

INTRODUCTION

A D&D Encounters™ adventure for four to six 1st-level characters

Welcome to an exciting official D&D play program called D&D Encounters. This adventure is a mini-campaign "season" designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each Wednesday, players will earn both in-game rewards for their characters (such as treasure) and accumulate Renown Points towards special program-exclusive D&D Encounters Cards that can be used in this and future seasons of D&D Encounters.

PREPARING FOR PLAY

In order to DM this adventure, everything you need should be provided in the D&D Encounters play kit – this adventure, the poster maps of all the encounter areas (inside the adventure), and a sheet of tokens to use for monsters, adventurers, and battlefield effects. Preparing the adventure for play is easy, simply follow the steps to the right.

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Before you DM your first session:

- Read over the **Introduction**, **Adventure Synopsis**, **Adventure Summary**, and **Resting in Undermountain** sections.
- Read **Session 1: Drinks at the Yawning Portal** under the **Chapter 1: Discovery** section, and read **Encounter 1-1: Back Alley Brawl**. (Alternatively, if you are starting at some other point in the adventure, read the appropriate sections and what's come before.)

At the table of your first session:

- Ensure each player has a character to play. Players can bring a 1st-level character they created, or they can use one of the characters provided in the play kit. At a later point in the adventure, characters that have earned enough experience will level up to 2nd level.
- Ensure each player has a D&D Encounters Play Tracker. This sheet can be found in the play kit, and allows the players to track their character's treasure, experience, and Renown Points earned for each play session.
- Get a session tracking sheet from the organizer. Record all the players' DCI/RPGA numbers on it, along with your DCI/RPGA number. If you or any of the players don't have a DCI/RPGA number, ask the organizer for a membership card.

During the session:

- Remember, each session is **one encounter in length**. Just DM the encounter assigned for that week's session. A typical play time for one encounter is about 90 minutes – 2 hours.
- Remember to make decisions and adjudications that enhance the fun of the game when possible. As the DM, you can feel free to make some adjustments to the adventure (see the sidebar) to facilitate the fun of the players.

At the end of your first session:

- Have the adventurers take a short rest if they want, **but remind them to track their daily abilities**. Healing surges used, daily powers expended, and other daily resources **do not** refresh in-between each session; only at the end of each chapter. Make sure your players track this information on their D&D Encounters Play Tracker.
- Turn in your session tracking sheet to the organizer. Make sure you've recorded all the DCI/RPGA numbers on it, along with your names and the play date.
- Report Renown Point totals earned for each player to the organizer. The organizer will fill out the Renown Point Tracker for the location, and will determine if any players have earned a D&D Encounters Card.
- Give out rewards to the players. This includes experience points, treasure, and possibly D&D Encounters Cards (the organizer will tell you if any players have earned this reward).
- Collect your reward! You should receive a special reward for providing your time as a DM to make the event happen. Your organizer will have more details on your reward.

Once you've been the DM for a session, it should be relatively straightforward for your next week's session. Simply read over the next session's material, and you're ready to go!

ADVANCEMENT AND REWARDS

At the end of each session, you'll award experience points, treasure, and Renown Points to each player. They'll track that information on their D&D Encounters Play Tracker and you'll report the Renown Points each player earned with the organizer.

EXPERIENCE POINTS

Use this chart below to award experience points for each session, and do not modify the amount of experience awarded based on the size of the group playing.

EXPERIENCE POINT AWARDS

XP Description	XP/Character
Session 1: Drinks at the Yawning Portal	115 XP
Session 2: Descent into Undermountain	135 XP
Session 3: Undermountain Crawl	100 XP
Bonus XP: Short Combat Encounter	60 XP
Session 4: Trapped	150 XP
Minor Quest: Locate the Hidden Chambers	20 XP
Session 5: Birth of the Apprentice	115 XP
Session 6: Power of the Apprentice	105 XP
Session 7: Test of the Apprentice	125 XP
Session 8: Legacy of the Apprentice	170 XP
Minor Quest: The Name of the Apprentice	20 XP
Major Quest: Clear Out the First Level	100 XP
Session 9: Broken Tower	125 XP
Session 10: Myconid Infestation	161 XP
Session 11: Charnel Pit	155 XP
Session 12: Showdown	180 XP
Major Quest: Defeat Xeres	125 XP
Minor Quest: Save Fayne	25 XP

If the characters succeed at all the encounters and complete all quests, they should earn 580 XP by the end of Chapter 1, another 635 XP by the end of Chapter 2, and 771 XP when Chapter 3 concludes. **The total experience earned for the entire adventure is 1,986 XP.**

Leveling Up: By the end of Chapter 2, many characters will have earned enough experience to make it to 2nd level. Players should level up their characters in-between sessions when they've reached 1,000 XP earned. Some characters might be level 1, while others might be level 2; that's OK.

Milestones: For every 2 encounters a character completes without taking an extended rest (offered at the end of a chapter), the character reaches a milestone, gaining an action point and possibly gaining use of another magic item daily power.

THE EVER-CHANGING GROUP

Since you can never tell who's going to show up to a D&D Encounters session from week to week, you might wind up with a different group of players. Some players might be starting in "mid-stream," some may have missed a session or two, and others may have played all the sessions with a different DM. That's OK. Catch up new players with a brief summary of what's come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, etc.) since their last extended rest.

Majority Rules: If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, simply find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the most positive result. For example, if there are 5 players at your table, and 3 players rescued Fayne in a previous encounter while 2 didn't, Fayne is considered rescued for the purposes of your session this week.

TREASURE

As the characters progress through the mini-campaign, they will have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. At the end of each session, determine if the players earned any treasure. Use the following rules to divide up treasure amongst the characters.

Gold and Valuables: If the adventurers earn it, each character gets a share as noted on the table below. All valuables like gems and jewelry are converted to gold pieces (gp). Note that the amounts have already been divided up per character, **do not** modify the amounts based on the size of the group playing.

Magic Items: During the adventure, there are a number of magic items that may be discovered. Some of these are defined by the adventure, and some are not. They are listed on the table below. Give out magic items according to the sidebar *Awarding Magic Items*.

When to Gear Up: Characters may buy equipment before beginning play during Session 1 or after Chapter 2 concludes, before beginning Session 9. If they find a magic item that is determined by the player, the player may make the selection of the item after that session is complete, before starting the next one.

CHARACTER DEATH

If a character dies during a session, the player has 2 choices: they can either bring the same character back at the beginning of the next session with a death penalty of -1 to attack rolls, saving throws, skill checks, and ability checks until they've hit one (1) milestone (2 encounters), or they can start a new 1st-level character.

TREASURE FOUND

Name of Treasure	Where Found
12 gp/character	Encounter 1-1
8 gp/character	Encounter 1-2
16 gp/character	Encounter 1-3
Potion of healing	Encounter 1-3
Potion of healing	Encounter 1-3
Level 2 magic item	Encounter 1-3
14 gp/character	Encounter 1-4
Potion of healing	Encounter 1-4
+1 mantle of the apprentice	Session 5
Ritual book with 2 rituals	Encounter 2-1
10 gp/character	Encounter 2-2
Potion of healing	Encounter 2-2
+1 staff of the apprentice	Encounter 2-2
20 gp/character	Encounter 2-3
Level 5 magic item	Encounter 2-3
12 gp/character	Encounter 3-1
Level 4 magic item (head/feet slot)	Encounter 3-1
16 gp/character	Encounter 3-2
Potion of healing	Encounter 3-2
Potion of healing	Encounter 3-2
Crown of the apprentice	Encounter 3-3
+1 vicious weapon	Encounter 3-4
Payment from Fayne (50 gp/character)	Conclusion

RENOVN POINT AWARDS

Accomplishment	Frequency	RPs
Complete an encounter	1/Session	3
Hit a milestone	2/Chapter	2
Create a Character Builder character	1/Season	5
Player's Handbook 3 class or race	1/Season	2
Player's Handbook 3 feat	1/Season	1
Revive a dying adventurer ally	1/Season	1
Hit for 15+ damage against 1 enemy	1/Season	1
Kill 3 minions in 1 attack	1/Season	1
Take 50 enemy damage in 1 session	1/Season	1
Survive 8+ sessions without dying	1/Season	2
Complete all quests	1/Season	5
Moment of greatness	1/Season	2

AWARDING MAGIC ITEMS

When the characters find a permanent magic item, most of the time, the group will decide who gets to keep what. However, if the players can't agree who gets what, use the following system to award magic items in the priority listed.

1. Characters without permanent magic items.
2. Character with the lowest-level permanent magic item.

If there's more than one character that doesn't have a magic item, or two characters tie for the lowest-level magic item, have those players decide who gets it. If they still can't decide, have each roll a d20; high roll gets the item. A player that wants to "opt out" of a pick can do so. You can also do the same with the *potions of healing* and the ritual book if the players can't decide who gets them (but don't count these items as permanent magic items).

Any one character may not have more than 3 permanent magic items at the conclusion of this season.

RENOVN POINTS

One of the great rewards for playing in a D&D Encounters season is the accumulation of Renown Points (RPs), which are given out for accomplishments made by players during (and sometimes in-between) sessions. These Renown Points are tracked at the Wizards Play Network location, and reaching certain thresholds garners the player a tangible reward - a D&D Encounters Card!

These cards can be used by players during the current D&D Encounters season, subsequent seasons, or possibly both. Each card has all the information on how it works printed right on the card itself.

As the DM, it's your task to award Renown Points at the end of a session of play, just like you would award experience and treasure. Unlike experience and treasure though, you'll need to report the Renown Point totals earned for each player to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer will then tell you if any players have qualified for a card.

The Renown accomplishments, their frequency (how often they can be awarded during the current season), and the point values of each are listed to the left.

Player's Handbook 3 Class/Race/Feat: If a player creates a character and chooses one of these options from *Player's Handbook 3*, they receive this award at the first session with the new option. Playing a hybrid character counts as a new class; choosing a new multiclass feat counts as a new feat. Note that you can only receive each award (new class and new feat) once per season.

Moment of Greatness: This is a discretionary award given out by the DM or through party vote to a player for doing something inventive, daring, or just plain cool during a session of play. Each player may earn this award once per season.

RENOVN REWARDS

When a player hits 10 points, they earn their first D&D Encounters Card, called the **Delver Reward**. This is awarded to the player at the conclusion of the session in which they earned enough points to qualify. The second award is called the **Explorer Reward**, and a player qualifies for the reward by obtaining 30 Renown Points in this season. The third award is called the **Adventurer Reward**, and a player qualifies for the reward by obtaining 50 Renown Points in this season.

The final two awards are given out at the conclusion of the season. At the end of the season, a limited number of D&D Encounters Cards will be distributed amongst those that qualify for the reward. If there are more players that qualify for the reward than cards available, the organizer will determine how they will be distributed.

Undermountain: Halaster's Lost Apprentice introduces Undermountain, the most famous dungeon in the FORGOTTEN REALMS, to both new and veteran players. In it, players explore a newly-discovered section of the dungeon. This section provides background information and a summary of the adventure.

THE DUNGEON: UNDERMOUNTAIN

Spanning miles of caverns below Waterdeep, the City of Splendors, Undermountain is the deepest and deadliest dungeon in all the known Realms. To quote the famous sage Elminster, it is "the most famous battlefield in which to earn a reputation as a veteran adventurer—and the largest known grave of heroes in Faerun." It predates the city itself, having been built in and around the ruins of several fortresses and holdfasts, including the Underhalls, a labyrinth built by the dwarven Melairkyn clan. A legendary archwizard called Halaster originally built Undermountain, along with his (original) seven apprentices.

Halaster is as famous for his power as he is for his madness. He used the great dungeon primarily as safe storage for his magical treasures and as a testing ground for his various creations, many of which he derived from extraplanar fiends and his own magical experimentation. When adventurers began raiding the dungeon, Halaster dug deeper, leaving behind hordes of nightmare creatures and devilish traps to cover his tracks. He also delighted in watching the trials of would-be treasure hunters by magic, sometimes inhabiting the very walls to spy upon intruders.

Sometime before the long-ago Spellplague that shattered the Realms, Halaster vanished, leaving Undermountain completely uncontrolled. Monsters still abide there, and if the intervening century has done anything to the great delve, it has made it more dangerous indeed.

IDENTIFYING THE LOST APPRENTICE

A theme in this 12-session adventure is discovering the identity of the Lost Apprentice. Hints can be discovered along the way, though the secret is not strictly necessary to completing the adventure.

The compiled clues include:

- Name: "Maerlyn"
- Human female
- Absorption of arcane powers, memories, souls
- Resistance to the spellplague

The number of identifying characteristics is kept purposefully low to allow the DM to further develop the Lost Apprentice for use in later adventures.

DOWNSHADOW

Over the last century, a community of the desperate and coin-shy (i.e., impoverished) has built up in the first level of Undermountain's dangerous chambers. This "neighborhood"—Downshadow—is composed of down-on-their-luck adventurers, criminals, and folk scarred by magic, who live by skulking, stealing, and avoiding Halaster's monsters. A lean-to shanty town has grown up in a large cavern in the south of Downshadow, dwelt in by roughly two hundred souls.

The adventurers can interact with the folk of Downshadow—for better or worse—in the first part of Session 3.

THE MANIPULATOR: LILTEN TURNCLOAK

The eladrin Liltén (*lill-tehn*) Turncloak—a mastermind and schemer with the Hells' own luck—has, over the past century, earned enough power and influence to obtain himself a seat on the council of the Masked Lords who rule the City of Splendors. His name and identity as a Masked Lord are unknown to the populace, but his face is a common sight among the social settings of Waterdeep, be they high-class gathering halls or seedy dives. A certain enchantment surrounds Liltén whereby eventually, most who meet him lose their memory of his name and face, retaining only the faint stirrings of recognition and a sense of ease and good cheer when he is around.



ARND BRONKHORST

BEHIND THE SCREEN: THE INVISIBLE MASTERMIND

The adventurers never actually meet Liltan during the campaign, but he can come up in conversation with Fayne or with Xeres. If you, as the DM, plan to follow up on this campaign, Liltan makes an excellent recurring NPC, either helpful or antagonistic, depending on whether the adventurers serve his interests.

Liltan has been many things over the course of his long life: prince, cleric, and adventurer. Currently, in addition to his duties to Waterdeep, he is the high priest of Beshaba, Goddess of Misfortune, having turned his back (hence "Turncloak") on his former deity and master, Erevan Ilesere, the fey exarch of mischief.

THE RIVALS: FAYNE AND XERES

Liltan's "hiding in plain sight" anonymity allows him to do what he pleases in the city, though he did not reach his position by being careless. He prefers to work exclusively through hirelings or indirect agents, who usually do not know they are being hired by him.

His closest servants are his fey'ri children, who constantly compete for his favor: Fayne (*feign*), a warlock who prefers to use trickery and illusion to accomplish her aims, and Xeres (*zerr-ease*), a swordmage with no head for subtlety. Through Fayne and his other agents, Liltan knows many of Waterdeep's—and the Realms'—secrets, and is always searching for those he doesn't know.

BEHIND THE SCREEN: FEY'RI

Fey'ri—or Daemonfey—are the last descendents of the sun elf House Dlardrageth from the empire of Siluvanede, which interbred eladrin with demons in order to strengthen their bloodline. After their matriarch Sarya was slain shortly before the Spellplague, they scattered to the winds, and can be found in many places in Faerun, using their natural talents for deception and trickery to garner wealth or wield great power.

For more information on fey'ri, see *The Last Mythral* novel trilogy by Rich Baker. Liltan and Fayne appear in the *Forgotten Realms* novel *Downshadow*.

CURRENT EVENTS: HALASTER'S LOST APPRENTICE—DISCOVERED!

Within the past tenday, a passage has been discovered on the highest level of Undermountain (also called Downshadow) leading—or so the tavern tales would have it—to a series of chambers in which dwelt one of the fabled Halaster's apprentices, one lost to time and history. Its revelation was particularly memorable: the wards claimed all but one member of the adventurers that discovered it, and left the last one hopelessly mad. So the story goes, however,

that the initial intrusion expended the outer wards and—like a trap that cannot be reset—the chambers now lie open for any enterprising delver with a lick of skill and a taste for adventure to find.

Knowing the legendary power of Halaster and his apprentices, the crafty nobleman Liltan Turncloak wants to piller the secrets of the chamber first. To this end, he has set the exploration of the chamber as a competition between his already fiercely competitive children. Taking after her father, the girl Fayne has risen to the task by hiring a band of adventurers to explore the chambers. Her half-brother Xeres, on the other hand, plans to have his thugs waiting for the adventurers when they emerge, to strip them of their hard-won wonders. That is, if they ever emerge at all.

UNDERMOUNTAIN AND HALASTER LORE

Arcana DC 10: Halaster Blackcloak is an infamous name among magical scholars: an ancient archmage whose power was supposed to rival the fabled Chosen of Mystra, once-goddess of magic, and whose madness strove with that of the god of lies, Cyric. It is unknown what became of him.

Arcana DC 15: Anyone who kept a wizard's sanctum hidden for at least a century's worth of nosy adventurers must have used powerful magicks to ward it. If it's been discovered now, it means the magicks are waning, and it's a good chance to explore the hidden chambers.

Dungeoneering DC 10: Undermountain is supposedly filled with deadly traps—mechanical as well as magical—and also a horde of bizarre creatures crafted from Halaster's sorcery.

Dungeoneering DC 15: Most accounts settled on Undermountain spanning nine levels and fourteen sublevels, but no one knows what the influence of the Spellplague might have worked upon it.

History DC 10: Halaster Blackcloak created Undermountain long before most of what is now Waterdeep was built. It is said that he controlled more power in the form of items, wards, and living spells than most other mages combined.

History DC 15: Halaster vanished before the Spellplague, supposedly engaged in rituals meant to avert the coming disaster. His wealth still waits for any brave enough to seek it.

Streetwise DC 5: The top level of Undermountain is home to the shifty community of Downshadow, an underworld for the capable but temporarily impoverished—in other words, other adventurers. Folk of Downshadow are known throughout the city as dangerous and untrustworthy.

Streetwise DC 10: A eladrin swordmage called Xeres has publicly declared ownership of the Hidden Chambers, and vowed that anyone who attempts to explore them will be punished.

Streetwise DC 15: Of the explorers who found the entrance to the hidden chambers, only one returned alive. He claims that the way is open, though only brave adventurers have any chance of survival.

ADVENTURE SUMMARY

Undermountain: Halaster's Lost Apprentice is divided into three components. The entire adventure is a mini-campaign that spans the length of the spring 2010 D&D Encounters season. The adventure is broken up into three chapters, which are story arcs within the bigger adventure and contain opportunities for the adventurers to take extended rests in-between each one. Each chapter contains 4 sessions, which are one encounter in length and designed to be run once per week.

Each of the chapters, as well as the individual weekly sessions, is described below.

CHAPTER 1: DISCOVERY

The first four sessions lead to the discovery of the hidden chambers and end with the heroes being trapped inside, cut off from the world above. Fayne hires them to delve into Downshadow and brave the unknown dangers that lie in store. The minor quest award here is finding and entering the hidden chambers (which the adventurers do as of **Encounter 1-4**).

SESSION 1:

DRINKS AT THE YAWNING PORTAL

In the alley behind the Yawning Portal, the adventurers must save Fayne (their contact) from an attack by Xeres's thugs; impressed, Fayne hires them to investigate the hidden chambers of Undermountain.

Encounter 1-1: Back Alley Brawl

SESSION 2:

DESCENT INTO UNDERMOUNTAIN

The adventurers make their way into Undermountain (either by way of the Yawning Portal itself or the secret entry through the cellar) and end up in an ambush by desperate Downshadowers bribed by Xeres.

Encounter 1-2: Downshadow Ambush

SESSION 3: UNDERMOUNTAIN CRAWL

This is a two-part skill challenge wherein the adventurers must find the Lost Apprentice's chambers, then unlock the wards to allow them to pass safely. A short fight with denizens of the dungeon might also ensue while exploring the chambers.

Encounter 1-3: Finding and Unlocking the Wards

SESSION 4: TRAPPED

As soon as the adventurers enter the Hidden Chambers, they must battle the animated guardians of the place, a monster, and magical traps. Afterward, Xeres appears and collapses the entry tunnel, trapping them inside.

Encounter 1-4: Halaster's Guardians

CHAPTER 2: IMPRISONMENT

Sessions 5-8 delve into the secrets of the Hidden Chambers, and contain hints as to the identity of the Halaster apprentice who dwelt here, an echo of whom lingers here as a ghost. There are hints along the way as to the Lost Apprentice's identity and history; solving the riddle of the Lost Apprentice's identity gives the adventurers an upper hand in the final battle of the chapter (though it isn't strictly necessary, for those who haven't been attending every session). If the adventurers solve her identity at any point, they can free her by naming her, earning the adventurers a minor quest award. Killing the specter in **Encounter 2-4** also frees her. The minor quest award here is mapping out the hidden chambers and finding an escape route (as of **Encounter 2-4**).

SESSION 5: BIRTH OF THE APPRENTICE

In an ancient bedchamber, the adventurers encounter a female ghost and a specter, which appears to be feeding on her. The undead vanish, leaving the adventurers to fight a pack of rats that have made a home in the chambers.

Encounter 2-1: Home Invasion

SESSION 6: POWER OF THE APPRENTICE

The adventurers enter the apprentice's spellcasting chamber, triggering the persistent wards that summon a series of strange and exotic creatures (fell taints) that the apprentice used as targets for arcane attacks.

Encounter 2-2: Target Practice

SESSION 7:

TEST OF THE APPRENTICE

The adventurers enter an automatically self-sealing chamber, which contains an eladrin maiden trapped in some sort of magical containment device, which promptly attacks them with Spellplague-powered attacks.

Encounter 2-3:

Plague Resistant

SESSION 8:

LEGACY OF THE APPRENTICE

The heroes face the shadow from Session 5—a specter—and his undead minions. If they have figured out the identity of the apprentice, they can name her, which deactivates the specter's chilling aura. They free the ghost (minor quest award) and clear out the first level (major quest award).

Encounter 2-4:

Tainted Servants



CHAPTER 3: ESCAPE

The adventurers have found a way out of the Hidden Chambers, but—failing to stay them in their task—Xeres has decided to swoop in and attack through the exit they mean to take. He kidnaps Fayne (who has arrived to help the adventurers get out of Undermountain) and disappears down the stairs to the next level of the hidden chambers. Rescuing Fayne nets the adventurers a minor quest award, while defeating Xeres—and thus completing their exploration of the Lost Apprentice's chambers—scores a major quest award.

SESSION 9: BROKEN TOWER

As Xeres and his agents attack, Fayne appears and occupies Xeres, keeping him out of what is already a tense battle. When the last of his thugs is defeated, Xeres kidnaps Fayne and flees down to the next level of the Hidden Chambers.

Encounter 3-1: Xeres's Betrayal

SESSION 10: MYCONID INFESTATION

The adventurers chase Xeres through a chamber currently overrun by myconids, which feed upon some of the arcane experiments being grown here. Some of the chemicals can make for grenade-like splash weapons.

