

H3

A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS[®]

PYRAMID OF SHADOWS™



AN ADVENTURE FOR CHARACTERS OF 7TH-10TH LEVEL

Mike Mearls • James Wyatt

PYRAMID OF SHADOWS™



ADVENTURE BOOK ONE

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CREDITS

Design
Mike Mearls and James Wyatt

Editing
Michele Carter

Development and Managing Editing
Bill Slavicsek

Mechanical Design and Development Manager
Andy Collins

Story Design and Development Manager
Christopher Perkins

Director of RPG R&D
Bill Slavicsek

Art Director
Karin Powell

Graphic Designer
Soe Murayama

Cover Illustration
William O'Connor

Interior Illustrations
Ben Wootten, Attila Adorjany, Brian Hagan, Lucio Parillo

Maps and Diagrams
Mike Schley

Publishing Production Specialist
Angelika Lokotz

Imaging Technician
Travis Adams

Production Manager
Cynda Calloway

Special Thanks to Brandon Daggerhart, keeper of Shadowfell

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300-21863740-002 EN

9 8 7 6 5 4 3 2 1

First Printing: August 2008

ISBN: 978-0-7869-4935-9

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INTRODUCTION

In the depths of the Winterbole Forest, the Pyramid of Shadows waits. This extradimensional prison catches and holds creatures from all planes of existence. Within the pyramid, factions rise and fall, carving out territories and surviving without hope of escape . . . all except for one longtime prisoner, who needs the unwitting aid of some adventurers to free himself from the pyramid.

Pyramid of Shadows is a DUNGEONS & DRAGONS game adventure for characters of 7th to 10th level. You need the *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* to play.

BACKGROUND

In centuries past, a tiefling wizard named Karavakos made a fatal bargain. The twin threats of monsters of the wild and rebellion from within threatened his iron grip over the lands of his petty kingdom. In desperation, Karavakos summoned a devil and asked for aid. A legion of infernal soldiers came to march under his command, and he stepped up his efforts to restore order—and a harsh justice—to his domain.

The legion of devils came at a very reasonable price. They would fight on his behalf and obey his orders without question. If he ever led them to defeat, however, they would abandon him and he would be cast into eternal captivity. Only an error made by the wizard could result in the devils' defeat—no army in the world could defeat them on the field of battle.

Karavakos led his legions on one conquest after another. What had been a small kingdom grew into a mighty nation to rival the great human empire of Nerath that held sway over much of the land at this time.

With winter's arrival, Karavakos called a halt to his campaign of expansion. He returned to his palace with the eladrin princess, Vyrellis, who was to be his bride. Together, he proclaimed, they would rule a new empire, and with spring's dawning his armies would march into the Feywild, extending their rule across two worlds.

When spring came, the devil armies marched through the thin border between worlds. In the Feywild, though, the devils met their match. Invincible on the battlefields of the natural world, the devils had no such protection once they stepped into the Feywild. Fey spears and arrows felled the legions, putting an end to Karavakos's dreams of conquest—and severing his diabolic bargain. Karavakos was imprisoned in the Pyramid of Shadows, his eladrin princess at his side.

The Pyramid of Shadows is one of many infernal prisons created to confine powerful beings. Just like a prism splits light into its component colors, the pyramid split Karavakos's life force into free-willed splinters, each one containing a fragment of his power. With his power spread among various splinters, Karavakos couldn't hope to break free from the prison. Enraged, he lashed out at the only

person he could blame for his failure—Vyrellis, who he claimed tempted him into his ill-fated attack on the Feywild. He cut Vyrellis's head from her shoulders and threw it into the charnel pit at the heart of the pyramid.

But Vyrellis didn't die. Her life energy, too, was splintered upon her arrival in the pyramid. Her splinters are not animate, but have instead been imbued into gemstones and an orb spread throughout the pyramid. Vyrellis is now driven by a burning thirst for revenge against Karavakos, matched only by her desire to reunite the fragments of her life force and escape the Pyramid of Shadows.

THE PYRAMID OF SHADOWS

The Pyramid of Shadows is a bizarre extradimensional space full of weird monsters and strange magical effects. It exists beyond space and time, appearing in multiple places in the world and planes beyond. The space within it knows nothing of the passage of years. It's a prison, designed to keep whatever is trapped within it from escaping.

Each of the pyramid's three levels (in addition to the sanctuary at its apex) is home to multiple factions of creatures. Each new arrival tries to find a place among the existing inhabitants, or to carve out its own living space. Eventually, the pyramid adapts to the creatures trapped within it, providing a living space approximating their natural environments. Since its prisoners don't need to compete for resources (see below), they coexist in an uneasy truce.

FEATURES OF THE PYRAMID

The following features are common to all areas of the Pyramid of Shadows unless otherwise noted.

- ◆ **Sustenance:** The prisoners don't need to eat or drink (though many do out of habit). In addition, everything within the pyramid ages so slowly as to appear effectively immortal, due to the extradimensional nature of the prison.
- ◆ **Illumination:** Unless otherwise noted, all areas of the pyramid are filled with ambient dim light. This light does not come from any specific source and owes its existence to the pyramid's magical nature.
- ◆ **Doors:** Unless otherwise noted, the doors in the pyramid are made of heavy wood. A DC 20 Strength check allows a character to break one down. The doors have AC and Reflex defense 10, Fortitude defense 15, and 20 hit points. A destroyed or damaged door is restored after 24 hours. The magic that sustains the pyramid allows quick, minor repairs to its interior structure.

HOW TO USE THIS ADVENTURE

Pyramid of Shadows is a DUNGEONS & DRAGONS adventure that takes a party of five player characters (PCs) from 7th level to 10th level. You can run this adventure either as the culmination of the series of heroic tier adventures (which started with *H1: Keep on the Shadowfell* and continued with *H2: Thunderspire Labyrinth*), or as a stand-alone adventure in your own campaign.

The two booklets included in this adventure are for the Dungeon Master (DM). If you're planning to experience *Pyramid of Shadows* as a player, don't read any farther.

Pyramid of Shadows contains these components:

1. *Adventure Book One* (this booklet) provides the Dungeon Master with an overview of the Pyramid of Shadows. This includes descriptions of important nonplayer characters (NPCs), descriptions of key locations, illustrations of places and adversaries, background information, and several new monsters.
2. *Adventure Book Two* contains the bulk of the adventure, including many possible encounters within the pyramid.
3. A poster map containing depictions of three important encounter areas. The map is rendered in a scale that allows you to place your *D&D Miniatures* directly on the map.
4. A folder to hold the booklets and the poster map.

If You're the DM . . .

Read *Adventure Book One* first and then familiarize yourself with the first part of *Adventure Book Two* to get a sense of the pyramid's layout and the flow of the adventure.

Getting Started

The adventure starts with Encounter A1: The Clearing in the Forest, on page 6 of this book.

ADVENTURE SYNOPSIS

Karavakos desperately wants to escape from the Pyramid of Shadows. He has been using his considerable arcane abilities and the vast amount of time available to him to put a long-simmering plan into motion. He has gained limited control of the pyramid, and is able to influence where it appears in the natural world. In addition, he has developed the ability to send brief visions to other arcane power users outside the pyramid. With these two tools at his disposal, Karavakos has been working on a means of escape.

Karavakos is a mighty wizard, but his power within the pyramid is severely limited. His life force—and with it, his power—is divided among three splinters scattered throughout the pyramid, each pursuing its own plan of escape. The true Karavakos is locked within the Sanctuary of Light at the pyramid's apex. He can't harm the other splinters, but he knows that their destruction is the key to his escape. When a splinter meets its end, the power it holds is transferred to him. When all of the splinter Karavakoses are destroyed, the wizard believes he will be mighty enough to escape from the pyramid.

Karavakos has been sending visions of the pyramid, its location in the natural world, and promises of power associated with the pyramid. The adventure begins when the player characters encounter the pyramid and are drawn into its timeless depths. From that point on, Karavakos encourages the adventurers to destroy the splinters of his life force so that the power each possesses returns to him. With his power fully restored, Karavakos plans to perform arcane rituals that will set him free. The fate of the adventurers matters not to the wizard, just so long as they serve their purpose and destroy the false expressions of Karavakos's life force.

As all of this occurs, the true Karavakos waits safely in the Sanctuary of Light.

Vyrellis remains the flaw in the wizard's plans. Her life force lingers within an artifact, an obsidian orb in which her disembodied head drifts in and out of view. She longs for freedom as much as Karavakos does. More, she hungers for revenge, and the adventurers provide her with an opportunity to attain it. Presenting herself as an ally, Vyrellis guides the adventurers toward the Sanctuary of Light and urges them to destroy Karavakos—all of the splintered versions of him as well as the true wizard—and win their freedom in the process.

Over the course of the adventure, the player characters explore the bizarre halls and chambers of the Pyramid of Shadows, fight its hostile inhabitants (including the splinters of Karavakos's life force), collect the three keys needed to open the Sanctuary of Light, and finally face the true Karavakos in a pitched battle—with death or eternal imprisonment the price of failure. Along the way, Vyrellis also guides them to collect the splinters of her life force from the gemstones that hold them in hopes of restoring herself once she is freed from the pyramid.

ADVENTURE HOOKS

Use one or more of the hooks below to provide the player characters with motivations for seeking out the pyramid and to give them a reason to get into the adventure. Using these hooks provides the PCs with opportunities to gain experience by completing the associated quests.

HOOK: THE MYSTERIOUS MAP

If the adventurers experienced the events of *H2: Thunderspire Labyrinth*, then they discovered a map among Paldemar's possessions.

The map shows a glowing pyramid within a lush forest, about a week's travel north of Nentir Vale. Notes scribbled on the side of the page read: "Place of power." "Vast magic for the taking." And "Seek Karavakos."

This discovery alone might be enough to send the adventurers in search of the Pyramid of Shadows. If not, see the "Alternative" below for additional motivations.

Alternative: The Mages of Saruun, impressed by the actions of the adventurers and worried about the implications of the notes on the map, provide one more incentive if the adventurers agree to take on this quest. "Find this place of power and seek out Karavakos," the mage tells them. "Return with information that reveals the secrets of this place, and we will reward you with a powerful magic item (a level 12 item) and 2,500 gp."

Quest XP: 1,500 XP (major quest).

HOOK: THE DREAM VISION

Wherever the adventurers happen to be prior to the start of this adventure, a local wizard, scholar, or sage has been troubled by strange and compelling visions every night when he or she sleeps and dreams. In these dream visions, the tiefling wizard Karavakos appears to the dreaming mage and whispers about the power and secrets waiting within the Pyramid of Shadows.

The visions have grown more frequent, more urgent, and the local wizard or sage is growing more and more inclined to set everything aside and seek out the place of power and Karavakos. Indeed, the mage often awakens from the dream vision with a sheet of parchment and a quill to find notes scribbled over and over that he or she has no memory of writing. These notes include the oft-repeated phrases: "Place of power." "Vast magic for the taking." "Seek Karavakos." There is also a crude sketch of a map that shows a stylized glowing pyramid deep within a lush forest about a week's travel from this location.

The local wizard or sage is intrigued by the visions and anxious to claim the promised power. He or she is also suspicious of these dreams, and as frightened by the implications as he or she is desirous to fulfill the impulse to follow the dream.

Hearing of the exploits of the adventurers, or perhaps knowing them as friends or colleagues or acquaintances, the wizard/scholar/sage asks them to look into this matter.

“I am not up to this challenge,” the mage admits, “and I won’t pretend that I am not frightened by these dreams. But I am also sure that something of great importance surrounds these strange events, and I have no doubt that my dreams of untold power have a ring of truth about them.”

The wizard/scholar/sage urges the adventurers to find the Pyramid of Shadows and seek out Karavakos. “Time is short,” the mage says, “and the place of power won’t remain undisturbed for long. You must find it . . . before those with evil intentions claim it for their own.”

Alternative: A player character whose class abilities draw upon the arcane power source receives the dream visions. In this case, have the dreams come to the character over the course of several game sessions prior to the start of this adventure. They start out slowly at first, just simple dreams that don’t seem all that unusual. As time passes, however, the message in the dreams becomes stronger, more insistent, more urgent. Then the visions grow in power and frequency, until they consume every period of sleep or rest the character takes. The only way to make them stop is to strike out for the place of power, to seek out Karavakos. To find the Pyramid of Shadows.

Quest XP: 1,500 XP (major quest). If you are using the version of this hook where an NPC is having the dream and asks for the adventurers’ help, then have that NPC offer a reward of 2,500 gp once the PCs return with information about the pyramid and a way to stop the dream visions from returning. (Note that in all cases, the dreams stop once the PCs reach the Pyramid of Shadows.)

HOOK: THE MAD WANDERER

While traveling through a lush forest, the adventurers encounter a crazed wanderer. The wanderer was once a wizard of power and influence back in a distant center of civilization. He has been plagued by the dream visions sent by Karavakos for weeks on end, however, and these visions have driven him mad. He has been wandering in these woods for more days than he can remember, trying to find the place of power that calls to him.

The crazed wizard’s hair and beard is tangled and unkempt. His robes are tattered and dirty. His eyes are wild and full of madness. When he encounters the adventurers, he becomes agitated and violent. “The place of power is mine!” he screams. “Karavakos has summoned me, not you! Not you!” He attacks the adventurers, intent on destroying any rivals for the Pyramid of Shadows.

In his crazed state, the wizard fights to the death. When he is reduced to 0 hit points, he has a moment of clarity before he dies. “Find the pyramid,” he whispers with his last remaining breaths. “Seek out Karavakos.”

Among the crazed wizard’s possessions is a map. The map shows a glowing pyramid within a lush forest, not far from where the battle took place. Notes scribbled on the side of the page read: “Place of power.” “Vast magic for the taking.” And “Seek Karavakos.”

Quest XP: 1,500 XP (major quest).

Human Mage		Level 8 Elite Artillery
Medium natural humanoid		XP 700
Initiative +4	Senses Perception +7	
HP 132; Bloodied 66		
AC 20; Fortitude 18, Reflex 20, Will 22		
Saving Throws +2		
Speed 6		
Action Point 1		
⊕	Quarterstaff (standard; at-will) ♦ Weapon	
	+11 vs. AC; 1d8 damage.	
☞	Magic Missile (standard; at-will) ♦ Force	
	Ranged 20; +13 vs. Reflex; 2d4 + 5 force damage.	
⬅	Magic Missile Storm (standard; at-will) ♦ Force	
	Close burst 5; +11 vs. Reflex; 1d4 + 5 force damage.	
☞	Dancing Lightning (standard; encounter) ♦ Lightning	
	The mage makes a separate attack against 3 different targets: ranged 10; +13 vs. Reflex; 1d8 + 5 lightning damage.	
⚡	Thunder Burst (standard; encounter) ♦ Thunder	
	Area burst 1 within 10; +13 vs. Fortitude; 2d8 + 5 thunder damage, and the target is dazed (save ends).	
⚡	Acid Burst (standard; recharge 5 6) ♦ Acid	
	Area burst 2 within 20; +13 vs. Reflex; 3d6 + 5 acid damage.	
Alignment Unaligned		Languages Common
Skills Arcana +13, Insight +11		
Str 10 (+4)	Dex 14 (+6)	Wis 17 (+7)
Con 12 (+5)	Int 18 (+8)	Cha 12 (+5)
Equipment robes, quarterstaff, wand		

HOOK: THE HEAD OF GHARASH

As the adventurers travel toward the Winterbole Forest, a local authority (probably someone from Fallcrest or Winterhaven) offers a reward of 850 gp for the head of Gharash Vren, a dragonborn who leads a gang of dangerous criminals. Vren’s gang has terrorized the region for years, and Vren just escaped from his recent captivity, fleeing into the Winterbole Forest.

Use this hook as an extra incentive, or this could be the impetus that drives the adventurers into the forest where they eventually discover the Pyramid of Shadows.

Gharash and a portion of his gang have been trapped inside the Pyramid of Shadows. The adventurers will encounter the dragonborn criminal while exploring the pyramid’s interior chambers.

Quest XP: 1,500 XP (major quest).

PREPARING FOR THE LONG HAUL

Once the adventurers enter the Pyramid of Shadows, they remain in it until they defeat Karavakos and escape—the better part of three or four levels of adventuring. The characters don’t need to eat or drink while they’re inside the pyramid, and they can find places to take extended rests. They can’t, however, buy magic items or supplies, retrieve items they left in safekeeping, or consult NPCs for rituals or information. You might want to let the players know that their characters should be prepared for a long journey before you begin this adventure, so they aren’t unduly hindered when they become trapped in the pyramid.

ENCOUNTER A1: THE CLEARING IN THE FOREST

Encounter Level 6 (1,400 XP)

SETUP

3 dwarf hammerers
2 human ambushers
1 rage drake

STARTING THE ADVENTURE

Regardless of circumstance, the characters are traveling through the Winterbole Forest, on the northern edge of Nentir Vale (see the map on page 206 of the *Dungeon Master's Guide*). They might be looking for something specific (see the "Adventure Hooks" on page 4) or they might simply be traveling from one location to another. The adventure begins when they reach this clearing in the forest.

No tactical map is provided for this encounter. The enemies begin hidden in the trees around the clearing, watching and waiting to see what the adventurers do.



When the adventurers reach the clearing, read:

The dense forest suddenly parts to reveal a large clearing, perhaps 50 feet across, with a small tumble of rocks at the center. Something about the clearing doesn't feel right. It's as though the sounds of the forest refuse to enter the clearing, and the air around you feels strange and tingling.

Perception Check

DC 21: You spot something moving among the trees just beyond the clearing.

THE ATTACK

If any adventurers succeeded at the Perception check, they notice the movement in the forest and are ready for trouble. Any adventurers who failed the check, however, don't get to act in the surprise round that starts this encounter.

In the surprise round, the dwarves each hurl a throwing hammer and the humans toss daggers to start the fray. At the same time, the rage drake roars into the clearing and makes a charge attack against the nearest opponent.

THE ENEMY

This band of thugs constitutes the remnants of Gharash Vren's gang of criminals. They don't know what happened to their leader and the rest of their gang. All they know is that Gharash Vren entered this clearing and never returned. When they spotted the adventurers approaching the area, they decided to take out their anger and frustration on them. It may not bring Gharash back, but it will make them feel a little better.

TACTICS

After the surprise round, the criminals use fairly basic tactics. They let the rage drake, one of the creatures that Gharash personally trained, plow ahead and take on the brunt of the battle, while the hammerers work to set up flanks for the ambushers.

THE INVITATION

After the adventurers defeat the band of criminals, the image of Karavakos appears at the center of the clearing.

If the adventurers capture one or more of the criminals and attempt to question them, Karavakos appears immediately and "helps" the adventurers by destroying the remaining criminals with bolts of lightning and fire. Karavakos doesn't want the criminals telling the PCs anything.

When the image appears, read:

As you look around, a figure appears near the center of the clearing—a ghost, perhaps, an insubstantial vision of a male tiefling

3 Dwarf Hammerers Medium natural humanoid	Level 5 Soldier XP 200 each
Initiative +4 Senses Perception +4; low-light vision	
HP 64; Bloodied 32	
AC 23; Fortitude 18, Reflex 15, Will 17	
Saving Throws +5 against poison effects	
Speed 5	
⊕ Warhammer (standard; at-will) ♦ Weapon +11 vs. AC; 1d10 + 3 damage.	
⊕ Shield Bash (minor; recharge ☒ ☒)	
+9 vs. Fortitude; 2d6 + 3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).	
↻ Throwing Hammer (standard; at-will) ♦ Weapon Ranged 5/10; +10 vs. AC; 1d6 + 3 damage.	
Stubborn (immediate interrupt, when an enemy tries to push it or knock it prone; at-will) The hammerer makes a melee basic attack against the enemy.	
Stand Your Ground When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Evil	Languages Common, Dwarven
Skills Dungeoneering +11, Endurance +5	
Str 17 (+5)	Dex 10 (+2) Wis 14 (+4)
Con 16 (+5)	Int 11 (+2) Cha 12 (+3)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers	

draped in robes. “Greetings, travelers,” the image says. “What do you seek in the Pyramid of Shadows?”

The image is a psychic projection of Karavakos, one of his growing abilities to interact with and influence the world beyond the pyramid.

“We are the protector of the forest ruins, a place sacred to Melora in the distant past,” says the image. “What brings you to this forlorn place?”

If the adventurers tell the image what they seek, the image assures them that the answer lies within the Pyramid of Shadows. Karavakos doesn't tell them his name as yet, but claims that one called Karavakos can be found within the pyramid if they ask. “Enter the pyramid and all will be revealed.”

The adventurers have two ways to get into the pyramid: of their own accord or by the will of Karavakos.

At the center of the clearing, amid a small tumble of worn stones, they see a small, glowing pyramid. The object, about a foot on each side, is covered with unknown markings. (Arcana DC 28 to recognize that the markings are Supernal.)

If the characters pick up or touch the pyramid, the object consumes them. If they attempt to leave, the same thing happens, but of its own accord. Read:

The small pyramid suddenly expands. You can't tell if you're shrinking or it's growing, but it fills the clearing around you and you're immersed in darkness. The voice of the tiefling comes to you

2 Human Ambushers Medium natural humanoid	Level 7 Skirmisher XP 300 each
Initiative +8 Senses Perception +3	
HP 77; Bloodied 38	
AC 21; Fortitude 19, Reflex 20, Will 19	
Speed 6	
⊕ Mace (standard; at-will) ♦ Weapon +12 vs. AC; 1d8 + 4 damage, and the human ambusher shifts 1 square.	
↻ Dagger (standard; at-will) ♦ Weapon Ranged 5/10; +14 vs. AC; 1d4 + 4 damage.	
⊕ Dazing Strike (standard; encounter) ♦ Weapon Requires mace; +12 vs. AC; 1d8 + 4 damage, the target is dazed until the end of the human ambusher's next turn, and the human ambusher shifts 1 square.	
Combat Advantage The human ambusher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common
Skills Stealth +11, Streetwise +9, Thievery +11	
Str 12 (+4)	Dex 17 (+6) Wis 11 (+3)
Con 13 (+4)	Int 10 (+3) Cha 12 (+4)
Equipment leather armor, mace, 4 daggers	

one last time. “Welcome to the Pyramid of Shadows. The only way to win your freedom is to kill us—three times.” His mocking laughter taunts you, fading away as light returns and a tremendous stench assails you, suggesting that you've left the forest behind.

NEXT

The characters are now in the Entrance Pit of the Pyramid of Shadows. They have been transported into the extradimensional space that exists outside space or time. Give the adventurers a moment to collect themselves, then go to Encounter P1 on page 2 of Adventure Book Two.

Rage Drake Large natural beast (mount, reptile)	Level 5 Brute XP 200
Initiative +3 Senses Perception +3	
HP 77; Bloodied 38; see also <i>bloodied rage</i>	
AC 17; Fortitude 17, Reflex 15, Will 15	
Immune fear (while bloodied only)	
Speed 8	
⊕ Bite (standard; at-will) +9 vs. AC; 1d10 + 4 damage; see also <i>bloodied rage</i> .	
⊕ Claw (standard; at-will) +8 vs. AC; 1d6 + 4 damage; see also <i>bloodied rage</i> .	
⊕ Raking Charge (standard; at-will) When the rage drake charges, it makes two claw attacks against a single target.	
Bloodied Rage (while bloodied) The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.	
Raging Mount (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) ♦ Mount The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.	
Alignment Unaligned	Languages —
Str 19 (+6)	Dex 13 (+3) Wis 13 (+3)
Con 17 (+5)	Int 3 (-2) Cha 12 (+3)

PYRAMID LEVEL 1

The adventure begins on the bottom level of the Pyramid of Shadows. Regardless of how they find the pyramid, the player characters arrive in the Entrance Pit, Location 1, at the center of the level. Level 1 includes five main areas.

The different groups of creatures on this level live in a state of uneasy tension, and the player characters' arrival on the scene can have a destabilizing effect. However, most residents of the pyramid have been here for a long time, and they don't react quickly to a change in circumstances.

THE CHARNEL PIT (LOCATIONS 1-5)

The central area of the level is arrayed around the Entrance Pit and takes its character from the Charnel Lord, an otyugh infused with necrotic energy (see Location 4). Literally or metaphorically, these rooms exemplify rot and depth, from the piles of bones in Location 2 to the deep water in Location 3.

THE VERDANT RUIN (LOCATIONS 6-10)

Savage arboreans, bloodthirsty humanoids who believe the spirits of their ancestors reside in plants, have made the southern part of Level 1 their own. Locations 6 and 10 form their defenses against the rest of the pyramid's inhabitants.

The arboreans are the most organized and defensively minded creatures in Level 1 of the pyramid. If the adventurers strike into these areas but withdraw to rest, the arboreans consolidate their defenses. They shift guards from their interior Locations 7, 8, and 9 to Locations 6 and 10. Both of these chambers are specifically designed to protect the arboreans' territory. If hard pressed, they make a stand here.

Otherwise, the arboreans prefer to hole up in their portion of the pyramid. They are loath to leave their home turf to track down enemies, unless they feel that such pursuit allows them to slay a troublesome foe.

GHARASH VREN'S GANG (LOCATIONS 11-13)

Having recently escaped captivity in Fallcrest, the dragonborn criminal Gharash Vren fled with his gang into the Winterbole Forest—and was trapped in the Pyramid of Shadows. Vren and his gang are the most recent arrivals in the pyramid (before the adventurers), and they've only just managed to carve themselves a place to live in the eastern portion of Level 1. They keep secure defenses at the two entrances to the rooms they've claimed (Locations 11 and 12), but left a potential enemy in their midst in the central rooms (Location 13).

THE HERMITAGE (LOCATIONS 14-15)

The Pyramid of Shadows has its own vault of memory, contained in the Library of Shadows (Location 14). One of the splinters of Karavakos's life force lives in seclusion behind the library (Location 15).

THE GRAND STAIR (LOCATIONS 16-19)

These areas include a bit of wilderness between the "civilized" areas claimed by other groups of monsters. Location 19 is the stairway leading up to Level 2.

EXTENDED REST

Level 1 has several defensible areas where adventurers can hole up for an extended rest to regain their strength. In most of these places, the adventurers should be able to take an extended rest without interruption. However, if adventurers rest either in the Verdant Ruin or in the area controlled by Gharash Vren's gang without first having overcome every encounter in those locations, they probably won't be able to take an uninterrupted rest.

You need to find the right balance between simulating the realistic response of the monsters in the dungeon and providing your players with a fun, challenging game experience. If an encounter interrupting their extended rest would kill one or more characters, don't throw an encounter at them. If they can handle an easy challenge, create an easy encounter 2 or 3 levels below the level of the characters.

For example, say the adventurers fought their way past the guards in Location 11 but didn't face either the succubus in Location 13 or Gharash Vren in Location 12. They hole up to rest in the inner part of Location 11, with an eye on the control panel and a set watch in the hall leading to Location 13. They're low on resources, but you want to keep them on their toes with an encounter they can handle in their weakened state. Don't send Gharash Vren and all his associates from Location 12 to disturb their sleep (an 8th-level encounter). Instead, threaten them with three lackeys and two archers from that area—a 4th-level encounter that should be easy for them. Don't remove those criminals from the encounter in Location 12; just assume that there were more guards than the adventure indicated. You'll reward their caution, keep them on guard against attack, but let them gain the benefit of their rest.

As an alternative, you could give sleeping characters troubling dreams sent by the succubus in Location 13, or haunting visions of a mocking Karavakos who calls them to kill him—a foreshadowing of what's to come that keeps the players on edge without putting their characters at any additional risk.

PYRAMID OF SHADOWS

Level 1



One square = 5 feet

PYRAMID LEVEL 2

The majority of Level 2 of the pyramid is warped and broken by the alien energy of the Far Realm, leaking through a failed portal constructed in Location 24. The Grand Stair (Location 19, on Level 1) leads up to Location 20 on this level. Stairs between Location 20 and Location 25 lead up to the hall between Locations 27 and 30 on Level 3, and straight up beyond there to the doors that guard the entrance to the Sanctuary of Light (Location 33).

THE SUNDERED TEMPLE (LOCATIONS 20-24)

These locations take their nature from a strange temple dedicated to the alien monstrosities of the Far Realm. A long-time prisoner of the Pyramid of Shadows, a mind flayer called Xzathral, once tried to create a passage to freedom by contacting an alien entity of the Far Realm. The remnants of the mind flayer's warped flesh now form the Heart of Madness at the core of this portion of the pyramid (Location 22). One splinter of Karavakos's life force made a similar attempt, and the aberrant influence of the Far Realm warped him as well (Location 24).

The foulspawn in these chambers have enigmatic motives at best. If the adventurers attack and slay several of their number, they make little organized effort to respond. Instead, they are more likely to break up into several roving bands if the adventurers slay their leader, the foulspawn seer named Medragal in Location 23. Even with their leader still alive, the foulspawn have no inclination to engage in a systematic campaign of revenge.

Medragal's force of personality and magical power allow him to hold the foulspawn and their allies in thrall. With his death, the monsters in that region of the pyramid scatter throughout the level. The adventurers are likely to encounter these beasts wandering through the halls and corridors, as allies of a faction that the PCs have not yet destroyed, or as refugees in a previously cleared section of the pyramid.

THE DRAGON'S LAIR (LOCATIONS 25-26)

The pyramid reshapes itself to suit the needs of powerful beings within its confines, and it has done this for the adult white dragon that makes its lair in Location 26. The dragon is served by a devoted following of eladrin, led by a wintry fey called the Blizzard Speaker (Location 25).

The foulspawn denizens of the Sundered Temple have no dealings with the dragon and its followers. The activities of the adventurers in one area have no bearing on the creatures in the other.

EXTENDED REST

The adventurers can't safely take an extended rest in the Sundered Temple portion of the pyramid. Although the foulspawn seer Medragal offers them a safe place to rest in Location 23, the offer is a ruse that precedes an attack in the night. Even if the adventurers kill all the foulspawn and other threats in the temple, sleeping in any portion of the temple doesn't provide a real rest. The influence of the Far Realm remains strong, pressing in on the adventurers' minds as they sleep. Give the characters fair warning that these chambers don't seem like a good place to rest, that the characters feel uneasy while within these rooms. If the adventurers persist and try to rest here anyway, they start the next day of adventuring with two fewer healing surges than normal due to the poor quality of sleep they were able to get during their period of rest.

