

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 below.

Before you DM your first session:

- Read over the Introduction, Adventure Synopsis, Adventure Summary, and Resting sections.
- Read **Session 1: A Broken Bridge** under the **Chapter 2: Tomb of a Long, Lost Age** section, and read **Encounter 2-1: Awaking the Dead**. (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 use one of the characters provided in the play kit. At the end of Chapter 1, all players' characters reach 2nd level. At the end of Chapter 2, all players' characters reach 3rd 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 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 treasure and possibly D&D Encounters Cards (the organizer will tell you if any players have earned this reward). Make sure the players write down their rewards on their D&D Encounters Play Tracker.
- 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.

At the end of the final session of this chapter:

- The adventurers take an extended rest, regaining all of their healing surges, hit points, and daily powers. In addition, their action point totals reset to 1.
- The adventurers level up to 3rd level. They apply the changes listed on their character card to their character in preparation for the beginning of Chapter 3.

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ADVANCEMENT AND REWARDS

Unlike some seasons of D&D Encounters, this special DARK SUN preview season doesn't award experience points in the standard method. Instead, characters level up at the end of each chapter.

XP Awards: The XP awards listed throughout this adventure are for reference only, as characters level up automatically at the end of each chapter.

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.

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. They are listed on the table below. Give out magic items according to the sidebar Awarding Magic Items.

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.

RENOWN 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 below.

TREASURE FOUND

Name of Treasure	Where Found
2 panther tears	Encounter 2-1
+1 piecemeal chain	Encounter 2-1
+1 crystal scale armor	Encounter 2-2
150gp/character	Encounter 2-3
20gp/character	Encounter 2-4
6 survival days	Encounter 2-4
2 potions of healing	Encounter 2-4
Baldric of time	Encounter 2-5

RENOWN POINT AWARDS

Accomplishment	Frequency	RPs
Complete an encounter	1/Session	3
Hit a milestone	2/Chapter	2
Moment of greatness	1/Chapter	2
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
Use the reckless breakage rule	1/Season	1
Survive 10+ sessions without dying	1/Season	2
Complete all quests	1/Season	5

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 chapter.

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 select another character, losing any extra treasure they may have gained along the way.

RENOWN 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 35 Renown Points in this season. The third award is called the Adventurer Reward, and a player qualifies for the reward by obtaining 60 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.



DARK SUN: *Fury of the Wastewalker* introduces the world of Dark Sun, a parched and perilous campaign setting for 4th Edition, to both new and veteran players. Their characters explore the blasted wastes of a world defiled by arcane magic. This section provides background information and a summary of the adventure.

For information on what's come before, see the previous adventure package. This adventure package includes details on Chapter 2 only.

ADVENTURE SUMMARY

DARK SUN: *Fury of the Wastewalker* is a mini-campaign that spans the length of the summer 2010 D&D Encounters season. The adventure is broken into three chapters—story arcs divided by opportunities for extended rests. Each chapter contains 5 sessions, which are one encounter in length and designed to be run once per week.

To give the Dungeon Master an overview of the storyline, the Chapter 2 summary and the individual play sessions are listed below. Chapter 1 and Chapter 3 are in separate adventure packages, available through your organizer.

WEAPONS OF INFERIOR MATERIALS

Metal is so scarce on Athas that most armaments are made of bone, wood, or stone. These substances are weaker than metal and fracture more easily. A broken weapon is at best an improvised weapon. Damaged magic weapons lose their enhancement, properties, and powers until repaired. The following option simulates the relative fragility of nonmetal weapons, making combat more unpredictable and exciting.

Reckless Breakage: When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete. A metal weapon breaks only if you roll a natural 5 or lower on the reroll. This rule gives you a say in whether a weapon breaks. You can play it safe and accept the errant attack, or you can attempt to avoid a miss by risking your weapon.



CHAPTER 2:

TOMB OF A LONG, LOST AGE

During sessions 6–10, the adventurers are safe from the torments of the Wastewalker and the searing heat of the desert, but a new threat emerges. They find a tomb containing the ancient, unsettled spirits of a lost people. The remains of previously failed expeditions litter the upper passages. In the lower depths, the adventurers confront the spirit of an powerful ancestor. When the adventurers complete a minor quest at the end of this chapter, they receive a boon.

SESSION 6: A BROKEN BRIDGE

After a much needed rest, the adventurers delve deeper into the mountain, coming to a bridge over a dried-up underground riverbed. The far side is haunted by restless corpses—the remains of adventurers who failed to return from their quest to raid the area of its treasures. **Encounter 2-1: Awakening the Dead** is found on page 10.

SESSION 7: CRYSTAL CAVERNS

Arriving in the tomb proper, the adventurers enter a room covered in purple crystals. The remains of a defeated adventuring group litters the floor of this chamber. Triggered by the characters' entrance, necrotic energy animates these bodies. A crystal spider has also hidden in the corner of this cave, its fine webs stretching from wall to wall. **Encounter 2-2: Fine Strands of Death** is found on page 12.

SESSION 8: BROKEN RELICS

After defeating the spider and zombies, the adventurers uncover a passage hidden beneath the dense web. It leads down to a worked stone room littered with broken relics. Two guardians rest in this chamber **Encounter 2-3: Tomb Wardens** is found on page 14.

SESSION 9:

INTRUDERS OF A DIFFERENT SORT

The adventurers continue through the tomb by piecing together a key from the husks of the tomb wardens. They arrive at the final resting place of someone or something of great importance during a forgotten time. A clan of hejkin—burrowing earth people with a burning hatred for surface dwellers—has squatted in this crypt. **Encounter 2-4: Who's Trespassing?** is found on page 16.

SESSION 10: IN THE PRESENCE OF ANOTHER TIME

After driving off the hejkin, the adventurers are surprised by the restless spirit of a former age. Once vanquished, its companions bestow a boon. **Encounter 2-5: Restless Spirits** is found on page 18.

CAPTURED BY HALFLINGS!

As the adventurers emerge from the tunnels left by the hejkin, they find themselves far from the desert in a lush mountain valley. Unfortunately, lurking in the shadows are dozens of savage halflings. The heroes have no option but surrender.

ADJUSTING THE ENCOUNTERS

Chapter 2 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 characters
2. 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 characters
2. 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 2-1** (a level 2 encounter), you might subtract a corruption corpse (level 4 artillery) from the encounter if your party is weak, or add a second griefmote (level 3 lurker) if your party is strong

RESTING

Although the adventurers can take short rests between sessions, they are allowed to take extended rests only between chapters. During Chapter 2, the adventurers are unable to take an extended rest because the lurking necrotic forces in the tomb keep them on edge.

CONTINUING THE ADVENTURE

Note that the adventure included here is the second of 3 chapters of play for this D&D Encounters season. The other two chapters are available separately. Check with your organizer to receive a copy of Chapter 1 and upon completion of this chapter to receive Chapter 3.

This section collects all the treasure awarded in this chapter, including the new items from the *DARK SUN Campaign Setting*.

ENCOUNTER 2-1: AWAKENING THE DEAD

Piecemeal Armor

Level 5+

This armor, assembled from pieces of chain or scale, falsely seems to emphasize style over protection.

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

Armor: Chain, scale

Enhancement: AC

Power (Encounter): Immediate Interrupt. You can use this power when an enemy hits you. You gain a +2 power bonus to AC against the triggering attack.

Panther Tears

Level 2

For a moment your vision is blurry, but when you blink away the excess liquid, you see clearly through the gloom.

Alchemical Item 25 gp

Power (Consumable): Minor Action. You gain low-light vision until the end of your next turn.