Encounter 3-2: Rotten Scrolls, Fouled Potions

SESSION 11: CHARNEL PIT

The adventurers venture into an undead-filled chamber that was used for practicing dark necromantic rituals. There is a pit in the center that leads to the final chamber: a red-hot disposal room with magically generated lava.

Encounter 3-3: Restless Experiments

SESSION 12: SHOWDOWN

The heroes track Xeres to the last of the Lost Apprentice's chambers—a bridge over a lava pit—and do battle with him and his remaining minions while the life of Fayne hangs in the balance.

Encounter 3-4: Showdown with Xeres

ADJUSTING THE ENCOUNTERS

Chapters 1 and 2 (Sessions 1-8) assume a party of 5 1st level characters, while Chapter 3 (Sessions 9-12) assumes a party of 5 2nd level characters. Compare your adventurers to the chapter's recommended level with the following guidelines:

Your party is a **"weak party"** if it consists of any of the following:

1. 4 or fewer characters of the chapter level or lower
2. 5-6 characters, all lower than the chapter level
3. **Optional:** Most or all of the players are new to D&D or roleplaying games

Your party is a **"strong party"** if it consists of any of the following:

1. 6 or more characters of any level
2. 5 or more characters, at least half of whom are higher than the chapter level
3. **Optional:** Your players are veteran D&D 4th Edition players and like added challenge

If you have a weak party, remove one of the lowest level monsters from the encounter. If you have a strong party, add one monster among the types listed for each encounter whose level matches the encounter level.

For instance, in **Encounter 1-1** (a level 1 encounter), you might subtract the halfling slinger (level 1 artillery) from the encounter if your party is weak, or add a second dwarf squire (level 1 soldier) if your party is strong. In **Encounter 3-4** (a level 4 encounter), you'd probably remove one elf archer (level 2 artillery) for a weak party or add a deathjump spider (level 4 skirmisher) for a strong party.



RESTING IN UNDERMOUNTAIN

The adventurers are only allowed to take an extended rest between chapters. They can take short rests between sessions within the chapters.

- During Chapter 1, the adventurers progress immediately from aiding Fayne to the ambush in Downshadow, then they cannot find a place for an extended rest in Undermountain until they enter the hidden chambers.
- During Chapter 2, the adventurers are unable to take an extended rest because the dark specter harasses them when they try to sleep, filling their heads with terrible nightmares that do not allow sleep.
- During Chapter 3, the adventurers are chasing Xeres and the time pressure does not allow for an extended rest. **Note:** If the adventurers take an extended rest anyway, then they miss out on the chance to rescue Fayne and earn a minor quest award, plus several effects specific to the chase. See the Chapter 3 sidebar: *Keeping Up the Chase*, page 38.

CONTINUING THE ADVENTURE

After the 12th session of play is completed, the adventure and current season of D&D Encounters is over. However, you and your players don't have to let the fun stop there! Here are just a few options to consider, continuing your game at your location.

- **Play or DM in the next D&D Encounters season.**
There's always a new D&D Encounters season right around the corner. Each season will spotlight a different setting or play experience!
- **Play or DM *Living FORGOTTEN REALMS*.** Characters from this season are allowed to port over to the LFR campaign at the conclusion of the adventure. LFR offers dozens and dozens of adventures spanning the breadth of the Realms, and you can earn experience and treasure for your character as you adventure! Visit DungeonsandDragons.com and click on "Events" for more information.
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JASON A. ENGLE

FOCI OF THE APPRENTICE

In the Hidden Chambers of the Lost Apprentice, successful and crafty players can obtain three potent magic items that work well alone but even better as a set. The items'

arcane resonance is such that they work together when on the same person, or on different allies within 5 squares of each other. Multiple different pieces can thus be carried by different characters in the party, giving those characters the benefits listed.

Mantle of the Apprentice:

The +1 mantle of the apprentice is located on a coat rack in room H2, which features in Session 5: *Birth of the Apprentice* and Session 8: *Legacy of the Apprentice* (it can be obtained during either session). The ratty cloak is covered by a century of dust and is very tattered, but its protective enchantments still function.

Staff of the Apprentice:

The +1 staff of the apprentice leans against the corner in room H4, which features in Session 6: *Power of the Apprentice*. The staff appears to be just an ordinary broom, but if a hero wields it, it becomes a powerful magic staff.

Crown of the Apprentice: The crown of the apprentice is worn by Xeres himself, but Fayne pulls it off his head and leaves it for the adventurers in H8, featured in Session 11: *Charnel Pit*.

Mantle of the Apprentice

Level 4+

Level 4	+1 . . . 840 gp	Level 19	+4 . . . 105,000 gp
Level 9	+2 . . . 4,200 gp	Level 24	+5 . . . 525,000 gp
Level 14	+3 . . . 13,000 gp	Level 29	+6 . . . 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. **Trigger:** You are hit by a close or area attack. **Effect:** An adjacent enemy of your choice is included in the attack.

Staff of the Apprentice

Level 3+

Level 3	+1 . . . 680 gp	Level 18	+4 . . . 85,000 gp
Level 8	+2 . . . 3,400 gp	Level 23	+5 . . . 425,000 gp
Level 13	+3 . . . 17,000 gp	Level 28	+6 . . . 1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** You score a critical hit with a melee attack using this staff. **Effect:** One of your arcane encounter powers recharges.

Crown of the Apprentice

Level 5+

Item Slot: Head

Level 5 . . . 1,000 gp Level 18 . . . 85,000 gp

Property: You gain a +2 item bonus to Arcana checks. This bonus increases to +4 if you are using the Arcana skill to detect magic. Level 18: +4 Arcana checks, +6 to detect magic.

Power (Encounter): Free Action. **Trigger:** You use a utility power with a burst or blast effect. **Effect:** Increase the area of the burst or blast by 1.

Level 18: Increase the area of the burst or blast by 2.

FOCI OF THE APPRENTICE ITEMS

Lvl	Name	Price (gp)	Item Slot
3	Staff of the apprentice	680	Weapon
4	Mantle of the apprentice	840	Neck
5	Crown of the apprentice	1,000	Head

FOCI OF THE APPRENTICE BENEFITS

Pieces	Benefit
2	You gain a +2 item bonus to saving throws against any effect with the charm, or illusion keyword. The pieces can be on different characters. Both characters gain the benefit if within 5 squares of each other.
3	Once per encounter, any ally possessing a piece of the foci of the apprentice may add 1 to the distance of any teleport, slide, push, or pull they make through use of a utility power. All allies must be within 5 squares of each other to use this benefit. Once this benefit is used, it cannot be used by another ally this encounter.

CHAPTER 1: DISCOVERY

The first four encounters lead to the discovery of the hidden chambers and end with the heroes being trapped inside, cut off from the world above.

Note that the adventurers are not allowed to take an extended rest between encounters in this chapter. They are under time pressure to find the hidden chambers in the beginning, then the encounter in session 4 follows immediately after the skill challenge in session 3. The first opportunity they get to take an extended rest is after session 4, when they are trapped in the Lost Apprentice's hidden chambers.

SESSION 1: DRINKS AT THE YAWNING PORTAL

In the Yawning Portal, the adventurers encounter a woman called Fayne, who is looking to hire adventurers to investigate a series of newly discovered chambers in the infamous Undermountain. The adventurers are not actually the first band she approaches—as they watch, she is conversing with another band, which ends up attacking her in the alley behind the tavern. After they intervene, Fayne thanks them profusely and, impressed, offers them the job instead.

Y1. YAWNING PORTAL COMMON ROOM

When the encounter begins, read:

The warm atmosphere of the Yawning Portal tavern offers a blessed relief from the bitter winter chill outside. Here, pipesmoke and the scent of spiced wine mingle with dozens of dialogues bleeding into one, while the snowy world lies trapped outside the heavily fogged glass. In the midst of the folk talking and dancing is a wide circular well lit by everburning torches: the eponymous Yawning Portal, which, the legend holds, is an entrance to Undermountain, the legendary dungeon.

Intent on adventure—whether for sheer thrills or for matters material and financial—you settle into the smoky common room, looking about for a wealthy patron or a rumor of treasure to be found.

Within a mere moment of your entrance, a lovely musical laugh seizes your attention. At the next table, a nobly-dressed half-elf woman with a shock of crimson hair and bright grey eyes is discussing just such a quest with two adventurous-looking types: a dwarf and a tiefling wizard. You hear her mention “gold” and “ancient magic.”

Perception Check

DC 10: You overhear bits of the conversation between the woman and the adventurers; she wants to hire them to explore a newly discovered section of the legendary Undermountain, specifically what lies beyond a magically sealed portal. She is offering to pay them 200 gold pieces. You also see that she has two heavy coin pouches strapped to her waist.

DC 15: Two very shady characters—bandits if you’ve ever seen the like—linger by the back door. They keep glancing over at the table next to you, as though sizing the woman up for a potential mugging.

DC 18: The woman gives her name to the men as “Rien” and claims she is working on behalf of a wealthy patron.

Insight Check

DC 15: The tiefling and the dwarf are clearly leading the woman on, intent on robbing her.

Allow the adventurers to role-play for a minute or two. After sufficient time has passed—or as soon as they successfully make the above Insight check—read:

“Well, gentlemen!” the half-elf says sweetly, quite loudly enough for you to hear. “My patron will be so pleased that you’ve accepted our little task. If you’ll just accompany into someplace more private—? Ah. The alley will do nicely indeed.”

With that, she stands, and the dwarf and tiefling accompany her to the back door. As they pass through the doors, two men clad in rough-spun commoner’s clothes turn and follow them out.

If the adventurers follow the woman and the muggers out, go to **Y2. Ally Behind the Portal**, page 14.

In the event the adventurers do not follow the woman and the muggers out, pause for a moment, then read:

After a few moments, the door swings open again and the woman returns, a slight frown on her face. She wears only one of her two coin pouches. After a moment, she spots you and smiles brilliantly once again. “Ah, adventurers! Just the sort I need. Those berks were SUCH a disappointment.

“I am Fayne, and the man I represent is interested in commissioning the services of just such heroes as yourselves. Buy me a drink?”

Go to **Negotiating with Fayne**, below.

FAYNE’S ILLUSIONS

If the adventurers did not play along with Fayne’s game, here’s what happened: Fayne had the muggers appear to beat her up as indicated in the encounter; then, disappointed that her game didn’t work, she sent them away, used illusion magic to remove the signs of injury, and returned to the common room. A DC 20 Perception check notices that she shows no sign of being out in the cold. A DC 25 Arcana check suggests illusion magic is at work.



Y2. ALLEY BEHIND THE PORTAL

If the adventurers follow the mysterious woman and the shady adventurers out, read:

You push out the door into the blustery night, your breath suddenly steaming into the darkness.

From across a foul-smelling canal, a feminine cry of pain cuts through your ears, and you see the two ruffians from inside holding the woman up while the dwarf pummels her. The tiefling and a halfling stand by, watching.

"No, of course I don't have all the coin on me," the woman says dazedly, "it's just—"

Her pleading grey eyes fix on you, and the muggers soon realize they are not alone in the alley. They let her fall in the gutter and draw steel.

Go to **Encounter 1-1: Back Alley Brawl**.



NEGOTIATING WITH FAYNE

While the campaign is largely geared toward it, the adventurers don't have to work for Fayne. If they refuse her offer and aid, they must go about the following encounters without her support (primarily in the form of the map), though rescuing her in Chapter 3 still nets them a quest award. Use these guidelines if and when the adventurers meet up with Fayne.

Fayne wants adventurers to explore the newly discovered "hidden chambers" in Undermountain on behalf of her "Patron," whom she will not name but whom she promises will reward the adventurers handsomely for their services. She offers 200 gp as a lump sum reward, but a successful Diplomacy check will raise the offer by 5 gp per point over 15, to a maximum of 250 gp with a DC 25 check. (This is the adventurers' reward at the end of session 12.)

During the negotiation, Fayne is playing the damsel in distress, which she does very well. A very hard Insight check (DC 25) reveals that her act is not entirely genuine. She is earnest about employing the adventurers, however, and the reward she promises is real.

Fayne has a map to the hidden chambers, which she gives to the

adventurers—the first part of their assignment is to complete the map. The second is to bring her back any magical treasures they find. Not to worry, however! Her patron is interested only in knowledge in this case, and so will return most of the treasures they find. The adventurers gain the **Minor Quest: Locate the Hidden Chambers**.

Fayne answers the adventurers' questions to the best of her ability. While she has been in Downshadow extensively, she can truthfully say she has never been in the hidden chambers (having been forbidden by her father, who knows her natural curiosity).

If the adventurers ever attack Fayne, use the statistics in the next column.

Fayne, Half-Elf Negotiator (F)	Level 7 Controller
Medium fey humanoid (half-elf)	XP 300
Initiative +6	Senses Perception +2; low-light vision
HP 77; Bloodied 39	
AC 20; Fortitude 17; Reflex 20; Will 20	
Speed 6	
⚔ Dagger (standard; at-will) • Weapon	
+12 vs. AC; 1d4 + 4 damage	
✦ Deceptive Maneuver (standard; at-will) ✦ Charm	
+10 vs. Will; the target makes a basic attack against one of its allies of Fayne's choice	
✦ Silver Deception (standard; recharge ☼ [F]) ✦ Charm	
Ranged 10; +11 vs. Will; the target is dominated until the end of Fayne's next turn	
✦ Pathetic Appeal (standard; encounter) ✦ Charm	
Close burst 5; +11 vs. Will; targets enemies; the target cannot attack Fayne (save ends). If Fayne makes an attack roll against the target, that target makes a saving throw against this effect	
Change Shape (minor; at-will) ✦ Polymorph	
Fayne can alter her physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Combat Advantage	
Fayne deals 2d6 extra damage against any creature granting combat advantage to her.	
Fey'ri Deception (move; encounter)	
Xeres teleports 5 squares and becomes invisible until the end of his next turn or until he attacks.	
Alignment Unaligned	Languages Common, Elven
Skills Bluff +12, Insight +7, Stealth +11, Thievery +11	
Str 10 (+3)	Dex 17 (+6) Wis 9 (+2)
Con 13 (+4)	Int 12 (+4) Cha 19 (+7)
Equipment Fine clothes, dagger	

LET THEM FIGHT IT OUT

If the adventurers decide not to follow Fayne outside, and don't have the fight in **Encounter 1-1: Back Alley Brawl**, it can make for a very quick first play session. Instead, after the negotiations have completed with Fayne, she dismisses them and says she'll work out the arrangements in an hour or two, suggesting the characters head out onto the streets of Waterdeep to get what gear they think they'll need for their excursion. The muggers then attack the adventurers when they leave the Yawning Portal, targeting them in a more straightforward fight as they walk down the back alley depicted on the map while out on the town.

LIKELY QUESTIONS AND FAYNE'S ANSWERS

Who do you work for?

Discretion forbids naming my patron, but rest assured, he will reward you quite handsomely for your efforts.

(If the adventurers make a DC 15 Diplomacy check, Fayne admits that her patron is her father, and she names him Lueth. On a DC 15 History check, an adventurer that speaks Elven knows that Lueth is an archaic elven word meaning "riddle" or "trick.")

What might we find in the hidden chambers?

"I do not know, but it must be fabulous indeed. I wish I were going along with you!"

Why not come along yourself?

Fayne laughs. "Oh, you are as amusing as you are brave. I am but a simple messenger—you are the heroes. It is possible, however, that should you find a way to dispel the wards, I might find a portal that leads into the complex."

What sort of opposition might we expect? Anything to watch out for?

Fayne's face grows dark. "Oh, a certain bit of pond scum named Xeres—a swordsman, a wizard, and an all about scoundrel. He'll be wanting to steal your treasures, I'll tell you that much."

What relationship do you have with Xeres?

Now Fayne blushes a little. "Oh, he and I... well, it's complicated. Rest assured, though, he's no ally of mine, as I suspect he'd sooner reward loyalty with death than coin."

Skill Knowledge: Fayne can also tell the adventurers any of the information they would have gained on Halaster or Undermountain with a DC 15 Arcana or Streetwise check.

SESSION 2: DESCENT INTO UNDERMOUNTAIN

Fayne arranges the heroes to ride the harness down the Yawning Portal—a great well that leads down into Downshadow, the first level of Undermountain. Battle awaits them at the bottom, in the form of thugs bribed to ambush anyone coming down the great well.

Y1. YAWNING PORTAL COMMON ROOM

If the adventurers are working for Fayne, she automatically pays their way down the well. If they refused to work for Fayne, they must pay 10 gp each or take their chances operating the winch themselves. This requires a DC 10 Dungeoneering skill check; on a failure, the rope snaps part of the way down and the character falls 20 feet, suffering 2d10 falling damage. Should this

occur, the big Chondathan man—Durnan the Sixth, named for his infamous ancestor, an adventurer in Waterdeep and original proprietor of the Yawning Portal—operating the winch leans over the well and shouts "I told you so!"

Once all the adventurers are safe at the base of the well, go to **Encounter 1-2: Downshadow Ambush**.

SESSION 3: UNDERMOUNTAIN CRAWL

After the ambush, the adventurers must rely on their skills rather than just their steel to navigate the treacherous tunnels and corridors of Undermountain.

TIME ELEMENT

The longer the Hidden Chambers lie unexplored, the more likely it is that other adventurers will beat the adventurers to them, thus stealing their glory/reward. The adventurers must accomplish each part of the skill challenge within 8 turns, or they begin to lose one healing surge each for each turn that passes beyond 8.

Go to **Encounter 1-3: Finding and Unlocking the Wards**.

SESSION 4: TRAPPED

As soon as the adventurers unlock the wards on the door to the Hidden Chambers, they must first interact with, and then battle the animated guardians of the place. During the fight, the entry tunnel collapses, trapping them inside.

Go to **Encounter 1-4: Halaster's Guardians**.

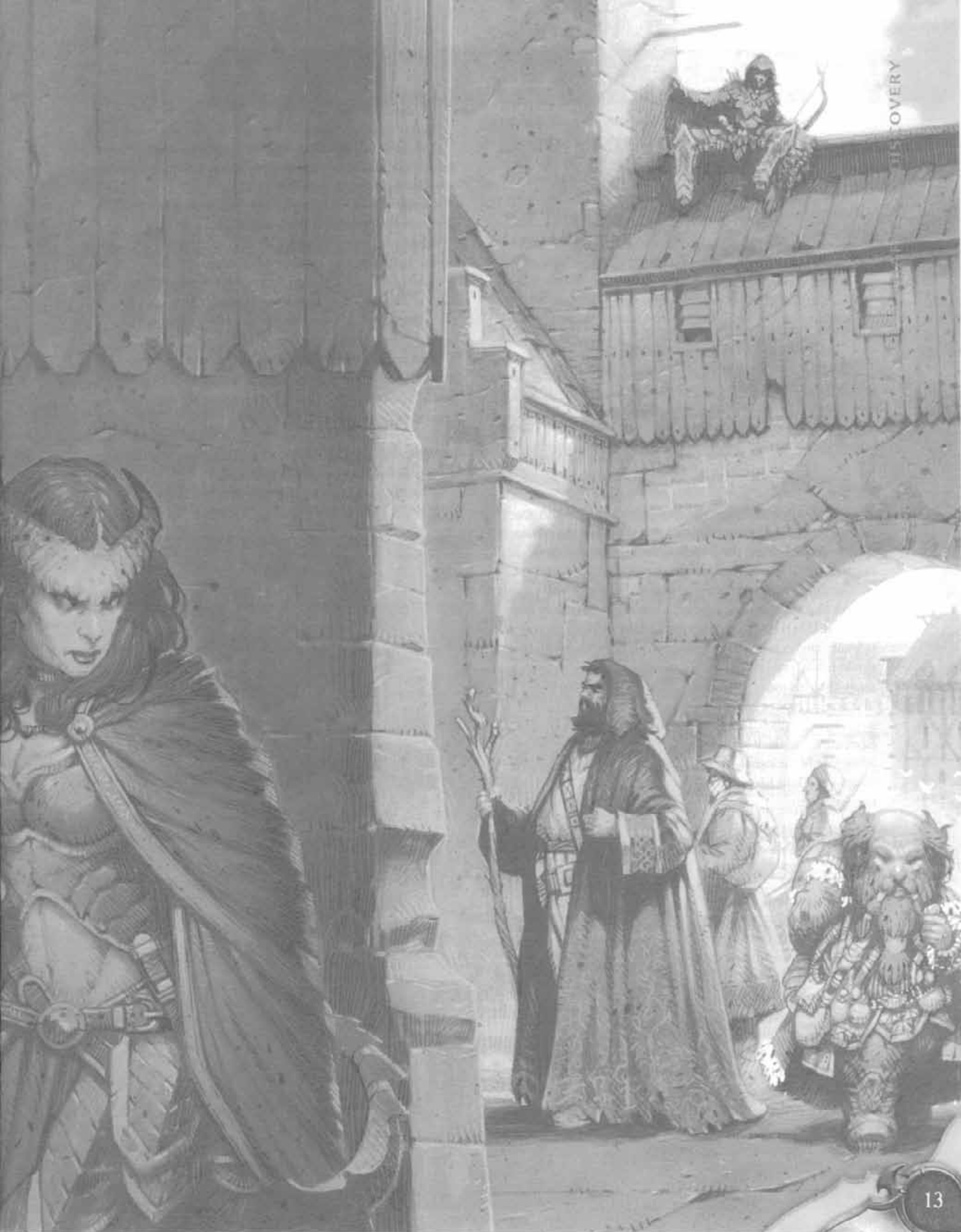
CHAPTER 1 FINALE

The adventurers have successfully located and gained access to the hidden chambers of Halaster's lost apprentice, earning them the minor quest award.

The entrance is sealed off, and they cannot escape that way. They have no choice but to go deeper into the apprentice's chambers, searching for an exit and for exploration.

SAFE FOR THE MOMENT

With the entrance sealed against rival explorers, the adventurers may take an extended rest before exploring the hidden chambers of the Lost Apprentice. As they will not be able to take an extended rest during Chapter 2: Imprisonment, this would be a wise decision.



ENCOUNTER 1-I: BACK ALLEY BRAWL

Encounter Level 1 (575 XP)

SETUP

2 human bandits (B)

Dwarf squire (D)

Tiefling hedge wizard (T)

Halfling slinger (H)

Fayne (F)

The adventurers start the encounter in one of the squares close to the back door of the Yawning Portal.

Place the bandits, the dwarf squire, and the tiefling hedge wizard immediately, as well as Fayne (who is prone and does not participate in the fight). The halfling is attempting to hide; place him at the beginning of the combat only if an adventurer makes a DC 15 Perception check.

TACTICS

When the combat begins, the hedge wizard and slinger immediately begin ranged attacks. If there are no adventurers on the bridge, the bandits cross the bridge and engage the adventurers directly.

The dwarf squire steps to the end of the bridge and guards against any approaching attackers, leaving the artillery free to attack. (He is careful not to stand on the bridge.) He particularly enjoys knocking opponents off the bridge with his shield bash. If no opponents are within his melee reach on his turn, he makes a throwing hammer attack. If the adventurers make it to the other side of the canal, the dwarf abandons his post and engages them.