If the adventurers defeat the white dragon and its eladrin servants, they can take an extended rest in safety in Location 25 or Location 26. They find the eladrin's accommodations comfortable but cold. The place begins to warm slightly once the dragon is dead, but it won't reach the ambient temperature of the rest of the pyramid for several days.

TIME WITHIN THE PYRAMID

Time behaves differently within the Pyramid of Shadows from the way it flows in the natural world. Time literally crawls within the pyramid, making its inhabitants essentially immortal, as no one within the pyramid ages or grows old. This doesn't mean that creatures within the pyramid can't die, however, and violence against a creature can still harm, injure, or kill that creature.

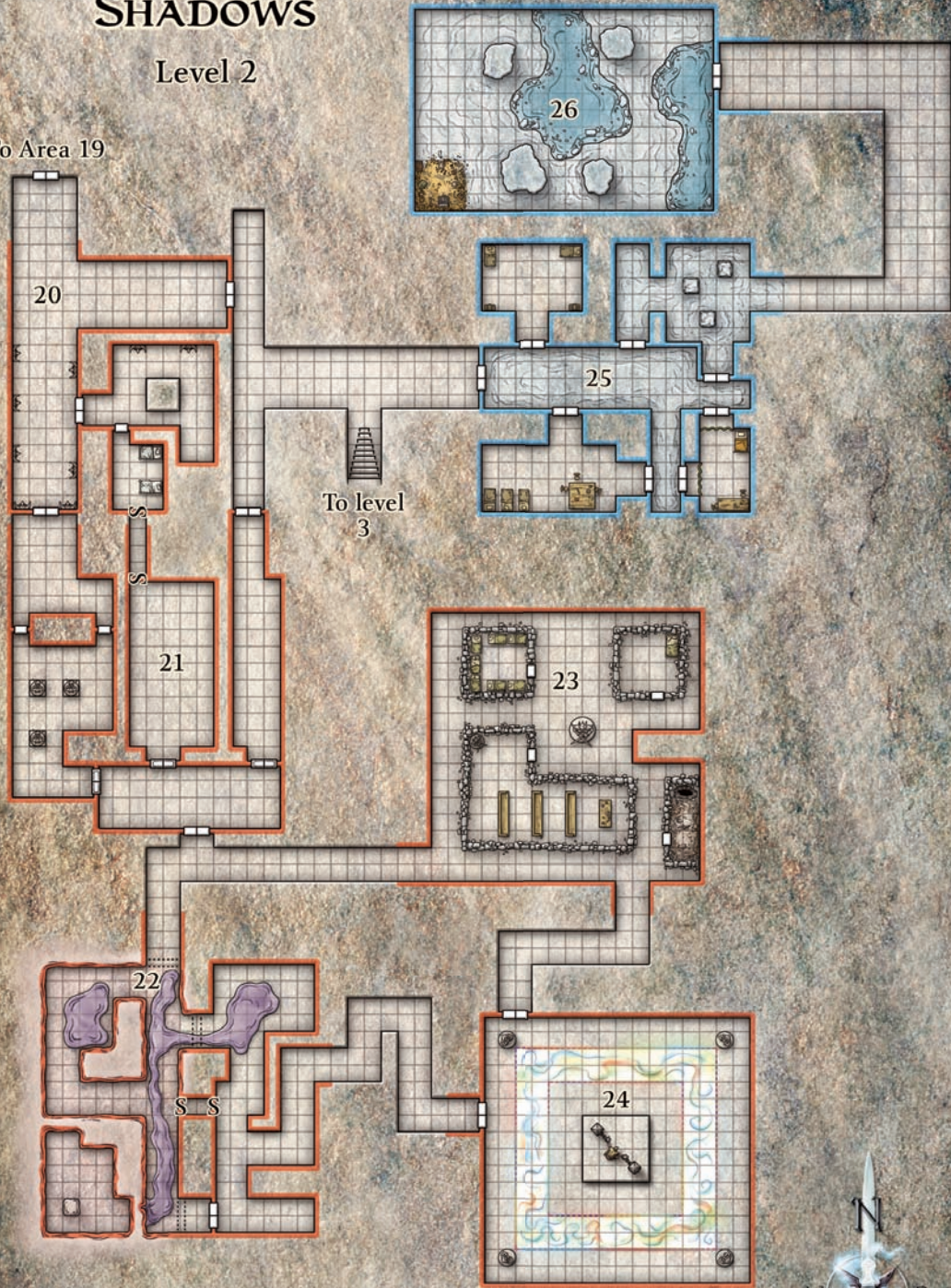
The magical nature of the pyramid makes eating and drinking for sustenance unnecessary. Many creatures continue to eat and imbibe for enjoyment or out of habit when they can acquire food and drink, but there is no physiological reason to do so while trapped within the pyramid.

Even with these magics in place, creatures are still susceptible to the ravages of subjective time. When creatures exert themselves in a combat situation, for example, their encounter powers and daily powers get used up and must be renewed through short or extended rest periods. Long stretches of moderate activity must also be punctuated by periods of sleep or rest for those creatures that need such periods of rejuvenation. This may have more to do with individual perception than with the reality of the pyramid's arcane nature, but nevertheless rest is a required state even within the Pyramid of Shadows.

PYRAMID OF SHADOWS

Level 2

To Area 19



To level 3

One square = 5 feet



PYRAMID LEVEL 3

Situated near the apex of the Pyramid of Shadows, Level 3 is divided between two reflections of Karavakos's life force—the splinter necromancer in Location 29 and the shadow in Location 32. The two versions of Karavakos focus their energy on devising a means of escaping the pyramid, but they are not above sending minions to attack each other's domains when the mood strikes them.

The necromancer and the shadow are focused on their efforts to escape the pyramid and show little interest in the chambers beyond their immediate lairs. The adventurers' incursions into the chambers on this level have no impact on their defenses or later encounters.

A stairway passes through the central hall on this level (between Locations 27 and 30), leading from Level 2 (between Locations 20 and 25) to the doors guarding the Sanctuary of Light above (Location 33).

CRYPT OF THE NECROMANCER (LOCATIONS 27-29)

Three large chambers provide a home for a splinter of Karavakos's life force and his undead minions. Charnel

rat servants of the otyugh on Level 1 also crawl through tiny tunnels between the crypts here (Location 27) and their lair (Location 2). The necromantic splinter of Karavakos, calling himself Kravak the Damned, has been trying to construct a portal to facilitate his escape from the pyramid, but so far his efforts have been in vain.

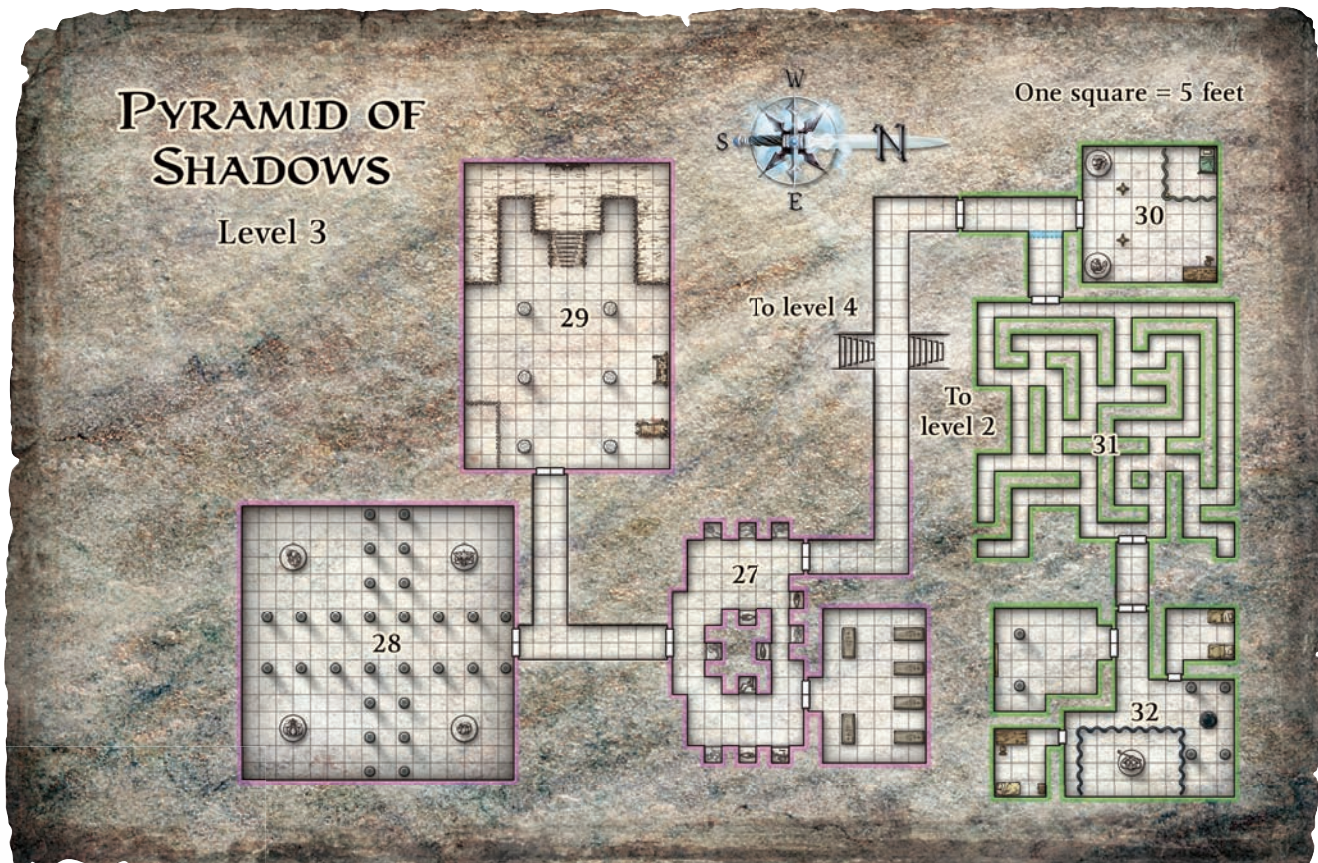
CYST OF SHADOW (LOCATIONS 30-32)

Karavakos's shadow is not a splinter of the wizard's life force, but a side effect of their creation. It lurks now in Location 32, pursuing the futile dream of escaping by way of a portal to the Shadowfell. Its servants are dark stalkers, and its lair is protected by the twisting Maze of Lost Souls (Location 31).

EXTENDED REST

Once cleared, plenty of relatively secure chambers on this level make it easy for the adventurers to safely take an extended rest here. However, their sleep is haunted by visions of Karavakos. When the adventurers take an extended rest anywhere on this level of the pyramid, read:

The tiefling appears in your dreams. "Kill me!" he cries. "Kill me three times and your path to escape will open!" You wake with his crazed laughter ringing through your mind.



SANCTUARY OF LIGHT

At the peak of the Pyramid of Shadows sits the Sanctuary of Light, where Karavakos plans his escape. To escape from the pyramid, the adventurers must enter the Sanctuary and destroy Karavakos. Why will this release the adventurers? Because the pyramid was constructed for the singular purpose of containing the tiefling wizard. Once he is destroyed, the prison shatters and releases any other occupants.

The Sanctuary of Light appears on the poster map.

THREE MAGES, THREE KEYS

The characters can't enter the Sanctuary of Light until they find the three keys necessary to open the Sanctuary's three doors. Each of the splinters of Karavakos's life force possesses a key. Killing them provides the adventurers with the keys and the clues they need to open the doors.

Unfortunately for the adventurers, killing the three splinters also returns Karavakos's magical power to him, giving him the strength he needs to make his escape. Once the third splinter dies, Karavakos immediately begins preparing the ritual that will free him from the pyramid.

Once the third splinter dies and its life force returns to Karavakos, the adventurers have 8 hours to reach the Sanctuary of Light and defeat the tiefling wizard. If they don't get there in that time, Karavakos completes his ritual and escapes, leaving the adventurers and the other remaining creatures trapped within the pyramid.

If the bearer of the *Head of Vyrellis* has already acquired the three splinters of Vyrellis's life force, the *Head* urges the adventurers to climb to the apex of the pyramid as soon as the third splinter of Karavakos is defeated. The adventurers might be weakened enough from their battles that they want to take an extended rest before facing Karavakos, however. If they do, the *Head's* concordance drops by 2, but the adventurers still have time to defeat Karavakos before he completes the ritual and escapes.

OPENING THE SANCTUARY

When the adventurers have acquired the three keys and are ready to enter the Sanctuary of Light, use the following information.

Upon climbing the stairs to the apex of the Pyramid of Shadows, the adventurers find themselves in a hallway with three great sets of stone double doors. Each set of doors has a keyhole. The three keys carried by the splinters in the lower levels fit into these holes. Each key fits into any of the three holes, but to open the doors the three keys must be inserted and turned in a particular order. The keys, the keyholes, and the inscription in the Hermitage provide the clues the characters need to solve this

logic puzzle. Show players the illustrations on page 32 of this book, *The Keys to the Sanctuary* and *The Sanctuary Keyholes*.

THE KEYS

There are three keys: the Adamantine Key of Knowledge, the Gold Key of Strength, and the Mithral Key of Piety. The three keyholes are Moon, Sun, and Stars. The puzzle the characters must solve, once they've found all three keys, is to identify each key, match each key to a keyhole, and determine the order in which they have to turn in the keys.

To open the doors, the characters must insert the Key of Piety into the Moon keyhole and turn it, then insert the Key of Strength into the Sun keyhole and turn it, and finally insert the Key of Knowledge into the Stars keyhole and turn it. When they do so, all three doors swing open. If a key is inserted into a keyhole out of sequence, even if it's not turned, the locks freeze up until all keys are removed from the keyholes for 5 minutes.

THE CLUES

- ◆ The key of knowledge shines beneath a ring of holy stars. (In the Hermitage, Location 14.)
- ◆ Strength second. (On the gold key.)
- ◆ The night is mine. (On the mithral key.)
- ◆ First in hardness, not in place. (On the adamantine key.)
- ◆ Piety claims its proper place above all else. (On the moon keyhole.)

Players who are familiar with logic puzzles and enjoy them will solve this one quickly. Other players might need hints along the way. As suggested in the *Dungeon Master's Guide*, you can let the characters make Intelligence checks (DC 24) for clues. The *Head of Vyrellis*, eager to help the PCs reach Karavakos, can also help them figure out the puzzle, though logic and patience aren't its strong suits.

The most basic hints clarify the clues:

- ◆ The Key of Knowledge goes in the Stars keyhole.
- ◆ The gold key is the Key of Strength, and needs to be inserted and turned second.
- ◆ The Mithral Key doesn't go in the Sun keyhole.
- ◆ The Adamantine Key doesn't get turned first.
- ◆ The Key of Piety goes in the Moon keyhole and gets turned first.

It's possible to use trial and error to get the doors open, trying every possible match of key, keyhole, and sequence. If your players have no patience for puzzles or just get stuck, you can assume they work through all 36 possible combinations in about 3 hours.

DIPLOMACY AND ALLIANCES

The Pyramid of Shadows is filled with monsters that have grouped into small bands and formed uneasy alliances. As more creatures enter the prison, the strongest alliances work together to defend their turf. Only a few creatures can exist outside of this crude system of alliances and support. As you can see by reading over the adventure, the dungeon's inhabitants have divided the pyramid into several distinct districts.

If your group loves hacking through monsters and cares little for roleplaying, you can simply run the adventure as presented. The characters enter each section of the pyramid, fight the monsters found there, and move on to the next section. However, a group that likes more story and interaction can have a lot of fun drawing up alliances, meddling in the affairs of the monsters, and playing the groups off each other. As a self-contained system housing a number of factions, the Pyramid of Shadows is a great locale for a game rife with intrigue, backstabbing, and negotiation.

This section describes the basic plans and motivations of several factions within the pyramid. It also discusses potential story ideas.

If you want the adventurers to talk and negotiate with monsters and your group likes that style of play, the best thing you can do is to create opportunities for interaction. Monsters might call for parlay rather than attack on sight. The guards that defend a section of the pyramid watch the adventurers and attack only if threatened; they are willing to talk rather than fight.

Of course, if your group prefers hack and slash action, it is difficult to force them into a different style of play. Give the adventurers the chance to talk with the enemy, but remember that the monsters fight back if threatened. If the adventurers fight one group, don't give up on trying to have them negotiate with the next one. The monsters in the pyramid might always be on the lookout for new allies. Use that as an excuse to open up opportunities for roleplaying and negotiation.

In the end, though, the factions in the pyramid are evil at worst, traitorous at best. They see the adventurers as useful tools, not genuine friends. That said, the more you want to cast the adventure as a struggle between factions, the more you might want to tone down their overtly evil tendencies. However, the adventure might become too easy if the characters make friends with an entire faction. The characters, not their allies, should face the dangers and threats of the pyramid. Furthermore, if the groups in the pyramid could work together and trust each other, they wouldn't be in their current situations.

XP Awards: If you decide that some monsters can be dealt with solely through negotiation, be sure to award the adventurers full XP for "defeating" them through diplomacy. In addition, you can shift any treasures guarded by

such monsters to other areas, or the adventurers can earn them as part of a negotiated alliance.

THE VERDANT RUIN

Camnor, leader of the arboreans, is a canny, ambitious character. He always desires more allies, especially if they can offer a means of escape. In addition, he hates the Charnel Lord and wants the creature slain. He insists that the adventurers bring back evidence they have killed the creature. In return, he offers the adventurers a safe, guarded place to rest.

Despite his offers of help, Camnor's fanaticism prevents him from becoming a true ally to the adventurers. He insists that the adventurers swear an oath of loyalty to the arboreans on the altar in Location 9. The ceremony requires each player character to cut his or her arm and place a small seedpod within the open wound. Adventurers foolish enough to agree to this procedure suffer two drawbacks: Camnor can always note their position in the pyramid, and he gains a +2 bonus to attack rolls against such characters. A DC 30 Arcana check allows a PC to discern the truth behind the ceremony, while a DC 25 Heal check removes the seed and ends the effect.

Camnor is severe, demanding, and arrogant. Play him like a deeply fanatical religious leader, one who believes that he speaks the will of the gods. He wants to set the adventurers to slaying as many rival groups within the pyramid as possible while also using the adventurers to escape from this place. He allies with the adventurers long enough to assault the Sanctuary of Light, but attacks them when Karavakos is on the verge of defeat.

G HARASH VREN'S GANG

The bandit gang is perhaps the weakest group in the pyramid. They are newcomers to the place, and they face active threats from the lizardfolk outside their lair and the werewolf they have trapped in their chambers.

Gharash Vren cares only for himself. He gladly "volunteers" his followers for service to the adventurers, as long as he can keep a few of his soldiers on guard duty. He never places himself in danger. He defers to the characters in negotiations, happily making concessions as long as he never faces any direct danger. If the adventurers are on the verge of escape, he accompanies them to the Sanctuary of Light, but feigns a terrible injury during the battle. Of course, he recovers in time to make his own escape attempt at the appropriate moment.

Gharash is tough, but like many bullies he is a coward at his core. His followers defer to him out of fear, and if he dispatches them to aid the adventurers, the criminals flee when bloodied or keep at the edges of a battle against any strange or tough foe. The criminals, like their leader,

have no intention of risking their lives for anyone but themselves.

If Gharash can betray the adventurers, he does so. He sees their gear as a useful arsenal in carving out his own lair in the pyramid. He might secretly order criminals he sends with the adventurers to lead them into an ambush set by Gharash and the rest of the gang.

THE SUNDERED TEMPLE

Medragal, the high priest of the Sundered Temple, is wracked with paranoia. If the adventurers offer to ally with him, he demands that they slay Camnor and as many arboreans as possible. His scouts report that the arboreans grow ever stronger, and he wants them dead before they can pose a true threat to his portion of the pyramid. He also wants the dragon in Location 26 slain, since he believes that a ritual that uses the dragon's heart can grant him great power. He's wrong, but he doesn't know that. If the adventurers give him the heart, he feigns the acquisition of greater might in a bid to improve his bargaining position—both with the adventurers and with other factions within the pyramid.

After the failure by Karavakos's splinter to open an escape route (see Location 24), Medragal is convinced that the Pyramid of Shadows is all that is left of reality. He believes that any escape attempt is doomed, and he allies with the adventurers only to keep tabs on their activities. However, if the characters make it clear that they intend to storm the Sanctuary of Light and slay Karavakos, the high priest becomes terrified. He makes a false offer of help, but orders his followers to slay the adventurers just before they enter the Sanctuary.

If negotiations have gone well, and if Medragal is at least pretending to be on friendly terms with the adventurers, he offers them his own hut as a place to rest (in Location 23). Later, he orders his followers to set the hut on fire and attack once the adventurers have gone to sleep.

Medragal is a pathetic figure. He begs the adventurers for aid, tries to portray the temple as on the verge of collapse, and does everything but lick their boots to gain their trust. Yet he uses these same claims of weakness to deny the PCs any reinforcements if they ask for help in return.

THE DRAGON'S LAIR

The eladrin who dwell in the dragon's lair offer the adventurers little opportunity for negotiations, and the dragon itself is perfectly content with its place in the pyramid. It no longer needs to eat, and can spend many long, uninterrupted hours in the deep, dreaming sleep of dragonkind.

The dragon attacks adventurers who rob from its hoard, but otherwise it is happy to talk to them. It wants the occasional tasty morsel, enjoys adding treasures to its hoard, and takes pleasure in the occasional conversation with new arrivals. Though it doesn't need to eat, it still likes to. The dragon also hates the denizens of the Sundered Temple, since they tried to kill it as a sacrifice once, and

asks would-be allies to clear the temple before making any other deals.

The dragon is arrogant, distant, and not particularly troubled by the need for tact or courtesy. In its eyes, the adventurers have an easy choice to make: keep the dragon happy, or die in its fangs. It wants no part of any battle with Karavakos.

THE CYST OF SHADOWS

Karavakos's Shadow wants to take the place of the true Karavakos. If the Shadow cannot escape from the pyramid, then it is content to reign over the place and control it completely. The Shadow has no desire to die, and it makes any claim necessary to prevent the adventurers from slaying it should it face defeat at their hands. The Shadow tells the adventurers that it possesses intimate knowledge of Karavakos's secrets, that it knows many secrets of the pyramid, and that it knows Karavakos's true weakness. These are all lies, but the Shadow will say and do whatever is necessary to buy time to escape from the adventurers.

The Shadow maintains whatever façade it takes on for as long as is necessary. If the adventurers see through its deception or refuse to believe what it tells them, the Shadow attempts to flee and forge a new faction elsewhere in the pyramid. The Shadow has a particular interest in getting Gharash and his band to accept it as their leader.

When the adventurers attack the Sanctuary of Light, the Shadow and its new followers (the bandits under Gharash Vren, or any surviving monsters from areas cleared earlier by the adventurers fill this bill) arrive during the fight in an attempt to defeat both Karavakos and the adventurers.

KARAVAKOS

The tiefling wizard called Karavakos was the ruler of a petty barony who tried to create his own kingdom in a wilderness far from the borders of Nerath. His was a tyrannical rule, relying on the strength of his armies and the power of his spells to maintain order even as the fledgling kingdom crumbled around him. When his own power proved insufficient to keep his lands secure and his rule unchallenged, he turned to a diabolical bargain to reinforce his armies, and legions of devils marched across the land at his command.

As agreements with devils usually do, Karavakos's bargain went sour. His legions could not stand against the defenders of the Feywild, and the wizard ended up imprisoned within the Pyramid of Shadows. His life force was separated into three splinters, thereby fragmenting his power. The Karavakos the adventurers face in the pyramid is actually a number of different, distinct foes.

ARAT KARAVAKOS, THE HERMIT

One splinter of Karavakos resides on Level 1 of the pyramid, in the hermitage behind the Library of Whispers (Location 15). This splinter represents Karavakos's thoughts and memories, his mastery of the theoretical aspects of arcane magic, and his rational mind. This splinter fell under the influence of a pack of eaters of knowledge, creatures that devour thought and learning. His memory has faded, and he is a fraction of the powerful spellcaster that the unsplintered Karavakos once was.

In combat, Arat Karavakos is focused and determined. He does not speak, and there's an intensity to his determination that suggests that he's making a significant effort to remember how to use the spells he's hurling at the adventurers. He seems to both fear and despise the adventurers, even though he has no idea who they are or why they are in the pyramid.

When this splinter is killed, a sphere of purple energy forms above the body and then hurtles (speed 10) out of the room, up the Grand Stair, and all the way to the Sanctuary of Light to rejoin with the true Karavakos.

THE FAR REALM ABOMINATION

The second splinter (see Location 24) tried to travel through the Far Realm to escape the Pyramid of Shadows. He allied with the foulspawn in the Sundered Temple and managed to open a portal to the Far Realm. Instead of passing through the plane and finding freedom, however, he succeeded only in wrecking his mind and warping his flesh. He became a monstrosity even more alien than his foulspawn allies. Those same allies trapped him in a

vortex of swirling energy before he could destroy them in the madness that overtook him. The abomination is barely recognizable as a reflection of Karavakos, but he does reflect the ambition (now bordering on madness) that drove Karavakos to his campaign of conquests before he was imprisoned.

In any kind of interaction with the adventurers, the abomination is beyond comprehension. He attacks with unbridled fury, seeking to destroy whatever life he encounters.

When this splinter is destroyed, a churning orb of lurid green mist congeals above the body and oozes toward the Sanctuary of Light (speed 5) to rejoin with the true Karavakos.

KRAVAK THE DAMNED, THE NECROMANCER

The third splinter of Karavakos makes his home on Level 3 of the pyramid. (Location 29). He calls himself Kravak, and this splinter is a manifestation of Karavakos's desire to conquer death and rule for eternity. However, this grand ambition is now warped into a melancholy despair. Kravak is fascinated with death and the undead, and surrounds himself with undead servants.

When interacting with the adventurers, Kravak lives up to his name—he is fatalistic, sure that he is doomed to both death and damnation. He fights fiercely, since he hopes to be an instrument of destruction for the adventurers, as well. His grim predictions of doom and stoic acceptance of a terrible fate define his interaction with them.

When this splinter is destroyed, a smear of black shadow forms over the body and drifts directly upward to the Sanctuary of Light (speed 10) to rejoin with the true Karavakos.

KARAVAKOS'S SHADOW

The creature in Location 32 is not a splinter of Karavakos's life force, but a side effect of their creation. Just as the Shadowfell is a distorted echo of the natural world, Karavakos's Shadow is not part of Karavakos, but a reflection of him.

The Shadow thinks it is the true Karavakos, and it has all of the wizard's dreams and desires. It wants to escape from the pyramid. It wants to resume its goal of conquest and empire. It wants to complete the task it set out to do before it was imprisoned in this pyramid. It has no idea that it is nothing more than a reflection of the wizard, and it won't believe such tales if told as much.

The Shadow's death has no effect on the true Karavakos. It exhibits no visible manifestation of life force returning to the true Karavakos when it is destroyed.

FALSE SHARDS

The false shards in the Sanctuary of Light (Location 33) are little more than copies of Karavakos's physical form given basic life essence by the wizard. They are capable of following simple orders, but are otherwise incapable of

independent thought. They are brainwashed echoes whose only goal is to obey their creator.

The true Karavakos fashioned false shards whose bodies his mind can inhabit. Karavakos jumps from body to body when he is directly threatened, using his false shards as a combination of cannon fodder and a convenient escape route.

THE TRUE KARAVAKOS

The true Karavakos has suffered greatly during his years of imprisonment. Once a self-proclaimed king and would-be emperor, he has descended into a near-maniacal state. When his life force was sundered upon entering the pyramid, he lost much of the willpower and focus that made him a great wizard. Though he lost his strength of will, he still retains his arcane might.

Karavakos has spent his centuries of imprisonment deeply ensconced in researching methods of escape. He has attempted to open gates to a variety of planes, alien worlds, and pocket dimensions. His research into divination magic failed to reveal any information on how he might escape, and his attempts to contact gods, devils, demon lords, and even the entities of the Far Realm have all failed.

Even so, Karavakos has made progress. He has been able to send dreams and visions to those connected to arcane power in the natural world. He has been able to gain nominal control of the pyramid, causing it to sporadically and periodically appear in specific locations in the

natural world. And he is able to occasionally draw other creatures into the pyramid, adding to the population of this extradimensional prison.

In any interaction with the adventurers, Karavakos speaks using the first person plural. “We have invited you here,” he tells them. “We have great plans and great deeds to accomplish.” Of course, he also has bouts of depression and anger: “We are lost! We are forsaken! We hate this place! We will destroy you!”

He has lost track of his true body after years of slipping his mind from one false shard to the next, and finds the appearance of any creature other than himself horrid. Some days, he wishes to purge the pyramid of all creatures other than his false shards, creating a bizarre “utopia” with him and his copies as its only residents. Other times, he descends into rage against his imprisonment, reduced to battering at the pyramid’s walls with his spells and, eventually, fists.

In some ways, Karavakos is a tragic figure. He wanted to control his surroundings with an iron fist. He could rule over the pyramid if he chose to, but such a pathetic domain serves only to heighten his rage and frustration.

When inserting this adventure into your campaign, keep in mind that the lords of Hell are responsible for Karavakos’s imprisonment. Everything they do serves a greater purpose. Perhaps the pyramid plays a critical role in their schemes, or the adventurers are destined to defeat Karavakos and escape the pyramid as part of an unknowable diabolic scheme.



NEW MONSTERS

ARBOREAN

The ferocious arboreans offer blood sacrifices to their strange idols, lush plants that they believe sustain the spirits of their ancestors. Arboreans are humanoids with tough, brown skin similar in texture to tree bark. They are violent, stalking and killing all who enter their lands. Arboreans hang intruders above their sacred gardens to allow their blood to nourish the plants below.

