

HEROIC

1-10



STORMCROW TOR

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A trio of unscrupulous adventurers called Stormcrow Company once laired in the caverns beneath a weathered pile of stones in the wilderness. It's been years, however, since the mercenaries have been seen. Rumors suggest Stormcrow Company is no more. If true, then the accumulated loot from raids, rewards, and assaults on dragons' hoards lies unguarded beneath a crown of jumbled stones. Does anyone dare to claim the prize?

“Stormcrow Tor” is a 4th Edition *DUNGEONS & DRAGONS*® adventure for five characters of 4th level. The adventure is completely self-contained, so it can be used in nearly any D&D® campaign.

BACKGROUND

If players decide to investigate the tor, they can learn the following information with a successful History or Streetwise check:

DC 7: Illugi Swordbreaker, the Emerald Warlock, and Agera of the Shadow Face led a mercenary group called Stormcrow Company. Each had a storied adventuring background before they joined their strengths, but those stories are as nothing compared to the tales of the exploits of Stormcrow Company. The mercenaries made their base in old tunnels they found beneath a rocky tor in the wilderness.

DC 12: Though Stormcrow Company was credited with cleaning the goblin tribes out of nearby hills and killing the lich who threatened the valley from its dark tower, the adventurers also accepted contracts to assassinate nobles in a neighboring city-state, kidnapped an eladrin princess in return for a ransom of questionable relics, and even burned down an entire village on a lark while passing through. In the end, they were feared more than revered.

DC 17: Ten full years have passed since any member of Stormcrow Company has been seen, and that sighting (of Illugi Swordbreaker taking ship in an eastern port) is probably only rumor. Each year that passes with no news from Stormcrow Tor is a year that nearby keeps and walled villages give thanks. Anyone with an opinion on the topic now believes Stormcrow Company took on a challenge it was unequal to and came to a bad end in some far off land or echo dimension.

THE REAL STORY

What no one outside Stormcrow Tor currently knows is that the adventuring group wasn't silenced by an external threat but by internal strife. In the end, an artifact pulled from the devastation of a ruined lich's tower (the Wrathstone) drove Stormcrow Company to madness. Tempers and paranoia ran riot. Before all-out internecine rivalry exterminated Stormcrow Company, each principle fortified his or her portion of the shared base, gathered secret allies, and tried to snare former friends in traps, catch them with curses, or kill them through simple force of arms.

A final paroxysm of rage and murder swept through the torchlit tunnels beneath Stormcrow Tor. When it was over, two of the three principles were dead and one was altered beyond all recognition.

In the years since, the old base has been partly colonized by kenku and myconids; even these opportunistic monsters, however, know to stay clear of the deepest chambers. Though great treasures surely reside there, so do the most insidious traps left behind by maddened mercenaries whose sanity was well and truly shredded long before their bodies followed. Things still move in the deeps, and not all of those things are living.

ADVENTURE SYNOPSIS

The “abandoned” tunnels beneath Stormcrow Tor comprise the quintessential small dungeon. Stories of the treasures hoarded up by the missing trio and their entourage have only grown in the telling. Heroes who hearken to these tales or are otherwise lured to the site find a collection of interesting encounters, and they learn what really happened to the original three adventurers. If they manage to press through all the way to the end, they even discover that one of the missing adventurers, Agera of the Shadow Face,

yet remains beneath the Tor, though in a terrible state much changed from her original form. With perseverance, the PCs can liberate all the treasures that remain in the dungeon, though perhaps they should think twice about claiming the artifact that precipitated Stormcrow Company's destruction.

ADVENTURE HOOKS

The player characters hear about a location called Stormcrow Tor, which served as the base for a group of vanished adventurers. PCs interested in learning more can attempt the skill checks presented under Background. Discovering the tor's location in the wilderness is as easy as another DC 10 Streetwise check.

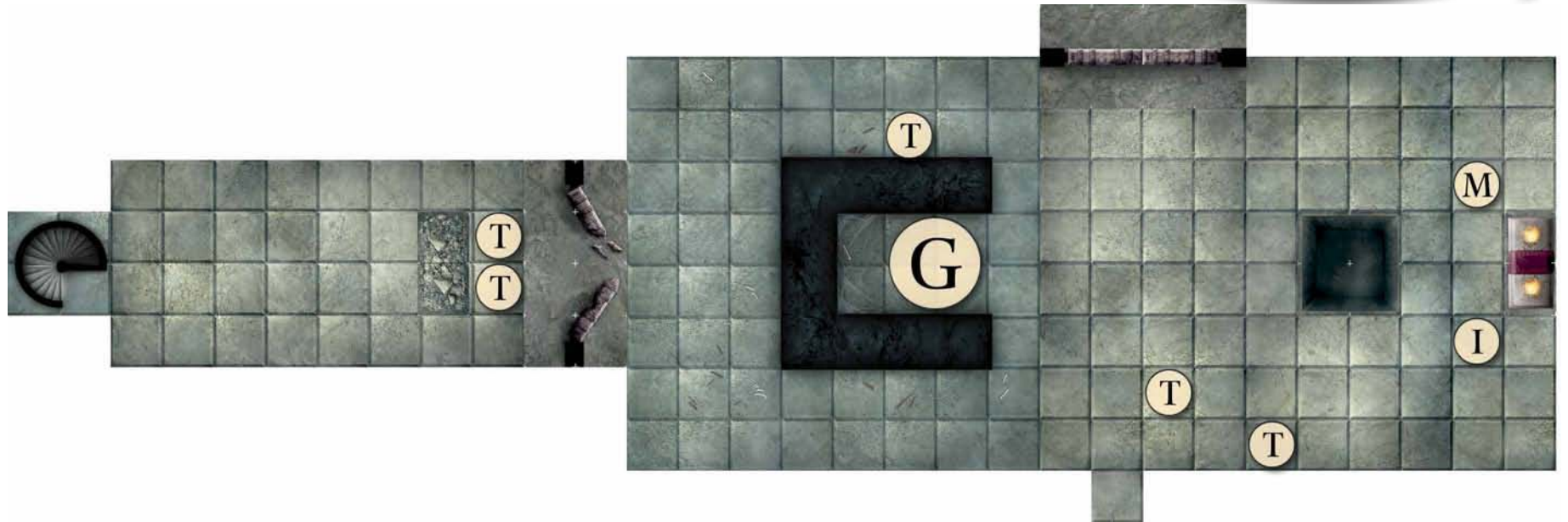
Alternatively, the characters might just happen upon the tor after finishing some other adventure or while they are traversing the wilderness. The entrance, with its beckoning tower, screams “lootable ruin” to savvy player characters.

Finally, you could fashion a more elaborate hook. Perhaps an enemy of a mercenary named under Background commissions the players to make certain Stormcrow Company is truly gone. Or, perhaps a collector of interesting relics or a wizard looking for powerful magic hires the PCs to locate the Wrathheart, the very relic that finally brought Stormcrow Company to ruin.

STARTING THE ADVENTURE

Stormcrow Tor is at least a few days' travel from the closest keep or walled village. Vicious humanoids and other random dangers may lurk in the surrounding wilderness, at your discretion.

When the heroes arrive, refer to the Stormcrow Tor overview map on the following page, and Encounter 1: Entering the Tor.



ENCOUNTER T1: ENTERING THE TOR

Encounter Level 6 (1,250 XP)

SETUP

- 5 kenku tribals (T)
- 1 kenku inciter (I)
- 1 kenku wing mage (M)
- 1 gelatinous cube (G)

When the PCs first see the tor, read:

A weathered pile of stones and packed earth protrudes from the ground like a giant's rampart. The battered shell of a ruined tower leans from the tor's apex. The tower is roofless and hollow.

Climbing the tor requires a DC 5 Athletics check. Treat the entire tor, save for the 30-foot-diameter hollow tower interior, as difficult terrain. A crudely constructed wooden hatch door is only loosely covered by strewn leaves and dirt. The hatch opens onto an ancient stone circular stairwell that plunges down into the tor's heart.

If PCs descend into room 1's west end, read:

A 20-foot-wide hall leads east. Dirt and black feathers are strewn everywhere. At the far end, a barricade of tumbled stone stands before splintered and broken iron double doors. Two hooded heads poke over the barricade, watching the approach.

Ravenlike humanoids called kenku have claimed a portion of Stormcrow Company's old base for themselves.

A pair of kenku tribals guards the western portico of this chamber, behind a barricade (granting them both concealment from ranged attacks from the west).

If the 2 kenku hear invaders on the stairs, they use their *mimicry* ability while ducked down behind the barricade, making their voices sound just like one of the heroes (if they heard them talking) or a small child calling for help. The kenku attempt to draw the heroes forward, into the main chamber of room 1.

