



EPIC

21-30

GRASP OF THE MANTLED CITADEL

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An adventure for 22nd-level characters

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“From here I look out over the gloom of the Forest of Twisted Souls, and although my actions have brought me to this benighted place, I have no regrets. With new allegiances come terrifying opportunities. Who among those living upon the world now have the power, the discipline, and the knowledge to utterly destroy a god? My new mistress is indeed munificent”

“Grasp of the Mantled Citadel” is an adventure for five 22nd-level characters. By the end of the adventure, the PCs should have accumulated enough XP to reach 24th level. This adventure is the second epic-level adventure of the Scales of War adventure path. “Grasp of the Mantled Citadel” is a direct sequel to “Betrayal at Monadhan.” With a little work, it can be adapted for use in any campaign.

SCALES
OF
WAR™

In this adventure, characters enter the shadowed demiplane of Vaerothim, plunge through the skeletal depths of the Forest of Twisted Souls, and breach the Mantled Citadel's fearsome defense.

BACKGROUND

At the beginning of "Betrayal at Monadhan," the heroes were in Sayre under the Coalition's protection. There they met an angel of secrets going by the name of Rachaela. She told them of the demiplane of Vaerothim and its most dangerous inhabitants—Mornujhar, Black Exarch of Tiamat, and the powerful lich Irfelujhar, a peerless ritual crafter. She didn't know what the pair were up to but desperately desired the information and so paid the heroes to uncover the truth of the matter.

Unfortunately, the demiplane of Vaerothim is accessible only through Monadhan, the Domain of Betrayal, itself part of the Shadowfell.

The PCs' trip to Monadhan was complicated by the difficulty of leaving Monadhan—the domain is a supernatural prison for traitors and betrayers. To reach Vaerothim, the PCs had to locate a portal and the key which unlocks it—the *Sword of Kas*! Ultimately, the heroes met Kas and agreed to a bargain with him. He would tell them how to operate the portal to Vaerothim if they retrieved his sword and returned it to him. After recovering the sword and learning that the weapon itself was the key to the portal, the characters defeated Arantor, an undead dragon and dark lord of Monadhan, and likely double-crossed Kas so that they could activate the portal leading to Vaerothim.

"Grasp of the Mantled Citadel begins as the characters step through the portal into Vaerothim (see "Start the Adventure" on page 43).

QUESTS

In "Grasp of the Mantled Citadel," the characters travel through the Forest of Twisted Souls to the Mantled Citadel to defeat Irfelujhar and uncover the terrifying consequences of his research. Along the way, they can complete two other quests.

Lay Naiethar Trailhel to Rest

22nd-Level Minor Quest (4,150 XP)

If the heroes parley with Naiethar Trailhel (the dryad lich in **Encounter F4**), she explains that the forest has warped her and her tree. She asks them to take a single bough from her tree (her phylactery) and replant it in untainted soil. If they do so, she is laid to rest.

Freeing Agyrturyte

23rd-Level Minor Quest (5,100 XP)

In **Encounter C4**, the PCs fight Tiamat's Black Exarch Mornujhar. If they defeat him and Agyrturyte survives the ensuing battle, she begs the characters to escort her from the Shadowfell. If they do so, they gain the reward listed above.

Defeating Irfelujhar

23rd-Level Major Quest (25,500 XP)

If the PCs penetrate the Mantled Citadel, defeat Irfelujhar, and discover the nature of his completed research, they gain the reward listed above.

ADVENTURE SYNOPSIS

At the end of "Betrayal at Monadhan," the PCs used the *Sword of Kas* to reach Vaerothim. Arriving on a bleak, high hill in the Forest of Twisted Souls, they can see the gaunt spire of the Mantled Citadel straggling above the warped, skeletal trees of the forest. The tower is at least 10 miles distant, and the PCs must travel through the intervening forest to reach it.

While traveling through the skeletal forest, the characters encounter several groups of creatures. The first is the remnants of a hunting party of Vecna's followers sent here to exact their lord's revenge upon Irfelujhar. These foul creatures try to parley with the heroes but eventually (of course) betray the newcomers and battle ensues.

In the depths of a shadow-mantled valley, they encounter a dryad forced into lichdom by the energy that consumes the forest. If they handle the encounter carefully, they can resolve the situation without violence and gain access to two rituals carved onto the dryad's tree.

On reaching the environ of the Mantled Citadel, they have but one way to proceed—up a steep, tree-flanked path. Ghosts, specters and the very trees of the forest protect the path and must be destroyed before the the citadel can be reached.

In a series of subterranean chambers beneath the citadel, the PCs discover a prison holding one of Bahamut's servants brought here by Mornujhar, the Black Exarch of Tiamat. If the angel survives the ensuing fight, it has useful information for the characters. The heroes encounter a great number of undead, constructs, magical creatures, and fearsome traps as they fight their way upward to Irfelujhar's personal chambers.

ADVENTURING IN THE SHADOWFELL AND VAEROTHIM

The Shadowfell is a reflection of the natural world, darkly cast and twisted. It is also the initial destination of souls just loosed from their bodies. The following are the planar traits for the Shadowfell and Vaerothim, a demiplane linked to the Shadowfell through Monadhan. More information on the plane can be found in the *Manual of the Planes* supplement.

SHADOWFELL TRAITS

Type: Parallel plane.

Size and Shape: The shadowfell is a parallel plane with dimensions and topography similar to the mortal world.

Gravity: Normal.

Mutability: Normal.

Gloom: The Shadowfell mutes light sources, reducing the radius of illumination by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

VAEROTHIM'S TRAITS

Type: Demiplane.

Size and Shape: Vaerothim is a demiplane linked to the Shadowfell. It is roughly 20 miles in diameter.

Gravity: Normal.

Mutability: Normal.

Gloom: Heavy, gray cloud and the vast canopy of skeletal trees in the Forest of Twisted Souls reduce the light reaching ground level. Additionally, because it is linked to the Shadowfell, Vaerothim mutes light sources, reducing the radius illuminated by 50 percent.

In the upper levels of the citadel, the PCs discover a temple dedicated to Tiamat, a library holding many books of esoteric lore, and myriad other chambers and areas. Eventually, they come upon a natural cavern high up in the rock traversable by walkways built of magically-fused bones. The area is a trap, and terrible monsters and long falls await the unwary. After this, but one final group of guardians lies between the heroes and Irfelujhar's personal chambers. There, in the citadel's highest reaches, under a ceiling of magically hardened crystal, the characters trap and slay the lich. After defeating Vaerothim's architect, the PCs find evidence of what the ancient lich was up to and return with it to the Coalition Council, where they receive the terrible news that Bahamut has been slain.

SETTING

This adventure takes place in Vaerothim, a demiplane linked to the Shadowfell through a portal deep within Monadhan, the Domain of Betrayal. When the PCs first enter Vaerothim, they must traverse the benighted Forest of Twisted Souls before reaching the Mantled Citadel. Once they reach the Mantled Citadel, they must fight their way upward past Tiamat-worshipping fanatics and Irfelujhar's many constructs and magical defenses before eventually reaching the citadel's zenith, where the characters bring Irfelujhar to bay in his personal chambers.

RESEARCH

Once the adventure has begun, PCs may attempt to learn more about the personages and locales they encounter. Use the notes below to handle their research.

LOCALES OF NOTE

This adventure features three locales of note. Characters researching these areas may gain useful information.

THE FOREST OF TWISTED SOULS LORE

A character knows the following information about the Forest of Twisted Souls with a successful Nature check. Additionally, any character that draws upon the primal power source feels a great sense of loneliness and sorrow while in the forest.

DC 24: The Twisted Forest is the warped remnant of a forest that stood about the Mantled Citadel before Irfelujhar moved his lair to Vaerothim. The many spirits of nature that should dwell in the forest have disappeared. It is unclear whether they were destroyed or are imprisoned elsewhere. In their place, haunted spirits of sentient creatures inhabit the trees. The strongest of these spirits bestow strange powers to the trees they possess.

DC 29: Fragments of rituals—power discarded by Irfelujhar in his work—swirl through the forest. Characters encountering them can gain access to various minor effects if a fragment is successfully activated.

TREASURE PARCELS

“Grasp of the Mantled Citadel” contains the following treasure parcels.

Parcel A: _____ . F1
(in a niche in the blackroot treant).

Parcel B: _____ . F3
(carried by Rithkerrar).

Parcel C: _____ . F3
(carried by Rithkerrar).

Parcel D: _____ . F5
(scattered on the ground where it was dropped
by previous victims).

Parcel E: _____ . C1
(in the tunnels linking the pits together).

Parcel 1: magic item, level 26

Parcel 2: magic item, level 25

Parcel 3: magic item, level 24

Parcel 4: magic item, level 23

Parcel 5: 1,800 gp

Parcel 6: three 50,000 gp art objects

Parcel F: _____ . C1
(in the tunnels linking the pits together).

Parcel G: _____ . C2
(in Uthnis Maiali’s chamber, area 5).

Parcel H: _____ . C2
(in one of the vestige lich’s lairs).

Parcel I: _____ . C3
(beneath the litter in one of the pits).

Parcel J: _____ . C4
(carried by Darrhkerrar).

Parcel K: _____ . C4
(concealed inside the statues in the prayer shrines).

Parcel 7: 600 pp and two *potions of recovery*

Parcel 8: 600 pp and ten 5,000 gp gems

Parcel 9: *potion of recovery* and six 5,000 gp gems

Parcel 10: two 15,000 gp art objects plus one 5,000
gp gem

Parcel 11: magic item, level 27

Parcel L: _____ . C7
(in the guardians’ chambers).

Parcel M: _____ . C8
(in Irfelujhar’s personal chamber).

Parcel N: _____ . C8
(in the blue dragon alcove).

Parcel O: _____ . C8
(in Irfelujhar’s workspace).

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

Parcel 12: magic item, level 25

Parcel 13: magic item, level 24

Parcel 14: two 15,000 gp art objects and two 5,000
gp gems

Parcel 15: 700 pp

Large or Small Groups: “Grasp of the Mantled Citadel” is designed for five heroes. If you have a different number of players, you should adjust the monster and treasure mix according to the rules in the *Dungeon Master’s Guide*. Doing so rarely takes more than a few minutes. It’s just a matter of adding or subtracting monsters and treasure parcels to make the risk and reward consummate to the size of the group.

Parcel Placement

Place these parcels where you deem appropriate. However, do not simply place them all in areas in which the PCs have fought battles. Several areas within the Mantled Citadel could hold treasure. Reward the characters for taking the time to search the citadel by placing some treasure parcels in these areas:

5: Uthnis Maiali’s Lair

9: Beholder Lair

18: Darrhkerrar’s Chamber

19: Treasury

21: Exarch’s Chamber

22: Library of Eldritch Lore

26: Opulent Living Quarters

27: Lair of the Perfidious One

THE MANTLED CITADEL LORE

A character knows the following information about the Mantled Citadel with a successful Arcana check.

DC 24: the Mantled Citadel is Irfelujhar's lair. It is hidden within the hollowed-out interior of a huge spire of black rock. Such was the magnitude of Irfelujhar's betrayal of Vecna that its consequences reverberate through the complex.

DC 29: The consequences of Irfelujhar's betrayal of Vecna manifest themselves in several ways. Powers with the Fear or Psychic keywords are harder to resist in the citadel while powers with the charm keyword are easier to resist.

VAEROTHIM LORE

A character knows the following information about Vaerothim with a successful Arcana check.

DC 24: Vaerothim is a small demiplane that can be accessed from Monadhan in the Shadowfell. It shares many of the Shadowfell's characteristics but is much smaller, being barely 20 miles in diameter.

DC 29: Vaerothim is the product of a unique and extremely powerful ritual created by Irfelujhar.

PERSONAGES OF NOTE

The two main opponents in this adventure—Mornujhar (Tiamat's Black Exarch) and Irfelujhar (Tiamat's peerless ritual worker)—are so infamous that the heroes may know something about them.

IRFELUJHAR LORE

A character knows the following information about Irfelujhar with a successful Arcana check.

DC 24: Irfelujhar is an extremely powerful and ancient lich famed for his ability to craft rituals of incredible power. He is served by Mornujhar, one of Tiamat's most trusted and powerful servants.

DC 29: Irfelujhar originally worshipped Vecna, but Tiamat seduced him away from the Lord of the Spider Throne. Shortly afterward, Irfelujhar's lair disappeared along with much of the surrounding woodland.

MORNUJHAR LORE

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

DC 24: Tiamat has five exarchs; one for each of her heads. Mornujhar is her Black Exarch and emulates many of the abilities of that species.

DC 29: Mornujhar is a bloodthirsty sadist who delights in capturing enemies so that he can torture them. He doesn't especially care whether the unfortunate in question knows anything important.

START THE ADVENTURE

“Grasp of the Mantled Citadel” begins immediately after the events described in “Betrayal at Monadhan.” If that adventure went according to plan, the characters defeated Arantor and stand before the portal leading to Vaerothim with the *Sword of Kas* in hand.

If you are using “Grasp of the Mantled Citadel” as a standalone adventure in a campaign of your own devising, then the PCs must still reach Vaerothim. You can place the portal to the demiplane virtually anywhere. In this instance, devise your own opening text.

If you are using “Grasp of the Mantled Citadel” as a direct sequel to “Betrayal at Monadhan,” read:

The dragon lord Arantor lies dead, and his treasure hidden now lies at your feet. Chief among the many treasures you have recovered is the Sword of Kas; with this fell blade you can activate the lightning-framed portal on the west wall. Beyond lies Vaerothim and the culmination of your quest.

Before the PCs activate the portal, they can make any preparations they deem necessary (which depending on recent events may include dealing with an extremely angry Kas) before activating the portal.

When the characters look into the portal, read:

The portal holds a wavering, indistinct image of a rocky knoll surrounded by the boughs of a great forest. Three leafless trees stand upon the knoll.

To activate the portal, a character must complete the Planar Portal ritual while holding the *Sword of Kas*. Doing so opens the portal safely. If no one in the group can perform the Planar Portal ritual, all is not lost. A DC 14 Arcana check reveals that the *Sword of*

Kas itself has the power to open the portal. To do so, the wielder must plunge the sword into the portal. Doing so drains two healing surges from the wielder until the character takes an extended rest.

THE SWORD OF KAS

The *Sword of Kas* is presented in detail in *Open Grave* and “Betrayal at Monadhan.” If the characters carry the sword into Vaerothim, review the notes in one of those two sources to reacquaint yourself with the weapon’s powers. The *Sword of Kas* is a potent artifact which could aid the characters considerably in this adventure.

The sword hates undead of all types and continually urges the PCs to attack any such creatures encountered. During **Encounter F3** in particular, the sword urges the heroes to kill Rithkerrar and his ally immediately. Simultaneously, Vecna’s minions recognize the sword and focus their attacks on the character wielding it. The canny Rithkerrar sees in it an opportunity to escape Vaerothim and to receive a handsome reward from Vecna for its capture.

The sword is especially keen to uncover the truth behind Irfelujhar’s betrayal of Vecna and Tiamat’s scheme. While the sword has no love for Vecna, it also perceives the misery and discord that could result if Tiamat’s plot is revealed.

Or course, the sword also continues to work its malign influence upon the PC carrying it, urging him to betray his companions at every opportunity.

When the heroes activate the portal, read:

Crackling energy surges about the portal as the barriers between the planes is ripped asunder. The smell of burning fills the air as lightning arcing from the portal wreathes the Sword of Kas in a blinding halo of light that fades and dissipates after a few moments.

When the PCs step through the portal, they are transported to a hilltop in the Forest of Twisted Souls.

Tactical Encounter F1: A Forsaken Place, page 53.

THE FOREST OF TWISTED SOULS

The PCs must traverse this bleak, depressing woodland to reach the Mantled Citadel. The woods are strangely monochromatic. The skeletal, leafless trees are misshapen and twisted. Gnarled roots rear from the ground like great, petrified serpents. The trees’ gaunt, rotten boughs are shrouded in damp, noisome moss. They twist skyward to form a dense canopy of decaying branches through which only dim light seeps.

Nothing stirs within the pervasive gloom. If the characters bring light here, the trees seem to recoil from it as if the light holds some power over them.

Wind from an unknowable source rattles though the trees. Perceptive characters hear words upon the breeze. These are snatches of arcane power, fragments of rituals cast away by the lich Irfelujhar when he abandoned Vecna. (See “Ritual Fragments” on page 46 for more information regarding this feature).

Nothing natural lives in the forest. Several groups of undead roam the area, and a small group of Vecna’s minions were trapped here when Irfelujhar moved his tower.

As they travel through the forest, the heroes encounter several groups of creatures. Some are immediately hostile while others see in the PCs' arrival an opportunity. As well as the planned encounters detailed below, the characters may experience one or more random encounters in the forest. (Refer to "Random Encounters" on page 44 for sample monster groups.)

Encounter F1: A Forsaken Place. The PCs arrive on a rocky knoll thrusting above the skeletal boughs of the Twisted Forest. They can see the Mantled Citadel in the distance.

A blackroot treant along with two blackstar knights and a venomous tree trap guard the knoll. Once these creatures are defeated, the heroes can proceed to the Mantled Citadel or take an extended rest in safety.

Encounter F2: Passing into Shadow. This skill challenge portrays the characters' journey through the Forest of Twisted Souls. The forest is a fell place—traveling through it is a dangerous and disorientating experience. Encounters F3 and F4 punctuate the skill challenge.

Encounter F3: Adherents of the Spider Throne. The PCs encounter Rithkerrar, an aspect of Vecna, and his servant sent to wreak revenge upon the perfidious Irfelujhar. They are the only survivors of a much larger group. Normally these creatures would be inclined to attack immediately, but they have been trapped here for a long time, kept at bay by the Mantled Citadel's potent wardings. They are desperate to accomplish their task, and so are willing to parley with the party. This encounter inevitably ends in combat, but PCs that do not immediately attack gain some knowledge of Irfelujhar's betrayal of Vecna.



Encounter F4: Twisted Spirit. The characters encounter Naiethar Traihel, a thicket dryad lich—the warped embodiment of the forest. Naiethar is mad but has some information about the forest and the tower to pass on.

The encounter can be resolved through violence or diplomacy. If the heroes use diplomacy, they gain access to a minor quest (carrying a cutting from the dryad's tree back to the Vale and planting it earns a minor quest award).

Encounter F5: Spectral Terrors of Unlife. The PCs reach the Mantled Citadel, but before gaining entry, they must defeat a band of ghosts and specters as well as the forest itself. Once the characters have defeated these guardians, they reach the citadel.

RANDOM ENCOUNTERS

The longer the PCs spend in the Forest of Twisted Souls, the more likely they are to encounter some of its denizens. For every four hours the heroes are in the forest, roll 1d20 and add the following modifiers:

Situation	Modifier
No encounter yet	+2 per previous check
Traveling quietly (characters made Stealth check during scene)	-2
Characters take an extended rest	+2
Characters used violence to resolve a previous encounter.	+1 per previous combat

If the result is 20 or more, the characters encounter a group of wandering monsters.

Suitable encounters are presented below, or DMs can devise their own. The *Monster Manual* provides stat blocks for all the creatures used here. Each encounter provides a level and an XP value based on a party of five PCs.

When designing a random encounter, use the maps for Encounters F3, F4, and F5 for inspiration, and remember to include interesting terrain features. Also, include one or more ritual fragments for the combatants to employ; most creatures of the forest except unthinking brutes and animals know of the ritual fragments and how to activate them.

Once the characters defeat a particular group of monsters, remove it from the roster.

1: CREATURES OF SHADOW

Level 21 Encounter, 16,800 XP

3 nightwalkers

Nightwalkers are creatures of shadow and death. These were drawn to the forest by the intense suffering and death wrought within. They live to spread suffering and death and have been stymied in that by the lack of prey in the forest. Frustrated, they immediately attack any obvious outsiders. The nightwalkers are Irfelujhar's creatures and ferociously defend the forest.

2: DEATH IN THE GLOOM

Level 22 Encounter, 20,375 XP

5 abyssal ghoulish myrmidons

1 death titan

A death titan drives a small pack of ghoulish myrmidons through the forest in search of prey. The creatures use simple tactics, attacking in one howling mass to overwhelm their enemies. The death titan has no compunction about killing its ghoulish minions to gain additional soul shards.

