

Temple of Outsiders



God War Adventure Path Volume 1

A D&D 4th Edition Adventure
for Characters of 1st to 3rd Level



Jesse Butler & Matthew Peronto



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Temple of Outsiders



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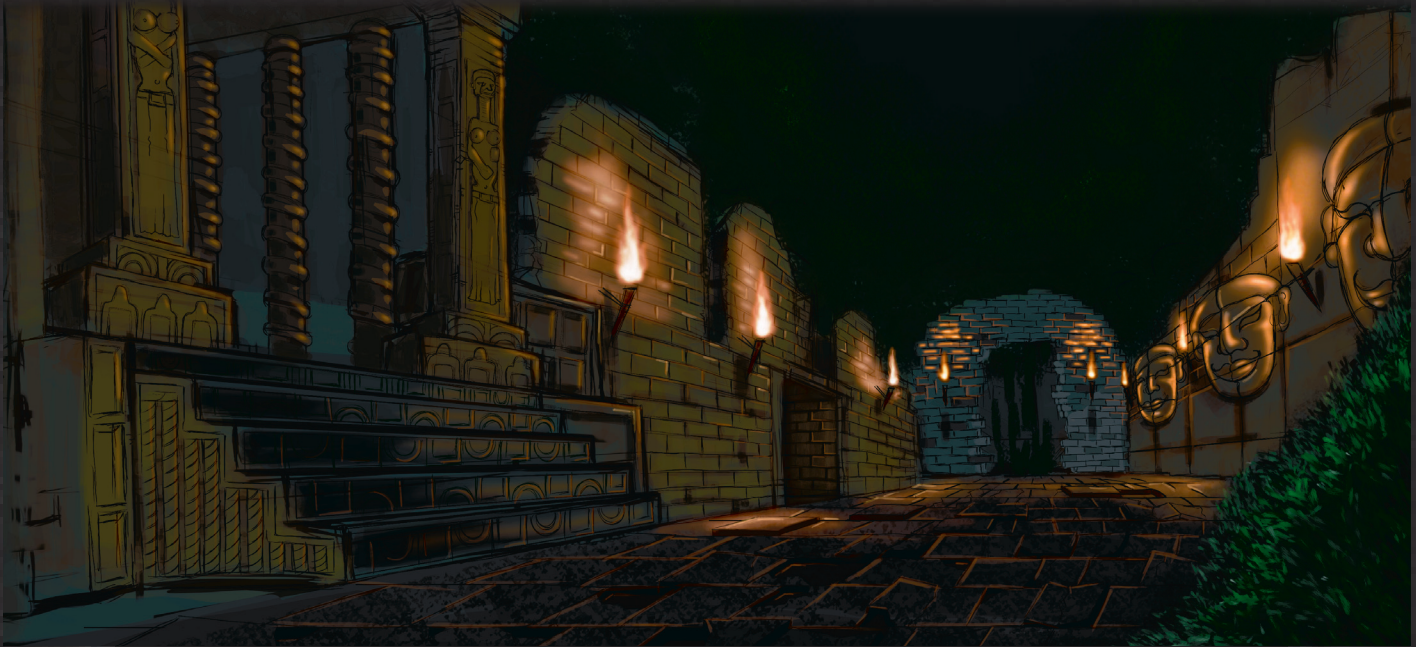
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Table of Contents

Introduction	1	Second Level Encounters	22-37
Plot Synopsis	1	9. <i>Swamp Lurkers</i>	22-23
Abdalla, City of Shields	2	10. <i>Shadow Creatures</i>	24-25
<i>Quest: Magic Sword Reward</i>	3	11. <i>Garden of the Gods</i>	26-27
<i>Quest: Stop the Heretics</i>	3	12. <i>Ritual Interruption</i>	28-29
<i>Quest: Discover the Source</i>	3	13. <i>Nature's Reject</i>	30-31
Temple Ruins	4-5	14. <i>Turtle Talk</i>	32-33
		a. <i>Convince Turtles</i>	32
Maps & Handouts	6-8	b. <i>Turtle Defenders</i>	33
Turtle Map Handout	6	<i>Sidequest: Avenge the Turtles</i>	32
Local Map	7	<i>Turtle Village</i>	32
Temple Map	8	15. <i>Radiant Guardians</i>	34-35
		16. <i>Naga's Refute</i>	36-37
Encounters	9-49	Third Level Encounters	38-51
First Level Encounters	9-21	17. <i>Forest Drakes</i>	38
1. <i>Jungle Survival</i>	9	18. <i>Fire and Ice</i>	39
a. <i>Jungle Exploration</i>	9	19. <i>Vicious Vermin</i>	40-41
b. <i>Wolf Pack Ambush</i>	9	20. <i>Rock Down</i>	42
2. <i>Just Your Life</i>	10	21. <i>Ceiling Spikes</i>	43
3. <i>Chaos Soup</i>	11	22. <i>In Good Company</i>	44-45
4. <i>Gnomish Tricks</i>	12-13	23. <i>Devil's Draft</i>	46-47
5. <i>Small Problems</i>	14-15	24. <i>Drow Strike Team</i>	48-49
6. <i>Treasure Trap</i>	16-17		
7. <i>Void Trouble</i>	18-19	Appendix: Magic Items	50-51
8. <i>Thunder Queen's Lair</i>	20-21	Appendix: Statistic Block Index	51



Welcome to the Temple of Outsiders, an adventure for 1st to 3rd level characters. By the end of the adventure, beginning characters will find themselves at, or very near, fourth level. This may be used as a standalone adventure, or as the start of the God War adventure path.

Plot Synopsis

There is a war in the heavens between two groups of gods over the fate of mortals. The Followers of Prophecy created a powerful artifact to help them in their struggle. A surprise raid from their enemies forces them to teleport the artifact away to prevent its capture. Something goes wrong: instead of its intended destination in the astral realms, it appears in an ancient temple deep in the jungle.

The power of the artifact begins to draw creatures from many planes to the area. As more and more unusual creatures emerge from the jungle, a nearby community of druids asks the party to investigate. The group is asked to recover a stolen pendant sacred to the druids. The pendant will be found in Area 8 of the temple, but they must first find a holy symbol in Area 2 which opens the way there. With the pendant they will also find another holy symbol that opens the way to the next section of the temple.

Once the adventurers return with the pendant, they discover that the druid council is still concerned. Their inquiries have indicated that a group of heretic druids are using the

temple to perform abominable rituals. They ask the party to return to the temple and halt the foul heretics. The heretics are located in Area 11. On their way back from fighting the heretics they encounter a tribe of turtle men who have information about where to get a third holy symbol in Area 13 which unlocks the final section of the temple.

With the rogue druids halted it is revealed that an artifact is present inside the temple. It originates from another plane, and its powerful magic is attracting the creatures from throughout the universe. The druid council fears that if the artifact falls into the wrong hands, a powerful evil could infest the area. The party must find the fourth holy symbol in Area 18 in order to unlock the secrets of the main altar in Area 5.

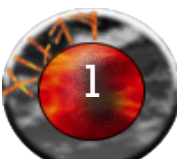
At the heart of the temple the characters discover an artifact of incredible power, the *Key of the Planes*. This artifact opens a gateway to another plane. It can be used to lead into the second adventure in the God War adventure path, or it can open a portal to anywhere the DM wishes to take the characters.

Notes for the DM

A set of four holy symbols is required to unlock certain areas. These are intended to give hints at the history of the temple and keep the characters away from the more dangerous areas until they are of the appropriate experience levels.

The adventure assumes the characters will return to Abdalla between levels to rest and learn more information. If your group decides to explore the temple in one trip feel free to let them. The ultimate goal is to have them find the *Key of the Planes* and launch them into further adventures.

The treasures included in this adventure contain the parcels suggested for a party of 5 characters. Specific magic items are merely suggestions; it is recommended that the DM alter them to suit the party as needed.



Abdalla, City of Shields

Abdalla, City of Shields

Abdalla is a tree-city of druids who foster trade from visiting merchants

Population: Up to 100. 34 druids live in the catwalk city above, and at any time, more than 50 merchants, traders, and their guards may be visiting and running stalls in the lower city

Government: The city is governed by the druid council

Defense: Mercenaries and merchant guards, and a defending force of druids

Commerce: Basic and exotic supplies are readily available. No inns or taverns to support travelers

Organizations: The druid council, as well as a coalition of merchants

Druid Council

The druid council that governs Abdalla is made up of four members:

- Acanthus, defender of Abdalla
- Bestimona, bestial druid
- Desdar, favored of the elements
- Krakto, treant druid of plants

Story Hooks

Hook 1

The characters were contacted by Acanthus, one of the members of the druid council that governs Abdalla. He wants the characters to meet him in Abdalla to discuss some adventuring work.

Hook 2

During their travels, the characters meet a traveling merchant. He tells the characters about the attacks on Abdalla, a trade city. He remembers seeing a reward posted, and tells them to seek out Acanthus.

Description

As the characters enter the city, read the following aloud:

The trade route gives way to larger and larger trees. You see several hanging walkways above you as you come into the city limits of Abdalla. Beneath the shade of these arboreal giants, you see a sprawling marketplace. Many merchants have brought their wares to trade, and are doing business beneath the leafy canopy.

As you walk around the city, hawkers cry out their wares. Looking up, you see people in stately robes traversing the catwalks. The druids that run the city appear serene and aloof: a stark contrast to the chaos and bustle below. Occasionally, startling images of ghostly people shimmer through the streets of the city, but the merchants seem to ignore them.

Everywhere you go, you hear whispers and conversations about the recent monster attacks. Many merchants appear to be debating whether other locations would be more viable places to trade. The druids who hear these conversations scowl.

When the characters seek out Acanthus, they're directed to the bottom of the stairway leading up to the catwalks above. A messenger is dispatched, and then Acanthus comes down to talk to the characters. He offers them the quest *Magic Sword Reward*.

Skill Checks

Arcana

✂ DC 25: The city of Abdalla is protected by a very strong protective ward. Its purpose is to block attacks by outsiders. The druids must have put it in place to prevent further monster attacks.

History

✂ DC 15: The city of Abdalla was destroyed in a war over a century ago. The druids took over the city ten years ago and are attempting to reopen the city as a trade hub. So far, they've been successful.

✂ DC 20: Abdalla has been considered haunted for years, and the images that appear are considered by most scholars to be the shades of people who died in the war over a hundred years ago.

✂ DC 25: Abdalla was a trade city even before it was destroyed; its placement in the between three other major cities assured it.

Nature

✂ DC 20: The trees in Abdalla are not normal species. They are magically enhanced versions of the local flora planted by the druids.

Religion

✂ DC 25: Abdalla's trees and catwalks form an ancient druidic holy symbol of protection against the elements, which aids the druids in protective rituals.

Streetwise

✂ DC 5: The druids, and the local traders, are very concerned about strange creatures assaulting the city.

✂ DC 10: It's rumored that the druids are using a ritual to ward off further attacks.

✂ DC 15: A group of gnomes set out for the ruins a few days ago, seeking glory and treasure.

✂ DC 25: It's whispered that a break-away sect of druids is operating out of the temple, and may be the source of the monsters.

Magic Sword Reward

This quest sends the players to the temple ruins to find the primal totem belonging to one of the druid council members. Once the druid council believes the players are competent, they ask the players to perform a more important quest for them.

Level: 1

Start: One of the druids of the local city, Acanthus, is offering a reward for the return of his primal totem. The totem was stolen by an otherworldly harpy during a monster attack on the city. Acanthus has cast divination rituals which have led him to believe the harpy has taken residence in the ancient ruins of the nearby jungle.

Goal: Acanthus wants the players to visit the ancient ruins and take back his holy totem. He promises to reward the party with a magical sword in return for his totem.

Outcome: If the players return with the totem to Acanthus, they are rewarded the promised *+1 flashing short sword* and 500 XP. Acanthus then takes the players before the druid council, where they are offered the quest *Stop the Heretics*.

Stop the Heretics

This quest takes the characters deeper into the temple ruins in search of the heretics the druid council believes are the source of Abdalla's troubles.

Level: 2

Start: The characters are brought before the druid council of Abdalla, who outline what they believe to be the source of their problems. Several months ago, the druids of Abdalla expelled two druids from their order. They were found attempting to summon abhorrent creatures into this plane. The council believes these druids may be summoning the creatures in the temple ruins to attack Abdalla in misguided revenge.

Goal: The council tasks the characters with stopping the heretical druids in the ancient ruins. The characters must kill or capture both druids and return either prisoners or proof of the deed to the council. In return, the druid council offers 300 GP worth of rare herb material components for use in rituals.

Outcome: If the players return with their prisoners or proof, they are given rare herbs worth 300 gp and 625 XP. The players are called upon to complete the quest *Discover the Source*.

Discover the Source

The party is tasked with delving into the deepest parts of the temple ruins in search of the source of the outsiders.

Level: 3

Start: A few hours ago, Abdalla was attacked by more creatures from other planes. The druid council explains that since the heretic druids had to have already been defeated by then, they couldn't have been the source of the city's troubles.

Goal: The druid council tells the players that they must finish their exploration of the temple ruins and find whatever mystic artifact or spell is continuing to summon these foul beings.

Outcome: When the players remove the source of the magic from its place in the temple, they are rewarded with 750 XP.



The temple ruins are divided into four distinct wings, each serving one of the deities that were worshipped here in the ancient past. A main altar room lies in the middle of the wings.

Ayizan's Wing

This wing of the temple was dedicated to the Goddess of the Marketplace. The only public area of the temple, worshippers would come here to pray, as well as to trade and have contracts notarized.

Area 1 - The Lobby

The characters first arrive at this entrance to the temple ruins. The door to the left is ajar, the other two are closed. The door on the right side leaks a green goo from under it. The goo has caused the door to be stuck, a DC 15 Strength is necessary to open it. A DC 15 Perception check tells the characters that there is powder residue near the door handle of the room on the left, probably some sort of explosive. After the characters defeat the heretic druids, this is where they will encounter the turtle men.

Area 2 - Treasure Room

A group of gnomes have come to the ruins to look for treasure, and they've found a chest of it in this room. They're using a mechanical device to open the chest, and aren't happy about the characters butting in. If the characters skip this room for now, they might encounter the gnomes later. A holy symbol of Ayizan is lying in the dust here, which can open the secret door leading to Shiva's Wing.

Area 3 - The Hive

A swarm of chaos larva has made its nest here, and has coated the walls and floors with slime.

Area 4 - Summoning Chamber

This room has been set with magical traps meant to ward the temple from further entry. Summoning circles on the ground will summon imps to attack the characters if they're not careful.

Area 5: The Altar

Several pews line the front of the altar room, where the congregation used to kneel in supplication. The altar has four symbols engraved on its marble top, each signifying one of the four deities the temple was dedicated to. A DC 10 Perception check shows that the engravings look like they are meant to hold something. In order to venture into the closed off wings of the temple, the characters will need to fit the holy symbols found in various wings of the temple into the altar. Once all four symbols are placed on the altar, the source of the troubles becomes clear.

Shiva's Wing

Dedicated to the God of Destruction and Dance, this wing suffered the most over the years, with several portions in ruins. Priests used to hold dance rituals in Area 7, and they were charged with protecting the temple's treasure room.

Area 6 - Hidden Storage

This hallway appears unremarkable unless the characters notice the secret door to the storage room. Once inside, they have to contend with a devious trap, and treasure that fights back.

Area 7 - Ruined Chamber

The ceiling and walls here are falling to pieces, and the room itself is haunted by elementals from a dark plane.

Area 8 - Harpy Nesting Grounds

A skylight has allowed a flock of harpies to make their nests in this remote room, and their queen has a holy symbol of Shiva around her neck. The holy symbol can open the door to Mictlantecuhtli's Wing.

Mictlantecuhtli's Wing

The wing reserved for the God of Death houses the temple crypt, but also holds the temple's once famed garden. The heretical druids have made their home in a structure in the back area of the garden, while an aberrant naga has been using the temple crypt as its lair.

Area 9 - Dark River Flow

A channel filled with necrotic liquid lies in the middle of the room. This channel was once filled with fresh water that the priests would baptize the dead in. Some creatures from the shadow realm have been attracted to the energy emanating from the channel.

Area 10 - Garden of the Gods

Once a gorgeous garden for the priests to meditate in, this is now the home of the heretic druids' guard bushes.

Area 11 - Heretic Druid Lair

The rogue druids are trying to use the latent magic in the temple to summon even stranger beings. Their current project is to summon a dragon made entirely of plant matter.

Area 12 - Guarded Crypt

The ancient priests were not without their own defenses. Angels guard this lair against even the most devout adventurers. The only way into this crypt is to swim through the dark channel in Area 9. Characters that do so must make a DC 14 Endurance check or lose a healing surge.

Area 13 - Naga's Chamber

A disturbing naga has taken up residence here, where it has dragged the carcasses of several of its prey. These turtle man corpses now serve the naga as zombies. Mictlantecuhtli's holy symbol lies behind the dais, ready to open up Thoth's Wing.

Thoth's Wing

The most secretive of the temple's deities, the God of Knowledge's wing is underground and secret even to some of its priesthood. Time has destroyed most of the secrets held here, but there is still some magic at work.

Area 14 - Elemental Cavern

Fire and ice elementals protect the entrance to this wing, ready to attack any intruders.

Area 15 - Ruined Library

The ruined shells of books line the bookcases, and rats pick over the bones of ancient priests.

Area 16 - Earth Chamber

This room held failed experiments in earth magic, and some of them are still alive and angry.

Area 17 - Stalactite Hallway

Bizarre stalactite creatures live in this room, and are protective of their territory.

Area 18 - The Arena

The final chamber of this wing holds Thoth's holy symbol in protective magic. The symbol's two demonic guardians that are chained here have grown to hate each other over the years, which the characters might use to their advantage.

General Details

Unless otherwise noted in a room's description, the following is true about all the areas of the temple.

Doors: All doors are unlocked and made of fine wood with iron handles. Both the wood and iron are ruined with age.

Floor: The floor is sheathed with marble. Many places in the floor are worn and cracked with age.

Light Sources: The temple is illuminated with dim light from skylights and cracks in the ceiling.

Secret Doors: The secret doors can be discovered by characters that make a DC 20 Perception check. They are made of stone, which take a DC 25 Strength check to break down. The door to Area 6 is unlocked and can be easily opened, but the secret doors in the altar room can only be opened by placing the holy symbols into their places on the altar.

Walls: The walls are smooth stone, and tan in color. They feel like sandstone, but they still withstand the test of time.

Skill Checks

Arcana

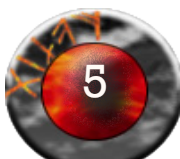
⌘ DC 20: Something within the temple is emanating a very strong magical aura that feels like a teleportation effect.

History

⌘ DC 20: These ruins appear to be at least a thousand years old, but you can't remember any history text mentioning a temple being here.

Religion

⌘ DC 20: The wall decorations seem to suggest that this temple is dedicated to several different deities, none of which are easily recognized.

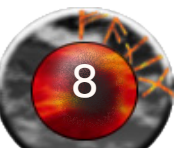


Turtle Map Handout





Temple Ruins Map



When the party sets out to explore the jungle outside of Abdalla, they are engaged with a skill challenge to find the temple ruins. If they succeed they arrive safely at the temple ruins, but if they are defeated they run afoul of a dangerous pack of wolves.

1a. Jungle Survival

Jungle Survival **Level 1**
Encounter **XP 400**

◆ jungle exploration (400 XP)

Jungle Exploration **Level 1**
Skill Challenge **XP 400**

You must use your knowledge of the wilderness to survive the exploration of the jungle.

Complexity 4 (requires 10 successes before 3 failures.)

Primary Skills Endurance, Nature, Perception

Secondary Skills Athletics, Heal

Victory The players arrive at the temple ruins.

Defeat The players are attacked by a pack of *fey wolves*.

Endurance At least one character in the party must make Endurance checks each turn to resist exposure to the elements. A failed check indicates all members of the party lose a healing surge as well as counting as a challenge failure. If no characters make Endurance checks in a round, all members of the party lose a healing surge as well as counting as a challenge failure.

Nature DC 10 (1 success). At least one character in the party must make a Nature check each turn to help the party find its way through the wilderness and avoid natural hazards. A failed check indicates all members of the party lose a healing surge as well as counting as a challenge failure. If no characters make Nature checks in a round, all members of the party lose a healing surge as well as counting as a challenge failure.

Perception DC 5 (0 success) You notice something that helps the party along in their trek. This provides a +2 bonus to the next Nature check. This skill can only be used once per round.

Athletics DC 15 (2 success, maximum 1 success) You climb a tree to get a better view. A failed check indicates that the character loses a healing surge.

Heal DC 10 (1 success, maximum 1 success) You help a character fight fatigue, granting them a +2 bonus to their next Endurance check.