If combat breaks out, each kenku tribal throws 1 javelin, then retreats into the main chamber of room 1. The overall strategy of the kenku is to draw heroes into the main room, where heroes are more likely to fall into the clutches of either the mobile gelatinous cube or the one stuck at the bottom of the central pit.

5 Kenku Tribals (T)	Level 3 Minion Skirmisher	
Medium natural humanoid	XP 38 each	
Initiative +4	Senses Perception +3; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 15, Reflex 16, Will 15		
Speed 6		
⊕ Spear (standard; at-will) ♦ Weapon		
+8 vs. AC; 5 damage.		
⊗ Javelin (standard; at-will) ♦ Weapon		
+8 vs. AC; 5 damage.		
Flock Effect		
A kenku tribal gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.		
Mimicry		
A kenku tribal can mimic sounds and voices. A successful Insight check opposed by the tribal's Bluff check allows a listener to determine that the effect is faked.		
Alignment Unaligned		Languages Common
Skills Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 9 (+0)	Cha 11 (+1)
Equipment leather armor, spear, 5 javelins		

If PCs see into the main room, read:

An empty stone niche looks across the room's surprisingly dirt-free expanse, over an uncovered pit, to a shrine on the east wall that glimmers dimly. The words Stormcrow Company are scratched in the wall above the shrine. Dark forms scamper about the chamber.

Kenku Inciter (I)	Level 4 Soldier (Leader)	
Medium natural humanoid	XP 175	
Initiative +8	Senses Perception +3; low-light vision	
HP 54; Bloodied 27		
AC 20; Fortitude 16, Reflex 16, Will 15		
Speed 6		
⊕ Spiked Chain (standard; at-will) ♦ Weapon		
Reach 2; +11 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the kenku inciter's next turn.		
⊗ Sling (standard; at-will) ♦ Weapon		
Ranged 10/20; +11 vs. AC; 1d6 + 5 damage.		
⊕ Chain Slide (standard; at-will) ♦ Weapon		
Reach 2; targets an enemy marked by the kenku; +11 vs. AC; 2d4 + 5 damage, and the target slides 3 squares.		
⚡ Flock Reaction (minor; recharge Ⓜ Ⓜ Ⓜ)		
Close burst 3; targets kenkus; the target shifts 1 square as a free action.		
Flock Effect		
A kenku inciter gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.		
Mimicry		
A kenku inciter can mimic sounds and voices. A successful Insight check opposed by the inciter's Bluff check allows a listener to determine that the effect is faked.		
Alignment Unaligned		Languages Common
Skills Bluff +10, Intimidate +10		
Str 13 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 16 (+5)
Equipment leather armor, sling, spiked chain		

Kenku Wing Mage (M)		Level 5 Artillery	
Medium natural humanoid		XP 200	
Initiative +3		Senses Perception +3; low-light vision	
HP 50; Bloodied 25		AC 17; Fortitude 15, Reflex 17, Will 18	
Speed 6; see <i>wings of the flock</i>			
⊕ Dagger (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d4 + 3 damage.			
⊗ Murder of Crows (standard; at-will) ♦ Force, Implement			
Ranged 20; +10 vs. Reflex; 1d6 + 4 force damage, and the target grants combat advantage to the kenku wing mage (save ends).			
↶ Hurricane Blast (standard; recharge ☼☼☼) ♦ Force, Implement			
Close blast 3; +8 vs. Fortitude; 1d6 + 6 force damage, and the kenku wing mage slides the target 3 squares.			
✱ Death Flock (standard; encounter) ♦ Force, Implement			
Area burst 1 within 20; +8 vs. Reflex; 1d6 + 6 force damage, and the target is dazed (save ends).			
Flock Effect			
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.			
Mimicry			
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the inciter's Bluff check allows a listener to determine that the effect is faked.			
Wings of the Flock (minor; encounter) ♦ Force			
The kenku wing mage gains fly 6 (hover; altitude limit 4) until the end of the encounter.			
Alignment Unaligned		Languages Common	
Skills Stealth +8			
Str 9 (+1)	Dex 13 (+3)	Wis 13 (+3)	
Con 14 (+4)	Int 18 (+6)	Cha 15 (+4)	
Equipment robes, dagger, orb			

TACTICS

As described above, the kenku first try to lure heroes into the main room so that they can draw characters into or near the stone niche containing the mobile gelatinous cube or push characters into the pit that contains a gelatinous cube at its bottom.

Gelatinous Cube (C)		Level 5 Elite Brute	
Large natural beast (blind, ooze)		XP 400	
Initiative +4		Senses Perception +3; tremorsense 5	
HP 152; Bloodied 76		AC 18; Fortitude 18, Reflex 16, Will 15	
Immune gaze; Resist 10 acid			
Saving Throws +2			
Speed 3; see also <i>engulf</i>			
Action Points 1			
⊕ Slam (standard; at-will)			
+10 vs. Fortitude; 2d6 + 2 damage, and the target is immobilized (save ends).			
⊕ Engulf (standard; at-will) ♦ Acid			
The gelatinous cube attacks one or two Medium or smaller targets; +8 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the cube's space; the target is dazed and takes ongoing 10 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within.			
Translucent			
A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically becoming engulfed.			
Alignment Unaligned		Languages –	
Skills Stealth +9			
Str 14 (+4)	Dex 14 (+4)	Wis 13 (+3)	
Con 16 (+5)	Int 1 (-3)	Cha 1 (-3)	

The kenku tribals rely on their ranged javelins and resort to melee only if forced into it. The tribals remain clear of the 10-foot-wide unmarked space between the niche containing the gelatinous cube and the open pit.

The kenku inciter uses its *chain slide* ability to slide heroes either into the pit or toward the niche containing the gelatinous cube, whichever is close.

The kenku wing mage uses its *hurricane blast* to slide heroes toward the same doom as the inciter, whenever that power is available.

The mobile gelatinous cube doesn't enter combat until a hero is within 3 squares (allowing it to slide forward 3 and attack). Don't forget about the gelatinous cube's action point, which it should use to gain an extra *engulf* attack or an immediate attack against an immobilized enemy. The gelatinous cubes attack all creatures indiscriminately, so the kenku are sure to stay away from them.

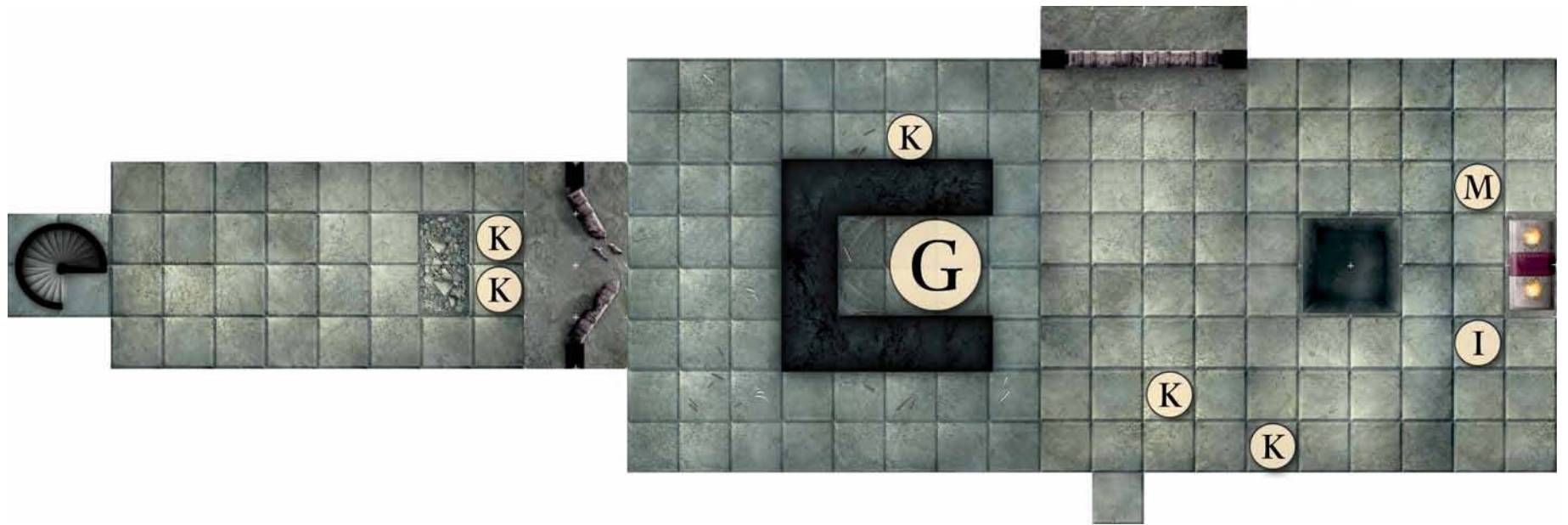
FEATURES OF THE AREA

Illumination: Dark. The kenku can see in the dark; the PCs must provide their own light source.