3: SEEKER OF LORE

Level 22 Encounter, 21,600 XP

1 dark naga

1 nightwalker

2 blackroot treants

A dark naga, attracted to the powerful energy of the forest, explores the area in search of magical lore. The dark naga stays back from battle to allow its servants to slaughter opponents while it uses its powers to disrupt enemy attacks. If its guardians are slain, the dark naga slithers off into the gloom.

4: SERVANTS OF TIAMAT

Level 23 Encounter, 27,500 XP

1 bluespawngodslayer

1 larva mage

4 wild hunt hounds

A bluespawngodslayer that is beholden to Tiamat stalks the forest to keep intruders and spies away from the Mantled Citadel. It has not yet received the order to leave the forest.

In battle, the bluespawngodslayer attacks the characters headlong while its wild hunt hounds employ hit-and-run tactics to wear down opponents. The larva mage finds a good vantage point and peppers opponents with its ranged attacks.

AREA FEATURES

Illumination: Dim light filters through the leafless canopy above.

Trees: Numberless warped, leafless trees make up the forest. In most places, the trees tower at least 70 feet above the forest floor. Most are difficult terrain and provide cover; particularly large trees act as blocking terrain.

Writhing Roots: Thick, gnarled roots thrust from the forest floor waiting to trip the unwary. When a character enters a square containing writhing roots, he must make an immediate DC 24 Acrobatics check. Success means that the character avoids tripping on the roots. Failure allows the roots to immediately make a +22 vs. Reflex attack; a hit indicates that the character catches his foot in the roots and falls prone.

Grasping Boughs: Foul magic infuses the trees of the forest. When a character enters a square containing grasping boughs or an adjacent square, the tree attacks: +20 vs. Reflex; 2d8 + 7 damage, and the target is slowed (save ends).

Soul Tree: Many of the trees in the forest are infused with the tortured souls of Irfelujhar's servants locked in the skeletal trees and consumed with a burning hatred for all living creatures. The trapped souls try to crush any living creature coming within reach: Reach 2; +22 vs. Reflex; 2d8 + 7 damage, and the target is immobilized (save ends).

The trunks of soul trees are often speckled with off-white patches of bark. A character making a DC

30 Nature check realizes that something is decidedly wrong with the tree in question. A soul tree can be destroyed (AC 30, other defenses 27; hp 69).

RITUAL FRAGMENTS

The Forest of Twisted Souls is literally brimming with magical energy created as a byproduct of Irfelujhar's work on creating Tiamat's ritual. Fragments of rituals—appearing as wisps of smoke and sparkling motes of iridescent light—swirl through the forest containing miniscule amounts of power, which those encountering them can utilize.

Most inhabitants of the forest are aware of the ritual fragments and make use of them in battle if appropriate. Wild animals, unthinking brutes, and constructs do not attempt to activate ritual fragments.

Identifying a Fragment: A character with line of sight to a ritual fragment can spend a free action to make a DC 24 skill check of the appropriate type. A character identifying a fragment knows the likely result of its activation and can attempt to activate it. A character who knows the ritual from which the fragment derives automatically identifies the fragment.

Ritual fragments are not shown on the tactical maps for the forest. Anyone who can see at least six squares in any direction has line of sight to any given fragment.

Activating a Fragment: A character with line of sight to an identified ritual fragment can spend a minor action to attempt a DC 29 skill check of the appropriate type.

A character who knows the ritual from which the fragment derives gains a +2 bonus to activate it.

Affect Normal Fires Fragment (Arcana or Nature): *Wisps of smoke coil about the tree and the stench of burning hangs thickly in the air.*

A character can attempt to activate this fragment in an encounter only after a combatant has utilized a power or attack with the Fire keyword.

A character making a successful check can manipulate mundane and magical flames to augment his attacks. A successful check wreathes the character's weapon or implement with flames which add 2d6 fire damage to attacks made before the end of his next turn.

Forbiddance (Arcana): *A thin mist of cloying vapor hangs just above the ground. Motes of white and gray sparkle within.*

A character activating this fragment creates a burst 5 of warding energy that precludes any creature of lower level from teleporting or shifting into or out of the zone. The zone lasts until the end of the character's next turn.

Hallucinatory Creature Fragment (Arcana): *Small, shadowy, insubstantial creatures surrounded by sparkling motes tumble across the ground.*

A character activating this fragment creates an exact illusionary duplicate of itself and turns invisible until the end of its next turn, when the duplicate also disappears. If the character attacks while invisible, she immediately becomes visible and the duplicate disappears. As a minor action, the controlling character can direct the image to portray basic actions such as moving, attacking, and so on. The image cannot move more than 20 squares away from the character it represents.

A character seeing an illusionary duplicate immediately makes an Arcana check (DC equals the result of the Arcana check that activated the fragment) to identify the image as a fake. If the illusionary duplicate is targeted by an attack, it immediately disappears.

Lullaby Fragment (Arcana): *A small mist cloud containing sparkling motes of multi-hued light drifts through the trees. Distant sounds of melodious humming are barely audible.*

A bard gains a +2 bonus to checks made to activate this ritual fragment.

A character activating this fragment makes an Intelligence vs. Will attack against one creature within 10 squares. A hit indicates that the target becomes drowsy and distracted—the character who activated the fragment or an ally can make a Stealth check to hide from the creature even without superior cover or total concealment. The target remains drowsy until the end of the character's next turn.

Pyrotechnics Fragment (Arcana): *A swirling mass of small, colorful, sparkling lights cascades through the trees.*

A plethora of small, colorful meteors swirl about the head of a character activating this fragment. As a minor action, the character can hurl the meteors at a creature within 10 squares. These meteors provide bright illumination of the targeted creature and of adjacent squares. They move with the targeted creature, making it impossible for the creature to hide. This illumination lasts until the end of the character's next turn.

Snare Fragment (Nature): *A swirling cloud of small sticks, bits of moss, and other forest litter tumbles across the ground.*

A barbarian, druid, shaman, or warden gains a +2 bonus to checks made to activate this ritual fragment.

A character activating this fragment causes the roots in one square to burst from the ground and try to entangle a foe in that square. The roots make an attack equal to the activating character's level +4 vs. Reflex. On a hit, the target is immobilized until the end of the character's next turn, when the roots burrow back into the ground.

Speak with Nature Fragment (Nature): *A cloud of mottled green and brown smoke wafts through the trees accompanied by the faint smell of honeysuckle and lavender.*

A barbarian, druid, shaman, or warden gains a +2 bonus to checks made to activate this ritual fragment. This bonus stacks with that detailed in the “Primal Characters” sidebar.

A character activating this fragment can ask one question of a nearby tree. Although the trees were once natural, they have been horribly corrupted by necrotic energy. Each of the trees contains the trapped soul of one of Irfelujhar’s servants. While the answer the spirit provides is true to the best of its knowledge, the answer will be cryptic and fragmentary. What’s more, a spirit knows only what it knew in life and what has happened in the immediate vicinity of the spot it’s rooted to.

This fragment can affect a given tree only once, but (obviously) there are plenty of trees in the forest.

Each tree has a distinct personality. Some are wholly mad, others plead for freedom, while others hate dealing with living creatures. Improvise such details as necessary to deliver memorable answers!

MANTLED CITADEL SUMMARY

The Mantled Citadel stands atop a tree-shrouded knoll deep within the Forest of Twisted Souls at the center of Vaerothim. As one draws closer to this fell edifice, the trees cluster thicker together until they press hard up against the knoll’s near-vertical cliffs. The only path that spirals up from the forest floor is flanked by bare rock on one side and a coiled, twisted wall of elder trees upon the other.

Atop the knoll, even greater trees crowd out the light. Their thick branches curl upward around a huge shard of black rock. Passageways and chambers of the citadel riddle this rock.

If the heroes elect to scale the mount in hopes of finding another way into the citadel, their activities awaken the coiled trees that grow upon it (page 63).

When the characters reach the citadel, read:

Atop the knoll, huge trees cluster thickly against a spire of black rock that rises hundreds of feet into the air. A single, black iron door pierces the rock at ground level.

The door is not locked or barred; Irfelujhar trusts the perils of the Forest of Twisted Souls and the many guardians within the citadel to guarantee his safety. The rock itself is over 300 feet high, although the boughs of the many trees clustering about the rock mask the lower 100 feet or so. Refer to “Area Features” for more information.

When the PCs open the door, read:

The door opens soundlessly into a 10-foot-wide, irregularly shaped, gloom-filled corridor extending deeper into the rock.

LEVEL 1

1: Guard Room. This chamber was obviously once used as a guard room. It is now deserted; a graffiti-ridden table and chairs stand in the center of the room.

2: Hall of the Golems (Encounter C1). This large area contains the first still-functioning defenders of the citadel. Four pits linked by tunnels pierce the floor.

3: Gatekeeper (Encounter C2). A large staircase spirals upward to the citadel’s upper levels. A powerful eladrin lich (Uthnis Maiali) and his vestige minions guard the stairs

4: Vestige Lair. This trash-filled chamber serves as the lair for one of the lichs drained of its essence to power Irfelujhar’s research. A half-dozen of these hateful creatures aid Uthnis Maiali in protecting the citadel’s upper levels.

5: Uthnis Maiali’s Lair. This lavishly decorated chamber is obviously the personal chamber of someone important.

6: Guard Chamber. This is a guard chamber for the prisons below. It is empty. A staircase descends to the dungeon level.

7: Storerooms. Boxes, barrels, and sacks containing essentials—food, water, and so on—cram these chambers. Investigation reveals that many of the boxes and barrels have been opened, although not much of the food has been consumed.

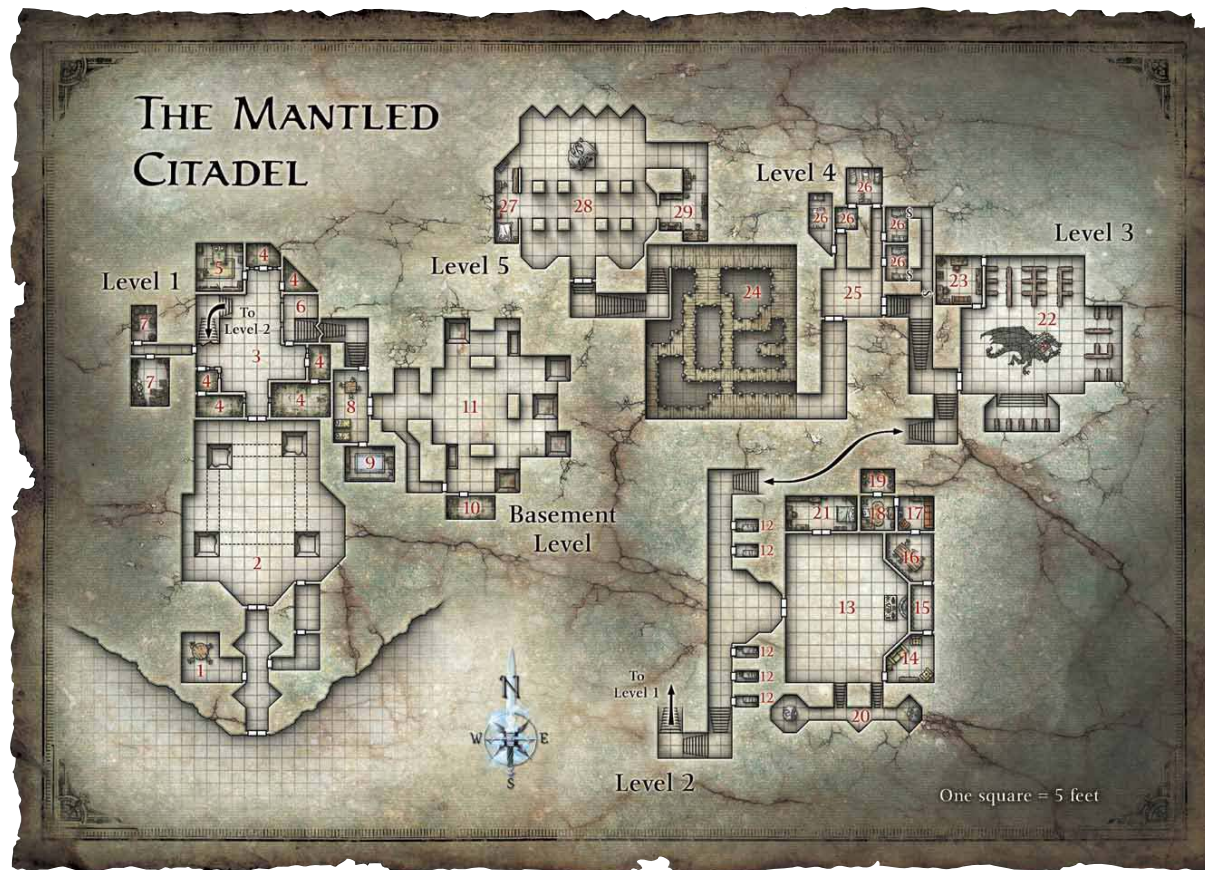
DUNGEON LEVEL

8: Guard Chamber. This chamber is another guard chamber for the prison (Area 11). It has a table, chairs, and two bunk beds.

9: Beholder Lair. Mornujhar’s beholder servant lairs in this richly appointed chamber. Some of the walls have dried splatters of blood upon them, and soot stains the ceiling.

10: Grimlock Lair. Litter and trash cover the floor of this noisome chamber. Mornujhar’s grimlock minions dwell here.

11: Prison of the Damned (Encounter C3). Seven pits of varying size pierce this chamber’s floor. When the PCs arrive here, Mornujhar is interrogating Agyrturyte (an angel of Bahamut). Once the characters destroy Mornujhar, they glean valuable information from Agyrturyte, if she survives the fight. Rescuing the angel earns the heroes a minor quest award.



LEVEL 2

12: Clergy's Cells. Home to the priesthood that once tended the Dark Lady's Hall (Area 13), these small, plain chambers contain nothing but simple beds and empty chests.

13: The Dark Lady's Hall (Encounter C4). As the center of Tiamat's worship in the citadel, this huge chamber once echoed to the venerations of scores of worshippers. Now, only a few linger to tend this holy place. An altar hewn from dark rock is the chamber's centerpiece. Behind it, a font which oozes foul, necrotic water studs the wall.

14: Confessional. Deep shadows coil the comfortable chairs scattered about this chamber. It was used by the priesthood to impart private lessons to their faithful and to provide spiritual guidance.

15: Hallway. This hallway is empty of all but lavish tapestries depicting Tiamat in all her dark glory.

16: Dining Chamber. A long, formal table and chairs dominate this chamber. The walls are decorated with tapestries showing Tiamat triumphing over Bahamut.

17: Sitting Room. Used by Darrhkerrar to receive important visitors, this room is ostentatious in the extreme. Several couches, low tables, and other valuable items of furniture stand about the room.

18: Darrhkerrar's Chamber. The personal demesne of Darrhkerrar is well appointed.

19: Treasury. A magically toughened stone door protects this chamber (DC 29 Thievery check to open). Within lies a remnant of the temple's treasure.

20: Lower Shrines. This dark, dingy, low tunnel leads to two smaller, private shrines wherein worshippers could be alone with their mistress. Each chamber houses a statue of Tiamat.

21: Exarch's Chamber. This lavishly appointed room is Mornujhar's personal chamber. A large tapestry on one wall depicts Tiamat standing triumphant over Bahamut, whose body is rent by one savage wound.

LEVEL 3

22: Library of Eldritch Lore (Encounter C5). Irfelujhar has filled this chamber with many books of esoteric lore. Bookshelves line many of the walls, and a huge mosaic of Tiamat adorns the floor. Magical guardians protect the library.

23: Private Reading Room. Desks, couches, and comfortable chairs line the walls of this chamber.

LEVEL 4

24: Treacherous Walkways (Encounter C6). Bone walkways thrust outward over a natural cavern that in places plunges 110 feet downward into the bowels of the rock. Ferocious guardians and the walkways themselves battle to stop the PCs continuing.

25: Minions of the Mistress (Encounter C7). Irfelujhar's guardians from the surrounding rooms converge on this area when intruders open the double doors leading from Area 24.

26: Quarters. These spartan areas are the living quarters of Irfelujhar's elite guardians. They are fanatical and skilled protectors gifted to him by Tiamat herself. These chambers could house about 20 individuals, but only a fraction of that number remain.

LEVEL 5

27: Opulent Living Quarters. Irfelujhar's personal chambers lack for nothing. A large canopied bed, desks, chairs, couches, and other rich appointments line the walls.

28: Lair of the Perfidious One (Encounter C8). The uppermost level of the Mantled Citadel is where the characters will finally bring Irfelujhar to bay. During the battle, Irfelujhar gloats that the ritual which he has worked on for so long is about to be completed and that Bahamut will then be slain. Eight pillars support the magically toughened crystal ceiling. A huge statue of Tiamat dominates the space. Behind this fearsome sculpture, five alcoves pierce the wall, each one decorated with the rearing head of an evil dragon. Each alcove is keyed to a particular color—blue, black, white, green, or red—and minor magical effects emanate from them.

29: Workspace. Irfelujhar's personal workspace takes up the eastern portion of this level. Some benches are piled high with research equipment while others are stacked high with books.

CITADEL FEATURES

Illumination: Dim light in rooms from an indeterminate source; darkness shrouds corridors and stairways.

Ceiling: Ceilings are 20 feet high unless indicated otherwise and are of similar construction to the walls.

Stairs: A single, steep staircase winds upward through the citadel. Squares containing stairs are difficult terrain (it costs 1 extra square of movement to enter such squares). There is often as much as 50 feet of rock between each level. Images of coiled serpents, dragons, and other magical beasts decorate the risers.

Floor: The floor is of polished black flagstones burnished to a high luster by the shuffling feet of countless slaves and undead servitors. The stones hold warped and disturbing reflections of those crossing them for several seconds after their passing.

Walls: The walls of dressed stone are held together by a mortar made of crushed bone, lead, and magical ingredients that provide proof against magical intrusion. A DC 24 Arcana check confirms the gruesome aspect of the citadel's construction. No windows pierce the citadel's outer walls.

Coiled Trees: Vast trees of ancient aspect grow and coil about the citadel. Their skeletal branches grasp at the rock, cracking it in places.

Characters can scale a tree with a successful DC 15 Athletics check. The strength and size of the trees is such that characters can climb upward for 70 feet before the branches can no longer support their weight.

The proximity of Irfelujhar's research and the nature of the forest itself have imbued the trees with a measure of sentience. If a living creature enters or begins its turn in a square containing a tree, the tree awakens and tries to destroy the intruder with whipping branches: +24 vs. AC; 3d6 + 8 damage, and the target is slowed (save ends). A tree can be beaten into submission (AC 30, other defenses 27; hp 69; tree becomes dormant at 0 hp), but their perverted nature and huge size means that destroying them would involve thousands of hit points of damage.

MALIGN FEATURES

Such is Irfelujhar's power and depravity, and so mighty was the ritual he worked to create Vaerothim and to place his tower within it, that several malign effects linger in the passageways and chambers of the Mantled Citadel.

Dread Shadows: Shadows cluster thickly throughout the citadel. These shadows occur because the boundaries between this place and the Shadowfell are weak.

- ◆ Undead within the citadel receive a +2 bonus to attack and damage rolls and resist 10 necrotic.
- ◆ Living creatures within the shadows gain vulnerability 10 necrotic.

Whispers of Betrayal: Irfelujhar's betrayal of Vecna has infused the structure with echoes of his great treachery. This has several effects:

- ◆ Characters suffer a -2 penalty to Perception checks made to hear in the citadel.
- ◆ Powers with the Fear or Psychic keywords gain a +2 bonus to attack rolls. Additionally, saving throws made to end effects tied to such powers suffer a -1 penalty. A character hit by a power with the Fear and Psychic keywords is also dazed until the end of his next turn.
- ◆ Powers with the Charm keyword suffer a -2 penalty to attack rolls. Once a character has been targeted by such a power, he gains a +1 bonus to attack and damage rolls made against the character initiating the attack.
- ◆ If a power has the Fear or Psychic keyword as well as the Charm keyword, the bonus and penalty cancel each other but the additional effects remain.

CONCLUSION

Once the PCs defeat Irfelujhar, they can search his chambers for clues. It quickly becomes evident that Irfelujhar wrought a powerful, unique ritual for Tiamat. A large book containing his research notes (and a trapped copy of the ritual—see below) relates how he delivered a ritual to Tiamat almost 1,000 years ago. For the heroes to fully understand the book's contents, they must engage in a skill challenge. If they opt not to spend the time to go through the book, proceed instead to **Fleeing Vaerothim**.