Arborean Reaper		Level 7 Soldier
Medium natural humanoid (plant)		
Initiative +6		Senses Perception +5
HP 81; Bloodied 40		
AC 23; Fortitude 20, Reflex 18, Will 19		
Vulnerable 5 fire (pushed 1 square when it takes fire damage)		
Speed 6		
⊕ Scythe (standard; at-will) ♦ Weapon		
+14 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the arborean reaper's next turn.		
↖ Needle Volley (standard; encounter) ♦ Poison		
Close blast 3; +12 vs. Fortitude; 2d6 + 4 damage, and the target is slowed (save ends).		
Alignment Evil	Languages Common, Elven	
Skills Nature +10		
Str 15 (+5)	Dex 13 (+4)	Wis 14 (+5)
Con 17 (+6)	Int 9 (+2)	Cha 11 (+3)
Equipment blood-stained robes, scythe		

Arborean Watcher		Level 7 Lurker
Medium natural humanoid (plant)		
Initiative +10		Senses Perception +10
HP 65; Bloodied 32		
AC 21; Fortitude 19, Reflex 20, Will 18		
Vulnerable 5 fire (pushed 1 square when it takes fire damage)		
Speed 7		
⊕ Short Sword (standard; at-will) ♦ Weapon		
+12 vs. AC; 2d6 + 4 damage.		
↖ Vine Plague (standard; encounter)		
Close burst 2; +10 vs. Reflex; 1d6 + 4 damage, and the target is immobilized (save ends).		
Combat Advantage		
When the arborean watcher has combat advantage, its melee attacks deal 2d6 extra damage on a hit.		
Arboreal Veil (minor; at-will) ♦ Illusion		
If no enemy is within 3 squares, the arborean watcher gains invisibility until the end of its next turn.		
Alignment Evil	Languages Common, Elven	
Skills Athletics +10, Stealth +11		
Str 14 (+5)	Dex 17 (+6)	Wis 15 (+5)
Con 17 (+6)	Int 11 (+3)	Cha 12 (+4)
Equipment robes, short sword		

Arborean Speaker		Level 10 Controller (Leader)
Medium natural humanoid (plant)		
Initiative +8		Senses Perception +5
Poison Spores (Poison) aura 5; enemies that enter or start their turns in the aura take 5 poison damage.		
HP 109; Bloodied 54		
AC 24; Fortitude 23, Reflex 21, Will 23		
Vulnerable 5 fire (pushed 1 square when it takes fire damage)		
Speed 6		
⊕ Scythe (standard; at-will) ♦ Poison, Weapon		
+15 vs. AC; 1d10 + 2 damage, and ongoing 5 poison damage and the target is slowed (save ends both).		
↖ Invigorating Spores (standard; at-will)		
Close burst 5; allies within burst regain 5 hit points and immediately shift 3 squares.		
↖ Choking Spores (standard; recharge ☹ ☹) ♦ Poison		
Close burst 5; +14 vs. Fortitude; enemies within burst take 2d4 + 4 poison damage and are dazed and take ongoing 5 poison damage (save ends both).		
Alignment Evil	Languages Common, Elven	
Skills Diplomacy +13, Insight +15, Nature +15		
Str 16 (+8)	Dex 17 (+8)	Wis 20 (+10)
Con 21 (+10)	Int 14 (+7)	Cha 17 (+8)
Equipment robes, scythe		

Arborean Plant Terror		Level 11 Elite Brute
Large natural animate (plant)		
Initiative +7		Senses Perception +9
Gnarled Roots The area adjacent to the plant terror is difficult terrain.		
HP 286; Bloodied 143		
AC 23; Fortitude 25, Reflex 21, Will 23		
Vulnerable 5 fire (pushed 1 square when it takes fire damage)		
Speed 5		
⊕ Vine (standard; at-will)		
Reach 2; +14 vs. AC; 2d8 + 6 damage, and the target slides 1 square.		
⊕ Vine Flurry (standard; at-will)		
The plant terror makes two basic attacks, one each against two different targets.		
Blood Devourer		
When a plant terror damages a bloodied foe with a melee attack, it regains 10 hit points.		
Vicious Opportunist		
The plant terror gains a +2 bonus to attack rolls and a +5 bonus to damage when it makes opportunity attacks.		
Threatening Reach		
The plant terror can make opportunity attacks against all enemies within its reach (2 squares).		
Alignment Evil	Languages –	
Str 22 (+11)	Dex 14 (+7)	Wis 18 (+9)
Con 23 (+11)	Int 11 (+5)	Cha 19 (+9)

ARBOREAN TACTICS

Arborean reapers fire volleys of poisoned needles that slow their quarry, allowing them to finish off enemies with their cruel scythes before they can escape.

Sentinels charged with watching the paths to arborean lands, watchers attack from ambush. They attempt to use *vine plague* to cause long, tough plants to erupt from the ground and trap their victims, allowing them to turn

invisible from a distance and dart in and out of the melee. Once invisible, watchers use a charge to attack a foe.

Speakers are the priests of the arboreans, charged with communing with their plant gods and revealing the desires of those gods. In battle, speakers lurk just behind their followers, using *choking spores* to disrupt enemies before turning to *invigorating spores* to support allies.

The plant terror is a simple brute that attempts to batter foes into bloody pulps. It strides to the front of any melee, attempting to engage as many opponents with its *threatening reach* ability as possible. Fearless in battle, an animated plant terror cares little for being outnumbered. The more foes it faces, the better it can utilize its attacks.

ARBOREAN LORE

A character knows the following information with a successful Nature check:

DC 15: Arboreans are strange plant humanoids that dwell in the deepest, most isolated regions of primeval forests. They capture and kill those who trespass on their territories to feed fresh blood to the plants they worship.

DC 20: Arboreans hate fire. They take additional damage from flames and involuntarily move away from fires that hurt them.

ARBOREAN CULTURE

Arboreans are vicious, tribal creatures that hate civilized races. Each tribe is centered around a sacred grove where its dead are buried. The arboreans plant trees, bushes, and other plants atop these graves. They believe that their ancestors' spirits enter these plants and spread through the forest. Anyone who enters arborean territory violates this sacred ground and invites a brutal attack.

Arborean custom demands that intruders be killed and fed to the ancestors in order to appease their wrath. Slain enemies and captured foes are hung above the tribe's most sacred plants, where their blood drips down to nourish the plants below. A living captive might be strung up, cut in several places, and left to die a slow, painful death. Once a victim has been drained of blood, his skull and bones are hung at the edge of the arborean territory as a warning to future invaders.

Arboreans are ruled by speakers, high priests that commune with the tribe's ancestor spirits and speak on their behalf. There is usually one speaker for every ten arboreans in a tribe, and the speakers meet as a group to decide important issues.

Most arboreans dwell above ground, but some tribes occupy plant and fungus-choked caverns of the Underdark. These vallorens are identical to their surface cousins, except that their sacred groves consist of enormous mushrooms and fungus growths rather than trees and other plants.

When an arborean tribe faces a dire threat, its members call upon their ancestors to defend them from harm. The ground of the tribe's sacred groves churns and erupts to



unleash the plant terrors, hill giant-sized creatures that are an amalgam of blood-drenched soil, roots, and plants.

Arboreans rarely work with other humanoids, preferring to keep to themselves. They sometimes raid nearby settlements, and occasionally a powerful druid can forge an alliance with them.

Arboreans have little knowledge of arcane magic, and their animistic tradition precludes almost every form of divine magic.

Reapers make up the main body of a tribe's hunters and warriors. They are distinguished by poisonous needles that sprout from their arms and torsos. In battle, they fire volleys of these needles at their enemies.

Watchers are scouts and sentinels who prowl the edge of a tribe's territory. They use primal magic to fade into the background and call vines to grow from the ground and grasp their foes.

As the priests and shamans of the arborean tribes, the speakers commune with the tribe's ancestral spirits. They turn to these spirits for advice and guidance in running the tribe's daily affairs.

The strange plant terrors animate and attack intruders who draw too close to the arboreans' sacred gardens. The speakers can also call them forth to deal with particularly powerful foes.

CHARNEL LORD

Centuries of feeding on the poison of evil magic and the refuse of the dead have transformed this otyugh into something entirely new.

Charnel Lord (Unique Otyugh)		Level 10 Elite Soldier	
Large natural beast		XP 1,000	
Initiative +7	Senses Perception +13; darkvision		
Otyugh Stench aura 1; enemies in the aura take a -2 penalty to attack rolls.			
HP 212; Bloodied 106			
AC 26; Fortitude 27, Reflex 21, Will 24			
Immune disease Resist necrotic 5			
Saving Throws +2			
Speed 5, swim 5			
Action Point 1			
⬇ Charnel Lash (standard; at-will) Necrotic			
Reach 3; +17 vs. AC; 1d8 + 6 damage, and ongoing 5 necrotic damage (save ends).			
⬇ Lifefeech (standard; at-will) ⬥ Necrotic			
Reach 3; +17 vs. AC; target is pulled 2 squares and grabbed (until escape). Grabbed target takes 5 necrotic damage, and the Charnel Lord regains 5 hit points when grabbed and at the start of the grabbed target's turn.			
⬅ Charnel Frenzy (standard; at-will) ⬥ Necrotic			
Close burst 3; +17 vs. AC; 1d8 + 6 damage, and ongoing 5 necrotic damage (save ends).			
⬇ Rotting Bite (standard; at-will) ⬥ Necrotic			
+15 vs. AC; 2d6 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends).			
Alignment Evil		Languages –	
Skills Stealth +10			
Str 22 (+11)	Dex 11 (+5)	Wis 16 (+8)	
Con 18 (+9)	Int 6 (+3)	Cha 5 (+2)	

CHARNEL LORD LORE

A character knows the following basic information about the charnel lord with a successful Nature check.

DC 15: Otyughs typically infest the sewer systems of large cities and lurk in the darkest and most stagnant portions of dungeons.

In addition, a successful Arcana check gives the character insight into this particular specimen.

DC 20: This otyugh has been altered, likely through long exposure to magic involving death and the undead.

DC 25: Its nature now has less to do with the filth of its environment and more with the inherent corruption of its being. Worse, it seems to be more intelligent than the average otyugh, and driven by malignancy, not just hunger.

CHARNEL RAT

Alongside the corruption of the Charnel Lord, a population of giant rats has developed into the otyugh's servitors.

Charnel Rat		Level 7 Minion	
Small natural beast		XP 75	
Initiative +8	Senses Perception +4; low-light vision		
Aura of Rot aura 1; an enemy that starts its turn adjacent to a charnel rat takes 2 damage.			
HP 1; a missed attack never damages a minion.			
AC 21; Fortitude 18, Reflex 21, Will 20			
Speed 6, climb 3			
⬇ Bite (standard; at-will) ⬥ Weapon			
+12 vs. AC; 5 damage.			
Alignment Evil		Languages –	
Skills Stealth +13			
Str 15 (+5)	Dex 20 (+8)	Wis 13 (+4)	
Con 15 (+5)	Int 4 (+0)	Cha 6 (+1)	

CHARNEL RAT LORE

A character knows the following information with a successful Nature check:

DC 15: These creatures seem to be giant rats whose nature has been corrupted.

In addition, a successful Arcana check gives the character insight into the nature of that corruption:

DC 20: Gnawing on undead bones and feeding on necromantically charged flesh has corrupted these rats into creatures with a vague, evil intelligence.



EATER OF KNOWLEDGE

So great is the god Vecna's hunger for knowledge that it sometimes takes on living form and crawls into the darkest places of the world in search of secrets to devour.

EATER OF KNOWLEDGE LORE

A character knows the following with a Religion check:

DC 24: Eaters of knowledge are also called the Brood of Vecna. They're embodiments of the god's hunger for knowledge and secrets, and they seek out places where knowledge is stored. When these beings linger, books become blank and memories fade.

DC 28: Whatever an eater knows, Vecna knows as well. When it kills a creature, it takes its knowledge and memories.



Eater of Knowledge Voidblade		Level 6 Soldier
Medium immortal humanoid		XP 250
Initiative +7 Senses Perception +7; low-light vision		
HP 70; Bloodied 35		
AC 22; Fortitude 17, Reflex 19, Will 18		
Resist 5 psychic		
Speed 5		
⊕ Scimitar (standard; at-will) ♦ Psychic, Weapon +13 vs. AC; 1d8 + 5 psychic damage, and the target is marked until the end of the voidblade's next turn. A marked target takes 5 psychic damage if it makes an attack that does not include the voidblade.		
↩ Psychic Scream (standard; recharge ☞ ☞) ♦ Psychic Close burst 1; +11 vs. Will; 1d8 + 5 psychic damage, and the target is immobilized until the end of the voidblade's next turn.		
Alignment Evil		Languages Supernal
Skills Arcana +13, Dungeoneering +12, History +13, Nature +12, Religion +13		
Str 16 (+6)	Dex 14 (+5)	Wis 18 (+7)
Con 14 (+5)	Int 20 (+8)	Cha 14 (+5)
Equipment scimitar		

Eater of Knowledge Thoughtbow		Level 7 Artillery
Medium immortal humanoid		XP 300
Initiative +6 Senses Perception +12; low-light vision		
HP 64; Bloodied 32		
AC 19; Fortitude 18, Reflex 20, Will 19		
Resist 5 psychic		
Speed 7		
⊕ Scimitar (standard; at-will) ♦ Psychic, Weapon +13 vs. AC; 1d8 + 4 psychic damage.		
⦿ Longbow (standard; at-will) ♦ Psychic, Weapon Ranged 20/40; +14 vs. AC; 1d10 + 5 psychic damage.		
✱ Arrowstorm (standard; recharge ☞ ☞) ♦ Psychic, Weapon Requires longbow; area burst 1 within 20 squares; +10 vs. Will; 1d10 + 5 psychic damage, and the target is dazed (save ends).		
Alignment Evil		Languages Supernal
Skills Arcana +13, Dungeoneering +12, History +13, Nature +12, Religion +13		
Str 14 (+5)	Dex 16 (+6)	Wis 19 (+7)
Con 16 (+6)	Int 21 (+8)	Cha 14 (+5)
Equipment scimitar, longbow, quiver of 20 arrows		

Eater of Knowledge Mindstrike		Level 8 Elite Controller
Medium immortal humanoid		XP 700
Initiative +7 Senses Perception +9; low-light vision		
Mindfield (Psychic) aura 3; enemies that enter or start their turn in the aura take 5 psychic damage and a -2 penalty to Will defense.		
HP 174; Bloodied 87		
AC 23; Fortitude 21, Reflex 23, Will 22		
Saving Throws +2		
Resist 5 psychic		
Speed 6		
Action Point 1		
⊕ Scimitar (standard; at-will) ♦ Psychic, Weapon +13 vs. AC; 1d8 + 6 psychic damage.		
↩ Mindsurge (standard; at-will) Close burst 10; each ally in surge can make a basic attack.		
⚡ Mindwreck (standard; recharge ☞ ☞) ♦ Psychic, Weapon Requires scimitar; +13 vs. AC; 2d8 + 6 psychic damage, and the target is can only make basic attacks (save ends).		
↩ Mindhowl (standard; recharge ☞) ♦ Psychic Close burst 2; +12 vs. Will; 2d8 + 6 psychic damage, and the target is dazed (save ends).		
Alignment Evil		Languages Supernal
Skills Arcana +15, Dungeoneering +14, History +15, Insight +14, Nature +14, Religion +15		
Str 19 (+8)	Dex 16 (+7)	Wis 21 (+9)
Con 15 (+6)	Int 23 (+10)	Cha 16 (+7)
Equipment scimitar		

HEAD OF VYRELLIS

The *Head of Vyrellis* is an artifact that plays a central role in this adventure. The adventurers encounter the *Head* in the first chamber of the pyramid, and if they allow it to, it helps and guides them through the pyramid until they escape. It has its own agenda, however, which might or might not perfectly align with the goals of the adventurers.

Head of Vyrellis

Heroic Level

This orb of darkest obsidian easily fits in the palm of your hand. As you stare into its inky depths, the severed head of an eladrin princess floats into view and you hear her sing-song voice, "I am Vyrellis, and I offer my assistance to whoever carries this orb."

The *Head of Vyrellis* is a wondrous item with the following properties and powers.

Property: You gain a +2 bonus to Arcana, History, and Religion checks and can make checks as if trained in those skills.

Power (Encounter): Move Action. You can teleport up to 7 squares.

Power (Daily): Standard Action. You are surrounded by a cyclone of biting cold wind. Creatures that begin their turn adjacent to you take 1d6 cold damage and are slowed until the start of their next turn.

GOALS OF THE HEAD OF VYRELLIS

- ◆ Reunite the three splinters of Vyrellis's life force and escape with them from the Pyramid of Shadows.
- ◆ Destroy Karavakos or make sure he remains imprisoned in the Pyramid of Shadows.

The *Head's* additional goals are up to you, depending on how (or whether) you want to use the item beyond the scope of this adventure.

ROLEPLAYING THE HEAD OF VYRELLIS

The *Head of Vyrellis* is haughty, cultured, and eloquent—very much like a living eladrin noble.

When the adventurers first encounter the *Head*, it explains the basics of Karavakos's story (see page 16). It offers to help the adventurers destroy Karavakos and escape from the Pyramid of Shadows. It keeps its search for the splinters of its own life force secret until its concordance is at least 12. It does urge the character carrying it to take possession of those items if found, hinting at their significance without providing all the details.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner is an eladrin	+2
Owner is an elf	+1
Each splinter of Vyrellis' life force retrieved	+3

Other modifiers to the *Head's* concordance, as well as details about moving on, are indicated throughout the adventure.

PLEASED (16–20)

"Truly, you have greatness in you, hero."

The *Head of Vyrellis* is pleased and impressed with its owner, and has high hopes of achieving its goals. It's genuinely helpful in sharing its knowledge with the character.

Property: You gain resist 10 radiance.

Power (Daily ♦ Illusion): Standard Action. You become invisible until you miss with an attack or take damage.

SATISFIED (12–15)

"You are doing well. If you don't foul things up, we might just get out of here."

Proud as it is, the *Head of Vyrellis* couldn't reasonably expect more from an ordinary mortal. It tries to give helpful information about what its possessor can expect to find in any region of the pyramid, but its knowledge is limited. It can describe the arboreans in Locations 6–10, it knows that the dragon in Location 26 is white, and it knows about recent arrivals to the pyramid that ignored its pleas for help and took up residence in Locations 11 and 13.

The *Head* also explains that Vyrellis's life force is splintered and contained within three gemstones scattered through the pyramid. With the stones reunited, Vyrellis can pass to her final rest—or perhaps even return to life.

Property: You gain a +1 bonus to Will defense.

Power (Daily ♦ Psychic): Standard Action. Close burst 3; +13 vs. Will; 2d6 + 3 psychic damage, and the target is dazed (save ends).

NORMAL (5–11)

"Well, you're better than hanging from a hook on the wall."

The *Head of Vyrellis* has little confidence in its new "owner," but is willing to be convinced. If asked, it gives basic information about what's in each section of the pyramid, but only as characters get close. It speaks of "those plant monsters" in Locations 6–10, "the library" (14 and 15), "aberrations, horrible things" in Locations 20–24, "a dragon" around Location 26, and "the walking dead" in Locations 27–29. It claims ignorance of any details.

UNSATISFIED (1–4)

"This will never do."

The owner is making a mess of her plans, and Vyrellis has little hope of escaping the pyramid. Its greatest fear is falling into the hands of one of the splinters of Karavakos. It doesn't share any information with its possessor.

Special: You immediately lose one healing surge and start each new day with one less surge than the day before.

ANGERED (0 OR LOWER)

"Imbecile! I insist you put me in the care of someone competent!"

The *Head* actively seeks a character it feels has a chance to defeat Karavakos and win escape from the pyramid.

Special: You take a -2 penalty to Will defense.



View of the Entrance Pit



View of the Bridge



View of the Hedge Maze

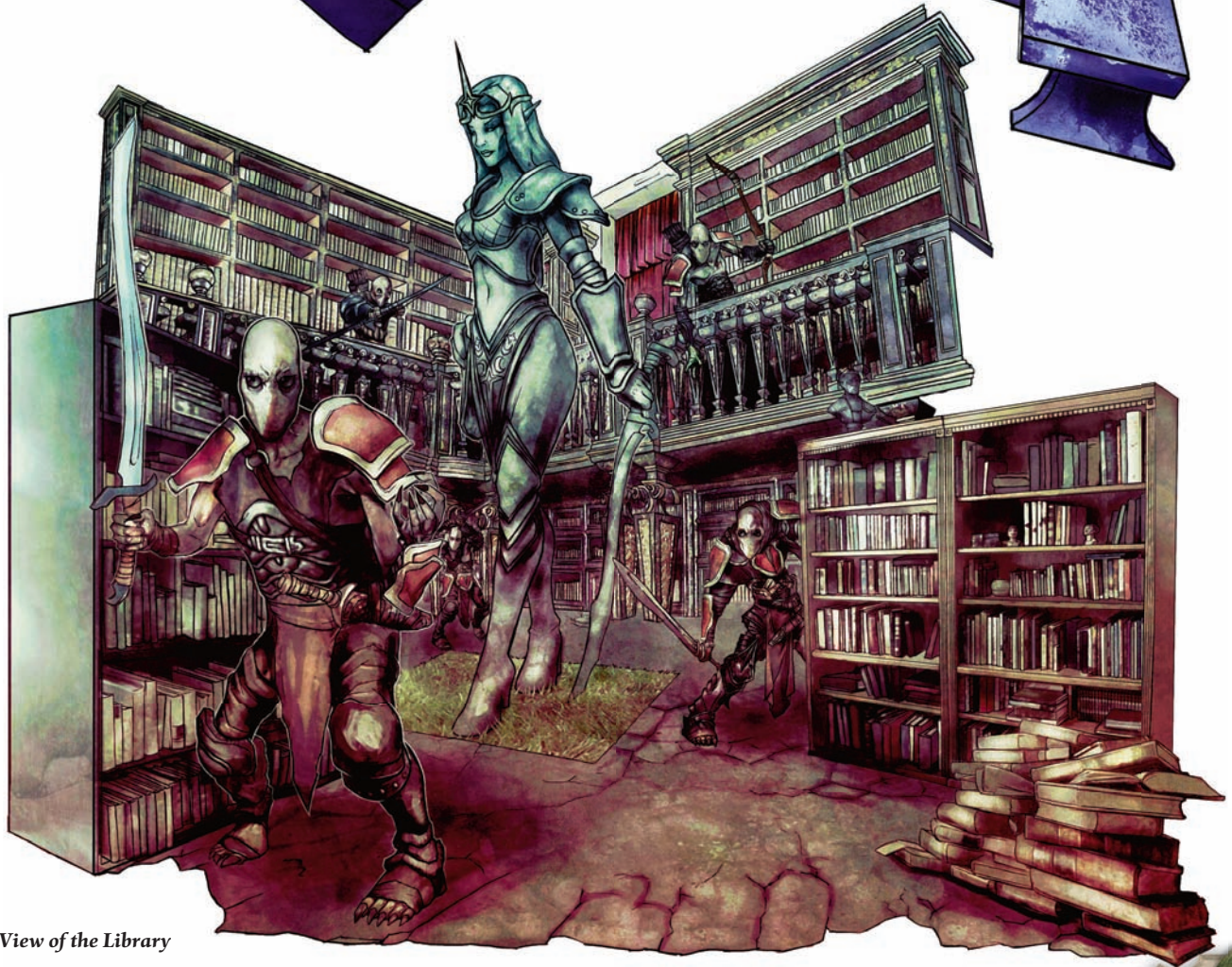


View of the Temple

BRIAN HACAN, LUCIO PARILLO



View of the Inner Chambers



View of the Library

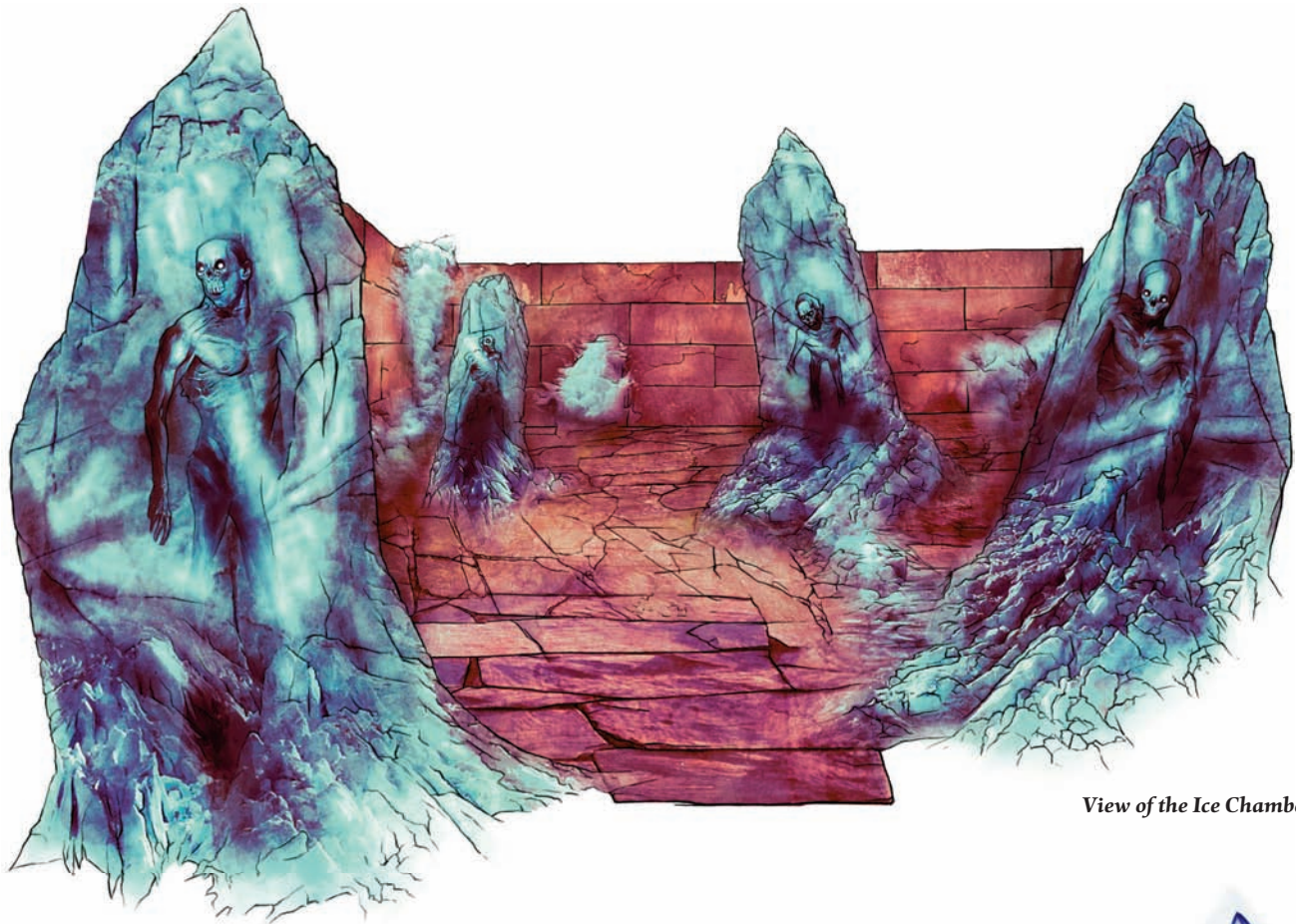
ATTILA ADORJANY (2)



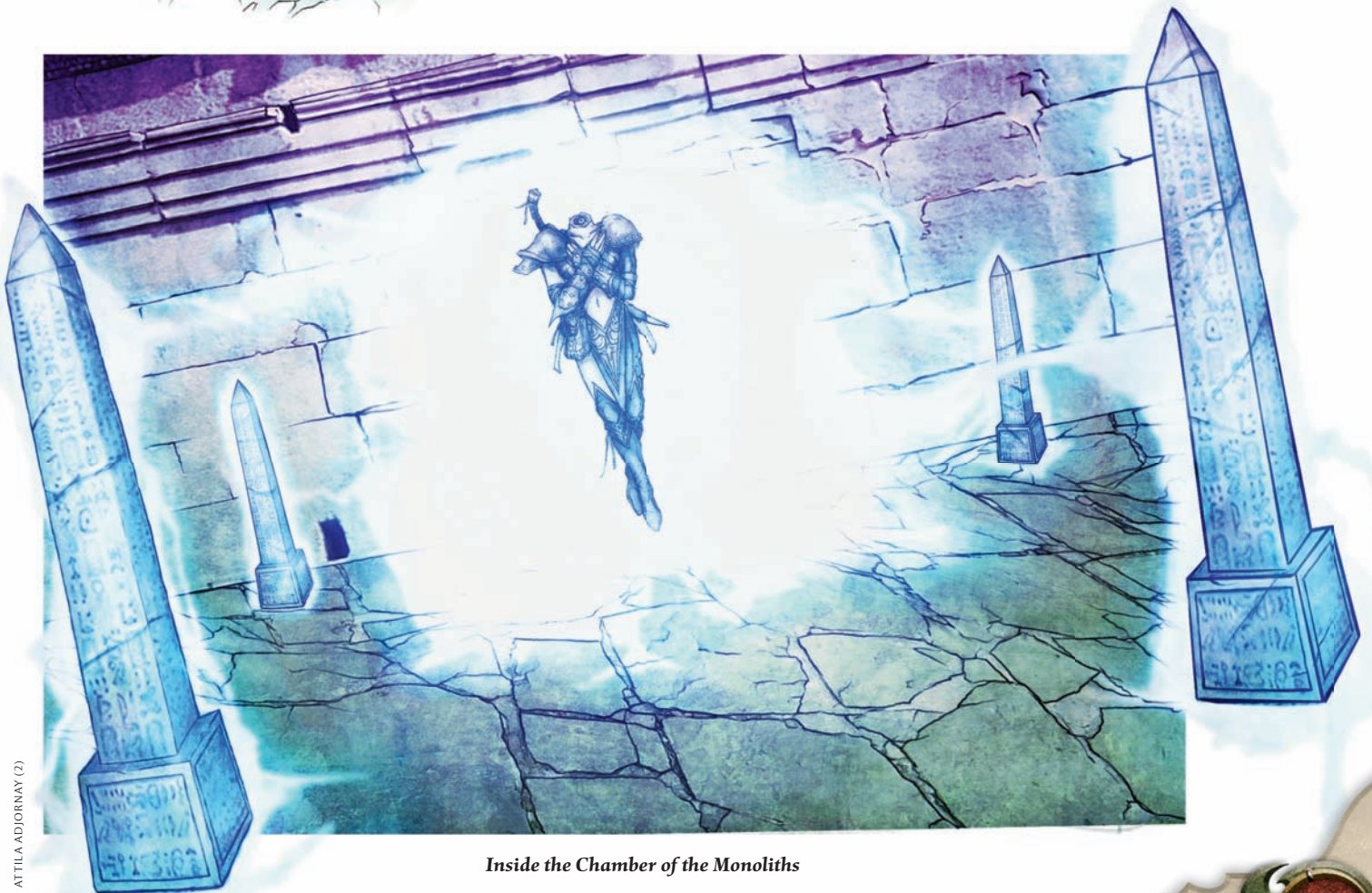
View of an Eater of Knowledge



View of the Hermitage



View of the Ice Chamber



ATTILA ADJORNAY (2)