“Empty” Niche: The stone nook containing a gelatinous cube appears empty (DC 25 Perception check to notice otherwise). Every so often the cube slides forth and “cleans” the chamber of loose feathers and dirt, during which times the kenku make themselves absent.

Pit: The bottom 10 feet of this 30-foot-deep pit contains another gelatinous cube, but this one can't move or attack. Any creature that falls in is automatically *engulfed*. Creatures that escape the engulfing grab must immediately succeed at a DC 15 Athletics check to maintain a hold on the side of the rough wall (DC 10 if someone lowers a rope) or fall back into the body of the cube. This cube does not make *slam* attacks. It can be detected only if characters examine the pit specifically (or someone falls in, of course); a cursory search of the chamber won't reveal it. The presence of this cube contributes 285 XP to this encounter, which is already figured into the total.

Shrine: The shrine (and the rest of the chamber) once contained trophies of Stormcrow Company's adventuring successes. The few valuable ones were looted and the rest destroyed years ago.



ENCOUNTER T2: FUNGAL CELLAR

Encounter Level 4 (800 XP)

SETUP

- 2 myconid guards (G)
- 1 myconid rotpriest (R)
- 1 myconid sovereign (S)
- 1 fungal bloodthorn (B)

The narrow stairs that lead from area 1 to area 2 reveal something of the current tenants.

When PCs look down the stairs toward the door to area 2, read:

The air in the stairwell is damp and smells of forest rot. The steep stairs descend 20 feet and end at a door. The door is covered in an uneven layer of slightly phosphorescent fungus.

This was once Stormcrow Company's cellar, where they stored a fabulous assortment of food, wine, ale, and rare spirits. With the mercenaries' absence, however, the natural, cool damp in the chamber allowed spores from a foray into the Feywild to germinate and spread without interference.

A tiny colony of myconids now infests the chamber. The kenku have launched several sorties into the chamber, so the myconids have prepared themselves to eliminate any nonfungal creature that attempts to enter through the northern doorway.

The myconids in the chamber do not immediately attack unless they are attacked. The myconid sovereign stands unmoving like a natural fungus stalk on the far wall, and the other myconids are resting in one of the side chambers.

Unless the PCs see the myconid sovereign for what it is and attack, the encounter begins when one or more PCs come adjacent to the pool. At that point, the fungal bloodthorn squatting beneath the surface launches a surprise attack.

When PCs look into this chamber, read:

Bioluminescent fungi coat the walls and ceiling of this cool, moist chamber, and tiny mushrooms and other fungal stalks carpet the floor and the detritus of barrels, crates, and shelves littering the chamber's corners. Slimy water pools in the chamber's center. The pool is bracketed by four piles of humanoid skulls. A particularly large fungus stalk grows up the far wall.

Perception Check

DC 24 *The particularly large mushroom growing up the opposite wall has eyes!*

2 Myconid Guards (G)		Level 4 Soldier
Medium fey humanoid (plant)		XP 175 each
Initiative +5	Senses Perception +3; tremorsense 10	
HP 56; Bloodied 28		
AC 18; Fortitude 17, Reflex 16, Will 14		
Speed 6		
⚔ Spiny Strike (standard; at-will) +11 vs. AC; 2d6 + 3 damage.		
↩ Pacification Spores (standard; encounter) ⚔ 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 guard is hit by an attack while a myconid ally is within 5 squares of it; at-will) The myconid guard 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 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 <i>life burst</i>		
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		
⚔ 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)
Equipment quarterstaff		

Myconid Sovereign (S) Level 4 Controller (Leader)

Large fey humanoid (plant) XP 175

Initiative +2 **Senses** Perception +0; tremorsense 10

HP 58; **Bloodied** 29

AC 18; **Fortitude** 18, **Reflex** 14, **Will** 15

Speed 6

⊕ **Slam** (standard; at-will)

+9 vs. AC; 2d6 + 3 damage.

⚡ **Spore Burst** (standard; recharge ⓂⓂⓂⓂ) ⚡ **Poison**

Close blast 3; targets nonplants; +8 vs. Will; 1d8 + 3 poison damage, and the target is dazed until the end of the myconid sovereign's next turn.

⚡ **Commanding Spores** (standard; at-will)

Close burst 5; targets one plant ally in burst; the target shifts 1 square.

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

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

Alignment Unaligned **Languages** telepathy 5

Str 7 (+0) **Dex** 11 (+2) **Wis** 8 (+1)

Con 18 (+6) **Int** 7 (+0) **Cha** 12 (+3)

Fungal Bloodthorn (B) Level 2 Soldier

Large natural beast (aquatic, plant) XP 125

Initiative +3 **Senses** Perception +3; blindsight 10

HP 41; **Bloodied** 20

AC 18; **Fortitude** 15, **Reflex** 12, **Will** 14

Speed 5 (forest walk)

⊕ **Striking Vine** (standard; at-will)

Reach 2; +9 vs. AC; 1d8 + 5 damage.

⚡ **Impaling Thorn** (standard; recharges when the fungal bloodthorn doesn't have a creature grabbed) ⚡ **Healing**

The vine impales the target's flesh with a thorn: Reach 2; +9 vs. Fortitude; 1d8 + 4 damage, and the target is grabbed. *Sustain Standard*: The bloodthorn sustains the grab, the target takes 2d8 + 4 damage, and the vine regains 5 hit points.

Pulling Thorns (minor; at-will)

The bloodthorn shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.

Alignment Unaligned **Languages** –

Str 17 (+4) **Dex** 10 (+1) **Wis** 14 (+3)

Con 17 (+4) **Int** 2 (-3) **Cha** 6 (-1)

TACTICS

The fight likely starts when the fungal bloodthorn surfaces from beneath the pool (appearing as a mass of fungal vines) and attempts to use *striking vine* or *impaling thorn*; it may do so as a surprise action. If it can use the latter, it pulls its victim into the water. The water is only waist-deep, which means Medium creatures (other than the bloodthorn) treat it as difficult terrain.

The myconids in the side chambers rush to join the fight as soon as they are able. The rotpriest positions itself near the myconid guards, absorbing their damage with *roots of the colony* and *sacrifice for the colony* and then regenerating. It uses *decomposing spray* when it can hit multiple targets. Otherwise, it uses its *stipe staff* to bludgeon enemies.

The myconid sovereign remains behind its allies, relying on them for protection. It uses *commanding spores* to make certain its allies continue to protect it. It uses *spore burst* even when enemies are engaged in melee with its allies (since they're all plants, they are immune to the effect).

FEATURES OF THE AREA

Illumination: Dim. The bioluminescent fungi on the wall provides a candlelike glow to the main chamber of this area.

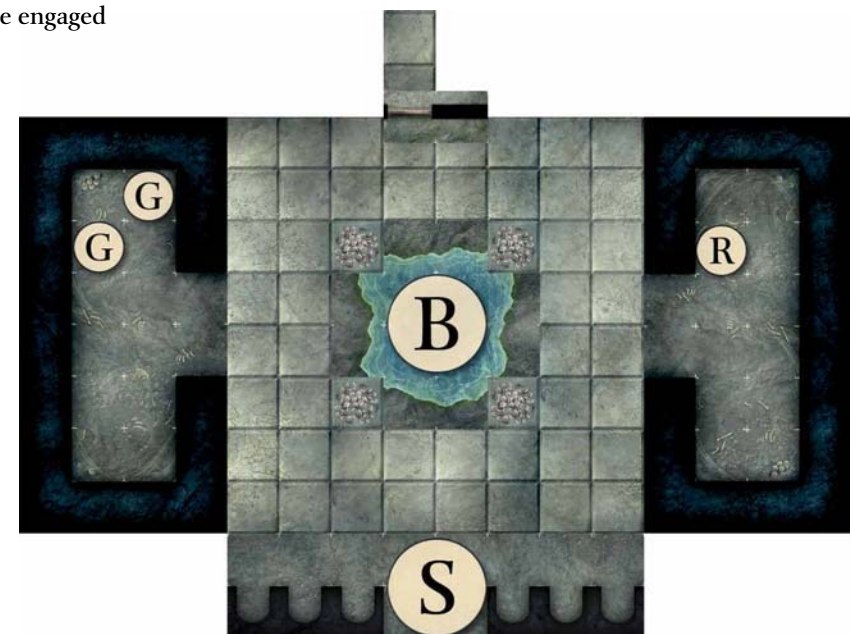
Central Pool: The water in the pool is about three and a half feet deep, serving as difficult terrain for Medium creatures. Small creatures must swim. The water in the pool is tinged with virulent spores that act like a poison—any nonplant that enters or starts its turn in the water gains ongoing poison 1 (save ends).

Skull Piles: Simple trophies. Among the recent kenku heads are very old goblin and human skulls. A skull pile is high enough to provide concealment against ranged attacks.