UNDERSTANDING THE BOOK

In this skill challenge, the characters attempt to learn more of Tiamat's diabolical scheme by perusing Irfelujhar's research notes. They can engage in this skill challenge while in Vaerothim or Sayre. If they do not complete the skill challenge, Rachaela peruses the book and sends them a note containing the information gained by a failure result.

ALTERNATE BOOK LOCATION

If your players seem to need a break from battling the denizens of the citadel, consider placing this book in the library (Area 22, **Encounter C5**). After defeating the library's protectors, they find the book hidden high up on one of the bookcases and can peruse its contents.

Understanding the Book Skill Challenge

Level 24
12,100 XP

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

Primary Skills: Arcana, Religion.

Secondary Skills: Perception, Thievery.

Victory

If the PCs achieve six successes before three failures, they fully understand the ritual and can act on that information. At the DM's discretion, Rachaela may reward the characters with a divine boon (DMG2, page 139) if they provide this information to her.

Defeat

If the characters achieve three failures before six successes, they do not fully understand the ritual but instead believe it is designed to slay Bahamut. They remain unaware that this version actually targets Vecna and not Bahamut.

Arcana DC 29 (1 success, maximum 4 successes)

A successful check enables the PCs to uncover a piece of information about the ritual. Refer to the "Secrets of the Ritual" sidebar to determine what the PCs discover.

Perception DC 24 (no successes, maximum 1 check)

A successful Perception check reveals that the entire manuscript is written in one hand but that some sections seem to have been overwritten. While these are not common, they all appear at critical points of the ritual's formulation. (This is a subtle clue that this copy of the ritual has been altered to effect a different end result). Use of Perception does not count as a success or a failure, but success provides a +2 bonus to subsequent Arcana and Religion checks.

Religion DC 29 (1 success, maximum 4 successes)

A successful check enables the characters to uncover a piece of information about the ritual. Refer to the "Secrets of the Ritual" sidebar to determine what the heroes discover.

Thievery DC24 (no successes, maximum 2 checks)

The PCs can only attempt one Thievery check on the book. Success indicates that it is not trapped. If the check results in a failure, subsequent checks take slightly longer as the characters take prudent checks to protect against any lurking magical traps.

Aftermath

The revelation that Tiamat seeks the total and permanent destruction of her rival should underscore to the PCs exactly how high the stakes are for which they strive. No less than the survival of a god is contingent on their actions. Make this abundantly clear to the PCs.

SECRETS OF THE RITUAL

Successful Arcana or Ritual checks reveal information about the ritual, starting with point 1 and progressing through point 5.

1. Mornujhar infiltrated Bahamut's temple in Celestia and stole the only copy of a ritual that enabled Bahamut's high priest to summon his patron in physical form. (Such a ritual is only performed very rarely and thus has not been missed.)
2. Because only Bahamut's high priest could complete the ritual, it was essentially useless to Tiamat. What she needed was a corrupted version of the ritual, which is why she seduced Irfelujhar into her service.
3. Copious additional notes describe Irfelujhar's work on the ritual and Mornujhar's work in tracking down various extremely rare objects needed for its completion.
4. The final pages of the book record the ritual itself. The ritual was designed to permanently slay Bahamut and would take ten centuries to complete! While the book does not provide an exact date of delivery it is apparent that Tiamat must be nearing the ritual's completion—for surely she would have commenced the ritual as soon as it was within her grasp.
5. The version of the ritual in the book is not a copy of the version Irfelujhar delivered to Tiamat. Instead, the lich recorded a trapped version of the ritual intended to destroy one of Vecna's secret repositories of rituals.

FLEEING VAEROTHIM

Unless you determine that the heroes require more XP, their flight back out of the citadel and the Forest of Twisted Souls is uneventful. Of course, if a sudden, desperate battle in the deep gloom of the forest or the pursuit of the demiplane's denizens will spur the PCs on their way, then feel free to use one of the random encounters to provide the necessary impetus.

The characters can return to Sayre using the teleportation circle which they used to reach Vaerothim. If no one in the group has access to the Planar Portal ritual, the PCs can find a copy in Irfelujhar's library.

SAYRE

When the PCs arrive back in Sayre to report to Rachaela, the mood is bleak. A single, mournful bell tolls a dirge over the city. The few inhabitants that are out and about are clearly nervous and afraid. (Feel free to improvise minor encounters if you have time to highlight the feeling of doom and sorrow

MORNUJHAR YET LIVES?

By this point, the heroes should be relatively safe, as they have likely defeated all the citadel's inhabitants. If Mornujhar survives, however (probably because the characters did not investigate the citadel's subterranean level), then he rallies any surviving inhabitants and ambushes the PCs as they leave. Design an encounter using the remaining forces at Mornujhar's disposal, perhaps breaking them into two waves if they are particularly numerous. The Black Exarch chooses his battlefield carefully. Set the combat in an area that allows him to effectively deploy his remaining troops.

hanging over the city. However, the few people encountered should be too overcome with grief or fear to explain what is going on—save the big news for Rachaela to reveal).

The characters encounter Rachaela in the conference room where they first met the angel. There, with her eyes brimming with tears, she tells them the terrible news that Bahamut is dead. Tiamat's stunning victory over her ancient rival has thrown the fledgling Coalition into disarray. Is this enough for Tiamat, or does it presage some other, terrible attack? No one knows, but with the fall of such a powerful servant of good, dark forces are certain to move against the world's remaining enclaves of light. To stem this dark tide will require heroes of might, valor, and unswerving conviction.

Rachaela thanks the heroes for their efforts in uncovering how Tiamat managed to slay Bahamut and gives them any outstanding reward that was proffered in **Encounter S1** of "Betrayal at Monadhan." An additional reward of a divine boon (see below) could be offered if the PCs figured out that Vecna is the target of the ritual they brought back. At the very least, Rachaela's gratitude in this case could serve as a hint that she actually serves Vecna rather than Bahamut.

If you choose to have Rachaela offer a divine boon, she rewards one of the characters (ideally, the one who discovered that Vecna is the ritual's target) with Vecna's Boon of Diabolical Choice. Don't call it this, of course—refer to it as Bahamut's Boon of Choice instead. This boon lasts through the encounter when it's triggered, and then it's gone. Note that its effect is similar to one of the Hand of Vecna's properties. If the characters have encountered the hand at some point in their careers, they may notice the similarity and become suspicious of Rachaela. That's fine; don't confirm or deny their suspicions just yet.

THE SWORD OF KAS

The heroes might still possess the Sword of Kas at this point. They could be allowed to keep it, but it's a powerful artifact, and those never stay in one place or one character's possession for long. (See the *Dungeon Master's Guide*, page 164 for details on artifact concordance and behavior.) If you'd rather that the heroes didn't have this sword, it could leave of its own accord—perhaps at the worst possible time—or Rachaela could demand that they hand it over for safe keeping by the Coalition. Alternatively, upcoming adventures in the Scales of War adventure path will offer the sword plenty of opportunities to betray the characters, and betrayal is what it does best.

Vecna's Boon of Diabolical Choice

Vecna grants the user a taste of what his severed hand has to offer.

Divine Boon

Power (Consumable): Free action. Until the end of this encounter, when using an attack power, you can use your highest physical ability score (Strength, Constitution, or Dexterity) for the attack, regardless of the normal ability score noted for the power. If the attack hits, slide the target 2 squares, or 2 additional squares if the attack normally results in sliding the target.

NEW MONSTER: RITUAL-BORN

Ritual-born creatures are birthed from concentrated sources of magical energy. They are loyal servitors of their creator given form by the rituals from which they spring.

RITUAL-BORN KILLER

This vaguely humanoid cloud of roiling, gray smoke moves swiftly, even against the wind.

Ritual-Born Killer		Level 23 Skirmisher	
Medium, aberrant animate (construct)		XP 5,100	
Initiative +22	Senses Perception +14; low-light vision		
HP 216; Bloodied 108			
AC 37; Fortitude 35, Reflex 37, Will 32			
Immune disease, poison, sleep			
Speed 8			
⊕ Slam (standard; at-will)			
+28 vs. AC; 3d6 +7 damage, and the ritual-born killer shifts 1 square.			
↓ Storm of Strikes (standard; encounter)			
The ritual-born killer shifts up to 4 squares, makes one slam against all adjacent targets (without shifting), and then shifts 1 square for each attack it made.			
↓ Wild Slams (standard; recharge ☼ ☼ ☼)			
The ritual-born killer shifts up to 4 squares and makes up to two slam attacks.			
Alignment Unaligned		Languages -	
Skills Athletics +23, Acrobatics +25, Stealth +25			
Str 24 (+18)	Dex 28 (+20)	Wis 16 (+14)	
Con 24 (+18)	Int 18 (+15)	Cha 10 (+11)	

RITUAL-BORN KILLER TACTICS

Ritual-born killers exalt in their superior mobility by using *wild slam* and *storm of strikes* to keep their opponents off balance.

RITUAL-BORN KILLER LORE

Arcana DC 30: Ritual-born killers rarely stay in one spot for long. They prefer hit-and-run tactics. As creatures of magic, they are immune to disease, poison, and sleep affects.

RITUAL-BORN SENTINEL

These creatures appear as whirling funnels of gray smoke seething with the power of a hurricane.

Ritual-Born Sentinel		Level 22 Controller	
Medium, aberrant animate (construct)		XP 4,150	
Initiative +18	Senses Perception +19; low-light vision		
Flaying Windstorm aura 3; winds fill the area, making it difficult terrain. Each enemy that ends its turn within the aura takes 10 damage.			
HP 208; Bloodied 104			
AC 36; Fortitude 35, Reflex 34, Will 32			
Immune disease, poison, sleep			
Speed 6			
⊕ Storm Buffet (standard; at-will)			
+27 vs. AC; 3d6 + 8 damage, and the target is marked.			
⊕ Storm Blast (standard; at-will)			
Ranged 5; +26 vs. Reflex; 3d6 + 8 damage, and the target is dazed (save ends).			
↓ Blasting Strike (standard; recharge ☼ ☼ ☼ ☼)			
+26 vs. Fortitude; 4d8 damage, and the target is pushed 4 squares.			
↓ Cyclone (standard; recharge when first bloodied)			
+26 vs. Reflex; 4d8 + 8 damage, and the target is restrained (save ends).			
Alignment Unaligned		Languages -	
Str 27 (+19)	Dex 20 (+16)	Wis 16 (+14)	
Con 24 (+18)	Int 16 (+14)	Cha 10 (+11)	

RITUAL-BORN SENTINEL TACTICS

Ritual-born sentinels use *flaying windstorm* to move toward the largest concentration of enemies. They use *blasting strike* to force powerful enemies away and *cyclone* to restrain enemies within their *flaying windstorm* aura.

RITUAL-BORN SENTINEL LORE

Arcana DC 30: Ritual-born sentinels are composed of scraps and fragments of rituals carried on extremely powerful winds. The creatures use the wind of their bodies to inhibit opponent's movements and to cause terrible injuries.

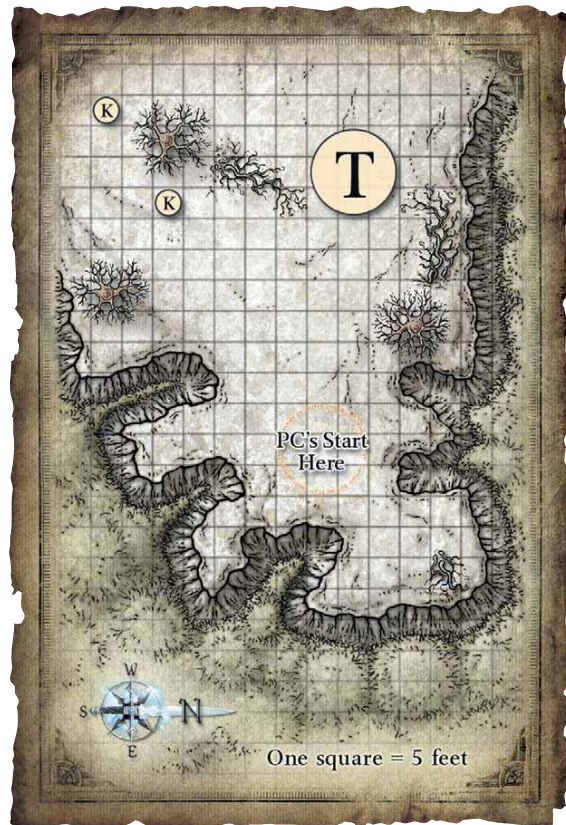
ENCOUNTER F1: A FORSAKEN PLACE

Encounter Level 22 (21,050 XP)

SETUP

- 1 blackroot treant (T)
- 2 blackstar knights (K)
- 1 venomous tree trap

In this encounter, the characters step through the portal in “Betrayal at Monadhan” and appear upon a rocky knoll in the Forest of Twisted Souls. If they



Blackroot Treant (T)	Level 19 Elite Soldier
Huge natural magical beast (plant, undead)	XP 4,800
Initiative +13	Senses Perception +13; low-light vision
Blackroot Aura (Healing, Necrotic) aura 2; enemies in the aura at the start of their turns take 10 necrotic damage, while undead allies in the aura at the start of their turns regain 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)

look back through the portal, they can see the shadowy outline of the chamber in which they defeated Arantor. They have little time to investigate their surroundings before the knoll's guardians attack.

When the PCs enter this area, read:

You stand within a teleportation circle atop a rocky knoll surrounded by the skeletal boughs of a vast forest. Three forlorn, sickly, leafless tress stand upon the knoll. Dark clouds hang motionless overhead.

One round after the heroes appear on the knoll, the blackroot treant lumbers forth to do battle.

A round later, the blackstar knights use *no escape* to appear in the midst of the characters. (The blackstar knights, once servants of Kas, came through

2 Blackstar Knights (K)	Level 23 Soldier
Medium natural humanoid (construct, undead)	XP 5,100 each
Initiative +21	Senses Perception +19; darkvision
No Escape (Teleportation) The blackstar knight teleports up to 10 squares, ending the move in a square adjacent to a creature marked by the blackstar knight.	
HP 212; Bloodied 106	
AC 40; Fortitude 35, Reflex 35, Will 35	
Immune disease, poison, sleep; Resist 15 necrotic; Vulnerable 15 radiant	
Speed 7	
⊕ Greatsword (Standard, at-will) ⊕ Weapon	
+28 vs. AC; 2d10 + 9 damage, and the target is marked until the end of the blackstar knight's next turn.	
⊕ Deathsword (Standard, at-will) ⊕ Necrotic, Weapon	
Requires greatsword; targets a creature marked by the blackstar knight; +28 vs. AC; 3d10 + 9 damage, and ongoing 10 necrotic damage (save ends).	
⚡ Soldier's Duty (when reduced to 0 hit points)	
Close burst 2; targets undead allies; the target gains 25 temporary hit points.	
Alignment Evil	Languages Common, Primordial
Str 27 (+19)	Dex 26 (+19) Wis 26 (+19)
Con 20 (+16)	Int 10 (+11) Cha 9 (+10)
Equipment: greatsword.	

the teleportation circle by accident while pursuing intruders in Monadhan. Unable to return, they wandered the forest until Irfelujhar bent them to his will and set them upon the knoll as guards.)

When the blackroot treant first appears, read:

A huge, leafless tree strides from the forest. Patches of bright green moss cover much of its vast trunk, and it swings two huge branches from side to side. It moves with malign purpose toward you.

When the blackstar knights first appear, read:

Two beings carved from hunks of basaltic rock suddenly appear among you. The two platemail-clad knights heft their greatswords and attack.

Venomous Tree
Trap**Level 24 Blaster**
XP 6,050

The branches of the twisted trees writhe menacingly in the still air. A cloud of green and white energy forms above the trees before hurtling downward.

Trap: One or more living creatures beyond the bounds of the teleportation circle on the knoll awaken the twisted spirit of the trees. Fell energies coil about the trees. When the trees awake, each contributes a strand of energy to a writhing mass of green and white energy forming above the trees which then lances downward to strike the visible character farthest away from the teleportation circle.

Perception

DC 28: The character notices the tree branches stir slightly although the air is still.

DC 32: The character spots motes of green and white energy coiling around the trees' branches.

Initiative +8**Trigger**

When a living creature exits the teleportation circle or otherwise reaches the top of the knoll.

Attack**Standard Action** **Ranged 8****Targets:** One creature**Attack:** +27 vs. Will**Hit:** 4d6 + 8 poison damage and target weakened (save ends).**Countermeasures**

The trap is disabled when all the trees are destroyed or their connection to the energy cloud is severed. An adjacent character can sever a tree's connection to the cloud with a DC 35 Thievery check or a DC 32 Arcana check. A character can attack a tree (AC 32, other defenses 28; hp 90).

TACTICS

Once enemies appear, the blackroot treant uses *entangling roots* to restrain targets before crushing intruders with *slam* attacks. It attacks fire-wielding enemies above all others and positions itself so that as many enemies as possible suffer its *blackroot aura*.

The blackstar knights move around the battlefield using *no escape* to keep their foes off balance. They use their *greatsword* to mark a target, following up this attack with *deathsword*.

Once bloodied, a blackstar knight moves close to the treant to benefit from its *blackroot aura*.

FEATURES OF THE AREA

Illumination: Bright light. Pale, wan light seeps down through the clouds above.

Steep Cliff: Steep cliffs make up three of the knoll's sides. The cliffs are 20 feet high, so characters falling down them take 2d10 falling damage. Characters can scale the cliffs with a DC 16 Athletics check.

Teleportation Circle: The teleportation circle is carved and burned into the rock of the knoll. It allows entry to and exit from this forsaken place.

Dense Woods: The Forest of Twisted Souls surrounds the knoll. Movement among the trees is slow; treat any square within the tree line as difficult terrain.

Writhing Roots: Thick, gnarled roots thrust from the forest floor to trip the unwary. When a character enters a square containing writhing roots, the roots immediately make a melee attack: +22 vs. Reflex; a hit knocks the character prone unless the character succeeds at a DC 24 Acrobatics check.

Skeletal Trees: The three trees atop the knoll are part of the Venomous Tree trap. Refer to the Venomous Tree stat block for more information.

DEVELOPMENT

Once the PCs have defeated the knoll's guardians, they can look around and get their bearings. Clearly visible in the distance is another rocky knoll. Atop that knoll, a huge outcropping of black rock rises up almost to the low, dark clouds. Between the two knolls stands the warped, skeletal boughs of the Forest of Twisted Souls.

If the heroes wish, they can take an extended rest atop this knoll without fear of wandering monsters.

When the characters descend the knoll, proceed to **Encounter F2**.

RITUAL FRAGMENTS

Several ritual fragments borne on the wind swirl through the area where this encounter takes place. The combatants can make use of these ritual fragments using the rules presented in **Ritual Fragments** on page 57.

Affect Normal Fires Fragment (Arcana or Nature): *Wisps of smoke coil about the tree and the stench of burning hangs thickly in the air.*

A character can attempt to activate this fragment in an encounter only after a combatant has utilized a power or attack with the Fire keyword.

A character making a successful check can manipulate mundane and magical flames to augment his attacks. A successful check wreathes the character's weapon or implement with flames which add 2d6 fire damage to attacks made before the end of his next turn.

Snare Fragment (Nature): *A swirling cloud of small sticks, bits of moss, and so on tumbles across the ground.* A barbarian, druid, shaman, or warden gains a +2 bonus to checks made to activate this ritual fragment. A character activating this fragment causes the roots in one square to burst from the ground and try to entangle a foe in that square. The roots make an attack equal to the character's level + 4 vs. Reflex. On a hit, the target is immobilized until the end of the character's next turn, when the roots burrow back into the ground.

ENCOUNTER F2: PASSING INTO SHADOW

Leaving the knoll, you descend into the gloom of the forest where skeletal trees cluster thickly together.

When the PCs descend the knoll in **Encounter F1**, they enter the gloomy world of the Forest of Twisted Souls. Their journey through the forest to the Mantled Citadel is handled as a skill challenge.

Nothing natural dwells within the pervasive gloom. If the characters bring light here, the trees seem to recoil from it as if in fear. Wind from some unknowable source rattles the trees, which shudder at its fell caress. Perceptive characters hear words upon the breeze—snatches of arcane power which are fragments of rituals cast away by Irefelujhar when he betrayed Vecna.

