arcana DC 11: Among the Wild Hunt, firbolg dusk harriers occupy a support role, and they set up their prey to be slaughtered. They hunt both beasts and people, adapting their skills to both situations. Masters of a fighting style that uses two spears (one with a hooked point), dusk harriers can attack rapidly, and they drag their foes into the middle of the hunting party.

Arcana DC 18: Other firbolg hunters judge dusk harriers harshly, and a dusk harrier is shunned if he or she fails to be fully effective in combat. A dusk harrier expelled from a hunting party might become a hermit or run with a pack of wild beasts. A few, however, become enforcers or commanders for fomorians or archfey. Still, they refuse to teach firbolg secrets—especially the dusk harriers' two-spear fighting style.

FIRBOLG DUSK HARRIER TACTICS

Rarely found without other melee warriors to fight alongside, firbolg dusk harriers use their mobility and *harrier's flank* to help their allies. When encountering intelligent prey, they use psychological warfare, taunting their enemies. When fighting an adventuring party or other group, a dusk harrier repeatedly attacks the weakest target if doing so provokes desperate actions from others within the group. For instance, a dusk harrier might repeatedly strike at a wizard if that causes defenders and leaders to disengage from other foes to protect the wizard.

PORTAL HOUND

Part physical flesh and part magical energy, a portal hound can teleport itself and other creatures easily.

Portal Hound **Level 16 Controller**
Medium fey beast XP 1,400

Initiative +15 **Senses** Perception +21; low-light vision

Portal Aura (Teleportation) aura 2; when an enemy starts its turn within the aura, the portal hound can teleport that creature to a different square within the aura.

HP 150; **Bloodied** 75

AC 30; **Fortitude** 26, **Reflex** 30, **Will** 28

Speed 7, teleport 7

⚔ **Bite** (standard; at-will)

+21 vs. AC; 2d8 + 7 damage.

✦ **Dimensional Jaws** (standard; at-will) ✦ **Teleportation**

+21 vs. AC; 2d8 + 7 damage, and the portal hound makes a secondary attack against the same target. *Secondary Attack:* +22 vs. Will; the target is teleported 10 squares.

↶ **Portal Walk** (move; encounter) ✦ **Teleportation**

The portal hound attacks, then teleports itself to a square within 10 of it; close burst 1; +21 vs. Will; the target is teleported into a square adjacent to the portal hound, after the hound teleports.

Alignment Unaligned

Languages –

Str 16 (+11)

Dex 24 (+15)

Wis 21 (+13)

Con 14 (+10)

Int 5 (+5)

Cha 19 (+12)

PORTAL HOUND LORE

Arcana DC 13: These hounds of the Feywild seethe with magical power, which causes them to manifest extraordinary abilities of teleportation. Even their jaws warp and shift, allowing them to transport their quarry with a simple bite. Though wild portal hounds are cunning predators, the creatures are even more dangerous when trained by firbolgs, who use them to corner their enemies.

Arcana DC 20: Because of their unique abilities, portal hounds live and stalk prey in unusual terrain. In marshy areas, around cliffs, among dangerous vegetation, and near rushing water, portal hounds use their

teleportation abilities to trap prey on isolated or dangerous terrain. They then try to push or frighten the prey into dangerous places (into brambles, off precipices, or into rushing water, for example) to weaken or kill it.

PORTAL HOUND TACTICS

The versatile allotment of teleportation powers portal hounds possess are useful in any situation. When trained by firbolgs, portal hounds use precise teleportation to trap foes. Wild portal hounds, on the other hand, target weak foes (especially bloodied and lightly armored enemies), teleporting their prey and themselves away from other combatants to go one-on-one.

Portal hounds are especially skilled at using terrain to their advantage. Include thorns, wildfires, or

other hazardous terrain into which the portal hound can teleport PCs.

ENCOUNTER GROUPS

Although portal hounds are often trained by firbolgs, feral members of the breed form packs with fey animals.

Level 15 Encounter (XP 6,800)

- ◆ 1 displacer beast packlord (level 13 elite skirmisher, *Monster Manual* page 70)
- ◆ 2 portal hounds (level 16 controller)
- ◆ 2 thunderfury boars (level 15 brute, *Monster Manual* page 35)



SCARRED BULETTE

Tortured by servants of fomorians, these bulettes have been inculcated into blind obedience to their misshapen masters.

Scarred Bulette	Level 15 Elite Skirmisher	
Large natural beast	XP 2,400	
Initiative +14	Senses Perception +10; darkvision, tremorsense 20	
HP 304; Bloodied 152		
AC 29; Fortitude 28, Reflex 25, Will 23		
Vulnerable charm (a tortured bulette hit by a charm attack is immobilized until the end of its next turn)		
Saving Throws +2		
Speed 6, burrow 6		
Action Points 1		
⊕ Bite (standard; at-will)		
Before it bites, the bulette can make a standing long jump (as a free action) without provoking opportunity attacks; +20 vs. AC; 2d8 + 6 damage, or 4d8 + 6 damage against a prone target.		
⊥ Earth Furrow (move; at-will)		
The scarred bulette moves its burrow speed just below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' spaces. As it burrows beneath the space of a Medium or smaller creature on the ground, the bulette makes an attack against the creature; +14 vs. Fortitude; the target is knocked prone.		
↶ Rising Burst (standard; the bulette must have emerged from the ground after burrowing this turn; at-will)		
Close burst 2; the bulette sprays rocks and dirt into the air when it rises out of the ground; +19 vs. AC; 1d10 + 6 damage.		
Spray of Tainted Blood (when an adjacent creature hits the scarred bulette with a melee attack)		
The attacker takes a -2 penalty to Fortitude until the end of the scarred bulette's next turn.		
Habituated to Torture		
While the scarred bulette is bloodied, it gains a +2 bonus to all defenses and to speed.		
Alignment Unaligned	Languages –	
Skills Athletics +20, Endurance +19		
Str 27 (+15)	Dex 21 (+12)	Wis 16 (+10)
Con 24 (+14)	Int 2 (+3)	Cha 11 (+7)

SCARRED BULETTE LORE

Nature DC 18: Though bulettes live primarily in the world, a few are found living in the Feywild or are taken there to serve as pets or beasts of burden for powerful fey. Fomorians who capture bulettes have them tortured for years, until the beasts' wills are broken. These obedient bulettes are covered in scars, and their blood has become tainted by magical toxins.

SCARRED BULETTE TACTICS

In most ways, a scarred bulette fights like any other bulette, burrowing beneath opponents to knock them over and using *rising burst* when it emerges from the ground. However, since it doesn't have *second wind*, a scarred bulette is more likely to keep fighting after being wounded. After a creature hits the bulette and triggers its *spray of tainted blood*, the bulette uses earth furrow to move beneath that creature and take advantage of its weakened Fortitude.

Scarred bulettes are rarely encountered without masters. It takes great effort and years to turn a bulette into this monstrosity, and no one who possesses a scarred bulette wants its efforts to be wasted.

About the Author

Logan Bonner has worked on *D&D Miniatures™*, *Forgotten Realms® Player's Guide*, *Adventurer's Vault™*, *Player's Handbook® 2*, and *Arcane Power™* in his time as a designer at Wizards of the Coast. He has designed both familiars and alchemy, encouraging people to be both social and anti-social.