Inside the Chamber of the Monoliths



View of the Three Gates of Agony

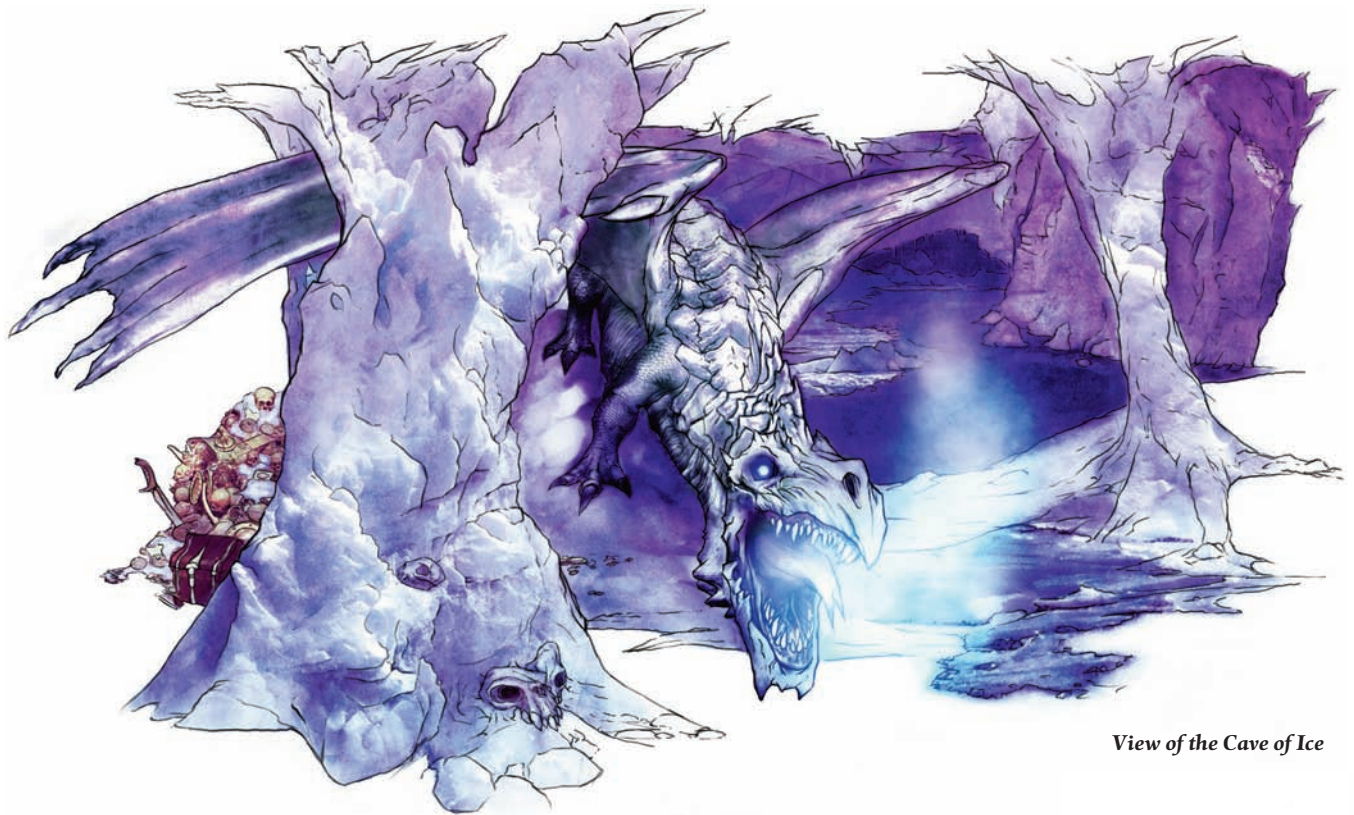


View of the Heart of Madness

LUCIO PARRILLO (2)



View of the Howling Winds



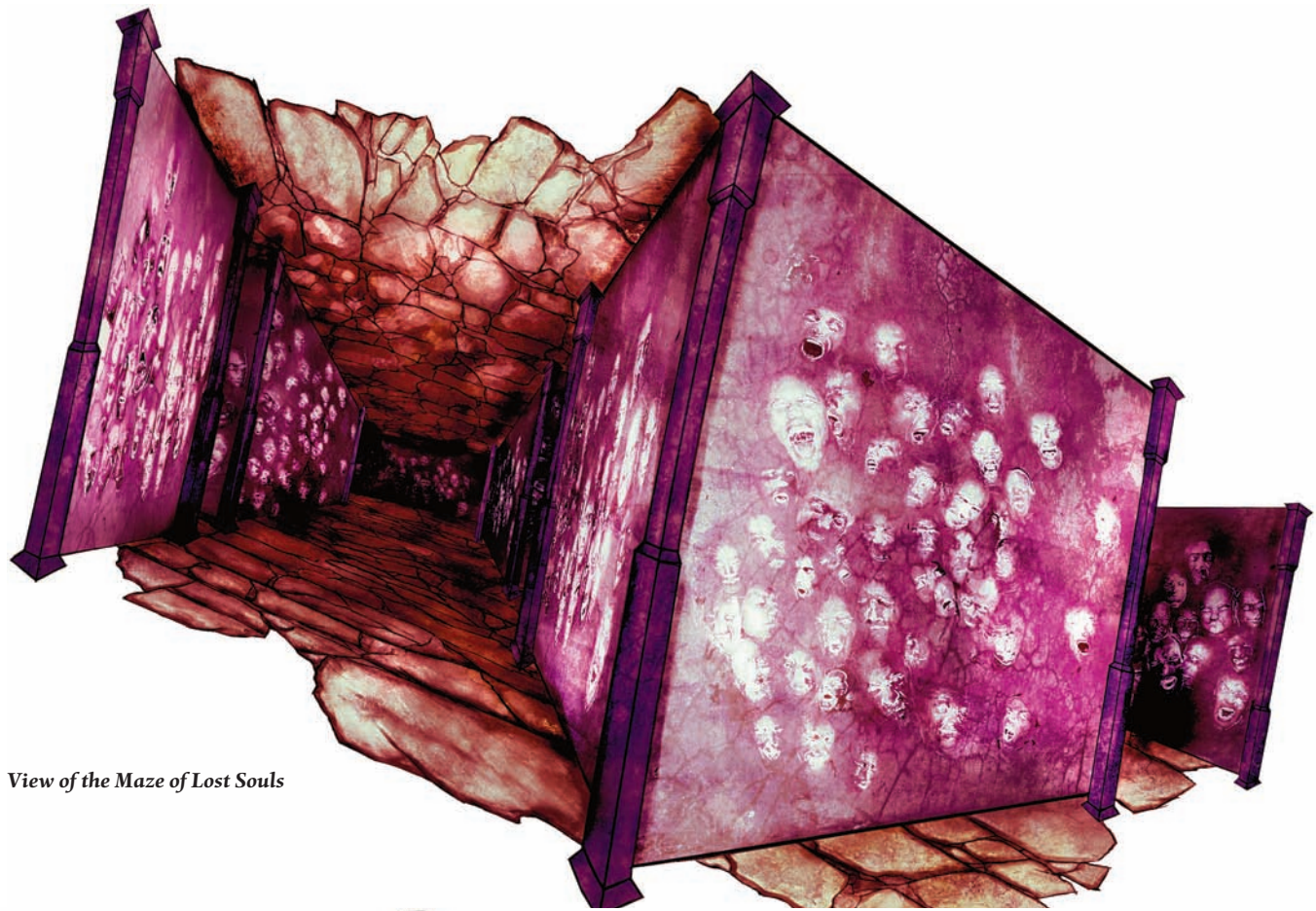
View of the Cave of Ice



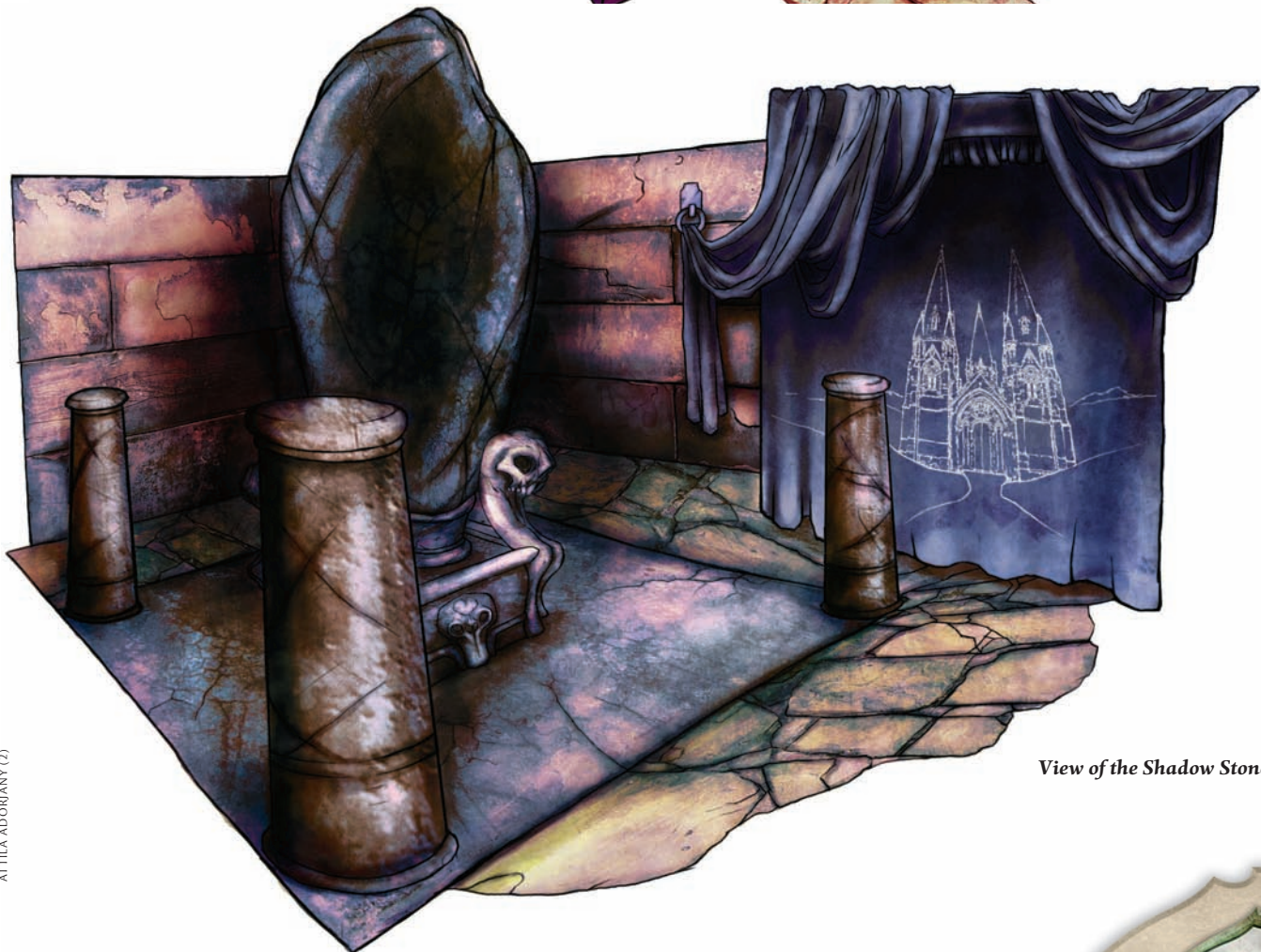
Inside the Hall of Death's Shadow



View of the Palace of Bones



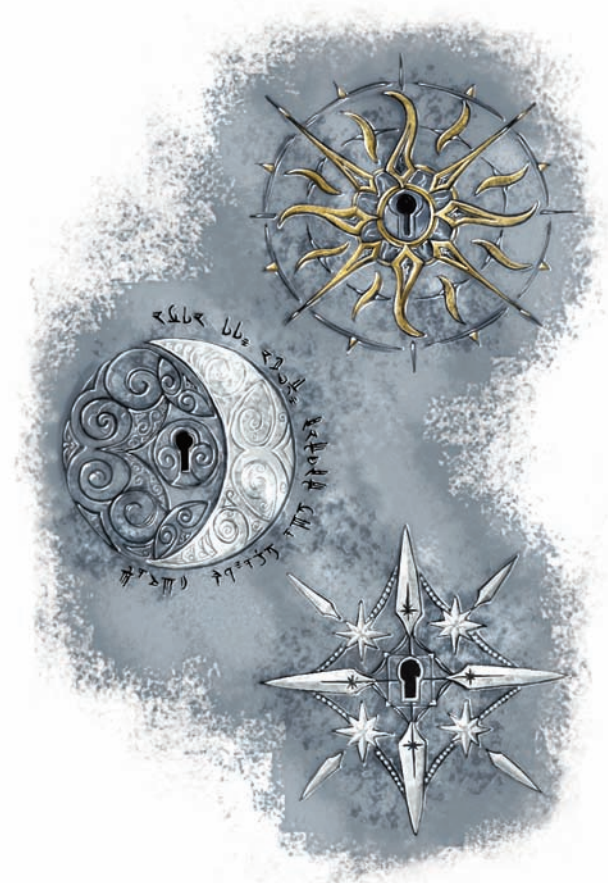
View of the Maze of Lost Souls



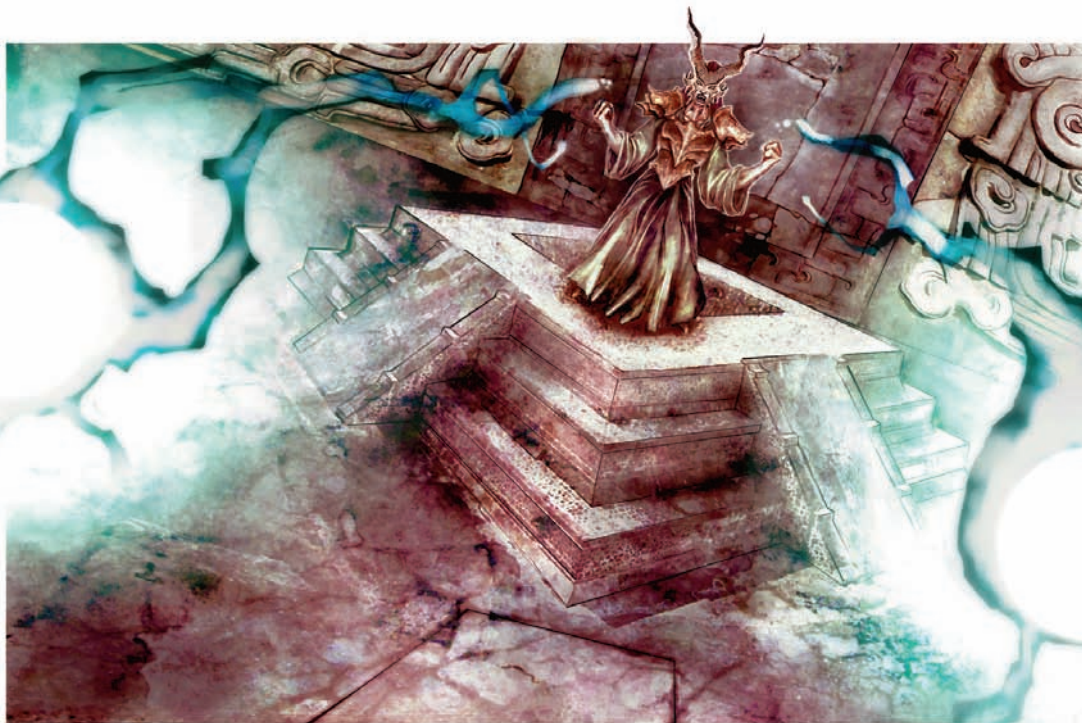
View of the Shadow Stone



The Keys to the Sanctuary



The Sanctuary Keyholes



View of the Sanctuary of Light

ADVENTURE BOOK TWO



PYRAMID OF SHADOWS™

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ENCOUNTER P1: ENTRANCE PIT

Encounter Level 7 (1,714 XP)

SETUP

- 2 carrion crawlers (C)
- Gurrak, ettin headtaker (G)
- 3 zombie rotters

Location 1: Every creature drawn into the Pyramid of Shadows arrives in the Entrance Pit. The adventurers arrive here when they complete Encounter A1 (see *Adventure Book One*, page 6). The pit is full of the bodies of those who died during—and specifically, because of—Karavakos’s failed attempt to conquer and settle his kingdom. As part of his ongoing punishment and imprisonment, this pit contains the fallen soldiers from both sides of the conflict, the innocent casualties of war, the victims of the oppressive reign of Karavakos, and the series of friends and advisers that Karavakos grew to increasingly distrust until he had them banished, imprisoned, or put to death for displeasing him.

Now they are all here, within the pit, rotating into and out of existence to maintain the exact depth of bodies that are present when the adventurers arrive. Occasionally, one or more of these bodies animates as a zombie to continue the fight in which it died or to work its way toward the Sanctuary of Light to remind Karavakos of the many sins of his past.

One creature that was trapped during the pyramid’s occasional appearance in the natural world is Gurrak, an ettin who has claimed the entrance pit as his own personal hunting ground. He collects heads from the corpses that fill the pit, but they disappear and eventually return to the pit thanks to the magic of the place. So, Gurrak much prefers to hunt new arrivals for the heads he so proudly likes to display.

When the adventurers appear in the pit, show the players “View of the Entrance Pit” on page 23 of *Adventure Book One*, and read:

A stench of death and blood assails you as you appear suddenly atop a pile of bodies. Humans, dwarves, elves, halflings, and others, all apparently recently killed but all wearing clothing and armor of an earlier age. The pile of bodies seems to shift, as though something might be moving beneath it. Above you, at the top of the pit, you see a hideous, two-headed giant—he’s rubbing two blades together with an eager gleam in the eyes of both its horrifying heads.

Perception Check

DC 16: You see a flash of something large and green moving through the refuse beneath your feet. It might be a giant snake or worm.

2 Carrion Crawlers (C)		Level 7 Controller
Large aberrant beast		XP 300 each
Initiative +6	Senses Perception +5; darkvision	
HP 81; Bloodied 40		
AC 20; Fortitude 19, Reflex 18, Will 17		
Speed 6, climb 6 (spider climb)		
⊕ Tentacles (standard; at-will) ⊕ Poison		
Reach 2; +10 vs. Fortitude; 1d4 + 5 damage, and the target takes ongoing 5 poison and is slowed (save ends both). <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Save:</i> The target is stunned instead of immobilized (save ends). Saving throws made against the carrion crawler’s paralytic tentacles take a -2 penalty.		
⊖ Bite (standard; at-will)		
+12 vs. AC; 1d10 + 5 damage.		
Alignment Unaligned	Languages –	
Str 20 (+8)	Dex 16 (+6)	Wis 14 (+5)
Con 17 (+6)	Int 2 (-1)	Cha 16 (+6)

Gurrak, Ettin Headtaker (G)		Level 10 Elite Soldier
Large natural humanoid (giant)		XP 1,000
Initiative +8; see also <i>double actions</i>	Senses Perception +12	
HP 222; Bloodied 111		
AC 28; Fortitude 26, Reflex 18, Will 19		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Cleaver (standard; at-will) ⊕ Weapon		
Reach 2; +15 vs. AC; 1d6 + 9 damage, and the target is pushed 1 square.		
⊖ Swat (immediate reaction, when an enemy moves into a position that flanks the ettin; at-will)		
The ettin targets one creature flanking it: +13 vs. Fortitude; the target is pushed 3 squares.		
Double Actions		
An ettin rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The ettin’s ability to take immediate actions refreshes on each of its turns.		
Dual Brain		
At the end of its turn, the ettin automatically saves against the dazed and stunned conditions and against charm effects that a save can end.		
Alignment Chaotic evil	Languages Giant	
Str 28 (+14)	Dex 12 (+6)	Wis 15 (+7)
Con 23 (+11)	Int 8 (+4)	Cha 9 (+4)
Equipment hide armor, 2 cleavers		

3 Zombie Rotters		Level 3 Minion
Medium natural animate (undead)		XP 38 each
Initiative -2	Senses Perception -1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison		
Speed 4		
⊕ Slam (standard; at-will)		
+6 vs. AC; 5 damage.		
Alignment Unaligned	Languages –	
Str 14 (+2)	Dex 6 (-2)	Wis 8 (-1)
Con 10 (+0)	Int 1 (-5)	Cha 3 (-4)

TACTICS

Gurrak fights from the top of the pit, using his push powers to keep characters in the pit for as long as possible. His reach allows him to easily reach the PCs. If he can manage to kill one of the adventurers, he immediately tries to carry that character over to the display wall so that he can begin preparing the character's head for display.

The carrion crawlers stay in the pit and focus their attacks on characters that to move out of the ettin's reach. If the characters climb out of the pit, the carrion crawlers follow. They flee into the pit if they are bloodied.

In the second round of combat, three of the bodies in the pit animate and attack the adventurers. These are former soldiers that once fought so bravely for Karavakos. Now, as zombies, they rise to resume the battle in which they fell—and they see the adventurers as the enemy. The zombies are not marked on the map; they rise from among the bodies in the pit on their turn in the initiative order.

ROLEPLAYING GURRAK

Gurrak treats all new arrivals as objects to add to his collection. Specifically, he treats the adventurers as carriers for the heads he longs to remove and display in his collection. As such, he refers to each character as “thing” or “it,” constantly repeating “its head is just what I’ve been missing,” and “I need that,” and “that’s just what I need to complete my collection.”

FEATURES OF THE AREA

Illumination: Dimly lit.

Pit: The pit is 10 feet deep to the top of the pile of bodies, and another 20 feet deep to the bottom, which is hidden beneath the bodies. Squares inside the pit are difficult terrain. Climbing the wall of the pit requires a DC 20 Athletics check.

A DC 22 History check reveals that the armor, weapons, and clothing that adorns most of the bodies in the pit dates back to the late Nerath era, circa 300 years ago.

Any armor or weapons taken from the pit disappear once they are carried beyond this area. They eventually return to the pit thanks to the magic of the pyramid.

Alcove: Four severed heads (H) hang on pegs in the northeastern alcove. These heads include a male shadarkai, a male orc, a female human, and a male human. Each head looks as though it was freshly removed from its corpse only moments ago.

A sack hangs from the fifth peg. It's about the same size as the heads, and seems to hold some kind of sphere-shaped object. The object inside the sack is the *Head of Vyrellis* artifact, an orb that holds the lingering spirit of the eladrin princess Vyrellis.

CONCLUSION

When the adventurers defeat the ettin, the *Head* calls out to them from the alcove. Read:

“You out there! We can help each other, I just know it,” calls a female voice from the alcove to the left.

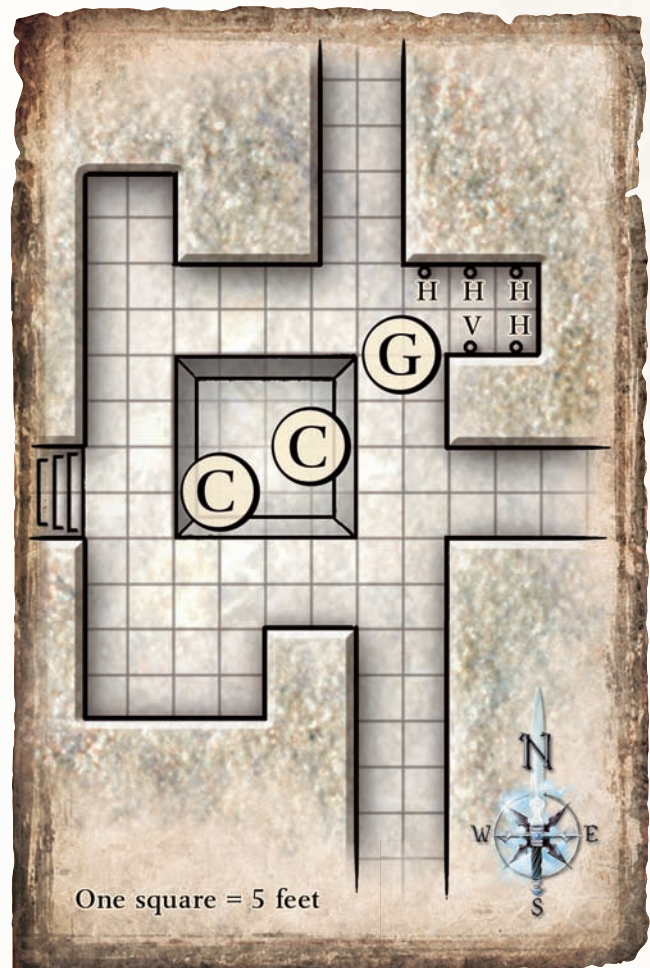
The voice of Vyrellis continues to call to the adventurers until one of them takes down the sack and reveals the obsidian orb for all to see. If there is an eladrin or elf in the party, Vyrellis directs her comments and pleas to that character, at least until one of the adventurers takes possession of the orb and becomes its owner.

“You have been drawn into this prison by its most celebrated inmate, Karavakos the would-be king and conqueror,” Vyrellis explains. “The only way to escape is to destroy that most-hated wizard. But to accomplish such a task, creatures the likes of you will need my help.”

Vyrellis explains the basics of the history of Karavakos. Vyrellis will not yet reveal that there are multiple versions of Karavakos running around the pyramid, nor will she fully explain her own situation just yet. But she will do everything else in her power to convince the adventurers to help her so that she can help them.

Once the Head's concordance reaches 12, it offers the adventurers the quest to collect Vyrellis' splinters of life force. This is a major quest that awards 2,000 XP upon completion.

See the description of the *Head of Vyrellis* (page 22 of *Adventure Book One*) for information.



ENCOUNTER P2: CHAMBER OF RATS

Encounter Level 7 (1,500 XP)

SETUP

16 charnel rats (R)
Boneslide hazard

Location 2: The Pyramid of Shadows is infested with charnel rats, vermin that serve the Charnel Lord (see Encounter P4 on page 6). These rats crawl through the walls and floors of the pyramid, feeding on the flesh of whatever dies by accident or violence, and on the necromantic energy that infuses the pyramid, particularly Locations 27-29. This chamber serves as their nest.

When the adventurers open the door, read:

Cold air brushes past as the door opens, carrying the smell of dust and freshly turned dirt. A fine white powder dusts the floor, except in the far corner, where bones form an enormous mound.

Perception Check

DC 20: Within the scattered dust you see the clear print of a small claw or a line made by a tail dragging along the floor.

DC 25: A large crack runs along the frame of the door in the north wall—large enough for a small animal to squeeze through. Similar cracks are evident in the walls in both chambers.

Sixteen charnel rats lurk in this room, staying out of sight in the bone piles until prey is in reach. They begin to spill out when the adventurers have all entered the room and moved past the doors leading to the refuse chamber.

16 Charnal Rats (R)		Level 7 Minion
Small natural beast		XP 75 each
Initiative +8	Senses Perception +4; low-light vision	
Aura of Rot aura 1; an enemy that starts its turn adjacent to a charnel rat takes 2 damage.		
HP 1; a missed attack never damages a minion.		
AC 21; Fortitude 18, Reflex 21, Will 20		
Speed 6, climb 3		
Ⓡ Bite (standard; at-will) ♦ Weapon		
+12 vs. AC; 5 damage.		
Alignment Evil	Languages –	
Skills Stealth +13		
Str 15 (+5)	Dex 20 (+8)	Wis 13 (+4)
Con 15 (+5)	Int 4 (+0)	Cha 6 (+1)

TACTICS

Charnal rats attack by surrounding their foes. Their only tactic is to put as many rats adjacent to each enemy as possible. They enter combat gradually—four rats emerge in the first round, then eight more, and finally the last four in the third round. This prevents all sixteen rats from being caught in a single area effect power.

FEATURES OF THE AREA

Illumination: Dimly lit.

Bone Piles: The piles of bones in the corners of the room are difficult terrain.

Refuse Chamber: The northern chamber off the main room is full of bones and refuse. The rats crawl in and out of that room through a crack in the doorjamb or a small tunnel in the ceiling (which leads to Location 27). If the adventurers open the door, they release a boneslide hazard.

Boneslide Hazard	Level 7 Lurker XP 300
<i>The bulging door bursts open, unleashing a wave of bones.</i>	
Hazard: When the door opens, bones gush forth from the chamber in a rushing wave.	
Perception	
♦ DC 28: The character notices that the door warps outward.	
Additional Skill: Dungeoneering	
A character who makes a DC 24 Dungeoneering check while examining the door notices that there's enormous pressure behind it, suggesting the nature of the hazard.	
Trigger	
Opening the door immediately sets off the boneslide.	
Attack	
Standard Action	Close blast 2
Targets:	Creatures in blast
Attack:	+11 vs. Reflex
Hit:	2d8+5 damage and immobilized (save ends)
Miss:	Half damage
Sustain Standard:	The boneslide continues for four rounds. The blast area is difficult terrain during and after the hazard.



ENCOUNTER P3: THE BRIDGE

Encounter Level 7 (1,600 XP)

SETUP

- 2 harpies (H)
- 3 sahuagin raiders (S)
- Sahuagin priest (P)

Location 3

Show the players “View of the Bridge” on page 23 of *Adventure Book One*, and read:

A balcony overlooks a room filled with dark water. A rope bridge slants sharply downward toward a wooden platform just above the level of the water. Two other bridges connect that platform to other balconies. Each balcony is 10 feet above the water.