ENCOUNTERING FOREST DENIZENS

As the characters traverse the forest, run **Encounter F3** (page 57) and **Encounter F4** (page 60).

Encounter F3 occurs during Scene One after the PCs have attempted the skill challenge “Entering the Forest of Twisted Souls”.

Encounter F4 occurs during Scene Two after the heroes have attempted the skill challenge “Deeper into the Gloom”.

Random Encounters: Optionally, you can check for random encounters (page 45) every four hours that the characters spend in the forest. This is particularly relevant if they fail many primary skill checks or if they take an extended rest. If the PCs are behind on experience points, one or more random encounters can provide a useful top-up so that they reach 23rd level before arriving at the Mantled Citadel.

ENTIRE CHALLENGE

The Mantled Citadel is 10 miles from the characters’ starting point. The intervening forest is dense and trackless, so that the PCs manage about a mile and a half every hour. It should take them about seven hours to reach the citadel. Each failed check adds one hour to their travel time. Allow the heroes to make one primary skill check every half-hour.

Entering the Forest of Twisted Souls **Level 20** Skill Challenge **5,600 XP**

This bleak, depressing woodland is strangely monochromatic, as if the color was drained from it. Its skeletal, leafless trees are misshapen and twisted, and gnarled roots rear from the ground like great, petrified serpents. Shrouded in damp, noisome moss the trees’ gaunt, rotten boughs twist skyward to form a dense canopy of decaying branches through which only dim light seeps.

Complexity

2 (6 successes before 3 failures)

Primary Skills

Arcana, Athletics, Nature, Religion.

Secondary Skills

Perception, Stealth.

Victory

If the heroes achieve 6 successes before 3 failures, they become attuned to the forest and gain a +2 bonus to identify or activate any ritual fragments they encounter in the forest.

Defeat

If the characters achieve 3 failures before 6 successes, the strange aspect of the forest unnerves them. They suffer a -2 penalty to identify or activate any ritual fragments they encounter in the forest.

Arcana DC 22 (1 success, maximum 2 successes)

The character attunes himself to the flow of energy within the forest. Necrotic energy flows out of the Mantled Citadel; a success enables the character to track the flow toward its source.

Athletics DC 22 (1 success, maximum 2 successes)

The character climbs a tree or other feature to view the surrounding area.

Nature DC 22 (1 success, maximum 2 successes)

The trees are horribly twisted and warped by the necrotic energy flowing through the forest. The trees abhorred these foul energies and as a result tried to twist away from the citadel in a vain attempt to escape their influences. A successful check enables the PC to identify the direction of the citadel by examining the twisted trees.

Religion DC 14 (1 success, maximum 2 successes)

The character uses this skill to sense the greatest concentration of evil in the forest. As the most powerful creature in the domain, Irefelujhar’s aura acts as a beacon of sorts.

Perception DC 22 (no successes, maximum 2 attempts)

A character making a Perception check notices an important feature. This could be a thinning in the trees where the characters can get their bearings, a tree much taller than its fellows that could be climbed for an all-around view, and so on. The next primary skill check made to exploit this discovery gains a +2 bonus.

Stealth DC 14 (no successes, maximum 2 attempts)

Characters moving stealthily through the forest may surprise the next group of monsters they come across. If a PC scouting ahead of his companions makes a successful Stealth check, all characters gain +2 bonuses on their next initiative checks in the forest.

Deeper into the Gloom
Skill Challenge**Level 26**
18,000 XP

As the PCs draw closer to the Mantled Citadel the ground begins to slope steeply downward into a deep valley. As they descend, the forest becomes more depressing and warped; the gloom deepens until it is almost pitch black on the valley floor.

Complexity

2 (6 successes before 3 failures)

Primary Skills

Arcana, Athletics, Endurance, Nature, Religion.

Secondary Skills

Perception, Stealth.

Success

If the characters achieve 6 successes, their sudden approach surprises the creatures in **Encounter F5**. For the first five rounds of battle, the PCs get a +2 bonus to all attack rolls.

Failure

If the heroes achieve 3 failures, the alert guardians in **Encounter F5** note their approach. The creatures gain a +2 bonus on their initiative check.

Success or Failure

Each character loses two healing surges automatically at the end of the skill check. This can be reduced; see "Religion." Characters who are immune to necrotic damage lose no healing surges.

Arcana DC 26 (1 success, maximum 2 successes)

The character attunes himself to the flow of energy within this area. His heightened senses enable him to identify locales with particularly high levels of necrotic energy. Dodging these areas shortens the heroes' journey.

Athletics DC 17 (1 success, maximum 1 success)

The forest is divided by a steep-sided chasm. Every character must attempt this check at once as they cross. If all succeed, this counts as a success; if any fail, it counts as 1 failure for the group (no matter how many fail individually), and each character who fails loses one healing surge. Characters with Athletics training can aid others in this attempt.

Endurance DC 17 (1 success, maximum 1 success)

The monotony of the forest, its fell aspect, and the necrotic energy swirling through it sap the characters' vitality. Every character must attempt this check at once. If all succeed, the characters resist this malign effect and gain a success for the group. If any fail, it counts as 1 failure for the group

(no matter how many fail individually), and each character who fails loses one healing surge. Characters cannot aid one another in this attempt.

Nature DC 26 (1 success, maximum 3 successes)

The trees in the forest are horribly twisted and warped by the necrotic energy flowing from the Mantled Tower. In this area of the forest, the effect is particularly pronounced. A success enables the characters to avoid many of the hazards of the forest including soul trees, grasping boughs, and writhing roots.

Perception DC 17 (1 success, maximum 2 successes)

In the darkness of the valley floor, the PC finds a number of ancient game tracks. Successfully following one of these tracks helps the heroes find a way out of the valley.

Religion DC 26 (1 success, maximum 1 success)

The character uses his skill to sense the greatest concentration of evil in the forest. Because Irfelujhar is the most powerful creature in this domain, his aura acts as a beacon of sorts. As the characters draw closer to the citadel, Irfelujhar becomes aware of the intruders and manipulates the necrotic energy in the valley to attack them. If a PC succeeds on this check, the group gains 1 success and each hero loses only one healing surge at the end of the skill challenge instead of two.

Perception DC 22 (no successes, maximum 2 attempts)

A character making a Perception check notices an important feature. This could be a thinning in the trees where the characters can get their bearings, a tree much taller than its fellows that could be climbed for an all-around view, and so on. The next primary skill check made to exploit this discovery gains a +2 bonus.

Stealth DC 14 (no successes, maximum 2 attempts)

Characters moving stealthily through the forest may surprise the next group of monsters they come across. If a PC scouting ahead of his companions makes a successful Stealth check, all characters gain +2 bonuses on their next initiative checks in the forest.

PRIMAL CHARACTERS

Long ago, this woodland stood upon the normal world, and a few vestiges of the spirits that once thronged the woodland still linger here. Characters using the primal power source feel the desolation of the wood more keenly than their fellows. Additionally, the lingering nature spirits of the place are drawn to such characters as iron filings are drawn to a lodestone. Such characters gain a +2 bonus to Arcana, Nature, or Religion checks made during this skill challenge. However, this contact and the accompanying feelings of loss and pain emanating from the nature spirits weakens such heroes; they suffer a -4 penalty to Endurance checks made in the forest.

ENCOUNTER F3: ADHERENTS OF THE SPIDER THRONE

Encounter Level 23 (24,200 XP)

SETUP

Rithkerrar, aspect of Vecna (V)
1 abhorrent reaper (R)

These two creatures were part of a larger raiding party sent here by Vecna to capture Irfelujhar. The lich's treachery tore at the Spider Lord's dark soul, and he desired to wreak a terrible revenge upon the perfidious Irfelujhar. The raiding party arrived before Irfelujhar moved his tower and the surrounding lands to Vaerothim and was trapped here. Forest denizens have destroyed their fellows.

When the characters enter this area, read:

The trees thin as the land slopes gently downward to a small, sluggish stream. The stream's water is black and oily and coats the stream's banks.

Beyond the stream stand two figures. The first is large and massively muscled. Clad in a voluminous hooded cloak, shadows cluster thickly about the figure, which carries a massive sickle of black metal.

The other figure is man-sized. Skin hangs from its skeletal frame and a shredded cloak hangs limply from its shoulders. At sight of you, it holds up one hand in greeting.

SPEAKING WITH RITHKERRAR

Rithkerrar is very clever. He does not deny his true nature or allegiance (as this is obviously a waste of time). Rather he appeals to the heroes to band together to face the greater threat—namely Irfelujhar. He tells the characters how Irfelujhar betrayed Vecna by switching his allegiance to Tiamat over 1,000 years ago. He confirms that Irfelujhar is a crafter of rituals almost without equal and that he is undoubtedly working on a ritual of undreamt-of power for his new mistress. He tells the PCs that if they work with him, his master will reward them. He seems genuinely mystified if one or more of the heroes object to this—a reward is a reward no matter its source.

Rithkerrar is not above making up additional facts to draw out information from the characters. As a sign of good faith, he mentions that the strange effects of the forest get more powerful the closer a traveler gets to the Mantled Citadel.

When it is obvious to Rithkerrar that the PCs have shared all pertinent information, he orders the abhorrent reaper to attack.

Rithkerrar, Aspect of Vecna (V)		Level 25 Elite Controller
Medium immortal humanoid (undead)		XP 14,000
Initiative +18	Senses Perception +25; darkvision, truesight 10	
Vecna's Aura (Healing, Necrotic) aura 10; any living creature that starts its turn within the aura takes 10 necrotic damage. Any undead creature that starts its turn within the aura regains 5 hit points.		
HP 464; Bloodied 232		
AC 41; Fortitude 39, Reflex 37, Will 40		
Immune disease, poison; Resist 15 necrotic; Vulnerable 10 radiant		
Saving Throws +2		
Speed 6, teleport 6		
Action Points 1		
Ⓢ Paralyzing Touch (Standard, at-will) ♦ Necrotic +29 vs. Reflex; 3d6 + 14 necrotic damage, and the target is immobilized and weakened (save ends both).		
✂ Ray of Death (Standard, at-will) ♦ Necrotic Ranged 10; +29 vs. Reflex; 2d8 + 15 necrotic damage, and the target loses a healing surge.		
✂ Necrotic Web (Standard, recharge Ⓜ Ⓜ Ⓜ) ♦ Necrotic, Zone Area burst 3 within 20; targets living creatures; +29 vs. Reflex; 2d6 + 12 necrotic damage, and the target is immobilized and takes ongoing 10 necrotic damage (save ends both). The burst creates a zone of webs that lasts until the end of the encounter. The zone is difficult terrain, and a living creature that ends its move in the web is immobilized and takes ongoing 10 necrotic damage (save ends both).		
Vecna's Ambition (When Rithkerrar reduces a creature to 0 hit points or fewer, at-will) The aspect of Vecna regains an action point.		
Alignment Evil		Languages all
Skills Arcana +25, Bluff +23, Diplomacy +25, Dungeoneering +25, Heal +25, History +25, Intimidate +23, Nature +25, Religion +25		
Str 19 (+16)	Dex 23 (+18)	Wis 26 (+20)
Con 24 (+19)	Int 27 (+20)	Cha 22 (+18)

Abhorrent Reaper (R) Level 23 Elite Soldier (Leader)

Large shadow humanoid (undead) XP 10,200

Initiative +18 **Senses** Perception +14; darkvision**Aura of Ruin** aura 5; any ally within the aura deals 1d6 extra necrotic damage with melee attacks.**HP** 424; **Bloodied** 212**AC** 40; **Fortitude** 37, **Reflex** 34, **Will** 36**Immune** disease, fear, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant**Saving Throws** +2**Speed** 8, fly 12 (hover)**Action Points** 1⊕ **Abhorrent Sickle** (Standard, at-will) ♦ **Necrotic, Weapon**

Reach 2; +30 vs. Armor Class; 3d6 + 8 necrotic damage.

↓ **Hateful Charge** (Standard; usable only when charging, at-will)♦ **Necrotic, Weapon**

Requires sickle; +30 vs. Armor Class; 3d6 + 8 necrotic damage, and the target is knocked prone and is immobilized until the end of the abhorrent reaper's next turn.

↖ **Hate's Cleave** (Standard, at-will) ♦ **Necrotic, Weapon**

Requires sickle; +28 vs. Armor Class; 6d6 + 8 necrotic damage.

Bloodthirst

When an abhorrent reaper bloodies an enemy, one of the abhorrent reaper's allies can make a melee basic attack against the bloodied creature as a free action.

Umbral Phantasm (Immediate Interrupt, when the abhorrent reaper would take damage, recharge ☒ ☒)

The abhorrent reaper becomes insubstantial until it attacks or until the end of its next turn.

Alignment Evil **Languages** Common**Skills** Intimidate +23**Str** 27 (+19) **Dex** 21 (+16) **Wis** 16 (+14)**Con** 20 (+16) **Int** 18 (+15) **Cha** 24 (+18)**Equipment:** robes, sickle.

Rithkerrar is desperate to complete his mission. Thus far, it has been a complete failure and he is desperate for intelligence of the Mantled Citadel. Of course, he plans to betray and slay the PCs once he has extracted any relevant knowledge, but for now he is content to talk. During any conversation, the abhorrent reaper remains motionless at his side.

TACTICS

The abhorrent reaper begins the battle with *hateful charge*, moving to engage the largest group of enemies. On its next turn it uses *hate's cleave*, spending an action point to repeat the attack if it can affect most of its enemies.

Rithkerrar positions himself to catch as many opponents as possible in *Vecna's aura* while using *paralyzing touch* to lock down opponents' movement. He repeatedly employs *ray of death* against any opponent targeting him with a ranged attack before teleporting nearby to engage it in melee.

FEATURES OF THE AREA

Illumination: Dim light. The closely packed skeletal boughs of the trees cut out much of the light seeping down from above.

Soul Tree: Many of the trees in the forest have been infused with the tortured souls of Irfelujhar's servants. The trunks of soul trees are speckled with off-white patches of bark. A character making a DC 30 Nature check realizes that something is decidedly wrong with the tree in question.

Locked in the skeletal trees and consumed with a burning hatred for all things, the trapped souls try to crush any living creature coming within reach: Reach 2; +22 vs. Reflex; 2d8 + 7 damage, and target immobilized (save ends).



RITUAL FRAGMENTS

Several ritual fragments borne on the wind swirl through the area where this encounter takes place. The combatants can make use of these ritual fragments using the rules presented in **Ritual Fragments** on page 67.

Lullaby Fragment (Arcana): *A small mist cloud containing sparkling motes of multi-hued light drifts through the trees. Distant sounds of melodious humming are barely audible.*

A bard gains a +2 bonus to checks made to activate this ritual fragment.

A character activating this fragment makes an Intelligence vs. Will attack against one creature within 10 squares. A hit indicates that the target becomes drowsy and distracted (meaning the character or an ally can make a Stealth check to hide from the creature even without superior cover or total concealment.) The target remains drowsy until the end of the character's next turn.

Snare Fragment (Nature): *A swirling cloud of small sticks, bits of moss, and so on tumbles across the ground.* A barbarian, druid, shaman, or warden gains a +2 bonus to checks made to activate this ritual fragment. A character activating this fragment causes the roots in one square to burst forth from the ground and try to entangle a foe in that square. The roots make an attack equal to your level +4 vs. Reflex. On a hit, the target is immobilized until the end of the character's next turn when the roots burrow back into the ground.

A soul tree can be destroyed (AC 30, other defenses 27; hp 69).

Writhing Roots: Thick, gnarled roots thrust from the forest floor to trip the unwary. When a character enters a square containing writhing roots, the roots immediately make a melee attack: +22 vs. Reflex; a hit knocks the character prone unless the character succeeds at a DC 24 Acrobatics check.

Stream: This 5-foot-deep stream is infected with necrotic energy. Characters entering or starting their turn in the stream take 2d6 + 8 necrotic damage.

Treat squares containing the stream as difficult terrain. Characters in the water gain cover except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

DEVELOPMENT

Once the heroes have defeated Vecna's followers, return to **Encounter F2** and run the balance of Scene One before proceeding to Scene Two.

ENCOUNTER F4: TWISTED SPIRIT

Encounter Level 23 (25,500 XP)

SETUP

Naiethar Trailhel, thicket dryad lich (N)

This area is home to Naethar Trailhel. She was once a powerful dryad, but Irfelujhar's corruption of the forest transformed her into a lich. Her connection with the oak provides some protection against the transformation that warped the surrounding woodland. Within her twisted form, a remnant of her old self survives and in the characters she sees salvation. She is not immediately hostile.

When the PCs enter this area, read:

The forest thins out slightly. Ahead, a huge, blackened, and warped oak tree dominates the area. A few sickly, yellow leaves cling to life atop its highest branches.

Nature Check

DC 24: *This mighty oak has in some minor way resisted the corrupting effects of the forest.*

Perception Check (to notice Naiethar Trailhel)

DC 24: *A beautiful, pale-skinned, slender, eladrin female peers at you from behind the huge tree. Her long, white hair falls almost to her waist and her large, vibrant blue eyes regard you with a mix of interest and terror.*

If the heroes pierce Naiethar's disguise, read:

This humanoid creature is seemingly composed of decayed wood. Dead vines coil about it and a few desiccated leaves hang from spindly branches sprouting from its head.





LAY NAIETHAR TRAIHEL TO REST

22nd-Level Minor Quest (4,150 XP)

If the characters parley with Naiethar Traihel, she explains that the forest has warped her and her tree. She asks them to take a single bough from her tree (her phylactery) and plant it in untainted soil. If they do so, she is laid to rest and they earn the reward detailed above.

Naiethar Traihel

Medium fey humanoid (plant, undead)

Initiative +18 **Senses** Perception +16; darkvision

Death Thorns (Necrotic) aura 3; any creature without forest walk takes 5 necrotic damage each time it moves or is pushed, pulled, or slid into a square within the aura.

HP 872 **Bloodied** 436; see also *indestructible*

Regeneration 20 (if Naiethar takes radiant damage, regeneration doesn't function until the end of her next turn).

AC 37; **Fortitude** 36, **Reflex** 35, **Will** 37

Immune disease, poison; **Resist** 20 necrotic

Saving Throws +5

Speed 8 (forest walk); see also *necrotic treestride*

Action Points 2

⊕ **Nauseating Claws** (standard; at-will) ♦ **Necrotic**
+28 vs. AC; 2d8 + 5 damage, and ongoing 5 necrotic (save ends).

⊗ **Branch Blast** (standard; at-will) ♦ **Necrotic**
Ranged 10; two attacks, each against a different target; +27 vs. Reflex; 3d6 + 5 damage per attack, and the target is slid 4 squares. At the end of the slide, the target takes 10 ongoing necrotic damage and is restrained (save ends both).

⊖ **Necrotic Crush** (minor 1/round; at-will) ♦ **Psychic**
Close burst 3; targets one creature restrained by *branch blast*; +27 vs. Will; 1d6 + 3 damage plus 2d8 psychic damage, and the target is dazed (save ends); *First Failed Saving Throw*: 2d8 psychic damage; *Second Failed Saving Throw*: target is instead stunned (save ends).

Level 23 Solo Controller

XP 25,500

⚡ **Soul Wrath** (standard; encounter) ♦ **Psychic**

Close burst 5; +27 vs. Will; 4d12 + 8 psychic damage, and the target is pushed 5 squares and falls prone.

✱ **Venomous Roots** (standard; recharge when first bloodied) ♦ **Poison**

Burst 3 within 10; +27 vs. Fortitude; 4d8 + 9 poison damage, and the target is slowed (save ends).

⚡ **Deceptive Veil** (minor; at-will) ♦ **Illusion**

Naiethar can disguise herself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by her Bluff check) pierces the disguise.

⚡ **Necrotic Treestride** (move; at-will) ♦ **Necrotic, Teleportation**

Naiethar teleports up to 8 squares if she begins and ends the move adjacent to a tree, a treant, or a plant of Large size or larger. When she teleports in this manner, she deals 10 necrotic damage to all nonplant creatures adjacent to her at the end of the teleport.

Indestructible

When Naiethar is reduced to 0 hit points, she dissipates into a spray of dead leaves but is not truly destroyed. She reappears in 1d10 days within 1 square of her phylactery tree, unless the phylactery tree is also destroyed.