ENCOUNTER 2-2: FINE STRANDS OF DEATH

Crystal Armor

Level 4+

Seemingly made of solid quartz, this armor bolsters your mental abilities when you're badly injured.

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

Armor: Scale, Plate

Enhancement: AC

Property: Gain a +2 item bonus to Will defense when bloodied.

ENCOUNTER 2-5: RESTLESS SPIRITS

Boon of the Ancients (Baldric of Time)

Level 6+

This rough-textured belt seems to be coated in the sands of time.

Lvl 6	1,800 gp	Lvl 16	45,000 gp
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Item Slot: Waist

Property: When you roll a 20 on your initiative check, you gain an extra move action during the first turn of the encounter.

Level 16: You instead gain an extra standard action.



CHAPTER 2: THE TOMB OF A LONG, LOST AGE

In Sessions 6–10, the adventurers trade the perils of the wastes for the unknown of a cool, dark cave. As they move deeper into the underground passageway, they notice that the caves are not entirely natural. Steps have been carved in the rock to make the route easier and many of the tunnels have been widened. As the heroes pass through larger areas, they notice ruined relics of long ago adorning the walls. Closer examination reveals that these items are likely debris dropped by vandals who previously raided these.

The caverns are dark, but the heroes can fashion crude torches out of the gear they have. To do so, a character makes a DC 10 Dungeoneering or Thievery check. Up to 3 torches can be constructed from their gear.

Restless spirits and necrotic energy have built up in this tomb over the centuries. As a result, it is unsafe for extended rests. If the adventurers settle down for more than a short rest, they are interrupted by piercing psychic shrieks.

FIXED ENHANCEMENT BONUSES

Barren Athas is resource-poor by nature. Adventurers cannot hoard wealth and accumulate magic items as they might in another setting because these valued accoutrements simply do not exist. To reflect this shortage, magic items rewards can be replaced by alternatives. That approach leaves character capacities lagging behind those of their opponents.

Two redress this issue, **DARK SUN: Fury of the Wastewalker** uses a rule variant called inherent bonuses. When the characters reach 2nd level (roughly at the beginning of Chapter 2), they gain a +1 fixed bonus to attack rolls and damage rolls. This bonus is already calculated in the character's 2nd level cards. Fixed bonuses do not stack with enhancement bonuses gained from magic items, however. For example, a +2 magic bone spear would give a 2nd level character a +2 to attack and damage, negating the character's fixed bonus when using that weapon. *Dungeon Masters Guide 2* has more information on fixed bonuses (page 138).

SESSION 6: A BROKEN BRIDGE

At the beginning of this session, the first in this chapter, apply the sun sickness rules shown below, if a character has succumbed to sun sickness (see the Chapter 1 adventure package for details).

Sun Sickness

Level 2

The sun's punishing rays leech vitality from your body.

Attack: Level + 4 vs. Fortitude

Endurance improve DC 17, maintain DC 13, worsen DC 12
The target is cured.

❑ **Initial Effect:** The target loses one healing surge or hit points equal to the target's surge value. The healing surge or hit points cannot be regained until the target is cured.

❑ The target takes a –2 penalty to all attack rolls and defenses.

❑ The target is slowed and weakened.

❑ **Final State:** The target dies.

When you are ready to begin the session, read:

Moving through the caverns, the party reaches a large chamber. The air here defies your expectations. It is fresh and a slight breeze cools your back. You see a crude rope bridge strung across a wide, underground canyon. Your light glints off metallic objects on the other side—perhaps some kind of treasure?

The metallic glow is treasure left behind by a group of vanquished adventurers. The rope bridge can support only one character at a time. Also, once a hero is across, a group of undead attack. Proceed to **Encounter 2-1: Awakening the Dead** (page 10).

SESSION 7: CRYSTAL CAVERNS

Working their way farther down into the tomb, the adventurers enter a chamber with crystalline formations. Bones litter the area. Go to **Encounter 2-2: Fine Strands of Death** (page 12). Underneath the crystalline web in this room is a hidden passage to the lower level tomb.

SESSION 8: BROKEN RELICS

The heroes descend and discover worked stone—a tomb. Most of the delicate items have been broken or scattered across the floor in the near half of the room. In the far half up a short set of stairs, however, the relics remain untouched. This room contains two shard golems and a trap. Run **Encounter 2-3: Tomb Wardens** (page 14).

DEVELOPMENT

The key from Encounter 2-3 is one-way. It opens the gates momentarily and only in the direction of the next encounter. The key to open them in the opposite direction has been lost.

SESSION 9: INTRUDERS OF A DIFFERENT SORT

The adventurers enter a chamber that has been colonized by a group of hejkin—a race of small, frenzied, burrowing humanoids. Proceed to **Encounter 2-4: Who's Trespassing?** (page 16).

DEVELOPMENT

Once the hejkin are defeated, the characters can reach the surface through their access tunnels. Before they depart, however, they are set upon by a dire threat.

SESSION 10: IN THE PRESENCE OF ANOTHER TIME

The principle menace haunting this dungeon is a corrupted elemental ghost. It is one of three such creatures that are trapped in the tomb. The fourth, a fire spirit, escaped to the surface world long ago. The adventurers encountered this fiery being in Chapter 1.

A mere short rest after defeating the hejkin in **Encounter 2-4**, the corrupted elemental spirit arrives with its minions. Go to **Encounter 2-5: Restless Spirits** (page 18).

DEVELOPMENT

When the wind spirit is defeated, it fades into a clinging mist. A heartbeat later, two figures emerge from the haze: a male with skin like stone—the earth spirit—and a female with flowing blue hair—the water spirit. Both are vaguely human, but insubstantial.

Speaking telepathically, they say:

Our wind brother became one of the defilers and brought death and evil to this peaceful place. But no matter, the time is not right for such trifles. You have proved worthy to carry our message back to the surface to show others that not all arcanists are defilers. You can become examples by preserving the arcane knowledge our people once held. The path you have chosen might one day repair the damage done. We can only wait and hope the elemental prophecies are indeed true. Go now, and show the misguided that arcane energy can be used to preserve instead of destroy. Know too that the one who hunts you is not entirely lost; he can be reformed.

The two spirits grant the characters a boon of the ancients, a woven belt of life-giving arcane energy from other time. Its properties are identical to a *baldrick of time* (level 6 item; page 6; *Adventurer's Vault 2*, page 74). They also receive a level 2 minor quest award (125 XP) for escaping the haunted tomb.

CHAPTER 2 FINALE

After climbing through the hejkin's access tunnels, the adventurers reach a valley in the Ringing Mountains, the treacherous range overlooking the desert Tablelands to the east and south, and the Forest Ridge to the north and west. Read:

As daylight fills your eyes, you smell the familiar dusty air of the surface world once again. A loud crack rings out and you quickly glance around the clearing. You didn't notice at first, but dozens of spears are pointed in your direction.

"You are our captives, now." Your eyes train downward. A halfling with a glittering iron spear and a headdress of feathers and skulls speaks again. "You will come with us."

During the interlude between Chapters 2 and 3, the adventurers are allowed an extended rest. The adventure continues in Chapter 3: *Escape*.



ENCOUNTER 2-1: AWAKENING THE DEAD

Encounter Level 2 (625/725 XP)

SETUP

2 corruption corpses (C)

Griefmote (G)

Gray ooze (O)

Silt false-floor pit (P)

The characters start in the outlined area of the encounter map. Once one of the characters arrives at the far side of the rope bridge, the undead awaken and attack. The adventurers are most likely on edge, so no surprise round occurs, but if they are not particularly concerned, go ahead and surprise them. Read:

As you set foot on the far side of the canyon, the shriveled bodies of what might have been adventurers begin to twitch and quiver. Your teeth ache as a wave of necrotic energy washes over you.