FEATURES OF THE AREA

Illumination: Bright (moonlight and streetlamps).

Bridge: Any creature attempting to move more than 2 squares in one move action across the bridge must attempt a DC 10 Acrobatics check. Failure forces an immediate saving throw; on a success, the creature falls prone; on a failure, the creature falls into the canal. A creature struck by a critical hit also forces an immediate saving throw.

Crenellated Wall: A creature prone in a square adjacent to one of the crenellated walls has cover from all attacks made from the other side.

Fayne: Fayne lies stunned in the marked square. She does not participate in the combat.

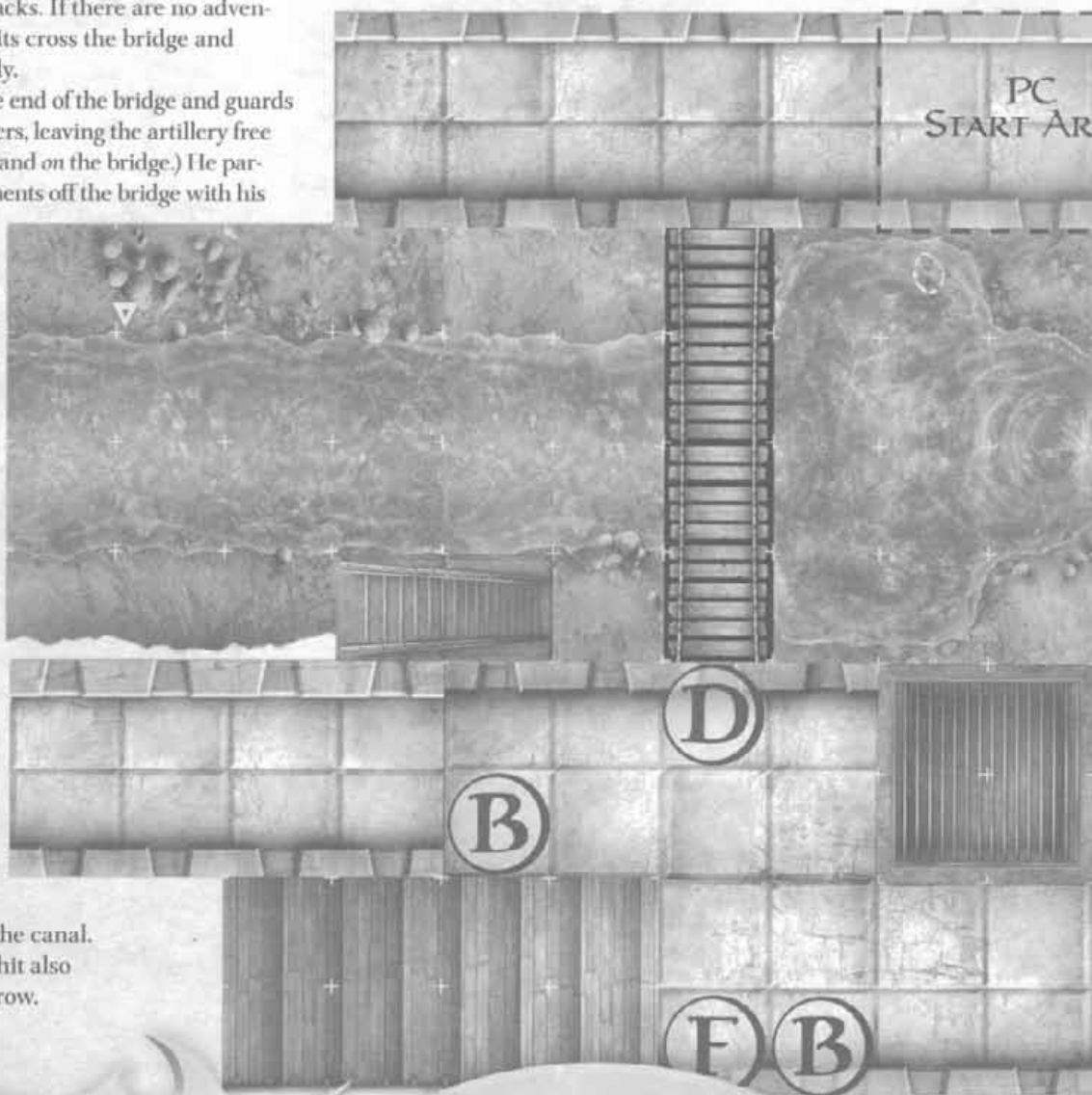
Ladder: Treat the ladder as difficult terrain. A creature on the ladder grants combat advantage.

Sewer Canal: The canal that runs through the battlefield is 20 feet deep; a creature that falls in takes 2d10 falling damage. If a creature falls in the putrid sewer water, reduce the damage to 1d10.

Sewer Spout: The rusty, mold-covered sewer spout is difficult terrain to anyone standing on or adjacent to it. It provides cover against attacks from outside the canal to creatures in all adjacent squares.

Sewer Water: The water squares to the right of the bridge are shallower than the canal. All squares filled with sewer water are difficult terrain.

Treasure: Searching the bodies of the thugs yields a total of 60 gp (the loot Fayne paid them to fake the attack).



Human Bandit (B) **Level 2 Skirmisher**

Medium natural humanoid (human) XP 125

Initiative +6 Senses Perception +1

HP 37; Bloodied 18

AC 16; Fortitude 12, Reflex 14, Will 12

Speed 6

① **Mace** (standard; at will) ♦ **Weapon**
+4 vs. AC; 1d8+1 damage, and the human bandit shifts 1 square.② **Dagger** (standard; at will) ♦ **Weapon**
Ranged 5/10; +6 vs. AC; 1d4+3 damage.⚡ **Dazing Strike** (standard; encounter) ♦ **Weapon**
Requires mace; +4 vs. AC; 1d8+1 damage, and the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.**Combat Advantage**

The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Alignment Evil Languages Common

Skills Stealth +9, Streetwise +7, Thievery +9

Str 12(+2) Dex 17(+4) Wis 11(+1)

Con 13(+2) Int 10(+1) Cha 12(+2)

Equipment leather armor, mace, 4 daggers

Dwarf Squire (D) **Level 1 Soldier**

Medium natural humanoid (dwarf) XP 100

Initiative +4 Senses Perception +1

HP 32; Bloodied 16

AC 19; Fortitude 14, Reflex 11, Will 13

Speed 5

① **Warhammer** (standard; at will) ♦ **Weapon**
+8 vs. AC; 1d10+2 damage.⚡ **Shield Bash** (minor; recharge ☒ ☐) ♦ **Weapon**
+9 vs. Fortitude; 2d6+1 damage, and the target is knocked prone or pushed 1 square (dwarf squire's choice).⤴ **Throwing Hammer** (standard; at will) ♦ **Weapon**
Ranged 5/10; +10 vs. AC; 1d6+3 damage.**Stubborn** (immediate interrupt, when an enemy tries to push the dwarf squire or knock it prone; at will)

The squire makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned Languages Common, Dwarven

Str 16(+3) Dex 10(+0) Wis 12(+1)

Con 16(+3) Int 11(+0) Cha 11(+0)

Equipment plate armor, heavy shield, warhammer, 3 throwing hammers

Tiefling Hedge Wizard (T) **Level 2 Artillery**

Medium natural humanoid (tiefling) XP 125

Initiative +5 Senses Perception +0

HP 34; Bloodied 17

AC 16; Fortitude 13, Reflex 14, Will 14

Speed 6

① **Dagger** (standard; at will) ♦ **Weapon**
+9 vs. AC (+11 against a bloodied target); 1d4+2 damage.② **Hedgefire** (standard; at will) ♦ **Fire**
Ranged 10; +7 vs. Reflex (+8 against a bloodied target); 1d8 fire damage and ongoing 5 fire damage (save ends).⤴ **Dizzying Curse** (standard; recharge ☒ ☐) ♦ **Charm, Psychic**
Ranged 10; the enchanted creature loses all sense of equilibrium; +7 vs. Will (+8 against a bloodied target); 1d6+1 psychic damage, and if target moves more than 2 squares, it falls prone (save ends).**Infernal Wrath** (minor; encounter)

The tiefling hedge wizard gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling's next turn. If the attack hits and deals damage, the tiefling hedge wizard deals an extra 5 damage.

Alignment Evil Languages Common

Str 13(+2) Dex 18(+5) Wis 15(+2)

Con 16(+4) Int 12(+2) Cha 18(+5)

Equipment dagger

Halfling Slinger (H) **Level 1 Artillery**

Small natural humanoid (halfling) XP 100

Initiative +4 Senses Perception +5

HP 22; Bloodied 11

AC 15; Fortitude 12, Reflex 15, Will 13; see also *nimble reaction*

Speed 6

① **Dagger** (standard; at will) ♦ **Weapon**
+4 vs. AC; 1d4+4 damage.② **Sling** (standard; at will) ♦ **Weapon**
Ranged 10/20; +6 vs. AC; 1d6+4 damage.⤴ **Stone Rain** (standard; recharge ☒ ☐) ♦ **Weapon**
The halfling slinger makes three sling attacks, each with a -2 penalty to the attack roll.**Combat Advantage**

The halfling slinger deals an extra 1d6 damage on ranged attacks against any target it has combat advantage against.

Nimble Reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)

The halfling slinger forces the attacker to reroll the attack and take the new result.

Sniper

A hidden halfling slinger that misses with a ranged attack remains hidden.

Alignment Unaligned Languages Common, Dwarven

Str 12(+1) Dex 18(+4) Wis 11(+0)

Con 10(+0) Int 10(+0) Cha 14(+2)

Equipment leather armor, dagger, sling with 20 bullets

ENCOUNTER 1-2: DOWNSHADOW AMBUSH

Encounter Level 2 (675 XP)

SETUP

- 2 human guards (G)
- Doppelganger sneak (D)
- Stormclaw scorpion (S)
- 4 human rabble (R)

When the encounter begins, read:

The staff of the Yawning Portal straps you one-by-one into a harness attached to a winch and pulley, then lowers you through the great well into the gloom of Downshadow, the shallowest depth of Undermountain. You journey down, trying hard not to think too much about the creaking old leather or the straining ropes.

Finally, it is over and your feet touch cool, wet stone. Before nerves can get the better of you, you wrench the harnesses free and tug on the ropes to signal them to be raised.

When all of your companions are joined at the base of the well, it is then that you hear cruel laughter. Hard-eyed men come out of the shadows—some of the desperate natives of Downshadow come to greet you. Two of the thugs lead a chittering scorpion between them on a chain.

The adventurers start the combat either on the marked platform or adjacent to it.

TACTICS

The human rabble have little in the way of strategy, fighting desperately against the nearest opponents and trying to keep close together, the better to take advantage of mob rule.

The two guards—slightly smarter—loose their pet scorpion at the nearest defender, hoping to tie him up while they allow the doppelganger sneak to slip around behind and take out controllers and/or leaders.

FEATURES OF THE AREA

Illumination: The platform and all adjacent squares are illuminated by light filtering down from room Y1.

Underground Pools: The surprisingly pure water of these pools contains colonies of silverfin: tiny silvery fish that eat decomposing matter and pollutants. (For more on these creatures, refer to the *Forgotten Realms Campaign Guide*, pg. 199.) Any creature that starts its turn in one of the pools takes 1 damage from the omnivorous creatures.

Platform: This platform marks the bottom of the well, roughly where the harness deposits a passenger. It is considered difficult terrain.

Treasure: Among them, the ambushers have 40 gp.

Human Guard (G)	Level 3 Soldier
Medium natural humanoid (human)	XP 150
Initiative +5	Senses Perception +6
HP 47; Bloodied 23	
AC 18; Fortitude 16, Reflex 15, Will 14	
Speed 5	
① Halberd (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 1d10+3 damage, and the target is marked until the end of the human guard's next turn.	
† Powerful Strike (standard; at-will) ♦ Weapon	
Requires halberd; reach 2; +10 vs. AC; 1d10+7 damage, and the target is knocked prone.	
✦ Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs. AC; 1d8+2 damage.	
Alignment Evil	Languages Common
Str 16(+4)	Dex 14(+3) Wis 11(+1)
Con 15(+3)	Int 10(+1) Cha 12(+2)
Equipment chainmail, halberd, crossbow with 20 bolts	

Doppelganger Sneak (D)	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	XP 150
Initiative +6	Senses Perception +2
HP 45; Bloodied 22	
AC 18; Fortitude 14, Reflex 16, Will 16	
Speed 6	
① Short Sword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6+3 damage.	
† Shapeshifter Feint (minor; at-will)	
+6 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Combat Advantage	
The doppelganger sneak deals an extra 1d6 damage against any target it has combat advantage against.	
Change Shape (minor; at-will) ♦ Polymorph	
A doppelganger can alter its physical form to take on the appearance of any medium humanoid, including a unique individual (see Change Shape, <i>Monster Manual</i> 280).	
Alignment Unaligned	Languages Common
Skills Bluff +10, Insight +9, Stealth +9	
Str 11(+1)	Dex 16(+4) Wis 12(+2)
Con 13(+2)	Int 10(+1) Cha 15(+3)
Equipment short sword	

Human Rabble (R)	Level 2 Brute Minion
Medium natural humanoid (human)	XP 41
Initiative +0	Senses Perception +0
HP 1; a missed attack never damages a minion	
AC 15; Fortitude 13, Reflex 11, Will 11; see also mob rule	
Speed 6	
① Club (standard; at-will)	
+6 vs. AC; 4 damage.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Chaotic Evil	Languages Common
Str 14(+2)	Dex 10(+0) Wis 10(+0)
Con 12(+1)	Int 9(-1) Cha 11(+0)
Equipment club	



G

S

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Stormclaw Scorpion (S)

Level 1 Soldier

Medium natural beast

XP 100

Initiative +3

Senses Perception +0, tremorsense 5

HP 32; Bloodied 16

AC 16; Fortitude 14, Reflex 13, Will 11

Resist 10 lightning

Speed 6

⚔ Claws (standard; at-will) ⚡ Lightning

+6 vs. AC; 1d6+3 damage and a medium or smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.

⚔ Sting (standard; at-will) ⚡ Poison

+6 vs. Fortitude; 1d4+3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed.

⚔ Reactive Sting (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)

The stormclaw scorpion makes a sting attack against the enemy.

Alignment Unaligned

Languages -

Str 16(+3)

Dex 12(+1)

Wis 11(+0)

Con 12(+1)

Int 1(-5)

Cha 10(+0)

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PC
START
AREA

Encounter Level 1 (500 XP)*

* See below for bonus XP award

PART 1: FINDING THE HIDDEN CHAMBERS CHALLENGE

The adventurers must locate the entrance to the newly discovered Hidden Chambers, either through their own exploration of the dangerous first level of Undermountain, or by successfully finding aid among the residents of Downshadow. **Read the following:**

Now that the ambushers lie defeated, the forbidding chill of Undermountain descends around you. Alone in the dark below the world, you are left with nothing but your wits and skills to find the hidden chambers—before something worse finds you.

Level: 1

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Diplomacy, Dungeoneering, Endurance, Intimidate, Stealth, Streetwise, Thievery

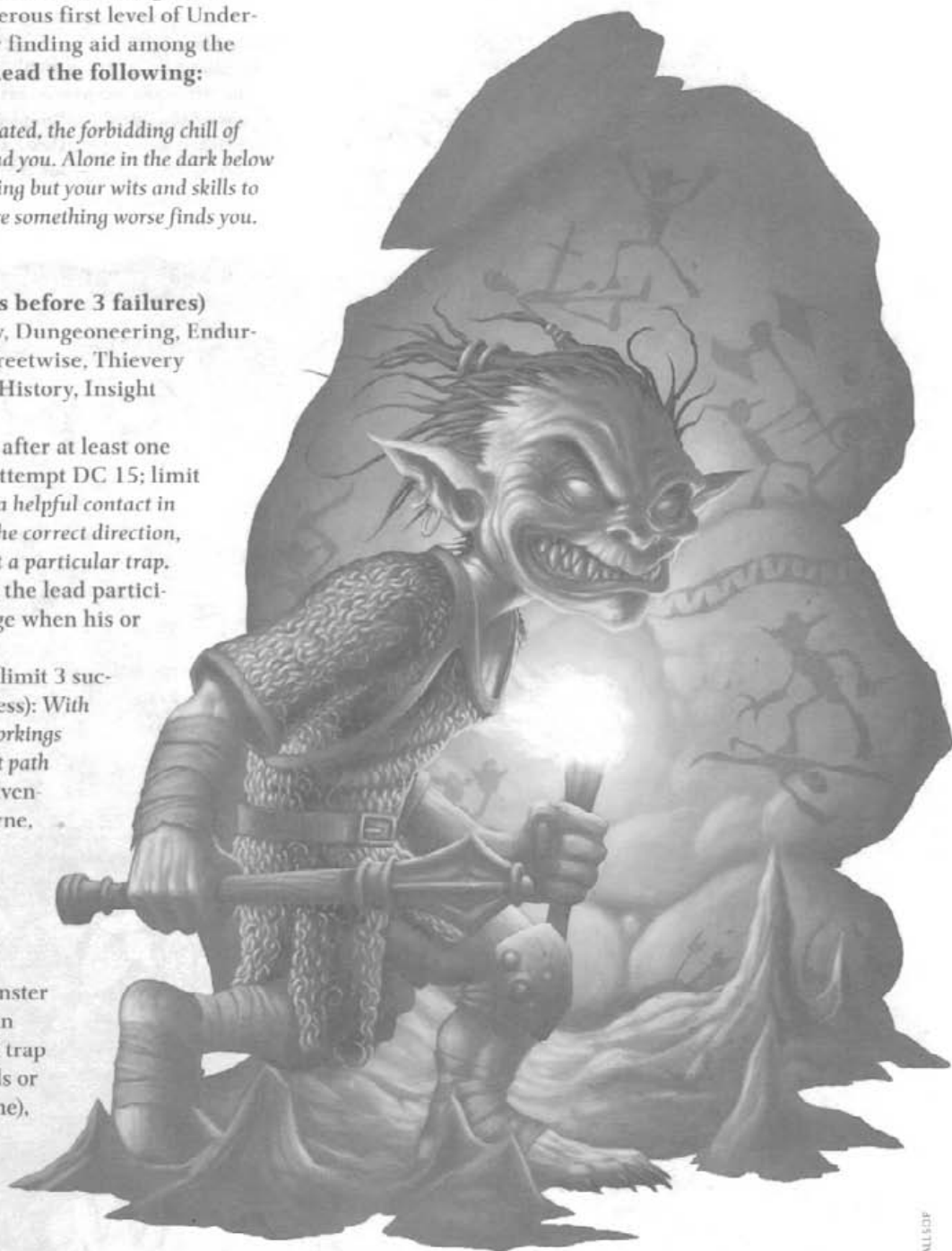
Secondary Skills: Arcana, History, Insight

Diplomacy DC 12 (only after at least one Streetwise success, second attempt DC 15; limit two successes): *You convince a helpful contact in Downshadow proper to point the correct direction, and even offer a warning about a particular trap. Failure on this check causes the lead participant to lose one healing surge when his or her contact gets violent.*

Dungeoneering DC 12 (limit 3 successes; DC 15 after first success): *With your innate sense of the inner workings of dungeons, you find the correct path through the chambers. If the adventurers have the map from Fayne, they gain a +2 bonus on this check. Each attempt at this check (whether the adventurers succeed or fail) puts the adventurers in the path of either a vastly superior monster (such as a helmed horror or an otyugh) or a fiendish magical trap (such as explosive runic wards or a spring-loaded flaming scythe), forcing an immediate Endurance, Stealth, or Thievery check (see below).*

Endurance DC 10 (limit 1 success; no helpers):

You offer yourself as bait to a particularly ferocious monster while your companions sneak past. Only the first success on this check counts toward the challenge; subsequent attempts have no impact on the skill challenge. Failure on this check causes the participant to lose two healing surges escaping from the beast.



DAVID LAKE

Intimidate DC 15 (only after at least one Streetwise success, limit one success): *You impress the notoriously tough natives of Downshadow with your prowess, and they point you in the right direction.* Failure on this check counts against the skill challenge and causes the participants to lose one healing surge each as laughing thugs beat them up.

Stealth DC 15 (limit 1 success; group check): *The adventurers sneak past a vicious beast.* Only the first success on this check counts toward the challenge; subsequent attempts have no impact on the skill challenge. Failure does not count against the skill challenge but causes the two characters in the adventurers with the lowest AC to lose one healing surge each.

Streetwise DC 10 (after 1 success; limit 1 success): *You get a sense of the social structure in Downshadow and know exactly who to ask to get the information you need.* First success reveals that Diplomacy and Intimidate can be used in the skill challenge. If the adventurers achieve DC 18 with this check, they find a particularly helpful native of Downshadow and gain a +2 bonus on their next Diplomacy check.

Thievery DC 15 (limit 2 successes): *The adventurer pauses at a particularly wicked booby trap; with a few moments of effort, you work to disarm it, allowing safe passage.* Failure on this check counts against the skill challenge and causes the lead participant to lose one healing surge.

Arcana DC 10 (limit 1 success): *Your natural sense for all things magical allows you to sense the direction of the most powerful accumulation of recently discharged power nearby.* Success grants a +2 bonus on the adventurers's next Dungeoneering check.

History DC 15 (limit 1 success): *You remember a fragment of a story about Undermountain which proves true, allowing you to bypass a hazard more easily.* Success grants a +2 bonus on the adventurers's next Endurance, Stealth, or Thievery check.

Insight DC 10 (before 3 successes): *You realize that you are not alone in Undermountain, and that the natives of Downshadow might be helpful in your search—if you can figure out which one to ask.* Success reveals that Streetwise can be used in the challenge.

Success: After the adventurers have achieved six successes, the adventurers enter the outer chamber. Go to Part 2: *Unlocking the Wards* and place the adventurers anywhere they would like in the outer chamber. Also, the adventurers receive—as collected findings from their delve through Undermountain—two potions of healing, various coins totaling 80 gp, and a level 2 magic item.

Failure: If the adventurers suffer three failures, each member of the adventurers loses one healing surge from the constant fighting in Undermountain. Then, somehow, by the sheer luck that only adventurers seem to possess, they find their destination anyway. The adventurers make it to the outer chamber, but they have a minor run-in with some dungeon denizens along the way (see the *Undermountain Dangers* sidebar below).

UNDERMOUNTAIN SITES

If it adds to the skill challenge—particularly for groups used to playing in the FORGOTTEN REALMS campaign setting—use some of the following names for the various chambers and challenges they face (determined randomly):

1. **Hall of the Sleeping Kings:** A hall of thrones, each occupied by a zombie, where the floor drops away but for the platforms, leaving the adventurers to fight the now-animate corpses.
2. **The Grim Statue:** A headless and handless statue that blasts those nearby with lightning.
3. **The Great Cavern:** A ramshackle underground community where the folk of Downshadow congregate.
4. **The Ice Prison:** A set of icy cells that contain dangerous creatures, one of which has broken free.
5. **The Lanceboard:** A set of giant lanceboard (chess) pieces spring to animated life an attack trespassers.
6. **Wandering Portal:** A chimeric beast of nightmarish aspect appears seemingly out of nowhere, deposited by roving portal magic.