Corner Detritus: Though not thick enough to serve as difficult terrain, the remains of barrels, crates, kegs, and other storage vessels swept into the corners of this chamber make it easy to determine that the chamber was once a cellar for storing food and spirits.

Side Caves: These areas are cooler than the main area, and the myconids spend much of their time there in spore-induced communion with each other and the lesser plants.

Treasure: A small, rusted iron chest is lodged in the wall of the western cave. The chest is locked (DC 18 Thievery check to open). The well-padded interior holds one parcel of treasure.



ENCOUNTER T3: MAUSOLEUM

Encounter Level 5 (915 XP)

SETUP

- 10 kenku tribals (T)
- 1 kenku sneak (K)
- 2 specters (S)
- 1 wraith (W)

Kenkus inhabit the western part of this chamber, careful not to disturb spirits that haunt the place. If they hear the party, they hide (Perception DC 21 to spot one; DC 23 to spot the sneak) and attack only when the PCs come closer to the mausoleum. The undead do not emerge until after combat begins.

When PCs see the area, read:

To the east, a glowing pool fills a cistern. To the west, a smoky campfire burns between four stone coffins. Two coffins are sealed and two are cracked open.

Arcana Check (Standard Action)

DC 18: *The pool has a strong but chaotic magical aura. Multiple effects mix in that aura, obscuring your ability to discern one from another.*

DC 22: *Beneficial magic, probably similar to that conferred by rituals, resides in the water. The mixture might have dangerous side effects, however.*

When PCs see into the mausoleum, read:

Three sealed crypts line the western wall. A fossilized skeleton of a dragon, half chiseled out of a block of stone and free of clutter, rests like a shrine to necromancy along the south wall. Remnants of fires, past meals, bedding,

crude implements for spear making, and similar bits are scattered everywhere. Scattered black feathers are prominent among the debris.

When the kenkus attack, read:

Ravenlike humanoids rush from cover to attack you. One of them shouts, "Don't let the intruders touch the holy dragon!"

Arcana Check (Standard Action)

DC 22: *The skeleton has a slight necrotic aura. It might be dangerous, but if so, the effect is unlikely to be very potent.*

Insight Check

DC 20: *The kenku's words lack conviction. Perhaps the skeleton is a trap of some sort.*

10 Kenku Tribals (T)		Level 3 Minion Skirmisher	
Medium natural humanoid		XP 38 each	
Initiative +4	Senses Perception +3; low-light vision		
HP 1; a missed attack never damages a minion.			
AC 17; Fortitude 15, Reflex 16, Will 15			
Speed 6			
⊕ Spear (standard; at-will) ♦ Weapon			
+8 vs. AC; 5 damage.			
⊗ Javelin (standard; at-will) ♦ Weapon			
+8 vs. AC; 5 damage.			
Flock Effect			
A kenku tribal gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.			
Mimicry			
A kenku tribal can mimic sounds and voices. A successful Insight check opposed by the tribal's Bluff check allows a listener to determine that the effect is faked.			
Alignment Unaligned		Languages Common	
Skills Stealth +9			
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)	
Con 14 (+3)	Int 9 (+0)	Cha 11 (+1)	
Equipment leather armor, spear, 5 javelins			

Kenku Sneak (K)		Level 4 Lurker	
Medium natural humanoid		XP 175	
Initiative +10	Senses Perception +4; low-light vision		
HP 42; Bloodied 21			
AC 18; Fortitude 15, Reflex 17, Will 15			
Speed 7 (4 while invisible)			
⊕ Dagger (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d4 + 6 damage.			
⊗ Dagger (standard; at-will) ♦ Weapon			
Ranged 5/10; +9 vs. AC; 1d4 + 6 damage.			
Disappear into the Flock			
While it has cover from other kenkus, a kenku sneak can make a Stealth check to become hidden.			
Flock Effect			
A kenku tribal gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.			
Hidden Strike			
A kenku sneak deals 2d4 + 4 extra damage against any target from which it is hidden.			
Mimicry			
A kenku tribal can mimic sounds and voices. A successful Insight check opposed by the tribal's Bluff check allows a listener to determine that the effect is faked.			
Sniper			
A hidden kenku sneak that misses with a ranged attack remains hidden.			
Alignment Unaligned		Languages Common	
Skills Bluff +8, Stealth +11, Thievery +11			
Str 15 (+4)	Dex 18 (+6)	Wis 14 (+4)	
Con 12 (+3)	Int 13 (+3)	Cha 13 (+3)	
Equipment leather armor, 6 daggers			

Wraith (W)		Level 5 Lurker	
Medium shadow humanoid (undead)		XP 200	
Initiative +10	Senses Perception +2; darkvision		
HP 37; Bloodied 18			
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)			
AC 16; Fortitude 13, Reflex 16, Will 14			
Immune disease, poison; Resist 10 necrotic, insubstantial			
Vulnerable 5 radiant (see also regeneration above)			
Speed fly 6 (hover); phasing; see also <i>shadow glide</i>			
⊕ Shadow Touch (standard; at-will) ♦ Necrotic			
+8 vs. Reflex; 1d6 + 4 necrotic damage, and the target is weakened (save ends).			
Combat Advantage ♦ Necrotic			
The wraith deals an extra 1d6 necrotic damage against any target it has combat advantage against.			
Shadow Glide (move; encounter)			
The wraith shifts 6 squares.			
Spawn Wraith			
Any humanoid killed by a wraith rises as a free-willed wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
Alignment Chaotic evil		Languages Common	
Skills Stealth +11			
Str 4 (-1)	Dex 18 (+6)	Wis 10 (+2)	
Con 13 (+3)	Int 6 (+0)	Cha 15 (+4)	

TACTICS

The kenkus move away from the skeleton, hoping the PCs try to touch it, which the kenku's know rouses the undead to attack. If the characters do touch the skeleton, the undead target them and ignore the kenkus. If the PCs don't disturb the skeleton during the first round, a kenku does during the second round—likely by hurling a javelin at it.

2 Specters (S)		Level 4 Lurker	
Medium shadow humanoid (undead)		XP 175 each	
Initiative +8	Senses Perception +6; darkvision		
Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to all defenses.			
HP 30; Bloodied 15			
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.			
↵ Spectral Barrage (standard; recharge ☹️ ☹️) ♦ Illusion, Psychic			
Close burst 2; targets enemies; +7 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.			
Invisibility (standard; at-will) ♦ Illusion			
The specter becomes invisible until it attacks or until it 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)	

When the skeleton is touched or disturbed, such as by being attacked or in the area of an attack, the undead phase out of their crypts and attack. The specters begin invisible. If the kenkus disturbed the skeleton, the undead occasionally attack one of them but prefer the PCs' stronger life force and power.

Tribals far from enemies use their ranged javelin attacks, but those close enough try to use their *flock effect* to gain the attack bonus. The kenku sneak uses the other kenkus (*disappear into the flock*) and the large coffins to hide behind so it can use its *sniper* and *hidden strike* abilities.

MAGIC FOUNTAIN

A magic fountain lies in the hallway east of the Mausoleum. The Stormcrow Company managed to move a magic fountain from the tower of an evil wizard they overthrew to their own base. The fountain's reliability suffered in the transport. It confers an ability or disability upon each person that drinks from the fountain no more than 1/day. The fountain confers effects similar to rituals where the skill check to perform the ritual, if any is required, is +10. However, it may also confer a disease!

D6	Ability
1	Blinding Sickness (DMG 49)
2	Comprehend Languages (PH 302)
3	Endure Elements (PH 304)
4	Discern Lies (PH 303)
5	Speak with Dead (PH 313)
6	Wizard's Sight (PH 315)

FEATURES OF THE AREA

Illumination: Bright.