2 Harpies (H)		Level 6 Controller	
Medium fey humanoid		XP 250 each	
Initiative +5	Senses Perception +5		
HP 71; Bloodied 35			
AC 20; Fortitude 17, Reflex 17, Will 19			
Resist 10 thunder			
Speed 6, fly 8 (clumsy)			
⚔ Claw (standard; at-will)			
+11 vs. AC; 1d8 + 2 damage.			
↔ Alluring Song (standard; sustain minor; at-will) ♦ Charm			
Close burst 10; deafened creatures are immune; +12 vs. Will; the target is pulled 3 squares and immobilized (save ends). When the harpy sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).			
↔ Deadly Screech (standard; recharge ☒ ☒) ♦ Thunder			
Close burst 4; +12 vs. Fortitude; 1d6 + 4 thunder damage, and the target is dazed (save ends).			
Alignment Evil	Languages Common		
Skills Stealth +10			
Str 15 (+5)	Dex 15 (+5)	Wis 14 (+5)	
Con 15 (+5)	Int 10 (+3)	Cha 19 (+7)	

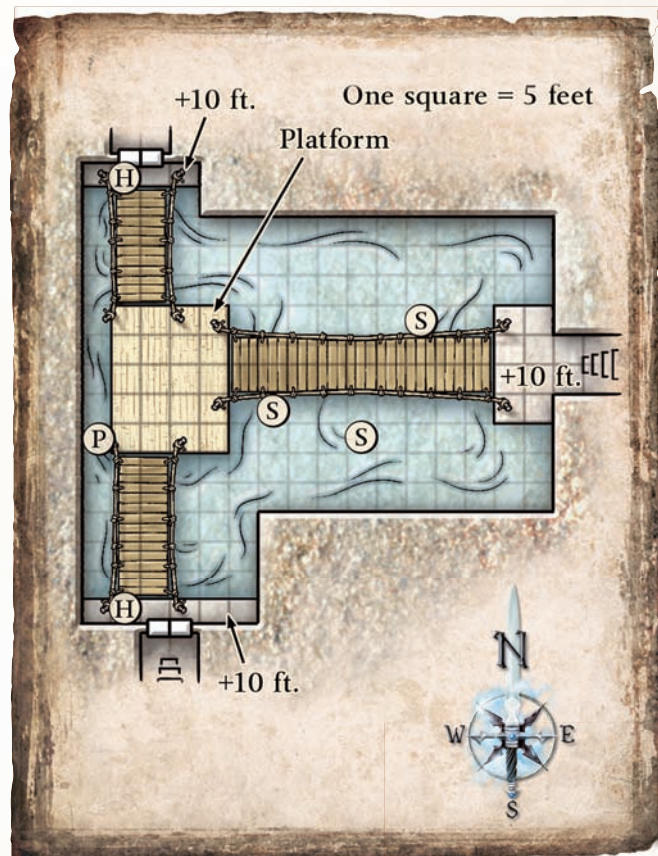
3 Sahuagin Raiders (S)		Level 6 Soldier	
Medium natural humanoid (aquatic)		XP 250 each	
Initiative +7	Senses Perception +4; low-light vision		
HP 70; Bloodied 35			
AC 20; Fortitude 19, Reflex 16, Will 15			
Speed 6, swim 6			
⚔ Trident (standard; at-will) ♦ Weapon			
+11 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the sahuagin raider's next turn; see also <i>blood frenzy</i> .			
↔ Trident (standard; at-will) ♦ Weapon			
Ranged 3/6; +11 vs. AC; 1d8 + 5 damage. The sahuagin raider must retrieve its trident before it can throw it again.			
Blood Frenzy			
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.			
Alignment Chaotic evil	Languages Abyssal		
Str 20 (+8)	Dex 14 (+5)	Wis 12 (+4)	
Con 14 (+5)	Int 10 (+3)	Cha 10 (+3)	
Equipment trident			

Sahuagin Priest (P)		Level 8 Artillery	
Medium natural humanoid (aquatic)		XP 350	
Initiative +8	Senses Perception +9; low-light vision		
HP 70; Bloodied 35			
AC 22; Fortitude 19, Reflex 20, Will 21			
Speed 6, swim 8			
⚔ Trident (standard; at-will) ♦ Weapon			
+12 vs. AC; 1d8 + 3 damage.			
↔ Trident (standard; at-will) ♦ Weapon			
Ranged 3/6; +12 vs. AC; 1d8 + 3 damage. The sahuagin priest must retrieve its trident before it can throw it again.			
↔ Water Bolt (standard; at-will)			
Ranged 20 (10 out of water); +14 vs. AC; 2d8 + 5 damage (1d8 + 5 out of water); see also <i>blood frenzy</i> .			
Alignment Chaotic evil	Languages Abyssal, Common		
Skills Intimidate +12			
Str 16 (+7)	Dex 18 (+8)	Wis 20 (+9)	
Con 16 (+7)	Int 12 (+5)	Cha 16 (+7)	
Equipment trident, holy symbol, kelp robe			

TACTICS

The harpies use alluring song to pull characters into the water. The sahuagin have found that the song does not effect them if they are underwater when it is used.

The sahuagin priest focuses her attacks on a character carrying the Head of Vyrellis. She hopes to use it to escape. She orders her raiders to do the same, though they also attack anyone who falls into the water.



ENCOUNTER P4: THE BEAST IN THE PIT

Encounter Level 8 (1,750 XP)

SETUP

Charnel lord (C)

6 charnel rats

Pivoting floor and wall trap (T)

Location 4: When the adventurers enter this area, it appears as a plain hallway or chamber, 20-feet wide and 20-feet tall, with a door and a statue at either end and a staircase leading from the northeast. Don't draw or place *D&D Dungeon Tiles* for the slope down to the pit until the trap is triggered.

When the adventurers enter the hallway, read:

A statue of a robed figure stares down the length of this wide hallway toward an exact duplicate on the other end.

When the adventurers trigger the trap, read:

The floor you're standing on suddenly tilts wildly as the wall to the south falls away. Both pivot in such a way as to hurl you down a chute to the south. The stench of rot and decay emerges from the chute as you go hurtling down it.

FEATURES OF THE AREA

Illumination: Dimly lit.

Steep Slope: The wall that becomes a floor is smooth and slick, and the short, steep slope leading to the pit has the same characteristics. A character can ascend the slope at half speed with a DC 23 Athletics check. A character adjacent to a wall can use the wall to help climb, gaining a +2 bonus to the check.

Pit: The pit at the bottom of the slope is 10 feet deep and full of filth, making it a perfect home for the Charnel Lord. Characters who fall into the pit take 1d10 damage. The squares at the bottom of the pit are difficult terrain. Climbing out of the pit requires a DC 28 Athletics check.

The Trap: The trap not only hurls characters into the Charnel Lord's pit, it also confines them within the sloped chute. Each time it is triggered, the floor and wall pivots, hurling adventurers into the chute and depositing charnel rats into the hallway. The trap can only be activated once per turn. So, if it is activated by a character, it can't be activated again until after the start of that character's next turn.

If any characters are standing on any of the squares in the four northernmost rows of squares in the chute area when the trap is triggered, they are dumped into the space beneath the floor when the floor pivots. This deals 1d10 points of damage to each character. In addition, for each round that a character remains in the pitch-black darkness beneath the floor, roll 1d6 at the start of a character's turn.

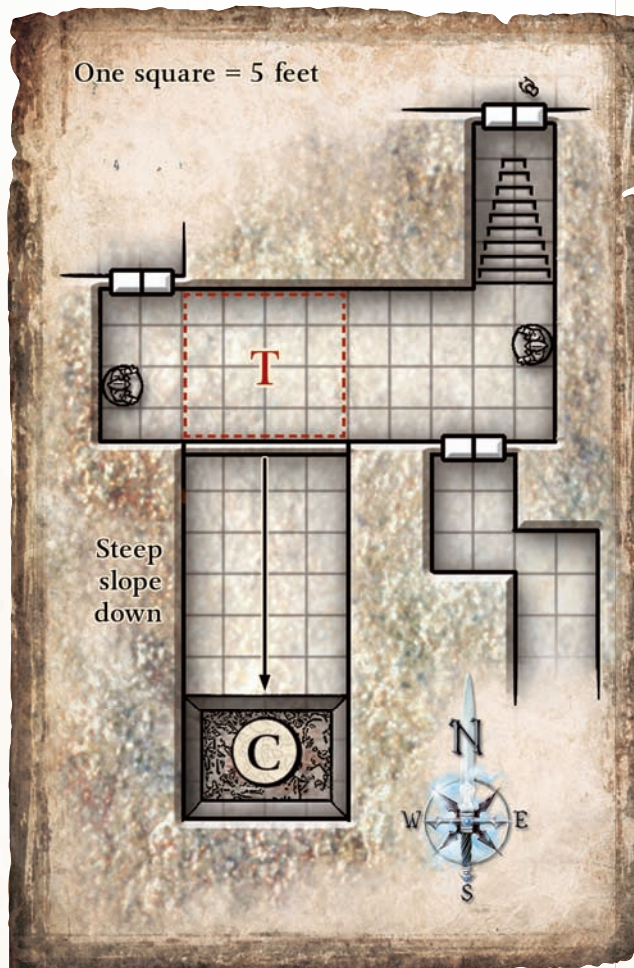
The result indicates how many charnel rats are adjacent to the character at the start of his or her turn (see "aura of rot" in the charnel rat stat block).

If the trap pivots a third time, characters in the space beneath the floor are pushed deeper into the darkness. Another pivot deposits them on the floor of the hallway. So, if the trap is activated each turn, characters must spend two turns amid the rats beneath the floor, taking damage from the aura that surrounds each rat.

TACTICS

The Charnel Lord focuses attacks on characters who are in the pit with it. If no characters land in the pit, it attacks characters within its reach, anyone within the two rows of squares closest to the pit.

The charnel rats try to crowd as many of their number as possible around the characters. The rats, startled by the trap and the sudden change in location, take their fear and anger out on the nearest adventurers. They fight to the death. (Note that charnel rats in the space beneath the floor don't attack the PCs, but the PCs still suffer from their auras of rot, as described below.)



Pivoting Floor and Wall (T) **Level 7 Obstacle**
 Trap XP 300

Trap: The floor tilts up as the adjacent wall tilts down, sliding characters from the hallway down a sloped chute toward a charnel pit. The wall becomes part of the sloped chute, and the floor becomes a wall that cuts off escape. In essence, this pivoting construction spins so that the floor becomes the wall and a new floor replaces it, so that it can activate each time a new character triggers the effect (see below).

Perception

- ◆ DC 25: The character notices seams along the floor and south wall, as well as scrapes at the bottom of the north wall that hints at the trap's function.
- ◆ DC 28: The character also spots a strange characteristic of the southern wall within the trapped area: it is unusually smooth and slick.

Trigger

When a character crosses the trapped squares and reaches the last row of squares on the opposite side of where he or she entered the area, the trap activates. The whole construction spins 90 degrees, so that the wall becomes the chute, the floor becomes the wall, and a new floor snaps into place from below. This trap can only be triggered once per turn.

Attack

Immediate Interrupt Close blast 4

Targets: Creatures in blast (trapped area marked on map)

Effect: The wall and floor pivot at an amazing rate of speed, hurling creatures from the floor onto the slick wall and down the chute, dealing 1d10 damage. A DC 25 Athletics check halts a slide in one of the last two rows of squares before the pit, otherwise the character falls into the 10-foot-deep pit and takes another 1d10 damage.

When the new floor snaps into place, six charnel rats are scattered atop it, drawn up from the space beneath the floor where the rats swarm and the trap pivots.

Special: This trap activates as described above each time a character crosses the trapped squares.

AFTER THE TRAP IS SPRUNG

Depending on how the adventurers approach this chamber, some number of them will be in or near the pit, and some will be in the hallway.

Any characters in the hallway must deal with the charnel rats; place the six rats anywhere within the trapped area. If more charnel rats enter the battle, adjust the XP.

Any characters in the chute and pit area must deal with the Charnel Lord.

Roll initiative for the monsters and let the battle begin!

6 Charnel Rats **Level 7 Minion**
 Small natural beast XP 75 each

Initiative +8 **Senses** Perception +4; low-light vision
Aura of Rot aura 1; an enemy that starts its turn adjacent to a charnel rat takes 2 damage.
HP 1; a missed attack never damages a minion.
AC 21; **Fortitude** 18, **Reflex** 21, **Will** 20
Speed 6, climb 3

⊕ **Bite** (standard; at-will) ◆ **Weapon**
 +12 vs. AC; 5 damage.

Alignment Evil **Languages** –
Skills Stealth +13
Str 15 (+5) **Dex** 20 (+8) **Wis** 13 (+4)
Con 15 (+5) **Int** 4 (+0) **Cha** 6 (+1)

Charnel Lord (C) **Level 10 Elite Soldier**
 Large natural beast, otyugh XP 1,000

Initiative +7 **Senses** Perception +13; darkvision
Otyugh Stench aura 1; enemies in the aura take a -2 penalty to attack rolls.

HP 212; **Bloodied** 106

AC 26; **Fortitude** 27, **Reflex** 21, **Will** 24

Immune disease **Resist** necrotic 5

Saving Throws +2

Speed 5, swim 5

Action Point 1

⊕ **Charnel Lash** (standard; at-will) ◆ **Necrotic**
 Reach 3; +17 vs. AC; 1d8 + 6 damage, and ongoing 5 necrotic damage (save ends).

⊕ **Lifeleech** (standard; at-will) ◆ **Necrotic**
 Reach 3; +17 vs. AC; target is pulled 2 squares and grabbed (until escape). Grabbed target takes 5 necrotic damage, and the Charnel Lord regains 5 hit points when grabbed and at the start of the grabbed target's turn.

↵ **Charnel Frenzy** (standard; at-will) ◆ **Necrotic**
 Close burst 3; +17 vs. AC; 1d8 + 6 damage, and ongoing 5 necrotic damage (save ends).

⊕ **Rotting Bite** (standard; at-will) ◆ **Necrotic**
 +15 vs. AC; 2d6+6 necrotic damage, and ongoing 5 necrotic damage (save ends).

Alignment Evil **Languages** –

Skills Stealth +10

Str 22 (+11) **Dex** 11 (+5) **Wis** 16 (+8)

Con 18 (+9) **Int** 6 (+3) **Cha** 5 (+2)

ESCAPING THE TRAP

If any characters remain in the hallway, they can avoid the triggering squares and activate the trap from outside the dangerous area. This can be used to eventually deposit trapped adventurers back into the hallway, though not before a trip through darkness and a mass of charnel rats.

If all of the characters wind up in the chute, however, figuring out how to escape from this trap is a bit harder. There's no way to push against the direction of the pivot (counter clockwise), and the only way to activate the trap from inside the chute is to cross the smooth floor to stand in an end square opposite from the row of squares which last triggered the trap.

Winding up in the space beneath the floor is the worst possible situation. Not only must the characters in this pitch-black area deal with the auras of rot generated by all of the charnel rats, they must figure out how to activate the pivoting floor from this strange angle. While in the space below, a character needs to make a DC 24 Perception check to find a triggering mechanism, and a DC 21 Thievery check to activate it. If the character's have a light source, these checks receive a +2 bonus. The pivoting walls and floor basically form two chambers in the darkness beneath the floor, so the checks must be made in each compartment.

ENCOUNTER P5: FLOODED CHAMBER

Encounter Level 8 (1,750 XP)

SETUP

- 2 blackscale bruiser lizardfolk (B)
- 1 greenscale marsh mystic lizardfolk (M)
- 2 greenscale elite hunter lizardfolk (H)
- Water pipe trap (T)

Location 5: Water fills this room to a depth of 4 feet.

When the adventurers enter the room, read:

The stairs disappear into murky water that covers the floor of this odd-shaped chamber. Three other stairways lead out of the chamber, and a platform floats atop the water on the eastern side of the chamber. A heavy door stands in the wall beside the platform. Two hulking, reptilian creatures rise from the water near the middle of the room, and three smaller figures swim around them.

Perception Check:

DC 23: *The water isn't stagnant. It ripples and froths at the base of the stairs.*

TACTICS

The blackscale lizardfolk focus their attacks on a single defender character. They stay near the center pipe mouth and use their greatclub attacks to push foes other than the object of their attention into the pipe and away to where the other lizardfolk can deal with them.

The marsh mystic chooses a position such that the greatest possible number of its allies benefit from its *marsh blessing* aura. As soon as the blackscale bruisers engage characters in melee, it uses *swamp's grasp* in the area where the characters and bruisers are fighting, including its allies in the burst if necessary. It then uses *bog cloud* as often as it can to hurt and daze as many enemies as it can catch in the burst, though it's content to affect just a single target if doing so means reducing the threat of a PC striker or controller for a round. If it is seriously threatened, it swims into a water pipe to escape, using Athletics to try to avoid the negative effects of the trap, and makes a Stealth check to hide underwater near the other end of the pipe. It stays hidden until the adventurers find it or leave the room.

The hunters prefer to attack characters who are separated from their allies, using *sidestep attack* to shift near their foes and then shift away.

2 Blackscale Bruisers (B)		Level 6 Brute
Large natural humanoid (reptile)		XP 250 each
Initiative +6	Senses Perception +9	
HP 86; Bloodied 43		
AC 18; Fortitude 19, Reflex 16, Will 14		
Speed 8 (swamp walk)		
⊕ Greatclub (standard; at-will) ♦ Weapon		
Reach 2; +9 vs. AC; 1d10 + 6 damage, and the target is pushed 1 square.		
‡ Tail Slap (standard; at-will)		
+7 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.		
Alignment Unaligned	Languages Draconic	
Skills Athletics +14		
Str 22 (+9)	Dex 16 (+6)	Wis 12 (+4)
Con 16 (+6)	Int 5 (+0)	Cha 6 (+1)
Equipment greatclub		

2 Greenscale Hunters (H)		Level 4 Elite Skirmisher
Medium natural humanoid (reptile)		XP 350 each
Initiative +6	Senses Perception +8	
HP 108; Bloodied 54		
AC 19; Fortitude 17, Reflex 14, Will 15		
Saving Throws +2		
Speed 6 (swamp walk)		
Action Point 1		
⊕ Spear (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 3 damage.		
⊕ Doublestrike (standard; at-will) ♦ Weapon		
The elite greenscale hunter makes two spear attacks.		
‡ Sidestep Attack (minor, 1/turn; at-will) ♦ Weapon		
The lizardfolk shifts and make a melee basic attack.		
Alignment Unaligned	Languages Draconic	
Skills Athletics +10, Nature +8		
Str 17 (+5)	Dex 15 (+4)	Wis 12 (+3)
Con 14 (+4)	Int 8 (+1)	Cha 8 (+1)
Equipment light shield, spear		

Greenscale Marsh Mystic (M)	Level 6 Controller (Leader)	
Medium natural humanoid (reptile)	XP 250	
Initiative +4	Senses Perception +7	
Marsh Blessing (Healing) aura 5; allies that start their turns in the aura regain 3 hit points.		
HP 70; Bloodied 35		
AC 19; Fortitude 15, Reflex 14, Will 19		
Speed 6 (swamp walk)		
⊕ Spear (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d8 + 2 damage.		
✱ Swamp's Grasp (standard; encounter) ♦ Zone		
Area burst 2 within 10; +9 vs. Reflex; the target is immobilized (save ends). The zone is difficult swamp terrain until the end of the encounter.		
✱ Bog Cloud (standard; recharge ☞ ☞) ♦ Poison		
Area burst 2 within 10; +9 vs. Fortitude; 2d8 + 4 poison damage, and the target is dazed until the end of the marsh mystic's next turn.		
Alignment Unaligned	Languages Draconic	
Skills Athletics +10, Nature +12		
Str 15 (+5)	Dex 13 (+4)	Wis 19 (+7)
Con 14 (+5)	Int 10 (+3)	Cha 12 (+4)
Equipment spear, bone breastplate		

FEATURES OF THE AREA

Illumination: Dimly lit.

Water: The water is about 4 feet deep. Medium characters can wade through the water, treating it as difficult terrain. Small characters must use Athletics checks to swim. The lizardfolks' *swamp walk* ability allows them to move at normal speed (and shift) through the water.

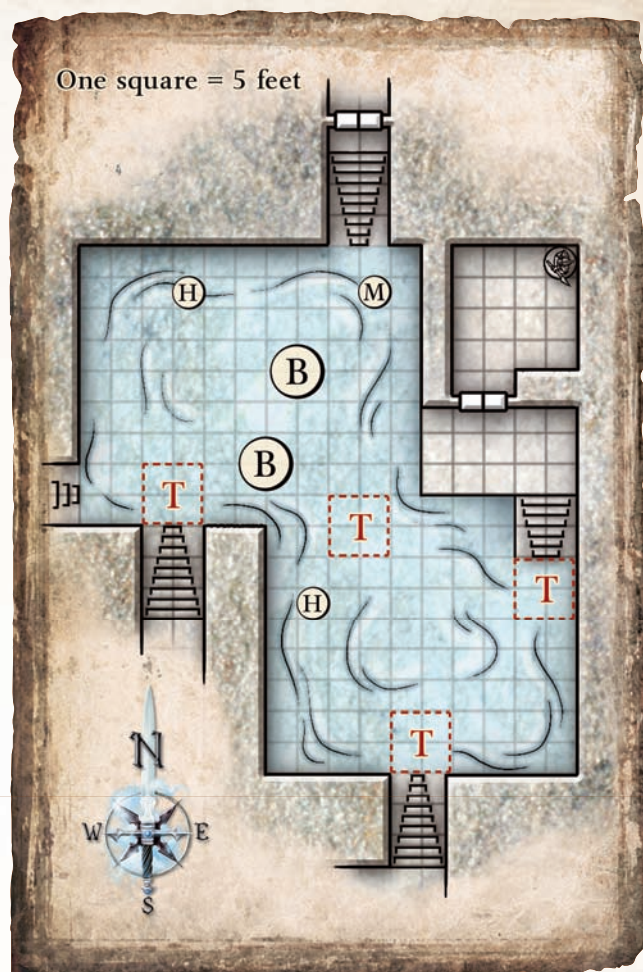
A creature swimming in the water has concealment against attacks. In practice, this means that the greenscale lizardfolk, Small characters, or Medium characters who choose to swim rather than wade have concealment while moving, possibly helping them avoid opportunity attacks. Creatures can also use the water's concealment to hide.

Trapped Pipes: The four locations marked on the map are pipes that suck water (and creatures) in and spit it back out, randomly moving the water around the room. The lizardfolk know the locations of the pipes and either avoid them or use them to their advantage.

Water Pipe (T)	Level 7 Obstacle
Trap	XP 300
A sudden suction from beneath the water pulls you under. Then, just as suddenly, you explode back out in a gush of roiling water.	
Trap: Pipes in the floor beneath the water constantly cycle through a process of sucking in water and expelling it to circulate the liquid throughout the chamber.	
Perception ◆ DC 23: A character notices that the water isn't stagnant. It ripples and froths at the base of each staircase.	
Trigger When a character enters one of the trap spaces on the map, or starts his or her turn adjacent to these spaces, the trap activates.	
Attack Immediate Interrupt Melee Targets: Creatures entering a trap space or starting their turn adjacent to a trap space. Attack: +9 vs. Fortitude Hit: 1d10 + 4 damage, and the target is dazed (save ends). The target is sucked into the pipe and expelled an instant later from a random pipe in the chamber (roll 1d4). The target can choose which square within the trap to occupy upon emerging.	
Countermeasures ◆ A creature can intentionally swim into a pipe. Make a DC 17 Athletics check to avoid the attack. A failed check indicates that the attack occurs as described above. ◆ A character can find a mechanism beneath the platform on the east side of the chamber with a DC 23 Perception check. The mechanism, a combination of magic and gearworks, controls the intake/outtake cycle of the pipes. A successful DC 25 Arcana or Thievery check disables one of the pipes (determined randomly). A failed check causes all of the pipes to make an immediate attack on any creatures within or adjacent to the trapped spaces. With the third successful check, all of the pipes shut down.	

Platform: The platform is slick with water and algae, making it challenging to walk across. A DC 18 Acrobatics check allows a character to move at half speed across the platform. A character who fails the check falls prone.

Heavy wooden posts lift the platform so that it is just above the surface of the water. The mechanism that



ENCOUNTER P5: FLOODED CHAMBER

operates the water pipes is located beneath the platform (see the trap's Countermeasures, above). The space beneath the platform is tightly confined, so a Medium character must squeeze (and hold his or her breath) to access the mechanism. Squeezing characters take a -5 penalty to attack rolls and grant combat advantage to all enemies.

Door: The door leading off the platform is locked (DC 24 Thievery check to open).

Room: Beyond the door is a small room, dry and warm. When the adventurers enter the room, read:

A statue in the far corner of the room depicts a graceful eladrin knight with a spear. The plain stone is adorned with a bright moonstone set into the statue's forehead. "You must secure that moonstone for me," the Head of Vyrellis says to the character that possesses it.

The moonstone is one of the splinters of Vyrellis's life force. A DC 19 Thievery check removes the stone from its housing. If the character carrying the *Head of Vyrellis* takes possession of the moonstone, the *Head's* concordance increases by 3.

ENCOUNTER C1: HEDGE MAZE

Encounter Level 7 (1,450 XP)

SETUP

- 2 arboreal reapers (R)
- Arboreal watcher (W)
- Howling hag (H)
- Dire boar (B)

Location 6: This chamber is filled with a lush, carefully tended hedge maze. Unlike the rest of this level of the pyramid, the floor here is covered in rich, thick sod. The ceiling above is also covered with thick dirt, and here and there roots grow downward from it. A small colony of arboreans, trapped in the pyramid several years ago, dwells in this area along with their fey allies. They use this area, along with similar defensive plants grown in Location 10, to defend their lair.

Several arboreans, their howling hag ally, and a dire boar they keep as a watch beast patrol the maze.

When the adventurers enter this chamber, show the players “View of the Hedge Maze” on page 24 of Adventure Book One and read the following:

As you enter this chamber, you notice that the floor, ceiling, and walls are covered with thick, rich earth. You see a dense thicket that reaches from floor to ceiling, forming a wall that forces you to turn to the right or left. A dim yellow glow fills the chamber. The thickets are dense enough to block vision, and their vines are covered with long, sharp thorns.

Arboreal Watcher (W)	Level 7 Lurker
Medium natural humanoid (plant)	XP 300
Initiative +10	Senses Perception +10
HP 65; Bloodied 32	
AC 21; Fortitude 19, Reflex 20, Will 18	
Vulnerable 5 fire (pushed 1 square when it takes fire damage)	
Speed 7	
⚔ Short Sword (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d6 + 4 damage.	
⚡ Vine Plague (standard; encounter)	
Close burst 2; +10 vs. Reflex; 1d6 + 4 damage, and the target is immobilized (save ends).	
Combat Advantage	
When the arboreal watcher has combat advantage, its melee attacks deal 2d6 extra damage on a hit.	
⚡ Arboreal Veil (minor; at-will) ♦ Illusion	
If no enemy is within 3 squares, the arboreal watcher gains invisibility until the end of its next turn.	
Alignment Evil	Languages Common, Elven
Skills Athletics +10, Stealth +11	
Str 14 (+5)	Dex 17 (+6) Wis 15 (+5)
Con 17 (+6)	Int 11 (+3) Cha 12 (+4)
Equipment robes, short sword	

2 Arboreal Reapers (R)	Level 7 Soldier
Medium natural humanoid (plant)	XP 300 each
Initiative +6	Senses Perception +5
HP 81; Bloodied 40	
AC 23; Fortitude 20, Reflex 18, Will 19	
Vulnerable 5 fire (pushed 1 square when it takes fire damage)	
Speed 6	
⚔ Scythe (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the arboreal reaper's next turn.	
⚡ Needle Volley (standard; encounter) ♦ Poison	
Close blast 3; +12 vs. Fortitude; 2d6 + 4 damage, and the target is slowed (save ends).	
Alignment Evil	Languages Common, Elven
Skills Nature +10	
Str 15 (+5)	Dex 13 (+4) Wis 14 (+5)
Con 17 (+6)	Int 9 (+2) Cha 11 (+3)
Equipment blood-stained robes, scythe	

TACTICS

The arboreans use hit and run tactics against the adventurers, serving as a hammer to the dire boar's anvil.

The dire boar, barely controlled by the arboreans, rampages through the hedge maze. It charges whenever possible, and if it pushes a creature into the thickets the creature takes 1d10 damage and its forced movement immediately ends. The boar tries to knock adventurers into the thickets or into the pool of water in the center of the maze whenever possible. After charging, it tries to move away from the party to set up a second charge attack.

The two arboreal reapers start the encounter in secret chambers in the eastern side of the room. They attempt to slip out of hiding and attack the adventurers from the rear, splitting up to strike from two directions. They are willing to hang away from the melee for a few rounds to make a circuit of the room and attack from behind. They prefer to focus on wizards, warlocks, and clerics while the boar keeps any fighters and paladins occupied.

The arboreal watcher uses its arboreal veil each round to remain invisible, allowing it to sneak up on the adventurers with ease. Once the boar attacks, the watcher tries to slip between the characters engaged by the boar and the rest of the group, allowing it to either move to flank front-line combatants or pounce upon the party's lightly armored members with the aid of the arboreal reapers.

The howling hag uses its *howl* to push adventurers into flanks and other disadvantageous situations. It begins the encounter using *change shape* to take on the appearance of a young elf woman. If the adventurers come across her before the rest of this chamber's guardians, she tries to distract them while the boar and the arboreans ready an ambush. Although the hag has allied with the arboreans, she is willing to include them in her attacks if she can also hit two or more adventurers.

The creatures in this room fight to the death. They are utterly fanatical in their loyalty to their tribe and the arboreal speaker, Camnor (see Location 9 and Encounter C4).