UNDERMOUNTAIN DANGERS

If the adventurers fail in the first part of the skill challenge, they have a short combat encounter as they wander through the upper level of Undermountain. Feel free to set up one of the following encounters, using the map from **Encounter 1-2** or using your own map. You can also make up your own short combat encounter instead of using one of the encounters below; simply build an encounter worth a total of 300 xp. All monsters listed below are from the *Monster Manual*.

- 1 skeleton, 6 decrepit skeletons
- 2 fire beetles, 1 stirge
- 1 goblin warrior, 1 guard drake, 3 goblin cutters

Bonus XP: If you have time in your session, and your group succeeded in the first part of the skill challenge, you can run a short combat and award the group experience for defeating the monsters (see **Advancement and Rewards**, page 2).

PART 2: UNLOCKING THE WARDS CHALLENGE

H1. OUTER CHAMBER

After the adventurers complete the first part of the skill challenge and enter the outer chamber, read the following:

Inside the chamber, a circular door sculpted of stone lies set into the floor atop a dais raised on stone steps of varying height. The door is ten feet in diameter, of old black stone carved with ancient, dusty symbols. In the center of the door lies a circle of six hand-sized hollows that are free of dust. In each corner of the chamber stands a small statue, like a gargoyle—the one in the southeast corner lies in small bits.

Outside the chamber, where powerful wards blew open the wall, lie the burned and bloodied bodies of several adventurers who clearly met a gruesome end, attesting to the price of failure. The aura of death lingers about the place.

In this skill challenge, each success is met with the appearance of a glowing arcane rune in one of the hollows on the surface of the door—all six form a circle.

When the adventurers achieve their first success, read:

A spot of blue flame lights inside one of the six hollows, tracing its way into a fierce-burning arcane rune.

Now that the adventurers have located the entrance to the Hidden Chambers, they must deactivate the wards on the arcane-sealed portal that will allow them to enter. Bereft of the command word that will open it, they must combine their arcane and mechanical skills to find a way inside.

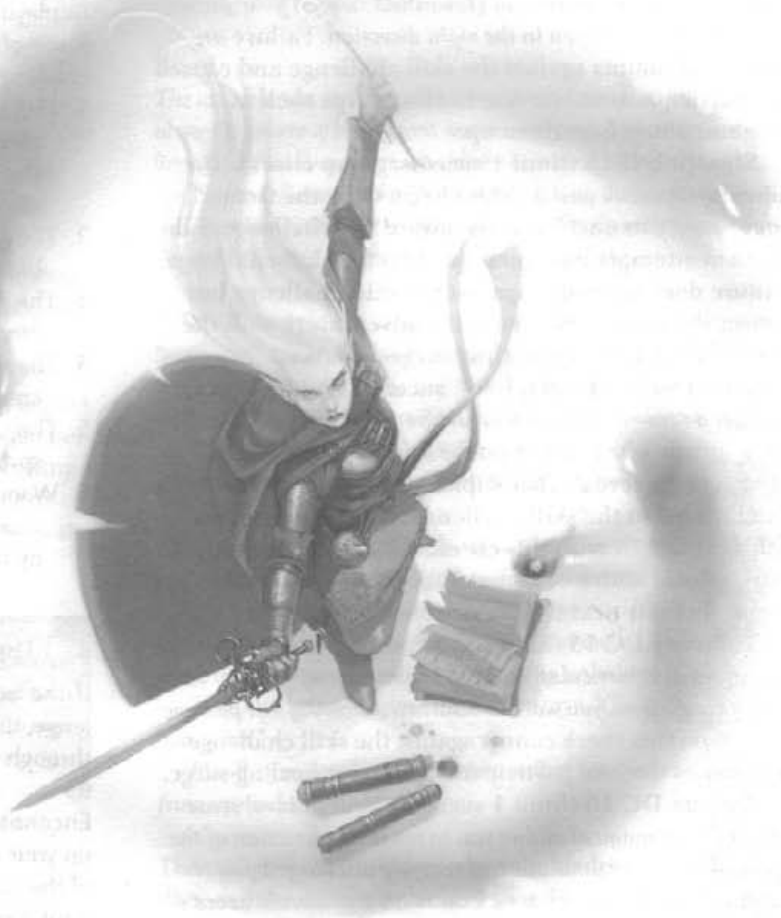
Level: 1

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Dungeoneering, Insight, Perception, Religion, Thievery

Secondary Skills: Acrobatics, Endurance

Arcana DC 12 (additional attempts DC 15; limit two successes): You speak words of power and exert your will over the wards. The door shivers, and a glowing rune appears on the stone. Failure on this check counts against the skill challenge and the lead character suffers psychic damage equal to twice his or her level as the wards lash out at the interloper.



Dungeoneering DC 12 or Insight DC 15 (limit one success): You figure out that a certain balance of the people standing around the door sets up a resonance that settles the wards. When four of you stand at the four corners, a rune flares brightly on the door. Failure on this check does not count against the skill challenge.

Perception DC 15 (limit one success): You spot a hidden catch that—when pulled—releases a lock inside the door. A blazing rune appears in one of the six hollows. Failure on this check does not count against this skill challenge.

Religion DC 12 (limit one success): You recognize the symbols over the door to the Hidden Chambers as belonging to those of Helm, a dead god of guardians. By speaking words sacred to his order, you cause another of the glowing symbols to appear. Failure on this check counts against the skill challenge, as the wards respond angrily to blasphemy with a burst of radiant damage; the main participant takes radiant damage equal to twice his or her level.

Thievery DC 10 (second attempt DC 15; limit two successes): You jimmy the door as best you can with your tools. A rune appears on the door. Failure on this check counts against this skill challenge and the would-be

thief's tools grow burning hot in his or her hands, rendering them useless for the duration of the skill challenge.

Acrobatics DC 10 (limit 1 success): You purposefully lure the wards' energies into lashing out at you, then dodge frantically while your companions try to force the door. Success at the check grants a +2 bonus to the adventurers's next skill check. Failure means the participants lose one healing surge each.

Endurance DC 10 (limit 1 success): You bear the wards' destructive power while your companions work on the door. Success at the check grants a +2 bonus to the adventurers's next skill check. Failure means the participants lose one healing surge each.

DEVELOPMENT

No matter whether they succeed or fail, the adventurers are allowed to enter the Hidden Chamber. However, failure carries with it a price.

Success: After the adventurers have achieved twelve successes—six in part one, six in part two—the door opens, admitting them into the Hidden Chamber.

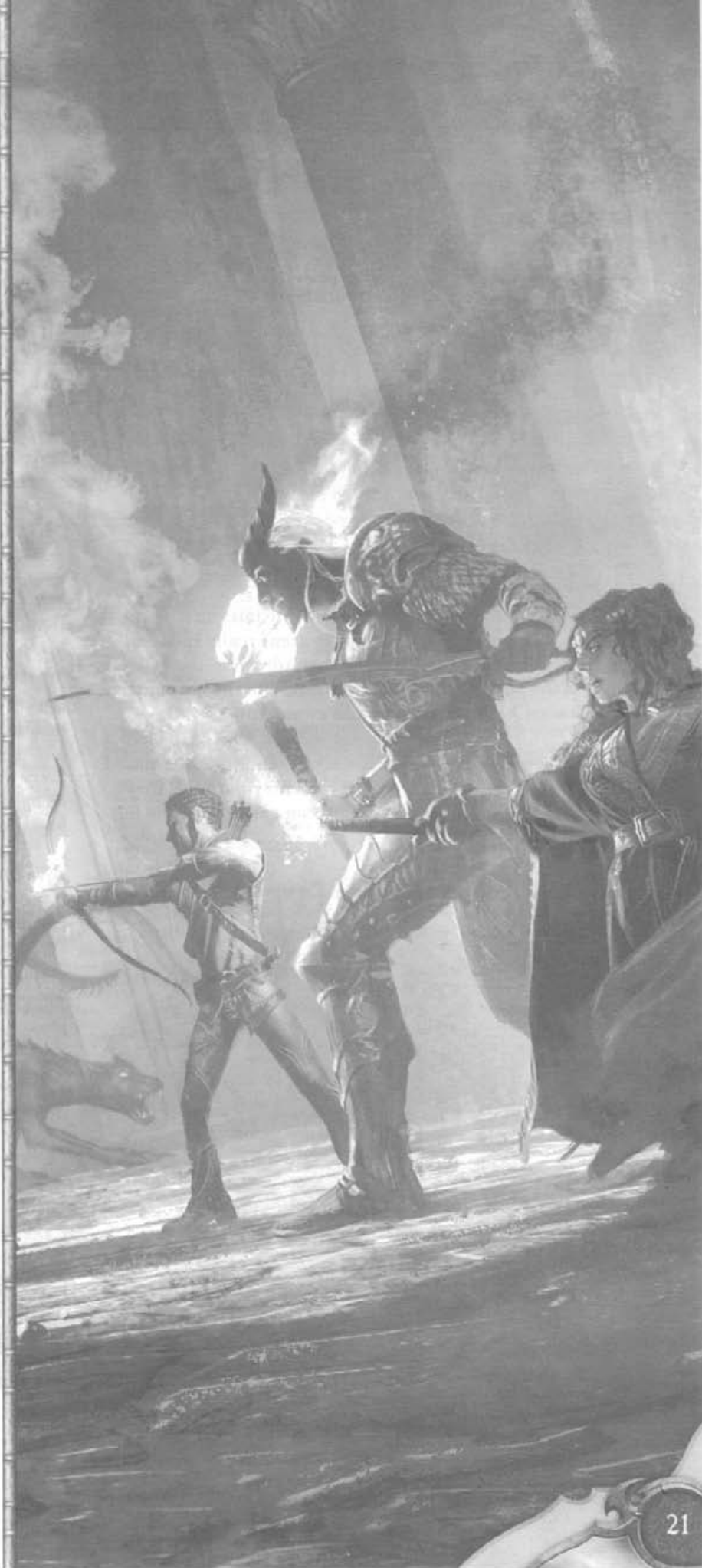
Failure: If the adventurers fail part two of this skill challenge, they short-circuit the wards, which strike them with a storm of lightning and arcane fury, and the guardians attack immediately. Each character takes 4 lightning damage, and the adventurers cannot take a short rest before the next encounter. If the adventurers fail before accumulating three successes, they are also dazed until the end of their first turn after initiative is rolled.

Once the skill challenge is complete, read:

Six glowing runes appear, one after another, on the surface of the door, and with each one, you hear a resonant click. Finally, when all six have appeared, strands of arcane vines snake out from each of the runes, covering the door in a fast-growing forest of light. Soon, the door vanishes in a burst of light that leaves you temporarily reeling. When you regain your senses, a staircase spirals down where the door once lay. The way lies open.

Light flares above the door and resolves itself into a small devilish creature hovering on bat wings. You also hear small growls as the statues about the room spring to hideous life.

The session ends here, setting up a cliffhanger for the next session.



ENCOUNTER 1-4: HALASTER'S GUARDIANS

Encounter Level 2 (750 XP)

SETUP

Imp (I)

2 stonefist defenders (homunculus) (S)

Iron defender (homunculus) (D)

Rockslide (R)

This is the same room used in the second half of Session 3. **Read:**

The creature—a miniature devil, by its looks—hisses at you angrily. "You," it says. "You serve the Master?"

BARGAINING WITH THE IMP CHALLENGE

The adventurers have an opportunity to interact with the guardians before they realize they aren't really Halaster's apprentices or in service to the Lost Apprentice.

If the adventurers attempt to talk, run the encounter as a level 1 skill challenge, and award 100 XP if they succeed. If they fail in the skill challenge or don't participate, the maximum XP they can earn as a group for this encounter is 650.

If the adventurers attack or fail in the skill challenge, roll initiative and begin the combat.

Level: 1

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Intimidate; all failures count against the skill challenge.

Arcana DC 12 (after at least 1 success; +2 bonus if the player describes what the adventurer is talking about): Success: You impress the imp with your arcane knowledge and power. "Ah," it says, "surely you are true apprentices of the master." Failure: The imp snorts. "Are you jesting? Only an idiot would think THAT was important."

Bluff DC 10 (limit 1 success): Success: You alleviate the imp's doubt that you serve Halaster. "I suppose the Master would have odd looking servants." Failure: The imp doesn't seem convinced. "You hardly seem like his type—but then, he is insane. He took on that THING, after all." The imp shudders. Note: if the adventurers ask about the "thing" the imp is referring to (the Lost Apprentice) they make a Diplomacy check with a +2 bonus on the roll.

Diplomacy DC 10 (after the first attempt DC 15; limit 1 success): Success: The imp seems at ease. "Very well, I'll not kill you—for now. I see no reason to help, though." Failure: "Your honeyed words are as nothing, flesh-bags. Leave me be!"

Intimidate DC 15 (automatic failure unless the adventurers have achieved at least 2 successes; DC 10 if the adventurers have achieved a successful Arcana check): You cow the imp into quiescence. "All right, all right! I'll tell you what you want to know." Failure: The imp laughs at your efforts to intimidate it. "You are pathetic cretins, unworthy of the Master or his Apprentice!"



DEVELOPMENT (SUCCESS)

If the adventurers succeed, read:

The imp seems convinced that you serve Halaster, and his initial anger subsides. Still wary, he looks at you expectantly. "Well, what business have you in this place? That Thing told me of no visitors."

If the adventurers successfully convince the Imp to talk, he can impart secrets about the Lost Apprentice—who the imp calls "that Thing"—limited by his own knowledge. He does not know anything more to identify the Apprentice than is discussed in the below suggested questions and replies. He can also give the adventurers any of the information on Halaster and Undermountain they could have obtained with a DC 15 Arcana check. He does not know how much time has passed since he was last awakened (before the Spellplague), and will not realize the current state of events. The room will begin to shake after 1d4+2 questions or when the adventurers attempt to enter the stairs, at which point the imp attacks anyway.

What lies beyond this door?

"The chambers of my Master's apprentice—an awful Thing. You do not want to venture down there."

Who is your Master?

"The Archwizard Halaster, master of all things in Undermountain. That Thing is the Master's Apprentice."

Who/what is the Apprentice?

The imp shudders. "A terrible Thing of powers none of you flesh bags should ever possess."

What powers?

The imp looks pale indeed. "Soulthrift," he says. "That Thing could absorb spells, memories, or souls at a touch. If not for its resistance..." The imp trails off, looking wary.

What resistance?

"The Master was always testing his Apprentice against what he called the Spellplague, seeking a cure. His attempts consumed him in the end."

When did the Apprentice come to Undermountain?

"Shortly after the Master left us. Good riddance, too."

Where did the Apprentice go?

"I do not know. There was a battle, and the wards in this place damaged. Perhaps that Thing is dead, and we are all the better for it."

When the allotted questions have been asked—or if the adventurers decide to attack—read the following:

Energy gathers about the door and the room begins to shake. Opening the door must have undermined the integrity of this chamber, and it will all come crashing down.

The imp assumes an angry scowl. "You fools! You've come so far only to die!"

Roll initiative as combat begins.

DEVELOPMENT (COMBAT)

When the encounter finally devolves into combat (which happens regardless of the success or failure in the skill challenge), read:

The imp snarls, waving its arm in a gesture of command. "Come, my guardians!" he shouts, before winking out of sight, as though vanishing into the air.

The wards set on the portal awaken the three statues in the corners, which shake off centuries of dust and reveal themselves as an iron war-hound and two small stone warriors. The creatures spring to the attack.

The imp begins the combat invisible, though the adventurers know where his original position was.

The rockslide activates automatically, rolling initiative as though it were just another creature.

When the adventurers defeat the last opponent, read:

The shaking in the chamber redoubles. Dust falls from above, and cracks spiderweb across the ceiling. You look to the exit, but the outer hall has already vanished in the falling rubble. You have just enough time to descend the stairs before the cavern collapses, sealing off this entrance to the Hidden Chambers.

TACTICS

The imp alternates between attacking and resuming its invisibility. On the first round, it moves to an advantageous position (helping the stonefist defenders acquire their guard flanking bonus) and attacks. On the second round, it becomes invisible and adjusts its position to provide a flank from a different square (and spoil an attempt to attack it). On future rounds, it spends its action to turn invisible for another round. It generally does not make opportunity attacks (which would spoil its invisibility), unless already visible or the opponent is bloodied.

The iron guardian and stonefist defenders are attuned to guard the imp, which they can perceive regardless of its invisibility. The iron defender attempts to remain adjacent to the imp at all times (preferably flanking), while the stonefist defenders attempt to get into flanking positions across from the imp. (Clever adventurers may be able to pinpoint the imp's location based on the homunculi's movements.)

When the stonefist defenders are destroyed or it is bloodied, the imp forgets about tactics in its desperation and begins to attack in earnest. If the imp is destroyed, the remaining homunculi fight without order or purpose, attacking the nearest opponent at random.

FEATURES OF THE AREA

Illumination: The warded portal glows brightly, bathing the chamber in bright light. The cave outside is dark.

Unstable Ceiling: The ceiling is 10 feet (2 squares) up. A DC 10 Nature or Dungeoneering check notices that the ceiling of the outer chamber is unstable, potentially leading to a rockslide.

Shattered Wall: The room is accessed from greater Undermountain through a wall that has been shattered by a blast of strong warding magic. Bodies lie strewn about the opening.

Treasure: The adventurers can locate a *potion of healing* and coins totaling 70 gold pieces with a search of the bodies (DC 10 Perception check).

Imp (I)	Level 3 Lurker
Tiny immortal humanoid (devil)	
XP 150	
Initiative +8	Senses Perception +13; darkvision
HP 40; Bloodied 20	
AC 17; Fortitude 15, Reflex 15, Will 15	
Resist 15 fire	
Speed 4, fly 6 (hover)	
⊕ Bite (standard; at-will)	
+7 vs. AC; 1d6+1 damage.	
⊕ Tail Sting (standard; recharges when the imp uses <i>vanish</i>) ⊕ Poison	
+8 vs. AC; 1d8+3 damage, and the imp makes a secondary attack against the same target. <i>Secondary Attack</i> : +5 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to will defense (save ends both).	
Vanish (standard; at-will) ⊕ Illusion	
The imp becomes invisible until the end of its next turn or until it attacks.	
Alignment Evil	Languages Common, Supernal
Skills Arcana +9, Bluff +9, Stealth +9	
Str 6(+0)	Dex 12(+3)
Con 15(+4)	Int 1(-3)
	Wis 11(+2)
	Cha 8(+1)

Iron Defender (D)		Level 3 Soldier
Medium natural animate (construct, homunculus)		XP 150
Initiative +5	Senses Perception +6; darkvision	
HP 47; Bloodied 23		
AC 18; Fortitude 16, Reflex 15, Will 13		
Immune disease, poison		
Speed 6		
⊕ Bite (standard; at-will)		
+6 vs. AC; 1d8+3 damage.		
⊕ Guard Creature (immediate reaction, when an adjacent enemy attacks the creature guarded [the imp] by the Iron defender; at-will)		
The iron defender makes a bite attack against the enemy.		
Pursue and Attack		
When the Iron defender makes an opportunity attack, it shifts 1 square before or after the attack.		
Alignment Unaligned	Languages -	
Str 16(+4)	Dex 15(+3)	Wis 11(+1)
Con 15(+3)	Int 5(-2)	Cha 8(+0)



Stonefist Defender (S) Level 2 Skirmisher

small natural animate (construct, homunculus) XP 125

Initiative +6 Senses Perception +4, darkvision

HP 38; Bloodied 19

AC 16; Fortitude 13, Reflex 14, Will 14

Speed 8

① Spiked Fist (standard; at-will)

+7 vs. AC; 1d8+5 damage.

Guard Creature

A stonefist defender gains a +2 bonus to attack rolls against any enemy adjacent to its guarded creature (the imp).

Synchronized Flank

While a stonefist defender is flanking an enemy with its guarded creature (the imp), its attacks deal 1d6 extra damage against the flanked enemy.

Tumble (move; at-will)

The stonefist defender shifts 3 squares.

Alignment Unaligned Languages -

Skills Acrobatics +9

Str 12(+2)

Dex 17(+4)

Wis 17(+4)

Con 14(+3)

Int 11(+1)

Cha 7(-1)

Rockslide (R)

Hazard

Level 1 Lurker

XP 100

Hazard Rocks tumble down to a target square and make a burst 3 attack.**Perception 1;**

Characters can't use Perception to detect this hazard.

Additional Skills Nature or Dungeoneering

A DC 10 Nature or Dungeoneering check notices a rock formation is unstable.

Initiative +3**Trigger**

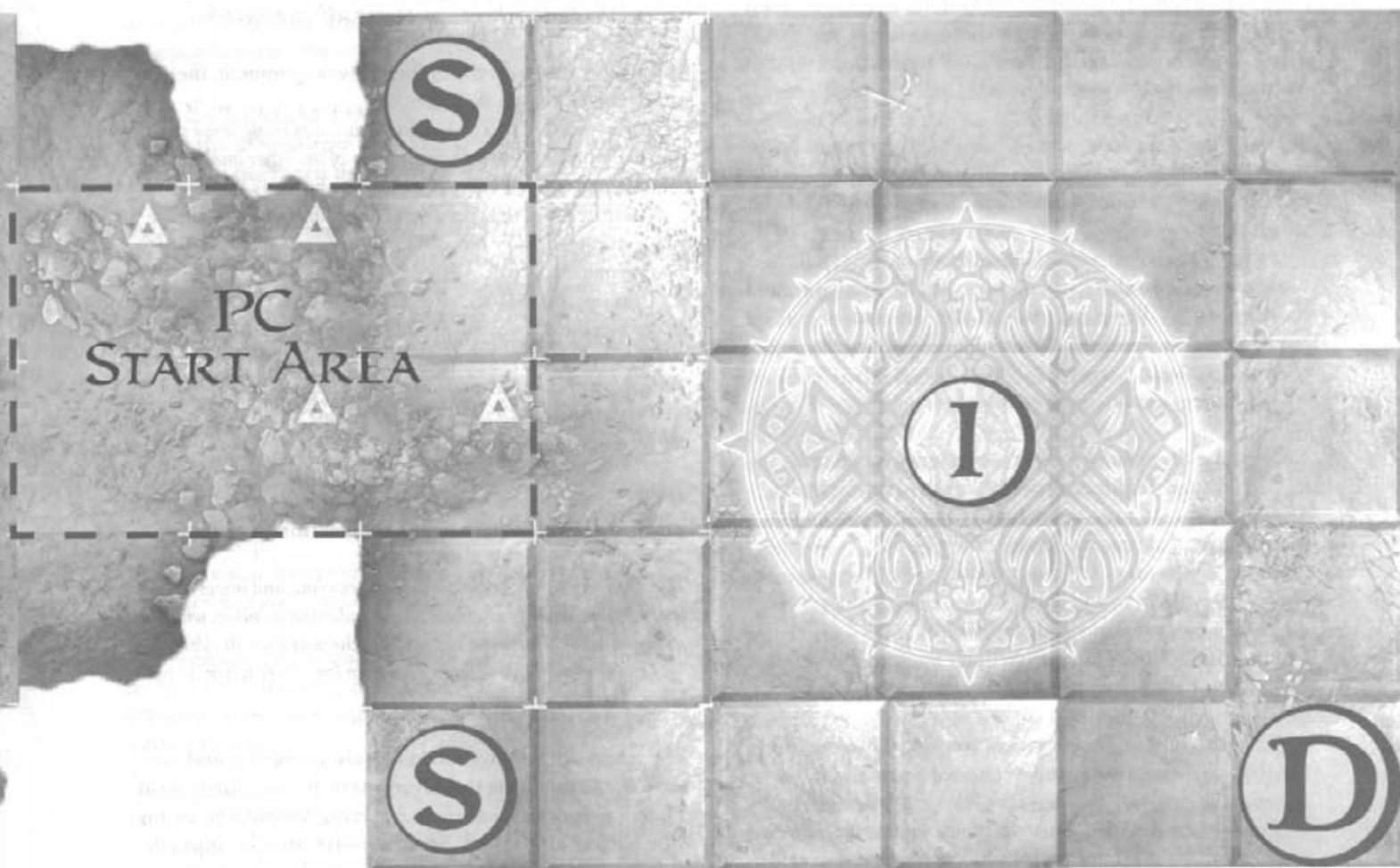
See setup.