TACTICS

The gray ooze is clinging to the ceiling of the cavern. It moves across the chasm and pops down next to the adventurer farthest in back. The corruption corpses make ranged attacks as often as possible. The griefmote, a tiny glowing orb of necrotic energy, hides among the bodies and does not attack until a creature enters its burst range (2 squares).

FEATURES OF THE AREA

Illumination: None.

Bridge: The rope bridge is old and rotted. If more than one adventurer tries to cross, it collapses into the chasm. Any adventurers on the bridge must make DC 15 Acrobatics checks to avoid the fall. If they succeed, they end prone on the top of the nearest cliff face. If they fail, they fall into the chasm (and possibly into the pit).

Chasm: This chasm is 3 squares deep. Although appearing similar to the other areas of the chasm bottom, a portion under the bridge is filled with liquid-like silt. It is treated as a false-floor pit. If the heroes don't fall into the chasm and encounter the trap, they receive the lower amount of XP listed for the encounter.

Raised Alcove: Two cliffs rise from the far side of the chasm. One leads to a corridor out of the area. The other rises to an alcove. Both cliffs are 2 squares high.

Remains: The skeletal remains of long-dead adventurers lie at far edge of the chasm. Treasure stolen from the tomb glitters among the bodies.

Treasure: The characters find a set of +1 piecemeal chain armor (level 5 item; page 6; *Dragon Magazine* Annual 2009) and 2 vials of panther tears (level 2 item; page 6; *Eberron Player's Guide*, page 102).

DEVELOPMENT

The group also finds scraps of a map. The pieces bear markings and an annotation that reads:
Unable to access chamber to retrieve ancestral treasures. Men too afraid of curses.

Griefmote (G)	Level 3 Lurker
Tiny shadow magical beast (undead)	
XP 150	
Initiative +8	Senses Perception +3; darkvision
HP 24; Bloodied 12	
AC 16; Fortitude 13, Reflex 16, Will 15	
Speed fly 4 (hover)	
Immune disease, poison; Resist 10 cold, insubstantial	
STANDARD ACTIONS	
⚡ Chilling Touch (standard; at-will) ⚡ Cold, Necrotic	
Reach 0; +6 vs. Fortitude; 1d6 + 3 necrotic damage, and the target is slowed until the end of its next turn.	
⬅ Chill of the Grave (standard; at-will) ⚡ Cold	
Close burst 2; +4 vs. Fortitude; 1d6 + 3 cold damage, and the target gains vulnerable 3 cold (save ends).	
Invisibility (minor; at-will) ⚡ Illusion	
The griefmote becomes invisible until the end of its next turn or until it attacks.	
Skills Stealth +9	
Str 5 (-2)	Dex 17 (+4)
Con 11 (+1)	Int 4 (-2)
	Wis 14 (+3)
	Cha 8 (+0)
Alignment Evil	Languages understands Common

Gray Ooze (O)	Level 2 Skirmisher
Small natural beast (blind, ooze)	
XP 125	
HP 43; Bloodied 21	Initiative +5
AC 15; Fortitude 13, Reflex 15, Will 13	Perception +2
Speed 5, climb 3	Blind, blindsight 10, tremorsense 10
Immune blinded, gaze; Resist 5 acid	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
⚡ Bone Melt (acid) ⚡ At-Will	
Attack: Melee 1 (one creature); +5 vs. Fortitude.	
Hit: 1d6 + 5 acid damage, and the target takes a -2 penalty to Fortitude (save ends). The penalty to Fortitude is cumulative with multiple bone melt attacks.	
MINOR ACTIONS	
Slimy ⚡ At-Will (1/round)	
Effect: The ooze shifts 2 squares.	
Skills Stealth +12	
Str 11 (+1)	Dex 15 (+3)
Con 19 (+5)	Int 1 (-4)
	Wis 11 (+1)
	Cha 1 (-4)
Alignment unaligned	Languages —

2 Corruption Corpses (C)

Medium natural animate (undead)

Level 4 Artillery

XP 175 each

HP 46; Bloodied 23

Initiative +3

AC 17, Fortitude 16, Reflex 14, Will 14

Perception +3

Speed 4

Darkvision

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

TRAITS

☠ Grave Stench + Aura 1

Living enemies take a -5 penalty to attack rolls while within the aura.

Regeneration

The corruption corpse regains 5 hit points whenever it starts its turn and has at least 1 hit point. If the corruption corpse takes radiant damage, regeneration doesn't function on its next turn.

STANDARD ACTIONS

⚔ Slam + At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 3 damage.

☠ Mote of Corruption (necrotic) + At-Will

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: 2d6 + 3 necrotic damage, and the target is weakened (save ends).

TRIGGERED ACTIONS

☠ Death Burst (necrotic)

Trigger: The corruption corpse drops to 0 hit points.

Attack: Close burst 1 (creatures in burst); +7 vs. Fortitude

Hit: 2d6 + 3 necrotic damage.

Str 16 (+5)

Dex 13 (+3)

Wis 12 (+3)

Con 16 (+5)

Int 4 (-1)

Cha 3 (-2)

Alignment unaligned

Languages –

Silt False-Floor Pit (P)

Trap

Level 1 Warder

XP 100

A silt-filled pit is nearly indistinguishable from the solid areas of the chasm bottom. When a creature enters this area, it falls into a 10-foot-deep pit.

Trap: A 2-by-2 square section of the floor hides a 10-foot-deep pit.**Perception**

♦ DC 20: The character notices a difference in the surface of the ground over the pit.