Howling Hag (H)		Level 7 Controller
Medium fey humanoid		XP 300
Initiative +7	Senses Perception +10; low-light vision	
Baleful Whispers (Psychic) aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.		
HP 83; Bloodied 41; see also <i>shriek of pain</i>		
AC 21; Fortitude 20, Reflex 19, Will 18		
Resist 10 thunder		
Speed 6; see also <i>fey step</i>		
⚔ Quarterstaff (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 4 damage.		
↖ Howl (standard; at-will) ♦ Thunder		
Close blast 5; +10 vs. Fortitude; 1d6 + 4 thunder damage, and the target is pushed 3 squares.		
↖ Shriek of Pain (standard; recharges when first bloodied) ♦ Thunder		
Close blast 5; +8 vs. Fortitude; 3d6 + 4 thunder damage, or 3d6 + 9 thunder damage if the howling hag is bloodied. <i>Miss</i> : Half damage.		
Change Shape (minor; at-will) ♦ Polymorph		
A howling hag can alter its physical form to appear as an old crone of any Medium humanoid race (see Change Shape, page 280).		
Fey Step (move; encounter) ♦ Teleportation		
The howling hag can teleport 10 squares.		
Alignment Evil	Languages Common, Elven	
Skills Bluff +11, Insight +10, Intimidate +11, Nature +10		
Str 18 (+7)	Dex 18 (+7)	Wis 15 (+5)
Con 19 (+7)	Int 12 (+4)	Cha 16 (+6)
Equipment quarterstaff		

Dire Boar (B)		Level 6 Brute
Large natural beast (mount)		XP 250
Initiative +3	Senses Perception +2	
HP 85; Bloodied 42; see also <i>death strike</i>		
AC 17; Fortitude 21, Reflex 17, Will 16		
Speed 8		
⚔ Gore (standard; at-will)		
+9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.		
⚔ Death Strike (when reduced to 0 hit points)		
The dire boar makes a gore attack.		
⚔ Rabid Charger (while mounted by a friendly rider of 6th level or higher; at-will) ♦ Mount		
When it charges, the dire boar makes a gore attack in addition to its rider's charge attack; see also <i>furious charge</i> .		
Furious Charge		
When a dire boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.		
Alignment Unaligned		Languages –
Str 19 (+7)	Dex 10 (+3)	Wis 9 (+2)
Con 15 (+5)	Int 2 (-1)	Cha 8 (+2)



ENCOUNTER C1: HEDGE MAZE

FEATURES OF THE AREA

This place has been specifically created to serve as a defensive point against intruders. Thus, the terrain heavily favors the arboreans and their dire boar pet.

Illumination: Dimly lit.

Thickets: The thickets were planted here to form a hedge maze, forcing intruders to blunder about while the guardians of this area attempt to outflank and attack them. If a character moves into a thicket, his movement immediately ends and he takes 1d10 damage. The thickets block line of sight. A single square of thickets has 30 hit points and vulnerable 10 fire. If a square is destroyed, it becomes clear terrain.

Pool: The pool in the center of this chamber provides fresh, drinkable water. It is 10 feet deep, and any character knocked into it must swim.

Difficult Terrain: Thick roots and uneven ground in some parts of the chamber form difficult terrain. The arboreans and the dire boar in this chamber ignore all difficult terrain here. They are familiar with the room and know how to move across the thick roots and uneven ground at full speed.

Secret Doors: The secret doors in this chamber consist of wooden panels woven with branches taken from the thickets. They hide ambush points where the arboreal reapers wait for intruders. Spotting a secret door requires a DC 28 Perception check. Once spotted, the panels can be easily opened with a move action. A creature inside one of the hidden areas can see out through the secret door, but a creature outside cannot see into the hidden space.

ENCOUNTER C2: THE WELL

Encounter Level 7 (1,850 XP)

SETUP

Arborean reaper (R)
3 shambling mounds (M)
Satyr piper (S)

Location 7: The arboreans worship the spirits of their ancestors. They believe that when an arborean dies, its soul inhabits the sacred gardens that the tribe tends. During times of need, such as in the face of an attacking enemy, the arboreans call upon these ancestral spirits to animate the gardens and produce an arborean plant terror, an animated mass of roots, vines, dirt, and rock. The arborean tribe locked within the Pyramid of Shadows managed to create a small garden (see Location 8, Encounter C3) and can call upon a plant terror to help protect them. Three shambling mounds, spawned to guard that garden, lurk here.

This chamber features a deep hole dug into the ground by the arboreans in a futile effort to escape the pyramid. The shambling mounds lurk in the pit. An honor guard of an arborean reaper and a satyr piper stand watch over the shambling mounds and help them repel any attackers.

When the adventurers enter this area, read or paraphrase the following:

Someone or something has dug a deep hole in this chamber. The floor is thick, loamy soil, and a wide pit with sharply sloped sides dominates the center of the chamber. On the sides and at the bottom of the pit are what looks like several masses of vines, rocks, and soil, all pressed into 10-foot wide clumps. Across the pit stands a creature with goatlike horns, holding a set of reed pipes. A longbow is slung over its shoulder.

Arborean Reaper (R)		Level 7 Soldier	
Medium natural humanoid (plant)		XP 300	
Initiative +6	Senses Perception +5		
HP 81; Bloodied 40			
AC 23; Fortitude 20, Reflex 18, Will 19			
Vulnerable 5 fire (pushed 1 square when it takes fire damage)			
Speed 6			
⚔ Scythe (standard; at-will) ♦ Weapon			
+14 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the arborean reaper's next turn.			
↖ Needle Volley (standard; encounter) ♦ Poison			
Close blast 3; +12 vs. Fortitude; 2d6 + 4 damage, and the target is slowed (save ends).			
Alignment Evil	Languages Common, Elven		
Skills Nature +10			
Str 15 (+5)	Dex 13 (+4)	Wis 14 (+5)	
Con 17 (+6)	Int 9 (+2)	Cha 11 (+3)	
Equipment blood-stained robes, scythe			

3 Shambling Mounds (M)		Level 9 Brute	
Large natural animate (plant)		XP 400 each	
Initiative +5	Senses Perception +4; darkvision		
HP 120; Bloodied 60			
Regeneration 5			
AC 21; Fortitude 23, Reflex 18, Will 17			
Immune lightning; see also lightning affinity			
Speed 4 (swamp walk)			
⚡ Tendrils (standard; at-will)			
Reach 2; +12 vs. AC; 1d8 + 6 damage.			
⚡ Enveloping Double Attack (standard; at-will) ♦ Healing			
The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. <i>Secondary Attack:</i> +12 vs. Fortitude; the target is pulled into the shambling mound's space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mound's turn each round, the enveloped target takes 10 damage and the shambling mound regains 10 hit points. The shambling mound can envelop up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.			
⚡ Lightning Affinity (immediate reaction, when hit by a lightning attack; at-will) ♦ Healing			
The shambling mound regains 10 hit points.			
Alignment Unaligned		Languages –	
Skills Stealth +10			
Str 22 (+10)	Dex 12 (+5)	Wis 10 (+4)	
Con 20 (+9)	Int 5 (+1)	Cha 10 (+4)	

Satyr Piper (S)		Level 8 Controller (Leader)	
Medium fey humanoid		XP 350	
Initiative +8	Senses Perception +10; low-light vision		
HP 86; Bloodied 43			
AC 22; Fortitude 18, Reflex 20, Will 21			
Speed 6			
⚡ Gore (standard; at-will)			
+11 vs. AC; 1d8 damage, and the target is knocked prone.			
⚡ Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +12 vs. AC; 1d10 + 4 damage.			
↖ Wooden Pipes (standard; sustain standard; at-will)			
Close burst 5; deafened creatures are immune; the satyr piper plays one of the following tunes on its pipes.			
Dazing Melody (Charm): Targets enemies; +11 vs. Will; the target is dazed until the end of the satyr piper's next turn. The piper must make a new attack roll when it sustains this effect.			
Feral Overture: Allies in the burst gain a +1 bonus to attack rolls and a +2 bonus to damage rolls until the end of the satyr piper's next turn.			
Leaping Stag Dance: Allies in the burst can shift 2 squares immediately.			
Song of Freedom: Allies in the burst can each make a free saving throw against an effect that a save can end.			
Alignment Unaligned		Languages Elven	
Skills Bluff +14, Nature +10, Stealth +13			
Str 10 (+4)	Dex 18 (+8)	Wis 13 (+5)	
Con 14 (+6)	Int 13 (+5)	Cha 20 (+9)	
Equipment longbow, quiver of 30 arrows, wooden pipes			

TACTICS

The shambling mounds attempt to drag intruders down into their pit, while the reaper and the satyr support the shambling mounds by driving adventurers into the pit and preventing them from escaping the chamber.

The shambling mounds lunge at the nearest intruders in frenzied attempts to feast upon them. They try to remain in the pit, using their reach to pull adventurers into the dirt slopes and trap them (see “Features of the Area” for details).

The arboreal reaper starts the encounter in an empty chamber to the east. At the first sign of combat, it rushes out to aid the shambling mounds. It uses needle volley to slow down characters in the pit, a particularly devastating tactic against adventurers trying to clamber up the slope. It then wades into melee, attacking the party’s best melee fighters to mark them and leave them less capable of fighting the shambling mounds.

The satyr piper allied with the arboreans out of a sense of self-preservation. His name is Andaran, and he was drawn into the Pyramid of Shadows through a stroke of terrible luck. Amoral and supremely self-centered, he uses his longbow and his wooden pipes to hamper the adventurers. He dazes characters in the pit to hamper their efforts to escape and fires arrows at the party’s ranged combatants. See the sidebar on this page for additional information about Andaran.

FEATURES OF THE AREA

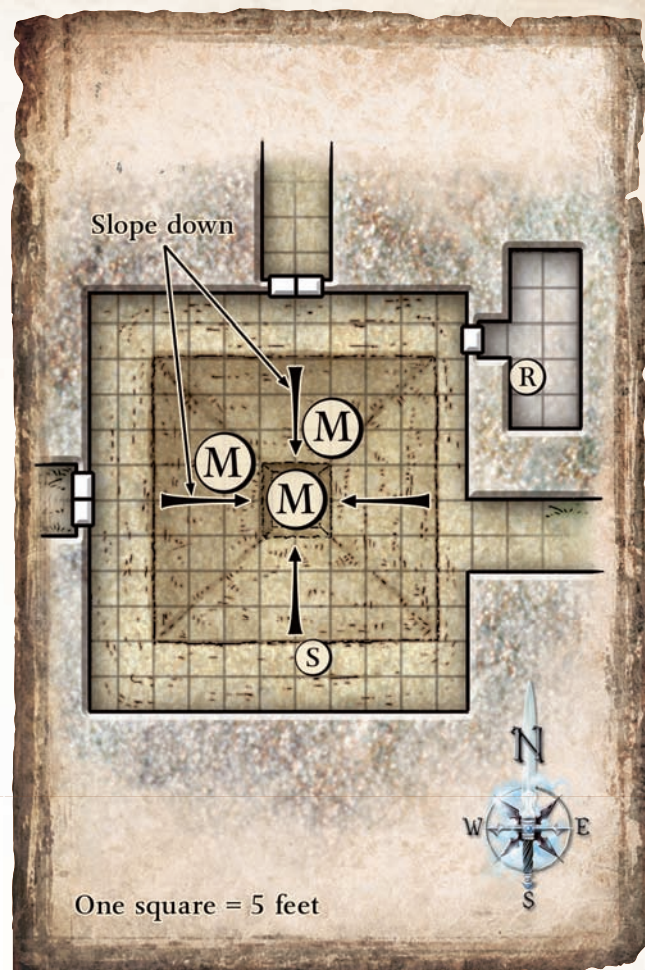
Illumination: Dimly lit.

Pit: The pit in the middle of the room is this area’s only notable feature. The pit has sharply sloped sides that drop 15 feet down to a flat, 10-foot by 10-foot space at the bottom. Sliding down into the pit isn’t as deadly as making a straight 15-foot drop. Creatures that slide to the bottom of the pit take half damage from the fall (roll 1d10 and divide the result in half, minimum of 1 point of damage).

Moving up the pit’s sides costs 3 squares of movement per square. Moving down is easier. A creature that begins its turn on the pit’s sides slides 1 square toward the bottom.

A creature moving on the pit’s slopes has trouble defending against opportunity attacks. Such attacks gain a +2 bonus to hit, since the treacherous terrain causes a creature to lose its balance and have trouble gaining proper footing.

The shambling mounds and all Large or bigger creatures ignore the effects of the slope terrain, but the satyr and the arboreal reaper suffer its effects as described above. For this reason, the arboreal and the satyr do everything they can to avoid sliding into the pit.



ENCOUNTER C2: THE WELL

A SATYR'S TALE

If two of the shambling mounds are slain, Andaran flees to the west (Location 8, Encounter C3). In that chamber, he aids the defenders to the best of his abilities, yet takes care to keep the ettercaps and arboreans there between himself and the invading adventurers.

If Andaran is the last of the arboreal forces left standing, he surrenders and offers to aid the adventurers. Should the party accept the satyr’s offer, he uses his music to help them in combat but avoids engaging in melee at all costs. The first time the party rests, Andaran tries to steal any gold or potions he can and flees to a previously cleared area of the pyramid. He might strike up a new alliance with another group of monsters in the pyramid.

Andaran is a braggart and a loud mouth who talks a big game but rarely backs it up with action. He is driven by a sense of cowardice mixed with self-preservation, and prefers to team with a faction that offers him safety and requires as little work as possible in return. If the adventurers encounter him again later in their travels through the pyramid, he fights to the death.

ENCOUNTER C3: THE BLACK MEADOW

Encounter Level 5 (975 XP)

SETUP

- 2 arborean watchers (W)
- Ettercap fang guard (F)
- Ettercap webspinner (E)

Location 8: This chamber has been converted to a dark meadow, a place where the arboreans tend to plants that hold the spirits of their departed elders. The arboreans have been trapped within the pyramid long enough to recreate their culture (such as it is) to the best of their ability.

This is sacred ground, and the arboreans rely on the defenders in other parts of their controlled area to keep intruders away. As noted in Location 9 (Encounter C4), the arboreans make a last stand here only if they are sorely pressed. If the adventurers enter into this chamber before visiting Location 9, they likely face a relatively easy fight.

The arboreans have woven illusions to make this room appear outdoors, but it is located within the pyramid.

When the adventurers enter, read the following:

The door to this chamber opens to the outdoors. A fresh breeze greets you as you take in the sight of a ring of lush, green trees. In the distance, you can see that a forest stretches off to the horizon. You are atop a towering hill, which offers a wondrous view of the forest all around you. As your eyes adjust to the bright glare of the noonday sun, you notice several stone plinths and a runic circle in the middle of the ring of trees.

2 Arborean Watchers (W)	Level 7 Lurker
Medium natural humanoid (plant)	XP 300 each
Initiative +10	Senses Perception +10
HP 65; Bloodied 32	
AC 21; Fortitude 19, Reflex 20, Will 18	
Vulnerable 5 fire (pushed 1 square when it takes fire damage)	
Speed 7	
⬇ Short Sword (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d6 + 4 damage.	
↩ Vine Plague (standard; encounter)	
Close burst 2; +10 vs. Reflex; 1d6 + 4 damage, and the target is immobilized (save ends).	
Combat Advantage	
When the arborean watcher has combat advantage, its melee attacks deal 2d6 extra damage on a hit.	
Arboreal Veil (minor; at-will) ♦ Illusion	
If no enemy is within 3 squares, the arborean watcher gains invisibility until the end of its next turn.	
Alignment Evil	Languages Common, Elven
Skills Athletics +10, Stealth +11	
Str 14 (+5)	Dex 17 (+6) Wis 15 (+5)
Con 17 (+6)	Int 11 (+3) Cha 12 (+4)
Equipment robes, short sword	

Ettercap Fang Guard (F)	Level 4 Soldier
Medium natural humanoid (spider)	XP 175
Initiative +6	Senses Perception +3
HP 56; Bloodied 28	
AC 20; Fortitude 17, Reflex 16, Will 15	
Resist 10 poison	
Speed 5, climb 5 (spider climb); see also <i>web walker</i>	
⬇ Greataxe (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
⬇ Spider Bite (standard; at-will) ♦ Poison	
Requires combat advantage; +9 vs. AC; 1d6 + 4 damage. If the attack hits, the ettercap makes a secondary attack against the same target. Secondary Attack: +7 vs. Fortitude; the target is stunned until the end of the ettercap's next turn and takes ongoing 5 poison damage (save ends).	
⬇ Web Tangle (standard; at-will)	
+7 vs. Reflex; the target is immobilized (save ends).	
Web Reaper	
The ettercap fang guard gains a +2 bonus to attack rolls and deals an extra 2 damage against restrained and immobilized creatures.	
Web Walker	
An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.	
Alignment Unaligned	Languages –
Skills Stealth +9	
Str 16 (+5)	Dex 14 (+4) Wis 13 (+3)
Con 16 (+5)	Int 5 (-1) Cha 11 (+2)
Equipment leather armor, greataxe	

Ettercap Webspinner (E)	Level 5 Controller
Medium natural humanoid (spider)	XP 200
Initiative +4	Senses Perception +9
HP 64; Bloodied 32	
AC 18; Fortitude 17, Reflex 16, Will 16	
Resist 10 poison	
Speed 5, climb 5 (spider climb); see also <i>web walker</i>	
⬇ Longspear (standard; at-will) ♦ Weapon	
Reach 2, +10 vs. AC; 1d10 + 3 damage.	
⬇ Spider Bite (standard; at-will) ♦ Poison	
Requires combat advantage; +10 vs. AC; 1d6 + 3 damage, and the ettercap makes a secondary attack against the same target. Secondary Attack: +8 vs. Fortitude; ongoing 5 poison damage (save ends).	
↘ Web Net (minor 1/round; at-will)	
Ranged 5; +9 vs. Reflex; the target is restrained (save ends).	
✳ Webbed Terrain (standard; recharge [E]) ♦ Zone	
Area burst 2 within 10; +9 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.	
Web Walker	
An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.	
Alignment Unaligned	Languages –
Skills Stealth +9	
Str 16 (+5)	Dex 14 (+4) Wis 15 (+4)
Con 16 (+5)	Int 5 (-1) Cha 13 (+3)
Equipment leather armor, longspear	

TACTICS

The creatures in this chamber begin the encounter in hiding. They use the concealment offered by the trees to remain out of sight until they spring their attack. The monsters prefer to strike once the party has entered the ring of trees, so that the watchers can better attack from multiple directions.

The ettercaps in this room attempt to contain the intruders, allowing the arboreal watchers to wreck havoc on the adventurers with their bonus combat advantage damage. Like the satyr in Location 7 (Encounter C2), the ettercaps have allied with the arboreans out of a sense of self-preservation.

The web spinner tries to catch as many characters in its *webbed terrain* as possible. It then moves to the edge of the melee, trying to keep 5 squares away from the adventurers as it continues to snipe at them with its *web net*. It resorts to melee only if it is cornered or if the adventurers are all immobilized.

The fang guard uses its *web tangle* to immobilize characters, and then attacks them in melee to gain its bonus damage. As the lone soldier in the group, it tries to hold back characters. Its job is to contain enemies with its web powers, setting up the arboreal watchers to do the bulk of the damage. Thus, it prefers to immobilize rather than make melee attacks unless a character is already immobilized.

The arboreal watchers start the encounter invisible, thanks to their *arboreal veil* ability. They rely on the ettercaps to slow down and immobilize the intruders. An immobilized character becomes the target of their attacks, as they charge in under the effects of invisibility, make an attack, then use a move action to escape back into the trees. If the adventurers pursue the watchers, the watchers lead them on a chase through the chamber, hoping that the ettercaps can slow down the pursuers and allow them a moment to go back into hiding.

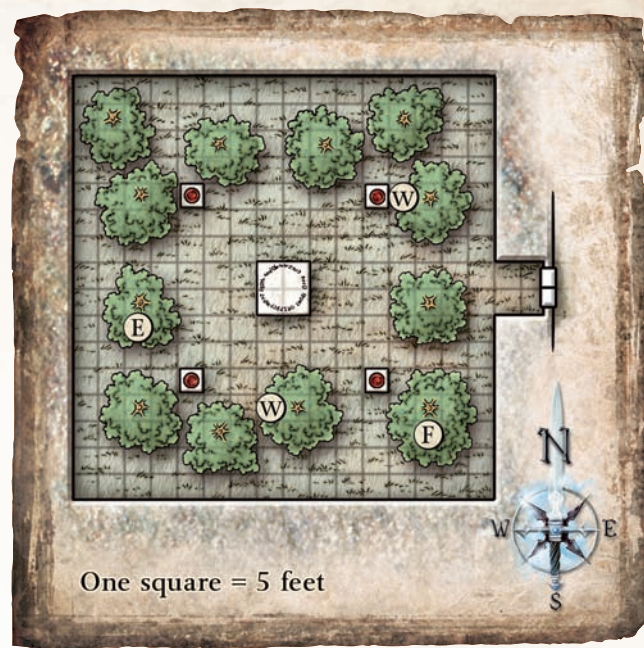
FEATURES OF THE AREA

Illumination: The illusory sun bathes the room in bright light.

Plinths: The plinths in this room are purely decorative, though they do provide cover and block movement. They are erected here to mark this place as sacred ground. They hold no special magical powers.

Trees: The trees have thick, lush overgrowth that provides concealment to anyone who stands in a square filled by a tree. The tree trunks, as marked on the map, count as difficult terrain and also provide cover.

Runes: The runic circle is infused with primal magic cultivated by the arboreans. Anyone who violates the sanctity of the meadow suffers grave consequences. Any creature, including arboreans and other monsters, that steps on the runes takes 1d10 necrotic damage, is pushed 4 squares, and is knocked prone. The spirits of the



ENCOUNTER C3: THE BLACK MEADOW

arboreal grove react violently to any intrusions on their sacred resting place.

Illusory Forest: The room's true size is as shown on the map. Day and night passes here as part of the ongoing illusion, with the sun rising into the sky and setting as night returns. The adventurers can camp here if they find the other areas of the pyramid claustrophobic. If an adventurer tries to explore the forest, however, he or she bumps into the edge of the wall. During combat, characters who unwittingly try to walk through a wall immediately end their movement. The creatures here might try to use this to their advantage by luring the adventurers close to the walls.

ENCOUNTER C4: TEMPLE OF VERDANT RAGE

Encounter Level 9 (2,200 XP)

SETUP

- Arboreal speaker (S)
- Cave bear (B)
- Arboreal plant terror (T)

Location 9: A temple dedicated to the arboreans' strange cult has been erected here under the direction of their leader, a speaker named Camnor. Camnor is a ferocious warrior who fights alongside his pet cave bear and the arborean's living god, the plant terror.

When the adventurers enter this chamber, show the players "View of the Temple" on page 24 of *Adventure Book One* and read the following:

As you enter this chamber, you see a huge, well-lit room that is obviously a temple of some sort. The floor here is thick, soft loam. Large trees grow in the chamber. At the far end of the room stand a stone altar and several stone monoliths. A pool of water fills the chamber's southeast corner. Near the altar stand three creatures: a strange, plantlike beast, a towering bear, and another of the plant humanoids similar to the others you fought in this section of the pyramid.

Arboreal Plant Terror (T) **Level 11 Elite Brute**
Large natural animate (plant) XP 1,200

Initiative +7 **Senses Perception** +9
Gnarled Roots The area adjacent to the plant terror is difficult terrain.
HP 286; **Bloodied** 143
AC 23; **Fortitude** 25, **Reflex** 21, **Will** 23
Vulnerable 5 fire (pushed 1 square when it takes fire damage)
Speed 5

⊕ **Vine** (standard; at-will)
Reach 2; +14 vs. AC; 2d8+6 damage, and the target slides 1 square.

‡ **Vine Flurry** (standard; at-will)
The plant terror makes two basic attacks, one each against two different targets.

Blood Devourer
When a plant terror damages a bloodied foe with a melee attack, it regains 10 hit points.

Vicious Opportunist
The plant terror gains a +2 bonus to attack rolls and a +5 bonus to damage when it makes opportunity attacks.

Threatening Reach
The plant terror can make opportunity attacks against all enemies within its reach (2 squares).

Alignment Evil **Languages** –
Str 22 (+11) **Dex** 14 (+7) **Wis** 18 (+9)
Con 23 (+11) **Int** 11 (+5) **Cha** 19 (+9)

Arboreal Speaker (S) **Level 10 Controller (Leader)**
Medium natural humanoid (plant) XP 500

Initiative +8 **Senses Perception** +5
Poison Spores (Poison) aura 5; enemies that enter or start their turns in the aura take 5 poison damage.

HP 109; **Bloodied** 54
AC 24; **Fortitude** 23, **Reflex** 21, **Will** 23
Vulnerable 5 fire (pushed 1 square when it takes fire damage)
Speed 6

⊕ **Scythe** (standard; at-will) ♦ **Poison, Weapon**
+15 vs. AC; 1d10 + 2 damage, and ongoing 5 poison damage and the target is slowed (save ends both).

◀ **Invigorating Spores** (standard; at-will)
Close burst 5; allies within burst regain 5 hit points and immediately shift 3 squares.

◀ **Choking Spores** (standard; recharge ☒ ☒) ♦ **Poison**
Close burst 5; +14 vs. Fortitude; enemies within burst take 2d4 + 4 poison damage and are dazed and take ongoing 5 poison damage (save ends both).

Alignment Evil **Languages** Common, Elven
Skills Diplomacy +13, **Insight** +15, **Nature** +15
Str 16 (+8) **Dex** 17 (+8) **Wis** 20 (+10)
Con 21 (+10) **Int** 14 (+7) **Cha** 17 (+8)
Equipment robes, scythe

Cave Bear (B) **Level 6 Elite Brute**
Medium natural beast XP 500

Initiative +4 **Senses Perception** +5; darkvision
HP 170; **Bloodied** 85
AC 20; **Fortitude** 21, **Reflex** 17, **Will** 18
Saving Throws +2
Speed 8

Action Points 1
⊕ **Claw** (standard; at-will)
+10 vs. AC; 1d8 + 5 damage.

◀ **Cave Bear Frenzy** (standard; recharge ☒ ☒)
Close burst 1; targets enemies; +10 vs. AC; 1d8 + 5 damage.

Alignment Unaligned **Languages** –
Str 20 (+8) **Dex** 13 (+4) **Wis** 14 (+5)
Con 15 (+5) **Int** 2 (-1) **Cha** 12 (+4)

TACTICS

The arboreans in this room put up a ferocious defense, since they are loath to surrender what they see as the key to their tribal culture. If they have no other choice, they retreat to Location 8 (Encounter C3).

The plants and religious idols in this chamber rise up against intruders. Be sure to review the effects listed below under "Features of the Area."

Camnor, the arborean speaker, has several short-range abilities, so he attempts to stay at the edge of the melee. He uses his aura to harm the adventurers, employing *choking spores* only if it can hit more than one character. Otherwise, he uses that attack if he is isolated by the party. In that

case, he tries to daze an adventurer and then run away, preferably escaping beyond the range of a charge attack.

Camnor avoids melee unless he can engage a bloodied character, at which point he moves in for the kill. Otherwise he uses *invigorating spores* to aid his allies in the battle. The speaker's allies shift to form flanks without risking opportunity attacks.

Camnor has a close connection to the cave bear. The speaker gains a +2 bonus to attack rolls against any character who injures the bear. If the bear is slain, Camnor gains this bonus to all attacks. The bonus lasts until the end of the encounter.

Under Camnor's command, the dire bear attempts to rush past the adventurers along one edge of the room and attack from behind. It tries to flank with the rampaging plant terror, but it gladly chases and pounces upon poorly equipped adventurers who might make easy prey. It fights to the death in the service of its master.

The plant terror uses simple tactics. It rampages forward, eager to attack the intruders. It is smart enough to try to lure the characters into the room, readying an action to charge rather than rushing forward and leaving the bear and Camnor waiting too far behind. More importantly, the plant terror can grab and uproot the monoliths and trees that grow in this place. So great is its anger at the party's intrusion that it tears apart this temple to crush the adventurers.

FEATURES OF THE AREA

Illumination: Brightly lit.

Trees: The area covered by the tree's branches provides concealment. The trunk blocks movement and provides cover to anyone standing adjacent to it.

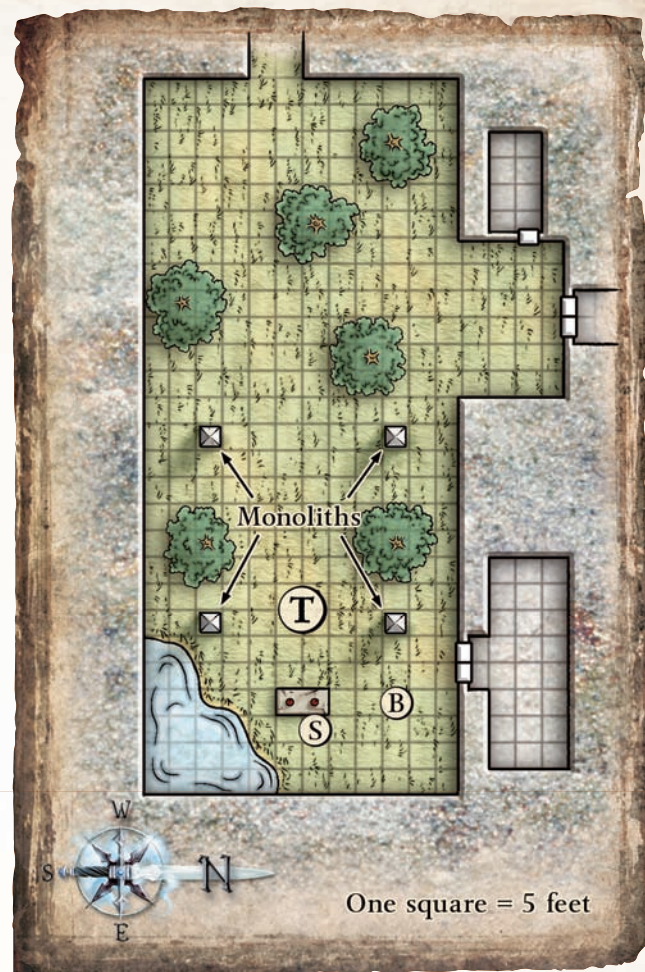
The trees in this chamber are infused with evil divine magic. Any character who begins his or her turn adjacent to or in a square covered by a tree is subject to a +14 attack vs. AC. On a hit, this attack deals 1d6 + 3 damage. The trees lunge and batter at intruders. This effect ends if Camnor drops to 0 or fewer hit points.

Altar and Monoliths: These crude stone objects provide cover and block movement. In addition, Camnor imbued them with fell, divine magic. During the battle

SPECIAL ATTACKS

As a standard action, the plant terror can grab and uproot a tree. Characters within 2 squares of the tree's trunk receive a +14 attack vs. Fortitude as the tree is pulled from the ground. On a hit, the attack knocks a character prone.