Attack Standard Reaction **Close burst 3**

+4 vs. Reflex; 2d6+2 damage

Miss: Half damage.**Sustain Standard:** The rockslide continues for 1d4 rounds. The burst area is difficult terrain during and after the rockslide.**Countermeasures**

A character in the area can take advantage of natural openings in the slide to avoid damage by making a DC 15 Nature or Dungeoneering check. With a successful check, a character takes half damage (no damage on a miss).



CHAPTER 2: IMPRISONMENT

Sessions 5-8 delve into the secrets of the Hidden Chambers, and contain hints as to the identity of the Halaster apprentice who dwelt here. Solving this riddle gives the adventurers an upper hand in the final battle of the chapter (though it isn't strictly necessary, for those who haven't been attending every session).

Note that once the adventurers have encountered the black specter, they are unable to take an extended rest until it is defeated. The specter fills their dreams with terrible, bloody nightmares that deny them the chance to rest. The female spirit features prominently in these dreams, universally as the target of the specter's murderous predations. The first opportunity they have to rest is at the end of the chapter (end of Session 8, before descending the staircase).

SESSION 5: BIRTH OF THE APPRENTICE

The adventurers gain the **Major Quest: Clear Out the First Level** when they begin Session 5.

H2. ENTRY HALL

When the session begins, read:

The spiral staircase ends in an odd-shaped chamber that lights up with blue-burning candles as you enter. Doors in the north and east walls are sealed shut while the door in the south wall stands slightly ajar.

As you take the last step off the stairs, an ancient spell buzzes active and a cheery female voice speaks, echoing around the chamber. "Welcome and well met, honored visitors—unless you be intruders. Speak the Master's Blessing to find the way, or else you'll not leave this place."

The ancient ward flickers into slumber again.

None of the doors have a clear way of opening, much less a lock, and requires a special key to open each one. The south door, on the other hand, stands slightly open, making a logical first step. It leads to H3.

If the adventurers attempt to open one of the other doors, allow them to roll skill checks, but the doors will not respond to mundane thieves' tools.

Arcana DC 10: The place veritably buzzes with ancient, awakened magic. The ward that just spoke to you was a century-old magic mouth spell.

Insight DC 15: The curious phrase "speak the Master's Blessing" might not refer to some bestowed password, but rather to the Apprentice's name—the "blessing" given at birth.

Perception DC 15: You detect some manner of magic-powered trap on the stairs, but it looks to be beyond your skills to activate. A particular command word might do the trick.

FEATURES OF THE AREA

Illumination: The chamber is lit with blue-glowing candles.

Treasure: Amidst a bunch of tattered rags, a +1 mantle of the apprentice (see page 9) hangs on a dusty coat rack near the stairs (DC 15 Perception check).

H3. BEDCHAMBER

The door to the south leads to a bedchamber in which the Lost Apprentice lived. **As soon as the adventurers enter, read:**

The bedchamber within is large, as such things go, but little of it is reserved for creature comforts. The cluttered room is a mess of discarded books, withered scrolls, and melted candles, all hidden under a thick coat of dust. Some of them have been crinkled and placed in odd piles like small huts. The small feather bed has been torn open and most of its contents stuffed under the frame.

As you enter, cold seeps across your skin as you see two shadowy forms on the bed: one a lithe female composed of blue mist, lying beneath a formless creature of black smoke. At first, they appear to be romantically embracing, but then it becomes clear that the female ghost is struggling to escape while the other seems to be drawing her essence into itself—feeding on her.

If the adventurers restrain themselves a moment, they can make the following skill checks.

Arcana DC 12: The black creature was using some sort of necromantic ability to siphon off some of the other one's energy for sustenance, like a vampire drinking a human's blood.

Insight DC 10: A number of large rats must dwell in the room, as evidenced by the torn feather bed and scrolls turned to nesting materials.

Perception DC 15: Several large rodents are hiding under the bed, as though waiting in ambush.

Perception DC 18: A small imp-like creature lurks atop the dresser opposite the bed, using its stone-like appearance to blend in.

Religion DC 12: The female creature is definitely a ghost—the formless one appears to be a specter.

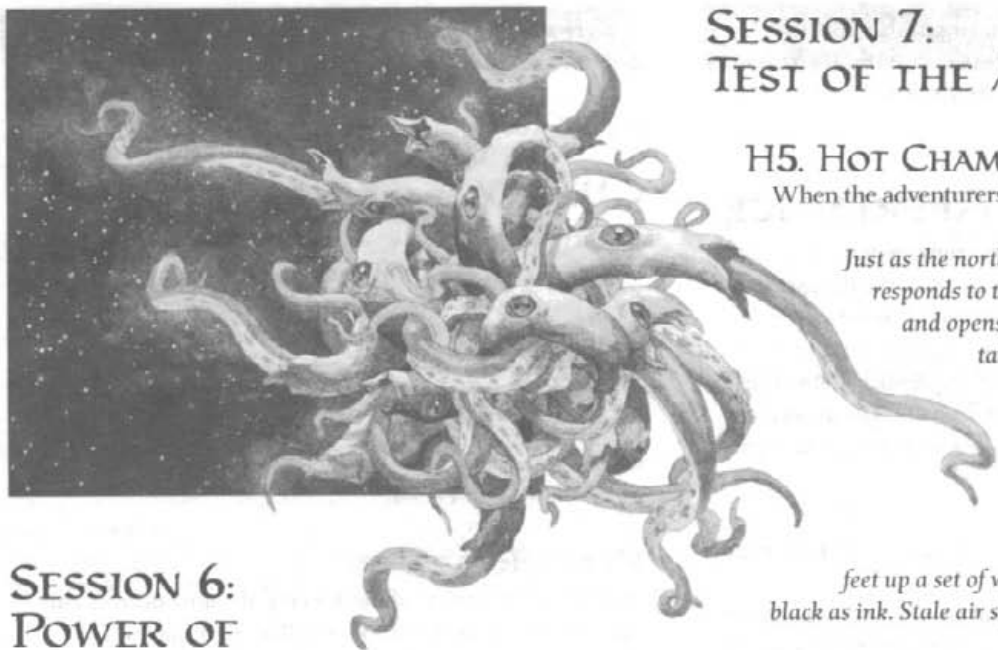
If the adventurers approach within 3 squares or make any move to attack, interrupt the action and read:

The shadowy thing jerks its head up, sees you, and hisses soundlessly. It fades away into the wall, abandoning its prize, which collapses weakly onto the bed and lies there as though exhausted.

On the wall above it, letters begin to form, written in dripping blood: "M-A-E-R."

The female ghost lingers two rounds, unmoving and unresponsive to anything the adventurers do—seemingly dead. Then it evaporates into the air, leaving behind a gleaming silver object on the bed. An adventurer must be adjacent to investigate the object, prompting the rats to attack the creatures invading their home.

Go to **Encounter 2-1: Home Invasion** when an adventurer attacks or moves to a square adjacent to the bed.



SESSION 7: TEST OF THE APPRENTICE

H5. HOT CHAMBER

When the adventurers approach the eastern door, read:

Just as the northern door did, the eastern door responds to the enchanted key you are carrying and opens without being touched. It hesitates, opening slowly and ominously.

A set of sigils set into the stone in a 10 foot by 20 foot antechamber glow with a dull crimson light. Before you, just beyond the glowing sigils, the dark stretches twenty

feet up a set of wooden steps into a room that is black as ink. Stale air sifts down the corridor.

SESSION 6: POWER OF THE APPRENTICE

The adventurers enter the apprentice's spellcasting chamber, triggering the persistent wards that summon a series of strange and exotic creatures that the apprentice used as targets for arcane attacks.

H4. SPELLCASTING CHAMBER

When the adventurer with the key comes within 10 feet of the northern door, read:

As you step close to the northernmost door, the key you discovered in the Apprentice's bedchamber resonates with a cheerful hum, and begins to glow warmly. Without being touched, the door slides open with a deep grinding sound.

The chamber within resembles a wizard's workroom of sorts, albeit thoroughly scoured. Bits of dusty, crinkled paper litter the place, particularly around a shattered table, in the midst of which sparkles something metallic.

The splintered remains of an empty coat rack stand near the door, cut in half by a magical blast. Several strange crystal rock formations stand near the end of the room, near a large pit about twenty feet deep.

At the southeastern corner of the room, a short flight of steps lead to a raised platform ten feet in height.

When an adventurer enters three or more squares into the room—certainly if they approach the metallic glint—five fell taints materialize and attack. Go to **Encounter 2-2: Target Practice**.

The room defies any attempt to see inside. The magical darkness blocks darkvision, torches and other artificial light, and any light spell power of lower than 5th level. If the adventurers attempt to explore the room before activating the wards (see below), they find absolutely nothing in the chamber but foul-smelling darkness. The adventurers cannot disable the magical trap by any means.

The adventurers can make the following skill checks.

Arcana DC 15: *The sigils appear to be part of some sort of persistent ward. You sense an aura of conjuration and evocation about the chamber.*

Perception DC 10 (from the room above): *The floor is pitted and burned, as though from long-ago magical battles.*

Perception DC 15: *There appear to be no traps in the chamber, but you suspect the sigils might be tied to some sort of effect.*

As soon as the last adventurer steps on the magical sigils, a ward is activated and the door (and the entire room) is sealed by a wall of force, trapping the adventurers inside. (This wall is mainly to prevent the captive eladrin from damaging the complex.) The spell also awakens the containment device, which appears in the center of the room and begins to glow, revealing an eladrin maiden inside.

When the last adventurer steps into the room onto one of the sigil-marked spaces, read:

As the last of you steps onto the sigils, their glow turns suddenly bright blue. A shimmering barrier of blue force appears over the door, blocking all attempts to escape.

Up the stairs in the chamber, you hear a hiss that turns into a rapidly escalating buzz. A new source of light has appeared there, something that glows as brightly as the risen sun.

If an adventurer is already standing in the upstairs chamber or when the adventurers climb the stairs, begin **Encounter 2-3: Plague Resistant**.

SESSION 8: LEGACY OF THE APPRENTICE

The identity of the shadow creature from session 5 is revealed: an unseen servant maintained by the necromantic siphoning ritual the adventurers read of in the earlier encounter. The shadow summons up a group of undead. Announcing the identity of the Lost Apprentice allows the mysterious female ghost to fight back against the unseen servant, negating its lifedrainning aura, thus balancing the fight.

H2. ENTRY HALL

When the adventurers return to the stairwell hall, read:

You step into the entry hall, only to find two aspects of it altered. The first and less pressing is that the hatch in the northeast wall stands open, revealing a spiral staircase that drops away into darkness. Second, the amorphous shadow creature with eyes of crimson flame stands before you, pointing a long, accusing finger in your direction.

In response to his silent call, wraiths boil up from the shadows and several zombies limp down the staircase.

Begin **Encounter 2-4: Tainted Servants**.

CHAPTER 2 FINALE

When the adventurers defeat the specter, the wards around the Lost Apprentice's hidden chambers break, permitting extradimensional travel once more. The adventurers earn a major quest award for cleansing and completing exploration of the first level of the hidden chambers.

Also, if they puzzled out the name of the Lost Apprentice and used it in the battle, the adventurers earn a minor quest award. What have they unwittingly unleashed upon Faerun?

PEACE RESTORED

With the destruction of the specter, the adventurers can once again rest easy without terrible nightmares. They should take an extended rest before they descend the stairs to the lower level of the hidden chambers, where **Chapter 3: Escape** begins.





ENCOUNTER 2-1: HOME INVASION

Encounter Level 1 (575 XP)

SETUP

2 dire rats (D)

4 giant rats (G)

Rat swarm (S)

Clay scout (homunculus) (C)

The rats are hiding under the bed, where they have cover from all attacks. The clay scout is hiding atop the dresser in the opposite corner of the room (DC 15 Perception check)—it is attuned to guarding the Lost Apprentice's journal (see **Scrolls and Notes**).

When one or more adventurer enters a square adjacent to the bed, the rats attack. Place the clay scout only when an adventurer becomes aware of its presence.



TACTICS

The rats attack the nearest creatures, favoring opponents who have hit them.

The clay scout waits until defenders and strikers are busy in combat, then attacks any adventurers who remain in the back row or approach the broken table where its guarded object (the journal) can be found.

FEATURES OF THE AREA

Illumination: The room is dark but for the glow of the blue ghost. While the ghost is present, the bed shines as brightly as a torch. When the ghost disappears, the bed radiates a persistent glow that illuminates all adjacent squares.

Shiny Object on the Bed: This object is a magically-tuned key that unlocks the north door (see Session 6: *Power of the Apprentice*, page 27). Other than this use, as a magical curiosity, it is worth 5 gp to the right buyer.

Treasure: In their nest (DC 10 Perception check to find), the rats have a collection of gold and silver worth a total of 10 gp.

Scrolls and Notes: If the adventurers search the mess thoroughly (DC 10 Perception check), they find two scrolls — one contains the Magic Mouth ritual, and the other contains the Purify Water ritual. They also discover what appears to be the Lost Apprentice's journal, which is largely indecipherable. The parts that are legible speak of an arrival in Waterdeep and apprenticeship with the legendary Halaster, who was impressed by the author's arcane potential. The Lost Apprentice was—apparently—a spellcasting prodigy of sorts. Also, the book contains notes regarding a necromantic ritual designed to sap energy from other creatures, but no instructions for casting the actual ritual.

Also, the adventurers find an insightful passage. Read:

"Over the last few days, my servant has grown oddly . . . forward. This requires castigation, which I shall dispense at the first opportunity . . . Lyn."

The last three letters (L-Y-N) appear to be part of a word, the rest of which is hopelessly illegible.

THE LOST APPRENTICE'S IDENTITY

Should the adventurers ever figure out the Lost Apprentice's identity they gain the **Minor Quest: The Name of the Apprentice**. If they name her aloud (Maerlyn), they receive the minor quest award. See **Advancement and Rewards**, (page 2).

Dire Rat (D)**Level 1 Brute**

Medium natural beast

XP 100

Initiative +2

Senses Perception +5; low-light vision

HP 38; Bloodied 19

AC 15; Fortitude 15, Reflex 13, Will 11

Immune filth fever (see below)

Speed 6, climb 3

Ⓢ Bite (standard; at will) ♦ Disease

+4 vs. AC; 1d6+2 damage, and the target contracts filth fever (see below).

Alignment Unaligned

Languages -

Skills Stealth +7

Str 14(+2)

Dex 15(+2)

Wis 10(+0)

Con 18(+4)

Int 3(-4)

Cha 6(-2)

PC
START AREA**Giant Rat (G)****Level 1 Minion**

Small natural beast

XP 25

Initiative +3

Senses Perception +5; low-light vision

HP 1; a missed attack never damage a minion.

AC 15; Fortitude 13, Reflex 15, Will 12

Speed 6, climb 3

Ⓢ Bite (standard; at will)

+6 vs. AC; 3 damage.

Alignment Unaligned

Languages -

Str 12(+1) Dex 17(+3) Wis 10(+0)

Con 12(+1) Int 2(-4) Cha 6(-2)

Rat Swarm (S)**Level 2 Skirmisher**

Medium natural beast (swarm)

XP 125

Initiative +6

Senses Perception +6; low-light vision

Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 36; Bloodied 18

AC 15; Fortitude 12, Reflex 14, Will 11

Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks

Speed 4, climb 2

Ⓢ Swarm of Teeth (standard; at will)

+6 vs. AC; 1d6+3 damage, and ongoing 3 damage (save ends).

Alignment Unaligned

Languages -

Str 12(+2)

Dex 17(+4)

Wis 10(+1)

Con 12(+2)

Int 2(-3)

Cha 9(+0)

Clay Scout (C)**Level 2 Lurker**

Small natural animate (construct, homunculus)

XP 125

Initiative +7

Senses Perception +6; darkvision

HP 31; Bloodied 15

AC 16; Fortitude 13, Reflex 14, Will 15

Immune disease, poison

Speed 6, fly 3 (clumsy)

Ⓢ Bite (standard; at will) ♦ Poison

+3 vs. AC; 1d6 damage and the homunculus makes a secondary attack against the same target. *Secondary Attack*: +2 vs. Fortitude; the target is slowed (save ends). See also *guard object*.

⚡ Mind Touch (standard; at will) ♦ Psychic

+5 vs. Reflex; 1d6+3 psychic damage, and the target is dazed (save ends); see also *guard object*.**Guard Object**The clay scout gains a +4 bonus to attack rolls against targets adjacent to or carrying its guarded object (the journal, see *setup*).**Limited Invisibility ♦ Illusion**

The clay scout is invisible to dazed creatures.

Redirect (immediate interrupt, when targeted by a melee or ranged attack; at will)

The clay scout makes an attack against the attacker; +4 vs. Will; the targeting attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).

Alignment Unaligned

Languages -

Skills Stealth +8

Str 10(+1)

Dex 15(+3)

Wis 10(+1)

Con 13(+2)

Int 10(+1)

Cha 16(+4)

Filth Fever**Level 3 Disease**

Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower

The target is cured.

❏ **Initial Effect:** The target loses a healing surge.❏ **The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.**❏ **Final State:** The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.

ENCOUNTER 2-2: TARGET PRACTICE

Encounter Level 1 (525 XP)

SETUP

2 fell taint pulsars (P)
2 fell taint lashers (L)
1 fell taint thought eater (T)

The adventurers' starting position varies, based on where they moved in the room.

When the encounter begins, read:

Your presence awakens a frenzied buzzing sound, and you see the air rippling as bizarre creatures like something out of a nightmare materialize in the chamber. Drawn to your bodies, they float forward maliciously.

TACTICS

The fell taints have no real strategy, attacking the nearest adventurer in their hunger for sustenance. They are maintained by the magic of the room and respawn after an extended rest (through the adventurers can only gain experience from this encounter once). The pulsars are intelligent enough to take cover behind the rock formations, and any of the fell taints might fly over the pit to make themselves hard to reach.

Starting at the beginning of the second round of battle, have each adventurer at the start of their turn roll a DC 15 Perception check until one adventurer succeeds, then read:

Ice drips down your spine and you realize you are being watched. Previously unnoticed, the shadowy ghost from the bedchamber is observing the battle silently.

The specter materializes at least three squares away from any combatant (his favorite locations being the balcony, the door, or behind one of the rock formations). Regardless, he does not attack and his aura is inactive. He remains until attacked (no damage) or the end of the next turn of the adventurer who noticed him. Then he fades away into the air.

If the adventurers find the *staff of the apprentice* (see **Treasure**), then the female shadow from the bedchamber appears and emulates casting attack spells for two rounds. The ghost targets any remaining enemies or the nearest adventurer. No attacks actually happen, but this hints that the female ghost—not the male shadow—is an echo of the Apprentice. **Note:** If the specter has manifested at the time, he immediately vanishes.

FEATURES OF THE AREA

Illumination: The room is brightly lit by everburning blue candles.

Metallic Glint: Among the shattered remnants of the table, the adventurers can find a key similar to the one that allowed entrance to this room. It is keyed to H4 and worth 5 gp.

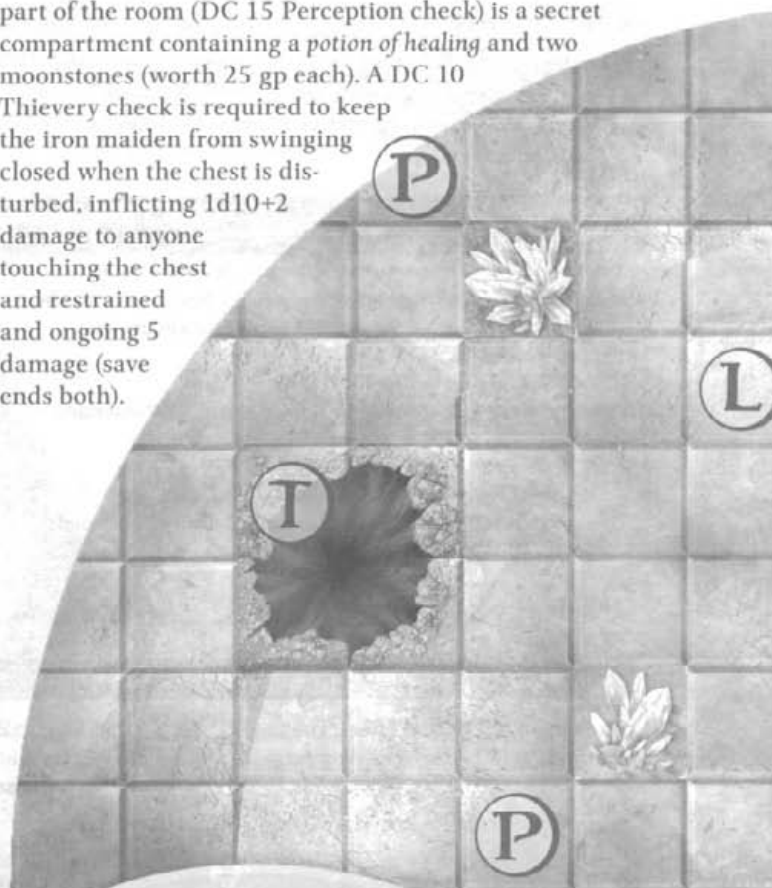
Platform: The steps lead up to a 10 foot by 10 foot stone platform, which stands 10 feet in the air. The railing on one end has long ago crumbled away. The Lost Apprentice used this platform to fire spells down at foes from a position of relative safety.

Pit: The pit is 20 feet deep. Anyone who falls in suffers 2d10 falling damage. Climbing out requires a DC 10 Athletics check.

Rock Formations: These odd clusters of rock provide cover.

Shattered Table: The remains of the table make for difficult terrain. Amongst the scraps of dusty paper the adventurers can find with a DC 15 Perception check several pages torn out of the Apprentice's journal. Among the indecipherable words, the adventurers find another hint about the Apprentice's identity. See the sidebar.