Fey Wolf **Level 3 Skirmisher**
Medium Fey Beast **XP 150**

Initiative +5 **Senses** Perception: +7; low-light vision

HP 46; **Bloodied** 23

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

Speed 6

Ⓢ **Bite** (standard; at-will)

+8 vs. AC; 1d6+2 damage, or 2d6+2 damage against a prone target.

Combat Advantage

If the fey wolf has combat advantage against the target, the target is also knocked prone on a hit.

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

The fey wolf can teleport 5 squares.

Alignment Unaligned **Languages** -

Skills Perception +7

Str 13 (+2) **Dex** 14 (+3) **Wis** 13 (+2)

Con 14 (+3) **Int** 2 (-3) **Cha** 10 (+1)

1b. Wolf Pack Ambush

If the party fails to safely navigate the jungle, they are attacked by a pack of wolves during their exploration. Each party member must succeed at a passive Perception check or they will be surprised when the wolves attack.

When the characters become lost in the jungle read the following aloud:

While you are lost and searching through the jungle, a pack of wolves burst out of the underbrush. Their ears are abnormally large, and their fur shimmers and sparkles.

If the characters defeat the wolves, allow them to notice the wolves have left sparkling tracks in the jungle floor. Following the tracks leads the characters to the temple without further challenge.

Wolf Pack Ambush **Level 1**
Encounter **XP 450**

◆ 3 fey wolves (150 XP each)

For 6 characters, **add 1 fey wolf**

Skill Checks

Fey Wolf Lore (Arcana)

⚡ DC 10: Fey wolves roam the planar wildernesses in packs. Wild and vicious, they put their feral intelligence to quick work downing foes.

⚡ DC 20: When attempting to down large or difficult foes, the wolves will teleport into flanking positions before attacking.

Perception

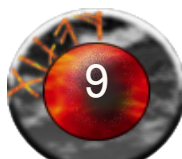
⚡ DC 18 (PASSIVE): The character notices the fey wolves and will not be surprised by them.

Tactics

Fey wolves attempt to use combat advantage to best effect, delaying or using readied actions until one of their pack gets into a flanking position. They use *fey step* to gain combat advantage if no clear path is available to them.

Area Features

Terrain: The jungle area the fey wolves ambush the characters in has no difficult terrain or significant obstacles to impede movement for at least 12 squares in any direction.



2. Just Your Life

The first time the characters return from the temple ruins to head back to Abdalla, they are ambushed by thieves. These highwaymen are intent on stealing any treasures the characters found in the ruins, and aren't willing to talk with their victims. They just want to kill the characters in order to take all of their equipment and treasure to sell.

While the characters are traveling through the jungle, read the following aloud:

You hear a rustling in the jungle as a group of large, scarred men step out of the underbrush and attack. They jeer how they're going to kill you as they attack.

Just Your Life Level 1
Encounter XP 500

- ◆ 5 highwaymen (100 XP each)
- For 4 characters, **remove** 1 highwayman
- For 6 characters, **add** 1 highwayman

Skill Checks

Human Lore (Nature)

⌘ SEE THE D&D 4E MONSTER MANUAL.

Tactics

These men attempt to focus on cloth wearing target first. They won't waste their *dazing strike* power on an enemy who is already dazed.

Area Features

Terrain: The jungle area the highwaymen ambush the characters in has no difficult terrain or significant obstacles to impede movement for at least 12 squares in any direction.

Rewards

In pouches, the thieves have several coins and gems they've probably stolen from unwary travelers.

- ◇ two rubies worth 100 gp each
- ◇ 30 gp 100 sp

Highwayman	Level 1 Skirmisher
Medium Natural Humanoid	XP 100
Initiative +7	Senses Perception: +5
HP 28; Bloodied 14	
AC 17; Fortitude 14, Reflex 16, Will 13	
Speed 6	
⊕ Piercing Strike (standard; at-will) ◆ Weapon	
+5 vs. Ref; 1d6+4 damage.	
⊖ Dazing Strike (standard; encounter)	
+5 vs. AC; 1d6+4 damage, and the target is dazed until the end of the highwayman's next turn.	
First Strike	
At the start of an encounter, the highwayman has combat advantage against any creatures that have not yet acted in that encounter.	
Sneak Attack	
Once per round, when the highwayman has combat advantage against an enemy, it deals an extra +2d6 damage.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Intimidate +6, Perception +5	
Str 14 (+2)	Dex 18 (+4) Wis 11 (+0)
Con 12 (+1)	Int 11 (+0) Cha 12 (+1)
Equipment short sword, leather armor	

In ancient times, there was a prosperous kingdom. The wisdom of the king's treasurer kept the coffers full. When the Treasurer died of old age, the king knew it would be difficult to replace such an esteemed man. Because of the praise heaped on the previous treasurer, the position was much coveted by the court's nobles.

The king couldn't decide between three very capable lords who desired the position, so he devised a cunning contest to help him: he gave each lord an astral diamond, and told them to invest it in a business opportunity. The lord who made the most coin from the endeavor would become the next treasurer.

The first noble was of a military mind, he determined he could make the most money by taking it from others who had been fortunate. He used his astral diamond to finance a mercenary army. They raided and pillaged unfortunate towns, and the noble received a large cut of the profits. When he returned to the king, he said "I have made three astral diamonds out of one; I should be the next treasurer." The king said, "I need a treasurer, not a general. I cannot give you this position."

The second noble was known for his silver tongue. He went to the city of doors and used his astral diamond to hobnob with important and powerful people. He managed to convince many of them to invest their money in him, and using a technicality he stole their investments. He told the king, "I have made five astral diamonds out of one; I should be the next treasurer." The king said, "I need a treasurer, not a thief. I cannot give you this position."

The third noble was known for his trusting and shrewd business mind. He decided to invest in a merchant coalition, who promised him untold riches. However, the noble forgot to get his contract notarized by the priesthood of Ayizan, and he lost his astral diamond. The king had him hanged.

The king gave up on his contest and decided to have his treasury run by a team of accountants, and they did an adequate job. The king made sure to tell his sons:

"If you're ever promised untold riches, make sure you get it notarized by the priesthood."

-From the teachings of Ayizan:

The Parable of Nobles

This encounter takes place in Area 3 of the temple ruins. The door to this room is stuck because there is goo in its crevices; a DC 15 Strength check is needed to open the door. Inside this room a swarm of chaos larva has made a nest. If the party investigates, the swarm attacks to defend its nest.

When the characters open the door, read the following aloud:

The walls of this room are partially covered by the same goo that was under the door. Skylights above let fresh air into the room, which makes the stench of the slime barely tolerable.

In the middle of the room is a single pillar supporting the roof, but it appears to be engulfed in debris and slimy paper material. Holes in the debris emit a faint humming noise.

The glint of gold and glass catches your eye. Underneath the debris of the pillar, coins and a glass vial sparkle in the sunlight.

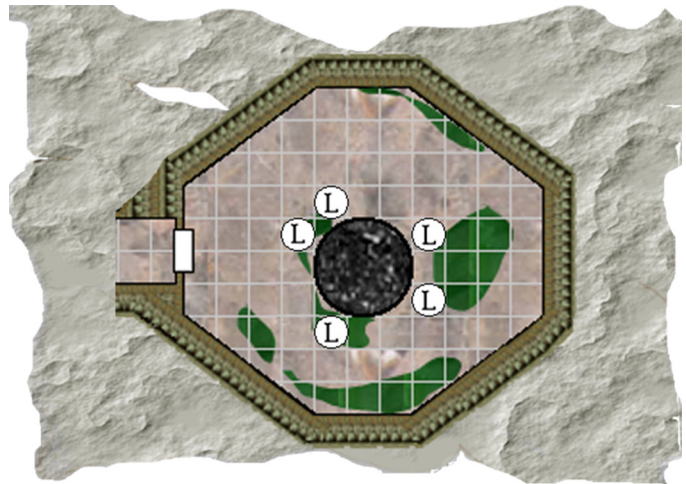
From inside the nest comes an angry, keening, humming noise. Five slimy larvae stream out of the nest and fly through the air to attack!

The larval state of unknown creatures from the elemental chaos has made its nest here. They are ravenous, and attack the party if they try to move into the area.

When the characters enter Area 3, read the following aloud:

From inside the nest comes an angry, keening hum. Five slimy larvae stream out of the nest and fly through the air to attack!

Chaos Larva		Level 2 Skirmisher
Medium Elemental Beast		XP 125
Initiative +7	Senses Perception: +2	
HP 32; Bloodied 16		
AC 16; Fortitude 11, Reflex 15, Will 13		
Speed 2 (clumsy), fly 6 (hover)		
Ⓣ Bite (standard; at-will)		
+8 vs. AC; 1d10+2 damage.		
Slimy Shift (immediate reaction; at-will)		
After being attacked in melee, shift 2 spaces.		
Alignment Chaotic Evil	Languages -	
Str 8 (+0)	Dex 18 (+5)	Wis 12 (+2)
Con 8 (+0)	Int 4 (-2)	Cha 8 (+0)



Chaos Soup Encounter	Level 2
◆ 5 chaos larvae (125 XP each)	XP 625
For 4 characters, remove 1 chaos larva	
For 6 characters, add 1 chaos larva	

Skill Checks

Chaos Larva Lore (Arcana)

✧ Chaos larvae are the hatchlings of various kinds of elemental creatures, some of which lay their eggs in nests and then leave their young to fend for themselves.

Tactics

The chaos larvae use hit and run tactics; each one tries to hit a character it did not hit last turn.

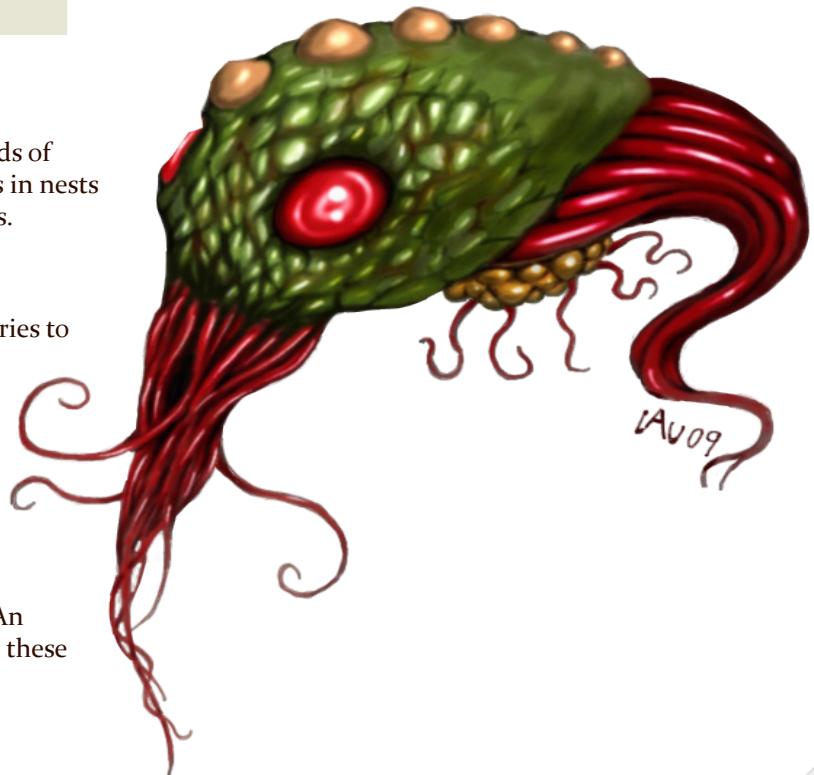
Area Features

Slime: Any square with green slime is sticky and counts as difficult terrain.

Rewards

Underneath the nest are a few coins and a potion. An enterprising wizard could use *mage hand* to collect these items before a battle begins.

- ◆ *potion of healing*
- ◆ 10 gp



4. Gnomish Tricks

This encounter takes place in Area 2 of the temple ruins. A group of adventuring gnomes has already started exploring the temple, and is busy using a ridiculously complex device to open a chest found in this room. The gnomes aren't in the mood to share their haul with other adventurers, and jealously attack rivals.

When the characters enter Area 2, read the following aloud:

This room has six large pillars supporting a domed roof, which has a circular skylight letting in sunshine at the top. In the center of the room is what appears to be an iron-bound chest. On top of it is a strange contraption of drills, spinning cogs, and pipes. You see a small, leather-garbed humanoid fiddling with the controls of the device. He startles when he notices you, letting out a yelp and accidentally pulling a cord on the device. The apparatus immediately starts letting out steam and high-pitched squeals.

The humanoid takes an even more startled look at his out of control device. "It's overheating, it will explode!" Another voice shouts out from behind a pillar. "Forget the extractor; these adventurers are here for the treasure, take them out!"

Gnomish Tricks

Encounter

Level 1

XP 600

◆ device dismantle (300 XP)

◆ 3 gnome treasurehunters (100 XP each)

For 4 characters, **remove** 1 gnome treasurehunter

For 6 characters, **add** 1 gnome treasurehunter

Skill Checks

Diplomacy

✂ DC 22: If the party attempts to parlay before any of the gnomes are bloodied a brief truce may be made while the chest is disarmed. Hostilities may resume if an agreement cannot be reached about splitting the loot. The gnomes will demand the psychic wand.

Gnome Lore (Arcana)

✂ SEE THE D&D 4E MONSTER MANUAL.

Religion

✂ DC 25: The holy symbol belongs to an obscure goddess from another plane: Ayizan, Goddess of the Marketplace and Commerce.

Tactics

At the beginning of the encounter, the gnomes behind the pillars use *reactive stealth* to make a Stealth check to escape the character's notice. Oppose the Stealth check with the characters' passive Perception scores. The first time each gnome takes damage, they use *fade away* to regain combat advantage.

Stealthed or invisible gnomes have combat advantage against the characters. If a gnome starts its turn in melee range of a player, it shifts one square and uses *blinding powder* on that player before using *dagger throw*. Because the player is blind, they grant combat advantage.

If the characters have two failed checks against the exploding device, the gnomes all hide behind the pillars to avoid the eminent explosion.

Special

If the characters turn around and back out of the room to get away from the exploding device, one of the gnomes stays and fixes it. He then grabs the treasure, and escapes using a grapple-hook-rope-ladder device to the ceiling. Once all the living gnomes are up, they release the ladder.



Device Dismantle Level 1
Skill Challenge XP 300

You must dismantle the gnomish device before it explodes! Players must stand next to the device in order to make skill checks.

Complexity 3 (requires 8 successes before 3 failures.)

Primary Skills Dungeoneering, Insight, Thievery

Secondary Skills Intimidate

Victory The device is dismantled, and the players can open the treasure chest for themselves at the end of the encounter.

Defeat The device explodes! Close burst 10; +5 vs. Ref; 3d8+4 fire damage. The chest and the treasure it holds is incinerated.

Dungeoneering DC 10 (1 success). At least one character in the party must make a Dungeoneering check each round to turn part of the device off. If no characters make Dungeoneering checks in a round, a failure is counted.

Insight DC 5 (0 success). You discern what a particular component of the device does. Using this skill provides a +2 bonus or -2 penalty to the next character's Dungeoneering skill check. This skill can only be used once per round.

Thievery DC 10 (1 success) You safely dismantle part of the device.

Intimidate DC 10 (1 success, maximum 1 successes) You scare one of the gnomes into telling you how to stop part of the device. This skill can only be used once, and cannot be used if all the gnomes are dead.

Gnome Treasurehunter Level 1 Lurker
Small Fey Humanoid XP 100

Initiative +7 **Senses** Perception: +1; low-light vision

HP 26; **Bloodied** 13

AC 16; **Fortitude** 13, **Reflex** 14, **Will** 12

Speed 5

⚔ **Dagger** (standard; at-will) ♦ **Weapon**
+3 vs. AC; 1d4-1 damage.

🎯 **Dagger Throw** (standard; at-will) ♦ **Weapon**
Ranged 5/10; +7 vs. AC; 1d4+3 damage.

👁 **Blinding Power** (minor; encounter)
Ranged 2; +4 vs. Fort; the target is blinded until the end of your next turn.

Combat Advantage

The gnome treasurehunter deals an extra 1d6 on melee and ranged attacks against any target it has combat advantage against.

Fade Away (immediate reaction, when the gnome treasurehunter takes damage; encounter) ♦ **Illusion**

The gnome treasurehunter is invisible until it attacks or until the end of its next turn.

Reactive Stealth

If the gnome treasurehunter has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

Alignment Unaligned **Languages** Common, Elven

Skills Dungeoneering +6, Stealth +10, Thievery +8

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1)

Con 14 (+2) **Int** 16 (+3) **Cha** 13 (+1)

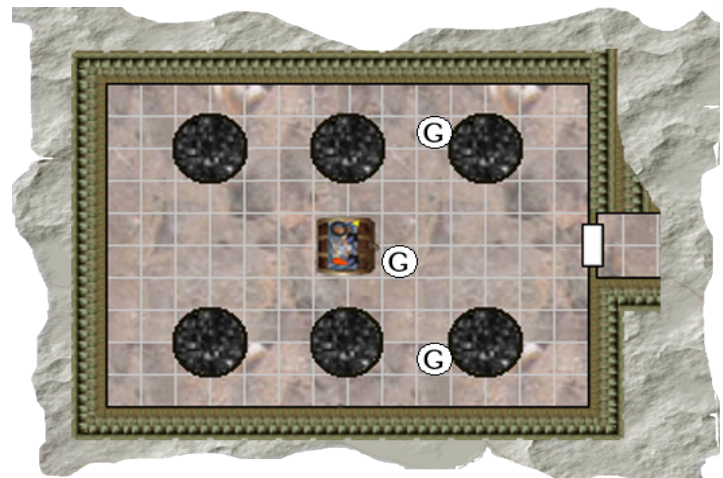
Equipment leather armor, 5 daggers

Rewards

If the characters successfully repair the chest-opening contraption, they can open the chest themselves after the fight is over. Inside they find a magic wand, a gem, and some coin. If they fail, they only find slag from the explosion.

In the corner of the room, the characters find a holy symbol of an unknown deity. This holy symbol can be used on the altar in Area 5 to open the secret door to Shiva's Wing.

- ♦ +1 *psychic wand*
- ♦ one citrine worth 100 gp
- ♦ 200 sp



5. Small Problems

This encounter takes place in Area 4 of the temple ruins. Ancient summoning wards protect the temple ruins from unannounced visitors who desire to intrude on the temple proper.

When the characters enter Area 4, read the following:

You enter an oval shaped room with a door on the far side. Strange purple and red markings are engraved on the floor in circles. The temperature in this room is a little low, and you notice patches of ice on the floor, interspersed among the circles.

When a character touches the door on the far end of the hall, or if a character fails on a Thievery check to disable one of the circles, the summoning circles bring forth imps and the encounter begins.

When the circles are activated, read the following aloud:

In small puffs of smoke, tiny creatures form inside the circles around the room. They have wicked barbed tails and menacing grins. The demonic creatures bare their claws and their weapons!

Small Problems Encounter

Level 2
XP 623

- ◆ 1 bright imp (250 XP)
- ◆ 5 squares of ice patch (125 XP)
- ◆ 8 ice imps (31 XP each)

For 4 characters, **remove** 4 ice imps and their appropriate summoning circles

For 6 characters, **add** 4 ice imps and their appropriate summoning circles

Skill Checks

Arcana

- ✧ DC 10: The engraved markings are summoning circles, designed to summon imps from another plane.
- ✧ DC 15: The summoning circles are keyed to activate when triggered by something specific. This success opens up the use of the Dungeoneering and Thievery skills. Disabling the circles will be a difficult task.
- ✧ DC 20: The red summoning circle is different, and will be even more difficult to disable than the others.

Bright Imp Lore (Religion)

- ✧ DC 15: Flighty and calculating, these devils are willing to wait for an opponent to make a mistake before taking advantage of it.
- ✧ DC 20: Bright imps disappear often in combat, and attempt to disable opponents as they reenter the fray.

Dungeoneering

- ✧ DC 15: The character determines that touching the far door is the trigger to activate the summoning circles. If a character succeeds at this check, the party gains a surprise round during combat with the imps if they purposely trigger the summoning circles by touching the door.



Ice Imp Lore (Religion)

- ✧ DC 15: Ice imps are some of the weakest devils in existence. They will only attack armed foes if forced to by a stronger devil or compulsion spells.
- ✧ DC 20: Drawn to the cold, these creatures take comfort near areas of extremely low temperature. They are able to channel the frost into deflecting enemy attacks.

Thievery

- ✧ DC 20: The character can disable one of the blue summoning circles. Failing this check causes all the remaining circles to activate.
- ✧ DC 25: The character can disable the red summoning circle. Failing this check causes all the remaining circles to activate.