The plant terror can also grab and throw the monoliths. This attack has a range of 10 attack; make a +14 attack vs. Reflex. On a hit, the target takes 2d6 + 7 damage; the attack deals half damage on a miss. In addition, 1 square occupied by the target and all squares adjacent to that square become difficult terrain from the shattered monolith's rubble.



here, the altar and monoliths glow with a green aura. When Camnor uses a close burst power, he can choose to center the effect on himself or one of the monoliths. In addition, adventurers who begin their turn adjacent to the altar are slowed until the end of their turn, as the grass around the altar grabs at the characters' feet.

If the plant terror uses a monolith as a weapon, the monolith is smashed and the green aura immediately fades. Camnor can no longer use that monolith as the origin square for one of his close burst powers.

Water: The pool of water is 3 feet deep at its edge squares, 10 feet deep elsewhere. Characters who enter the pool for whatever reason must swim. In addition, the arboreans' foul magic has made the water poisonous to their enemies. Any PC who enters the water receives a +10 attack vs. Fortitude. On a hit, the character takes ongoing 5 poison damage (save ends).

Treasure: If the adventurers search the small room to the northeast, buried amid soil, tree clippings, and loose rocks piled high in this storage space, they can find a *guardian shield* (heroic tier). This requires 10 minutes of searching and a DC 21 Perception check. See the *Player's Handbook* for details on this magic item.

ENCOUNTER C5: VINES OF DEATH

Encounter Level 8 (1,700 XP)

SETUP

- 2 quickling runners (Q)
- Arboreal watcher (W)
- 2 arboreal reapers (R)

Location 10: Similar to Location 6 (Encounter C1), this chamber provides a living defensive rampart that consists of plants cultivated to serve as a significant barrier against attackers. Three arboreans and a pair of quicklings watch over this place. Note that instead of a hedge maze, this chamber is divided by thick curtains of vines that hang from above.

When the adventurers enter this chamber, read the following:

This dimly lit chamber is noticeably hotter and more humid than the other areas of the dungeon. Thick green vines grow from the ceiling down to the floor in massive clumps, forming dense curtains that block your view of the chamber. It looks like the vines have grown to form a sort of maze. The floor and ceiling of this place consists of bare, hard-packed soil that is cracked and broken in places.

Arboreal Watcher (W)	Level 7 Lurker
Medium natural humanoid (plant)	XP 300
Initiative +10	Senses Perception +10
HP 65; Bloodied 32	
AC 21; Fortitude 19, Reflex 20, Will 18	
Vulnerable 5 fire (pushed 1 square when it takes fire damage)	
Speed 7	
⊕ Short Sword (standard; at-will) ◆ Weapon	
+12 vs. AC; 2d6 + 4 damage.	
↵ Vine Plague (standard; encounter)	
Close burst 2; +10 vs. Reflex; 1d6 + 4 damage, and the target is immobilized (save ends).	
Combat Advantage	
When the arboreal watcher has combat advantage, its melee attacks deal 2d6 extra damage on a hit.	
Arboreal Veil (minor; at-will) ◆ Illusion	
If no enemy is within 3 squares, the arboreal watcher gains invisibility until the end of its next turn.	
Alignment Evil	Languages Common, Elven
Skills Athletics +10, Stealth +11	
Str 14 (+5)	Dex 17 (+6) Wis 15 (+5)
Con 17 (+6)	Int 11 (+3) Cha 12 (+4)
Equipment robes, short sword	

When the quicklings attack, read:

A small, silver-gray blur emerges from the thick curtain of vines. It laughs and seems to taunt you in its singsong language as it slices at you with a wickedly sharp short sword. Then, before you can react, it darts back into the canopy of vines.

2 Arboreal Reapers (R)	Level 7 Soldier
Medium natural humanoid (plant)	XP 300 each
Initiative +6	Senses Perception +5
HP 81; Bloodied 40	
AC 23; Fortitude 20, Reflex 18, Will 19	
Vulnerable 5 fire (pushed 1 square when it takes fire damage)	
Speed 6	
⊕ Scythe (standard; at-will) ◆ Weapon	
+14 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the arboreal reaper's next turn.	
↵ Needle Volley (standard; encounter) ◆ Poison	
Close blast 3; +12 vs. Fortitude; 2d6 + 4 damage, and the target is slowed (save ends).	
Alignment Evil	Languages Common, Elven
Skills Nature +10	
Str 15 (+5)	Dex 13 (+4) Wis 14 (+5)
Con 17 (+6)	Int 9 (+2) Cha 11 (+3)
Equipment blood-stained robes, scythe	

2 Quickling Runners (Q)	Level 9 Skirmisher
Small fey humanoid	XP 400 each
Initiative +13	Senses Perception +7; low-light vision
HP 96; Bloodied 48	
AC 24 (28 against opportunity attacks); Fortitude 20, Reflex 24, Will 20	
Speed 12, climb 6; see also <i>fey shift</i> and <i>quick cuts</i>	
⊕ Short Sword (standard; at-will) ◆ Weapon	
+14 vs. AC; 1d6 + 7 damage.	
⊕ Quick Cuts (standard; at-will) ◆ Weapon	
The quickling moves its speed. At any two points during its move, the quickling makes a melee basic attack at a -2 penalty. The quickling cannot use this power while immobilized or slowed.	
Fey Shift (standard; encounter)	
The quickling runner shifts 10 squares.	
Maintain Mobility (minor; recharge ⓂⓂⓂ)	
An immobilized quickling runner is no longer immobilized.	
Alignment Evil	Languages Elven
Skills Acrobatics +21, Bluff +9, Stealth +16	
Str 9 (+3) Dex 24 (+11) Wis 17 (+7)	
Con 16 (+7) Int 14 (+6) Cha 10 (+4)	
Equipment short sword	

TACTICS

The arboreal reapers attempt to slow down the adventurers while the two quicklings dash in and out of melee to whittle down the party's vitality. Meanwhile, the arboreal watcher keeps to the edge of the conflict, waiting for just the right moment to dash in and deliver a deadly blow.

The thick vines offer a major hindrance to the adventurers, yet the monsters in this room can move through them with relative ease. See "Features of the Area" for more information.

The reapers patrol the passages between the hanging curtains of vines, keeping watch on the two entrances to the room as they walk a circuit. If they spot intruders, they yell for help and rush forward to engage intruders. They start the fight using their *needle volley* ability to prevent intruders from running past them and into the chambers beyond.

The reapers fight to the death. Once engaged, they fight on even if the adventurers attempt to flee. They give up the chase only if the intruders leave the arboreans' region of the pyramid.

If the reapers are aware of the party and the characters do not yet know about them, these arboreans try to attack the party by moving through the vines (see below). This tactic makes it easier for the reapers to attack weaker party members or flank a fighter or paladin.

The watcher prefers to let the fight progress for a couple of rounds before becoming involved in the melee. It waits for an opportune moment before invisibly slipping into the midst of the party and using either *vine plague* to trap the characters or a deadly short sword attack with combat advantage against a bloodied or lightly armored character.

Once joined in the fight, the watcher attempts to flank with its allies or, if wounded or if no flank is available, it risks opportunity attacks to escape and use *arboreal veil*.

The nasty little quicklings never remain still and are probably the first of the enemies to emerge and attack the adventurers. They rush past the party, using their *quick cuts* attack over and over again. The quicklings are arrogant enough to disregard opportunity attacks. Even if struck by such attacks, they chalk it up to bad luck rather than any skill on the part of the intruders. However, the quicklings take care to avoid any characters with the power to stop them, such as a fighter's ability to prevent movement with a successful opportunity attack.

The quicklings taunt the adventurers and attempt to lead them into poor positions, such as a flank with a reaper or a spot where the invisible watcher can pounce on a poorly armored foe.

The quicklings particularly enjoy attacking slowed or immobilized targets. They even spend time running around such foes, dashing in circles simply to show off

their superiority. They move through the vines (see below) and emerge to attack the adventurers, turning their already impressive speed into an even bigger advantage as the characters must either spend a few rounds moving through the vines or run all the way around the living curtains to try to catch the evil fey.

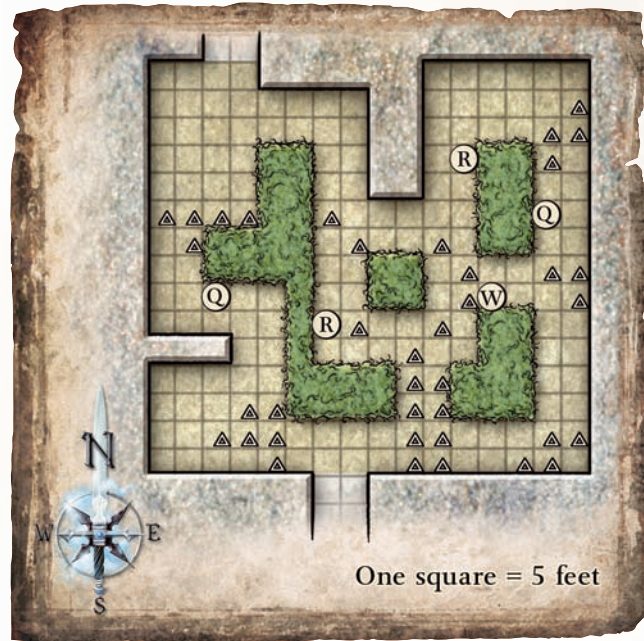
FEATURES OF THE AREA

The difficult terrain and the wall-like vine growths in this chamber have special rules associated with them.

Illumination: Dimly lit.

Difficult Terrain: The squares marked as difficult terrain represent places where the hard-packed soil is particularly cracked and broken. Care must be taken to traverse these squares, especially by those not familiar with the area. The monsters in this chamber have carefully studied the broken ground in this room. They can move over these squares with ease, allowing them to ignore the effects of the difficult terrain. The adventurers, however, don't have that option.

Vines: The vines dangle from the ceiling in thick, clinging curtains that are heavy enough to prevent movement. An adventurer is considered slowed while moving through squares filled with the hanging vines; they can only move 2 squares before their movement ends. The monsters in this room, due to their close connection to the plants that grow in this area, treat the vines as difficult terrain. They can move through them, albeit at a slower speed than normal, and take advantage of this as noted above in their tactics. A creature standing in the vines gains cover. The vines block line of sight.



ENCOUNTER G1: GUARD CHAMBER

Encounter Level 9 (2,000 XP)

SETUP

- 3 human outlaws (O)
- 2 human archers (A)
- Inferno room/teleport hall trap (T)

Location 11: A gang of criminals led by the dragonborn Gharash Vren was recently drawn into the Pyramid of Shadows and has staked out this network of chambers (Locations 11–13) as its own. The criminals are on constant alert against attacks from the lizardfolk in Location 5 and other intruders. The sound of combat in Location 5 brings these guards to the barricade at the ready, but even with no warning at least one guard stays within 5 squares of the barricade at all times. Gharash has been uneasy since entering the pyramid, and he has worked his followers into a paranoid frenzy that makes them all highly alert for danger.

When the adventurers enter the room from Location 5, read:

A heap of debris—crates and barrels, broken weapons, shields, logs, and other materials—forms a barricade dividing this room in half. On the near side of the barricade, a heavy door leads to the east. Five figures stand arrayed behind the barricade, obviously waiting for you to arrive.

If the adventurers enter the area from Location 13, read:

This plain room features two doors on the far wall and a strange bronze panel to your left. A thicket of levers sprouts from the panel, which is positioned beneath a silvered mirror set at a human's eye level.

3 Human Outlaws (O)		Level 8 Soldier
Medium natural humanoid		XP 350 each
Initiative +8	Senses Perception +4	
HP 87; Bloodied 43		
AC 24; Fortitude 21, Reflex 20, Will 19		
Speed 5		
⊕ Halberd (standard; at-will) ♦ Weapon		
Reach 2; +15 vs. AC; 1d10 + 7 damage, and the target is marked until the end of the outlaw's next turn.		
⊕ Pushback Strike (standard; recharge ☒ ☒) ♦ Weapon		
Requires halberd; reach 2; +15 vs. AC; 1d10 +10 damage, and the target is pushed 1 square and knocked prone.		
⤵ Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +11 vs. AC; 1d8 + 4 damage.		
Alignment Unaligned		Languages Common
Str 16 (+7)	Dex 14 (+6)	Wis 11 (+4)
Con 15 (+6)	Int 10 (+4)	Cha 12 (+5)
Equipment chainmail, halberd, crossbow, quiver of 20 bolts		

2 Human Archers (A)		Level 7 Artillery
Medium natural humanoid		XP 300 each
Initiative +6	Senses Perception +4	
HP 62; Bloodied 31		
AC 19; Fortitude 18, Reflex 19, Will 17		
Speed 6		
⊕ Club (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d6 + 2 damage.		
⤵ Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +14 vs. AC; 2d8 + 3 damage.		
⤵ Bullseye Bolt (standard; recharge ☒ ☒)		
Ranged 15/30; +14 vs. AC; 3d8 + 3 damage and the target is dazed (save ends).		
Alignment Unaligned		Languages Common
Str 14 (+5)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 12 (+4)	Cha 13 (+4)
Equipment club, crossbow, 20 bolts		

TACTICS

The five criminals have been ordered to protect this area at all costs. They know how the traps in this area work, and they have come up with tactics that take advantage of the traps when they get into a battle.

The criminals respond to any sound of approaching intruders by positioning themselves behind the barricade. The outlaws use their halberds to attack across the barricade, pushing characters back before they can scramble over. The archers make the most of the cover the barricade offers while loosing their crossbows at characters as they appear at the top of the stairs or those that hang back.

As soon as a character attempts to open the door leading into the inferno hall, one of the archers runs to the control panel. It takes the archer 1 round to reach the far room (the guards leave the doors open for quick movement). In the second round, the archer moves up to the panel and uses a standard action to pull a lever if a character is inside the inferno hall at the time. If a character has already passed the dangerous part of the inferno hall, the archer calls for help, and an outlaw runs to his aid. The outlaw tries to push the character back into the inferno hall so that the archer can spring the trap.

As long as an archer remains at the control panel, he readies an action each round to pull both levers if a character enters either the inferno hall or the teleport hall (see “Features of the Area” for details).

When one or more characters crosses the barricade, both archers flee to the eastern chamber and take up positions beside the control panel. One readies actions to pull levers, while the other readies crossbow attacks (including *bullseye bolt* when it's available) to use against characters who enter the room.

If the characters enter this area from Location 13, the guards are less prepared for the attack. They try to get into the western room and pull the characters through either trapped hallway after them, while attempting to leave one of their number behind to activate the control panel.

FEATURES OF THE AREA

Illumination: Dimly lit.

Barricade: The criminals erected a makeshift barricade across the western room, using heaped furniture, crates, barrels, and other debris. The barricade is 4 feet high. A creature adjacent to the barricade has cover against attacks made across it. A character can scramble across the barricade (moving at half speed) with a DC 19 Athletics check, but failure means the character falls in among the debris of the barricade and is restrained until he makes a successful check with another move action.

Doors: The doors leading in and out of the inferno hall are stuck, requiring a DC 21 Strength check (standard action) to open. The doors leading in and out of the teleport hall open freely.

Inferno Hall and Teleport Hall: The two halls connecting the eastern and western rooms are part of an elaborate trap operated from a control panel in the eastern room. One lever on the panel activates the magic of the southern hall, instantly teleporting every creature in the hall to random squares in the northern hall. Another lever sends jets of flame spewing into the northern hall (the inferno hall), incinerating creatures within. (Additional levers control the intensity of the fiery jets and activate or deactivate specific jets, but the criminals do not adjust these levers in the course of the encounter.)

A character can pull one or two levers as a standard action. Typically, a criminal uses a readied action to pull

Inferno Room/Teleport Hall

Level 8 Blaster

Trap

XP 350

In a flash of light, you are suddenly transported from the narrow hall into a larger chamber. Then, flames erupt all around you as the room becomes an inferno.

Trap: With the touch of a lever, the large northern hall is filled with fire. Another lever teleports any character in the southern hallway into the fiery chamber.

Perception

- ◆ DC 20: A character in the inferno hall notices nozzles on the floor, walls, and ceiling of the room, along with the lingering, acrid smell of sulfur.
- ◆ DC 23: A character in the teleport hall notices a weird distortion of distance, like peering through thick glass.

Trigger

The trap attacks when a character pulls a lever on the control panel in the eastern room. A character can pull one or two levers as a standard action.

Attack (Inferno Hall)

Standard Action Area 4 squares by 4 squares (the entire hall)

Target: All creatures in area

Attack: +10 vs. Reflex

Hit: 4d8 + 5 fire damage.

Attack (Teleport Hall)

Standard Action Area 4 squares (the entire hall)

Target: All creatures in area

Effect: Target is teleported to a random square in the inferno hall.

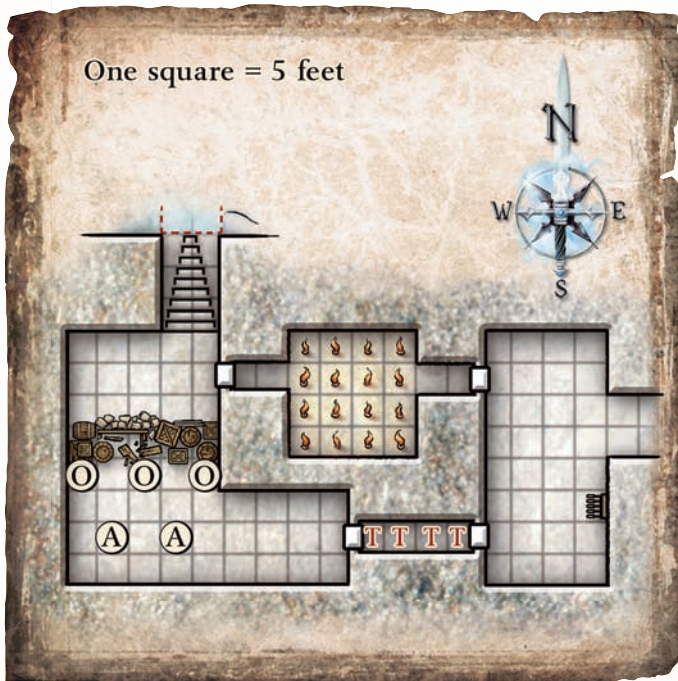
Countermeasures

- ◆ A character can attack the control panel (AC 18, Def 16; hp 70; resist 5 all). Destroying the control panel disables both traps.
- ◆ A character can use Thievery to disable the control panel with three successful checks (DC 28).

both levers, teleporting one or more characters from the teleport hall into the inferno hall and then activating the jets of fire.

Control Panel: The control panel is a bronze plate with twelve levers. Two mirrorlike panels above the levers show the interiors of both the inferno hall and the teleport hall, allowing a character at the panel to pull the levers when enemies are in the appropriate locations.

If a player character tries to activate the trap, have the player roll 1d12. On a 1, the character activates the teleport hall. On a 12, the character activates the inferno hall. On any other result, the fire damage the trap deals in one quadrant of the room is reduced by half.



ENCOUNTER G2: CHAMBER OF DOORS

Encounter Level 12 (3,450 XP), or two separate 8th-level encounters (1,700 XP and 1,750 XP)

SETUP

Gharash Vren, dragonborn warlord (G)
2 human archers (A)
8 human lackeys (L)
Frenzied werewolf (W)

Location 12: This is the main living area for the criminal gang led by Gharash Vren. Two sets of heavy doors between the columned hall and Location 5 block the sounds of combat in the water-filled room. Gharash and his gang rely on the heavy doors to slow down any intruders that get past the lizardfolk.

When the adventurers enter from Location 5, after passing through the two sets of double doors, read: *Five massive pillars line this great hall. Three heavy double doors lead out, as well as two narrow passages. One set of double doors is almost completely hidden behind a pile of rubble and debris. Several figures stand arrayed around the hall, steeling themselves for battle. A split-second after you open the door, the center set of doors opens, and an impressive-looking dragonborn stands framed in the doorway. "So we have visitors," he sneers.*

If the adventurers enter from Location 13, read: *The four figures that occupy this plain room seem as surprised to see you as you are to see them. They draw weapons as one shouts, "Gharash! We've got company!"*

2 Human Archers (A)		Level 7 Artillery
Medium natural humanoid		XP 300 each
Initiative +6	Senses Perception +4	
HP 62; Bloodied 31		
AC 19; Fortitude 18, Reflex 19, Will 17		
Speed 6		
⊕ Club (standard; at-will) ◆ Weapon		
+12 vs. AC; 1d6 + 2 damage.		
⦿ Crossbow (standard; at-will) ◆ Weapon		
Ranged 15/30; +14 vs. AC; 2d8 + 3 damage.		
⤵ Bullseye Bolt (standard; recharge Ⓜ; Ⓜ)		
Ranged 15/30; +14 vs. AC; 3d8 + 3 damage and the target is dazed (save ends).		
Alignment Unaligned	Languages Common	
Str 14 (+5)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 12 (+4)	Cha 13 (+4)
Equipment club, crossbow, 20 bolts		

Gharash Vren (G)		Level 10 Soldier
Medium natural humanoid, dragonborn		XP 500
Initiative +7	Senses Perception +5	
HP 101; Bloodied 50; see also <i>dragonborn fury</i>		
AC 27; Fortitude 22, Reflex 19, Will 22		
Speed 5		
⊕ Bastard Sword (standard; at-will) ◆ Weapon		
+17 vs. AC (+18 while bloodied); 1d10 + 8 damage.		
⊕ Viper's Strike (standard; at-will) ◆ Weapon		
+17 vs. AC (+18 while bloodied); 1d10 + 8 damage. If the target shifts before the end of Gharash Vren's next turn, it provokes an opportunity attack from an ally of Vren's choice.		
⊕ Sunder Armor (standard; encounter) ◆ Weapon		
+17 vs. AC (+18 while bloodied); 2d10 + 8 damage. Until the end of Gharash Vren's next turn, any attack roll against the target can score a critical hit on a roll of 18–20.		
⚡ Inspiring Word (minor; twice per encounter) ◆ Healing		
Close burst 5; Gharash Vren or one ally in burst; target spends a healing surge and regains an additional 2d6 hit points.		
⚡ Dragon Breath (minor; encounter) ◆ Fire		
Close blast 3; +12 vs. Reflex (+13 while bloodied); 1d6 + 4 lightning damage.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 racial bonus to attack rolls.		
Dwarven Armor (free; daily) ◆ Healing		
Gharash Vren regains 25 hit points.		
Alignment Unaligned		Languages Common, Draconic
Skills Athletics +15, History +7, Intimidate +15		
Str 20 (+10)	Dex 10 (+5)	Wis 11 (+5)
Con 13 (+6)	Int 12 (+6)	Cha 18 (+9)
Equipment +3 dwarven chainmail, light shield, bastard sword		

8 Human Lackeys (L)		Level 7 Minion
Medium natural humanoid		XP 75 each
Initiative +3	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 14, Will 15; see also <i>mob rule</i>		
Speed 6		
⊕ Club (standard; at-will) ◆ Weapon		
+12 vs. AC; 6 damage.		
Mob Rule		
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.		
Alignment Unaligned		Languages Common
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment leather armor, club		

TACTICS

Three lackeys begin the encounter ranged around the western half of the hall. The two archers and one more lackey emerge from the northwest chamber in the second round of combat. In the third round, four more lackeys come from the southeast room.

The archers use the pillars for cover and loose their crossbows at clear targets. The lackeys stay in loose clumps, keeping themselves in a 5-square area to ben-

enefit from *mob rule* without clumping so close that they're exceptionally vulnerable to area attacks.

Gharash Vren and two or three lackeys attack a player character paladin or fighter, while the remaining lackeys focus on one or two other targets. Gharash Vren uses the healing ability of his *dwarven armor* as soon as he has lost at least 17 hit points, and uses his *inspiring word* to keep himself alive in preference to healing his allies.

When all but one of the criminals are dead (or all but two, if one of those remaining is a lackey), the survivor runs to the doors of the shunned room (at the far east end of the chamber) and pounds on the doors (a minor action), then starts shifting rubble away (a standard action). At that point, roll initiative for the frenzied werewolf. On the werewolf's turn, he begins making Strength checks to try to break through the doors. The DC begins at 30, and drops by 5 for each action used to shift the blockage out of the way (to a minimum of 15).

Frenzied Werewolf (W)		Level 8 Solo (Brute)
Medium natural humanoid (shapechanger)		XP 1,750
Initiative +7 Senses Perception +6; low-light vision		
HP 450; Bloodied 225		
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)		
AC 22; Fortitude 24, Reflex 22, Will 21		
Immune moon frenzy (see below)		
Speed 6 (8 in wolf form)		
Action Points 2		
⊕ Claws (standard; at-will)		
2 targets; +12 vs. AC; 2d6 + 5 damage; see also <i>blood rage</i> .		
⊕ Bite (standard; at-will) ◆ Disease		
+12 vs. AC; 1d6 + 5 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also <i>blood rage</i> .		
Blood Rage		
The werewolf's melee attacks deal 4 extra damage against a bloodied target.		
Murderous Frenzy		
The werewolf gains 1 action point if it reduces a foe to 0 hit points.		
Savage Rebuke (immediate reaction, when hit by a melee attack; at will)		
The werewolf makes a bite attack.		
Change Shape (minor; at-will) ◆ Polymorph		
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see <i>Change Shape</i> , <i>Monster Manual</i> page 280). It cannot use its bite attack in human form and cannot make claw attacks in wolf form.		
Alignment Evil	Languages Common	
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11		
Str 21 (+9)	Dex 16 (+7)	Wis 14 (+6)
Con 18 (+8)	Int 10 (+4)	Cha 11 (+4)

FEATURES OF THE AREA

Illumination: Dimly lit.

Doors: Both sets of doors leading from Location 5 into this area require DC 20 Strength checks to open.

Pillars: The pillars in the main hall provide cover.

Beds: Three rooms have rickety wooden bunkbeds where the criminal gang sleeps. Medium creatures must squeeze to enter these squares.

Treasure: In addition to his armor, Gharash Vren has more treasure stashed in a locked chest in his room (the middle room along the north). Opening the chest requires a DC 25 Thievery check. Inside are six moonstones worth 100 gp each, and a single black pearl worth 500 gp.

THE SHUNNED ROOM

The northeast chamber is the "shunned room," where the criminals have locked away a member of their ranks who began to change. Ference has become a werewolf, and in the days of his imprisonment he has utterly lost his mind.

The walls and floor of this bare room show signs of Ference's madness—they are covered with scratches made by his sharp claws in his frantic efforts to escape.

If the door to the shunned room opens, the werewolf attacks the nearest creature, whether that's a player character or one of Ference's former companions. Ference attacks without strategy or reason, attacking an adjacent bloodied foe, an adjacent creature that hit him since his last turn, or the nearest creature, in that order.



Moon Frenzy

Level 8 Disease

Endurance stable DC 20, improve DC 24

The target is cured.

◆ **Initial Effect:** The target takes a -2 penalty to Will defense.

◀▶ While bloodied, the target must make a saving throw at the end of each turn. If the saving throw fails, the target makes a melee attack on its next turn against a random target within 5 squares of it. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.

▶ **Final State:** The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.

ENCOUNTER G3: INNER CHAMBERS

Encounter Level 9 (2,000 XP)

SETUP

Succubus demagogue (S)
Legion devil hellguards (D)

Location 13: The criminals who have made their lair in this area avoid these inner chambers, hurrying between Locations 11 and 12 as quickly as possible, closing their eyes and covering their ears as they run between the statues in the northern room. They steer clear of the chapel, knowing that a fate worse than death waits for them there.

If the adventurers approach from the south (Location 11) and go directly to the chapel, they meet the succubus right away. If they skip the chapel and head north to the room with the statues, or come from the north (Location 12) and enter the statue room first, they encounter the singing statues, which try to lure them into the chapel.

The succubus in the chapel is the fiend that first bargained with Karavakos. She is now just as much a prisoner as the tiefling wizard, trapped within the room that appears to be an innocuous chapel.

SINGING STATUES

When adventurers enter this room, read:

Four statues arrayed here depict armored heroes, standing in poses that suggest their prowess and might. As you draw near, they begin chanting, such as you might hear as part of a divine ritual or prayer service.

Religion Check

DC 20: The words of the chant are a traditional ode of praise to the gods of Mount Celestia—Bahamut, Kord, and Moradin.

If a character moves adjacent to a statue, it stops its chant and speaks:

“My servant is held by devils in my chapel. Free her!”

If a character touches a statue, the succubus’s will is exerted through it. It rolls an attack: +12 vs. Will. If it hits, the creature is charmed as if affected by the succubus’s *charming kiss* (see the statistics below), but the character is not aware of an attack or its effects. If the attack misses, the character knows only that he or managed to fight off an attack against will.

This effect, like the succubus’s *charming kiss*, can affect one target at a time. If a character is charmed by a statue, the succubus can’t use its *charming kiss* on another character.

CHAPEL

When the adventurers enter the chapel, show the players “View of the Inner Chambers” on page 25 of *Adventure Book One* and read the following:

There’s a palpable air of divine power in this room, mixed with angry menace. A woman kneels before a plain altar adorned with candles, but she wheels in surprise as the door opens, her eyes wide with fear. At the same time, the Head of Vyrellis whispers, “It’s here, somewhere—I can feel it.”

Insight Check

DC 25: This woman is not the innocent prisoner she appears to be—there’s something else going on here.

The woman pleads with the adventurers to free her from the devils that keep her imprisoned in the chapel. The *Head of Vyrellis*, meanwhile, urges its owner to search for one of the splinters of Vyrellis’s life force, which it can sense nearby. (It’s located in the secret room to the north.)

After entering the chapel, whenever any character moves to exit the doors, a pair of legion devils appear in the spaces shown on the map.