Treasure: Leaning against the wall by the shattered coat rack is a +1 *staff of the apprentice*, which looks like an old, gnarled staff. A DC 10 Arcana check detects that it is magical. Hidden in an iron maiden in the west part of the room (DC 15 Perception check) is a secret compartment containing a *potion of healing* and two moonstones (worth 25 gp each). A DC 10 Thievery check is required to keep the iron maiden from swinging closed when the chest is disturbed, inflicting 1d10+2 damage to anyone touching the chest and restrained and ongoing 5 damage (save ends both).



SCRAP FROM THE APPRENTICE'S JOURNAL

"My thoughts dwell on that poor creature in the hot chamber, caught in my master's mad schemes to test my resistance to this 'spellplague' he's always mumbling about. I only hope I can one day bring her peace. ~Maer."

The last four letters appear to be part of a signature, which is mostly obscured, leaving only the beginning visible: M-A-E-R.

Fell Taint Pulsar (P)

Level 1 Artillery

Small aberrant magical beast

XP 100

Initiative +2 **Senses Perception** +8

HP 18; **Bloodied** 9

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

Resist insubstantial; **Vulnerable** 5 psychic

Speed 1, fly 6 (hover)

⊕ **Tendril Caress** (standard; at-will) * **Psychic**
+4 vs. Reflex; 1d4+3 psychic damage.

⊗ **Tendril Pulse** (standard; at-will) * **Psychic**
Ranged 20; +6 vs. Reflex; 2d4+3 psychic damage.

➤ **Tendril Flurry** (standard; recharge ⓧ [ii]) * **Psychic**
Ranged 10; targets one, two, or three creatures; +4 vs. Reflex; 2d4+1 psychic damage.

Fell Taint Feeding (standard; at-will) * **Healing**

Targets a helpless or unconscious creature; the fell taint pulsar loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the pulsar kills the target, it regains all of its hit points.

Alignment Unaligned	Languages -	
Str 11(+0)	Dex 14(+2)	Wis 16(+3)
Con 13(+1)	Int 4(-3)	Cha 10(+0)

Fell Taint Lasher (L)

Level 1 Soldier

Small aberrant magical beast

XP 100

Initiative +3 **Senses Perception** +8

HP 20; **Bloodied** 10

AC 15; **Fortitude** 12, **Reflex** 12, **Will** 14

Resist insubstantial; **Vulnerable** 5 psychic

Speed 1, fly 6 (hover)

⊕ **Tendril Caress** (standard; at-will) * **Psychic**
+5 vs. Reflex; 1d6+4 psychic damage.

⊕ **Tendrils of Stasis** (standard; at-will) * **Psychic**
+5 vs. Will; 1d4+4 psychic damage, and the target is immobilized until the end of the fell taint lasher's next turn.

Fell Taint Feeding (standard; at-will) * **Healing**

Targets a helpless or unconscious creature; the fell taint lasher loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the lasher kills the target, it regains all of its hit points.

Flowing Tendrils (free, when the fell taint lasher makes an opportunity attack; at-will)

The lasher shifts 1 square.

Alignment Unaligned	Languages -	
Str 11(+0)	Dex 12(+1)	Wis 16(+3)
Con 13(+1)	Int 4(-3)	Cha 10(+0)

Fell Taint Thought Eater (T)

Level 2 Controller

Small aberrant magical beast

XP 125

Initiative +2 **Senses Perception** +6

HP 26; **Bloodied** 13

AC 14; **Fortitude** 13, **Reflex** 13, **Will** 15

Resist insubstantial; **Vulnerable** 5 psychic

Speed 1, fly 6 (hover)

⊕ **Tendril Caress** (standard; at-will) * **Psychic**
+6 vs. Reflex; 1d6+5 psychic damage.

➤ **Spirit Haze** (standard; at-will) * **Psychic**
Ranged 10; +6 vs. Will; 1d4+5 psychic damage, and the target is dazed until the end of the fell taint thought eater's next turn.

⚡ **Thought Fog** (standard; recharge ⓧ [ii]) * **Psychic, Charm**
Close burst 5; targets enemies; +5 vs. Will; the target is slowed (save ends). *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends).

Fell Taint Feeding (standard; at-will) * **Healing**

Targets a helpless or unconscious creature; the fell taint thought eater loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.

Alignment Unaligned	Languages -	
Str 11(+1)	Dex 12(+2)	Wis 10(+1)
Con 13(+2)	Int 5(-1)	Cha 16(+4)



ENCOUNTER 2-3: PLAGUE RESISTANT

Encounter Level 2 (625 XP)

SETUP

Plaguechanged eladrin (P)

Protective orb (O)

Place the protective orb (large size) first as marked on the map. The eladrin appears only when the orb is broken (i.e. bloodied).

In the center of the room is a sphere-shaped, magic-powered containment device, holding bound a plague-changed eladrin. Back before the Spellplague, Halaster trapped her in the field and subjected her to pure wild magic, seeking to emulate the coming apocalypse. He then used her to test his new apprentice, whom he was trying to make resistant/immune to the Spellplague. **Read:**

Light awakens in the center of the chamber, spreading fearsome radiance to all corners of the room. A ten foot orb that glows as brightly as a miniature star appears in the center, swirling with blue fire. It spins rapidly, then gradually slows, casting flaring arcs of blue fire from itself at random. This fire picks up along the walls, casting haunting shadows through the room.

You hear a voice screaming from within the orb, but can't make out the words.

The 10 foot orb begins to attack the adventurers immediately. A DC 10 Arcana check identifies the blue fire as originating from the spellplague. A DC 20 Arcana check suggests that it is not real spellplague, but rather a fabrication created by the great wizard Halaster.

TACTICS

When the attack begins, the plaguechanged eladrin is trapped inside a glowing sphere of blue flame. Its initial position allows it to take advantage of the defensive properties of the binding circle. The sphere does not move, but simply attacks all within range. Even adventurers who take cover in the sigil-marked squares are within range of its lightning arc attack.

The sphere cracks open when bloodied. Also, the adventurers can attempt to force the sphere open with three DC 20 Arcana checks. If successful, reduce the plaguechanged eladrin to her bloodied value.

When the sphere is first bloodied or when the adventurers succeed on the skill challenge to open it, the sphere cracks open, revealing the power source: the plaguechanged eladrin.

When the orb is bloodied, it shifts form. The fire fades and the orb bursts open, revealing an eladrin maiden seemingly clad in blue flames. Trapped in this room for a century, sustained by the device, she has long gone mad. She pleads with the adventurers to release her and continues attacking.

Read:

The attack lands, and the sphere shudders in its wake. Cracks spread along the sphere of blue flame, and it splits open like an egg. Inside lies a frail eladrin woman, who blinks dazedly up at you.

"Save me," she pleads. "Save me!"

Then her eyes blaze with the same bright flame, rippling down her arms, and she attacks savagely.

A DC 10 Insight check identifies that the eladrin's pleas of "save me!" mean to slay her and end her suffering. A DC 10 Arcana check identifies her blue fire as spellplague imbued, and a DC 15 check identifies her as plaguechanged.

When the adventurers reduce the plaguechanged eladrin to 0 hit points, read:

The final blow falls, and she slumps to the floor, crying out in pain and release. "Thank you," she whispers.

Then she speaks a command word in an ancient language you do not recognize. A distant growl of stone comes to your ears, as of something unlocking.

"The way below is open," the eladrin says. "Go, and honor her."

Finally, you see the shimmering wall of force fade from around the chamber.

The wall of force dissipates when the eladrin dies, and the distant unlocking sound is that of the stairs down in the Entry Hall (H2), which the eladrin activated by use of the command word.

If the adventurers linger in the room two more rounds, read:

After a moment, as silent as a breeze, the ghostly woman appears, kneeling over the fallen eladrin and cradling her head in her arms. The eladrin grasps a locket around her neck and whispers something. Then she sighs for the last time.

The ghost woman looks up at you, nods, and vanishes.

If nearby adventurers succeed on a DC 15 Perception check, they hear the name whispered: Maerlyn.



FEATURES OF THE AREA

Illumination: The room is dark as pitch until the adventurers activate the ward. The sigils shed light enough to illuminate their own squares and those adjacent.

Binding Circle: A yellow-glowing pattern marks the binding circle that holds the plaguechanged eladrin inside her orb of blue flame. All creatures standing in the circle gain +1 to all defenses.

Treasure: The locket worn by the eladrin is shaped like a pyramid set with seven stars. A DC 15 Religion check identifies this as the old symbol of the dead goddess Mystra. A DC 10 Thievery or Strength check allows the adventurers to open the locket, which contains a small painted portrait of a pretty human girl of about twenty or thirty years with long dark hair that curls about her as thought alive. The adventurers

can make nothing else out about the picture; it is faded from time. (This is the only surviving portrait of the Lost Apprentice herself—Maerlyn.) The locket is worth 100 gp.

The eladrin also has in her possession a level 5 magic item. Its properties do not affect her statistics above.



Plaguechanged Eladrin (P)

Medium fey humanoid (eladrin)

Level 2 Solo Controller

XP 625

Initiative +5

Senses Perception +3

Wreath of Spellflame (fire, poison) aura 2; before bloodied; any creature who starts its turn in the aura takes 5 fire and poison damage; spellscarred creatures take 7 damage.

Awful Pleas (psychic) aura 2; while bloodied; any creature who starts its turn in the aura takes 5 psychic damage and suffers -2 on attack rolls until the start of its next turn.

HP 164; Bloodied 82

AC 16; Fortitude 14, Reflex 14, Will 15

Resist fire 5

Saving Throws +5

Speed 0; teleport 6 after break free (see below)

Action Points 2

① **Spellplague Lash** (standard; at will) ♦ Fire, Poison

Reach 2; targets one or two creatures; +7 vs. AC; 1d6+4 fire and poison damage and knock prone.

⚡ **Lightning Arc** (minor; at will) ♦ Lightning

Close Burst 10; targets one or two creatures in burst; +6 vs. Reflex; 1d6+4 lightning damage and target is slowed until the end of plaguechanged eladrin's next turn.

⚡ **Spellplague Burst** (standard; recharge ☒ ☐; and immediate reaction when first bloodied) ♦ Fire

Close burst 3; +6 vs. Reflex; 2d6+1 fire damage and target is pushed 2 squares.

Break Free (immediate reaction; when first bloodied)

The plaguechanged eladrin gains a teleport speed 6 but cannot cross the wall of force (and leave the chamber) or other force effects.

Spellfire Absorption (immediate reaction; when hit by fire attack; encounter)

The plaguechanged eladrin takes no damage from the attack and instead recharges its burning fey step.

Burning Fey Step (while bloodied; encounter)

When the plaguechanged eladrin teleports, each creature adjacent to its starting and ending squares takes 5 fire damage.

Threatening Reach

The plaguechanged eladrin threatens all squares within reach of its spellplague lash.

Spellscarred Vulnerability

The plaguechanged eladrin has a -2 to all defenses against the attacks of spellscarred creatures.

Alignment Chaotic Evil

Languages Common, Elven

Str 12(+2)

Dex 18(+5)

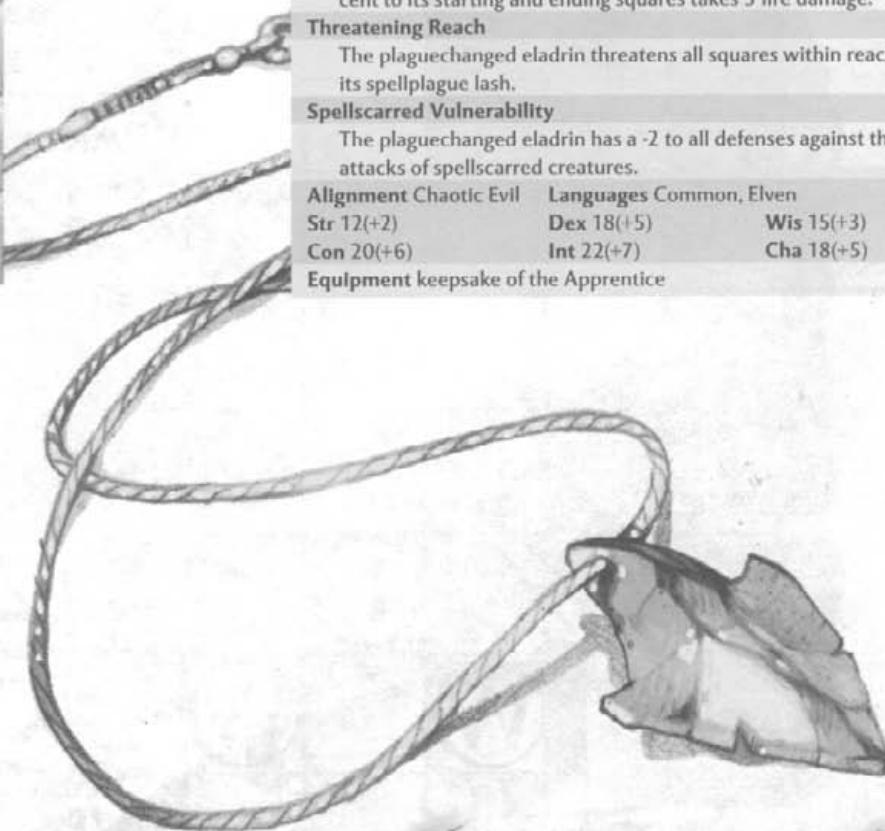
Wis 15(+3)

Con 20(+6)

Int 22(+7)

Cha 18(+5)

Equipment keepsake of the Apprentice



ENCOUNTER 2-4: TAINTED SERVANTS

Encounter Level 3 (850 XP)

SETUP

Lifedrinker specter (L)

4 wisp wraiths (W)

Corruption corpse (C)

3 zombies (Z)

The specter has animated the corpses of the slain adventurers and summoned a number of souls trapped in the complex. Unless the adventurers took steps to keep the slain adventurers in H1 from rising, they recognize the creatures as the hapless souls who perished before they arrived.

This is the toughest encounter the adventurers have faced yet. If they are having too much trouble and haven't been able to use the Apprentice's name in their support (see **Tactics**), have Maerlyn's spirit appear anyway at an appropriate moment.

TACTICS

The specter attempts to catch as many opponents as possible in its aura, relying on its wraith minions and the zombies to absorb potential attacks. It alternates between turning invisible in the middle of combat (so that its aura has full effect but it is relatively safe) and attacking with combat advantage while invisible. The specter is clearly the leader in the battle, and all the other creatures will sacrifice themselves to protect it as necessary.

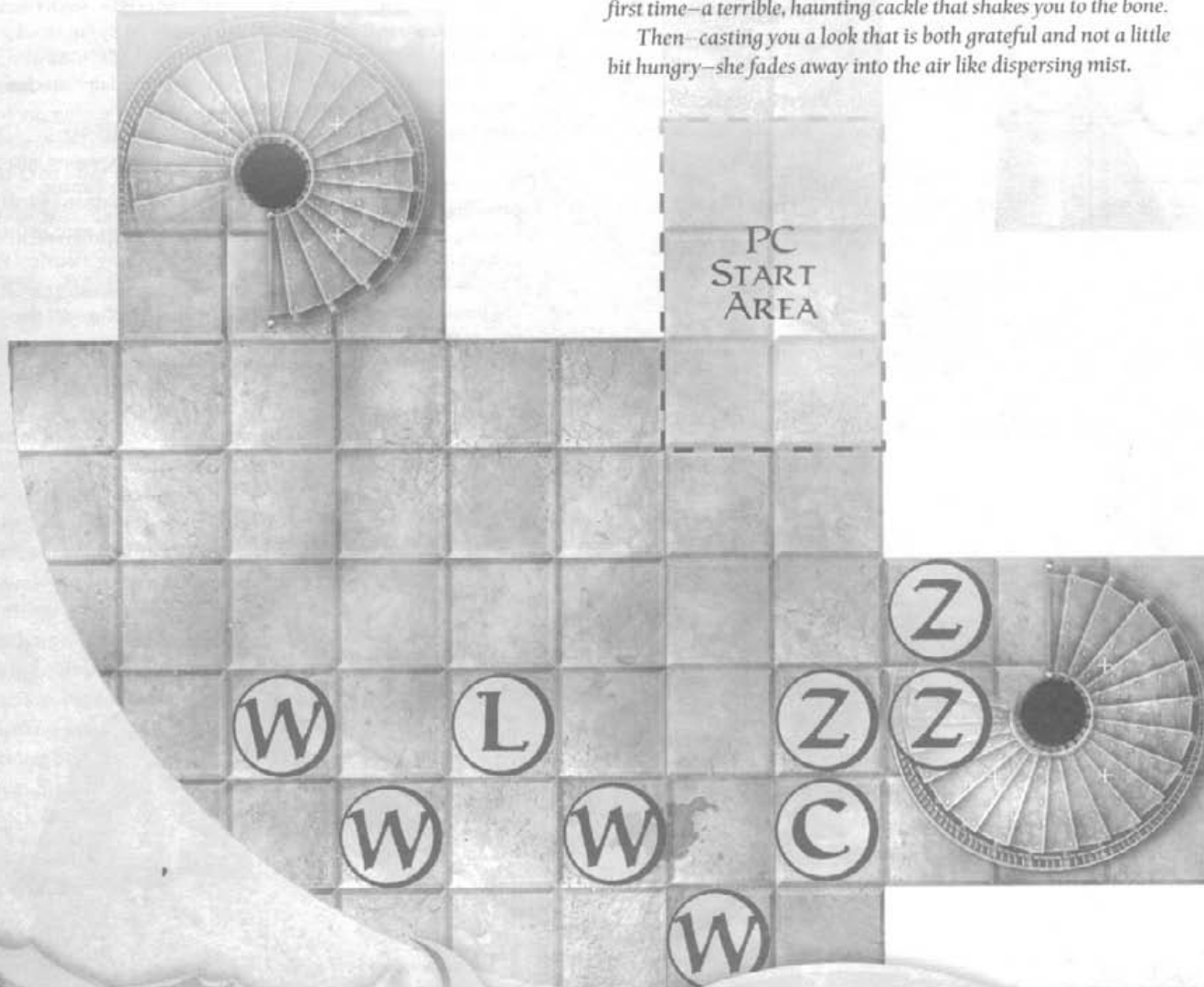
The zombies and wisp wraiths stay in a swarm around the specter, while the relatively intelligent corruption corpse goes after adventurers who stay outside the main melee.

When the specter and the undead are destroyed, read:

As the specter and his minions fade away, destroyed, you hear a deep rumble as of the wards around the hidden chambers giving way.

As the dust settles, you see the female spirit from the bed-chamber standing amongst the battlefield, like a specter of death herself. She surveys the devastation you have wreaked, then—as you watch—her soft, gentle blue gives way to a deeper purple before erupting with the bright red of blood. She makes a sound for the first time—a terrible, haunting cackle that shakes you to the bone.

Then—casting you a look that is both grateful and not a little bit hungry—she fades away into the air like dispersing mist.



THE LOST APPRENTICE'S NAME

If the adventurers have determined the Lost Apprentice's identity and invoke her by name during the battle, then the spirit appears and deactivates the specter's aura. Read:

The blue-glowing female ghost appears in the midst of the melee, and the specter shrinks back in terror. Calmly and silently, she raises her hands and the specter's stolen power flows out of it and back into her. Satisfied, Maerlyn's ghost remains and watches the continuing battle.

The specter's aura no longer functions, until the end of the encounter. Maerlyn's ghost takes no further actions and does not take damage from any attack.

After the specter's aura is deactivated, it loses all control of the undead, which cease to fight with any particular tactics and instead attack the nearest living creature.

FEATURES OF THE AREA

Illumination: The chamber is lit with blue-glowing candles.

Spiral Staircase: A character knocked prone or moved onto the battered staircase leading down must attempt a DC 10 Acrobatics check or tumble down 10 feet, suffering 1d10 falling damage. Returning to the room costs a move action.

Treasure: If none of the adventurers found it already, amidst a bunch of tattered rags, the +1 *mantle of the apprentice* (see **Treasure** in Session 5, page 26) hangs on a dusty coat rack near the stairs leading up (DC 15 Perception check). If they missed the coin on the adventurers' bodies (see **Treasure** in Encounter 1-4, page 24), they can take it now. An adventurer that has received any of these pieces of treasure from earlier is not eligible to receive the treasure again.

Corruption Corpse (C)		Level 4 Artillery
Medium natural animate (undead)		XP 175
Initiative +3	Senses Perception +3; darkvision	
Grave Stench aura 1; living enemies in the aura take a -5 penalty to attack rolls.		
HP 46; Bloodied 23; see also <i>death burst</i> .		
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)		
AC 17; Fortitude 16, Reflex 14, Will 14		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
① Slam (standard; at-will)		
+8 vs. AC; 1d6+3 damage.		
☞ Mote of Corruption (standard; at-will) ♦ Necrotic		
The corruption corpse hurls a black glob of necrotic filth. Ranged 10; +7 vs. Reflex; 2d6+3 necrotic damage, and the target is weakened (save ends).		
Death Burst (when reduced to 0 hit points) ♦ Necrotic		
The corruption corpse explodes. Close burst 1; +7 vs. Fortitude; 2d6+3 necrotic damage.		
Alignment Unaligned		Languages -
Str 16(+5)	Dex 13(+3)	Wis 12(+3)
Con 16(+5)	Int 4(-1)	Cha 3(-2)

Lifedrinker Specter (L)		Level 4 Lurker
Medium shadow humanoid (undead)		XP 175
Initiative +8	Senses Perception +6; darkvision	
Life Drain (Necrotic) aura 2; an enemy who starts his or her turn in the aura takes 5 necrotic damage.		
HP 30; Bloodied 15		
Regeneration 5 (if no targets have been damaged by the specter's life drain aura since its last turn or the specter suffered radiant damage since the end of its last turn, regeneration doesn't function this turn)		
AC 16; Fortitude 16, Reflex 16, Will 17		
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 5 radiant		
Speed fly 6 (hover); phasing		
Ⓢ Spectral Touch (standard; at-will) ♦ Necrotic		
+7 vs. Reflex; 1d6+2 necrotic damage.		
☞ Life Vacuum (standard; encounter) ♦ Necrotic		
Close burst 2; targets enemies; +7 vs. Will; 2d6+2 necrotic damage, and the target is weakened until the end of the specter's next turn.		
The specter regains 2 hit points for each target damaged in this attack.		
Invisibility (standard; at-will) ♦ Illusion		
The specter becomes invisible until it attacks or is hit by an attack.		
Alignment Chaotic Evil	Languages Common	
Skills Stealth +9		
Str 10(+2)	Dex 15(+4)	Wis 8(+1)
Con 13(+3)	Int 6(+0)	Cha 15(+4)

Wisp Wraith (W)		Level 1 Minion
Medium shadow humanoid (undead)		XP 150
Initiative +3	Senses Perception +0; darkvision	
HP 1; a miss never damages a minion.		
AC 13; Fortitude 11, Reflex 15, Will 12		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant		
Speed fly 6 (hover); phasing; see also shadow glide		
Ⓢ Shadow Caress (standard; at-will) ♦ Necrotic		
+4 vs. Reflex; 4 necrotic damage, and the target is slowed until the end of the wisp wraith's next turn.		
Shadow Glide (move; encounter)		
The wisp wraith shifts up to 6 squares.		
Skills Stealth +8		
Alignment Chaotic evil	Languages Common	
Str 3(-4)	Dex 17(+3)	Wis 10(+0)
Con 13(+1)	Int 4(-3)	Cha 15(+2)

Zombie (Z)		Level 2 Brute
Medium natural animate (undead)		XP 125
Initiative -1	Senses Perception +0; darkvision	
HP 40; Bloodied 20; see also <i>zombie weakness</i> .		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
⬇ Slam (standard; at-will)		
+6 vs. AC; 2d6+2 damage.		
⬇ Zombie Grab (standard; at-will)		
+4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Alignment Unaligned	Languages -	
Str 14(+3)	Dex 6(-1)	Wis 8(+0)
Con 10(+1)	Int 1(-4)	Cha 3(-3)

CHAPTER 3: ESCAPE

The adventurers have freed themselves from the hidden chambers, but they have yet to face the climax of the adventure. Slaying the specter drops the wards around the hidden chambers, and in short order Fayne appears through a portal in H6, offering to assist the adventurers in completing their task. No sooner does she arrive, however, than Xeres appears, takes her hostage, and looses his minions on the adventurers while he makes a break for it.