Alignment Evil

Languages Elven, telepathy 10

Skills Arcana +22, Bluff +25, Insight +21, Stealth +23

Str 20 (+16)

Dex 24 (+18)

Wis 21 (+16)

Con 26 (+19)

Int 22 (+17)

Cha 28 (+20)

If the PCs do not attack, Naiethar emerges and speaks with the newcomers. She is driven mad by the suffering she senses all around and comes across as incredibly disturbed. One moment she begs for help and the next she threatens annihilation if the characters do not comply with her demand. She explains that before the forest was transformed, she was a peaceful spirit of nature. The “terrible change” that swept over the forest warped her so that now her only desire is to escape from this unnatural place. If the heroes refuse to take a sprig from her tree, she flies into a rage and attacks.

SPEAK WITH NATURE

A Speak with Nature ritual fragment swirls through the area. Characters can activate this fragment using the rules presented in **Ritual Fragments** (page 57).

Speak with Nature Fragment (Nature): *A cloud of green and brown smoke accompanied by the faint smell of honeysuckle and lavender wafts through the trees.*

A barbarian, druid, shaman, or warden gains a +2 bonus to checks made to activate this ritual fragment. This bonus stacks with that detailed in the “Primal Characters” sidebar (page 67).

A character activating this fragment can ask one question of a nearby tree. Refer to page 58 for notes on how to handle this fragment in regard to “normal” trees within the forest.

Naiethar’s Oak: Characters using this fragment on Naiethar’s oak realize that it has no spirit bound within. The tree answers up to three questions normally. The tree wishes to escape the forest and knows that Naiethar’s request will allow its essence to return to the natural world.

TACTICS

Naiethar is a merciless opponent. Her powers enable her to hurl the full force of the Twisted Forest at impudent attackers. She uses *necrotic treestride* to move around safely, never allowing more than two opponents to engage her in melee. She uses her powers to slow and incapacitate, focusing on active, mobile opponents over those already affected by her powers. She is unafraid of death and sees her destruction only as temporary relief from the forest’s malign influence.

FEATURES OF THE AREA

Illumination: Dim light. The closely packed skeletal boughs of the trees cut out much of the light seeping down from above.

Writhing Roots: Thick, gnarled roots thrust from the forest floor to trip the unwary. When a character enters a square containing writhing roots, the roots immediately make a melee attack: +22 vs. Reflex; a hit knocks the character prone unless the character succeeds at a DC 24 Acrobatics check.

Grasping Boughs: Foul magic infuses these trees. When a character enters a square containing grasping boughs or an adjacent square, the tree attacks: +20 vs. Reflex; 2d8 + 7 damage, and the target is slowed (save ends).

Naiethar’s Tree: This vast oak tree is the largest tree in the forest. The tree has resisted the necrotic onslaught marginally better than its fellows. No soul is trapped within, and its resistance has also enabled Naiethar to retain fragments of her old self.

Treasure: To relieve her pain at the forest’s transformation, Naiethar has carved the formulas for the Reverse Portal (PHB 2) and Forbiddance rituals into the trunk of her oak tree. If the characters take up her quest, she lets them make copies.

DEVELOPMENT

Once the PCs have dealt with Naiethar, return to **Encounter F2** and finish Scene Two. If the heroes agree to Naiethar’s request, consider running a random encounter before they leave the forest to provide the XP which they missed by not fighting Naiethar.

ENCOUNTER F5: SPECTRAL TERRORS OF UNLIFE

Encounter Level 24 (30,000 XP)

SETUP

- 1 tormenting ghost (G)
- 1 famine spirit (F)
- 2 voidsoul specters (V)
- 1 sentient forest trap

The Mantled Citadel stands upon a huge rocky crag that juts through the forest to tower above the surrounding trees. A single, steep pathway spirals upward. The effects of the rituals loosed into the forest and the resultant necrotic seepage are strongest in the areas immediately around the citadel. Several undead creatures and the very trees of the forest itself guard the path.

When the characters enter this area, read:

Ahead, a pathway begins to spiral up the rocky crag upon which stands the Mantled Citadel. The trees cluster closely together about the crag; many cling precariously to the steep cliffs. Thick branches arch over the pathway shrouding it into darkness. The surrounding forest is totally silent—not even the wind manages to penetrate the mass of twisted wood above your heads.

Tormenting Ghost (G)		Level 21 Controller	
Medium shadow humanoid (undead)		XP 3,200	
Initiative +19		Senses Perception +17; darkvision	
HP 152; Bloodied 76			
AC 32; Fortitude 30, Reflex 34, Will 32			
Immune disease, poison; Resist insubstantial			
Speed fly 6 (hover); phasing			
⊕ Spirit Touch (Standard, at-will) ◆ Necrotic			
+24 vs. Reflex; 2d8 + 9 necrotic damage.			
↓ Ghostly Possession (Standard, recharge ☞ ☞) ◆ Charm			
Target must be a living humanoid; +24 vs. Will; the tormenting ghost enters the target's space and is removed from play, and the target is dominated (save ends). The tormenting ghost can use this power only against one creature at a time. When the target is no longer dominated, or when the tormenting ghost chooses to end its ghostly possession (a free action), the ghost reappears in a square adjacent to the target.			
⚡ Burst of Terror (Standard, recharge ☞ ☞) ◆ Fear, Necrotic			
Close burst 5; targets enemies; +24 vs. Will; 1d8+9 necrotic damage, the target is pushed 5 squares, and the target is dazed and immobilized (save ends both).			
✱ Ghostly Terrain (Standard, at-will) ◆ Necrotic			
Area burst 1 within 10; the area is suddenly filled with ghostly lights, wisps of necrotic mist, and the faint whispers of the dead. The area becomes difficult terrain and lightly obscured. Any creature that enters or ends its turn in the area is immobilized (save ends). The ghostly terrain remains in place for 5 minutes before fading away.			
Spectral Shift (immediate reaction, when missed by a melee attack, at-will)			
The tormenting ghost shifts 3 squares.			
Alignment Evil		Languages Common	
Skills Stealth +24			
Str 11 (+10)	Dex 28 (+19)	Wis 14 (+12)	
Con 20 (+15)	Int 12 (+11)	Cha 25 (+17)	

Famine Spirit (F)		Level 21 Brute	
Large shadow animate (undead)		XP 3,200	
Initiative +12		Senses Perception +16; darkvision	
HP 167; Bloodied 83			
AC 33; Fortitude 34, Reflex 32, Will 33			
Immune disease, poison; Resist insubstantial			
Speed 4; phasing			
⊕ Rending Claws (Standard, at-will) ◆ Necrotic			
Requires a free hand; reach 2; +24 vs. Armor Class; 3d8 + 8 necrotic damage, and the target is grabbed.			
↓ Swallow Whole (Standard, at-will) ◆ Acid, Necrotic			
Targets a creature grabbed by the famine spirit; +24 vs. Armor Class; 2d8 + 4 necrotic damage, and the target is engulfed, entering the famine spirit's space and disappearing from sight and removing line of effect to all squares. While engulfed, the target takes ongoing 10 acid damage and is stunned and immobilized (save ends all). The famine spirit gains regeneration 10 while a target is engulfed.			
When the target saves, it is no longer engulfed. The target reappears in an unoccupied square adjacent to the famine spirit of the target's choosing. If the famine spirit is killed, an engulfed target is no longer engulfed and reappears in a square previously occupied by the famine spirit. A famine spirit can have only one creature engulfed at a time.			
Alignment Evil		Languages Common	
Str 26 (+18)	Dex 14 (+12)	Wis 23 (+16)	
Con 19 (+14)	Int 22 (+16)	Cha 17 (+13)	

2 Voidsoul Specters (V)		Level 23 Lurker
Medium shadow humanoid (undead)		XP 5,100 each
Initiative +23 Senses Perception +16; darkvision		
Spectral Cold (Cold) aura 1; an enemy that starts its turn in the aura takes 10 cold damage and takes a -2 penalty to all defenses until the start of its next turn.		
HP 115; Bloodied 57		
AC 35; Fortitude 32, Reflex 35, Will 34		
Immune disease, poison; Resist 30 necrotic, insubstantial;		
Vulnerable 10 radiant		
Speed fly 8 (hover); phasing		
⊕ Spectral Touch (Standard, at-will) ♦ Necrotic		
+25 vs. Reflex; 2d12 + 6 necrotic damage.		
↶ Life Siphon (Standard, encounter) ♦ Healing, Necrotic		
Close blast 5; +25 vs. Fortitude; 2d12 + 6 necrotic damage, and the voidsoul specter regains 5 hit points for every creature damaged by the attack.		
Invisibility (minor 1/round, at-will) ♦ Illusion		
The voidsoul specter becomes invisible until it attacks or until it is hit by an attack. It remains invisible while using <i>life siphon</i> .		
Alignment Chaotic evil		Languages Common
Skills Stealth +24		
Str 12 (+12)	Dex 26 (+19)	Wis 10 (+11)
Con 19 (+15)	Int 11 (+11)	Cha 23 (+17)

TACTICS

The tormenting ghost uses *ghostly possession* against any opponent enjoying particular success with powers with the Radiant keyword. It uses *burst of terror* to push groups of enemies off the path, leaving such unfortunates to the forest.

The voidsoul specters invisibly approach the PCs before using *spectral touch*. A bloodied voidsoul specter uses *life siphon* to heal itself.

After the tormenting ghost and the voidsoul specters attack, the famine spirit waits an additional round before entering battle. It uses *rending claws* to grab a target and then *swallow whole* to assuage its terrible hunger.

Sentient Forest Trap	Level 23 Elite Hazard
	XP 10,200

The very trees writhe and twist, clawing at your warm flesh.

Trap: So close to the Mantled Citadel, the trees growing on the crag's flanks have become semi-sentient. While the trees slumber, they do not pose a threat. When they awaken, however, they sense the presence of life and hunger to drink its vital essences.

Perception

DC 27: The character notices that the tree branches shudder as the party passes under them.

DC 31: The character gets the sudden impression that the trees are watching the party like a hunter watches its prey.

Initiative +8

Trigger

When a character uses a power with the Fire or Radiant keyword, the trees awaken and start to move menacingly. They attack living creatures in the area on the next round.

Attack

Standard Action **Melee**

Targets: 2 creatures within 3 squares of the cliff edge.

Attack: +31 vs. AC

Hit: 3d6 + 8 damage and target is restrained (save ends).

Countermeasures

Turn *undead* causes affected trees to become dormant (no attacks; save ends).

A character can attack the trees (AC 32, other defenses 27; hp 90; resist 15 all).

A character can make a DC 32 Religion check or a DC 36 Arcana check as a standard action to calm the trees. Two successful checks return the trees to slumber.

FEATURES OF THE AREA

Illumination: Darkness. The boughs of huge trees grow over the pathway forming a tangled arch of wood through which no light penetrates.

Steep Cliff: Steep cliffs make up three of the knoll's sides. The cliffs are 80 feet high, and characters falling down them take 8d10 falling damage. Characters can scale the cliffs with a DC 16 Athletics check.



Dense Woods: The Forest of Twisted Souls surrounds the knoll. Movement among the trees is slow; count any square within the tree line as difficult terrain.

RITUAL FRAGMENTS

Several ritual fragments borne on the wind swirl through the area where this encounter takes place. The combatants can make use of these ritual fragments using the rules presented in **Ritual Fragments** on page 12.

Hallucinatory Creature Fragment (Arcana): *Small, shadowy, insubstantial creatures surrounded by sparkling motes tumble across the ground.*

A character activating this fragment creates an exact illusionary duplicate of itself and turns invisible until the end of its next turn, when the duplicate also disappears. If the character attacks while invisible, she immediately becomes visible and the duplicate disappears. As a minor action, the controlling character can direct the image to portray basic actions such as moving, attacking, and so on. The image cannot move more than 20 squares away from the character it represents.

A character seeing an illusionary duplicate immediately makes an Arcana check (DC equals the result of the Arcana check that activated the fragment) to identify

the image as a fake. If the illusionary duplicate is targeted by an attack, it immediately disappears.

Forbiddance (Arcana): *A thin mist of cloying vapor hangs just above the ground. Motes of white and gray sparkle within.*

A character activating this fragment creates a burst 5 of warding energy that precludes any creature of lower level from teleporting or shifting into or out of the zone. The zone lasts until the end of the character's next turn.

Pyrotechnics Fragment (Arcana): *A swirling mass of small, colorful, sparkling lights cascades through the trees.*

A plethora of small, colorful meteors swirl about the head of a character activating this fragment. As a minor action, the character can hurl the meteors at a creature within 10 squares. These meteors provide bright illumination of the targeted creature and of adjacent squares. They move with the targeted creature, making it impossible for the creature to hide. This illumination lasts until the end of the character's next turn.

TROUBLESHOOTING

Heroes may be suspicious of the path and try to reach the top of the knoll without using it. Because the pathway spirals several times around the knoll, however, it is unlikely that heroes can reach the top without crossing it at least once. If the characters try to avoid the path, run the encounter as written but have the PCs enter the map at the eastern edge as they scale the cliffs.

DEVELOPMENT

Once the heroes have defeated the undead guardians of the forest, nothing stands between them and the Mantled Citadel. If the characters have earned enough experience points to level up, allow them to rest without incident in the woods before entering the citadel, should they choose to do so.

When the PCs are ready to enter the citadel, proceed to **Mantled Citadel Summary** on page 47.

ENCOUNTER C1: PORTAL OF DESPAIR

Encounter Level 23 (34,750 XP)

SETUP

- 1 chain golem (G)
- 1 great flameskull (F)
- 2 ritual-born killers (R)

Although Tiamat has withdrawn many of her minions from the Mantled Citadel, Irfelujhar's own protectors still provide him with formidable defenses. They attack anyone not in his or Tiamat's service.

When the heroes enter this area, read:

A large chamber lies beyond the door; four pits pierce its floor. Opposite another set of double doors leads deeper into the citadel. A huge humanoid creature stands among the pits. Comprised completely of chains, the creature shifts menacingly at your appearance.

Perception check

DC 24: *Sounds of something trying to move stealthily in the pits betray the presence of a yet unseen foe.*

When the characters first see the ritual-born killer, read:

A vaguely man-shaped cloud of roiling gray smoke spins to face you with blinding speed.

As soon as intruders appear, the chain golem lurches forward to between the front two pits to guard the chamber. A round after battle begins, the great flameskull rises out of the pit to deal with intruders.

Chain Golem (G)	Level 22 Elite Soldier
Huge natural animate (construct)	XP 8,300
Initiative +19	Senses Perception +19; darkvision
Entangling Chains aura 3; each enemy that starts its turn within the aura is slowed until the end of its turn.	
HP 418; Bloodied 209	
AC 38; Fortitude 35, Reflex 32, Will 34	
Immune disease, poison, sleep	
Saving Throws +2	
Speed 8 (cannot shift)	
Action Points 1	
⊕ Chain (Standard, at-will)	
Reach 3; +29 vs. Armor Class; 2d8 + 9 damage, and the chain golem pulls the target 2 squares.	
⊕ Berserk Attack (Immediate Reaction, when the chain golem is damaged by an attack while bloodied, at-will)	
The golem makes a chain attack against a target adjacent to it.	
⊕ Chain Smash (Standard, at-will)	
The chain golem makes two chain attacks, each against a different target.	
↶ Chain Grab (Standard, at-will)	
Close burst 2; +27 vs. Reflex; 2d8 + 9 damage, and the target is pulled 1 square and grabbed. While the target is grabbed by the chain golem, the golem can move away from the target without ending the grab. When the golem ends its move, it must slide the target into a space adjacent to it or the grab ends.	
Stable Footing	
A chain golem ignores difficult terrain.	
Alignment Unaligned	Languages —
Str 28 (+20)	Dex 22 (+17)
Con 25 (+18)	Int 3 (+7)
	Wis 26 (+19)
	Cha 3 (+7)

Great Flameskull (F)	Level 24 Artillery
Small natural animate (undead)	XP 6,050
Initiative +19	Senses Perception +22; truesight 6
HP 174; Bloodied 87	
Regeneration 10	
AC 37; Fortitude 34, Reflex 39, Will 37	
Immune disease, poison; Resist 20 fire, 10 necrotic;	
Vulnerable 5 radiant	
Speed fly 10 (hover)	
⊕ Fiery Bite (Standard, at-will) ♦ Fire	
+26 vs. Armor Class; 1d4 damage plus 2d6 fire damage.	
↘ Flame Ray (Standard, at-will) ♦ Fire	
Ranged 20; +28 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the great flameskull's next turn.	
✦ Firestorm (Standard, encounter) ♦ Fire	
Area burst 4 within 20; +27 vs. Reflex; 3d6+10 fire damage. Miss: Half damage. The firestorm blocks line of sight, deals 10 fire damage to any creature that starts its turn in the area, and disappears at the end of the great flameskull's next turn. The great flameskull can exclude allies from the effect.	
Mage Hand (Minor, at-will) ♦ Conjuration	
As the wizard power <i>mage hand</i> .	
Illumination	
The great flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.	
Alignment Unaligned	Languages Common, one other
Skills Stealth +24	
Str 10 (+12)	Dex 25 (+19)
Con 24 (+19)	Int 30 (+22)
	Wis 21 (+17)
	Cha 28 (+21)

2 Ritual-Born Killers (R) **Level 23 Skirmisher**

Medium aberrant animate (construct) XP 5,100 each

Initiative +22 **Senses** Perception +14; low-light vision**HP** 216; **Bloodied** 108**AC** 37; **Fortitude** 35, **Reflex** 37, **Will** 32**Immune** disease, poison, sleep**Speed** 8⚡ **Slam** (standard; at-will)

+28 vs. AC; 3d6 +7 damage, and the ritual-born killer shifts 1 square.

⚡ **Storm of Strikes** (standard; encounter)The ritual-born killer shifts up to 4 squares, makes one *slam* against all adjacent targets (without shifting), and then shifts 1 square for each attack it made.⚡ **Wild Slams** (standard; recharge ⚡⚡⚡)The ritual-born killer shifts up to 4 squares and makes up to two *slam* attacks.**Alignment** Unaligned**Languages** –**Skills** Athletics +23, Acrobatics +25, Stealth +25**Str** 24 (+18)**Dex** 28 (+20)**Wis** 16 (+14)**Con** 24 (+18)**Int** 18 (+15)**Cha** 10 (+11)

TACTICS

The creatures here work well together to crush intruders.

The chain golem uses *chain grab* or its *chain* attack to dump opponents into the pits whenever possible. If it is unable to maneuver an opponent into a pit, it uses *chain smash* against two nearby opponents.

The great flameskull flies high above the battle—both *flame ray* and *firestorm* can be used from 20 squares away, and the flameskull uses that range to its best advantage. It uses *illumination* to shed dim light as needed. It employs *firestorm* as soon as the intruders bunch up and then reverts to *flame ray* to deal with spellcasters and archers.

The ritual-born killers hide in the passages connecting the pits and attack any creature that falls into their lair. (If no one has fallen into a pit by the end of the fourth round, one ritual-born killer emerges to do battle while the other remains to await prey). If their target subsequently escapes, they use *teleport* to follow before *storm of strikes* and *wild slams* to move through the party striking whoever gets in their way.

FEATURES OF THE AREA

Illumination: Dim light, from an indeterminable source, fills the chamber.

Ceiling: The ceiling is 30 feet high.

Open Pits: These pits are 30 feet deep. Characters falling in take 3d10 falling damage and land prone. Characters can scale the pits' smooth walls with a DC 16 Athletics check.

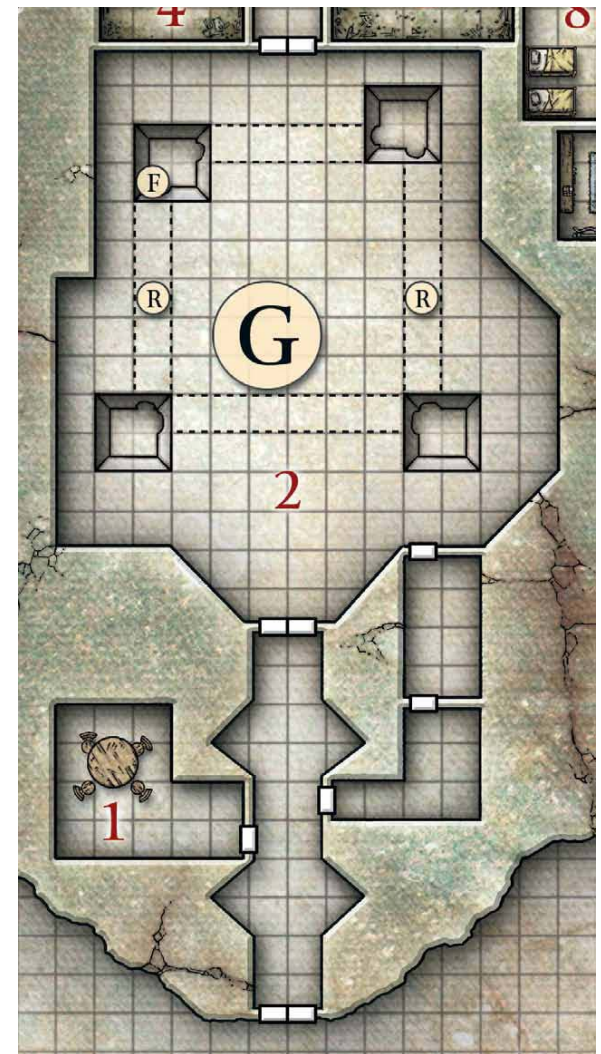
Tunnels: Narrow tunnels link the four pits together. They are 10 feet high and devoid of interesting features.