Tactics

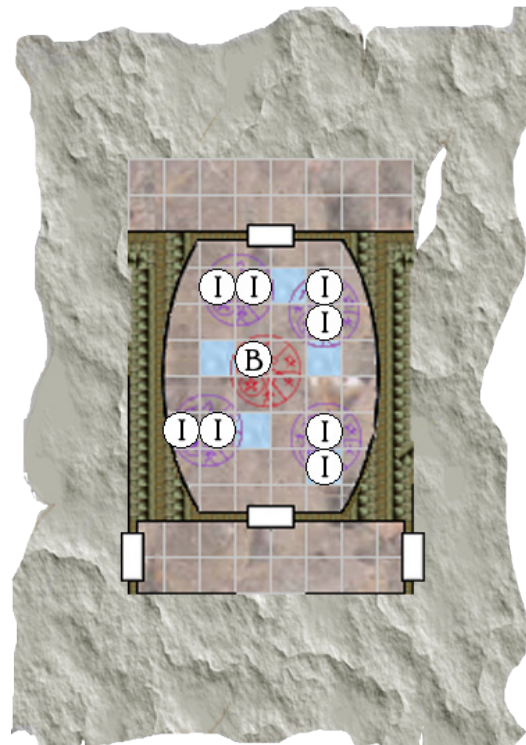
The ice imps rush to engage the characters wherever they are standing. Whenever possible, they attack a player from a space adjacent to one of the patches of ice. The bright imp hangs back and tries to pick off characters that seem weak. It vanishes as often as it can in order to gain combat advantage and hide itself from harm.

Bright Imp	Level 2 Elite Lurker	
Tiny Immortal Humanoid	XP 250	
Initiative +7	Senses Perception: +2; darkvision	
HP 64; Bloodied 32		
AC 18; Fortitude 14, Reflex 16, Will 14		
Resist 10 radiant		
Saving Throws +2		
Speed 4; fly 6 (hover)		
Action Points 1		
⊕ Bite (standard; at-will)		
+6 vs. AC; 1d6+1 damage.		
⊕ Bright Claw (standard; encounter) ⊕ Radiant		
+7 vs. AC; 1d10+1 damage, and the bright imp makes a secondary attack against the target. Secondary attack: +5 vs Fortitude: Target is dazed and suffers a -2 penalty to Reflex defense (saves ends both).		
Shimmering Image (immediate interrupt, when targeted by a charge; at-will) ⊕ Illusion		
The bright imp may shift 1 square.		
Vanish (standard; at-will) ⊕ Illusion		
The bright imp becomes invisible until the end of its next turn or it attacks. The imp's <i>bright claw</i> ability recharges.		
Alignment Evil	Languages Common, Supernal	
Skills Arcana +8, Bluff +8, Stealth +8		
Str 10 (+1)	Dex 15 (+3)	Wis 12 (+2)
Con 14 (+3)	Int 14 (+3)	Cha 14 (+3)



Ice Imp	Level 2 Minion Soldier	
Tiny Immortal Humanoid	XP 31	
Initiative +4	Senses Perception: +2; darkvision	
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 14, Reflex 13, Will 13		
Immune cold; Resist 5 cold		
Speed 6; teleport 3		
⊕ Short Sword (standard; at-will) ⊕ Weapon		
+7 vs. AC; 4 damage.		
Ice Shield		
An ice imp gains +2 to its defenses when while standing in or adjacent to a patch of ice or other ice effects. An ice imp is immune to the effects of patches of ice.		
Alignment Evil	Languages Supernal	
Str 14 (+3)	Dex 12 (+2)	Wis 12 (+2)
Con 14 (+3)	Int 10 (+1)	Cha 12 (+2)
Equipment chainmail, light shield, short sword		

Ice Patch	Level 2 Obstacle
Trap	XP 125
Trap: Patches of ice fill 5 squares in the area, turning them into difficult terrain.	
Perception	
◆ No check is necessary to notice the ice.	
Additional Skill: Nature	
◆ DC 15: The character identifies the patches of treacherous ice.	
Trigger	
The ice attacks when a creature enters or starts its turn in a square of ice. It also attacks when a creature stands up from prone in a square of ice.	
Attack	
Opportunity Action	Melee
Target: Any creature that enters or starts its turn in one of the ice patch squares.	
Attack: +4 vs. Reflex	
Hit: 1d6+1 damage and fall prone. If the creature is already prone, no damage but its turn ends immediately.	
Countermeasures	
◆ With a DC 15 Acrobatic check and a move action, a character can move into a square of treacherous ice without risk of falling. If the check fails or the character moves more than 1 square, the ice attacks.	
◆ A creature can remove an ice patch by dealing 5 points of fire damage to it. (AC 10, other defenses 8)	



6. Treasure Trap

This encounter is for Area 6, which is hidden; it takes a DC 20 Perception check to find the secret door entrance to this room. Once discovered, the door to this secret vault is easily opened.

When the characters open the secret door to Area 6, read the following aloud:

You enter a small, vaulted room with three large vases in it. All three vases are filled with antique gold coins. In the back of the room is a stand with a suit of plate armor on it.

A DC 15 Perception check allows the characters to notice three grating vents on the floor near the vases. Also note the perception checks in the poison gas chamber description. The grating is small enough that the characters can stand on it, but small things would slip through.

The gold coins here are part of a malevolent trap. When a character picks up a gold coin, disturbs any of the vases, or touches the suit of plate armor, they animate and attack. All the vases shatter as the coins burst out of their enclosures and whirl about to form coin swarms. When the vases burst, the second part of the trap is revealed: the door slams shut behind the characters and the three vents on the floor start emitting poison gas.

When the trap is sprung, read the following aloud:

The door to the chamber slams shut, and a vibrating hum springs into the air, as if the noise was suddenly shot from a catapult. With a violent shatter, the three large vases break apart. The coins, which were once inside, now whirl in the air where the vases stood. The coins continue to whirl as the air starts to turn a hint of green. Gas is coming into the chamber through vents in the floor!

Treasure Trap Level 2
Encounter XP 625

- ♦ 3 coin swarms (125 XP each)
 - ♦ poison gas chamber (250 XP)
- For 4 characters, **remove** 1 coin swarm
For 6 characters, **add** 1 coin swarm

Skill Checks

Coin Swarm Lore (Nature)

- ✎ DC 15: A magical construct favored by misers and some dragons, this currency has been given the semblance of life in order to protect itself.

Perception

- ✎ DC 15: The character notices the three grating vents on the floor near the vases.

Tactics

The coin swarms are not very intelligent and attack the closest player. The poison gas chamber continues to emit poison gas for 20 rounds or until it has been disabled. After the 20 rounds are over, the door also opens automatically.

Special

If one of the coin swarms is destroyed while positioned over any of the grates in the floor, the coins fall through the grate and disappear down the gas tube. Reduce the treasure by 100 gold. It is unlikely that the characters will allow that to happen more than once!

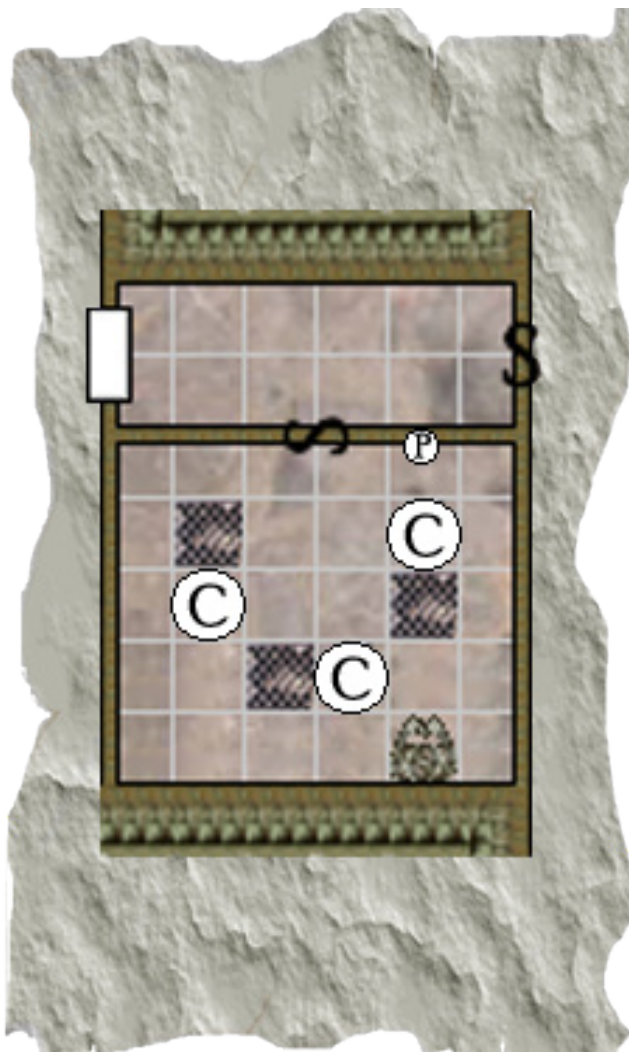
Rewards

The coin swarms are made out of coin, and the coin they drop is the reward. Additionally, the suit of plate armor is magical.

- ♦ +1 blacksteel plate armor

Coin Swarm	Level 2 Soldier
Medium Natural Animate (construct, swarm)	XP 125
Initiative +4	Senses Perception: -1
Swarm Attack aura 1; the coin swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 38; Bloodied 19	
AC 18; Fortitude 14, Reflex 13, Will 10	
Immune disease, poison; Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks	
Speed 6, fly 6	
Ⓣ Coin Flurry (standard; at-will) +8 vs. AC; 1d6+1 damage.	
Alignment Unaligned	Languages -
Str 7 (-1)	Dex 12 (+2) Wis 7 (-1)
Con 14 (+3)	Int 1 (-4) Cha 3 (-3)
Equipment 100 gold	

Poison Gas Chamber	Level 2 Elite Warder
Trap	XP 250
Trap: Three vents in the floor expel poisonous gases when triggered. The door to the room slams shut.	
Perception	
◆ DC 12: The character notices the doors can be operated mechanically.	
◆ DC 17: The character notices the hidden control panel.	
Trigger	
When a vent in the floor is uncovered, the room rapidly fills with poisonous gas and the door slams shut. The trap deals damage to any creature who starts their turn in the room who is not holding their breath.	
Attack	
Standard Action	Melee
Target: Any creature in the room that is not holding their breath.	
Attack: +6 vs. Fortitude	
Hit: 1d10+3 poison damage	
Sustain Standard: The gas continues to deal damage to anyone not holding their breath for 20 rounds.	
Countermeasures	
◆ A creature can hold their breath as a free action before the gas attacks them. After the 5th round of holding their breath, this requires an Endurance DC 10+1 check every round.	
◆ A creature adjacent to the control panel can disable the entire trap and open the door with a DC 12 Thievery check.	
◆ A creature adjacent to a vent can disable it with a DC 17 Thievery check. If all three vents are disabled, the gas clears.	
◆ A creature adjacent to the door open it with a DC 17 Thievery check or DC 12 Strength check. Opening the door provides an exit, but does not stop the gas from damaging creatures still in the room who are not holding their breath.	
◆ A creature can attack the door (AC 12, other defenses 10; hp 60; resist 5 all) or the control panel (AC 12, other defenses 10; hp 30; resist 5 all). Destroying the door opens an exit, and destroying the control panel disables the entire trap.	
◆ A DC 10 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.	



7. Void Trouble

This encounter takes place in Area 7 of the temple ruins. This room is strewn with rubble, and provides a home to vicious creatures of pure shadow energy.

When the characters enter Area 7, read the following aloud:

You stare at a room filled with rubble; the ceiling must have collapsed centuries ago. The room is unusually dark, and the shadows cast by lights seem longer than they should. The echoes of your footsteps return with moans and murmurs. Empty, formless creatures of darkness hover over the ruins and groan as they move to attack.

If the void creatures are defeated, the darkness lifts and the strange echoes cease.

Void Trouble **Level 4**
Encounter XP 950

- ◆ 1 void destroyer (350 XP)
- ◆ 4 void grunts (150 XP each)

For 4 characters, **remove** 2 void grunts
For 6 characters, **add** 1 void grunt

Skill Checks

Void Destroyer Lore (Arcana)

✂ DC 15: These shadow beings are difficult to control for even the most experienced mage. Many a conjurer has lost control over and fallen victim to a summoned void destroyer.

✂ DC 20: Void destroyers take great pleasure in finishing off a wounded foe with a barrage of necrotic energy.

Void Grunt Lore (Arcana)

✂ DC 15: Strong beings of pure shadow energy, void grunts are used as shock troops by creatures of the shadow realm.

✂ DC 20: These relentless attackers carry within them hidden wells of shadow energy that can heal them during battle.

Tactics

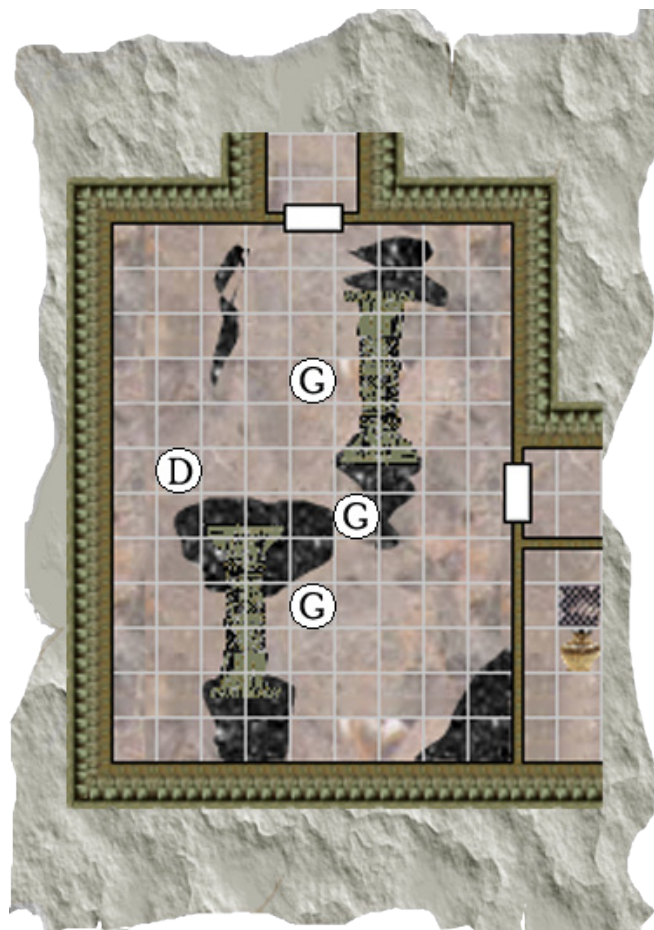
The void grunts attack the nearest characters, trying to distract them from the void destroyer and keep the characters from getting to it. Once they have lost at least a quarter of their health, they use their *shadow surge* on their next turn.

The void destroyer is a formidable opponent that attacks at range with its *shadow blast*. When it has lost at least a quarter of its health, it spends its action point to use *pain spike* on its next turn. The void destroyer only uses *shadow slam* if it is backed into a corner.

Area Features

Rubble: Any square with rubble in it counts as difficult terrain.

Pillars: The pillars lying on the floor serve as obstacles to movement. The pillars are 5 feet high; climbing onto a pillar requires a DC 15 Athletics check and costs 3 squares of movement.



Void Destroyer		Level 4 Elite Artillery (Leader)	
Medium Shadow Magical Beast		XP 350	
Initiative +6	Senses Perception: +1		
HP 90; Bloodied 45			
AC 18; Fortitude 18, Reflex 20, Will 13			
Immune disease, poison; Resist 15 necrotic			
Saving Throws +2			
Speed 6 (phasing)			
Action Points 1			
Ⓣ Shadow Slam (standard; at-will) ♦ Necrotic			
+8 vs. AC; 1d6+3 necrotic damage, and the target is pushed 2 squares.			
Ⓣ Shadow Blast (standard; at-will) ♦ Necrotic			
Ranged 10; +11 vs. AC; 1d10+4 necrotic damage.			
⚡ Pain Spike (standard; encounter) ♦ Healing, Necrotic			
Ranged 10; +9 vs. Fort; 3d8+4 necrotic damage, and the void destroyer can spend a healing surge.			
Shadow Blur (immediate interrupt, when a melee attack is made against the void destroyer; recharge bloodied) ♦			
Teleportation			
The void destroyer can teleport 3 squares.			
Alignment Evil		Languages Primordial	
Str 13 (+3)	Dex 18 (+6)	Wis 8 (+1)	
Con 15 (+4)	Int 8 (+1)	Cha 5 (-1)	

Void Grunt		Level 3 Brute	
Medium Shadow Magical Beast		XP 150	
Initiative +2	Senses Perception: +0		
HP 54; Bloodied 27			
AC 15; Fortitude 16, Reflex 14, Will 12			
Immune disease, poison; Resist 15 necrotic			
Speed 6 (phasing)			
Ⓣ Shadow Pound (standard; at-will) ♦ Necrotic			
+6 vs. AC; 1d10+4 necrotic damage.			
Shadow Surge (minor; encounter) ♦ Healing, Necrotic			
The void grunt can spend a healing surge.			
Alignment Evil		Languages Primordial	
Str 17 (+4)	Dex 13 (+2)	Wis 8 (+0)	
Con 14 (+3)	Int 8 (+0)	Cha 5 (-2)	

Difficulty

This particular encounter can be difficult for an unprepared party to overcome. Many parties will have to expend their daily powers and action points in order to get through it, and will want to rest afterwards.

If the party decides to camp in this room, they get a hint as to what is in the next room. During the night they are awakened by a loud squawking and the sounds of muffled voices coming from the next room as the harpies converge during the night to visit their queen. If the characters immediately investigate, they see three harpies startle and flee the room as they enter.



8. Thunder Queen's Lair

This encounter takes place in Area 8 of the temple ruins. The party wanders into the nest of the queen of the local harpies. The harpies are out, but the queen is a large danger alone.

When the characters enter Area 8, read the following aloud:

This altar room has several large nests atop the various daises around the room.

On the largest is a lovely humanoid with the wings of a bird. She begins to sing a lovely, cooing song...you cannot help but feel drawn to her.

The look she gives you is anything but welcoming. As she takes flight, the room rumbles from the gusts of wind her wings pick up.

Thunder Queen's Lair
Encounter

Level 1
XP 500

◆ 1 thunderqueen harpy (500 XP)

Skill Checks

Religion

- ✎ DC 25: The holy symbol belongs to an obscure god from another plane: Shiva, God of Destruction and Dance.

Thunderqueen Harpy Lore (Arcana)

- ✎ DC 15: Protective of their nesting grounds, these monarchs will fight to the death to keep intruders at bay.
- ✎ DC 20: Prone to vanity, these creatures will decorate themselves in what they consider only the finest available jewelry.

Tactics

On her first turn, the harpy queen takes to the air and flies to a different nest. Characters without ranged attacks will have to climb the nests in order to reach her. However, any time a character makes its way into her nest, she will fly to another one.

The harpy queen uses her *wing blast* to pin melee fighters to the floor every time it becomes available. She is aware of the effects of her song and uses it to best position her enemies for her *thunder wave*. She only uses her claw attack as a last resort, when she's immobilized or unable to fly to another nest.

Area Features

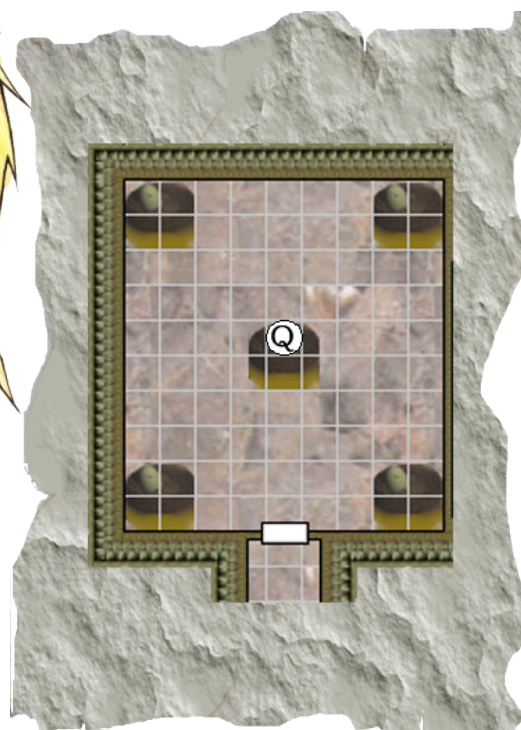
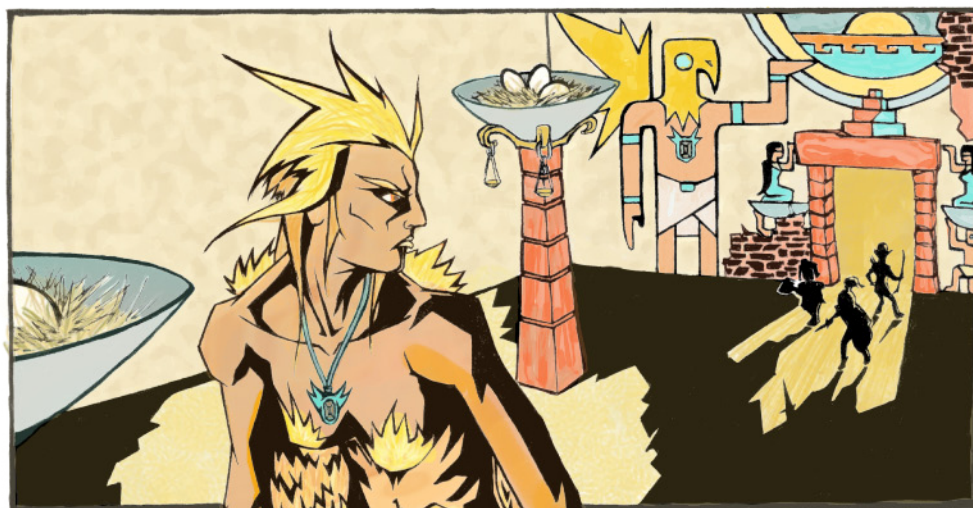
Nests: Climbing into a nest requires a DC 10 Athletics check. The nests are 10 feet above the ground and count as difficult terrain. They provide cover to those inside.