KEEPING UP THE CHASE

The adventurers can take an extended rest at any point in Chapter 3, but if they do, they allow Xeres to get too far ahead so that he is better prepared at the end and Fayne is absent (see Session 12, page 40). The adventurers sacrifice the chance to rescue Fayne and thus win a minor quest award. If the adventurers take an extended rest at any point, ignore the paragraphs in Sessions 10, 11, and 12 marked "Chasing Xeres."



SESSION 9: THE CHASE BEGINS

The adventurers descend to the next level of the hidden chambers. Fayne appears out of a portal, followed shortly by Xeres, who kidnaps her and sets his creatures—an elf scout, two guard drakes, and a stunted beholder—on the adventurers. Then he flees through the complex, daring them to follow.

H6. BROKEN TOWER

When the adventurers descend the stairs, read:

You descend the spiral staircase down nearly a hundred feet before they open into a vast empty darkness. A bridge leading down connects the stairs to the ruins of an ancient dwarven tower that rises from a vast chamber of Undermountain. There does not appear to be any way down into the tower.

The great cavern fills with the sound of rushing water. A dozen chilling waterfalls cut the darkness into shards, and standing on the creaking stone of the tower, you have a spectacular if unsettling view.

Nearby, you see a crackling blue portal bounded in rune-carved stone. Farther away, on the opposite side of the tower roof, a new-looking bridge leads to the north and east.

The adventurers can make the following skill checks.

Arcana DC 10: This portal is one of the oldest magical devices in Faerun—one of the semi-permanent teleportation portals that endured the Spellplague.

History DC 15: This tower dates back to the Melairkyn clan of dwarves, who settled this area before even Halaster came. It must have been repurposed for the Lost Apprentice.

Perception DC 10: Behind the portal is a small bureau, as though to hold traveling supplies.

When the adventurers approach within three squares of the portal, read:

The portal flickers to life, its hum announcing an imminent arrival. You ready yourself for battle, but the figure that emerges from the pool of magic is none other than Fayne. She looks around dazedly for a moment, then beams at you. "You made it!"

The adventurers have three rounds to interact with Fayne; tick off one round for each question asked. She has been trying to teleport into the hidden chambers sporadically along their quest, and has only now been able to do so successfully, now that they have dropped the wards preventing teleportation into or out of the chambers. She has come to help them finish their exploration, and then escape by means of this very portal.

When three rounds have elapsed, or if the adventurers attempt to enter the portal, go to **Encounter 3-1: Xeres's Betrayal**. During the encounter, the adventurers receive the **Major Quest: Defeat Xeres** and the **Minor Quest: Save Fayne**.

SESSION 10: MYCONID INFESTATION

The adventurers chase Xeres through a wizard's laboratory overrun by myconids, which feed upon some of the arcane experiments being grown here. Some of the chemicals can make for grenade-like splash weapons.

CHASING XERES

When the adventurers approach the door, read:

Through the door, which hangs slightly ajar, you see a dim room lit by weird blues, greens, and pinks. You see Xeres fleeing across through a door opposite the entrance, a struggling Fayne slung across his shoulder. As you approach, he ducks into a darkened back room.

H7. WIZARD'S LABORATORY

When the adventurers enter the room, read:

The aroma of rot mingled with sulfur, searing flesh, and other smells you can't recognize assails your nostrils, prompting coughs. The room is lit by dim blue-burning candles, as well as the bright glowing contents of beakers, vials, and all sorts of alchemical implements on the central table. The rest of the laboratory is choked with fungus and moss.

Go to Encounter 3-2: Rotten Scrolls, Fouled Potions.



SESSION 11: CHARNEL PIT

The adventurers venture through a back room into an undead-filled chamber that was used for practicing dark necromantic rituals. Many undead creatures have been spawned here over the last century, their flesh rotted away to leave only bones.

H8. DISPOSAL NICHE

Read the following:

This is a small room behind the wizard's laboratory, which looks like it was used for disposal of waste. The smells emerging from a covered pit—now open—are truly foul: old, moldering death. A ladder, recently used, leads down into darkness.

There is nothing of interest in this room, other than the pit the Apprentice used to dump refuse. A pile of skulls to one side of the pit hints at the undead horrors to come.

CHASING XERES

If the adventurers are still chasing Xeres, read:

The ladder shakes slightly, as though someone is climbing down below. Dimly, you hear Fayne crying out for your aid.

H9. CHARNEL PIT

When the adventurers enter, read:

This series of natural caverns must have been rarely—if ever—visited by the Apprentice herself, hence the natural shape of the chamber. The north end is elevated above a 20 foot canyon in the middle, slightly sloped so that bodies dropped down the pit will roll into the hollow in the center. A ladder formerly led down into the pit, but now leads out the other side. Bones and the stench of death fill the chamber.

Xeres's flight through this room stirred up the undead, who have had at least several rounds to prepare—specifically, they have attempted to hide amongst the other discarded bones. A DC 18 Perception check detects the sounds of rattling bones, as of animated skeletons. Failure causes the adventurers to be surprised.

Go to Encounter 3-3: Restless Experiments.

SESSION 12: SHOWDOWN

Xeres has fled to the deepest point in the Lost Apprentice's chambers: a water filled cavern cut into pieces by a fast moving river of icy-cold water. It is here that the final battle will be fought—while the life of Fayne hangs in the balance—and the exploration of the Hidden Chambers accomplished!

H10. UNDERGROUND SHORE

This small natural cavern lies between the Charnel Pit and the River Crossing. Water bleeds into it in pools at the south end.

When the adventurers enter, read:

The sickly rotting smell of the charnel pit fades behind you, replaced instead by the sharp tang of a watery cave. The sounds of a rushing river surround you, filling the natural cavern in a dull, constant roar. You see pools of water gleaming with their own dull silvery light in the corner of the chamber.

The water in the room is blisteringly cold, inflicting 2 cold damage to any creature that touches it.

A cavern choker is hiding in this chamber (see **Encounter 3-4: Showdown with Xeres**).

If the adventurers pause, they may make the following skill checks.

Insight DC 15: You suspect that Xeres is leading you into a trap of some sort—you should be careful not to follow heedlessly.

Perception DC 18: A creature of some kind is hiding by one of the pools, blending into the wall by the color of its flesh.

If the adventurers detect the choker, it attempts to flee into the Waterfall chamber (H11). If prevented, it will fight to the death. No matter the sounds of battle, Xeres and his minions will not come to investigate.

CHASING XERES

If the adventurers are still chasing Xeres when they enter H10, read the following:

At the end of a line of bloody footprints, you see Xeres, a struggling Fayne slung over one shoulder. He offers you a fearsome glare and disappears around a corner. You hear damp boards groan under his feet.

H11. WATERFALL

This is the final chamber, a natural cavern filled with a tributary of an underground river that falls deeper into Undermountain. Xeres awaits the adventurers on a rickety bridge, sword drawn, Fayne captive at his feet.

The adventurers must fight Xeres for the Portal Key, taking care not to fall into the river and be swept away into the dark crevasses of Undermountain. Go to **Encounter 3-4: Showdown with Xeres**.

CHAPTER 3 FINALE

After Xeres is gone and his minions are defeated, the adventurers receive a major quest award for defeating Xeres and completely exploring the chambersin. If Fayne remained unconscious during the final fight, she awakens now and gives the adventurers their reward (250 gp).

If they revived Fayne during the fight (and do not kill her now), they also receive a minor quest award for saving her.

Read the final closing. The mini-campaign *Undermountain: Halaster's Lost Apprentice* and the D&D Encounters season is complete!

"My heroes," Fayne says with a scandalous smile. "I hope we'll work together again sometime soon." Then her features ripple and she becomes a demonic eladrin, her hair as vivid red as fresh blood, from which curl a set of graceful white antlers. She offers you a sly wink and teleports away, leaving you with your payment.

OPTIONAL CLOSING

This section is optional, and should be used if you the DM want to bring the story to a full close.

Once she is awakened, Fayne—horrified at being the "damsel in distress" for real, this time—offers a few last parting words and answers a few lingering questions, if the adventurers ask.

Are you really Xeres's sister?

"Unfortunately," she admits. "We share a particularly fiendish father, though we spring from different mothers. It's probably the source of our mutual antipathy. All was going according to my plan, but he had to foil it—typical, really. He is such a prat."

Plan? What Plan?

"To explore these chambers, of course. I hired those thugs to assault me in the alley, so as to elicit your sympathy. Sorry about that, but since I owe you my life, I'd like to make it up to you by paying double. You've no objection, I trust?"

What do you mean "is"? Xeres died, didn't he?

Fayne looks bemused. "Mayhap, but I suspect we've not seen the last of him. I myself have tried to slay him a dozen times, and every time, he just comes back to annoy me all the more."

But if you're Xeres's sister, why don't you look like him? Are you a fiend as well?

Fayne gazes at you slyly for a moment. Then her features ripple and she becomes a demonic eladrin, her hair as vivid red as fresh blood. Then she offers you a lewd wink and teleports away, leaving you with your payment.



ENCOUNTER 3-1: XERES'S BETRAYAL

Encounter Level 2 (625 XP)

SETUP

Beholder runt (B)
2 elf scouts (E)
Guard drake (G)
Fayne (not shown on map)
Xeres (not shown on map)

When the encounter begins, read:

Fayne's smile falters as the portal flares again, signaling the arrival of six figures. The first—a regal eladrin with a rack of curling antlers—strides forth, drawing a sword that gleams with bright crimson light.

"Xeres!" Fayne says, stepping into the man's path. "Ware—" The demon eladrin blasts Fayne with a spell from his sword, knocking her senseless. He points the blade at your group. "Kill them all," he commands.

Fayne has fallen unconscious; place her body somewhere in the center of the room, within a few squares of the adventurers. Place Xeres within 6 squares of Fayne.

The beholder runt is included in the encounter for shock value—many players will not be expecting to fight such a creature, even if it is far less powerful than normal. The creature resembles a crude, unfinished mold of a beholder, being stunted by birth defects and in constant psychic pain, trapped in a ruined body.

TACTICS

The real threat in this fight is the beholder runt. As an artillery creature, its hit points are moderate, but unless dealt with quickly, it could inflict a great deal of damage to the adventurers. Its *bloodied madness* ability may divert some of its attention later in the fight.

The drake sticks close to the beholder runt, attacking any opponent that comes close. The elf scouts favor hit and run tactics, and prefer softer targets such as controllers and strikers.

Fayne's Abduction: Roll initiative for Xeres (he has a +6 bonus). On his turn, Xeres (statistics can be found in **Encounter 3-4**) attempts to move to Fayne, pick her up (minor action), and then teleports to the far ledge on the other side of the room. He is only interested in escaping with Fayne, and indeed does not pause to attack the adventurers. No matter what, he should escape to harry the adventurers in the final encounter; if he manages to be unable to abduct Fayne, you'll need to adjust the future encounters slightly.

When the last creature is defeated, read:

You hear, beyond the bridge, the sound of pounding boots and Fayne crying out for help. The bridge leads to another tower, where a door hangs ajar.

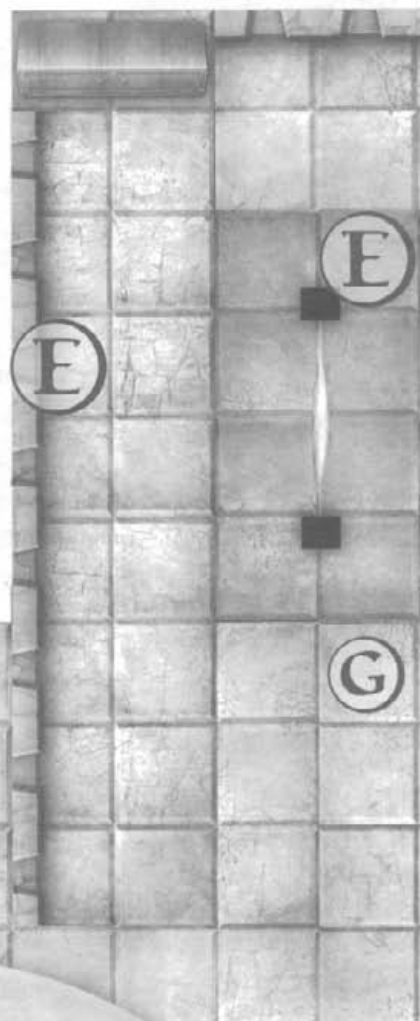
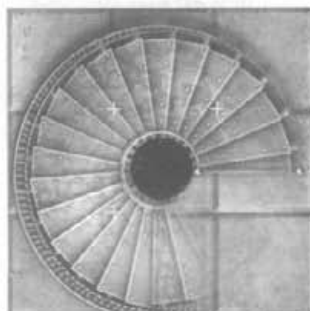
FEATURES OF THE AREA

Illumination: The battlefield is dimly illuminated by the lingering glow of the glowing runes around the currently inactive portal.

Tower Edge and Bridges: The broken tower rises against a 50-foot fall into a watery doom below. Edges as marked around the tower are safe, and creatures cannot be forced over them. The bridges, however, afford no such protection. Creatures who fall suffer 5d10 falling damage. Climbing back up the tower consumes 5 minutes (the time it takes for a short rest).

Portal: Xeres's use of the portal drained it of its power, and it is currently dormant and unusable.

Treasure: The dresser behind the portal is filled with dusty old cloaks and traveling equipment, along with a level 4 magic item (feet or head slot item only). When searched (DC 5 Perception check), the pockets of the cloaks yield coins and small gems worth 60 gp.



Elf Scout (E)		Level 2 Skirmisher	
Medium fey humanoid		XP 125	
Initiative +7		Senses Perception +10; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.			
HP 39; Bloodied 19			
AC 16; Fortitude 13, Reflex 15, Will 13			
Speed 6; see also <i>wild step</i>			
① Longsword (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d8+4 damage.			
② Short Sword (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d6+4 damage.			
† Two-Weapon Rend (standard; encounter) ♦ Weapon			
The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.			
Elven Accuracy (free; encounter)			
The elf can reroll an attack roll. It must use the second roll, even if it's lower.			
Combat Advantage			
An elf scout that has combat advantage deals and extra 1d6 damage with its attacks.			
Wild Step			
The elf ignores difficult terrain when it shifts.			
Alignment Evil		Languages Common, Elven	
Str 12(+2)	Dex 18(+5)	Wis 14(+3)	
Con 15(+3)	Int 10(+1)	Cha 12(+2)	
Equipment chainmail, longsword, short sword			

Beholder Runt (B)		Level 2 Elite Artillery	
Small aberrant beast		XP 250	
Initiative +5			
Senses Perception +6; all-around vision, darkvision			
Psychic Pain (Psychic) aura 1; any enemy that starts its turn in the aura suffers 5 psychic damage and grants combat advantage until the end of its next turn. If the beholder runt is bloodied, the creature is also dazed until the end of its next turn.			
HP 84; Bloodied 42; see also <i>agony burst</i> and <i>bloodied madness</i>			
AC 16; Fortitude 15, Reflex 13, Will 14			
Saving Throws +2			
Speed fly 6 (hover)			
Action Points 1			
① Bite (standard; at-will)			
+9 vs. AC; 1d6+5 damage			
✧ Jaundiced Central Eye (minor; at-will)			
Ranged 8; target gains vulnerable 5 psychic and any attack that hits and deals psychic damage to the target also dazes it until the end of its next turn.			
✧ Stunted Eye Rays (standard; at-will) ♦ See text			
The beholder runt can use up to two of its eye ray powers (chosen from the list below), at least one of which must be its psychic <i>agony ray</i> . Each attack targets a separate creature.			
1—Agony Ray (Psychic): Ranged 8; +7 vs. Will; 2d6+1 psychic damage.			
2—Telekinesis Ray: Ranged 8; +7 vs. Fortitude; target slides 4 squares.			
3—Fear Ray: Ranged 8; +7 vs. Will; the target moves its speed away from the beholder runt by the safest route possible and takes a -2 penalty to attack rolls (save ends).			
4—Dissolving Ray (Acid): Ranged 8; +7 vs. Reflex; 2d6+1 acid damage.			
Bloodied Madness (when bloodied)			
When the beholder runt is bloodied, it cannot distinguish between friend and foe. Determine its targets randomly.			
Close Combat Blaster			
The beholder runt does not provoke opportunity attacks when using ranged attacks.			
Agony Burst (when first bloodied and again when beholder runt is reduced to 0 hit points) ♦ Psychic			
Close burst 2; +7 vs. Reflex; 2d6+1 psychic damage.			
Alignment Chaotic Evil		Languages -	
Str 15(+4)	Dex 16(+5)	Wis 8(+1)	
Con 18(+6)	Int 6(+0)	Cha 16(+5)	

Guard Drake (G)		Level 2 Brute
small natural beast (reptile)		XP 125
Initiative +3	Senses Perception +7	
HP 48; Bloodied 24		
AC 15; Fortitude 15, Reflex 13, Will 12		
Immune fear (while within 2 squares of an ally)		
Speed 6		
① Bite (standard; at-will)		
+6 vs. AC; 1d10+3 damage, or 1d10+9 damage while within 2 squares of an ally.		
Alignment Unaligned	Languages -	
Str 16(+4)	Dex 15(+3)	Wis 12(+2)
Con 18(+5)	Int 3(-3)	Cha 12(+2)

ENCOUNTER 3-2: ROTTEN SCROLLS, FOULED POTIONS

Encounter Level 3 (807 XP)

SETUP

- 2 myconid rotpriests (R)
- 2 myconid guards (M)
- 3 myconid gas spores (G)
- 1 green slime (S)

When the adventurers enter the room, read:

As you watch, several mushroom-like figures rise up from where they were resting, disturbed by Xeres's flight. They fix their beady eyes on you and roar in challenge.

Place the myconids immediately when the adventurers enter the room. Do not place the slime (hidden on the ceiling) unless an adventurer makes a DC 16 Perception check.

TACTICS

The myconids stay close together, fighting as a team against the invaders. The gas spores never move more than 3 squares away from one of the plant creatures, but generally try to get in the thick of the battle as much as possible, the better to hit as many enemies as they can with their spore burst when killed.

The green slime readies an action to drop upon the first creature to enter a square under it. This is considered a charge attack. If this does not occur on the first round, the slime moves along the ceiling to the nearest adventurer, then drops.

FEATURES OF THE AREA

Illumination: The central table and the squares adjacent are brightly lit, but the rest of the room has dim illumination.

Alchemical Table: A creature may hop up on the table with a DC 10 Acrobatics or Athletics check. The tabletop is considered difficult terrain, but any creature on top of the table gains combat advantage against a creature not on the table. If a creature on the table takes fire, force, or acid damage or is knocked prone, treat this as a successful explosive attack against that square (see below).

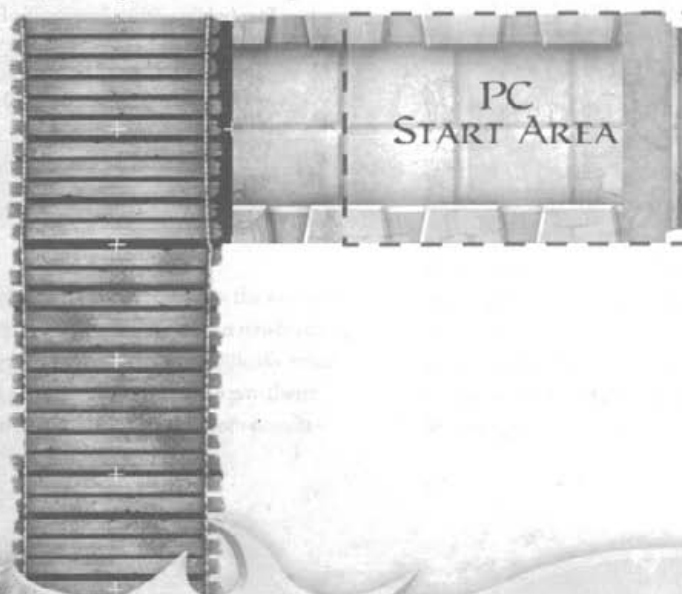
Bookshelves: The shelves are filled with books and vials of the same explosive

chemicals as the table. Treat any attack against one of the bookshelves as being an explosive attack with no secondary burst (see below).

Explosive Attacks: Adventurers may attack one of the bookshelves or a square on the central table for explosive results. Breaking one of the beakers requires a successful attack against AC 12 (other defenses 10), which releases a close burst 1 attack (origin the target square): +7 vs. Reflex, 5 acid and fire damage. If the burst came from a square on the central table, in the next round, the rest of the chemicals ignite and explode, attacking all squares adjacent to the central table; +7 vs. Reflex, 10 acid and fire damage.

Slime Spot: The green slime marked squares are difficult terrain. In addition, any creature who steps onto the spot is attacked by the clinging slime: +7 vs. Fortitude; target is restrained (save ends).

Treasure: The myconids have little interest in treasure, but the room can be canvassed with a DC 15 Perception check to reveal two potions of healing and a total of 80 gp.



Myconid Rotpriest (R) Level 3 Brute (Leader)

Medium fey humanoid (plant) XP 150

Initiative +2 Senses Perception +3; tremorsense 10

HP 48; Bloodied 24; see also *life burst*.

Regeneration 5

AC 15; Fortitude 16, Reflex 13, Will 16

Vulnerable radiant (if the myconid rotpriest takes radiant damage, its regeneration does not function until the end of the rotpriest's next turn)

Speed 5

① **Stipe Staff** (standard; at will) ♦ **Weapon**

+6 vs. AC; 2d10+3 damage.

◀ **Decomposing Spray** (standard; at will) ♦ **Necrotic**

Close burst 3; +6 vs. Fortitude; 1d10+3 necrotic damage.