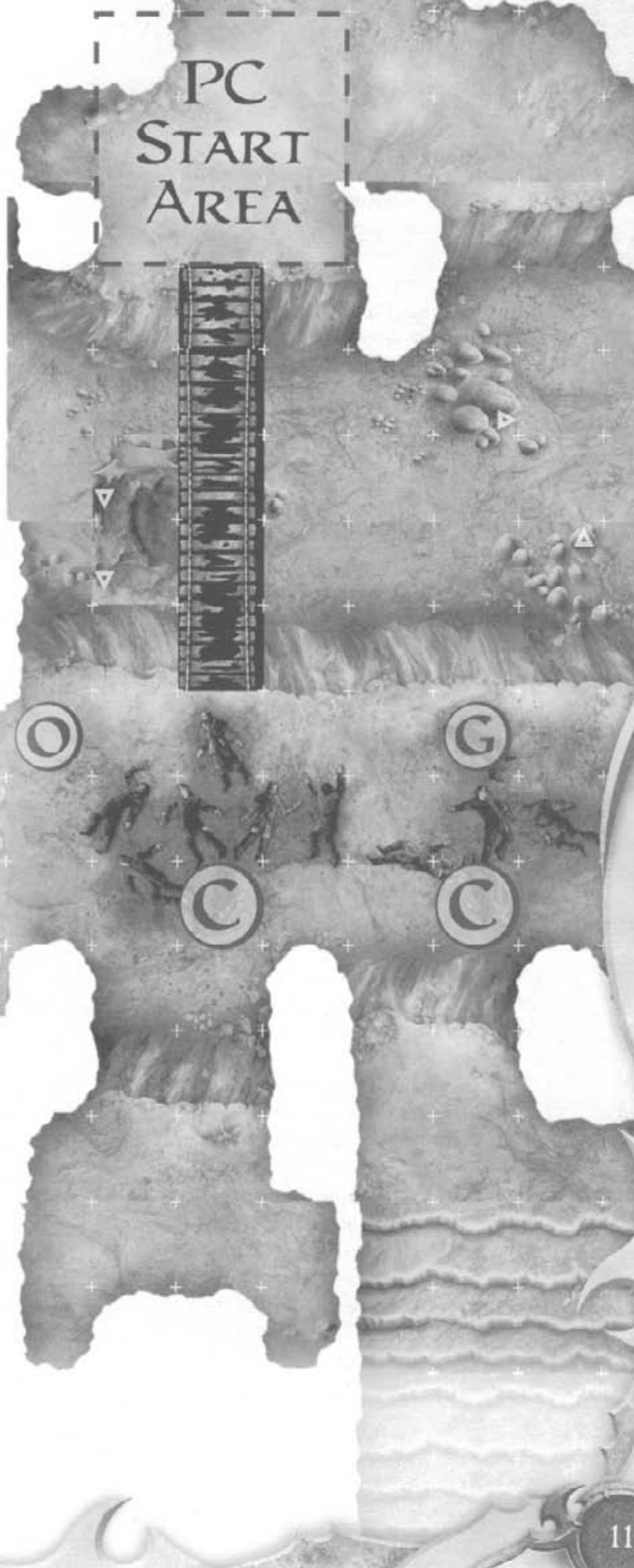
Trigger

The trap attacks when a creature enters one of its four squares.

Attack**Immediate Reaction** **Melee****Target:** The triggering creature**Attack:** +4 vs. Reflex**Hit:** 1d10 damage, and the target falls prone at the bottom of the 10-foot pit.**Miss:** The target returns to the last square it occupied and its move action ends.**Effect:** The silt surface of the trap is disturbed and it no longer looks like the rest of the chasm bottom.**Countermeasures**

♦ A character can make a DC 11 Athletics check or a DC 21 Athletics check (without a running start) to jump over the pit.

♦ A character can make a DC 15 Athletics check to climb out of the pit.



ENCOUNTER 2-2: FINE STRANDS OF DEATH

Encounter Level 2 (653 XP)

SETUP

Crystal spider (C)
Crystalline web (white outline)
6 crawling gauntlets (G)
3 decrepit skeletons (S)

The adventurers can feel a slight breeze coming from this chamber as they enter. They set up in the outlined area of the encounter map. Read:

When you round the corner, your light reflects from the purple crystals that have formed in the cavern. You can see the shadows of broken bones in the room up ahead.

The adventurers do not automatically notice the crystalline web (DC 14/19 Perception check depending on the lighting).

TACTICS

If the adventurers examine the remains closely (approach within 2 squares), the skeletons and crawling gauntlets animate and attack. The crystal spider hides on the far side of the pit near the crystals waiting for an opportunity to strike any characters that approach the web.

FEATURES OF THE AREA

Illumination: None.

Crystals: The violet crystals in this room have captured the psychic energy of the deceased. With a minor action, a character adjacent to a crystal can extract the energy from it, causing it to crumble to dust. The character adds 5 psychic damage to his or her next damage roll.

Pit: The pit in this room leads to the lower chamber of the tomb, but it's covered with a crystalline web, making it impossible to fall into. The web must be hacked apart.

Scattered Remains: At least three humanoids perished in this chamber, and their remains are scattered at the far side of the room.

Treasure: Once the immediate threat is over, the adventures can find a set of +1 crystal scale armor (level 4 item; page 6; Adventurer's Vault, page 43).

Crystal Spider (C)

Large natural beast (spider)

HP 39; Bloodied 19
AC 18, Fortitude 14, Reflex 18, Will 16
Speed 8, climb 8 (spider climb)
Resist 5 radiant; Vulnerable 5 thunder

Level 4 Lurker

XP 175

Initiative +10
Perception +9
Tremorsense 10

TRAITS

Gleaming Carapace

A crystal spider that moves at least 5 squares during its turn gains concealment until the end of its next turn.

STANDARD ACTIONS

① Razor Leg ♦ At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 1d6 + 4 damage.

† Bite (poison) ♦ At-Will

Attack: Melee 1 (one creature that cannot see the spider); +7 vs. Fortitude

Hit: 2d6 + 4 poison damage, and ongoing 10 poison damage (save ends).

← Radiant Agony (radiant) ♦ Recharge when the spider uses bite or when no enemy is blinded

Attack: Close burst 2 (creatures in burst); +5 vs. Fortitude

Hit: The spider pushes the target 3 squares, and the target is blinded until the end of the spider's next turn.

↘ Brilliant Ray (radiant) ♦ Recharge ☼ ☼ ☼

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: 2d6 + 4 radiant damage, and the target is blinded until the end of the spider's next turn.

Skills Stealth +11

Str 10 (+2) Dex 18 (+6) Wis 14 (+4)

Con 9 (+1)

Int 1 (-3)

Cha 3 (-2)

Alignment unaligned

Languages—

Crystalline Web

Trap

Level 4 Obstacle

XP 175

Thin, shimmering glass strands interlace into an intricate, beautiful web.

Hazard: The crystalline web stretches between two surfaces as large as 4 squares on a side.

Perception

♦ DC 14: The character notices the crystalline web.

Special: If the web is in dim lighting, characters take a -5 penalty to Perception

Trigger

When a creature enters one of the web's squares, the trap attacks.

Attack

Opportunity Action Melee

Target: The triggering creature

Attack: +7 vs. Reflex

Hit: 2d6 + 4 damage, and ongoing 5 damage (save ends). The target returns to the last square it occupied, and its move ends.

Miss: The target returns to the last square it occupied, and its move ends.

Countermeasures

♦ A character can move through a square containing a web by spending a move action to make a DC 14 Acrobatics check. On a failed check, the trap makes an attack.

♦ A character can attack the web (AC 18, other defenses 16; hit points 25; vulnerable 10 thunder).

G

6 Crawling Gauntlets (G)

Tiny natural animate (undead)

Level 3 Minion

XP 38 each

HP 1; a missed attack never damages a minion

Initiative +5

AC 17, Fortitude 17, Reflex 18, Will 13

Perception +2

Speed 8, climb 4

Tremorsense 10

Immune disease, poison; Resist 10 necrotic

TRAITS**Anchoring Claws**

A creature that starts its turn adjacent to three or more crawling gauntlets is immobilized until the start of its next turn.

STANDARD ACTIONS**④ Jumping Claw ♦ At-Will**

Attack: Melee 1 (one creature); +3 vs. Reflex

Hit: 6 damage.

MOVE ACTIONS**Digit Slide ♦ Encounter**

Effect: The crawling gauntlet shifts up to 8 squares.

Str 7 (-1)

Dex 18 (+5)

Wis 12 (+2)

Con 15 (+3)

Int 3 (-3)

Cha 10 (+1)

Alignment unaligned Languages —

3 Decrepit Skeletons (S)

Medium natural animate (undead)

Level 1 Minion

XP 25 each

HP 1; a missed attack never damages a minion

Initiative +3

AC 16, Fortitude 13, Reflex 14, Will 13

Perception +2

Speed 6

Darkvision

Immune disease, poison

STANDARD ACTIONS**④ Longsword (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage.

⑦ Shortbow (weapon) ♦ At-Will

Attack: Ranged 15/30 (one creature); +6 vs. AC

Hit: 3 damage.