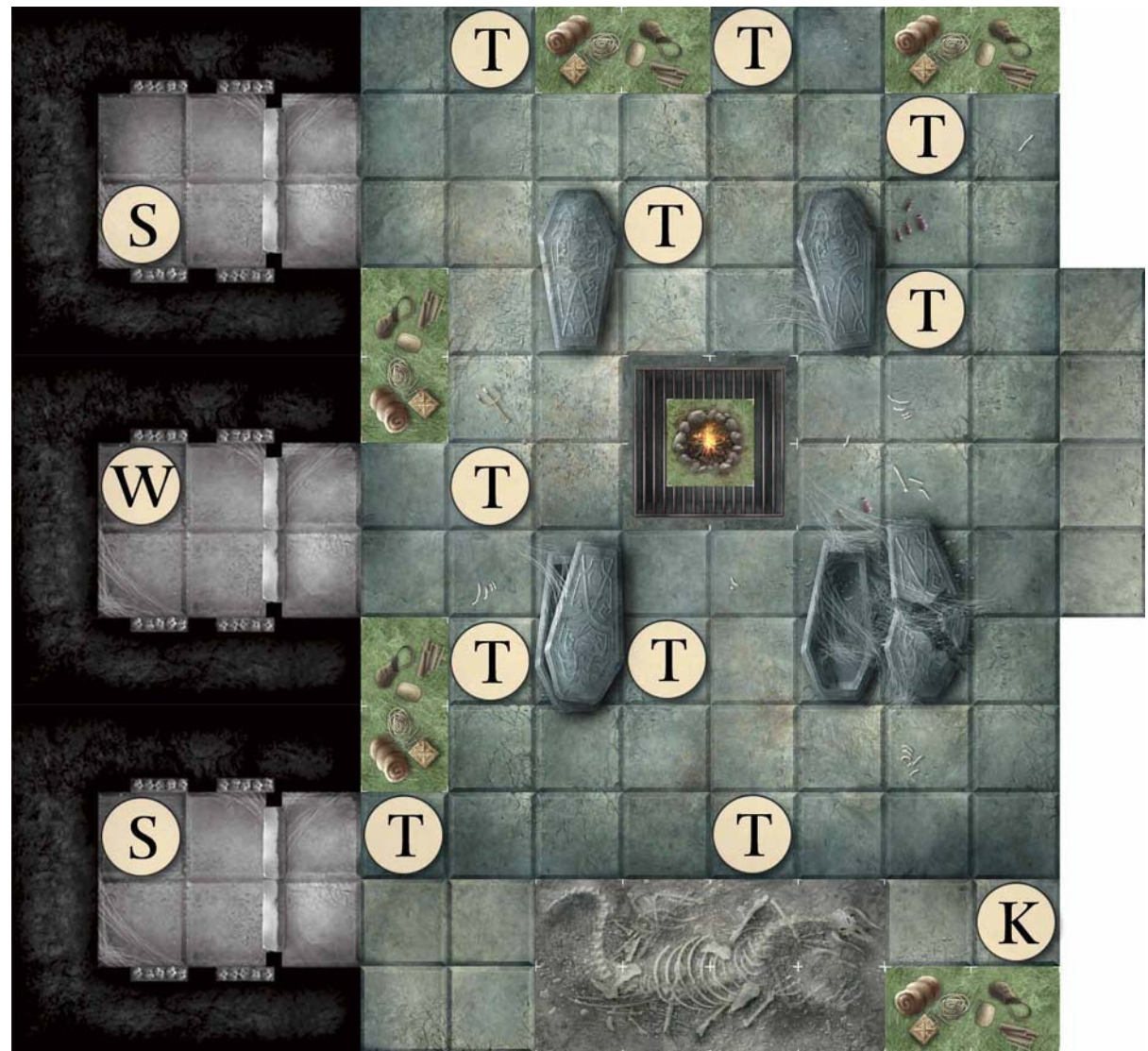
Drain: The drain was used by the Emerald Warlock to catch excess blood from victims of his experiments. Now it is a grating for campfires.

Dragon Skeleton: This relic of a dead monster is charged with just enough residual power to rouse the undead in the chamber if disturbed.

Stone Coffins: Two of the coffins are open and empty; two are closed, and names are chiseled on their faces. One name is Illugi Swordbreaker, the other is Emerald Warlock. Opening either coffin (DC 15 Athletics check) reveals a humanoid body in each. If the PCs drank from the magic fountain in the hallway leading to this chamber, one may have the ability to Speak with Dead. They can try their luck on one of the bodies to learn what happened to the Stormcrows. The dead one volunteers one final bit of information; “Take the key in my crypt—use it to bypass the Force Door that seals Agera of the Shadow Face’s final redoubt.”

A platinum key is hidden amid the dust in one of the coffins (Perception DC 15 to find it without the aid of the hint; no check needed with the hint).

Treasure: The coffins also hold a parcel of treasure.



ENCOUNTER T4: LIGHTNING HALL

Encounter Level 2 (650 XP)

SETUP

1 force burst wall (F)

1 poisoned dart passage (D)

1 lightning hallway (L)

Deeper access is sealed behind a magical wall of force and a flaring expanse of lightning. The room at the west end of the hallway is only an empty lure.

Force Burst Wall (F) Level 5 Obstacle Trap Trap XP 200

A flaring, translucent wall of blue force hangs like a sheet of wavering glass, blocking access between the corridor and the stone chamber vaguely visible on the other side. The chamber on the other side is empty but for a single closed door.

Trap: A field of force explodes outward when the trap goes off.

Perception

- ◆ **DC 18:** The character notices the squares in front of the wall are trigger plates.
- ◆ **DC 22:** The character notices the hidden control panel set on the left side of the wall. The control panel contains only a single keyhole.

Trigger

When a character moves into a trigger square, the wall attacks with a burst of blazing blue force as an opportunity action. Then the trap rolls initiative and attacks as a standard action each round thereafter.

Initiative +7

Attack

Opportunity Action/Standard Action Close burst 2

Target: Each creature in burst

Attack: +9 vs. Fortitude

Hit: 2d8 + 4 force damage, and the target is pushed 2 squares.

Countermeasures

- ◆ A character can use the key to deactivate the trap but must turn the key counter-clockwise to do so. Turning it the other direction allows the trap to attack again as a free action. Success disables the trap.
- ◆ **Arcana** or **Thievery** DC 22 (Standard Action) Six successful checks made on the control panel disables the trap.
- ◆ A character can attack the wall (Defenses 5; hp 100) or the control panel (Defenses 12; hp 60). Destroying either disables the force burst wall.

Poisoned Dart Passage (D) Level 6 Blaster Trap Trap XP 250

This 20-foot-long corridor seems empty but for a single door on either end.

Trap: Poisoned darts fill the chamber like angry bees when the trap goes off.

Perception

- ◆ **DC 12:** The eastern door has a large keyhole.
- ◆ **DC 22:** The character notices the small holes in the walls.
- ◆ **DC 25:** The character notices that the broad flagstones are loose and may be pressure plates.

Trigger

When four squares of pressure plates are activated (four or more PCs enter the area) or someone tries to open the eastern door without the platinum key, the trap attacks as an opportunity action, then rolls initiative and attacks as a standard action each round thereafter. When the trap activates, both doors immediately close and lock. An open door can be prevented from closing if a character adjacent to the door when the trap is triggered makes an immediate DC 12 Athletics check. To hold the door open after that is a standard action requiring another DC 12 Athletics check on the character's turn, and the character is considered Dazed (ends immediately when the character fails the Athletics check or voluntarily lets the door close).

Initiative +7

Attack

Opportunity Action/Standard Action Close burst fills room

Target: Each creature in burst

Attack: +10 vs. AC

Hit: 2d4 + 3 damage, and ongoing 5 poison damage (save ends).

Countermeasures

- ◆ **Thievery** DC 25 (Standard Action) A successful check disables one square of the pressure-sensitive floor.
- ◆ **Thievery** DC 22 (Standard Action) A successful check opens the lock on either door. If the eastern door is locked in this way, the trap triggers and the door relocks.

Lightning Hallway (L) Level 5 Obstacle Trap Trap XP 200

Lightning constantly flares down the length of his hallway, emanating from an iron spike set in the floor on the hallway's eastern end.

Trap: This field of flickering lightning threatens the entire hallway (18 contiguous squares), rendering it difficult terrain.

Perception

- No check is necessary to notice the lightning.
- ◆ **DC 22:** The character notices the hidden control panel set on the wall at the eastern end of the hallway.

Arcana

- ◆ **DC 18:** The lightning is attracted to those touching a surface in the room. Jumping, tumbling, or flying might allow one to move without attracting the lightning.

Trigger

When a creature moves more than 1 square along a surface in the room, the trap attacks as an opportunity action. The trap attacks a second time if a creature moves more than 6 squares in one turn.