◀ **Life Burst** (when reduced to 0 hit points) ♦ **Healing**

Close burst 1; targets living creatures; the target regains 10 hit points.

Roots of the Colony (free, when the myconid rotpriest is hit by an attack while a myconid ally is within 5 squares of it; at will)

The rotpriest takes half damage from the attack, and the myconid ally takes the same amount of damage.

Sacrifice for the Colony (free, when a myconid ally uses roots of the colony to deal damage to the myconid rotpriest; at will)

The rotpriest takes the damage dealt to the ally, and the ally takes none.

Alignment Unaligned

Languages -

Str 10(+1)

Dex 12(+2)

Wis 15(+3)

Con 18(+5)

Int 10(+1)

Cha 18(+5)

Myconid Guard (M)

Medium fey humanoid (plant)

Level 4 Soldier

XP 175

Initiative +5 Senses Perception +3, tremorsense 10

HP 56; Bloodied 28

AC 18; Fortitude 17, Reflex 16, Will 14

Speed 6

① **Spiny Strike** (standard; at will)

+11 vs. AC; 2d6+3 damage.

◀ **Pacification Spores** (standard; at will) ♦ **Poison**

Close burst 1; +9 vs. Will; 1d6+3 poison damage, and the target cannot take a standard action until the end of the myconid guard's next turn.

Roots of the Colony (free, when the myconid rotpriest is hit by an attack while a myconid ally is within 5 squares of it; at will)

The rotpriest takes half damage from the attack, and the myconid ally takes the same amount of damage.

Alignment Unaligned

Languages -

Str 18(+6)

Dex 16(+5)

Wis 12(+3)

Con 16(+5)

Int 8(+1)

Cha 10(+2)

Myconid Gas Spore (G)

Medium fey beast (plant)

Level 4 Minion Skirmisher

XP 44

Initiative +3 Senses Perception +2, blindsight 10

HP 1; a missed attack never damage a minion; see also *spore burst*.

AC 16; Fortitude 17, Reflex 16, Will 15

Speed fly 2 (hover)

① **Acidic Slam** (standard; at will) ♦ **Acid**

Melee 1; +9 vs. AC; 4 acid damage.

C **Spore Burst** (when reduced to 0 hit points) * **Poison**Close burst 3; targets nonplant creatures; +7 vs. Fortitude; 5 poison damage. *Effect:* Each plant creature in the burst regains 5 hit points.

Alignment Unaligned

Languages -

Str 6(+0)

Dex 12(+3)

Wis 11(+2)

Con 15(+4)

Int 1(-3)

Cha 8(+1)

Green Slime (S)

Medium natural beast (blind, ooze)

Level 4 Lurker

XP 175

Initiative +9 Senses Perception +2; blindsight 10; tremorsense 10

HP 47; Bloodied 23

AC 20; Fortitude 23, Reflex 17, Will 20

Immune gaze; Resist 5 acid; Vulnerability 5 fire, 5 radiant

Speed 4, climb 4

① **Engulf** (standard; at will) ♦ **Acid**

+7 vs. Reflex; 1d6+3 acid damage, and the target is engulfed (save ends). While engulfed, the target takes ongoing 5 acid damage and is restrained. While a target is engulfed, attacks that target the green slime deal half damage to the slime and half damage to the engulfed creature. While it has a creature engulfed, the slime can make attacks only against the engulfed creature.

Rapid Dissolution

A green slime's attacks deal 1d6 extra acid damage to a creature that is taking ongoing acid damage.

Alignment Unaligned

Languages -

Str 11(+2)

Dex 16(+5)

Skills Stealth +11

Con 17(+5)

Int 3(-2)

Wis 11(+2)

Cha 1(-3)

ENCOUNTER 3-3: RESTLESS EXPERIMENTS

Encounter Level 3 (775 XP)

SETUP

Blazing skeleton (B)

Witherling (W)

2 skeletons (S)

4 tomb motes (T)

Crown of the apprentice (C)

(dropped by Fayne later in the encounter)

When the adventurers descend into the canyon, read:

As you land upon the stone, animated skeletons rise up around you, disturbed by Xeres's flight and your own arrival.

TACTICS

The skeletons stride forward thoughtlessly to the attack, while the witherling and the tomb motes keep moving about the battle, constantly seeking combat advantage. The blazing skeleton remains on the high ground of the opposite ledge, attacking any approaching opponent, particularly one who makes for the ladder.

FEATURES OF THE AREA

Illumination: Darkness, except for soft light filtering down from the pit the adventurers climbed down (illuminates a burst 2) and dim torchlight on the other end of the chamber (the south end).

Canyon: The canyon is 20 feet below the upper ledge (2d10 falling damage). The rough wall requires a DC 10 Athletics check to climb, DC 5 with a secured rope.

Ladder: Xeres, not needing a ladder (thanks to his *fey'ri step*), nevertheless moved the ladder to discourage pursuit. The ladder can be picked up with a DC 5 Strength check and occupies both a character's hands. Treat each square of the ladder as difficult terrain (i.e., it costs 4 squares total to climb or descend it).

Open Pits: The pits in the northeast corner and south end of the chamber are ten feet deep (1d10 falling damage) and require a DC 10 Athletics check to climb out of.

Treasure: If Fayne has taken the *crown of the apprentice* from Xeres, it is here.

CHASING XERES

If the adventurers are still chasing Xeres when they complete the encounter, read:

The sounds of struggling draw your attention: up the other side of the miniature canyon, you see the shadows of Fayne and Xeres struggling, and hear them arguing. Xeres cries out in pain and you hear something clink to the floor. Then there is a sharp meaty smack as Xeres slaps the woman, and Fayne groans in pain. He hefts her and keeps running, this time making for the southwest, past the charnel pit.

Fayne has torn the *crown of the apprentice* (see page 9) from Xeres's head and dropped it in the marked square. If the adventurers have taken too long and do not qualify to hear this description (i.e. not chasing Xeres), then the crown is not present.

PC
START AREA

Blazing Skeleton (B)**Level 5 Artillery**

Medium natural animate (undead)

XP 200

Initiative +6

Senses Perception +4; darkvision

Fiery Aura (Fire) aura 1; any creature that starts its turn in the aura takes 5 fire damage.

HP 53; Bloodied 26

AC 19; Fortitude 15, Reflex 18, Will 16

Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant
Speed 6

⚡ Blazing Claw (standard; at-will) ♦ Fire

+8 vs. AC; 1d4+1 damage, and ongoing 5 fire damage (save ends).

⚡ Flame Orb (standard; at-will) ♦ Fire

Ranged 10; +8 vs. Reflex; 2d4+4 fire damage, and ongoing 5 fire damage (save ends).

Alignment Unaligned

Languages -

Str 13(+3)

Dex 18(+6)

Wis 15(+4)

Con 17(+5)

Int 4(-1)

Cha 6(+0)

Witherling (W)**Level 4 Skirmisher**

Small natural animate (undead)

XP 175

Initiative +8

Senses Perception +2; low-light vision

HP 56; Bloodied 28

AC 18; Fortitude 16, Reflex 17, Will 15

Speed 8, climb 6

⚡ Claw (standard; at-will)

+9 vs. AC; 1d6+2 damage, and the target is slowed (save ends).

† Double Attack (standard; usable only when bloodied; at-will)

The witherling makes two claw attacks.

Combat Advantage

A witherling deals 1d6 extra damage on attacks against any creature granting combat advantage to it.

Blood Dance (move; usable only while bloodied; at-will)

The witherling shifts 2 squares.

Pack Attack

A witherling's melee attacks deal 2 extra damage against any enemy that has two or more of the witherling's allies adjacent to it.

Sudden Leap (move; at-will)

The witherling jumps 4 squares. During the jump, it gains a +5 bonus against opportunity attacks, and any enemy that misses the witherling with an opportunity attack grants combat advantage to it until the end of the witherling's turn.

Alignment Evil

Languages Abyssal, Common

Str 11(+2)

Dex 19(+6)

Wis 11(+2)

Con 16(+5)

Int 7(+0)

Cha 12(+3)

Skeleton (S)**Level 3 Soldier**

Medium natural animate (undead)

XP 150

Initiative +6

Senses Perception +3; darkvision

HP 45; Bloodied 22

AC 18; Fortitude 15, Reflex 16, Will 15

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

Speed 5

⚡ Longsword (standard; at-will) ♦ Weapon

+10 vs. AC; 1d8+2 damage, and the target is marked until the end of the skeleton's next turn; see also *speed of the dead*.

Speed of the Dead

When making an opportunity attack, the skeleton gains a +2 bonus on the attack roll and deals an extra 1d6 damage.

Alignment Unaligned

Languages -

Str 15(+3)

Dex 17(+4)

Wis 14(+3)

Con 13(+2)

Int 3(-3)

Cha 3(-3)

Equipment chainmail, heavy shield, longsword

Tomb Mote (T)**Level 3 Minion Skirmisher**

Tiny natural animate (undead)

XP 38

Initiative +9

Senses Perception +4; darkvision

HP 1; a missed attack never damage a minion.

AC 17; Fortitude 13, Reflex 18, Will 14

Speed 8

⚡ Bite (standard; at-will) ♦ Necrotic

+8 vs. AC; 3 necrotic damage, and ongoing 2 necrotic damage (save ends).

Tomb Tactics

When a tomb mote hits a target adjacent to three or more tomb motes, it instead deals 6 damage and ongoing 5 necrotic damage (save ends).

Alignment Unaligned

Languages -

Skills Stealth 14

Str 8(+0)

Dex 26(+9)

Wis 16(+4)

Con 17(+4)

Int 4(-2)

Cha 14(+3)

ENCOUNTER 3-4: SHOWDOWN WITH XERES

Encounter Level 4 (900 XP)

SETUP

Xeres (X)
Deathjump spider (D)
2 elf archers (E)
Cavern choker (C)
Fayne (unconscious) (F)

When the adventurers enter, read:

You turn the corner and see Xeres standing upon a rickety network of wood bridges, long withered with age and water damage. Fayne lies unmoving at his feet—unconscious or dead, you do not know. He holds up his sword in challenge.

"Come and die then, lesser creatures," he calls. Then, in his other hand, he raises the portal key. "Or stay back and starve to death in this place, if you be cowards."

As he stands defiant, a series of spectral swords composed of crimson light appear around him, flickering and slashing at the air.

When the adventurers enter, place only Xeres and Fayne (prone) as marked. Xeres's archers are hidden in their tactical positions (DC 12 Perception check), while the deathjump spider lurks on the ceiling (DC 15 Perception check). The choker lurks in the location specified, attempting to hide (DC 18 Perception check).



TACTICS

If Xeres wins initiative, he readies an action to use *lightning binding* on the first opponent who comes within range, hoping to pull him or her into the empty air above the fast-moving river. From there, the target is entitled to a saving throw—on a success, the target grabs hold of the nearest section of bridge and is hanging from the edge. Xeres readily attacks hanging or prone opponents, hoping to knock them into the river. He reserves his *hellfire spiral* for an opportunity to hit at least two opponents, pushing them in if possible. He uses his basic melee attack to knock foes in, and uses *sword burst* when surrounded.

The spider remains hidden and readies an action to leap at the first adventurer to approach with a *death from above* attack, preferring to land behind the adventurer on the bridge. On their turn, the archers reveal themselves and attack immediately (gaining combat advantage for being hidden previously), preferring targets that present a clear shot.

Attacked from Behind: The cavern choker waits until the second round of combat to attack, or attacks if any adventurers linger on the shore.

DEVELOPMENT

Waking Fayne: When the adventurers wake Fayne, read:

Fayne stirs, and her eyes gleam with crimson light. She raises her hand toward Xeres, and speaks words of magic. The gleaming swords of light wink out around him like burst stars. Then, with a sly smile, she vanishes into the air in a puff of red pink dust.

Fayne has deactivated Xeres's aura until the end of the encounter. A DC 15 Arcana check identifies this spell as *dispel magic*. She then activated her *fey'ri deception* and teleported to a safe square within 5 squares, becoming invisible and remaining so for the rest of the encounter (she does not take further standard actions).

Xeres is Defeated: When an attack reduces Xeres to 0 or fewer hit points, read:

The final blow lands, and Xeres reels back, gasping for air. He gazes about wildly—looking for Fayne—and one word forms on his lips: "sister."

Then he staggers and falls into the river, where the current snaps his body along like a doll caught in a storm. He vanishes down the pit at the end of the river in an ill-sounding crunch.

Go to Chapter 3 Finale.

FEATURES OF THE AREA

Illumination: The river shines with an inner light, bathing all within 3 squares with bright illumination.

Underground River: The river thunders down a waterfall at its source and speeds along under the rickety bridge. A creature that starts its turn in the water is subject to the river's current (save ends). While subject to the river's current, the creature is restrained, takes ongoing 4 cold damage, and is pushed 2 squares along the river toward the waterfall pit (see below). If a creature saves, it may immediately shift out of the river.

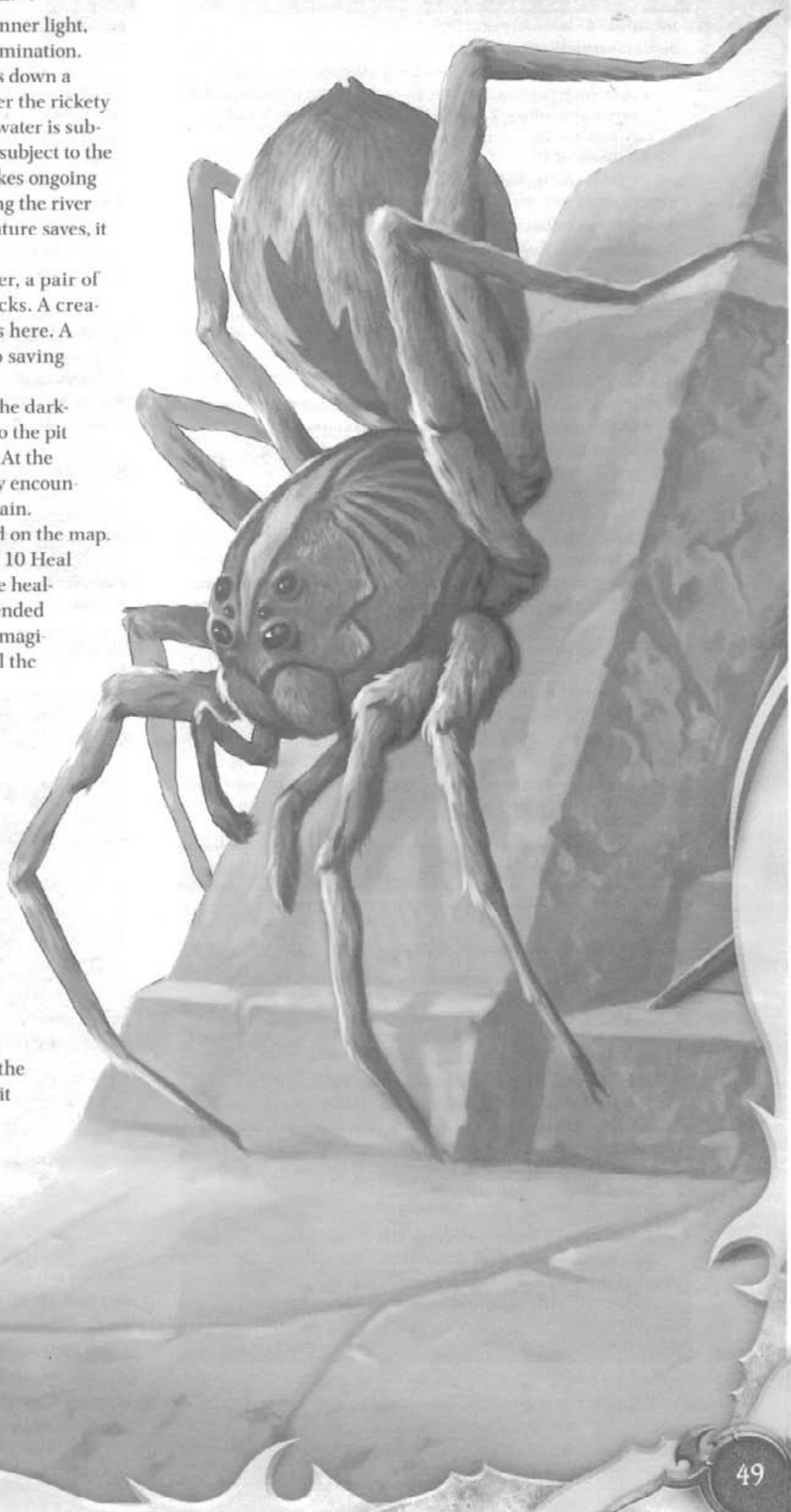
Caught Bodies: At one bend in the river, a pair of fresh elf bodies are caught amongst the rocks. A creature being swept through this square stops here. A creature in this square gains a +2 bonus to saving throws against the river's current.

Waterfall Pit: The river falls away into the darkness of a deep pit. Any creature that falls into the pit falls 20 feet, suffering 2d10 falling damage. At the DM's discretion, survivors of this ordeal may encounter more adventures deeper in Undermountain.

Fayne: Fayne lies unconscious as marked on the map. The adventurers can wake Fayne with a DC 10 Heal check (must be adjacent) or a power with the healing keyword. If the adventurers took an extended rest at any point during Chapter 3, Fayne is magically stunned and cannot be awakened until the end of the encounter.

Rickety Bridge: The bridge occupies squares as marked, and is so ancient as to require caution. Moving more than two squares in a turn on the bridge requires a creature to make a DC 10 Acrobatics check or fall prone. If a creature is forced off the edge of the bridge, it is entitled to a saving throw; if successful, it falls prone.

Treasure: Xeres's sword, which is a +1 vicious broadsword, is the treasure in the encounter. The adventurer selecting this item may choose to change it to another legal weapon when it is selected. In addition, if the adventurers did not retrieve the crown of the apprentice from Encounter 3-3, it is here as well.



Xeres (X)		Level 4 Elite Soldier	
Medium fey humanoid (eladrin)		XP 350	
Initiative +6			
Senses Perception +3			
Offensive Warding (Radiant) aura 2; any creature who starts its turn in the aura takes 5 radiant damage. If Xeres is bloodied, the creature also suffers -2 to attack rolls and grants combat advantage until the start of its next turn.			
HP 98; Bloodied 47			
AC 21; Fortitude 16, Reflex 15, Will 15			
Resist radiant 5			
Saving Throws +2			
Speed 6; see also <i>fey'ri deception</i>			
Action Points 1			
⚔ Vicious Broadsword (standard; at-will) ♦ Weapon			
+11 vs. AC; 1d10+4 damage (crit +1d12) and slide target 1 square.			
⚔ Sword Burst (standard; at-will) ♦ Weapon			
Close burst 1; +11 vs. AC; 1d10+4 damage (crit +1d12).			
⚡ Lightning Binding (standard; at-will) ♦ Lightning			
Ranged 5; +11 vs. AC; 1d10+4 lightning damage and target is pulled 4 and immobilized until the end of its next turn.			
⚔ Hellfire Spiral (standard; encounter; recharges when first bloodied) ♦ Fire			
Close burst 3; +9 vs. Reflex; 2d6+3 fire damage, and target is pushed 2 and knocked prone.			
⚔ Aegis of Striking (minor; at-will) ♦ Radiant			
Close burst 2; targets one enemy; target is marked until the end of Xeres's next turn. If target marked by <i>aegis of striking</i> makes an attack that does not include Xeres on its turn, target takes 5 radiant damage.			
Fey'ri Deception (move; encounter)			
Xeres teleports 5 squares and becomes invisible until the end of his next turn or until he attacks.			
Alignment Chaotic Evil		Languages Common, Elven, Infernal	
Str 16(+5)	Dex 18(+6)	Wis 13(+3)	
Con 17(+5)	Int 20(+7)	Cha 14(+5)	
Equipment +1 vicious broadsword, crown of the apprentice (unless he lost it previously, see <i>Chasing Xeres</i> in Session 11), leather armor.			

Deathjump Spider (D)		Level 4 Skirmisher	
Medium natural beast (spider)		XP 175	
Initiative +8		Senses Perception +9; tremorsense 5	
HP 55; Bloodied 27			
AC 20; Fortitude 17, Reflex 18, Will 16			
Resist 5 poison			
Speed 6, climb 6 (spider climb); see also <i>prodigious leap</i> .			
④ Bite (standard; at-will) ♦ Poison			
+6 vs. AC; 2d6+3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).			
† Death from Above (standard; at will) ♦ Poison			
The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone.			
Prodigious Leap (move; encounter)			
The deathjump spider shifts 10 squares.			
Soft Fall			
The deathjump spider ignores the first 30 feet when determining damage from a fall.			
Alignment Unaligned		Languages -	
Skills Athletics +10 (+20 when jumping), Stealth +11			
Str 17(+5)		Dex 18(+6)	
Con 15(+4)		Int 1(-3)	
		Wis 14(+4)	
		Cha 8(+1)	

Elf Archer (E)		Level 2 Artillery	
Medium fey humanoid (elf)		XP 125	
Initiative +5		Senses Perception +11; Low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.			
HP 32; Bloodied 16			
AC 15; Fortitude 11, Reflex 13, Will 12			
Speed 7; see also wild step.			
⚔ Short Sword (standard; at-will) ♦ Weapon			
+5 vs. AC; 1d6+4 damage.			
🏹 Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +7 vs. AC; 1d10+4 damage; see also archer's mobility.			
Archer's Mobility			
If an elf archer moves at least 4 squares away from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.			
Elven Accuracy (free; encounter)			
The elf can reroll an attack roll. It must use the second roll, even if it's lower.			
Not so Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)			
The elf shifts 1 square and makes a ranged attack against the enemy.			
Wild Step			
The elf ignores difficult terrain when it shifts.			
Alignment Evil		Languages Common, Elven	
Skills Nature +11, Stealth +10			
Str 13(+2)		Dex 18(+5)	Wis 16(+4)
Con 14(+3)		Int 12(+2)	Cha 11(+1)
Equipment leather armor, short sword, longbow, quiver of 30 arrows			



Cavern Choker (C)**Level 4 Lurker**

Small natural humanoid

XP 175

Initiative +9

Senses Perception +3; darkvision

HP 42; Bloodied 21

AC 17 (see also *chameleon hide*); Fortitude 15, Reflex 15, Will 13

Speed 6, climb 6 (spider climb)

⊕ **Tentacle Claw** (standard; at-will)

Reach 2; +9 vs. AC; 1d8+3 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.

⬇ **Choke** (standard; at-will)

Grabbed target only; +9 vs. Fortitude; 1d8+3 damage.

Body Shield (immediate interrupt, when targeted by a melee or ranged attack against Reflex or AC; recharges when the choker makes a successful *tentacle claw* or *choke* attack)

The cavern choker makes it grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.

⊖ **Chameleon Hide** (minor; at-will)

The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing a creature or while grabbed.

Alignment Unaligned

Languages Common

Str 17(+5)

Dex 17(+5)

Wis 13(+3)

Con 12(+3)

Int 6(+0)

Cha 6(+0)



PC
START AREA



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