Str 15 (+2)

Dex 17 (+3)

Wis 14 (+2)

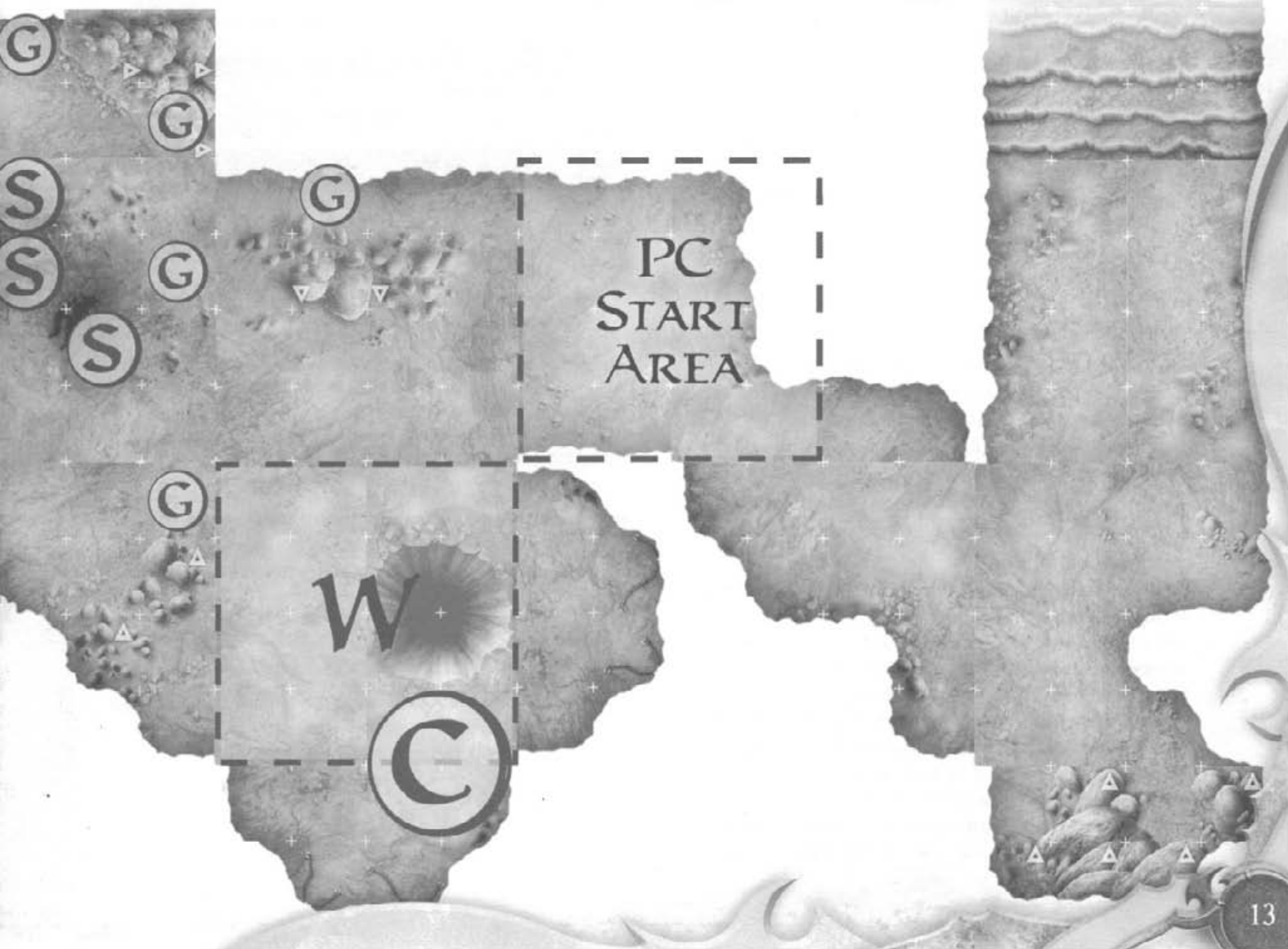
Con 13 (+1)

Int 3 (-4)

Cha 3 (-4)

Alignment unaligned Languages —

Equipment longsword, shortbow, heavy shield, arrows x30



ENCOUNTER 2-3: TOMB WARDENS

Encounter Level 2 (700 XP)

SETUP

2 shard golems (G)
Dart thrower trap (P)

The adventurers enter this room from the cavern above. They land in any square in the green-outlined area of the encounter map. Read:

You've entered what looks like a tomb. The walls are finely worked stone that have been inscribed with the symbols of a lost language. On one side of the room, clay relics have been smashed into tiny pieces near two stone slabs, each bearing a reclined statue of a warrior with banded armor. On the other side, a short flight of stairs leads to an undisturbed stack of clay relics. Close to you, your light plays upon a rusty iron gate that leads into a passage.

Dungeoneering DC 10: You confirm that the damage was done decades ago.

The figures lying on the stone slabs are golems. They animate when:

- A character touches any of the relics.
- A character approaches within 2 squares of a golem.
- A character tries to light a brazier.
- A character triggers the trap.

TACTICS

The shard golems understand the trap layout in the room and try to use their slide powers to trigger the pressure plates. They also use bull rush to move an enemy onto a pressure plate. The golems are immune to poison—the trap darts have no effect on them.

FEATURES OF THE AREA

Illumination: None.

Braziers: The elemental fire braziers have long been extinguished, but they can be revived with a little fire and a DC 10 Dungeoneering check. If one of them is aflame, the room becomes dimly lit instead of dark; if both are burning, the room is brightly lit.

Broken Relics: Broken relics are scattered throughout this room. A DC 13 Bluff check reveals that the golems can be distracted by kicking them around as a minor action. A golem within close burst 2 of the distracting character takes a -2 penalty to its next attack. This distraction works only once during the encounter.

Gate: The gate is locked, but the adventurers can find the key hidden on the golems in two pieces. Once the golems are defeated, the adventurers can open the gate and proceed to the next room. Alternatively, the key pieces can be stolen from the golems without defeating them. Stealing the key pieces requires a DC 15 Thievery check for each piece. This pilfering must be done at a distance however, as approaching the golems awakens them.

Silt Pile: Fine dust has piled under the opening to this room, represented by the liquid squares around the black circle. These squares are difficult terrain.

Treasure: Most of the relics are damaged beyond repair, but a few small gem stone trinkets remain. They are worth a total of 750 gp.

2 Shard Golems (G)	Level 3 Elite Soldier (Leader)
Medium aberrant animate (construct)	XP 300 each
HP 98; Bloodied 49	Initiative +3
AC 18, Fortitude 16, Reflex 14, Will 17	Perception +8
Speed 6	Darkvision
Immune disease, poison, sleep; Vulnerable 5 thunder	
Saving Throws +2; Action Points 1	
TRAITS	
☼ Unnatural Aura + Aura 1	
Any nonaberrant creature within the aura takes a -2 penalty to attack rolls.	
STANDARD ACTIONS	
① Slam (psychic) + At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 4 psychic damage.	
† Mind-Searing Strike (psychic) + At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 4 psychic damage, and one of the following effects (roll a d4):	
1. Ongoing 5 psychic damage (save ends).	
2. The target gains vulnerable 5 psychic (save ends).	
3. The target slides 2 squares and makes a melee basic attack against an adjacent ally.	
4. The target is dazed until the start of the golem's next turn.	
Dual Mind Sear + Recharge ☼ ☼ ☼ ☼	
Effect: The golem makes two mind-searing strikes, each against a different target.	
MINOR ACTIONS	
☞ Chaos Pulse (psychic) + Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +6 vs. Will	
Hit: 5 psychic damage, and the target is dazed (save ends).	
Skills Arcana +8,	Dungeoneering +8, Endurance +9
Str 18 (+5)	Dex 11 (+1) Wis 15 (+3)
Con 17 (+4)	Int 4 (-2) Cha 16 (+4)
Alignment chaotic evil	Languages —

Dart-Thrower (P)

Trap

Level 1 Warder

XP 100

A click sounds from underfoot and the air is filled with needle sharp flying projectiles.

Trap: Dozens of minuscule holes pierce various 5-foot section of the wall, each concealing a dart launcher. The pressure plates triggering the trap are marked with P on the map.