Attack

Standard Action **Ranged** 10

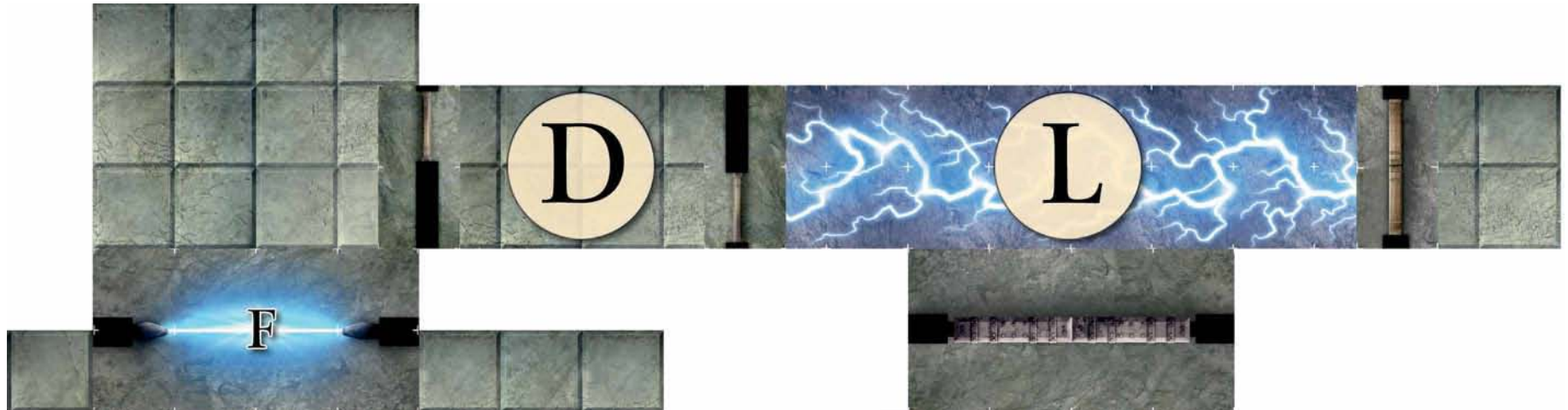
Target: The triggering creature and one other creature

Attack: +9 vs. Reflex

Hit: 1d8 + 2 lightning damage and ongoing 5 lightning damage (save ends), and the target is teleported to the empty chamber north of force wall trap.

Countermeasures

- ◆ **Arcana** DC 22 (Trained only; Immediate Reaction, when the trap attacks) Targets receive +2 to Reflex against the trap's attack for the duration of the encounter.
- ◆ **Acrobatics** DC 20 (Trained only; Move Action) The character tumbles across the floor, moving without triggering the trap.
- ◆ **Athletics** (Move Action) A character can avoid triggering the trap by jumping from one nontrapped square to another.
- ◆ **Arcana** or **Thievery** DC 22 (Standard Action) Six successful checks made on the control panel disables the trap.



ENCOUNTER T5: HALL OF SUMMONING

Encounter Level 4 (850+ XP)

SETUP

4 flamespikers (F)

1+ flamespiker tongues

Agera of the Shadow Face's paranoia led her to entrench herself behind a series of dangerous chambers. She perverted what had been Illugi Swordbreaker's weapon practice chamber, which summoned worthy foes for Illugi to deal with, into a chamber that summons monsters, one after the next, until the enchantment is broken.

When PCs first see the room, they observe that the chamber seems empty (don't place the monsters). However, when any creature enters 3 or more squares into the chamber, the brazier flares; roll initiative at that time.

The first time the central brazier flares, it summons 4 flamespikers, one to each summoning circle. On each subsequent round, on its initiative, the brazier summons a flamespiker tongue. The minions appear in one of the summoning circles (determine tactically) in an open square.

When players see the room, read:

This chamber is brightly lit by a violently burning brazier of fire. Four glowing sigil circles are scribed in the floor, one per corner.

Arcana Check (Standard Action)

DC 18: *The circles are summoning circles, and the brazier at the room's center is a summoning device. Destroying it should end any summoning here.*

4 Flamespikers (F)		Level 5 Soldier
Medium elemental magical beast (air, earth, fire) XP 200 each		
Initiative +6	Senses Perception +4	
HP 66; Bloodied 33		
AC 21; Fortitude 18, Reflex 16, Will 16		
Immune disease, petrification, poison; Resist 10 fire		
Speed 7		
⊕ Stonespike (standard; at-will) ♦ Fire		
Reach 2; +12 vs. AC; 1d8 damage plus 1d6 fire damage, and the target gains vulnerable 5 fire and is marked until the end of the flamespiker's next turn.		
⊗ Spikebolt (standard; at-will)		
Ranged 5/10; +12 vs. AC; 1d10 + 5 damage.		
⚡ Thunderfire Thrust (immediate reaction, when an enemy within 2 squares of the flamespiker shifts; recharge ☹ ☹) ♦ Fire, Thunder		
The flamespiker uses stonespike against the triggering enemy. On a hit, the flamespiker makes a secondary attack against the same target. <i>Secondary Attack:</i> +10 vs. Fortitude; 5 thunder damage, and the target is stunned (save ends).		
Alignment Unaligned	Languages Primordial	
Str 13 (+3)	Dex 15 (+4)	Wis 15 (+4)
Con 18 (+6)	Int 6 (+0)	Cha 8 (+1)

1+ Flamespiker Tongues (T)		Level 5 Minion Brute
Medium elemental magical beast (air, earth, fire) XP 50 each		
Initiative +6	Senses Perception +4	
HP 1; a missed attack never damages a minion		
AC 21; Fortitude 18, Reflex 16, Will 16		
Immune disease, petrification, poison; Resist 10 fire		
Speed 7		
⊕ Spike (standard; at-will) ♦ Fire		
Reach 2; +12 vs. AC; 6 fire damage.		
Alignment Unaligned	Languages Primordial	
Str 13 (+3)	Dex 15 (+4)	Wis 15 (+4)
Con 18 (+6)	Int 6 (+0)	Cha 8 (+1)

TACTICS

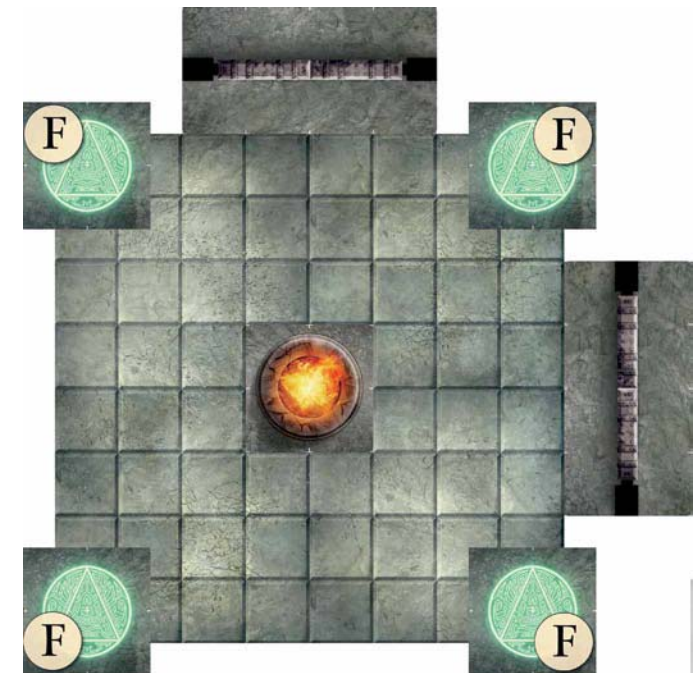
The brazier continues summoning additional flamespiker tongues until it is disabled or it has summoned a total of eight flamespiker tongues in an 8-hour period. The summoned creatures pursue the PCs even if the heroes leave this chamber.

FEATURES OF THE AREA

Illumination: Bright. The central brazier lights the whole room.

Summoning Circles: Glowing inscriptions serve as a focus for the magic that summons monsters to this chamber, which emanates from the brazier.

Summoning Brazier: The brazier summons creatures as noted under Setup and Tactics. A character can attack the brazier (defenses 5; hp 75); Destroying it ends the summoning effect permanently.



ENCOUNTER T6: WHAT'S MY NAME?

Encounter Level 4 (800 XP)

SETUP

- 1 arbelester (A)
- 2 stonefist defenders (D)
- 1 clay scout (C)
- 1 iron cobra (I)

Before the madness that brought them low, Stormcrow Company prepared a special puzzle test chamber designed to provide those with “permission” to move into their ultimate vault chamber where the mercenaries stored their most significant loot.

The constructs are visible in the chamber as shown on the tactical map. They do not activate until attacked, however, or until a PC moves into the letter grid or moves one of the raven statues onto the letter grid.

When PCs see the chamber, read:

Four statues are arranged near the northern entrance. To the south, a grid of letters is inscribed in the floor.

C	U	I	N
B	R	M	L
S	G	O	A
E	P	Q	W

Several odd-looking, partly humanoid constructs and one iron cobra-like construct flank the letter grid, motionless.

A niche on the south wall glows with faintly purple light.

Arcana Check (Standard Action)

DC 18: *The purple light is the weak manifestation of a closed magical portal.*

TACTICS

The letter grid is the guarded area for all of the constructs. They focus on characters in this area.

The iron cobra slithers forward and attacks with its poisonous *bite* first and uses *poison the mind* against the envenomed creature before moving on to the next target using *slithering shift*. The clay scout disappears when the combat begins (with *limited invisibility*), then spends a round positioning itself to be able to affect PCs. It prefers *mind touch* to daze enemies (thus becoming invisible to them). It then tries to bite creatures that can't see it while using *redirect* to protect itself. The stonefist defenders try to flank foes in order to gain their *guarded area* bonus to hit. The arbalester fires away at PCs, using *double shot* as often as possible to attack two heroes at once.