Rewards

Around her neck, the harpy queen is wearing a magical amulet, and in her nest the characters find a holy symbol and the primal totem pendant described by Acanthus. Characters can return the pendant to Acanthus for the Magic Sword Reward quest back in Abdalla.

The holy symbol belongs to another unknown deity. Much like the holy symbol found in Area 2, this can be used in the altar of Area 5 to open the secret door to Mictlantecuhtli's Wing.

- ◆ +1 amulet of the quiet mind



Thunderqueen Harpy **Level 1 Solo Controller**
 Medium Fey Humanoid XP 500

Initiative +1 **Senses Perception:** +1
Alluring Song (Charm) aura 10; deafened creatures are immune; enemies within the aura at the start of the harpy's turn are pulled 3 squares.

HP 116; **Bloodied** 58
AC 17; **Fortitude** 14, **Reflex** 16, **Will** 16

Resist 5 psychic, 5 thunder

Saving Throws +5

Speed 6, fly 8 (clumsy)

Action Points 2

Ⓜ **Claw** (standard; at-will)

+4 vs. AC; 1d6+1 damage.

✧ **Wing Blast** (standard; recharge ⓂⓂⓂⓂ) Ⓢ **Thunder**

Ranged 5; +3 vs. Ref; 3d6+3 thunder damage, and the target is deafened and immobilized (save ends both).

⚡ **Thunder Wave** (standard; at-will) Ⓢ **Thunder**

Close blast 5; +5 vs. Fort; 4 thunder damage, and the target is dazed (save ends).

Alignment Evil **Languages** Common

Skills Stealth +6

Str 13 (+1) **Dex** 13 (+1) **Wis** 12 (+1)

Con 13 (+1) **Int** 10 (+0) **Cha** 16 (+3)

Equipment +1 amulet of the quiet mind

9. Swamp Lurkers

This is an encounter to run in a swampy area of the jungle between Abdalla and the temple ruins. The party should be at least 2nd level before they face this encounter. Hungry swamp creatures have decided the characters would make a good snack.

While the characters are traveling in the jungle, read the following aloud:

You are traveling through a particularly swampy section of the jungle when you hear a noise from the brush. You hear a loud croaking sound, almost like a cough, from the reeds around you. A small fireball whizzes over your heads. When the dust settles you see a pack of small, red toads. They look at you hungrily.

After the first round of combat, have all the characters and fire toads make a passive Perception check. Anyone that fails the check is surprised during the second round of combat, as the gullywumpus burrows out of the ground to attack.

When the gullywumpus emerges, read the following aloud:

A large creature bursts from the ground for its surprise attack. It has the body of a lion, except for the legs and tail. The front two legs look like they belong on a goat, and the back legs look like the hindquarters of a hound dog. The tail is green and covered with scales, like a serpent. It makes a grab for its prey...

Swamp Lurkers Encounter	Level 2 XP 625
<ul style="list-style-type: none"> ◆ 3 fire toads (125 XP each) ◆ 1 gullywumpus (250 XP) 	
<p>For 4 characters, remove 1 fire toad</p> <p>For 6 characters, add 1 fire toad</p>	

Skill Checks

Fire Toad Lore (Arcana)

✎ DC 20: Lurking in small packs, these strange amphibians use their flaming breath to take down prey bigger than small insects.

✎ DC 25: Fire toads enjoy the hot, swampy environment and poisonous climate as protection from cold weather and electrical storms.

Gullywumpus Lore (Arcana)

✎ DC 15: Gullywumpus are dangerous predators that hide underneath the terrain to surprise their foes. They often lurk near packs of fire toads to steal choice food for themselves.

✎ DC 25: The chimerical nature of this creature grants it a special insight; they're immune to any kind of illusion. Their whole being is focused on finding food, and illusions just get in the way.

Perception

✎ DC 18 (Passive): The character notices the gullywumpus and will not be surprised by it.

Tactics

The fire toad pack tries to take down its prey with fire attacks; they keep hopping (shifting) back to stay out of reach. The gullywumpus uses its *bestial glomp* attack to grab an opponent and then makes swipes to try to finish it off. If the gullywumpus takes a lot of damage, it uses its *swamp dive* ability to wait for its *bestial glomp* to recharge. If its opponent drops, the gullywumpus takes it underground with its *swamp dive* to finish it off safely.

If a character spots the gullywumpus underground and tries to attack it through the ground, the gullywumpus has total cover (-5 to the attack roll).

Area Features

Terrain: The jungle area the swamp lurkers ambush the characters in is very swampy for at least 20 squares in any direction, and counts as difficult terrain. The fire toads and gullywumpus ignore the difficult terrain because of their swamp walk.

Fire Toad	Level 2 Artillery	
Small Elemental Beast (fire)		
		XP 125
Initiative +4	Senses Perception: +6	
HP 32; Bloodied 16		
AC 14; Fortitude 14, Reflex 15, Will 12		
Resist 5 fire, 5 poison; Vulnerable 5 cold, 5 thunder		
Speed 4 (swamp walk)		
Ⓢ Tongue Lash (standard; at-will)		
+5 vs. AC; 1 damage.		
Ⓢ Flame Gout (standard; at-will) ◆ Fire		
Ranged 15; +7 vs. Ref; 1d10+3 fire damage.		
Alignment Unaligned Languages -		
Skills Acrobatics +9, Perception +6		
Str 8 (+0)	Dex 16 (+4)	Wis 11 (+1)
Con 14 (+3)	Int 2 (-3)	Cha 4 (-2)

Gullywumpus	Level 2 Elite Lurker	
Large Fey Beast		
		XP 250
Initiative +7	Senses Perception: +2	
HP 58; Bloodied 29		
AC 18; Fortitude 17, Reflex 16, Will 13		
Immune illusion		
Saving Throws +2		
Speed 2 (swamp walk), burrow 2		
Action Points 1		
Ⓢ Swipe (standard; at-will)		
+7 vs. AC; 1d10+4 damage.		
Ⓢ Bestial Glomp (standard; recharge Ⓢ)		
+7 vs. AC; 3d8+4 damage, and the target is grabbed.		
Swamp Dive (move; recharge bloodied)		
The gullywumpus can burrow beneath the soil and make a Stealth check. This only works in swamp terrain.		
Alignment Evil Languages -		
Skills Stealth +8		
Str 17 (+4)	Dex 14 (+3)	Wis 13 (+2)
Con 11 (+1)	Int 3 (-3)	Cha 5 (-2)

The following excerpt is taken from the Battles of Greenshire:

...with the cavalry unleashed upon his foe's left flank, General Devontal turned his attention to the center of the field, where the opposing infantry units were embattled in a pitched melee.

The tide of the battle was ready to turn, the general knew, if only he could but tip the outcome slightly. The sounds and smells of the carnage reached all the way to the general's tent, providing inspiration.

The general sought out a runner, and advised him to take word to the berserker troops to disengage from the right flank and assist the infantry.

Moments after the berserkers hit the enemy infantry, the tide had turned. With the main defenders ground into the battlefield, the enemy's general was quickly captured. When the enemy flanks realized their failure, they laid down their weapons to the victorious general.

With the heat of victory fresh upon his brow, General Devontal had a pavilion erected in the center of the field. Upon that noble podium, he raised his hands to the heavens in praise of the God of Destruction.

The battle priests quickly took to the pavilion, where they performed the Dance of Destruction to the tumultuous cheering of the victorious horde.

Hail Shiva! Hail the destroyer! We shall kill our enemies and see them flee before us! They will cry out in lament when they hear our victorious battle cries!

Leaving the dead behind them, the general's armies moved on...

10. Shadow Creatures

This encounter takes place in Area 9, a stark room with a channel of dark water flowing through it. The ceiling has rafters placed throughout. On the other side of the room, deviant monkeys play with a magical bow. The monkeys taunt the characters and start throwing rocks. There is a darkmaw crocodile lurking in the dark channel, waiting to ambush anyone who gets close (including monkeys).

When the characters enter Area 9, read the following aloud:

You enter a small, finely mortared temple room. A stream of brackish liquid flows through a channel cut across the middle of the room's marble floor. On the other side of the channel is an odd sight: a pair of dark simians appear to be playing with a bow. One of them plucks the string while the other watches on animatedly. When they notice you, they drop what they're playing with and pick up stones to hurl at you, cackling fiercely.

Shadow Creatures Encounter	Level 1 XP 500
◆ 1 dark channel (100 XP)	
◆ 1 darkmaw crocodile (200 XP)	
◆ 2 deviant monkeys (100 XP each)	
For 4 characters, remove 1 deviant monkey	
For 6 characters, add 1 deviant monkey	

Skill Checks

Darkmaw Crocodile Lore (Arcana)

⚡ DC 15: Preferring sludge to water, these shadow beasts enjoy catching unwary creatures that wander too near their natural habitats. Deviant monkeys are their favorite meal.

Deviant Monkey Lore (Arcana)

⚡ DC 15: These obnoxious shadow beasts make a nuisance of themselves even in the shadow realm, where their shrieks can be heard for miles.

Tactics

The deviant monkeys use *hurl stone* at the characters until they get too close. Then they *scream* and use their climb speed to reach the rafters until they find a better place to throw stones. (Remember that a deviant monkey must make an Athletics check to move along the rafters.)

The darkmaw crocodile hides until a character or monkey gets within 2 squares of the channel. Then it steps out and attempts to *bite* someone. It uses its *jealous darkness* ability after making its *bite* attack. If it grabs a creature, it uses its action point to finish them with *clamping jaws*.

On following turns, it uses Strength checks to drag the creature into the dark channel. Once the creature is inside the dark channel, it will use its *clamping jaws* ability again. It uses *jealous darkness* again the turn after it is bloodied.

If a deviant monkey gets pushed or pulled near the channel, the crocodile has no problems attacking them instead of the characters.

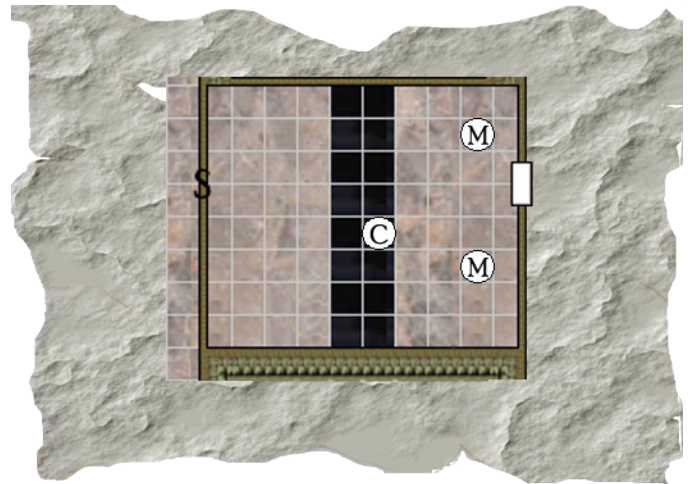
Area Features

Rafter: The rafters in this room are 4 squares above the floor. It takes a DC 20 Athletics check to climb up to the rafters, and another DC 20 Athletics check to move along the rafters of the ceiling. Deviant monkeys can climb up to the ceiling without making an Athletics check because of their climb speed. However, they must still make an Athletics check to use the rafters.

Rewards

The longbow the monkeys were playing with is magical; additionally there is a rumbled sack in the corner of the room with gold coins.

- ◆ +1 shocking longbow
- ◆ 250 gp



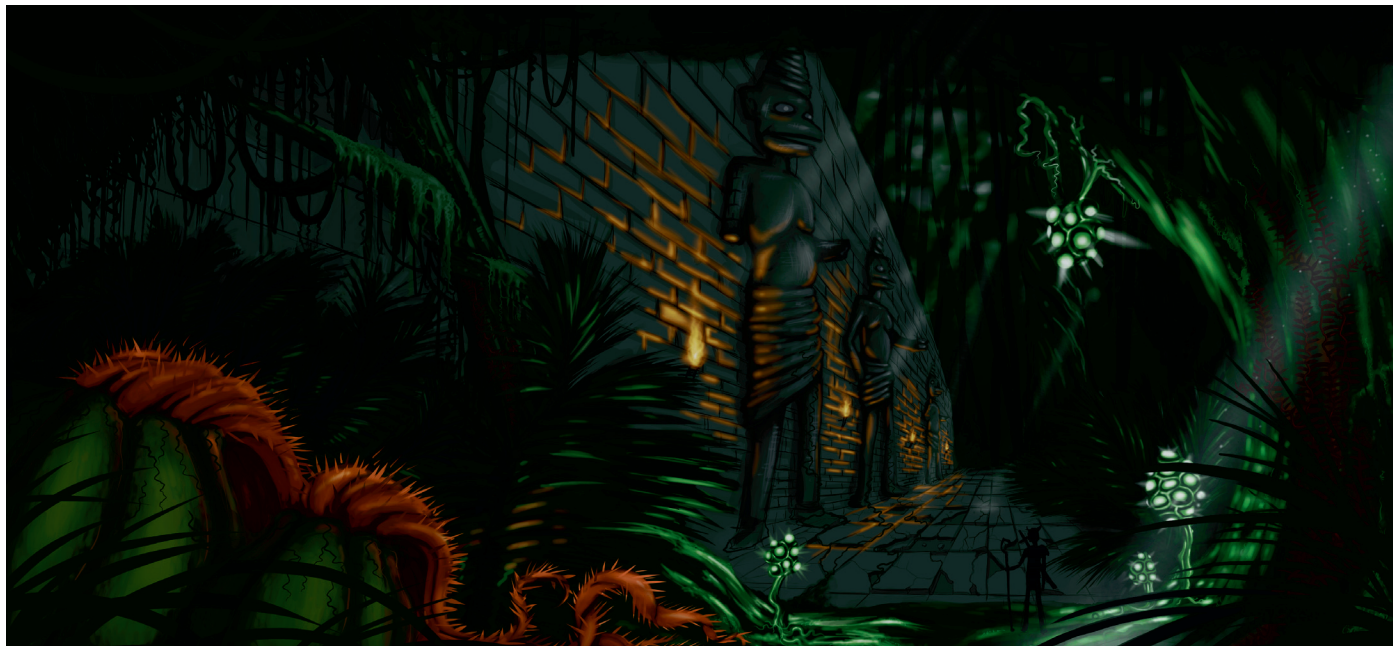
Deviant Monkey		Level 1 Artillery	
Small Shadow Beast		XP 100	
Initiative +3	Senses Perception: +1		
HP 22; Bloodied 11			
AC 13; Fortitude 13, Reflex 15, Will 15			
Resist 10 necrotic			
Speed 6, climb 6			
⊗ Hurl Stone (standard; at-will) ♦ Placeholder			
Ranged 10; +8 vs. AC; 1d8+1 damage.			
↩ Screech (standard; encounter) ♦ Necrotic			
Close blast 2; +6 vs. Will; 4 necrotic damage, and the target is deafened (save ends).			
Alignment Unaligned		Languages -	
Skills Athletics +6			
Str 12 (+1)	Dex 16 (+3)	Wis 12 (+1)	
Con 10 (+0)	Int 2 (-4)	Cha 17 (+3)	

Dark Channel		Level 1 Obstacle	
Trap		XP 100	
Trap: A channel of necrotic water 2 squares wide cuts through the room.			
Perception			
♦ DC 15: The character notices that the water appears foul and dead.			
Trigger			
The trap deals damage when a player starts a turn in one of the dark channel squares.			
Attack			
Opportunity Action		Melee	
Target: Any creature that starts its turn in one of the dark channel squares.			
Attack: +4 vs. Fortitude			
Hit: 1d8+3 necrotic damage			
Countermeasures			
♦ The character can move out of a dark channel square before the start of their turn.			

Darkmaw Crocodile		Level 1 Elite Lurker	
Medium Shadow Beast (reptile)		XP 200	
Initiative +5	Senses Perception: +1		
HP 48; Bloodied 24			
AC 17; Fortitude 17, Reflex 13, Will 13			
Resist 10 necrotic			
Saving Throws +2			
Speed 6, swim 8			
Action Points 1			
⊕ Bite (standard; at-will)			
+6 vs. AC; 1d6+3 damage, and the target is grabbed (until escape). The darkmaw crocodile cannot make bite attacks while grabbing a creature, but it can use <i>clamping jaws</i> .			
⊕ Clamping Jaws (standard; at-will)			
If a darkmaw crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +6 vs. AC; 2d6+3 damage. Miss: Half damage.			
↩ Jealous Darkness (minor; recharge bloodied)			
Close burst 1; The darkmaw crocodile creates a cloud of darkness that remains in place until the end of its next turn. The cloud blocks line of sight for all creatures but the darkmaw crocodile. Any creature except the darkmaw crocodile within the cloud is blinded.			
Alignment Unaligned		Languages -	
Skills Stealth +6			
Str 16 (+3)	Dex 12 (+1)	Wis 13 (+1)	
Con 12 (+1)	Int 1 (-5)	Cha 5 (-3)	

11. Garden of the Gods

This encounter is for Area 10. An overgrown garden dominates most of this area. The rogue druids don't like to be disturbed and have placed animated plants to guard against intruders.



When the characters enter Area 10, read the following aloud:

You exit the temple proper into an overgrown garden sequestered between high temple walls. The heavy jungle scent pervades the atmosphere, and many of the carefully planted bushes here have grown into wild riots of vines and thorns. Ancient crumbling statues line the walkway to a cracked fountain in the middle of the garden.

When the characters approach the fountain, read the following aloud:

As you step toward the fountain, several of the thorny plants rip their roots from the ground and take positions to attack.

Garden of the Gods Encounter

Level 3
XP 750

- ◆ 3 star vines (150 XP each)
 - ◆ 2 thorn bursters (150 XP each)
- For 4 characters, **remove** 1 star vine
For 6 characters, **add** 1 thorn burster

Skill Checks

Religion

✎ DC 25: The dancing statues perform an ancient ritual sacred to the deity Mictlantecuhli, Lord of Death and King of the Underworld.

Star Vine Lore (Religion)

✎ DC 15: The star vine is commonly used as a decorative guard creature in the homes of nature loving immortal beings.

Thorn Burster Lore (Religion)

✎ DC 20: This animated plant is only normally found in areas of the astral plane where it shares a deep connection to the fey realm. Only wild magic could force it to grow elsewhere.

Tactics

Each of the bushes start in an area of difficult terrain, but the creatures will ignore it during the fight with the intruders (their swamp walk lets them bypass it). The star vines take turns disabling the characters while the thorn bursters hit them with ranged and area attacks from outside their reach. They are intelligent enough to attempt to gain combat advantage, but not to use the terrain to their advantage.

Area Features

Fountain: The fountain is 2 feet off the ground and empty of water. A character must make a DC 10 Athletics check to move into a fountain square from the precarious footing.

Garden Bramble: Any square with swamp growth in it counts as difficult terrain.