Perception

- ♦ DC 14: The character notices a pressure plate on the floor.
- ♦ DC 17: The character spots the holes in the wall.

Trigger

The trap attacks when a creature steps on a pressure plate. It then enters the initiative order directly after the creature that triggered it, attacking each round for a total of 5 rounds. Thereafter, it must be reloaded before it can fire again.

Attack ♦ Poison

Immediate Reaction or Standard Action **Ranged 8**

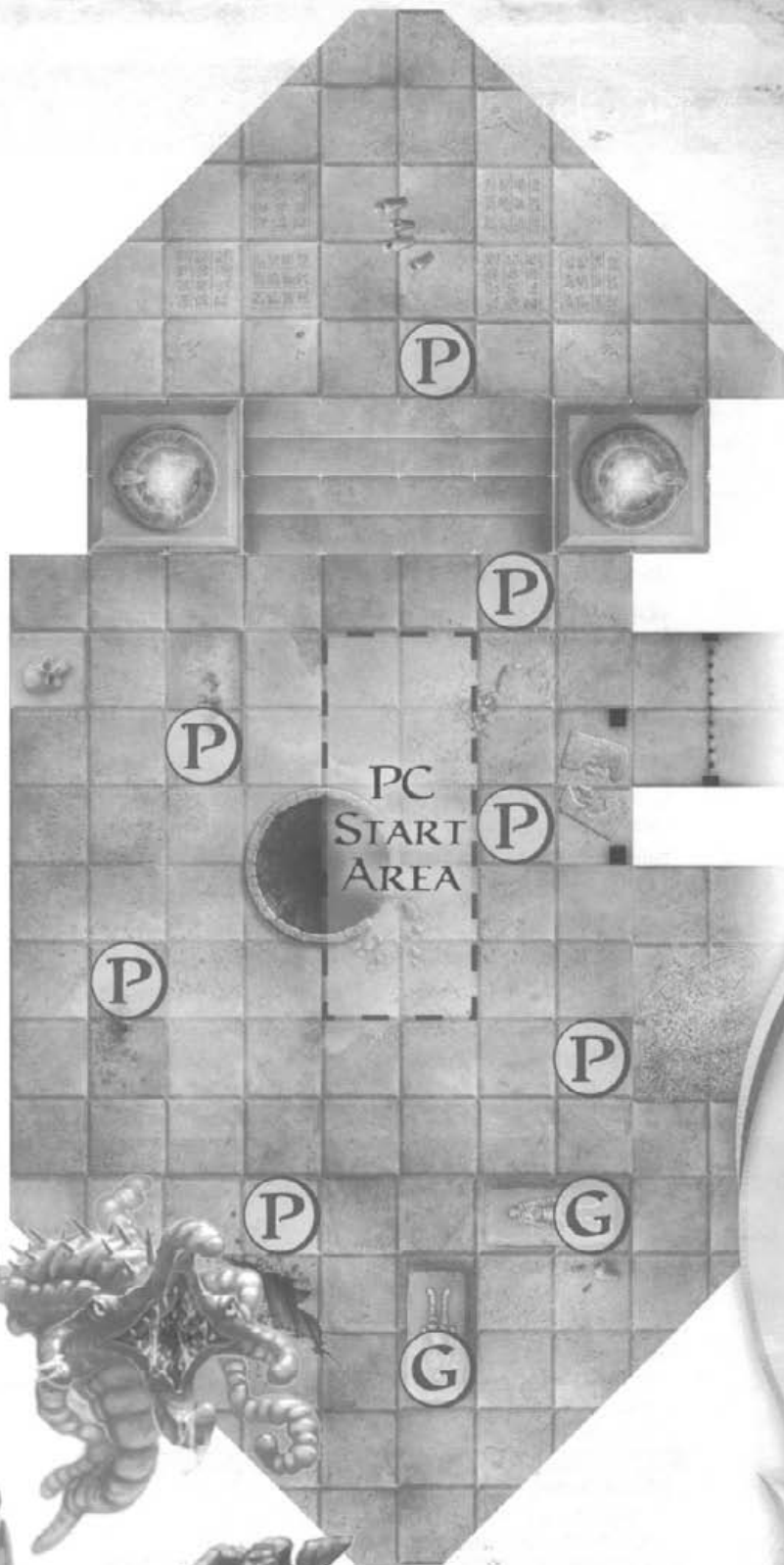
Target: Each creature on a pressure plate square.

Attack: +6 vs. AC

Hit: 1d6 + 4 poison damage.

Countermeasures

- ♦ A character adjacent to a pressure plate square can make a DC 14 Thievery check as a standard action to disable that pressure plate.
- ♦ A character adjacent to a dart-thrower square can make a DC 14 Thievery check as a standard action to disable those dart throwers. Three successful checks are required to completely disable the trap.
- ♦ A character adjacent to a dart-thrower square can block the holes as a standard action by using a shield, an outstretched cloak, or similar flat object. Doing so cuts the dart-thrower's damage in half for its next attack.
- ♦ A character can make a DC 5 Athletics check or a DC 10 Athletics check (without a running start) to leap over a pressure plate.



ENCOUNTER 2-4: WHO'S TRESPASSING?

Encounter Level 2 (700 XP)

SETUP

- 2 hejkin chanters (C)
- 2 hejkin sparkers (S)
- 2 hejkin ravers (R)

The hejkin are using this room as a base from which to raid the surface.

The characters approach the chamber, setting up in the outlined area of the encounter map. Read:

You hear the chattering of several voices around the corner from the gate. The scent of fresh meat assaults your nostrils. You see nothing however, as the room beyond is dark.

The hejkin are not highly perceptive and are distracted by a recent plunder's bounty. If the adventurers try stealth, they might surprise the creatures. Opening the gate quietly is tricky, requiring a DC 15 Stealth roll and a DC 15 Dungeoneering roll. Failing either check alerts the hejkin.

TACTICS

The hejkin chanters burrow to engage and disengage the adventurers, disrupting their attacks. The sparkers and ravers simply wade into melee.

2 Hejkin Ravers (R)	Level 2 Brute
Small aberrant humanoid	XP 125 each
HP 45; Bloodied 22	Initiative +3
AC 14, Fortitude 15, Reflex 14, Will 13	Perception -1
Speed 6 (earth walk), burrow 6	Darkvision
Resist 5 lightning	
STANDARD ACTIONS	
⚔ Claw (healing) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d10 + 4 damage, and if the target is bloodied, the hejkin regains 3 hit points.	
MINOR ACTIONS	
⚔ Blood Shakes ♦ At-Will (1/round)	
Attack: Melee 1 (one bloodied creature); +8 vs. Fortitude	
Hit: The target falls prone.	
TRIGGERED ACTIONS	
⚔ Blood Marker ♦ At-Will	
Trigger: An enemy adjacent to the hejkin is first bloodied.	
Effect (Free Action): The hejkin uses claw against the triggering enemy.	
Str 17 (+4)	Dex 14 (+3)
Con 15 (+3)	Int 8 (+0)
	Wis 7 (-1)
	Cha 12 (+2)
Alignment evil	Languages Dwarven

FEATURES OF THE AREA

Illumination: None.

Alcove: Each alcove, except two, holds a partially broken jar. The two intact jars (roll randomly for which alcoves) contain healing fruits (potions of healing). A character can make a DC 13 Perception check as a minor action within 2 squares of a treasure jar to determine that it is more intact than the others.

Cracked Floor: This large crack is part of a network of tunnels that the hejkin use to access the surface. The characters realize this fact quickly due to the fresh breeze that emanates from the crack. Squares containing sections of the crack are difficult terrain.