Double Doors: These iron-bound doors allow access to the rest of the citadel.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

DEVELOPMENT

Battle here may alert Uthnis Maiali and his lich vestiges (**Encounter C2**) to the presence of intruders.



ENCOUNTER C2: GATEKEEPER

Encounter Level 23 (25,600 XP)

SETUP

Uthnis Maiali, eladrin wizard lich (U)
6 lich vestiges (V)

Uthnis Maiali, an eladrin lich long ago bent to Irfelujhar's service, guards access to the upper levels. He battles any obvious intruders entering the chamber, aided by the husks of lesser liches drained of their essence to power Irfelujhar's research. Uthnis is uninterested in talking to intruders. He is a thoroughly evil sadist who delights in inflicting pain and suffering.

The preternaturally alert lich vestiges (29 passive Perception) almost certainly hear the sounds of battle from **Encounter C1** unless the PCs mask the noise somehow.

When the PCs enter this area, read:

Many closed doors and arrow slits pierce the walls of this irregularly shaped chamber. To the northwest, a wide and steep staircase spirals upward. No enemies are apparent.

When the PCs first see a lich vestige, read:

A frail, skeletal creature whose body disappears into wisps of shadow stands before you. It wears tattered robes sporting faded mystical symbols.

2 Lich Vestiges (V)		Level 26 Minion	
Medium immortal humanoid (undead)		XP 2,250 each	
Initiative +14	Senses Perception +19; darkvision		
HP 1; a missed attack never damages a minion.			
AC 40; Fortitude 36, Reflex 40, Will 38			
Immune disease, poison; Resist 20 necrotic			
Speed 6			
⚡ Death's Touch (Standard, at-will) ♦ Necrotic			
+30 vs. Armor Class; 10 necrotic damage, and the target is weakened (save ends).			
☞ Shadow Ray (Standard, at-will) ♦ Necrotic			
Ranged 20; +30 vs. Reflex; 10 necrotic damage, or 15 necrotic damage if the target is an arcane power user (such as a wizard).			
✦ Orb of Obliteration (Standard, encounter) ♦ Fire, Necrotic			
Two, three, or four lich vestiges acting on the same initiative count can use their standard actions to hurl a single orb of black fire that detonates on impact. Make one attack roll: Area burst 5 within 10 of one of the lich vestiges; +30 vs. Reflex; 5 fire and necrotic damage per lich vestige making the attack, and ongoing fire and necrotic damage equal to 5 per lich vestige making the attack (save ends).			
Alignment Evil	Languages Abyssal, Common		
Skills Arcana +24			
Str 11 (+13)	Dex 12 (+14)	Wis 13 (+14)	
Con 14 (+15)	Int 22 (+19)	Cha 18 (+17)	

When the PCs first see Uthnis, read:

A tall, slender skeleton clad in fine robes and wearing a crown of black iron points its hand at you. Dark globes of light flash in its eyes as a ray of black energy streaks toward you.

Uthnis Maiali (U)		Level 24 Elite Controller	
Medium natural humanoid, eladrin (undead)		XP 12,100	
Initiative +14	Senses Perception +14; darkvision		
Necrotic Aura (Necrotic) aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.			
HP 362; Bloodied 181			
Regeneration 10 (if the lich takes radiant damage, regeneration doesn't function on its next turn)			
AC 38; Fortitude 33, Reflex 38, Will 38			
Immune disease, poison; Resist 10 necrotic			
Saving Throws +2			
Speed 6			
Action Points 1			
☞ Shadow Ray (Standard, at-will) ♦ Necrotic			
Ranged 20; +28 vs. Reflex; 3d8 + 7 necrotic damage.			
☞ Necrotic Orb (Standard, at-will) ♦ Necrotic			
Ranged 20; +28 vs. Fortitude; 3d8 + 7 necrotic damage, and the target is stunned until the end of the lich's next turn.			
✦ Entropic Pulse (Standard, recharge ☞ ☞) ♦ Necrotic			
Area burst 2 within 20; +28 vs. Reflex; 6d6 + 7 necrotic damage.			
Indestructible			
When a lich is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.			
Second Wind (Standard, encounter) ♦ Healing			
The lich spends a healing surge and heals 90 hit points. The lich gains a +2 bonus to all defenses until the start of its next turn.			
Alignment Evil	Languages Common, Elven		
Skills Arcana +24, History +24, Insight +19			
Str 12 (+13)	Dex 15 (+14)	Wis 15 (+14)	
Con 18 (+16)	Int 25 (+19)	Cha 21 (+17)	

TACTICS

Uthnis commands the lich vestiges in this chamber.

Uthnis remains in the doorway of his chamber using *frostburn* to damage and slow large groups of intruders. He sustains this effect until the power recharges. He then reverts to *shadow ray* and tries to keep away from intruders. If an opponent makes it to the stairs, he exclusively targets that individual.

The vestiges use arrow slits to shoot their *shadow rays* into the chamber, targeting arcane power users above all others. They remain in the side chambers as long as possible but rush out if intruders move onto the stairs leading upward or engage Uthnis in melee.

FEATURES OF THE AREA

Illumination: Dim light, from an indeterminable source, fills the chamber.

Side Chambers: The side chambers in this area are described on page 47.

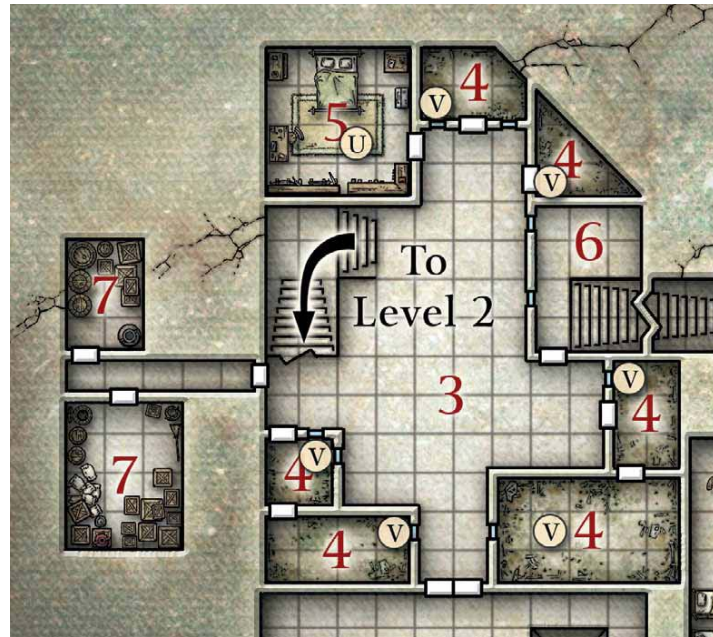
Ceiling: The ceiling is 30 feet high.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

Stairs: Both sets of stairs count as difficult terrain. A waist-high balustrade provides cover to characters on the stairs.

Arrow Slits: Arrow slits pierce many of the walls in this chamber; characters behind an arrow slit gain superior cover.

Stone Doors: All the stone doors (AC 5, Fortitude 10, Reflex 5, hp 40) are firmly shut. It requires a DC 25 Strength check to open a door from the main chamber, but they open easily from inside.



Uthnis Maiali's Phylactery: With a DC 29 Perception check, the heroes find a small ruby-encrusted skullcap in Uthnis Maiali's chamber (Area 5). A DC 25 Religion check identifies it as his phylactery (hp 40, resist all 20). Assuming the characters are not in combat, they can destroy it easily.

ENCOUNTER C3: OUBLIETTES OF THE DOOMED

Encounter Level 25 (30,000 XP)

SETUP

Mornujhar (M)

1 beholder eye of chaos (B)

7 grimlock minions (G)

When the heroes enter this chamber, Mornujhar, the black exarch of Tiamat, is torturing Agyrturyte, an angel of Bahamut. Agyrturyte was captured several weeks ago while she tried to infiltrate the citadel and was brought here so that Mornujhar could determine the extent of Bahamut's knowledge of Tiamat's plans. The angel now lies close to death.

When the PCs enter this area, read:

Three stone pillars hold the ceiling of this chamber aloft. A half-dozen or so pits pierce the chamber floor. Moaning or sobbing is clearly audible from one of the pits at the rear of the chamber. In front of that pit stands a massively muscled, black-scaled dragonborn warrior in intricate godplate armor. A large, plain, black iron falchion hangs at his hip.

When the characters first see Agyrturyte, read:

A creature wreathed in a feeble golden glow lies in the pit. Vaguely humanoid in form, its head is draconic in nature although its great fangs are pitted and broken and many of its scales have been peeled off. The creature's lower body trails off into a coil of flickering white energy.

Beholder Eye of Chaos (B) Level 25 Elite Artillery	
Large aberrant magical beast XP 14,000	
Initiative +20	Senses Perception +16; all-around vision, darkvision
HP 364; Bloodied 182	
AC 37; Fortitude 37, Reflex 37, Will 38	
Saving Throws +2	
Speed fly 8 (hover)	
Action Points 1	
⊕ Bite (Standard, at-will) +32 vs. Armor Class; 2d6 + 7 damage.	
↗ Central Eye (minor 1/round, at-will) Ranged 20; +30 vs. Fortitude, and the target cannot use encounter attack powers or daily attack powers until the end of the beholder eye of chaos's next turn.	
↗ Eyes of the Beholder (Free, when an enemy starts its turn within 5 squares of the beholder eye of chaos, at-will) The eye of chaos uses <i>eye ray</i> against the triggering enemy.	
⊕ Eye Rays (Standard, at-will) The beholder eye of chaos uses one <i>eye ray</i> power chosen from the list below. Using <i>eye rays</i> does not provoke opportunity attacks.	
1— Telekinesis Ray : Ranged 10; +30 vs. Fortitude; 3d8 + 7 damage, and the eye of chaos slides the target 6 squares.	
2— Blinding Ray : Ranged 10; +30 vs. Reflex; 3d8 + 7 damage, and the target is blinded (save ends).	
3— Confounding Ray (Charm, Psychic): Ranged 10; +30 vs. Will; 3d8 + 7 psychic damage, the eye of chaos slides the target 6 squares, and the target is dazed (save ends).	
4— Maddening Ray (Charm, Psychic): Ranged 10; +30 vs. Will; 3d8 + 7 psychic damage, and the target is dominated until the end of the eye of chaos's next turn.	
5— Fear Ray (Fear, Psychic): Ranged 10; +30 vs. Will; 3d8 + 7 psychic damage, and the target moves its speed away from the eye of chaos by the safest route possible.	
6— Teleporting Ray (Teleportation): Ranged 10; +30 vs. Reflex; 3d8 + 7 damage, and the eye of chaos teleports the target 10 squares.	
↗ Ripple of Chaos (when first bloodied, encounter) Each enemy within 5 squares of the beholder eye of chaos is targeted by a random <i>eye ray</i> power as a free action. The eye of chaos then teleports 6 squares as a free action.	
Alignment Chaotic evil	Languages Deep Speech
Str 18 (+16)	Dex 26 (+20) Wis 18 (+16)
Con 26 (+20)	Int 21 (+17) Cha 28 (+21)

Mornujhar (M) Level 25 Elite Lurker	
Medium natural humanoid, dragonborn XP 14,000	
Initiative +24	Senses Perception +24
HP 360; Bloodied 180	
AC 39; Fortitude 39, Reflex 37, Will 39	
Immune acid; Resist 20 cold, 20 electricity, 20 fire	
Saving Throws +2	
Speed 6	
Action Points 1	
⊕ Falchion (standard; at-will) ♦ Weapon +30 vs. AC (+31 while bloodied); 6d4 + 10 damage.	
⊕ Double Attack (standard; at-will) Mornujhar makes a melee basic attack against up to two opponents.	
⊕ Stalk (standard; recharge [E]) Mornujhar shifts up to 6 squares and makes one melee basic attack at any point during his movement. If Mornujhar has superior cover or total concealment at the end of his move he can make a Stealth check to hide with a +5 bonus.	
⊕ Toxic Cloud (standard; recharge [E][E][E]) ♦ Acid, Zone Close blast 5; Mornujhar projects a billowing cloud of acidic gas that lasts until the end of his next turn. Any creature that ends its turn in the cloud (except Mornujhar) takes 10 acid damage and is weakened (save ends). The cloud blocks line of sight for all creatures.	
⊕ Dragon Breath (minor; encounter) ♦ Acid Close blast 3; +28 vs. Reflex (+29 while bloodied); 3d6 + 7 acid damage.	
Dragonborn Fury (only while bloodied) Mornujhar gains a +1 racial bonus to attack rolls.	
Alignment Chaotic evil	Languages Common, Draconic, Supernal
Skills Stealth +24	
Str 30 (+22)	Dex 26 (+20) Wis 24 (+19)
Con 24 (+19)	Int 22 (+18) Cha 27 (+20)
Equipment godplate armor, falchion.	

TACTICS

Once alerted to intruders, the grimlocks burst forth to give battle. Simple creatures, they use simple tactics, mobbing the nearest targets and protecting Mornujhar to the best of their ability.

7 Grimlock Minions (G)		Level 14 Minion	
Medium natural humanoid		XP 250 each	
Initiative +6	Senses Perception +7; blindsight 10		
HP 1; a missed attack never damages a minion.			
AC 24; Fortitude 24, Reflex 23, Will 23			
Immune gaze			
Speed 6			
⊕ Greataxe (Standard, at-will) ♦ Weapon			
+17 vs. Armor Class; 7 damage (9 damage against a bloodied target).			
Alignment Evil	Languages Common, Deep Speech		
Str 17 (+10)	Dex 12 (+8)	Wis 15 (+9)	
Con 14 (+9)	Int 7 (+5)	Cha 9 (+6)	
Equipment greataxe.			

The beholder eye of chaos floats out of the pit in which it has been resting to blast intruders with its eye rays. It uses its central eye on anyone targeting it and enjoys pushing enemies into pits with its *telekinesis ray*. It also uses *teleporting ray* to teleport an enemy 20 feet above a pit, so that the character takes 5d10 falling damage instead of 3d10.

Mornujhar moves quickly to deal with any threat. He uses *toxic cloud* to block opponents' line of sight and then *double attack* to swiftly crush a threatening enemy. He uses *stalk* to hide, ready to set up a *double attack* in the next round. He saves *dragon breath* to finish off a badly wounded opponent or to deal with multiple attackers.

Agyrturyte is weakened by torture and takes no part in combat.

If the battle goes against Mornujhar and his minions, either he or the beholder eye of chaos try to kill Agyrturyte. Two successful attacks (AC 35, Fortitude 35, Reflex 31, Will 30) kills her.

FEATURES OF THE AREA

Illumination: Dim light from an indeterminable source fills the chamber.

Ceiling: The ceiling is 20 feet high.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

Pits: Pits in this chamber are 30 feet deep and have smooth sides, which can be scaled with a DC 29 Athletics check. A tangled mat of dried, brittle branches and bones cover their floors.

Columns: Three huge columns hold the roof aloft. Carvings of chained prisoners suffering terrible torments decorate them. Characters can scale the columns with a DC 16 Athletics check.

The carvings are particularly sharp. Any character or monster pushed, pulled, or slid into a square adjacent to a pillar suffers 2d6 damage from colliding with the carvings.

DEVELOPMENTS

If the heroes defeat Mornujhar and his servants before the Black Exarch kills Agyrturyte, they can tend her wounds and learn more about Bahamut's interest in this place.

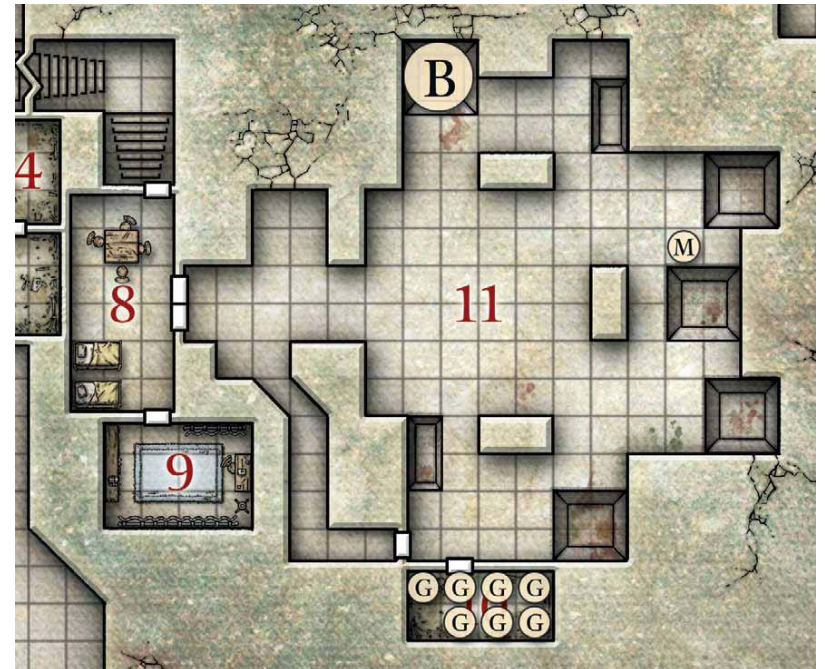
Agyrturyte explains that some time ago, Bahamut became aware that his arch-nemesis Tiamat was wooing one of Vecna's most potent servants. While Bahamut did not know why Tiamat sought Irfelujhar's service, he knew that it must be part of some dark, sinister

Freeing Agyrturyte

23rd-Level Minor Quest (5,100 XP)

The PCs fight Tiamat's Black Exarch, Mornujhar. If they defeat him and Agyrturyte survives the ensuing battle, she begs the characters to escort her from the Shadowfell. If they do so, they gain the above-listed award.

scheme. He therefore dispatched several powerful servants to search the planes for information. Agyrturyte was one such spy. Discovering that Irfelujhar had transported his tower to this place, she infiltrated Monadhan and penetrated the citadel wearing the guise of a wraith. Unfortunately, Mornujhar saw through this deception and captured the angel.



ENCOUNTER C4: FANE OF TIAMAT

Encounter Level 24 (35,266 XP)

SETUP

Darrhkerrar, adherent of Tiamat (D)

1 dragonborn champion (C)

2 dread wraiths (W)

This temple is the center of Tiamat's worship in the citadel. Both Darrhkerrar and Mornujhar have quarters off the main temple area.

When the PCs enter this area, read:

The centerpiece of this huge chamber is the hunk of black rock set against the far wall. Set into the wall behind the altar stands a font full of clouded water. Two narrow staircases lead downward to the south while several closed doors provide access to other areas. A heavily armored figure kneels before the altar, deep in prayer.

When the heroes enter the chamber, only the dragonborn champion, kneeling at prayer before the altar, is visible. The other creatures enter combat as soon as they become aware of intruders.