Rewards

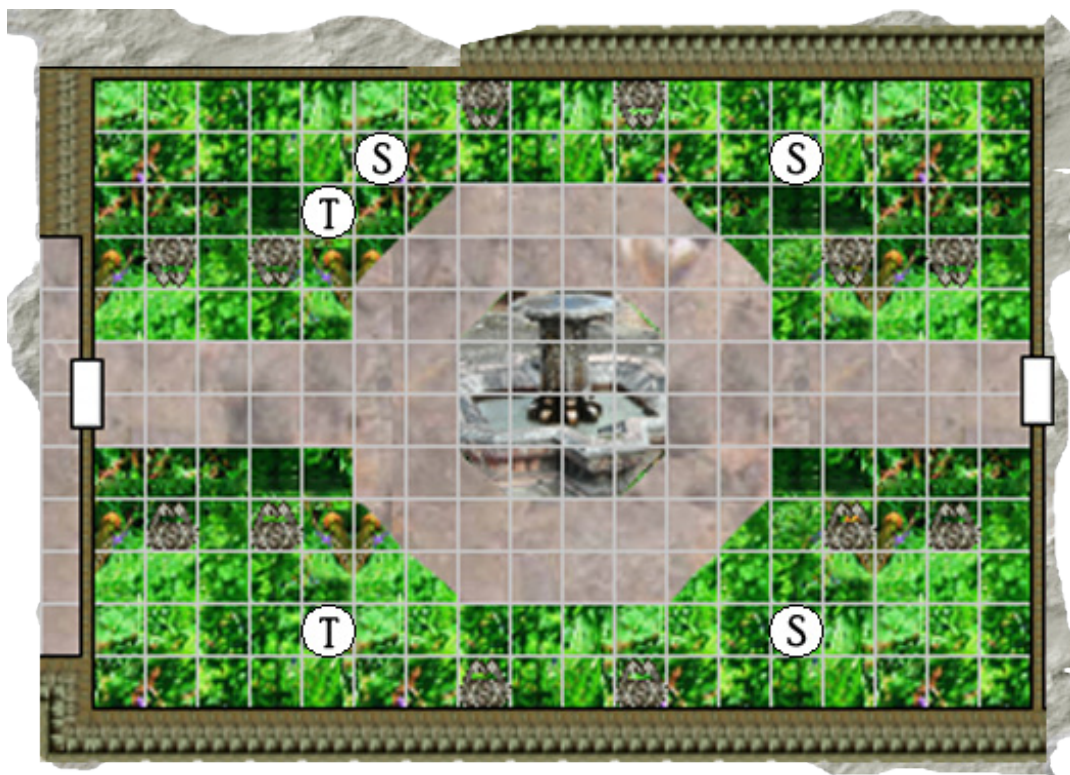
Lying in the bushes is the tattered remains of a long-dead explorer; the corpse has a gem, a potion, and some loose change in its pockets.

- ◆ *potion of healing*
- ◆ one amethyst worth 100 gp
- ◆ 20 gp

11. Garden of the Gods

Star Vine	Level 3 Controller	
Medium Immortal Animate (plant)	XP 150	
Initiative +5	Senses Perception: +2; blindsight 10	
HP 49; Bloodied 24		
AC 17; Fortitude 16, Reflex 17, Will 14		
Speed 2 (forest walk, swamp walk)		
Ⓣ Vine Whip (standard; at-will)		
Reach 2; +8 vs. AC; 1d6+4 damage.		
⚡ Vine Snare (standard; encounter)		
Close blast 5; targets enemies; +8 vs. Ref; the target is immobilized and takes ongoing 5 damage (save ends both) as a cluster of vines engulf it.		
Alignment Unaligned	Languages Supernal	
Skills Stealth +10		
Str 16 (+4)	Dex 19 (+5)	Wis 12 (+2)
Con 17 (+4)	Int 7 (-1)	Cha 8 (+0)

Thorn Burster	Level 3 Artillery	
Medium Immortal Animate (plant)	XP 150	
Initiative +4	Senses Perception: +3; blindsight 10	
HP 39; Bloodied 19		
AC 15; Fortitude 16, Reflex 16, Will 15		
Speed 2 (forest walk, swamp walk)		
Ⓣ Thorn Rake (standard; at-will)		
+10 vs. AC; 1d6+4 damage.		
Ⓢ Thorn Launch (standard; at-will)		
Ranged 10; +10 vs. AC; 1d10+4 damage.		
✳ Thorn Spray (standard; recharge Ⓜ; Ⓜ; Ⓜ) ♦ Poison		
Area burst 1 within 10; +8 vs. Fort; 1d6+4 damage, and the target takes ongoing 5 poison damage (save ends).		
Alignment Unaligned	Languages Supernal	
Skills Stealth +9		
Str 16 (+4)	Dex 16 (+4)	Wis 14 (+3)
Con 15 (+3)	Int 8 (+0)	Cha 10 (+1)



12. Ritual Interruption

Area 11, the structure in the back of the garden, is the lair of the heretical druids. They are just finishing up a summoning spell when the characters arrive. The heretics denounce the characters for serving nature and release their pet wolf pack.

As the characters approach the door to the structure, read the following aloud:

As you approach the door to the garden structure, clouds envelop the sky, and the sunny garden turns dark. The ancient statues seem to dance in the suddenly foreboding air. Inside the room is an altar with various bottles and implements. A glowing circle of summoning is laid out near the altar, made out of vines instead of chalk. The vines writhe and wave in the air as a dark glow emanates from the altar. The figure before it turns to face you and speaks defiantly:

“Those fools! They couldn’t see what was happening; they couldn’t smell the changes on the wind! They think this is unnatural, but it’s the start of a new world! We must embrace it...and we can’t let them, or you, stop us!”

Allow the characters to exchange taunts with the rogue druids, however, their zealous nature won’t allow them to be dissuaded from attacking the party.

Ritual Interruption Encounter

Level 2
XP 700

◆ 3 fey wolves (150 XP each)

◆ 2 longtooth druids (125 XP each)

For 4 characters, **remove** 1 longtooth druid

For 6 characters, **add** 1 fey wolf

Skill Checks

Arcana

✎ DC 21: The circle is meant to summon a creature from the fey realm, and is already completed. The summoned creature will arrive shortly.

Shifter Lore

✎ See the *D&D 4E Monster Manual*.

Fey Wolf Lore (Arcana)

✎ DC 10: Fey wolves roam the planer wildernesses in packs. Wild and vicious, they put their feral intelligence to quick work downing foes.

✎ DC 20: When attempting to down large or difficult foes, the wolves will teleport into flanking positions before attacking.

Tactics

The longtooth druids try to stay back and use *poison vines* while the wolves keep their enemies occupied. The druids try to position themselves to make sure all their allies gain the effects of their *soothing presence* aura. The druids’ auras don’t stack, but each of the druids will gain the effect of the other’s aura.

At the start of the fight, one of the wolves immediately teleports to take up a flanking position, while the other two save the use of their *fey step* to take advantage of an injured opponent.

Area Features

Altar: This stone table rises 5 feet off the floor. It costs 2 squares of movement to climb up onto its surface.

Rewards

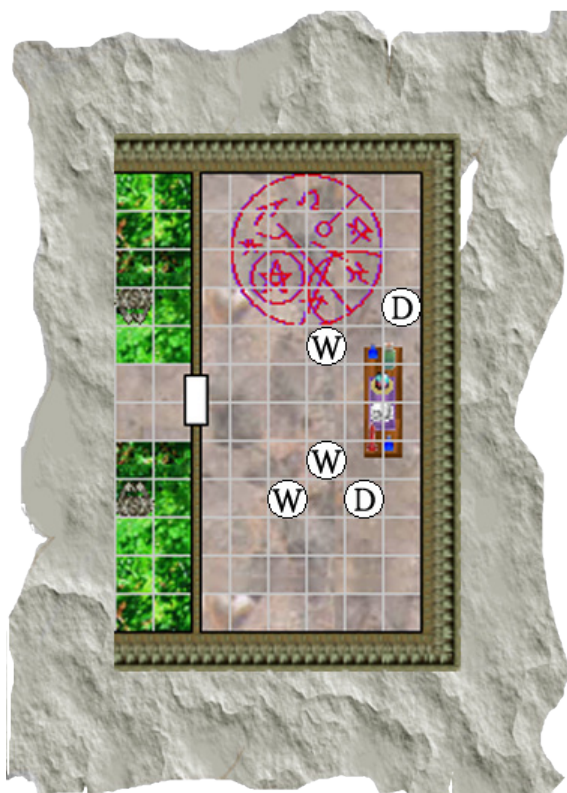
The orb the druids are using as a focusing device is actually a magical orb the characters can claim. They might not think to until after the young plant dragon is defeated.

◆ +1 orb of lingering doom

12. Ritual Interruption

Fey Wolf Medium Fey Beast	Level 3 Skirmisher XP 150
Initiative +5	Senses Perception: +7; low-light vision
HP 46; Bloodied 23	
AC 17; Fortitude 15, Reflex 15, Will 14	
Speed 6	
Ⓢ Bite (standard; at-will) +8 vs. AC; 1d6+2 damage, or 2d6+2 damage against a prone target.	
Combat Advantage If the fey wolf has combat advantage against the target, the target is also knocked prone on a hit.	
Fey Step (move; encounter) ♦ Teleportation The fey wolf can teleport 5 squares.	
Alignment Unaligned Languages -	
Skills Perception +7	
Str 13 (+2)	Dex 14 (+3) Wis 13 (+2)
Con 14 (+3)	Int 2 (-3) Cha 10 (+1)

Longtooth Druid Medium Natural Humanoid	Level 2 Artillery (Leader) XP 125
Initiative +1	Senses Perception: +9; low-light vision
Soothing Presence (Healing) aura 5; allies that begin their turn in the aura gain regeneration 1.	
HP 31; Bloodied 15	
AC 20; Fortitude 14, Reflex 12, Will 15	
Speed 6	
Ⓢ Sickle (standard; at-will) ♦ Weapon +4 vs. AC; 1d6+3 damage.	
Ⓢ Poison Vines (standard; at-will) ♦ Implement, Poison, Primal Ranged 5; +5 vs. Fort; 1d10+4 poison damage.	
⚡ Sate Hunger (immediate reaction, when an ally within the burst hits with an attack; recharge Ⓢ:Ⓢ:Ⓢ) ♦ Healing, Primal Close burst 5; the longtooth druid or targeted ally can spend a healing surge.	
Longtooth Shifting (minor, usable only when bloodied; encounter) ♦ Healing For the rest of the encounter or until rendered unconscious, the longtooth druid gains a +2 bonus to damage rolls. In addition, for as long as it is bloodied, the longtooth druid gains regeneration 2.	
Alignment Chaotic Evil Languages Common	
Skills Insight +9, Nature +9, Perception +9	
Str 14 (+3)	Dex 11 (+1) Wis 17 (+4)
Con 13 (+2)	Int 11 (+1) Cha 8 (+0)
Equipment hide armor, light shield, sickle	



13. Nature's Reject

This encounter starts in the round that follows immediately after the encounter *Ritual Interruption* without any time for a short rest. This means that ongoing effects that last for at least 5 minutes will probably still be in effect. The plant dragon rolls initiative and joins the combat; the characters don't even reroll initiative.

When the plant dragon arrives, read the following aloud:

The ritual that the druids were performing appears to be complete, as a bright light fills the altar. The vines covering the summoning circle writhe and congeal, forming a large creature!

A tail erupts from the mass of vines, then claws, and then what might be wings sprout from its back. As its thorny teeth come in, you realize the creature looks like a dragon made out of plants!

Nature's Reject Encounter	Level 3 XP 750
♦ 1 young plant dragon (750 XP)	

Skill Checks

Plant Dragon Lore (Arcana)

⚡ DC 20: This animated creature is imbued with the ability to regenerate itself. This regenerative ability cannot be stopped until the dragon is destroyed.

Tactics

This dragon moves quickly, but won't waste an opportunity to use its *breath weapon* whenever it's available. During the first round of combat, it uses an action point to use its *frightful presence* ability as well as its breath weapon. The next round it assaults a ranged character with *spore burst*. The dragon uses breath weapon or *spore burst* whenever they recharge.

Area Features

Altar: This stone table rises 5 feet off the floor. It costs 2 squares of movement to climb up onto its surface.

Rewards

The orb the druids are using as a focusing device is actually a magical orb the characters can claim. They might not think to until after the young plant dragon is defeated.

♦ +1 orb of lingering doom

Young Plant Dragon	Level 3 Solo Skirmisher
Large Fey Magical Beast (dragon, plant)	XP 750
Initiative +7	Senses Perception: +2; darkvision
HP 192; Bloodied 96	
Regeneration 5	
AC 19; Fortitude 18, Reflex 19, Will 14	
Saving Throws +5	
Speed 7, climb 7	
Action Points 2	
⬇ Slam (standard; at-will)	
Reach 2; +9 vs. AC; 1d6+3 damage, and the target is slowed (save ends).	
⬇ Shifting Vines (standard; at-will)	
The dragon can move its speed and makes two <i>slam</i> attacks at any point during that movement.	
➤ Spore Burst (standard; recharge ⏳) ♦ Sleep	
Ranged 10; +7 vs. Fort; the target is knocked unconscious (save ends).	
⬅ Bloodied Breath (free, when first bloodied; encounter) ♦ Acid, Poison	
The dragon's <i>breath weapon</i> recharges, and the dragon uses it immediately.	
⬅ Breath Weapon (standard; recharge ⏳) ♦ Acid, Poison	
Close blast 5; +7 vs. Ref; 3d6+4 acid and poison damage.	
⬅ Frightful Presence (standard; encounter) ♦ Fear	
Close burst 5; targets enemies; +5 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
Alignment Unaligned	Languages Draconic, Primordial
Skills Endurance +9, Nature +7	
Str 14 (+3)	Dex 19 (+5) Wis 13 (+2)
Con 16 (+4)	Int 12 (+2) Cha 10 (+1)



Bone and Flesh

A lone statue stands menacing in a gateway. His skeletal form is blood-splattered. His stance is aggressive. A necklace of human eyeballs adorns his hollow chest. This god is one to be revered. In addition to the symbols of death and decay he displays, he also represents fertility and abundance as life and death are so closely tied. This is the Lord of the Dead Land. This is Mictlantecuhtli.

Mictlantecuhtli is the keeper of ancient bones. Those remains which once belonged to the old gods were given to him for safekeeping. Quetzalcoatl was given the task of creating humans from these bones. While attempting to prevent Quetzalcoatl from stealing these precious remains, Mictlantecuhtli caused him to drop the bones. They shattered on the ground and caused mortal races to form in all different shapes and sizes.

Mictlantecuhtli's followers consume all flesh of their victims hoping to gain some divine abundance through the transfer. They offer the remaining bones and eyeballs in sacrifice. Mictlantecuhtli will stand at the entrance of the Dead Land for all time. The god is always prepared to greet the recently deceased. Recently passed humans are torn limb from limb as they enter the land. The ancient bones of the elder gods may now be reclaimed by their rightful keeper: the god Mictlantecuhtli.

14. Turtle Talk

This encounter takes place in the Area 1 lobby after the party has completed *Nature's Reject*. They encounter a group of turtle men on an expedition to the temple ruins. The party must convince the humanoid turtles that they do not mean any harm, or a battle will ensue.

14a. Turtle Talk

When the characters return to Area 1, read the following aloud:

As you are about to exit the temple ruins, you are accosted in the lobby by a group of humanoids with turtle shells and coloring. They seem aggravated, but perhaps they could be convinced to not fight.

Turtle Talk **Level 2**
Encounter XP 600

◆ convince turtles (600 XP)

Convince Turtles **Level 3**
Skill Challenge XP 600

You must convince the turtle men that you do not mean them any harm.

Complexity 4 (requires 10 successes before 3 failures.)

Primary Skills Diplomacy, Insight, Intimidate, Perception

Secondary Skills Athletics, Bluff, Endurance

Victory The players successfully parlay with the turtle men, and can speak with them without a fight. The turtle men offer the *Avenge the Turtles* quest to the party, and show the players how to get to their turtle village.

Defeat The turtle defenders attack.

Diplomacy DC 10 (1 success). You entreat the turtle men that you are willing to put away weapons and talk.

Insight DC 10 (1 success, maximum 1 successes). You realize that the turtle men may enjoy a good story. The first success in Insight opens up the use of the Bluff skill.

Intimidate DC 15 (1 success) A failed check indicates one of the turtle men strikes you. Make an Endurance check as well as counting as a challenge failure.

Perception DC 5 (0 success, maximum 1 successes). You notice that the turtle men are barbaric tribesmen that may enjoy a show of strength. The first success in Perception opens up the use of the Athletics skill.

Athletics DC 18 (2 success, maximum 1 successes) If no Perception successes have been made, any attempt to use Athletics is an automatic failure. You spar with one of the turtle men.

Bluff DC 5 (1 success, maximum 1 successes) If no Insight successes have been made, any attempt to Bluff is an automatic failure. You tell them an interesting story.

Endurance DC 14 (1 success) You impress the turtle men with your endurance of pain. A failed check indicates that the player loses a healing surge as well as counting as a challenge failure.

Skill Checks

Turtle Lore (Nature)

✧ DC 15: Turtle men are native to these jungles, and live in small tribal villages. They very rarely leave their homes, and are distrustful of outsiders. Good storytellers are usually the exception to their distrust.

✧ DC 20: Turtle defenders like to use a *disabling strike* to hobble their opponents, and depend on their spears' reach to keep out of harm's way.

Avenge the Turtles

This sidequest is available to the players if they succeed in the convince turtles skill challenge.

Level: 2

Start: The turtle men explain how a week ago, their village was attacked in the middle of the night by a horrible naga. It dragged many of their people off to be devoured. After finally recovering from the attack, the normally timid turtle men set out to avenge their comrades by destroying the naga in the temple.

Goal: The turtle men beg you to destroy the terrible naga that infests the temple ruins to avenge their dead tribesmates. The turtle men give you a map of the holy temple grounds to show you where the creature keeps its lair.

Outcome: If the players destroy the aberrant naga in the temple ruins, the turtle men have a tribal party in honor of the player's heroic deeds. The tribe chieftain presents them with a silver statue of Thoth worth 260gp and 125XP. The players are welcome to visit the turtle man village any time they like.

Turtle Village

This small tribal village eeks out an existence in the jungle near the temple ruins

Population: 30 turtle men

Government: The tribal chieftain makes the decisions for the village

Defense: Ten turtle defenders guard the village

Commerce: Basic supplies are available for barter. The tribe has no use for gold

Organizations: None

14b. Turtle Expedition

The turtle men are very distrustful of outsiders. If the party fails to peacefully talk to the turtle people, they attack the characters.

When the turtle defenders attack, read the following aloud:

The diplomatic approach seemed to fail: the turtle men make ready to assault you with their spears.

Turtle Expedition Encounter	Level 2 XP 625
---------------------------------------	--------------------------

- ◆ 5 turtle defenders (125 XP each)
- For 4 characters, **remove** 1 turtle defender
- For 6 characters, **add** 1 turtle defender

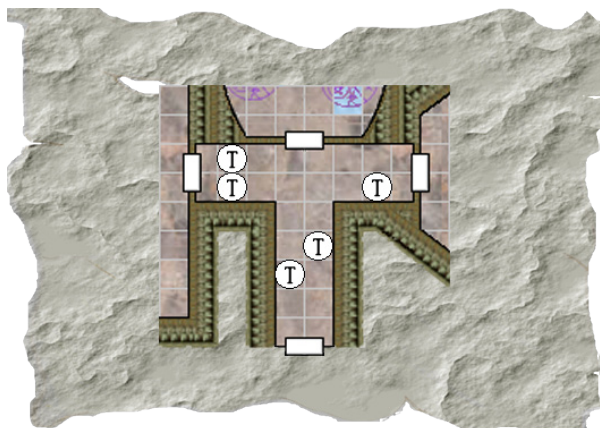
Tactics

The turtle defenders use their spears' reach to best advantage to keep the party pinned or to attack people hiding behind the front line.

Rewards

The turtle men have a map of the temple ruins; show the players the temple ruins map on page 6.

Turtle Defender		Level 2 Soldier
Medium Natural Humanoid		XP 125
Initiative +5	Senses Perception: +3	
HP 38; Bloodied 19		
AC 19; Fortitude 15, Reflex 14, Will 14		
Speed 6		
⊕ Steady Strike (standard; at-will) ◆ Martial, Weapon		
Reach 2; +7 vs. AC; 1d10 damage.		
⊖ Disabling Strike (standard; encounter) ◆ Martial, Weapon		
Reach 2; +5 vs. AC; 2d10+4 damage, and the target is slowed and cannot shift until the end of the turtle defender's next turn.		
Alignment Good	Languages Common	
Skills Diplomacy +8, Endurance +7		
Str 16 (+4)	Dex 14 (+3)	Wis 15 (+3)
Con 14 (+3)	Int 11 (+1)	Cha 10 (+1)
Equipment hide armor, longspear		



15. Radiant Guardians

This encounter takes place in Area 12, which is a hidden area. The only way into this crypt is to swim through the dark channel in Area 9. Characters that do so must make a DC 14 Endurance check or lose a healing surge.

When the characters enter Area 12, read the following aloud: **Area Features**

You emerge from the slimy waters in a quiet, barren room covered with dust. Sarcophagi lay in alcoves in the walls, where ghostly light emanates. Images waver before your eyes and then solidify.