Sconces: The several elemental fire sconces near the alcoves can be lit by an adjacent character using a source of flame and a minor action. Two or three flaming sconces shed dim lighting in the area; four or more burning sconces brightly light the chamber.

Skeleton: The remains of this long-dead reptile are jagged and dangerous. These squares are difficult terrain.

Treasure: The hejkin have 6 survival days, 2 healing fruits (potions of healing; PH 255; hidden in the jars) and 100 gp in trade stones (primitive money).

2 Hejkin Chanters (C)	Level 2 Controller
Small aberrant humanoid	XP 125 each
HP 37; Bloodied 18	Initiative +3
AC 16, Fortitude 13, Reflex 14, Will 15	Perception +0
Speed 6 (earth walk), burrow 6	Darkvision
Resist 5 lightning	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage, and the target is slowed until the end of the hejkin's next turn. A bloodied or slowed target is immobilized instead of slowed.	
⚡ Earth's Voice (thunder) ♦ Recharge when first bloodied	
Attack: Close blast 5 (enemies in blast); +5 vs. Fortitude	
Hit: 2d6 + 3 thunder damage, and the hejkin pushes the target 3 squares and knocks it prone.	
⚡ Static Song (lightning) ♦ Encounter	
Attack: Close burst 3 (enemies in burst); +5 vs. Fortitude	
Hit: 2d8 + 4 lightning damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of the hejkin's next turn.	
MINOR ACTIONS	
⚔ Twisted Earth (teleportation) ♦ Recharge ☞ ☞	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: The hejkin swaps positions with the target or swaps the positions of the target and an ally within 5 squares of the hejkin.	
Str 10 (+1)	Dex 15 (+3)
Con 13 (+2)	Int 10 (+1)
	Wis 8 (+0)
	Cha 17 (+4)
Alignment evil	Languages Dwarven

2 Hejkin Sparkers (S)

Small aberrant humanoid

Level 1 Soldier

XP 100 each

HP 31; Bloodied 15

Initiative +4

AC 15, Fortitude 14, Reflex 13, Will 11

Perception -1

Speed 6 (earth walk), burrow 6

Darkvision

Resist 5 lightning

TRAITS**Arcing Defense**

The sparker gains a +2 bonus to AC and Will while adjacent to another hejkin.

STANDARD ACTIONS**☙ Claw ☙ At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d8 + 5 damage, and the target is marked until the end of the hejkin's next turn.

Miss: If the target is bloodied, it is marked until the end of the hejkin's next turn.

⚡ Grounded Current (lightning) ☙ Recharge ☹ ☹

Attack: Close burst 2 (enemies in burst); +2 vs. Fortitude

Hit: 2d6 + 3 lightning damage, and the hejkin pulls the target 2 squares.

TRIGGERED ACTIONS**⚡ Telluric Arc (lightning) ☙ At-Will**

Trigger: An enemy marked by the hejkin moves away from it or makes an attack that does not include the hejkin as a target.

Attack (Immediate Interrupt): Close burst 5 (triggering enemy in burst); +6 vs. Reflex

Hit: 10 lightning damage.

Str 16 (+3)

Dex 14 (+2)

Wis 8 (-1)

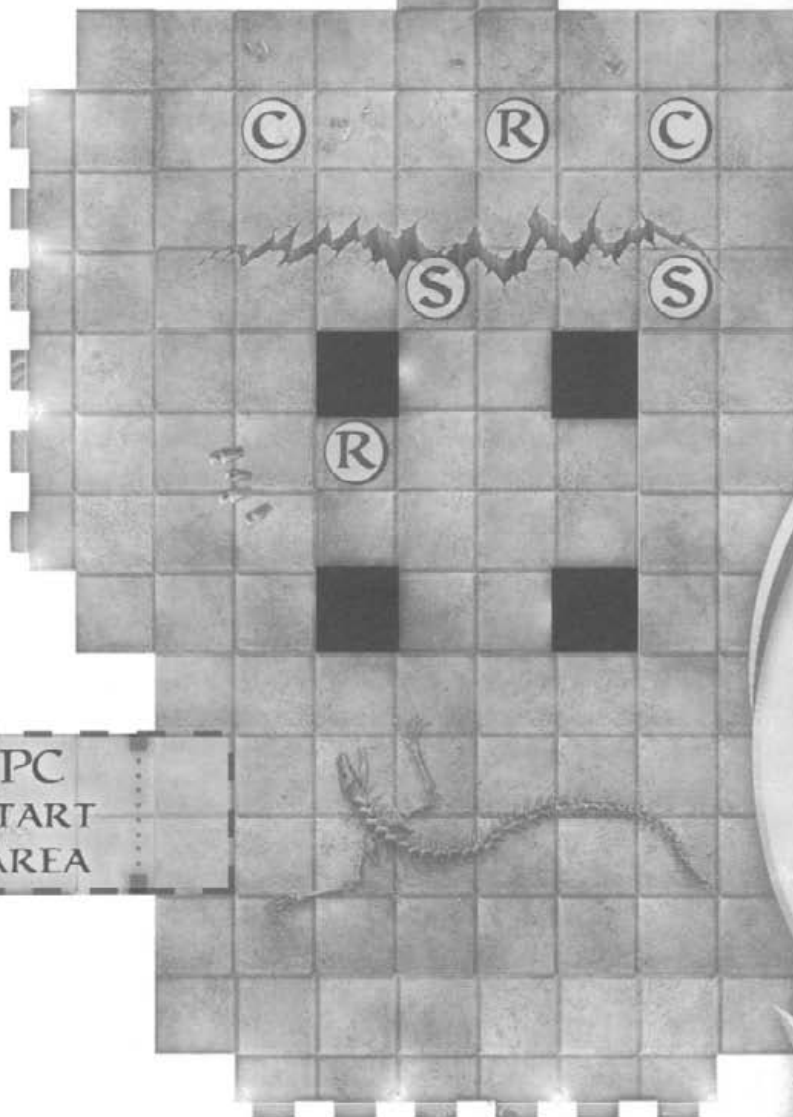
Con 15 (+2)

Int 9 (-1)

Cha 12 (+1)

Alignment evil

Languages Dwarven



ENCOUNTER 2-5: RESTLESS SPIRITS

Encounter Level 4 (919 XP)

SETUP

Wind spirit (mourning haunt) (H)

3 tomb motes (M)

2 wisp wraiths (W)

The wind spirit has been corrupted by defiling magic and seeks to destroy the adventurers for disturbing its tomb. It appears in the form of a demonic creature of the mist (represented by the mourning haunt).

The heroes begin in the outlined area of the encounter map, having just completed a short rest. Read:

You feel a psychic drone in your mind and your eyes are drawn to the sarcophagus in this room. It is plainly adorned with ancient symbols beyond your comprehension. As you study them, your vision begins to blur. When the fog clears, you see a humanlike figure standing before you in archaic robes that flow into the room like a mist. Its fingers extend into long, sharp claws, and its jaw juts forward as it opens its mouth. Words infiltrate your mind, "You should not have come here. The time is not yet right."

The spirit summons allies to its aid and attacks.

TACTICS

The wind spirit is cloaked in fog and dust. It moves around the battlefield, trying to disrupt the heroes' tactics and to avoid being locked down by defenders.

The minions engage the defenders to keep them occupied.

FEATURES OF THE AREA

Illumination: None.

Alcove: Each alcove, except two, holds a partially broken jar. The two intact jars (roll randomly for which alcoves) contain healing fruits (potions of healing). A character can make a DC 13 Perception check as a minor action within 2 squares of a treasure jar to determine that it is more intact than the others.