Dragonborn Champion (C)	Level 26 Soldier
Medium natural humanoid, dragonborn	XP 9,000
Initiative +20	Senses Perception +16
HP 239; Bloodied 119	
AC 42; Fortitude 42, Reflex 40, Will 41	
Resist 30 acid, 30 cold, 30 fire, 30 lightning, 30 poison	
Speed 8, fly 8 (clumsy)	
⊕ Bastard Sword (Standard, at-will) ♦ Weapon	
+31 vs. Armor Class (+32 while bloodied); 2d10 + 9 damage, and the dragonborn champion makes a secondary attack against the same target.	
Secondary Attack	
+29 vs. Fortitude (+30 while bloodied); the target is stunned until the end of the dragonborn champion's next turn and knocked prone.	
⚡ Furious Blade (free, immediate reaction, when first bloodied, encounter) ♦ Weapon	
Requires bastard sword; close burst 1; targets enemies; +32 vs. Armor Class (+33 while bloodied); 2d10 + 9 damage.	
⚡ Dragon Breath (Minor, encounter) ♦ Lightning	
Close blast 3; +27 vs. Reflex (+28 while bloodied); 2d6 + 6 lightning damage.	
Dragonborn Fury (only while bloodied)	
A dragonborn gains a +1 racial bonus to attack rolls while bloodied.	
No Remorse	
The dragonborn champion deals an extra 2d10 damage on melee attacks against a prone target.	
Shake It Off (Free; recharge Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ)	
The dragonborn champion automatically succeeds on a saving throw against one effect of its choice.	
Alignment Chaotic Evil	Languages Common, Draconic
Skills Athletics +23, History +22, Intimidate +26	
Str 29 (+22)	Dex 20 (+18) Wis 17 (+16)
Con 23 (+19)	Int 15 (+15) Cha 22 (+19)
Equipment: bastard sword, heavy shield, plate armor.	

2 Dread Wraiths (W)	Level 25 Lurker
Large natural humanoid (undead)	XP 7,000 each
Initiative +25	Senses Perception +18; darkvision
Shroud of Night aura 2; bright light in the aura is reduced to dim light, and dim light becomes darkness.	
HP 124; Bloodied 62	
Regeneration 20 (if the dread wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)	
AC 37; Fortitude 33, Reflex 37, Will 37	
Immune disease, fear, poison; Resist 30 necrotic, insubstantial;	
Vulnerable 15 radiant	
Speed fly 10 (hover); phasing	
⊕ Dread Blade (Standard, at-will) ♦ Necrotic	
Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).	
⚡ Death Shriek (when reduced to 0 hit points) ♦ Psychic	
Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.	
Combat Advantage ♦ Necrotic	
The dread wraith deals an extra 3d6 necrotic damage against any target it has combat advantage against.	
Shadow Glide (Move, encounter)	
The dread wraith shifts 6 squares.	
Spawn Wraith	
Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.	
Alignment Chaotic evil	Languages Common
Skills Stealth +26	
Str 18 (+16)	Dex 28 (+21) Wis 12 (+13)
Con 20 (+17)	Int 14 (+14) Cha 28 (+21)

**Darrhkerrar, Level 25 Controller (Leader)
Adherent of Tiamat (D)**

Medium natural humanoid, human XP 7,000

Initiative +14 **Senses Perception** +21**Shadows of the Dead** (Necrotic) aura 4; Undead within the aura gain a +2 bonus to all defenses and a +2 bonus to attack rolls on basic attacks.**HP** 230; **Bloodied** 115**AC** 39; **Fortitude** 36, **Reflex** 36, **Will** 38**Immune** psychic**Speed** 5⚔ **Mace** (standard; at-will) ♦ **Weapon**

+30 vs. AC; 2d8 + 4 damage, and the target is immobilized (save ends).

☠ **Black Bolt** (standard; at-will) ♦ **Necrotic**

Ranged 10; +29 vs. Reflex; 3d8 + 4 necrotic damage, and the target is pushed 2 squares.

⚔ **Dragon's Teeth** (standard; recharge 5/5) ♦ **Force**

Close burst 2; +29 vs. Reflex; 4d8 + 8 force damage, and the target is pushed 3 squares and falls prone.

✖ **Slaving Death Jaws** (standard; encounter) **Psychic**

Area burst 3 within 10; +29 vs. Fortitude; 4d8 + 8 psychic damage and the target is slowed and weakened (save ends both).

Alignment Chaotic evil**Languages** Common, Supernal**Skills** Religion +23**Str** 18 (+16)**Dex** 14 (+14)**Wis** 28 (+21)**Con** 22 (+18)**Int** 22 (+18)**Cha** 24 (+19)**Equipment** plate armor, heavy shield, mace.

TACTICS

The dragonborn champion seeks out the biggest opponent for single combat. It uses its *bastard sword* to knock its opponent prone and then employs *no remorse* to deal extra damage to the unfortunate. If fighting more than one opponent, the dragonborn champion uses *dragon breath* and *furious blade* as appropriate.

The dread wraiths use phasing to move toward the intruders, ganging up on a target to gain combat advantage. When first bloodied, a dread wraith uses *shadow glide* to retreat to Area 20 to allow its

regeneration to heal it. As soon as it is fully healed, it returns to the fight.

Darrhkerrar defends the fane with righteous wrath. If possible, he captures downed characters to use as sacrifices to his mistress. He uses *dragon's teeth* to keep opponents away from his person and tries to stay near the dread wraiths so that they benefit from his *shadows of the dead* aura.

FEATURES OF THE AREA

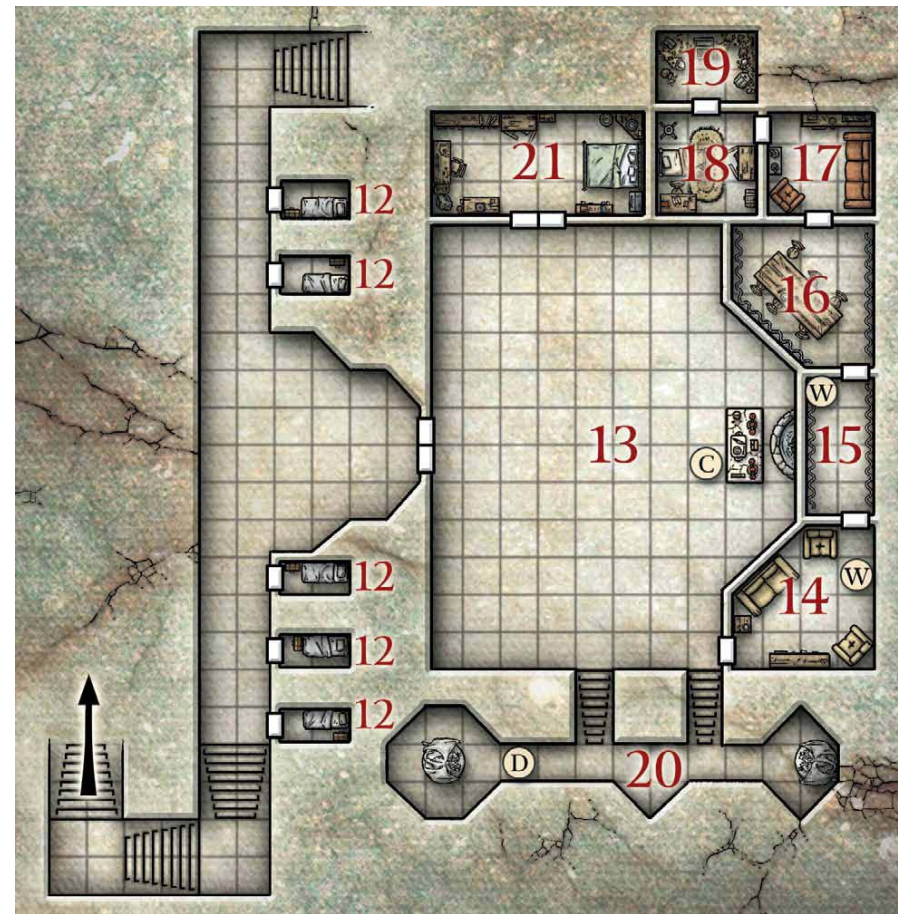
Illumination: Dim light from an indeterminate source fills the chamber.

Side Chambers: The side chambers in this area are described on page 48.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

Dark Altar: The blood of countless sacrifices stains this black-hued chunk of rock.

Necrotic Font: Clouded water oozes into the font. This water, drawn from the surrounding rivers, is tainted with necrotic energy. Undead within five squares of the font have their radiant vulnerability reduced to 10. Alternatively, a worshipper of Tiamat



can, as a standard action, splash the necrotic water upon its face. This heals the character one-quarter of its normal hit point total and provides a +2 to all defenses until the start of its next turn. This effect is available but once per day.

Stairs: These steep, narrow stairs count as difficult terrain.

Statue: These exquisitely carved statues depict Tiamat. They provide cover.

ENCOUNTER C5: LIBRARY OF ELDRITCH LORE

Encounter Level 24 (29,650 XP)

SETUP

- 2 living dark transports (L)
- 1 Tiamat mosaic trap
- 3 ritual-born sentinels (R)

Irfelujhar stores many of his books of esoteric knowledge in this chamber. Not trusting living minions with such treasures, he has created the monsters and trap here to guard his hoard. The creatures attack anyone but Irfelujhar.

When the PCs enter this area, read:

Many bookshelves dominate the walls of this large chamber. A huge, intricate mosaic of Tiamat in all her fearsome, majestic glory covers much of the main floor.

When the PCs see a ritual-born sentinel, read:

A whirling funnel of gray smoke blown by storm-force winds whines and moans as it moves toward you.

Tiamat Mosaic Trap

Level 23 Blaster
XP 5,100

A beautifully rendered mosaic of Tiamat in all her fearsome, majestic glory covers much of the floor.

Trap: This exquisitely-crafted mosaic is infused with the ichor of evil dragons. The mosaic shows Tiamat with all five heads reared back ready to breathe. When the trap activates, a randomly determined head rises from the mosaic and breathes at the largest concentration of intruders. This attack may also damage any of the library's guardians caught in the area of affect.

Perception

DC 36: The character notices that the air above the mosaic is shimmering with energy.

DC 40: The character notices that the eyes of all five of Tiamat's heads seem to follow the characters as they move.

Initiative +8

Trigger

When a living or undead creature that is not Irfelujhar enters the room, the mosaic attacks.

Attack

Standard Action Close blast 5; the trap can use any of its squares as the origin of the blast

Targets: All creatures in blast

Attack: +29 vs. Reflex

Hit: 5d6 + 8 energy damage and ongoing 10 energy damage (see below).

Miss: Half damage.

Special: Every round, determine randomly the kind of energy damage the trap inflicts by rolling a d10: 1-2 acid, 3-4 cold, 5-6 electricity, 7-8 fire, 9-10 poison.

Countermeasures

A character can attack the mosaic (AC 32, other defenses 27; hp 90; resist 15 all).

An adjacent character can attempt a DC 35 Thievery check or a DC 31 Arcana check to disable one energy type of the character's choice. The trap has no effect for the round when a disabled energy type is rolled for the attack. The trap is completely disabled after five successful checks.

2 Living Dark Transports (L) Level 24 Elite Skirmisher Large aberrant beast (blind, ooze) XP 6,050 each

Initiative +20 **Senses** Perception +18; blindsight 10

Dimension Crush (Teleportation) aura 2; enemies within the aura cannot use any power with the teleportation keyword, and enemies that teleport into or out of the aura take 15 force damage.

HP 298; **Bloodied** 149

AC 36; **Fortitude** 37, **Reflex** 35, **Will** 35

Immune gaze; **Resist** insubstantial

Saving Throws +2

Speed 8

Action Points 1

⊕ **Slam** (standard; at-will)

+29 vs. AC; 3d6 + 8 damage, and the living dark transport teleports 3 squares, and the target slides 1 square.

⊕ **Dimensional Slam** (standard; recharge Ⓛ Ⓜ Ⓝ Ⓞ) ⚡

Teleportation

+27 vs. Will; 2d6 + 8 damage, and the target is teleported 3 squares and takes 15 force damage, and this creature teleports 3 squares.

Alignment Unaligned

Languages -

Str 28 (+21)

Dex 22 (+18)

Wis 22 (+18)

Con 26 (+20)

Int 7 (+10)

Cha 14 (+14)

ALTERNATE RESEARCH NOTES LOCATION

If your players seem to need a break from battling the denizens of the citadel, consider placing Irfelujhar's research notes here instead of in his personal chambers (Areas 27, 28, and 29).

The skill challenge "Understanding the Book" presented in "Conclusion" (page 61) represents the characters' investigations of the book. After they defeat the library's protectors, they find the book hidden high up on one of the bookcases and can peruse its contents.

3 Ritual-Born Sentinels (R) Level 22 Controller

Medium, aberrant animate (construct) XP 4,150 each

Initiative +18 **Senses** Perception +19; low-light vision**Flying Windstorm** aura 3; winds fill the area making it difficult terrain. Each enemy that ends its turn within the aura takes 10 damage.**HP** 208; **Bloodied** 104**AC** 36; **Fortitude** 35, **Reflex** 34, **Will** 32

Immune disease, poison, sleep

Speed 6⊕ **Storm Buffet** (standard; at-will)

+27 vs. AC; 3d6 + 8 damage, and the target is marked.

⊗ **Storm Blast** (standard; at-will)

Ranged 5; +26 vs. Reflex; 3d6 + 8 damage, and the target is dazed (save ends).

⬇ **Blasting Strike** (standard; recharge ☼☼ ☼☼ ☼☼)

+26 vs. Fortitude; 4d8 damage, and the target is pushed 4 squares.

⬇ **Cyclone** (standard; recharge when first bloodied)

+26 vs. Reflex; 4d8 + 8 damage, and the target is restrained (save ends).

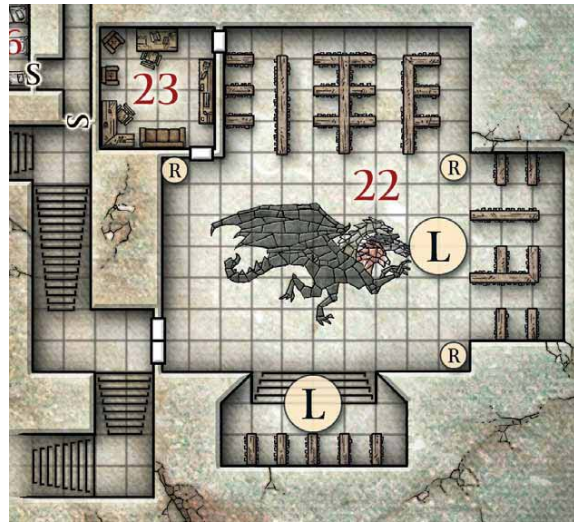
Alignment Unaligned**Languages** -**Str** 27 (+19) **Dex** 20 (+16) **Wis** 16 (+14)**Con** 24 (+18) **Int** 16 (+14) **Cha** 10 (+11)

TACTICS

The creatures within the library defend it ferociously but do not pursue fleeing characters down or up the stairs.

The ritual-born sentinels converge upon the party from different directions to trap them in an easy-to-deal-with bunch. They use *storm blast* against characters climbing bookcases and *cyclone* to lock down mobile enemies. If one or more enemies break out of their *flying windstorm* auras, one of the ritual-born sentinels pursues it.

The living dark transport moves toward the nearest opponent using *dimensional slam* as often as possible. When it teleports or shifts an opponent, it moves it toward one of the ritual-born sentinels if possible or toward the exit.



FEATURES OF THE AREA

Illumination: Dim light from an indeterminable source fills the chamber.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

Side Chambers: The side chambers in this area are described on page 48.

Ceiling: The ceiling is 25 feet high.

Stairs: The shallow steps leading up to the southern alcove are not difficult terrain.

Tiamat Mosaic: This expansive, incredibly lifelike mosaic depicting Tiamat is part of the Tiamat Mosaic trap. See the Tiamat Mosaic trap's stat block for more information.

Bookshelves: The bookshelves are 10 feet high and are securely fastened to the wall. A character can climb a bookshelf with a DC 16 Athletics check. Books on a vast range of subjects cram the shelves.

Characters can topple or move atop a bookshelf. See the sidebar for more information.

USING THE BOOKSHELVES IN COMBAT

The characters may use the bookshelves in the room in two ways during battle.

Toppling Them: A character can topple a bookcase by spending a standard action and making a DC 20 Strength check. The falling bookcase attacks any character in its path. The character makes a basic melee attack vs. Reflex; *hit*: target takes 2d6 + 8 damage, is knocked prone and immobilized (save ends); *miss*: target is pushed 2. Characters beneath a bookcase gain superior cover.

A fallen bookcase provides cover and creates difficult terrain (it costs 2 extra squares of movement to enter such a square).

Moving Atop a Bookcase: Characters can move along the top of a bookcase; this counts as difficult terrain. Characters trying to leap from bookcase to bookcase must make a DC 16 Athletics check or fall, taking 2d10 falling damage.

ENCOUNTER C6: THE UNDULATING STAIR

Encounter Level 23 (25,500 XP)

SETUP

- 1 astral stalker
- 1 blood fiend
- 1 undulating walkway trap

When the characters reach this area, the blood fiend and invisible stalker are hiding below the walkways. The invisible stalker has used *invisibility* to hide while the blood fiend simply tries to stay out of sight.

When the PCs enter this area, read:

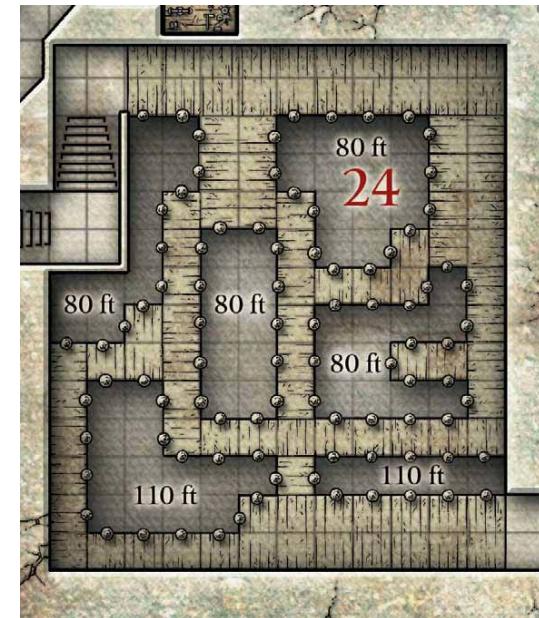
Unlike the chambers encountered before, this area is a large cavern. You have entered high up in the cavern's western wall. Ahead, several walkways of bone lead to the eastern wall. Below the walkways, a field of sharp rocks covers the floor.

When the blood fiend attacks, read:

Without warning, a massively muscled hairless humanoid bursts from under the bone walkway. As it flies toward you it screeches an incomprehensible war cry.

Astral Stalker	Level 22 Elite Lurker
Medium elemental humanoid	XP 8,300
Initiative +23	Senses Perception +18; blindsight 10
HP 314; Bloodied 157	
AC 38; Fortitude 32, Reflex 38, Will 32	
Saving Throws +2	
Speed 10, Climb 6	
Action Points 1	
⊕ Claw (Standard, at-will)	
+27 vs. Armor Class; 2d6 + 8 damage, and the astral stalker can choose to designate the target as its quarry.	
⊗ Throat Dart (Standard, at-will) ♦ Poison	
Range 5/10; +29 vs. Armor Class; 1d10 + 8 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Save:</i> The target is stunned instead of immobilized (save ends).	
⊕ Quick Claws (Standard, at-will)	
Against a slowed or an immobilized target, the astral stalker makes two claw attacks.	
Combat Advantage	
The astral stalker's melee attacks deal an extra 2d6 damage against any target it has combat advantage against.	
Invisibility (Standard, at-will) ♦ Illusion	
The astral stalker turns invisible until it attacks.	
Stalker's Quarry (Minor, at-will)	
The astral stalker knows the exact location of a creature it has designated as its quarry. The astral stalker can have only one quarry at a time, but the power works across any distance and even crosses planar boundaries.	
Alignment Evil	Languages Supernal
Skills Stealth +24	
Str 22 (+17)	Dex 26 (+19) Wis 15 (+13)
Con 19 (+15)	Int 8 (+10) Cha 10 (+11)

Blood Fiend	Level 23 Soldier
Medium natural beast	XP 5,100
Initiative +21	Senses Perception +23; darkvision
HP 220; Bloodied 110	
AC 41; Fortitude 36, Reflex 34, Will 32	
Immune fear	
Speed 8, Fly 10	
⊕ Claws (Standard, at-will)	
+28 vs. Armor Class; 2d8 + 10 damage.	
⊕ Bloodthirsty Bite (Standard, at-will) ♦ Healing	
Requires combat advantage; +28 vs. Armor Class; 1d8 + 10 damage, and the target is grabbed and takes ongoing 10 damage (until escape). Also, the blood fiend regains 10 hit points.	
⚡ Terror Gaze (Minor, at-will) ♦ Fear	
Close blast 3; +24 vs. Will; the target is immobilized (save ends).	
Combat Advantage	
The blood fiend gains combat advantage against any living, bloodied enemy.	
Alignment Chaotic evil	Languages Primordial
Skills Intimidate +24	
Str 30 (+21)	Dex 26 (+19) Wis 24 (+18)
Con 28 (+20)	Int 22 (+17) Cha 27 (+19)



Undulating Walkways **Level 24 Elite Obstacle**
 Hazard XP 12,100

These walkways are composed entirely of bone magically fused together. Waist high balustrades crafted from thigh bones run along the walkways. Far below, the jagged rocks of the cavern floor wait to greet anyone unfortunate enough to fall from the walkway.