Angelic creatures with glowing wings and magnificent swords hover before you, focusing their intense gazes upon the party. Their radiant armor sparkles in a sunlight your eyes cannot see.

Their voices resonate in the dim chamber: "Intruders within this sacred tomb will be destroyed!"

Radiant Guardians **Level 5**
Encounter **XP 1000**

- ◆ 3 angels of retribution (200 XP each)
- ◆ 2 angels of warding (200 XP each)

For 4 characters, **remove** 1 angel of retribution
For 6 characters, **add** 1 angel of warding

Skill Checks

Angel of Retribution Lore (Religion)

- ⚡ DC 15: These creatures are commonly used as assassins by greater beings of the astral realms. They are named for the blood vendettas they were used to fulfill.

Angel of Warding Lore (Religion)

- ⚡ DC 20: The angels of warding can make moving around during battle very difficult for their enemies. However, once bloodied, their protection wavers greatly.

Tactics

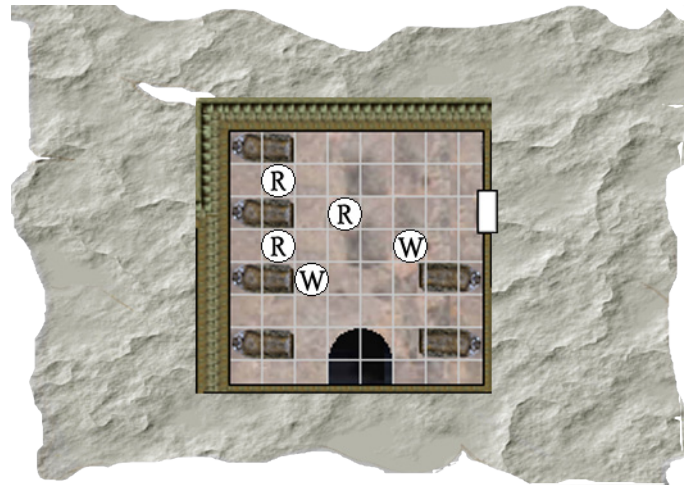
On their first turn, the angels of warding each place a ward effect on an angel of retribution. They then close with their opponents, positioning themselves to hamper their targets with the effects of their *angelic shield*. The angels of retribution use *swift strikes* as often as possible, shrugging off the attacks of opportunity they tend to provoke.

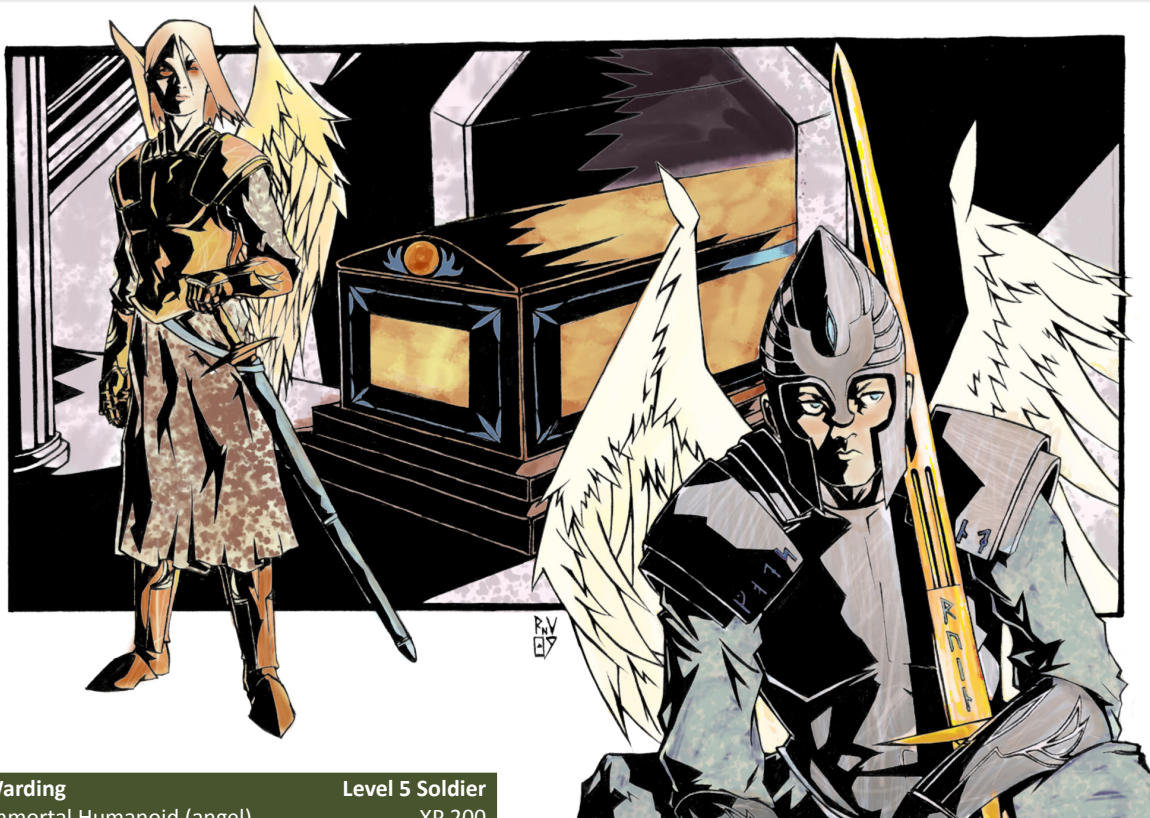
Sarcophagi: These ancient relics rise 5 feet off the floor. It costs 2 squares of movement to climb up onto its surface. If a sarcophagi falls within an angel of warding's *angelic shield* effect, it costs 3 squares of movement

Rewards

Inside one of the sarcophagi is a magical robe wrapped around the ancient corpse of a priest. Also at his feet are some coins and a magical potion.

- ◇ +1 robe of brilliance
- ◇ potion of healing
- ◇ 160 gp 200 sp





Angel of Warding **Level 5 Soldier**
Medium Immortal Humanoid (angel) XP 200

Initiative +6 **Senses** Perception: +10
Angelic Presence Attacks against the angel of warding take a -2 penalty until the angel is bloodied.

Angelic Shield aura 5; enemies treat the area within the aura as difficult terrain while the angel is within 5 squares of its ward (see below) until the angel is bloodied.

HP 65; **Bloodied** 32
AC 21; **Fortitude** 19, **Reflex** 17, **Will** 18
Immune fear; **Resist** 10 radiant

Speed 6, fly 8
⊕ **Longsword** (standard; at-will)
+12 vs. AC; 1d10+6 damage.

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

Alignment Unaligned **Languages** Supernal
Skills Intimidate +8, Perception +10
Str 18 (+6) **Dex** 14 (+4) **Wis** 16 (+5)
Con 17 (+5) **Int** 11 (+2) **Cha** 12 (+3)

Equipment longsword, plate armor

Angel of Retribution **Level 5 Skirmisher**
Medium Immortal Humanoid (angel) XP 200

Initiative +7 **Senses** Perception: +10
Angelic Presence Attacks against the angel of retribution take a -2 penalty until the angel is bloodied.

HP 63; **Bloodied** 31
AC 19; **Fortitude** 19, **Reflex** 18, **Will** 18
Immune fear; **Resist** 10 radiant

Speed 6, fly 8
⊕ **Longsword** (standard; at-will)
+10 vs. AC; 1d10+6 damage.

⚡ **Swift Strikes** (standard; recharge ⓧⓧⓧⓧⓧⓧ) ♦ **Weapon**
The angel of retribution moves its speed. At any point during the move, the angel can make two *longsword* attacks. These attacks must hit different targets.

Alignment Unaligned **Languages** Supernal
Skills Intimidate +8, Perception +10
Str 18 (+6) **Dex** 16 (+5) **Wis** 16 (+5)
Con 15 (+4) **Int** 11 (+2) **Cha** 12 (+3)
Equipment longsword, plate armor

16. Naga's Refute

This encounter takes place in Area 13 of the temple ruins. This room holds the otherworldly naga that's been tormenting the local turtle tribes. His presence has turned their corpses into undead minions.

When the characters open the door to Area 13, read the following aloud:

A foul stench assails your nostrils as you enter this garish room. Ancient tapestries mold along the walls, and trails of slime cross the floor. A disgusting, slimy creature rests on top of a dais in the back of the room. Gutted corpses of dead turtle men lay discarded nearby.

The snakelike creature regards you with hunger in its eyes, and you can see its whip-like tentacles writhe in anticipation. It moans and arches its back; you hear similar moans from the corpses in the room.

As the zombies shamle to grab their weapons, the creature's toothy grin begins to broaden...

Area Features

Slime: Any square with green slime is sticky and counts as difficult terrain.

Rewards

Behind the dais is the naga's treasure trove: some coins, a potion, a suit of magical armor, and a holy symbol of an unknown deity. The holy symbol can be used in the altar of Area 5 to open the secret door to the final portion of the dungeon, Thoth's Wing.

- ◇ +2 scale armor
- ◇ potion of healing
- ◇ 40 gp

Naga's Refute	Level 3
Encounter	XP 749
<ul style="list-style-type: none"> ◆ 1 aberrant naga (625 XP) ◆ 4 turtle zombies (31 XP each) 	
<ul style="list-style-type: none"> For 4 characters, remove 2 turtle zombies For 6 characters, add 4 turtle zombies 	

Skill Checks

Aberrant Naga (Dungeoneering)

⚡ **DC 15:** These nagas are dangerous to attack, as the caustic otherworldly substance that makes up their body will damage anyone who hits it.

Religion

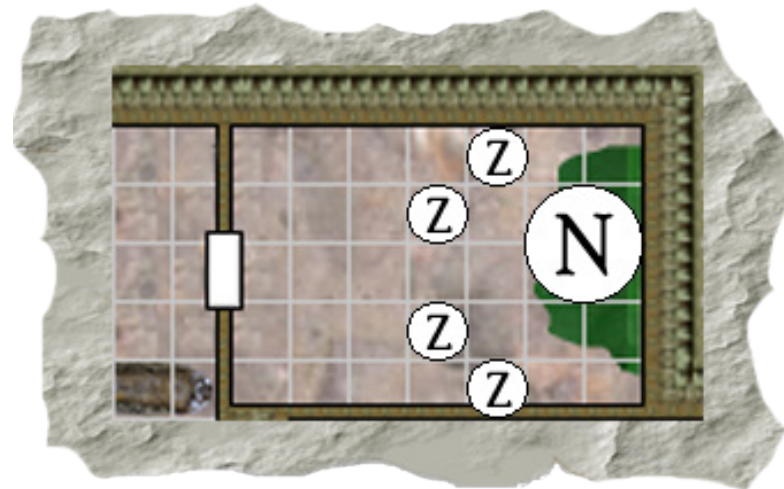
⚡ **DC 25:** The holy symbol belongs to an obscure god from another plane; Mictlantecuhtli, Lord of Death and King of the Underworld.

Turtle Zombie (Religion)

⚡ **DC 15:** These zombies were made from the desiccated husks of local tribal turtle men.

Tactics

The aberrant naga's tactics are straightforward as it relies on its brute strength. The naga will use its *triple attack* on the least armored creature it can get to every round. Its zombie minions are fairly unintelligent, and will always attack the closest opponent.



...and swashbuckler extraordinaire!" finished Kenneth Daneger.

The abomination writhing before Kenneth Daneger made his hair stand on it. Tentacles whipped through the air as the creature hissed at its zombie minions to attack. Its odorous stench overwhelmed his nostrils.

"Poor beings," said Bridgett, referring to the zombies. "Nothing deserves to be stuck in such a terrible state."

"Do not fear," exclaimed Kenneth. "We shall end their suffering and increase our fame!"

As the creature slithered forward, Kenneth felt no fear in the face of the monstrosity. Several of his friends wondered at his stupidity as they hurried to assist...

*-from the **Chronicles of a Swashbuckler***

Aberrant Naga	Level 2 Solo Soldier (Leader)
Large Aberrant Magical Beast (reptile)	XP 625
Initiative +5	Senses Perception: +2; darkvision
Slimy Doom (Healing, Necrotic) aura 5; a zombie that drops to 0 hit points in the aura rises (as a move action) with 1 hit point on its next turn.	
HP 156; Bloodied 78	
AC 20; Fortitude 17, Reflex 16, Will 13	
Saving Throws +5	
Speed 6	
Action Points 2	
⊕ Bite (standard; at-will) ♦ Poison	
Reach 2; +9 vs. AC; 1d6+2 damage, and the target takes ongoing 5 poison damage (save ends).	
⊕ Tentacle (standard; at-will)	
Reach 2; +8 vs. AC; 1d10+4 damage, and the target is grabbed (until escape).	
↓ Triple Attack (standard; at-will)	
The aberrant naga makes two attacks and a attack. If all three attacks hit the same target, the target is dazed (save ends).	
Slime Spray ♦ Acid	
Creatures that hit the aberrant naga with a melee attack take 5 acid damage from a burst of acid.	
Alignment Unaligned	Languages Deep Speech, Draconic
Skills Arcana +8, Dungeoneering +7, Insight +7	
Str 17 (+4)	Dex 14 (+3) Wis 13 (+2)
Con 15 (+3)	Int 14 (+3) Cha 8 (+0)

Turtle Zombie	Level 2 Minion Soldier
Medium Natural Animate (undead)	XP 31
Initiative +5	Senses Perception: +3; darkvision
HP 1; a missed attack never damages a minion.	
Regeneration regeneration	
AC 20; Fortitude 15, Reflex 14, Will 14	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
⊕ Steady Strike (standard; at-will) ♦ Martial, Weapon	
Reach 2; +7 vs. AC; 1d10 damage.	
Alignment Unaligned	Languages -
Str 16 (+4)	Dex 14 (+3) Wis 15 (+3)
Con 14 (+3)	Int 1 (-4) Cha 3 (-3)
Equipment hide armor, longspear	



17. Forest Drakes

This encounter is run in the jungle between Abdalla and the temple ruins. The party should be at least 3rd level before they face this encounter. These drakes are hungry, and view the characters as a potential meal.

While the characters are traveling through the jungle, read the following aloud:

A pair of large drakes burst from the undergrowth and growl at you, smoke wafting from their nostrils. Smaller drakes flit through the air behind them, probably hoping to pick up scraps from their cousins' hunt.

Forest Drakes Encounter	Level 4 XP 875
--------------------------------	--------------------------

- ◆ 2 flame drakes (175 XP each)
- ◆ 3 razor drakes (175 XP each)

For 4 characters, **remove** 1 razor drake
For 6 characters, **add** 1 flame drake

Skill Checks

Flame Drake Lore (Nature)

⚡ DC 25: Flame drake skin is naturally protected against fire, which helps keep the death toll down during the mating season.

Razor Drake Lore (Nature)

⚡ DC 15: Pack hunters by nature, the razor drake is named for its sharp talons. They have no problems hunting humanoid food.

Tactics

The razor drakes use hit and run tactics while the flame drakes close in for the kill. The drakes are after food to survive, and will fight as a pack unless there is only one left alive. The remaining survivor will flee for its life.

Area Features

Terrain: The jungle area the drakes ambush the characters in has no difficult terrain or significant obstacles to impede movement for at least 20 squares in any direction.

Flame Drake		Level 4 Brute
Large Natural Magical Beast (reptile)		XP 175
Initiative +3	Senses Perception: +3	
HP 67; Bloodied 33		
AC 16; Fortitude 18, Reflex 15, Will 15		
Resist 10 fire		
Speed 8		
⊕ Bite (standard; at-will)	+8 vs. AC; 1d6+6 damage.	
↓ Claw (standard; at-will)	+7 vs. AC; 1d6+6 damage.	
← Flame Spray (standard; recharge ☼☼☼) ◆ Fire	Close blast 3; +5 vs. Ref; 3d8+6 fire damage.	
Pounce		
When the flame drake charges, it can make two <i>claw</i> attacks against a single target instead of a melee basic attack.		
Alignment Unaligned	Languages -	
Str 19 (+6)	Dex 13 (+3)	Wis 13 (+3)
Con 17 (+5)	Int 4 (-1)	Cha 12 (+3)

Razor Drake		Level 4 Skirmisher
Small Natural Beast (reptile)		XP 175
Initiative +8	Senses Perception: +3	
HP 55; Bloodied 27		
AC 18; Fortitude 16, Reflex 18, Will 15		
Speed 4, fly 8 (hover)		
⊕ Bite (standard; at-will)	+9 vs. AC; 1d10+3 damage.	
↓ Flyby Attack (standard; at-will)	The razorwing drake flies up to 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned	Languages -	
Str 12 (+3)	Dex 19 (+6)	Wis 12 (+3)
Con 15 (+4)	Int 5 (-1)	Cha 12 (+3)



This encounter takes place in Area 14 of the temple ruins. The characters need to place the symbol of Mictlan-tecuhtli from Area 13 on the main altar in Area 5 to gain entrance to this room.

When the characters enter Area 14, read the following aloud:

You enter a humid room where water drips from the ceiling. Filled with flaming and frozen elementals. Steam rises from the ice elementals, and the fire elementals sputter like candles.

As soon as the elementals are aware of the characters, they hiss in anger and attack.

Fire and Ice Encounter Level 2 XP 625

◆ 7 blazing hurlers (25 XP each)

◆ 3 icecrushers (150 XP each)

For 4 characters, **remove** 1 icecrusher and **add** 1 blazing hurler

For 6 characters, **add** 5 blazing hurlers

Skill Checks

Blazing Hurler Lore (Arcana)

✂ DC 15: These creatures are very volatile. They will often aggressively seek out flammable material to burn, living or dead.

Icecrusher Lore (Arcana)

✂ DC 15: The favorite soldier of ice demons, these brutes can take a lot of punishment in pitched battles.

✂ DC 25: Even though they can exist near other elemental creatures, icecrushers will melt under direct contact with fire.

Tactics

Blazing hurlers stay at range and *hurl fire* at the characters until they are destroyed.

As long as at least two blazing hurlers are alive, the icecrushers will try to keep themselves between the artillery and the characters. Icecrushers prefer to ready actions to *shard stab* for when an enemy moves into melee range. The icy brutes only make ranged attacks if they are immobilized.

If the blazing hurlers are destroyed, the icecrushers wade into melee to finish off the characters, forgoing readied actions.

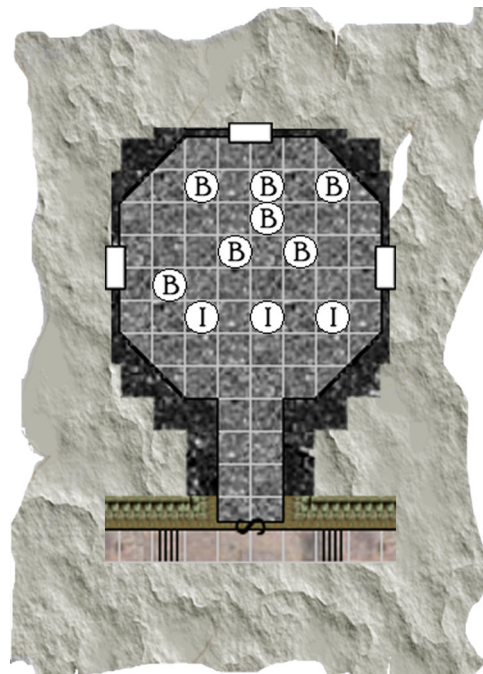
Rewards

In a puddle on the floor is a soggy bag. Inside is an adventurer's traveling money, some gems, and some potions. There is no sign of the pouch's original owner.

- ◆ two *potions of healing*
- ◆ two amethysts worth 100 gp
- ◆ 80 gp

Blazing Hurler		Level 1 Minion Artillery	
Medium Elemental Magical Beast (air, fire)		XP 25	
Initiative +3	Senses Perception: -1		
HP 1; a missed attack never damages a minion.			
AC 13; Fortitude 13, Reflex 15, Will 11			
Immune disease, poison			
Speed 6, fly 6 (hover)			
⊕ Hurl Fire (standard; at-will) ◆ Fire			
Ranged 10; +8 vs. AC; 1d8+1 fire damage.			
Alignment Unaligned		Languages Primordial	
Str 13 (+1)	Dex 16 (+3)	Wis 9 (-1)	
Con 12 (+1)	Int 8 (-1)	Cha 4 (-3)	

Icecrusher		Level 3 Soldier	
Medium Elemental Magical Beast (cold, earth)		XP 150	
Initiative +4	Senses Perception: +0		
Freezing Aura (Cold) aura 2; enemies treat the area within the aura as difficult terrain.			
HP 44; Bloodied 22			
Regeneration 5 (if the icecrusher takes damage from fire, its regeneration doesn't function on its next turn)			
AC 19; Fortitude 16, Reflex 14, Will 12			
Immune disease, petrification, poison; Resist 15 cold			
Speed 6 (ice walk)			
⊕ Shard Stab (standard; at-will) ◆ Cold			
+8 vs. Fort; 1d10+4 cold damage.			
⊕ Cold Rock (standard; at-will)			
Ranged 5; +8 vs. AC; 1d6+4 damage.			
Alignment Unaligned		Languages Primordial	
Str 17 (+4)	Dex 13 (+2)	Wis 9 (+0)	
Con 12 (+2)	Int 8 (+0)	Cha 5 (-2)	



19. Vicious Vermin

Third Level Encounters

This encounter takes place in Area 15 of the temple ruins. This room was once a library of magical knowledge, but all of its books have long since turned to dust. The skeletons of the ancient librarians are still being picked apart by beasts.