2 Stonefist Defenders (D)		Level 2 Skirmisher
Small natural animate (construct, homunculus) XP 125 each		
Initiative +6	Senses Perception +4; darkvision	
HP 38; Bloodied 19		
AC 16; Fortitude 13, Reflex 14, Will 14		
Immune disease, poison		
Speed 8		
⊕ Spiked Fist (standard; at-will)		
+7 vs. AC; 1d8 + 5 damage.		
Guard Area		
A stonefist gains a +2 bonus to attack rolls against any enemy in its guarded area.		
Synchronized Flank		
While a stonefist is flanking an enemy that is in its guarded area, its attacks deal 1d6 extra damage against the flanked enemy.		
Tumble (move; at-will)		
The stonefist 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)

Arbalester (A)	Level 4 Artillery	
Medium natural animate (construct, homunculus) XP 175		
Initiative +6	Senses Perception +9; darkvision	
HP 43; Bloodied 21		
AC 16; Fortitude 15, Reflex 17, Will 15		
Immune disease, poison		
Speed 6		
⊕ Slam (standard; at-will)		
+11 vs. AC; 1d6 + 4 damage.		
⊗ Bolt (standard; at-will)		
Ranged 20/40; +11 vs. AC; 1d10 + 4 damage.		
⚡ Double Shot (standard; recharge ☞ ☞ ☞)		
The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other.		
Guard Area		
If an enemy is within an arbalester's guarded area at the start of the arbalester's turn, the arbalester recharges double shot.		
Alignment Unaligned		Languages –
Str 15 (+4)	Dex 18 (+6)	Wis 15 (+4)
Con 13 (+3)	Int 5 (-1)	Cha 8 (+1)

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. <i>Secondary Attack</i> : +2 vs. Fortitude; the target is slowed (save ends). See also <i>guard area</i> .			
⚡ Mind Touch (standard; at-will) ♦ Psychic			
Ranged 10; +5 vs. Reflex; 1d6 + 3 psychic damage, and the target is dazed (save ends); see also <i>guard area</i> .			
Guard Area			
The clay scout gains a +4 bonus to attack rolls against targets in its guarded area.			
Limited Invisibility ♦ Illusion			
The clay scout is invisible to dazed creatures.			
Redirect (immediate interrupt, when targeted by a melee or a ranged attack; at-will)			
The clay scout makes an attack against the attacker: +4 vs. Will; the triggering 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)	

FEATURES OF THE AREA

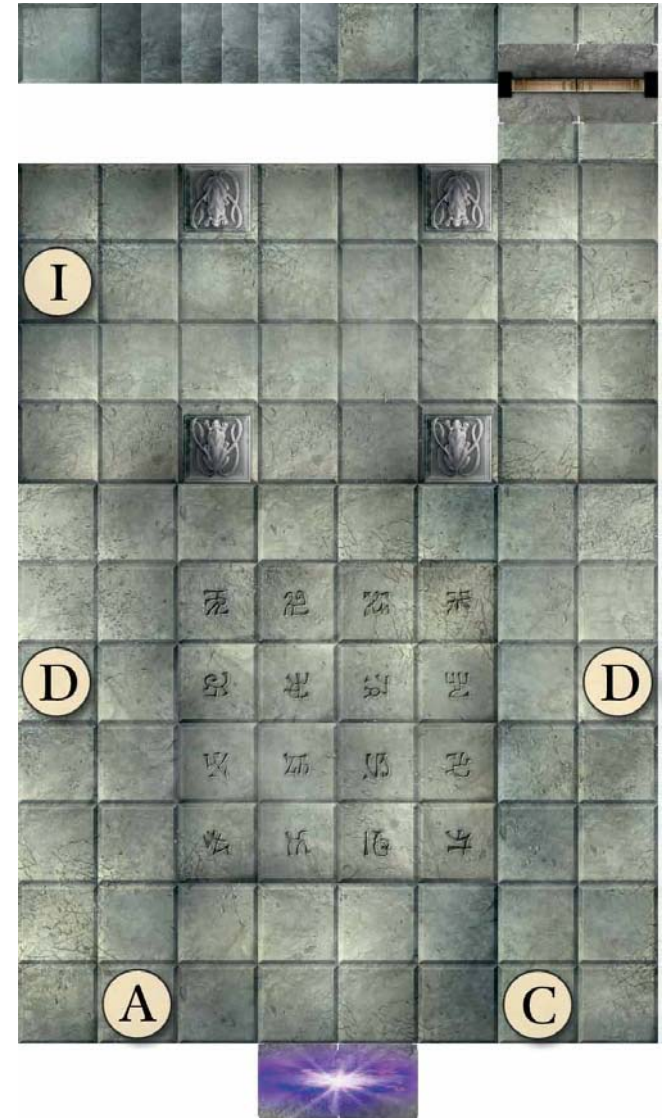
Illumination: Dark. The portal sheds dim light in its square and into adjacent squares. When activated, it flares to bright light and illuminates the whole chamber.

Statuses: Investigation shows these statues aren't attached to the floor, and that they're lighter than they appear. Each one can be moved a number of squares equal 1 + a character's Strength modifier per move action expended. The statues fit nicely on any of the letter tiles in the letter grid to the south.

Iron Cobra (I)		Level 6 Skirmisher	
Medium natural animate (construct, homunculus)		XP 250	
Initiative +7	Senses Perception +9; darkvision		
HP 75; Bloodied 37			
AC 20; Fortitude 20, Reflex 18, Will 17			
Immune disease, poison			
Speed 7; see also <i>slithering shift</i>			
Ⓢ Bite (standard; at-will) ♦ Poison			
+11 vs. AC; 1d8 + 3 damage, and ongoing 5 poison damage (save ends).			
⚡ Poison the Mind (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ) ♦ Psychic			
Ranged 10; affects only creatures taking ongoing poison damage; +8 vs. Will; the target is dazed and slowed (save ends both); see also <i>guard area</i> .			
Guard Area			
An iron cobra can use its <i>poison the mind</i> power against any creature in its guarded area, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.			
Slithering Shift (move; at-will)			
The iron cobra shifts 3 squares as a move action.			
Alignment Unaligned		Languages –	
Skills Stealth +10			
Str 17 (+6)	Dex 15 (+5)	Wis 13 (+4)	
Con 19 (+7)	Int 5 (+0)	Cha 12 (+4)	

Letter Grid: The letters, inscribed in the Common script, are arranged as noted on the previous page. If the letters that spell out CROW are each covered by a statue or similarly heavy object, the portal in the southern wall flares into life and remains active while the statues remain on their squares.

Portal: Once activated, this portal provides instant transportation from this chamber to the portal niche in room 7. Walking through the portal is part of a move action, and those appearing on the other side can continue to move up the limit of their speed when they arrive. Those who arrive in room 7 discover the portal is apparently one way (at least at first).



ENCOUNTER T7: STORMCROW VAULT ROOM

Encounter Level 7 (1,728 XP)

SETUP

Agera of the Shadow Face (A)
6 infernal armor animuses (I)

When Agera of the Shadow Face won the battle against her fellows, she retreated to the vault chamber and lay down to “sleep” with the Wrathstone around her neck. Decades later, Agera yet sleeps, though her body died long ago. Her mind, however, is tied to the Wrathstone. If this chamber is invaded, Agera awakens to defend it, as insane as ever.

When the players appear through the portal in the west wall, provide the read-aloud text. The infernal armors initially appear as part of the general detritus littering each smashed vault, until they “activate.”

If a PC enters one of the corner crypts, opens the sarcophagus in the center of the chamber, or interacts with anything on the workbench, Agera emerges from her sarcophagus. Roll initiative! The infernal armor animuses rise as a free action on their turn, two from each broken vault.

When PCs enter the chamber, read:

This wide chamber is dominated by a stone sarcophagus which sits upon a hellish design painted on the floor in glistening blood. Three of the corners hold smashed-in vault doors. The southeast corner instead contains a workbench and chair, though a ward of blue-glowing glyphs surrounds it protectively.

When PCs trigger Agera’s appearance, read:

The sarcophagus cover explodes! Standing in the swirling dust is an emaciated tiefling woman who looks more devil than human, and all dead. A red stone on an iron chain blazes on her chest. She screams, “No one can have the Wrathstone but me! You’ll die, just like all the rest. Perhaps it will be your souls that will finally pay my way into Asmodeus’s Court!”



TACTICS

The infernal armors hold back for the first few rounds, allowing Agera to engage the players (if they are destroyed before Agera takes any damage, the armors' ability to transfer hit points to her will be wasted).

Agera turns her foes against each other whenever possible. She uses *invocation of wrath* whenever she can, saving *wrathfire curse* for when she can hit two or more PCs.

If it becomes clear that the heroes will likely win the fight, Agera calls on Asmodeus to "Strike down these mortal shells, as you did Illugi Swordbreaker and the Emerald Warlock. Take their souls, as you did my former compatriots, as my sacrifice to you!"