Trap: Crafted as an obstacle to prevent access to Irfelujhar's personal chambers, the walkways are semi-sentient and react to the touch of creatures not uttering the passphrase.

Perception

DC 32: The character notices that the walkways are gently rocking as if someone had just walked across them.

Additional Skill: Religion

DC 28: The character's knowledge provides a +2 bonus to Thievery checks to disable the walkways.

Initiative +8

Trigger

The walkways activate when a creature that does not utter the passphrase reaches the midpoint of the chamber. When this happens, individual bones in the pathway flex and undulate, making movement difficult (it costs 2 extra squares of movement to enter a square containing walkway while the pathway is reacting).

Attack

Standard Action **Melee 0**

Targets: The two characters on the walkway closest to the southeastern exit.

Attack: +29 vs. Reflex.

Hit: The character slides 1 square.

Miss: The character is slowed (save ends).

Countermeasures

A character on the walkway can disable the walkway with a DC 36 Thievery check. The walkway reactivates if a living creature remains or steps on it after 1d4 + 1 rounds.

Turn undead disables the walkway for 1d4 + 1 rounds.

A character can attack a square of walkway (AC 30, other defenses 27, hp 30). If the square is destroyed, any creature on it or an adjacent square falls onto the rocks below (normal save applies).

TACTICS

The abominations that dwell here are well aware of the undulating walkway's properties and try to stop opponents from leaving the walkways in any direction except straight down.

They wait to launch their attacks until at least half of the party is on the walkway.

The astral stalker uses invisibility to move about the chamber by scaling the walls, ceiling, or underside of the walkway as necessary to reach targets. Initially, it hangs back from melee, using *throat dart* to hamper an enemy's movement. Once it can easily reach a slowed or immobilized target, it uses *quick claws* to tear it apart.

The blood fiend flies about the chamber, focusing its attacks on isolated targets (particularly those who have fallen from a walkway). It uses *terror gaze* against opponents that are not yet bloodied in an attempt to gain combat advantage. Against bloodied targets, it uses *bloodthirsty bite*.

FEATURES OF THE AREA

Illumination: Dim light from an indeterminable source fills the chamber.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

Ceiling: The ceiling is 30 feet above the walkways. Characters can climb across the stalactites and projections on the ceiling with a DC 29 Athletics checks.

Cavern Walls: Characters can climb the cavern walls with a DC 24 Athletics check.

Walkways: These walkways are crafted from long, magically-hardened bones from an unknowable source. They sway alarmingly when walked upon and form part of the undulating walkway trap.

While the undulating walkway trap is inactive, treat walkway squares as difficult terrain. After the trap activates, the walkway is still difficult terrain and it costs 2 extra squares of movement (instead of 1 extra) to enter a walkway square.

The undulating walkway stat block presents more information on this feature.

Balustrades: The walkways have 3-foot-high balustrades that provide cover. Some of these bones still have wisps of oozing flesh attached.

Sharp Rocks: Jagged rocks cover the cavern floor 80 feet below the bone walkway. The cavern floor slopes away another 30 feet to the south, making a fall in that area more dangerous. Characters falling from the walkway take either 8d10 or 11d10 damage, depending on where they fall. Characters under a walkway have cover from attacks originating from the walkway.

ENCOUNTER C7: MINIONS OF THE MISTRESS

Encounter Level 24 (30,250 XP)

SETUP

- 1 death knight (D)
- 8 abyssal ghoul myrmidons (G)
- 1 half-elf baleful thaumaturge (T)

A few of Tiamat's loyal worshippers linger in the citadel. They remain to safeguard Irfelujhar in case the ritual he created fails. The death knight and his companion have brought a small group of ghouls to bolster their defenses.

When the heroes reach this area, the half-elf thaumaturge is keeping watch through the view port in his door. As soon as he sees or hears intruders (24 passive Perception) he shouts a warning and prepares for battle.

When the characters enter this area, read:

The doors open to reveal a small, bare chamber. To the north are two short corridors, their walls studded with doors. In the northeast corner stands another pair of double doors.

Death Knight (D)		Level 17 Elite Soldier	
Medium natural humanoid, human (undead)		XP 3,200	
Initiative +11		Senses Perception +8; darkvision	
Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.			
HP 264; Bloodied 132			
AC 35; Fortitude 32, Reflex 26, Will 27			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Saving Throws +2			
Speed 5			
Action Points 1			
⊕ Soulword (Standard, at-will) ♦ Necrotic, Weapon			
+23 vs. Armor Class; 1d8 + 12 damage, plus 5 necrotic damage (plus an extra 2d6 necrotic damage on a critical hit).			
‡ Containing Strike (Standard, at-will) ♦ Necrotic, Weapon			
Requires soulword; +23 vs. Armor Class; 1d8 + 12 plus 5 necrotic damage, and the death knight can make a melee basic attack as an immediate reaction against the target if the target shifts on its next turn.			
‡ Warrior's Challenge (Standard, encounter) ♦ Necrotic, Weapon			
Requires soulword; +23 vs. Armor Class; 3d8 + 12 damage, plus 5 necrotic damage, and the target is pushed 2 squares. All enemies within 2 squares of the target are marked until the end of the death knight's next turn.			
⚡ Unholy Flames (Standard, recharge ⏏ ⏏) ♦ Fire, Necrotic			
Close burst 2; +19 vs. Reflex; 6d8 + 12 fire and necrotic damage to living creatures. Undead creatures within the burst (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight's next turn.			
Combat Challenge			
Every time the death knight attacks an enemy, whether that attack hits or misses, the death knight can mark that target. The mark lasts until the end of the death knight's next turn. In addition, whenever an adjacent enemy shifts, the death knight makes a melee basic attack against that enemy (as an immediate interrupt).			
Second Wind (Standard; encounter) ♦ Healing			
The death knight spends a healing surge and regains 57 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.			
Alignment Evil		Languages Common	
Str 20 (+13)	Dex 12 (+9)	Wis 11 (+8)	
Con 18 (+12)	Int 13 (+9)	Cha 14 (+10)	
Equipment: soulword (longsword), light shield, plate armor.			

Half-Elf Baleful Thaumaturge (T)		Level 24 Artillery	
Medium natural humanoid, half-elf		XP 6,050	
Initiative +15		Senses Perception +14; low-light vision	
HP 169; Bloodied 84			
AC 36; Fortitude 32, Reflex 35, Will 38			
Speed 6			
⊕ Infernal Slam (Standard, at-will) ♦ Teleportation			
+29 vs. Will; 2d6 + 10 damage, and the half-elf baleful thaumaturge slides the target 3 squares and then teleports 3 squares.			
⊕ Soul Bite (Standard, at-will) ♦ Implement			
Ranged 10; +29 vs. Reflex; 2d8 + 10 damage, and the half-elf baleful thaumaturge gains 10 temporary hit points.			
⚡ Mouths of Hell (Standard, encounter) ♦ Implement, Psychic, Zone			
Close blast 5; +27 vs. Will; 3d12 + 9 psychic damage, and the half-elf baleful thaumaturge gains 10 temporary hit points. Effect: The blast creates a zone filled with ghostly maws that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 15 psychic damage. The thaumaturge gains 5 temporary hit points whenever the zone damages a creature.			
✦ Wall of Shadow Teeth (Standard, recharge ⏏ ⏏) ♦ Conjuration, Implement, Necrotic			
Area wall 8 within 10; the half-elf baleful thaumaturge conjures a wall of shadow teeth that lasts until the end of the thaumaturge's next turn. The wall is 2 squares high and attacks each creature that starts its turn within the wall or adjacent to it; +27 vs. Fortitude; 3d8 + 9 necrotic damage, and the target is immobilized (save ends). Sustain Minor: The wall persists.			
Bloody Step (minor; usable only when the half-elf baleful thaumaturge has 5 or more temporary hit points; at-will) ♦ Teleportation			
The thaumaturge loses 5 temporary hit points and teleports 8 squares.			
Alignment Unaligned		Languages Common, Elven	
Skills Arcana +24, Bluff +27, Streetwise +27			
Str 14 (+14)	Dex 16 (+15)	Wis 15 (+14)	
Con 19 (+16)	Int 25 (+19)	Cha 30 (+22)	
Equipment: implement, wand.			

8 Abyssal Ghoul Myrmidons (G) Level 21 Minion

Medium elemental humanoid (undead) XP 800 each

Initiative +17 **Senses** Perception +14; darkvision

HP 1; a missed attack never damages a minion.

AC 35; **Fortitude** 35, **Reflex** 34, **Will** 31**Immune** disease, poison; **Resist** 10 necrotic**Speed** 8, climb 4⊕ **Claws** (Standard, at-will)

+26 vs. Armor Class; 9 damage, and the target is immobilized (save ends).

◀ **Dead Blood** (when reduced to 0 hit points) ♦ **Necrotic**

Close burst 1; all enemies in the burst take 5 necrotic damage.

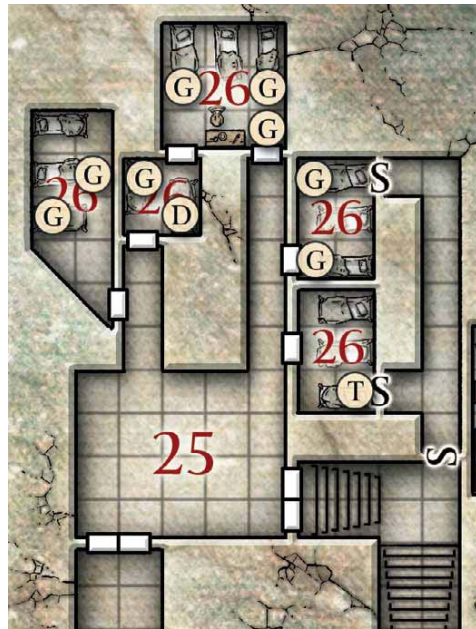
Alignment Chaotic evil**Languages** Abyssal**Skills** Stealth +22**Str** 27 (+18)**Dex** 25 (+17)**Wis** 18 (+14)**Con** 23 (+16)**Int** 19 (+14)**Cha** 13 (+11)

TACTICS

The death knight strides forth fearlessly to deal with the intruders. It does not maneuver to provide its undead allies with the benefits of its *marshal undead* aura, expecting them to make the effort instead. It uses *valiant strike* when it has adjacent allies and *divine challenge* against any obvious paladins or martial types. It waits until the ghoul myrmidons have entered combat to use *unholy flames*. It saves *terrifying smite* until it can be used to push away an opponent who is protecting an injured ally.

The abyssal ghouls charge into combat, trying to get close to the death knight. A few use the secret passages to try and outflank intruders. They do not shut the secret doors after they use them.

The half-elf baleful thaumaturge stays back from battle, using his ranged powers against intruders. He uses *infernal slam* to stay away from enemies and *soul bite* to gain temporary hit points. He uses *mouths of hell* to damage intruders trying to get down the passageway and *wall of shadow teeth* to inhibit heroes trying to get round his undead allies. If badly



damaged, he uses *bloody step* to teleport behind the nearest group of allies.

FEATURES OF THE AREA

Illumination: Dim light, from an indeterminable source, fills the chamber.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

Ceiling: The ceiling is 15 feet high.

Side Chambers: The side chambers in this area are described on page 49.

Secret Doors: Three secret doors pierce the walls of this area. Each is activated by a slightly raised stone set into the floor on either side of the door. A DC 29 Perception check locates the secret door and its opening mechanism.

Stairs: These steep stairs count as difficult terrain.

Doors: All the doors are closed but not locked. Single doors with a line of sight to the main chamber have small shuttered view ports (all of which are open). Characters looking through a view port have superior cover.

DEVELOPMENT

Once the heroes have defeated these creatures, nothing remains to stop them from challenging Irfelujhar in his lair. By now, the lich is almost certainly aware of their presence and prepared for their arrival. Refer to **Encounter C8** for details of his preparations.

ENCOUNTER C8: LAIR OF THE PERFIDIOUS ONE

Encounter Level 26 (45,000 XP)

SETUP

Irfelujhar (I)

Irfelujhar's personal chambers fill the entire top level of the citadel. Irfelujhar is ever-ready for trouble and almost certainly heard the battle between the characters and his guardians in **Encounter C7**, unless the PCs suppressed the sounds of battle.

When the PCs enter this area, read:

A crystal ceiling allows dim light to illuminate this plushly arranged chamber. Eight crystalline pillars hold the domed ceiling aloft. A large statue of Tiamat stands toward the back of the room. Behind it, five alcoves pierce the wall.

A tall, gaunt, bald human clad in red robes trimmed with black edging stands before the pillar, an elongated ebon wand in hand. His sallow skin has fallen away in places, revealing gleaming white bones beneath.

TACTICS

Brought to bay in his own personal chambers, Irfelujhar unleashes his awesome might to destroy the impertinent intruders. During the battle, he taunts the interlopers by telling them that they are too late, that the ritual has already been delivered and should be completed any moment now.

Irfelujhar does not flee—he has lived for centuries, survived many “deaths,” and believes he can overcome any threat.

Irfelujhar (I)

Medium natural humanoid (undead)

Initiative +19 **Senses** Perception +21; darkvision
Necromantic Aura (Necrotic) aura 5; any living creature that enters or starts its turn in the aura takes 15 necrotic damage.

HP 960; **Bloodied** 480

Regeneration 10. If Irfelujhar takes radiant damage, his regeneration doesn't function until the end of his next turn.

AC 40; **Fortitude** 41, **Reflex** 40, **Will** 42

Immune disease, poison; **Resist** 20 necrotic

Saving Throws +5; Irfelujhar makes saving throws vs. stunned and dazed at the start of his turn, even if those conditions are not normally ended by saves.

Speed 6

Action Points 2

⊕ **Baleful Strike** (minor; at-will) ♦ **Necrotic**
+31 vs. AC; 2d8 + 8 necrotic damage, and Irfelujhar shifts 2 squares.

☹ **Tormenting Ray** (standard; at-will) ♦ **Necrotic**
Ranged 20; +29 vs. Reflex; 2d6 + 10 necrotic damage, and the target is stunned (save ends).

✱ **Cascade of Fire** (standard; encounter) ♦ **Fire**
Area burst 2 within 20; +29 vs. Reflex; 4d10 + 10 fire damage.

Level 26 Solo Artillery

XP 45,000

✱ **Grasping Tendrils** (standard; sustain minor; encounter) ♦ **Force, Zone**

Area burst 2 within 10; +29 vs. Fortitude; 2d10 + 10 force damage, and the target is restrained (save ends). The burst creates a zone of difficult terrain that lasts until the end of Irfelujhar's next turn. Any enemy that enters the zone is immediately attacked by grasping tendrils. Irfelujhar can sustain the zone as a minor action. *First Failed Save:* the target is stunned (save ends).

⚡ **Shockwave** (standard; at-will) ♦ **Force**

Close burst 3; +29 vs. Reflex; 3d10 + 10 force damage, and the target is pushed 3 squares and falls prone.

⚡ **Spellmaster** (minor, recharge ☞ ☞)

Irfelujhar recharges *cascade of fire* or *grasping tendrils*.

Necrotic Master

Irfelujhar can convert any attack power he has to necrotic damage. Change a power's energy keyword to necrotic, or add necrotic energy to an attack power that doesn't normally deal energy damage.

Indestructible

When Irfelujhar is reduced to 0 hit points, his body and possessions crumble into dust. He reappears (along with all his possessions) in 1d10 days within 1 square of his phylactery, unless the phylactery is also found and destroyed.

Alignment Chaotic evil **Languages** Common, Supernal
Skills Arcana +28, Nature +26, Religion +28

Str 20 (+18) **Dex** 22 (+19) **Wis** 26 (+21)

Con 24 (+20) **Int** 30 (+23) **Cha** 20 (+18)

Equipment robes, wand.

He uses *grasping tendrils* and *shockwave* to keep opponents at bay while immolating intruders with *cascade of fire* (which he recharges with *spellmaster*). Irfelujhar moves around the chamber to force the characters to bunch up to get at him. He is a cruel, sadistic individual; he saves his action point until he can use it to slay an injured opponent.

FEATURES OF THE AREA

Illumination: Dim light, filtering in through the crystal ceiling.

Whispers of Betrayal: Whispers of betrayal are active in this area (page 49 presents more information on this ubiquitous feature of the citadel).

Side Chambers: The side chambers are described on page 49.

Ceiling: The domed ceiling, which is crafted from magically hardened crystal, reaches a height of 40



feet in the center of the chamber. Light filters through the crystal from outside.

Pillars: Eight magically hardened crystal pillars hold the ceiling aloft. The pillars block line of effect but not line of sight. They are very smooth but can be scaled with a DC 29 Athletics check.

Tiamat Statue: This huge statue of Tiamat dominates the chamber. Characters can scale the statue with a DC 15 Athletics check. The statue provides cover. Irfelujhar gains a +2 bonus to attack rolls while he is within four squares of the statue.

Dragon Alcoves: Each of the alcoves is keyed to a specific type of chromatic dragon and has a minor effect that affects a creature within the alcove.

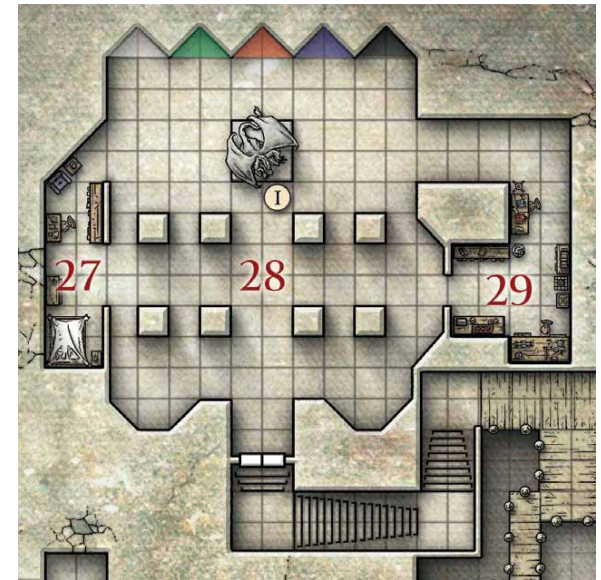
White Alcove: Wisps of cold mist dribble from the carven white dragon's mouth. The air in this alcove is very cold. Characters in this alcove can spend a minor action to command the wisps of smoke to coalesce into a thick, spongy cloud. This cloud reduces by half any fire damage inflicted on a character within it.

Green Alcove: The rearing head of a green dragon emerges from this alcove. Acid drips from the dragon's fangs; it disappears before striking the floor. Characters in this alcove gain a +1 bonus to throw off any effects that can be ended with a saving throw.

Red Alcove: The wide-mouthed head of a red dragon decorates this alcove. This alcove is very warm. A successful attack made from this alcove deals an additional 2d6 fire damage.

Blue Alcove: The rearing head of a blue dragon emerges from this alcove. Crackling energy fills the dragon's maw. A successful attack made from this alcove deals an extra 2d6 electricity damage.

Black Alcove: A black dragon covers the alcove's rear wall. Acid trickles from the dragon's maw and oozes down the wall before evaporating. Characters



making an attack while in the alcove turn invisible until the start of their next turn.

DEVELOPMENT

Once Irfelujhar has been defeated, the heroes are free to investigate these chambers and the rest of the citadel. Refer to "Conclusion" for more information.

About the Author

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his very patient wife. He is famed locally for his unending love affair with booze and pizza. As an enduring Greyhawk fan, he has (miraculously) survived the terrors of Baltron's Beacon, unraveled the mysteries besetting the town of Saltmarsh, and slain the lizard king Sakatha. Tragically, many of his companions were less fortunate. His freelance credits include work with Wizards of the Coast, Paizo, and Expeditious Retreat Press. You can check out his blog at <http://raging-swan.livejournal.com>.