When the characters enter Area 15, read the following aloud:

This room appears to be the remains of an ancient library. Decayed bookshelves line the wall with nothing on them but debris that might have once been books. In the middle of the room is a pile of coins and bones...and disgusting long-eared rats. The gnawing sounds they make as they chew on the bones crackle through the air. The rats appear occupied for the moment with their grisly feast.

Because the rats are distracted, allow the characters the opportunity to make a Stealth check to surprise them.

Vicious Vermin	Level 3
Encounter	XP 750
♦ 3 fey vermin (250 XP each)	
For 6 characters, add 1 fey vermin	

Skill Checks

Stealth

✂ DC 16: Any character that succeeds at this check gains a surprise round on the vermin. If the entire party succeeds, they could choose to close the door and avoid this room entirely.

Fey Vermin Lore (Arcana)

✂ DC 20: The bite of these vicious creatures can infect the recipient with *burning fever*, which can cause the stiffening of joints.

Tactics

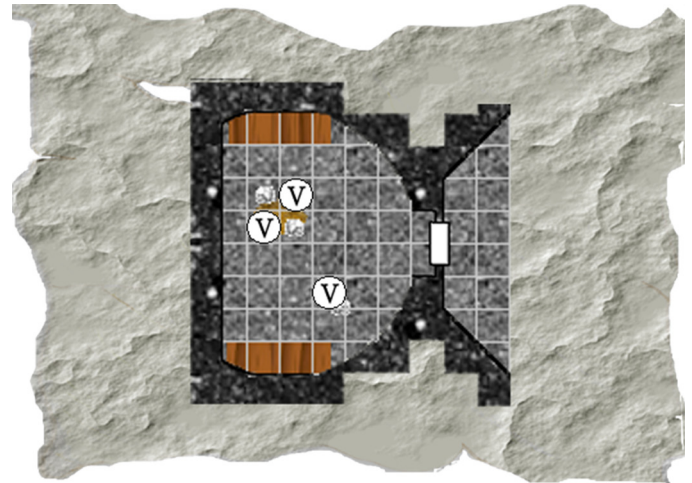
The fey vermin use their *fey pounce* power to gang up on a single lightly armored foe.

Rewards

The coins lying amongst the debris provide ample reward for defeating the vermin.

♦ 225 gp

Fey Vermin	Level 2 Elite Brute	
Medium Fey Beast	XP 250	
Initiative +4	Senses Perception: +6; low-light vision	
HP 98; Bloodied 49		
AC 16; Fortitude 18, Reflex 17, Will 12		
Immune disease; Vulnerable 5 poison		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Bite (standard; at-will) ♦ Disease		
+4 vs. AC; 1d6+3 damage, and the target contracts <i>burning fever</i> .		
↓ Fey Pounce (standard; recharge ⓁⓂⓂⓂ)		
The fey vermin shifts three squares and makes a <i>bite</i> attack.		
Alignment Unaligned	Languages -	
Skills Perception +6, Stealth +9		
Str 14 (+3)	Dex 16 (+4)	Wis 10 (+1)
Con 19 (+5)	Int 3 (-3)	Cha 6 (-1)



Burning Fever Level 3 Disease

This disease causes a high fever and makes the victim feel as if their skin was on fire. **Attack:** See fey vermin **Endurance** improve DC 22, maintain DC 17, worsen DC 16 or lower

- | | | | |
|----------------------|-----------------------------------------------------------|--------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|
| The target is cured. | ◀ Initial Effect The target loses 1 healing surge. | ◀◀ On the first turn of every combat, the target must make a saving throw to act normally. | ▶ Final State Every round, the target must make a saving throw to act normally. |
|----------------------|-----------------------------------------------------------|--------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|

Divine Words

Language did not exist before the world's creation. The gods understood each other's thoughts and as such didn't require any further form of communication. Thoth, Father of Language, spoke the first words. The divine words he spoke formed the world according to his intent. These words cannot be spoken again without reshaping all which has been created in this world.

The first creatures to roam the world were dragons. To allow them communication Thoth gifted the dragons with a lesser tongue. The Draconic language still held some level of divine magic and dragons found methods of harnessing and using this power. As a language shapes the thoughts of its speaker, so it was that magic became intuitive for dragons.

As more creatures, like elves and dwarves, came into existence the dragons taught these races speech. Dragons however are vain and jealous by nature, so they created less powerful languages for what they deemed lesser creatures. This protected their magic and upheld their self-image. Some of the more gifted individuals among elves learned how specific word combinations held magic power. Dwarves were not beyond magical understanding either. They learned to use runes to bestow a bit of the divine unto otherwise mundane objects.

All words belong to Thoth. He knows all which is spoken and written. Thoth is known as Father of Language, Guardian of Knowledge, Keeper of Secrets, and the First Mage.

20. Rock Down

Third Level Encounters

This encounter takes place in Area 16 of the temple ruins. This is a room of failed earth magic experiments is a catastrophe waiting to happen for most adventuring groups. The gorgon and his galeb duhr friends can't wait to get in a fight.

When the characters enter Area 16, read the following aloud:

Inside this room, you see what appears to be the brass statue of a bull clamor to its feet. Steam comes from its nostrils as it bellows at you. It grinds its brass hooves on the rock floor in anticipation of the coming battle.

Compare the characters' passive Perception scores to notice the galeb duhr in the room. Any character that fails is surprised by the galeb duhr during the second round.

Rock Down	Level 3
Encounter	XP 750
♦ 1 brass gorgon (300 XP)	
♦ 3 galeb duhr rockthrowers (150 XP each)	
For 4 characters, remove 1 galeb duhr rockthrower	
For 6 characters, add 1 brass gorgon	

Skill Checks

Brass Gorgon Lore (Arcana)

✎ DC 25: These vicious creatures carry the blessings of the earth with them, they can never be knocked over or moved if they do not want to be.

Galeb Duhr Rockthrower Lore (Arcana)

✎ See the *D&D 4E Monster Manual*.

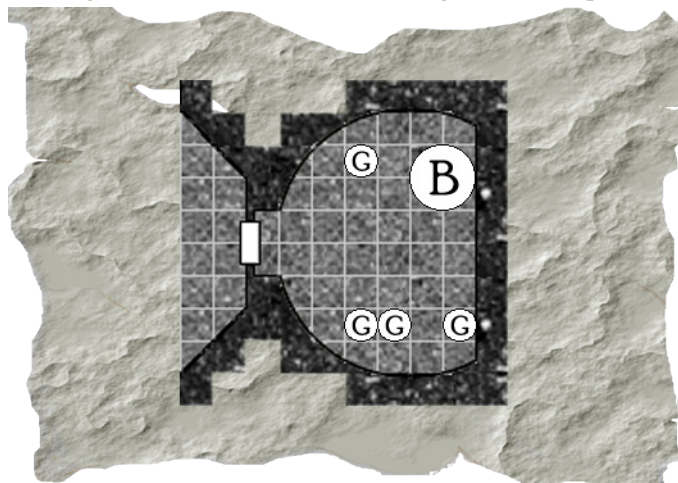
Stealth

✎ DC 16 (Passive): The player notices the galeb duhr rockthrowers in the room, and will not be surprised by them.

Tactics

The gorgon uses *flame breath*, followed by *horn toss*. The beast uses both of these abilities as soon as they recharge. If it can hit 3 or more enemies at once it uses its *trample* power.

The galeb duhr wait until the second round to attack unless they have been noticed. When they do so, a surprise



round occurs. The galeb duhr try to stay at range whenever possible, but will *slam* if a ranged attack would provoke an attack.

Rewards

Inside the gorgon's room is a magical shield that looks like a mirror, and the galeb duhr's stash of coins.

- ◇ *light mirror shield* (heroic tier)
- ◇ 50 gp 250 sp

Brass Gorgon	Level 3 Elite Soldier	
Large Elemental Beast (earth)	XP 300	
Initiative +4	Senses Perception: +3; truesight 6	
HP 98; Bloodied 49		
AC 21; Fortitude 18, Reflex 14, Will 15		
Immune knocked prone, petrification, push/pull/slide		
Saving Throws +2		
Speed 6 (earth walk)		
Action Points 1		
⚡ Gore (standard; at-will)		
+9 vs. AC; 1d6+3 damage.		
⚡ Horn Toss (standard; recharge ⏳)		
+9 vs. AC; 2d6+3 damage, and if the target is Medium or smaller, it is pulled into the brass gorgon's square, then the target is pushed 4 squares away from where it was standing and knocked prone.		
⚡ Trample (standard; at-will)		
The brass gorgon can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the brass gorgon must end its move in an unoccupied space. When it enters an enemy's space, the gorgon makes an attack: +7 vs. Ref; 1d6+3 damage, and the target is knocked prone.		
⚡ Burning Breath (standard; recharge ⏳) ♦ Fire		
Close blast 3; +8 vs. Fort; 3d6+4 fire damage.		
Alignment Unaligned Languages -		
Str 15 (+3)	Dex 13 (+2)	Wis 14 (+3)
Con 17 (+4)	Int 2 (-3)	Cha 4 (-2)

Galeb Duhr Rockthrower	Level 3 Artillery	
Medium Elemental Humanoid (earth)	XP 150	
Initiative +1	Senses Perception: +8; tremorsense 10	
HP 40; Bloodied 20		
AC 17; Fortitude 18, Reflex 14, Will 15		
Immune petrification, poison		
Speed 4 (earth walk), burrow 6		
⚡ Slam (standard; at-will)		
+12 vs. AC; 1d6+4 damage.		
✳ Hurl Stones (standard; at-will)		
Area burst 1 within 10; +12 vs. AC; 1d10+4 damage.		
All squares in the area become difficult terrain. The rockthrower can create stones to throw when none are present.		
Alignment Unaligned Languages Dwarven, Giant		
Skills Perception +8, Stealth +6		
Str 20 (+6)	Dex 10 (+1)	Wis 14 (+3)
Con 16 (+4)	Int 12 (+2)	Cha 11 (+1)

This encounter takes place in Area 17 of the temple ruins. A pair of scuttlespikes lurk on the ceiling in this short tunnel. Don't describe anything out of the ordinary about the cavern until they either spot the scuttlespikes or are surprised.

If the characters notice the scuttlespikes, read the following aloud:

You notice one of the stalactites on the ceiling is almost imperceptibly different from the others. The glint of a claw shines near the top. You are not alone.

Otherwise read the following aloud:

The stalactites on the ceiling come alive with movement as a claw descends over your heads!

Ceiling Spikes **Level 2**
Encounter **XP 600**

◆ 2 scuttlespikes (300 XP each)

For 6 characters, **add 1** scuttlespike

Skill Checks

Perception

✂ DC 18 (Passive): The character notices the scuttlespikes, and will not be surprised by them.

Scuttlespike Lore (Dungeoneering)

✂ DC 15: Often found pretending to be a stalactite or stalagmite, these cavern dwellers enjoy a good fight.

✂ DC 25: These creatures are actually blind, and hunt by vibrations they feel in the ground and air.

Tactics

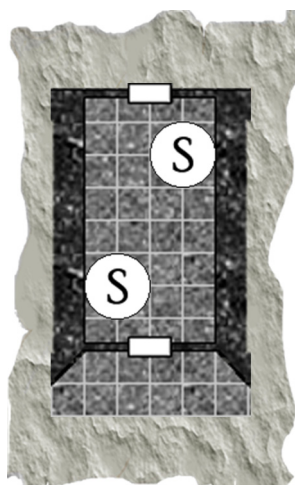
The scuttlespikes attack the party from the ceiling; small characters such as halflings won't be able to reach them without a reach weapon. If one of the scuttlespikes is knocked to the ground, they use their scuttle charge against as many foes as possible.

Rewards

Next to the door on the other end of the tunnel is an armor rack with two sets of chain armor on it. One is dilapidated and useless, but the other withstood the test of time with magic.

◇ +2 *depthforged chain armor*

Scuttlespike	Level 3 Elite Brute	
Large Aberrant Magical Beast (blind)	XP 300	
Initiative +3	Senses Perception: +1; blindsight 5, tremorsense 5	
HP 112; Bloodied 56		
AC 20; Fortitude 17, Reflex 16, Will 13		
Immune gaze, knocked prone		
Saving Throws +2		
Speed 6; Climb 6		
Action Points 1		
⊕ Stab (standard; at-will)		
Reach 2; +7 vs. AC; 1d6+5 damage.		
⊕ Dual Stab (standard; at-will)		
The scuttlespike makes two <i>stab</i> attacks. If they both hit the same target, it makes a third <i>stab</i> attack against the same target.		
⊕ Scuttle Charge (standard; recharge Ⓜ)		
The scuttlespike shifts 6 and makes an attack once against each foe it is adjacent to during the move; +5 vs. Ref; 2d10+5 damage and knocked prone.		
Alignment Unaligned	Languages Deep Speech	
Skills Athletics +10, Stealth +8		
Str 18 (+5)	Dex 14 (+3)	Wis 10 (+1)
Con 16 (+4)	Int 10 (+1)	Cha 12 (+2)



22. In Good Company

This encounter takes place in Area 18 of the temple ruins. The cavern ends at a set of vaulted doors. Once the characters enter and step inside, they come to this wing's final confrontation, a pair of demons who protect Thoth's holy symbol.

When the characters enter Area 18, read the following aloud:

Inside the vaulted doorway is an arena with many tiered seats. You have entered directly into the arena pit, where two demons on opposite sides of the pit are chained to the walls with magical fire. In the middle of the pit is a pedestal, covered with magical energy. Inside the energy, you can see the glimmer of a strange holy symbol. The demons appear to be loudly arguing at each other.

The one on the left has four arms, each of which holds a longsword, that are bound to the wall by the magical fire. She shouts, "You ridiculous cur! How dare you insult my bloodline! My veins are filled with the noble blood of a thousand demon princes! Your ancestry is rife with half-breeds and lesser whelps!"

The one on the right holds a long skull-topped rod in one hand; he'd look human except for his insectoid horns and feet. He smirks at the glaring she-demon across the way and retorts, "Half-breeds? A motherless goat like you couldn't begin to understand the depths of my superiority over you! I commanded hundreds of 'fodder' troops like you in the infernal armies! You couldn't manage as my serving maid, you misbegotten ogress!"

The she-demon froths at the mouth and shrieks, "MAID!? I'd sooner cut my own throat than serve an idiot like you! FILTH! I'll make you eat those words along with my swords!"

The male demon finally notices that you have arrived and coldly commands: "Quiet, wretch. It appears we finally have visitors to our unwanted abode."

Both of the demons stare at the party, waiting expectantly. The shackles on the demons' limbs snap, and both of them move their limbs to feel the circulation. The male demon finally speaks again:

"This sow and I are the guardians of the treasure you seek, and you cannot retrieve it until we are defeated. However, I have no intention of assisting such a miserable witch. The magic binding me will not force me to fight unless you attack me. Please, destroy this offal for me."

With each insult, the she-demon turns redder. "You stupid ortsynis!" she snarls at him. "These pitiful mortals are almost as meaningless as you! Once their bodies adorn my blades, I will chop off your tail!"

The ortsynis retorts, "I shall enjoy watching you die to their mortal weapons, marilith."

The ortsynis will not assist the marilith in her fight with the characters unless they force him to by attacking him. He does roll initiative, but delays every round until the marilith is defeated.

If the marilith is defeated, read the following aloud:

As the marilith dies and is banished back to the abyss, she screams out at the other demon, "My only regret is not... killing...you...!"

**In Good Company
Encounter**

**Level 4
XP 875**

◆ 1 lesser marilith (875 XP)

Skill Checks

Arcana

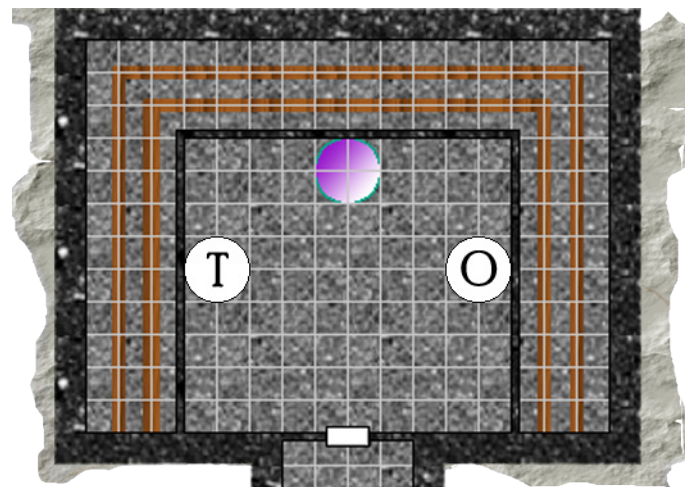
✂ DC 25: The magical energy binding the demons is the same as the energy covering the pedestal. Dimensional in nature, it feeds off the demons' magic; destroying them will remove the spell.

Lesser Marilith Lore (Arcana)

✂ See the *D&D 4E Monster Manual*.

Tactics

During her first turn, the marilith will usually perform her *sword dance* and then spend an action point to also perform *swordstrikes*. When she becomes bloodied, she will spend her other action point to perform the same maneuver.



Lesser Marilith	Level 4 Solo Soldier
Large Elemental Humanoid (demon)	XP 875
Initiative +6	Senses Perception: +8; darkvision
HP 212; Bloodied 106	
AC 22; Fortitude 20, Reflex 16, Will 16	
Resist 5 variable	
Saving Throws +5	
Speed 6	
Action Points 2	
⊕ Longsword (standard; at-will) ♦ Weapon +11 vs. AC; 1d8+6 damage.	
⊕ Magic Longsword (standard; at-will) ♦ Weapon +13 vs. AC; 1d8+8 damage.	
⊖ Flashing Parry (immediate reaction, when an adjacent enemy misses the lesser marilith with a melee attack; at-will) ♦ Weapon The lesser marilith makes a <i>magic longsword</i> attack against the enemy.	
⊖ Sword Dance (standard; recharge bloodied) ♦ Weapon The lesser marilith makes a <i>magic longsword</i> attack and three <i>longsword</i> attacks. Each attack must target a different enemy. After each attack, the lesser marilith shifts 1 square.	
⊖ Swordstrikes (standard; at-will) ♦ Weapon The lesser marilith makes a <i>magic longsword</i> attack and a <i>longsword</i> attack.	
Alignment Chaotic Evil	Languages Common, Abyssal
Skills Insight +8, Intimidate +9, Perception +8	
Str 18 (+6)	Dex 15 (+4) Wis 13 (+3)
Con 13 (+3)	Int 11 (+2) Cha 14 (+4)
Equipment +2 longsword, 3 longswords	



23. Devil's Draft

Third Level Encounters

This encounter begins immediately after the marilith is defeated. The ortsynis continues his dialogue with the characters then quickly comes out of delay and attacks.

Read the following aloud:

"Thank you for ridding me of her; I'm glad to see I was not wrong in my assumption of her weakness. Now I regret I must finish you myself: I have a bargain to uphold."

Devil's Draft Encounter	Level 4 XP 875
♦ 1 ortsynis (875 XP)	

Skill Checks

Ortsynis Lore (Arcana)

- ✂ DC 20: Ortsynis leave deadly psychic traps in their minds, trying to influence them with magic is often the cause of their foe's death.
- ✂ DC 25: An ortsynis is not immune to its own fire or fear effects. Duels among the ortsynis tend to favor the quicker of the two.

Religion

- ✂ DC 25: The holy symbol belongs to an obscure god from another plane: Thoth, Creator of Magic and the Keeper of Knowledge.

Tactics

As soon as he comes out of delay, the ortsynis will use *fire break* to make a wall of fire through the middle of the party perpendicular to his position. He then spends an action point to cast *screaming fire* on the closest character to him in an attempt to fear them into the fire. The next time he can use *fire break*, he will perform the same maneuver. The ortsynis has more than one immediate reaction he can use, but can only take one immediate action per round, so he prioritizes *psychic fire*.