Nothing comes of this, but it may give the PCs a moment of uncertainty before their triumph.

WRATHSTONE

The Wrathstone may be an artifact, but its full artifact powers have yet to be activated (perhaps they never will be, but if they are, they result in devilish corruption not unlike Agera's). In the short term, treat the red gem on an iron chain found around Agera's neck as a +2 *amulet of false life* with one additional ability that is not initially known to the wearer. The property becomes known only when events lead to the amulet's first power usage.

Property: Whenever the daily power of this item is used, you must make an immediate basic attack against your closest ally. If no ally is in range of your basic attack, ignore this requirement.

Agera of the Shadow Face (A)	Level 7 Solo Controller
Medium natural humanoid (devil, undead)	XP 1,500
Initiative +6	Senses Perception +11; darkvision
HP 316; Bloodied 158; see also <i>wrathfire curse</i>	AC 21; Fortitude 18, Reflex 20, Will 19
Immune disease, poison; Resist 8 fire, 5 necrotic	Saving Throws +5
Speed 8	Action Points 2
⊕ Horn Staff (standard; at-will) ♦ Necrotic, Weapon +12 vs. AC; 1d8 + 4 damage plus 1d6 + 4 necrotic damage, and the target is pushed 2 squares.	
⊗ Unhinging Ray (standard; at-will) ♦ Charm, Psychic Ranged 20; +11 vs. Reflex; 1d6 + 4 psychic damage, and the target slides 2 squares and makes a basic attack against an ally within range.	
⊕ Hellish Wrath (standard; at-will) Agera makes three basic attacks.	
⊕ Grave Wrath (immediate reaction, when Agera is hit by a creature adjacent to her; at-will) ♦ Necrotic +11 vs. Fortitude; the target is pushed 3 squares, and is slowed and takes ongoing 10 necrotic damage (save ends both).	
⚡ Invocation of Wrath (standard; recharge ☞☞☞) ♦ Charm Close burst 2; +9 vs. Will; the target is dominated (save ends).	
⚡ Wrathfire Curse (standard; recharges when first bloodied) ♦ Charm, Fire Close blast 5; targets enemies; +9 vs. Reflex; 2d6 + 3 fire damage, and the target slides 2 squares and makes an at-will attack against an ally within range. <i>Miss:</i> Half damage, and the target slides 1 square.	
Alignment Unaligned	Languages Common, Supernal
Skills Arcana +12, Athletics +10, Insight +7	
Str 15 (+5)	Dex 10 (+3) Wis 8 (+2)
Con 15 (+5)	Int 19 (+7) Cha 16 (+6)

6 Infernal Armor Animuses (I)	Level 3 Minion Soldier
Medium immortal animate (devil, undead)	XP 38 each
Initiative +5	Senses Perception +1; darkvision
Bloodlust aura 2; each nonminion devil within the aura gains a +1 bonus to damage rolls. Multiple bloodlust auras grant a cumulative bonus.	
HP 1; a missed attack never damages a minion; see also <i>essence transference</i>	
AC 19; Fortitude 16, Reflex 15, Will 14	
Resist 5 fire	
Speed 6	
⊕ Short Sword (standard; at-will) ♦ Weapon +8 vs. AC; 5 damage.	
Essence Transference (when the infernal armor animus drops to 0 hit points) ♦ Healing The nearest nonminion devil within 5 squares of the animus regains 15 hit points.	
Alignment Evil	Languages –
Str 19 (+5)	Dex 14 (+3) Wis 10 (+1)
Con 15 (+3)	Int 8 (+0) Cha 11 (+1)
Equipment heavy shield, short sword	

FEATURES OF THE AREA

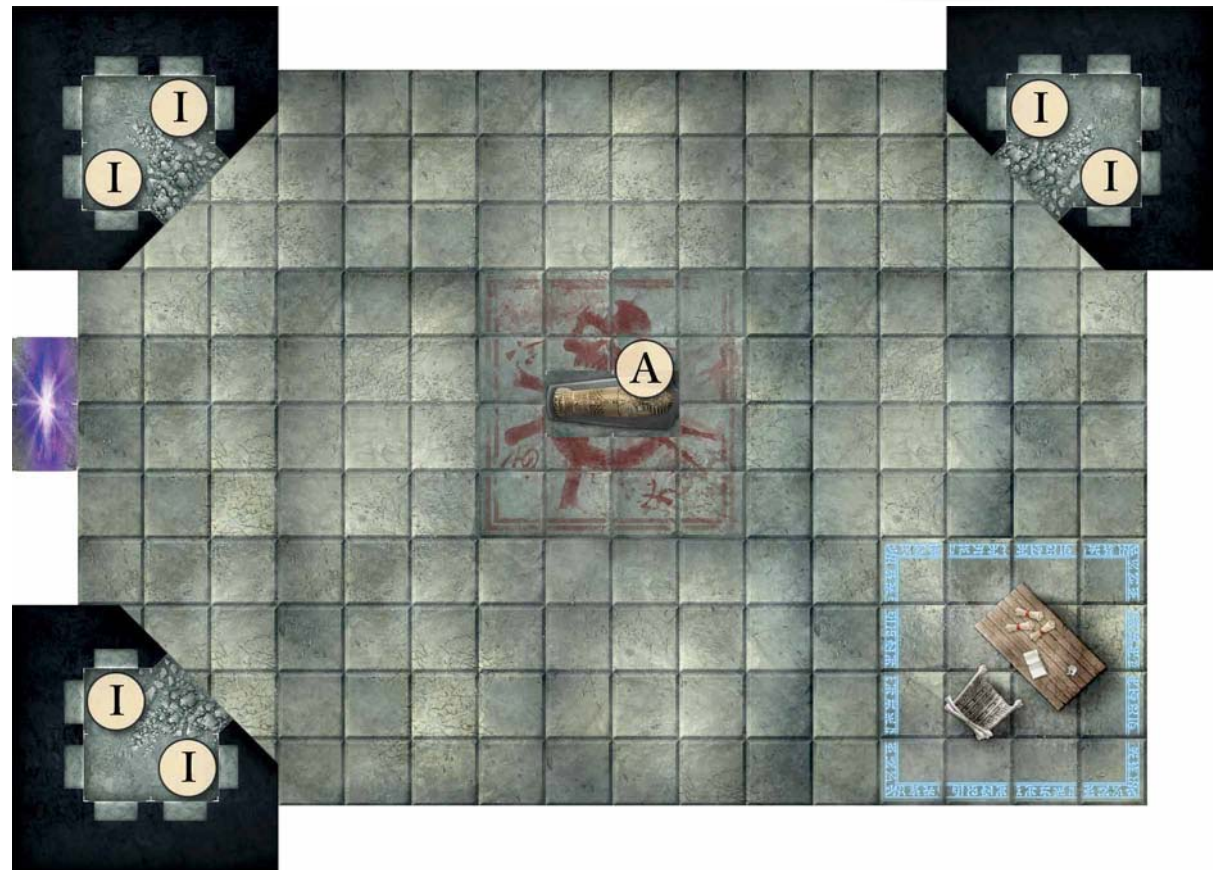
Illumination: Bright. The activated portal provides bright purplish light throughout the chamber.

Symbol of Asmodeus: The Wrathstone's presence makes the blood making up this symbol remain fresh. If the Wrathstone is removed from the chamber, the blood finally dries. The symbol area is difficult terrain, and anyone besides Agera subject to forced movement on the symbol must succeed on a saving throw or fall prone. A creature standing in a square of the symbol or the sarcophagus can score a critical hit on a natural roll of 19 or 20.

Portal: Initially, the portal that transports PCs into the chamber is one way. (DC 22 Arcana check to force the portal to work in reverse). The PCs can activate the portal in both directions by using the key found on the workbench.

Work Bench: The workbench contains a crystalline key that makes the portal operate both ways, Agera's Journal (which begins in Common but switches to Supernal toward the end, after the journal indicates Stormcrow Company found the Wrathstone). Prior to that point, the journal reads like any successful adventuring party's journal might read. After acquiring the Wrathstone, Agera becomes more and more paranoid, until she finally indicates she's had enough! The last entry states only, "Asmodeus, you have shown me the truth!"

Treasure Vaults: Rubble shown on the map here is difficult terrain. The vaults are smashed and looted (scorch marks and the smell of brimstone indicates devils may have been responsible), but among the debris, six parcels remain.



About the Author

Bruce R. Cordell is an Origins and ENnie award-winning game designer whose long list of professional credits include the new FORGOTTEN REALMS® Campaign Guide™, *Keep on the Shadowfell*™, *Draconomicon*™, *Chromatic Dragons* and *Open Grave: Secrets of the Undead*™. Bruce is also an author of FORGOTTEN REALMS novels, including *Plague of Spells*, first book in the new Abolethic Sovereignty series.