Cracked Floor: Squares containing sections of the crack are difficult terrain.

Sconces: The several elemental fire sconces near the alcoves can be lit by an adjacent character using a source of flame and a minor action. Two or three flaming sconces shed dim lighting in the area; four or more burning sconces brightly light the chamber.

Skeleton: The remains of this long-dead reptile are jagged and dangerous. These squares are difficult terrain.

Treasure: The characters are granted a boon of the ancients (page 13, 22).

Mourning Haunt (H)	Level 3 Solo Lurker
Medium elemental humanoid (demon)	XP 750
HP 196; Bloodied 98	Initiative +6
AC 17, Fortitude 17, Reflex 16, Will 16	Perception +7
Speed 6; phasing	Blindsight 3, darkvision
Saving Throws +5; Action Points 2	
TRAITS	
☼ Mist Aura ♦ Aura 2	
The aura grants the haunt concealment from creatures adjacent to it and total concealment from other creatures. The aura ends while the haunt is bloodied.	
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 4 damage.	
⚔ Gnashing Jaws ♦ At-Will	
Effect: The haunt makes three bite attacks.	
⚔ Haunting Fog ♦ At-Will	
Requirement: The haunt must be bloodied.	
Attack: Close burst 2 (creatures in burst); +4 vs. Fortitude	
Hit: The target is restrained and takes ongoing 5 damage (save ends both).	
⚔ Whirlwind Frenzy ♦ At-Will	
Requirement: The haunt must be bloodied.	
Attack: Close burst 2 (creatures in burst); +6 vs. AC	
Hit: 1d6 + 2 damage, and the haunt pushes the target 1 square.	
TRIGGERED ACTIONS	
⚔ Reactive Swipe (teleportation) ♦ At-Will	
Trigger: The haunt is hit by a melee attack.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +6 vs. Reflex	
Hit: 1d6 + 4 damage, and the haunt teleports 3 squares.	
Variable Resistance ♦ 1/Encounter	
Trigger: The haunt takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The haunt gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Stealth +10	
Str 14 (+3)	Dex 12 (+2) Wis 12 (+2)
Con 17 (+4)	Int 14 (+3) Cha 11 (+1)
Alignment chaotic evil	Languages Abyssal

3 Tomb Motes (M)**Level 3 Minion**

Tiny natural animate (undead)

XP 38 each

HP 1; a missed attack never damages a minion.

Initiative +9

AC 17, Fortitude 13, Reflex 18, Will 14

Perception +4

Speed 8

Darkvision

Immune disease, poison; Resist 10 necrotic

TRAITS**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).

STANDARD ACTIONS**⊕ Bite (necrotic) ⊕ At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 3 necrotic damage, and ongoing 2 necrotic damage (save ends).

Skills Stealth +14

Str 8 (+0)

Dex 26 (+9)

Wis 16 (+4)

Con 17 (+4)

Int 4 (-2)

Cha 14 (+3)

Alignment unaligned Languages —

2 Wisp Wraths (W)**Level 1 Minion**

Medium shadow humanoid (undead)

XP 25 each

HP 1; a missed attack never damages a minion.

Initiative +3

AC 13, Fortitude 11, Reflex 15, B 12

Perception +0

Speed fly 6 (hover); phasing

Darkvision

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

STANDARD ACTIONS**⊕ Shadow Caress (necrotic) ⊕ At-Will**

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: 4 necrotic damage, and the target is slowed until the end of the wisp wrath's next turn.

MOVE ACTIONS**Shadow Glide ⊕ Encounter**

Effect: The wisp wrath shifts 6 squares.

Skills Stealth +8

Str 3 (-4)

Dex 17 (+3)

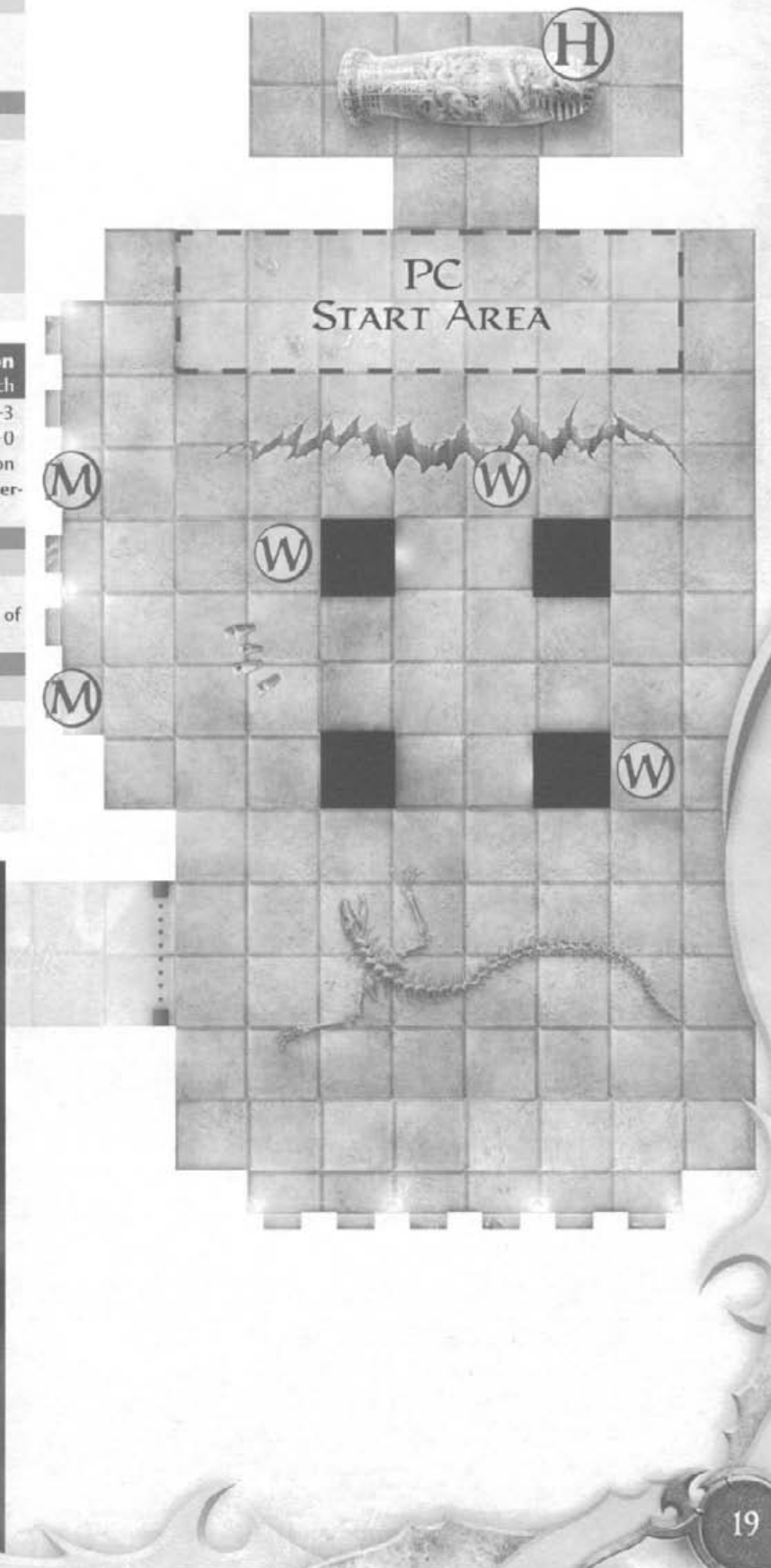
Wis 10 (+0)

Con 13 (+1)

Int 4 (-3)

Cha 15 (+2)

Alignment chaotic evil Languages Common





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