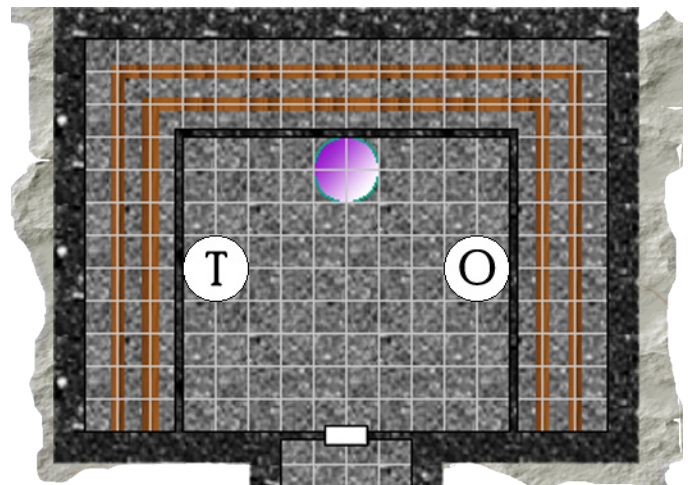
Rewards

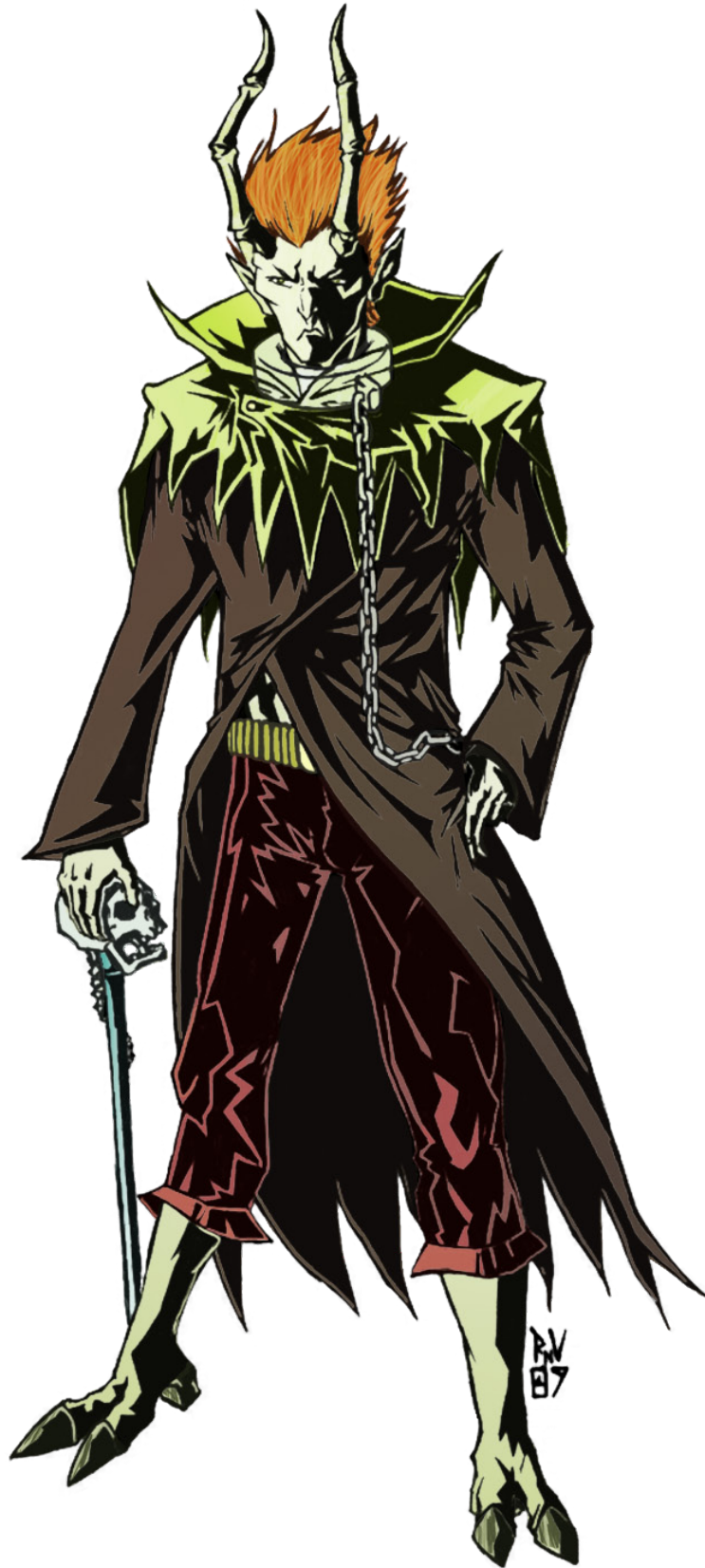
After defeating both creatures the party can access the treasure they hold. One of the marilith's swords and the ortsynis's rod are magical.

On the pedestal is a holy symbol of an unknown deity, which can be used in the altar of Area 5 to access the treasure of the temple.

- ♦ +1 rod of infernal flames
- ♦ +2 longsword

Ortsynis	Level 4 Solo Controller
Large Elemental Humanoid (demon)	XP 875
Initiative +4	Senses Perception: +3
HP 216; Bloodied 108	
AC 20; Fortitude 16, Reflex 18, Will 18	
Immune push/pull/slide	
Saving Throws +5	
Speed 6	
Action Points 2	
Ⓢ Tail Swipe (standard; at-will) +7 vs. AC; 1d6+4 damage, and the target is knocked prone.	
✂ Screaming Fire (standard; at-will) ♦ Arcane, Fear, Fire, Implement Ranged 10; +9 vs. Will; 1d6+7 fire damage, and the target moves its speed away from the ortsynis. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.	
✂ Fire Break (standard; recharge Ⓢ:Ⓢ:Ⓢ:Ⓢ) ♦ Arcane, Conjunction, Fire, Implement Area wall 8 within 10; contiguous squares of the floor erupt in burning fire. It can be up to 8 squares long. The fire lasts until the end of the ortsynis's next turn. Any creature that starts its turn adjacent to the wall takes 1d8+7 fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 2d8+7 fire damage.	
Infernal Flames (immediate reaction, when the ortsynis is hit by an attack; daily) ♦ Fire The attacker takes 1d6 fire damage, and ongoing 5 fire damage (save ends).	
Psychic Fire (immediate interrupt, when an enemy makes an attack against the ortsynis's will defense; at-will) ♦ Arcane, Fire, Implement, Psychic +9 vs. Will; 1d10+7 fire and psychic damage.	
Alignment Chaotic Evil	Languages Common, Abyssal
Str 14 (+4)	Dex 15 (+4) Wis 13 (+3)
Con 14 (+4)	Int 12 (+3) Cha 18 (+6)
Equipment +1 rod of infernal flames	





24. Drow Strike Team

Third Level Encounters

This encounter takes place when the characters return to Area 5, the altar room of the temple ruins. A drow mercenary has been tracking the party's movement through the temple ruins, and is determined to steal their treasures.

When the characters return to Area 6, read the following aloud:

You hear shockingly loud laughter ring throughout the chamber. Standing in the temple room is a beautiful, black-skinned elf wearing darkly glinting chainmail. She brandishes her rapier and gloats, "Perfect timing, if I do say so myself!"

Around her, many goblins have placed themselves in the room, wielding weapons and sacks. Smugly, the black-skinned elf sneers:

"Here I thought I'd have to loot this temple myself, but you've solved all the puzzles for me! Ironic isn't it? To have your treasures snatched from you at the last minute? A brilliant mind like mine is a force to be reckoned with, I suppose."

Wistfully she shakes her head and yawns at you. "I'm so glad I thought of waiting until someone else had fought all these monsters for me; I'd have gotten my hands dirty." She smiles and awaits your reply.

Allow the characters to try to talk her out of a fight, or to bandy insults with her. Her name is Vetricia, and she has no problems trading insults with the characters for several minutes.

Once she's satisfied she has humiliated the party, she simply shouts, "Get them!"

Drow Strike Team	Level 6
Encounter	XP 1252
<ul style="list-style-type: none"> ◆ 1 drow strikeleader (500 XP) ◆ 8 goblin slashers (44 XP each) ◆ 2 goblin stabmasters (200 XP each) 	
<p>For 4 characters, remove 6 goblin slashers</p> <p>For 6 characters, remove 1 goblin slasher and add 1 goblin stabmaster</p>	

Skill Checks

Drow Lore (Nature)

✎ See the D&D 4E Monster Manual.

Goblin Lore (Nature)

✎ See the D&D 4E Monster Manual.

Tactics

The drow strikeleader and her goblins attack in a swarm, attempting to surround the characters and get in plenty of combat advantage. The drow will spend her action point to use both *warlord's strike* and *viper's strike* in the same turn for maximum effect.

Area Features

Altar: This stone table rises 5 feet off the floor. It costs 2 squares of movement to climb up onto its surface.

Pew: These ancient benches are only 2 feet off the floor, but are old and rickety. It costs 2 squares of movement and a DC 10 Athletics check to step up onto a pew.

Special Notes

The initiative bonus the drow strikeleader provides has already been included in the statistics of her and her goblins.

Rewards

In the goblin's sacks are a variety of coins and gems, and a potion. One of them was also lugging an expensive carpet picked up somewhere in the temple grounds.

The characters can now access the altar to insert the final holy symbol. Once the final holy symbol is in place, read the following aloud:

The altar with the four holy symbols embedded in it glows, and a chorus of voices sing as the wall behind the altar shimmers with power. A section of the ceiling descends, and a gilded stone pedestal appears upon it. Lying on the pedestal is a shimmering device. Similar to a rod, it has several buttons on it and interlocking pieces that can be turned to produce different symbols. It gives off an aura of immense power.

Once one of the characters retrieves the artifact, read the *The strange device is cold to the touch. Several of the interlocking pieces shift from the weight of your hands and rotate around the device. A multicolor swirl of lights blinks before your eyes. Images appear, and the world tilts strangely inside the temple. You think you hear a pair of voices arguing, and you smell incense burning somewhere. The world bends out of order and portions of the walls disappear, along with the ground. You feel yourselves spinning out of control, and chaos envelops your senses. You feel as if you're making a long journey, but to where?*

following aloud:

- ◆ *potion of healing*
- ◆ a carpet, worth 250 gp, depicting a battle between the deities Arawn and Mictlantecuhtli
- ◆ 2 opals worth 100 gp each
- ◆ 145 gp 300 sp

Drow Strikeleader Level 6 Elite Soldier (Leader)
Medium Natural Humanoid XP 500

Initiative +10 **Senses** Perception: +3

Combat Leader aura 10; the drow strikeleader and allies within 10 squares who can see and hear the drow strikeleader gain a +2 power bonus to initiative. (already included in the initiative bonus of the drow strikeleader and its allies)

Inspiring Presence (Healing, Martial) aura sight; when an ally who the drow strikeleader can see spends an action to take an extra action, that ally also regains +5 hit points.

HP 136; **Bloodied** 68

AC 24; **Fortitude** 18, **Reflex** 21, **Will** 18

Saving Throws +2

Speed 5

Action Points 1

⊕ **Viper's Strike** (standard; at-will) ♦ **Martial, Weapon**
+12 vs. AC; 1d8+5 damage, and if the target shifts before the start of the drow strikeleader's next turn, it provokes an opportunity attack from an ally of the drow strikeleader's choice.

‡ **Inspiring Reaction** (immediate reaction, when the dark elf strikeleader or an adjacent ally takes damage; encounter) ♦ **Healing, Martial**

The target can spend a healing surge and regain +2 additional hit points.

‡ **Warlord's Strike** (standard; encounter) ♦ **Martial, Weapon**
+12 vs. AC; 2d8+5 damage, and allies gain a +3 bonus to damage rolls against the target until the end of the drow strikeleader's next turn.

↘ **Shake It Off** (minor; encounter) ♦ **Martial**

Ranged 10; the drow strikeleader or a targeted ally makes a saving throw with a +2 power bonus.

↶ **Cloud of Darkness** (minor; encounter) ♦ **Placeholder**

Close burst 1; this power creates a *cloud of darkness* that remains in place until the end of the drow strikeleader's next turn. The cloud blocks line of sight for all creatures except the drow strikeleader. Any creature entirely within the cloud (except the drow strikeleader) is blinded until it exits.

↶ **Inspiring Word** (minor; recharge Ⓜ:Ⓜ:Ⓜ) ♦ **Healing, Martial**

Close Burst 5; The drow strikeleader or an ally in burst can spend a healing surge and regain an additional 1d6 hit points.

Alignment Evil **Languages** Common, Elven

Skills Diplomacy +10, Intimidate +10

Str 14 (+5) **Dex** 16 (+6) **Wis** 10 (+3)

Con 12 (+4) **Int** 11 (+3) **Cha** 15 (+5)

Equipment chainmail, rapier

Goblin Slasher Level 4 Minion Brute
Medium Natural Humanoid XP 44

Initiative +8 **Senses** Perception: +3; low-light vision

HP 1; a missed attack never damages a minion.

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

Speed 6; see also *goblin tactics*

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

+7 vs. AC; 1d6+4 damage.

Combat Advantage

The goblin slasher deals an extra 1d6 on melee and ranged attacks against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +11, Thievery +11

Str 14 (+4) **Dex** 18 (+6) **Wis** 12 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)

Equipment leather armor, short sword

Goblin Stabmaster Level 5 Skirmisher
Medium Natural Humanoid XP 200

Initiative +10 **Senses** Perception: +3; low-light vision

HP 61; **Bloodied** 30

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

Speed 6; see also *goblin tactics*

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

+10 vs. AC; 1d6+4 damage.

‡ **2 Swords** (standard; encounter) ♦ **Weapon**

+10 vs. AC; 2d6+4 damage.

Combat Advantage

The goblin stabmaster deals an extra 1d6 damage against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Sneaky

When shifting, a goblin stabmaster can move into a space occupied by an ally of its level or lower. The ally shifts into the stabmaster's previous space as a free action.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +11, Thievery +11

Str 14 (+4) **Dex** 18 (+6) **Wis** 13 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)

Equipment leather armor, 2 short swords

Appendix: Magic Items

Amulet of the Quiet Mind Level 5+

This amulet is silver set with sapphires; it increases your defenses and resists psychic and thunder.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Critical: Placeholder

Property: Gain resist 5 psychic and resist 5 thunder.

Level 15 or 20: Resist 10 psychic and resist 10 thunder.

Level 25 or 30: Resist 15 psychic and resist 15 thunder.

Blacksteel Armor Level 4+

The dark metal of this armor feels cold to the touch and seems to absorb light.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Scale, Plate

Enhancement: AC

Property: Resist 5 fire and resist 5 radiant.

Level 14 or 19: Resist 10 fire and resist 10 radiant.

Level 24 or 29: Resist 15 fire and resist 15 radiant.

Depthforged Armor Level 2+

Crafted by dark beings that live in the deep, this armor provides benefits to those who venture into the depths.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Chain, Scale, Plate

Enhancement: AC

Property: Gain an item bonus to Dungeoneering checks equal to the armor's enhancement bonus.

Property: Your second wind does not cost a healing surge when you are bloodied.

Flashing Weapon Level 3+

A weapon that shines with holy power.

Lvl 3	+1	689 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Light Blade, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (At-Will ♦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily ♦ Radiant): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d6 radiant damage and is blinded until the end of your next turn.

Level 13 or 18: 2d6 radiant damage.

Level 23 or 28: 3d6 radiant damage.

Mirror Shield Level 5+

This magical shield has a reflective surface. It protects the wielder against gaze attacks, and can reflect some of the enemy's power against itself.

Lvl 5	1,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp		

Item Slot: Arms

Property: Gain a +2 item bonus to defenses against gaze attacks.

Level 15: +4 item bonus.

Level 25: +6 item bonus.

Power (Daily): Immediate Reaction. Use this power when you successfully save against an enemy's gaze attack. The enemy is dazed until the end of your next turn.

Level 15: The enemy is stunned until the end of your next turn.

Level 25: The enemy is petrified until the end of your next turn.

Orb of Lingering Doom Level 3+

This orb's power makes it much more difficult to shake off effects.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when you hit a target with an attack with this implement. One target has a -2 to saves against effects caused by this attack.

Psychic Wand Level 2+

A wand which can channel arcane energy into mind-bending attacks.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (At-Will ♦ Psychic): Free Action. All damage dealt by powers using this wand is psychic damage. Another free action returns the damage to normal.

Robe of Brilliance Level 4+

This robe is woven together with silver and gold thread, and glows faintly when attacked by psychic or radiant powers.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Cloth

Enhancement: AC

Property: Resist 5 psychic and resist 5 radiant.

Level 14 or 19: Resist 10 psychic and resist 10 radiant.

Level 24 or 29: Resist 15 psychic and resist 15 radiant.

Rod of Infernal Flames Level 4+

This rod causes enemies who injure you to burst into flame.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Immediate Reaction. Use this power when you are hit by an attack. The attacker takes 1d6 fire damage and ongoing 5 fire damage (save ends).
 Level 14 or 19: 2d6 fire damage and ongoing 10 fire damage.
 Level 24 or 29: 3d6 fire damage and ongoing 15 fire damage.

Shocking Weapon Level 4+

This weapon leaves a wound that is charged with electricity, which continues to shock an enemy after the attack was made.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 lightning damage per plus

Power (Daily ♦ Lightning): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 lightning damage (save ends). Saves made to end this effect take a –2 penalty.
 Level 12 or 17: Ongoing 10 lightning.
 Level 22 or 27: Ongoing 15 lightning.

Aberrant Naga (Lvl 2 Solo Soldier, Leader)	37	Goblin Stabmaster (Lvl 5 Skirmisher)	49
Angel of Retribution (Lvl 5 Skirmisher)	35	Gullywumpus (Lvl 2 Elite Lurker)	22
Angel of Warding (Lvl 5 Soldier)	35	Highwayman (Lvl 1 Skirmisher)	10
Blazing Hurler (Lvl 1 Minion Artillery)	39	Icecrusher (Lvl 3 Soldier)	39
Brass Gorgon (Lvl 3 Soldier)	42	Ice Imp (Lvl 2 Minion Soldier)	15
Bright Imp (Lvl 2 Elite Lurker)	15	Ice Patch (Level 2 Obstacle)	15
Burning Fever (Lvl 3 Disease)	40	Jungle Exploration (Level 1 Skill Challenge)	9
Chaos Larva (Lvl 2 Skirmisher)	11	Lesser Marilith (Lvl 4 Solo Soldier)	45
Coin Swarm (Lvl 2 Soldier)	17	Longtooth Druid (Lvl 2 Artillery)	29
Convince Turtles (Lvl 3 Skill Challenge)	32	Ortsynis (Lvl 4 Solo Controller)	46
Darkmaw Crocodile (Lvl 1 Elite Lurker)	25	Poison Gas Chamber (Lvl 2 Elite Warder)	17
Dark Channel (Lvl 1 Obstacle)	25	Razor Drake (Lvl 4 Skirmisher)	38
Deviant Monkey (Lvl 1 Artillery)	25	Scuttlespike (Lvl 3 Elite Brute)	43
Device Dismantle (Level 1 Skill Challenge)	13	Star Vine (Lvl 3 Controller)	27
Drow Strikeleader (Lvl 6 Elite Soldier, Leader)	49	Thorn Burster (Lvl 3 Artillery)	27
Fey Vermin (Lvl 2 Elite Brute)	40	Thunderqueen Harpy (Lvl 1 Solo Controller)	21
Fey Wolf (Lvl 3 Skirmisher)	9 & 29	Turtle Defender (Lvl 2 Soldier)	33
Fire Toad (Lvl 2 Artillery)	22	Turtle Zombie (Lvl 2 Minion Soldier)	37
Flame Drake (Lvl 4 Brute)	38	Void Destroyer (Lvl 4 Elite Artillery, Leader)	19
Galeb Duhr Rockthrower (Lvl 3 Artillery)	42	Void Grunt (Lvl 3 Brute)	19
Gnome Treasurehunter (Lvl 1 Lurker)	13	Young Plant Dragon (Lvl 3 Solo Skirmisher)	30
Goblin Slasher (Lvl 4 Minion Brute)	49		

Rumble In The Jungle...

A druidic heresy floods a ruined temple to strange gods with beasts from across the planes. But are the secrets of this fallen holy place more dangerous than the heretics' pets?

Standalone Adventure Or Campaign Beginning

This adventure for 1st to 3rd level characters can be run as a standalone story or as the start of the God War adventure path. By the end of Temple of Outsiders, beginning characters will find themselves at, or very near, fourth level.

Temple of Outsiders Features:

- 36 New Monsters
- 10 New Magic Items
- New Traps, Skill Challenges, and More
- Modular Encounters
- D&D 4E Compatible Adventure
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For use with the 4th Edition

**DUNGEONS
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ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault core rulebooks, available from Wizards of the Coast, LLC.