Succubus	Level 9 Controller
Medium immortal humanoid (devil, shapechanger)	XP 400
Initiative +8	Senses Perception +8; darkvision
HP 90; Bloodied 45	
AC 23; Fortitude 17, Reflex 21, Will 23	
Resist 20 fire	
Speed 6, fly 6	
⊕ Corrupting Touch (standard; at-will)	
+14 vs. AC; 1d6 + 6 damage.	
⊕ Charming Kiss (standard; at-will) ◆ Charm	
+14 vs. AC; on a hit, the succubus makes a secondary attack against the same target. <i>Secondary Attack:</i> +12 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until the succubus or one of its allies attacks the target or until the succubus dies.	
If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once per day. The succubus can affect only one target at a time with its <i>charming kiss</i> .	
⤵ Dominate (standard; at-will) ◆ Charm	
Ranged 5; +12 vs. Will; the target is dominated until the end of the succubus’s next turn.	
Change Shape (minor; at-will) ◆ Polymorph	
The succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see <i>Change Shape</i> , <i>Monster Manual</i> page 280).	
Alignment Evil	Languages Common, Supernal
Skills Bluff +15, Diplomacy +15, Insight +13	
Str 11 (+4)	Dex 18 (+8) Wis 19 (+8)
Con 10 (+4)	Int 15 (+6) Cha 22 (+10)

THE SUCCUBUS'S STORY

The succubus claims to be a human woman named Danna. She says that she was a captive of the criminals in the nearby rooms, but fled their clutches and took refuge in this chapel about a week ago. Now she can't leave—when she gets near the doors, a pair of devils appears and blocks her exit. She doesn't know why they're holding her, so she spends her days in prayer to Bahamut asking for aid. She's sure that the characters are the answer to her prayers.

BREAKING THE WARD

The characters can use their skills in an attempt to free "Danna" from the chapel. This is a 9th-level skill challenge with a complexity of 3, requiring 8 successes before 4 failed checks. With each failed check, a pair of legion devil hellguards appears in the doorway of the room and attacks the characters.

Primary Skills: Arcana, Religion, Perception.

Arcana (DC 23): A character can use Arcana to sense the presence of magic and identify the nature of the ward that forms this prison. A success reveals that the doors are the focal point, and opens up the use of Thievery and Strength checks on the doors. Additional successes indicate a breaking of the ward through arcane means.

Religion (DC 23): A character can use Religion to examine the altar and the candles, identifying the candles as a power focus for the ward. Additional successes indicate a breaking of the ward through divine means.

Thievery (DC 24): After one success in Arcana, a character can use Thievery to disable the ward in the doors.

Strength (DC 19): After one success in Arcana, a character can make Strength checks to gain one success against the wards in the door. Later checks provide no help.

Perception (DC 20): A character can use Perception to help guide Thievery or Strength checks against the doors. A use of this skill doesn't count as a success or failure, but provides a +2 bonus or -2 penalty to the next Thievery or Strength check.

Success: The succubus can leave the room, which she does. She promptly disappears, no longer bound to the pyramid.

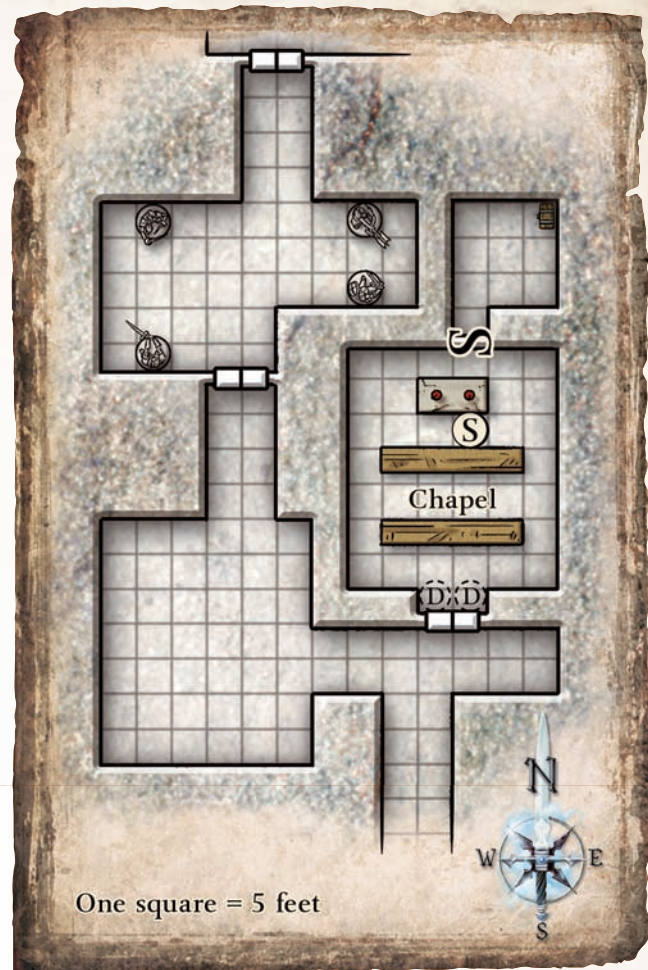
Failure: A final pair of legion devils appears, and the succubus joins their attack against the PCs.

FEATURES OF THE AREA

Illumination: Dimly lit.

Furniture: The bare stone chapel has two simple benches (no backs or arms) and a plain altar adorned with two slender red candles.

Secret Door: A DC 28 Perception check reveals the presence of a secret door on the north wall of the chapel. A hidden switch on the back of the altar opens the door, leading to a small, dark alcove.



Treasure: A locked chest (DC 25 Thievery check to open) in the secret chamber contains a set of priestly vestments. The plain white robe that forms the basis of the vestments is +3 *cloth armor*. In addition, a large garnet in the chest is one of the splinters of Vyrellis's life force. If the character carrying the *Head of Vyrellis* takes possession of the garnet, the *Head's* concordance increases by 3.

Legion Devil Hellguard		Level 11 Minion
Medium immortal humanoid (devil)		XP 150
Initiative +6	Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.		
AC 27; Fortitude 23, Reflex 22, Will 22; see also <i>squad defense</i>		
Resist 10 fire		
Speed 6, teleport 3		
⚔ Longsword (standard; at-will) ♦ Weapon		
+16 vs. AC; 6 damage.		
Squad Defense		
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.		
Alignment Evil	Languages Supernal	
Str 14 (+7)	Dex 12 (+6)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 12 (+6)
Equipment plate armor, heavy shield, longsword		

ENCOUNTER H1: LIBRARY OF WHISPERS

Encounter Level 8 (1,800 XP)

SETUP

- 2 eater of knowledge voidblades (V)
- 2 eater of knowledge thoughtbows (T)
- Eater of knowledge mindstrike (M)

Location 14: This library is a manifestation of the knowledge possessed by Karavakos and all other prisoners ever trapped in the Pyramid of Shadows. Such a valuable repository has attracted the attention of five eaters of knowledge, living embodiments of the god Vecna's hunger for secrets.

When the adventurers enter this room, show the players "View of the Library" on page 25 of *Adventure Book One* and read the following:

"The library!" the Head of Vyrellis says, her voice hushed. "Heed not the whispers!"

Shelves packed with books line the walls and stand to the sides of the room. There's about ten feet or so between the tops of the shelves and the ceiling. In the center, a grassy square surrounds a proud statue of an eladrin princess.

At first, the room appears to be deathly quiet. Then you begin to hear faint whispers. They start out barely audible, but then grow louder and press upon your mind—an unintelligible jumble of words in many languages, like a thousand voices murmuring at once.

When the adventurers encounter the eaters of knowledge, show the players "View of an Eater of Knowledge" on page 26 of *Adventure Book One*.

2 Eater of Knowledge Voidblades (V) Level 6 Soldier Medium immortal humanoid XP 250 each

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

HP 70; **Bloodied** 35

AC 22; **Fortitude** 17, **Reflex** 19, **Will** 18

Resist 5 psychic

Speed 5

⬇ **Scimitar** (standard; at-will) ♦ **Psychic, Weapon**

+13 vs. AC; 1d8 + 5 psychic damage, and the target is marked until the end of the voidblade's next turn. A marked target takes 5 psychic damage if it makes an attack that does not include the voidblade.

⬅ **Psychic Scream** (standard; recharge ☞ ☞) ♦ **Psychic**

Close burst 1; +11 vs. Will; 1d8 + 5 psychic damage, and the target is immobilized until the end of the voidblade's next turn.

Alignment Evil **Languages** Supernal

Skills Arcana +13, Dungeoneering +12, History +13, Nature +12, Religion +13

Str 16 (+6) **Dex** 14 (+5) **Wis** 18 (+7)

Con 14 (+5) **Int** 20 (+8) **Cha** 14 (+5)

Equipment scimitar

2 Eater of Knowledge Thoughtbows (T) Level 7 Artillery Medium immortal humanoid XP 300 each

Initiative +6 **Senses** Perception +12; low-light vision

HP 64; **Bloodied** 32

AC 19; **Fortitude** 18, **Reflex** 20, **Will** 19

Resist 5 psychic

Speed 7

⬇ **Scimitar** (standard; at-will) ♦ **Psychic, Weapon**

+13 vs. AC; 1d8 + 4 psychic damage.

⤵ **Longbow** (standard; at-will) ♦ **Psychic, Weapon**

Ranged 20/40; +14 vs. AC; 1d10 + 5 psychic damage.

✦ **Arrowstorm** (standard; recharge ☞ ☞) ♦ **Psychic, Weapon**

Requires longbow; area burst 1 within 20 squares; +10 vs. Will; 1d10 + 5 psychic damage, and the target is dazed (save ends).

Alignment Evil **Languages** Supernal

Skills Arcana +13, Dungeoneering +12, History +13, Nature +12, Religion +13

Str 14 (+5) **Dex** 16 (+6) **Wis** 19 (+7)

Con 16 (+6) **Int** 21 (+8) **Cha** 14 (+5)

Equipment scimitar, longbow, quiver of 20 arrows

Eater of Knowledge Mindstrike Level 8 Elite Controller Medium immortal humanoid XP 700

Initiative +7 **Senses** Perception +9; low-light vision

Mindfield (Psychic) aura 3; enemies that enter or start their turn in the aura take 5 psychic damage and a -2 penalty to Will defense. **HP** 174; **Bloodied** 87

AC 23; **Fortitude** 21, **Reflex** 23, **Will** 22

Saving Throws +2

Resist 5 psychic

Speed 6

Action Point 1

⬇ **Scimitar** (standard; at-will) ♦ **Psychic, Weapon**

+13 vs. AC; 1d8 + 6 psychic damage.

⬅ **Mindsurge** (standard; at-will)

Close burst 10; each ally in surge can make a basic attack.

⬇ **Mindwrack** (standard; recharge ☞ ☞) ♦ **Psychic, Weapon**

Requires scimitar; +13 vs. AC; 2d8 + 6 psychic damage, and the target is can only make basic attacks (save ends).

⬅ **Mindhowl** (standard; recharge ☞ ☞) ♦ **Psychic**

Close burst 2; +12 vs. Will; 2d8 + 6 psychic damage, and the target is dazed (save ends).

Alignment Evil **Languages** Supernal

Skills Arcana +15, Dungeoneering +14, History +15, Insight +14, Nature +14, Religion +15

Str 19 (+8) **Dex** 16 (+7) **Wis** 21 (+9)

Con 15 (+6) **Int** 23 (+10) **Cha** 16 (+7)

Equipment scimitar

TACTICS

The two thoughtbows remain on the top of the shelves that line the room's walls, firing their bows down at targets on the floor. They range freely around the edges of the room to gain clear shots at characters who try to hide among the shelves.

The voidblades engage the characters in melee, trying to remain within 2 or 3 squares of the mindstrike so that its aura affects their opponents. They use *psychic scream* as well as their marking basic attack to keep the characters' attention focused on them and to immobilize characters that try to attack the archers.

The mindstrike stays in the midst of the voidblades, focusing its attacks on the character it perceives as most dangerous. It avoids using *mindhowl* if allies are within the area of the burst. It uses its *mindsurge* only if no enemies are in reach of its own attacks.

FEATURES OF THE AREA

Illumination: Dimly lit.

Whispers: The whispers the characters hear in their minds emanate from the tomes and scrolls that fill the shelves. Because of this constant murmur, the volumes hold a strange fascination that makes it hard to move away. Leaving a square adjacent to a bookshelf to move to a square that's not adjacent to a bookshelf costs 1 extra square of movement.

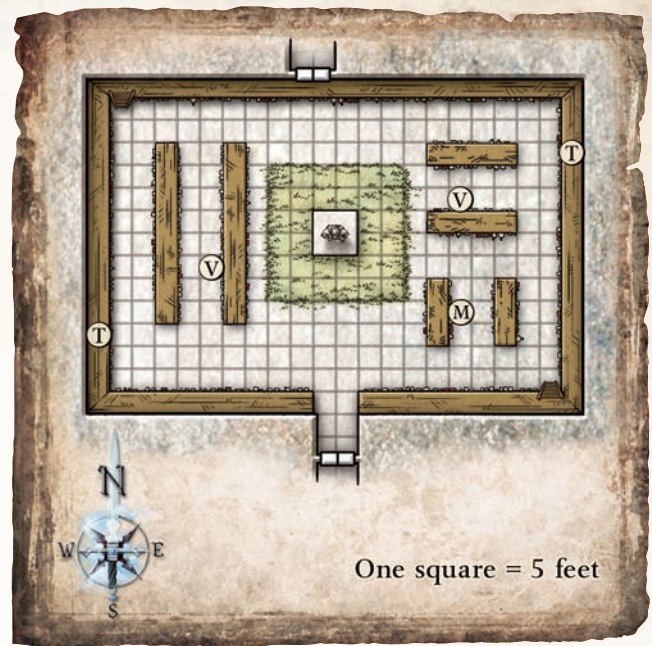
Shelves: The shelves of books and scrolls are blocking terrain, acting like walls. They are 10 feet high and firmly attached to the floor. A character can climb to the top of a shelf with a DC 20 Athletics check. The ceiling is 20 feet above the floor.

The books and scrolls that fill the shelves contain the collected knowledge of every creature that has ever been drawn into the pyramid. Many of the oldest volumes in the collection have already been ravaged by the eaters of knowledge (see below).

Ladders: Two ladders lead to the top of the outer ring of shelves. A character can use a ladder to reach the top of the shelves with 2 squares of movement (no Athletics check required).

Statue: A statue of Vyrellis stands proudly in the middle of the library, looking regal and benevolent, a starry crown on her head. The essence of the eladrin, trapped in the orb that one of the PCs carries, admits that the statue is a representation of her as she looked in life.

Vyrellis expects to find a splinter of her life force attached to the statue, but it is not present. (It's now part of the dragon's hoard in Location 26.) Because the splinter is missing, Vyrellis becomes agitated and more than a little afraid. It takes her long moments to calm down, and then she can begin to sense the direction to the missing splinter. The character possessing the *Head* can make a DC 20 Diplomacy check to help calm Vyrellis; a success improves its concordance by 1 point.



ENCOUNTER H1: LIBRARY OF WHISPERS

Door: The door in the north wall that leads to Location 15 is at the level of the tops of the shelves.

Treasure: Buried on the shelves of the library are two ritual scrolls: a scroll of *Raise Dead* in a bone tube and a scroll of *Consult Mystic Sages* wrapped in leather. A small glass vial wrapped inside the *Raise Dead* scroll holds 500 gp worth of residuum—just enough to perform the ritual once. A character trained in *Arcana* can use that skill to sense the presence of magic and locate the scrolls among the other writings on the shelves (DC 24). This requires 10 minutes of concentration and searching.

Many of the other books and scrolls on the shelves are blank, due to the presence of eaters of knowledge in the room for the past several years. The books that remain intact might be worth 5 to 10 gp each, to the right buyer. If characters load a *handy haversack* with nothing but books, they can sell the books for 500 gp.

ENCOUNTER H2: THE HERMITAGE

Encounter Level 9 (2,050 XP)

SETUP

Arat Karavakos, tiefling wizard (K)
3 eater of knowledge voidblades (V)
Glyph of Ioun trap

Location 15: One of the three splinters of Karavakos's life force hides in the seclusion of this hermitage behind the library. Because of the presence of the eaters of knowledge here and in the library, the splinter's memory has faded, and he barely remembers any connection to the original Karavakos. He is still a potent wizard, but his personality is quite different from that of the true Karavakos.

When the adventurers enter the room, read:

A stone angel, its wings folded around its body, stands on an ornate pedestal. The gleaming symbol of Ioun is cradled in its hands, its eye gazing directly at you. An L-shaped table and a heavy cabinet stand against the opposite wall, with a closed door between them and another door stands to the left.

Perception Check

DC 24: *The symbol of Ioun in the angel's hands carries an inscription that might have a magical effect.*

When the adventurers enter this room, show the players "View of the Hermitage" on page 26 of Adventure Book One and read the following when they see Karavakos:

"There he is!" the Head of Vyrellis shouts. "A splinter of Karavakos's life force! Destroy him and find his key!"

3 Eater of Knowledge Voidblades (V) Level 6 Soldier
Medium immortal humanoid XP 250 each

Initiative +7 Senses Perception +7; low-light vision

HP 70; Bloodied 35

AC 22; Fortitude 17, Reflex 19, Will 18

Resist 5 psychic

Speed 5

⚡ **Scimitar** (standard; at-will) ♦ **Psychic, Weapon**

+13 vs. AC; 1d8 + 5 psychic damage, and the target is marked until the end of the voidblade's next turn. A marked target takes 5 psychic damage if it makes an attack that does not include the voidblade.

⚡ **Psychic Scream** (standard; recharge ☑☑☑) ♦ **Psychic**

Close burst 1; +11 vs. Will; 1d8 + 5 psychic damage, and the target is immobilized until the end of the voidblade's next turn.

Alignment Evil Languages Supernal

Skills Arcana +13, Dungeoneering +12, History +13, Nature +12, Religion +13

Str 16 (+6) **Dex** 14 (+5) **Wis** 18 (+7)

Con 14 (+5) **Int** 20 (+8) **Cha** 14 (+5)

Equipment scimitar

Arat Karavakos (K) Level 10 Elite Artillery

Medium natural humanoid, tiefling XP 1,000

Initiative +7 Senses Perception +7; low-light vision

HP 156; Bloodied 78; see also second wind

AC 22; Fortitude 20, Reflex 24, Will 21

Saving Throws +2

Resist 10 fire

Speed 6

Action Point 1

Dimension Door (move; recharge ☑☑)

Teleport 10.

⚡ **Magic Missile** (standard; at-will) ♦ **Force, Implement**

Ranged 20; +14 vs. Reflex; 2d4 + 9 force damage.

⚡ **Thunderwave** (standard; at-will) ♦ **Implement**

Close blast 3; +14 vs. Fortitude; 1d6 + 9 damage, and the target is pushed 2 squares.

⚡ **Lightning Bolt** (standard; recharge ☑☑☑) ♦ **Implement, Lightning**

Ranged 10; targets 1 primary creature in range and 2 secondary targets within 10 squares of the primary target; +14 vs. Reflex; 2d6 + 9 lightning damage to primary target, 1d6 + 9 lightning damage to secondary targets.

⚡ **Mordenkainen's Sword** (standard; daily) ♦ **Conjuration, Force, Implement**

Ranged 10; +14 vs. Reflex; 1d10 + 9 force damage. Sustain minor: sword attacks again. Move action: move the sword to a new target within range.

Infernal Wrath (minor; encounter)

The tiefling's next attack against a target that hit him since his last turn gains a +1 power bonus to the attack roll and pushes the target 1 square if it hits.

Bloodhunt

A tiefling gains a +1 racial bonus to attack rolls against bloodied foes.

Second Wind (standard; encounter) ♦ **Healing**

Arat Karavakos spends a healing surge and regains 39 hit points. He gains a +2 bonus to all defenses until the start of his next turn.

Staff of Storms (free; daily) ♦ **Lightning, Thunder**

After resolving a power that has the lightning or thunder keyword, the staff deals 1d8 lightning and thunder damage to every creature in a close blast 3.

Skills Arcana +15, Bluff +9, Stealth +9

Alignment Unaligned **Languages** Common, Draconic

Str 10 (+5) **Dex** 14 (+7) **Wis** 14 (+7)

Con 12 (+6) **Int** 20 (+10) **Cha** 14 (+7)

Equipment +2 staff of storms

TACTICS

The angelic statue is trapped with a warding glyph that alerts the inhabitants of this area to the presence of intruders. When a character moves adjacent to the statue, the trap is triggered. At that point, roll initiative. The eaters of knowledge emerge from the rooms on their turns.

On his first turn, Arat Karavakos moves from the northwest sleeping area to the southwest room and looses a *magic missile* at a character he can see through the open door. If characters pursue Arat Karavakos into the southwest room, he uses the curtains to escape into the

northeast room, then circles around behind them in the southeast room.

FEATURES OF THE AREA

Illumination: Dimly lit.

Statue: The statue of an angel fills its square and provides cover. It's the source of the glyph trap.

Glyph of Ioun Trap	Level 7 Warder XP 300
<i>Waves of psychic energy emanate from the statue of an angel.</i>	
Trap: The angelic statue with its eye of Ioun knows who belongs in this area and who does not.	
Perception	
◆ DC 24: The character notices the glyph.	
Additional Skill: Arcana	
◆ DC 24: The party gets a +2 bonus to Thievery checks to disable the glyph.	
Trigger	
When a creature other than Arat Karavakos or an eater of knowledge enters a square adjacent to the statue, the glyph activates.	
Attack	
Immediate Reaction Close burst 1	
Targets: Creatures in burst	
Attack: +10 vs. Reflex	
Hit: 2d6 + 2 psychic damage, and the target is dazed (save ends).	
Effect: The burst becomes an aura around the statue. A creature that enters or starts its turn in the aura is subject to the attack. The size of the aura increases by 1 square each round (to a close burst 2 on the second round, a close burst 3 on the third round, and so on).	
Countermeasures	
◆ An adjacent character can disable the glyph and turn off the aura with a DC 28 Thievery check.	

Curtains: The two curtains dividing the northwest room from the two adjacent rooms are magical barriers. By speaking a magical command word, Arat Karavakos can pass through a curtain without using an action, and either appear on the other side as if he had moved normally or teleport to either side of the other curtain. Any other creature or character finds the curtains difficult to move aside. It requires a minor action to push the curtain aside, but as the character moves through the curtain makes a grab attack: +10 vs. Reflex. If it hits, the character is immobilized in the square on the far side of the curtain until escaping with a DC 20 Athletics or Acrobatics check.

Both curtains depict a grassy field beneath a starry sky, with a full moon shining bright and red at the horizon.

Dome of Stars: Four thick pillars in the southwest room support a shallow dome about 10 feet off the ground, still 10 feet beneath the room's high ceiling. The dome looks like the starry night sky, with points of bright light gleaming in its dark stone surface. A circle of softly glowing runes is inscribed into the ground beneath the dome. In Draconic, they read, "The key of knowledge shines beneath a ring of holy stars." (The stars in the dome do not form a ring.)

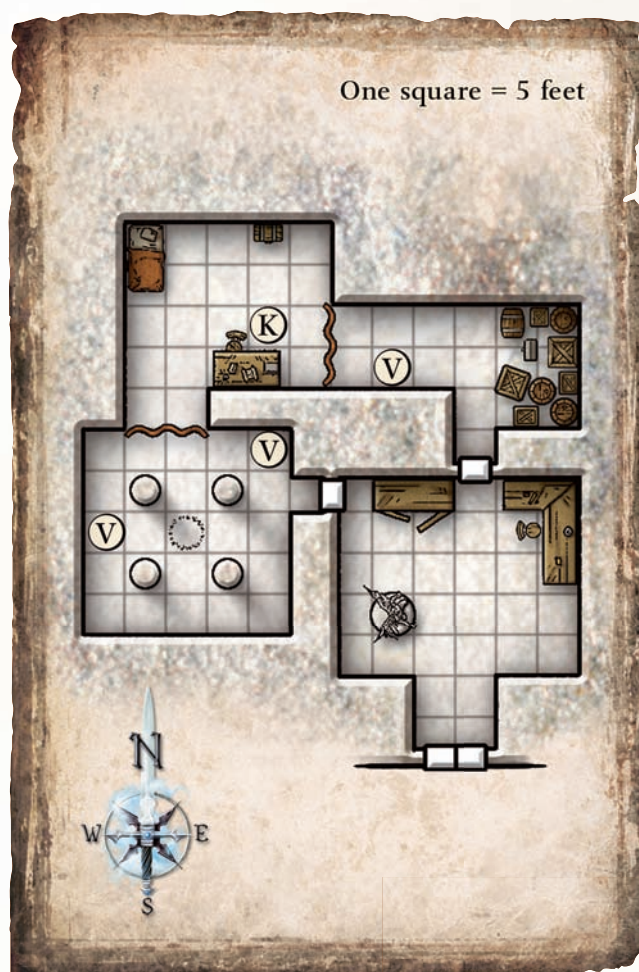
A creature standing in the circle of runes has resist 5 necrotic and resist 5 radiant while it remains in the circle.

Furniture: The table in the southeast room is bare, but the desk in the northwest room is piled with books and scrolls—all of them completely blank. The cabinet is locked (DC 24 Thievery check to open), and contains four shelves full of dusty, blank tomes.

Storage: The northeast room is a storage area loaded with crates and barrels. They contain salted meat, stale beer, dried fruits, hard bread, and a few bolts of cloth.

Treasure: The chest in the northwest room is locked (DC 26 Thievery check to open). It holds an ivory statuette of an angel (similar to the statue in the front room, worth 250 gp), a silver necklace that once belonged to Vyrellis (also worth 250 gp), four cut pieces of jade worth 100 gp each, and 800 gp.

Arat Karavakos carries two additional treasures: his +2 staff of storms and the adamantine key of knowledge, one of the three keys that opens the Sanctuary of Light. Show the players the portion of the illustration on page 32 of *Adventure Book One* that shows the adamantine key. The words on the key say (in Draconic), "First in hardness, not in place." See page 13 in *Adventure Book One* for more about opening the Sanctuary of Light.



ENCOUNTER S1: THE ICE CHAMBER

Encounter Level 8 (1,750 XP)

SETUP

4 chillborn zombies (Z)
Mezzodemon (M)
Frigid aura hazard

Location 16: This section of the pyramid holds a dangerous mezzodemon named Trathkul Zorn. For a time, Trathkul was a major power in the pyramid, gaining the service of a band of orcs who were drawn into the place. When the arboreans came to the pyramid, they drove Trathkul from the area they now claim. The mezzodemon is now imprisoned within an icy tomb, the victim of a deadly trap.

When the adventurers enter the area marked “Hall” on the map, Vyrellis speaks:

“Ah, I remember this place. I believe that a number of powerful magic weapons are stored in the chamber beyond. Look to the door covered in frost. Beyond are several items that might prove useful to you. Beware the icy guardians that await you.”

Vyrellis wants the adventurers to enter the room due to her long-standing hatred of Trathkul. She believes that the mezzodemon could have defeated Karavakos, but he was too cowardly to do so. She wants him dead, but she is also careful to cover her tracks. She urges the adventurers to investigate the room, but hedges her gambit by pointing out that something dangerous likely lurks in the chamber. If the adventurers find no treasure, Vyrellis merely claims that someone must have gotten to it before them. She is smart enough to restrain her hatred of Trathkul, but the mezzodemon is not so tight lipped. See below for more details.

When the adventurers enter room beyond the frost-covered door, show the players “View of the Ice Chamber” on page 27 of *Adventure Book One* and read the following:

A blast of cold air hits explodes from within as you open the door. Beyond, you see a room covered in ice. It coats the floor, walls, and ceiling. Four large ice pillars run from floor to ceiling. To the south, you see a metal door covered in frost.

As soon as the adventurers open the door to the outer chamber, apply the effects of the frigid aura terrain hazard to anyone in the hall, outer chamber, or inner chamber. Closing the door between the hall and the outer chamber prevents the hazard from affecting the hall.

Once the adventurers open the door, remember to roll the frigid aura’s initiative.

Perception Check

DC 25: *You notice shadowy, humanoid forms within the ice pillars.*

4 Chillborn Zombies (Z)		Level 6 Soldier
Medium natural animate (cold, undead)		XP 250
Initiative +5	Senses Perception +3; darkvision	
Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.		
HP 71; Bloodied 35; see also <i>death burst</i>		
AC 22; Fortitude 20, Reflex 16, Will 16		
Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant		
Speed 4		
⚔ Slam (standard; at-will) ♦ Cold		
+11 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie’s next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .		
⚡ Death Burst (when reduced to 0 hit points) ♦ Cold		
The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).		
Ice Reaper ♦ Cold		
The chillborn zombie deals an extra 5 cold damage to an immobilized creature.		
Alignment Unaligned	Languages –	
Str 19 (+7)	Dex 10 (+3)	Wis 10 (+3)
Con 15 (+5)	Int 2 (-1)	Cha 6 (+1)

Mezzodemon (M)		Level 11 Soldier
Large elemental humanoid (demon)		XP 600
Initiative +9	Senses Perception +13; darkvision	
HP 113; Bloodied 56		
AC 27; Fortitude 25, Reflex 22, Will 23		
Resist 20 poison, 10 variable (2/encounter; see <i>Monster Manual</i> , page 282)		
Speed 6		
⚔ Trident (standard; at-will) ♦ Weapon		
Requires trident; reach 2; +18 vs. AC; 1d8 + 5 damage.		
⚡ Skewering Tines (standard; at-will) ♦ Weapon		
Reach 2; +18 vs. AC; 1d8 + 5 damage, ongoing 5 damage target enemies only and the target is restrained (save ends both). While the target is restrained, the mezzodemon can’t make trident attacks.		
⚡ Poison Breath (standard; recharge ☞ ☞) ♦ Poison		
Close blast 3; targets enemies; +16 vs. Fortitude; 2d6 + 3 poison damage, and ongoing 5 poison damage (save ends).		
Alignment Chaotic evil	Languages Abyssal	
Skills Intimidate +11		
Str 20 (+10)	Dex 15 (+7)	Wis 16 (+8)
Con 17 (+8)	Int 10 (+5)	Cha 13 (+6)
Equipment trident		

Frigid Aura **Level 3 Obstacle**
XP 150

Supernatural cold rolls out of the chamber ahead, filling the area with a frigid mist.

Hazard: The frigid cold of this area harms creatures that lack any resistance to freezing temperatures.

Initiative +4

Trigger

The hazard rolls initiative as soon as the door to the outer chamber is opened.

Attack

Standard Action Area special; the outer chamber, and if the doors are opened, the hall and the inner chamber.

Target: All creatures in rooms affected by the aura

Attack: +8 vs. Fortitude

Hit: 1d4 +1 cold damage, and the target is slowed (save ends).

Miss: Half damage, but not slowed.

TACTICS

The monsters in the outer and inner chambers begin the encounter trapped in ice. As the adventurers open doors and investigate this place, the ice slowly melts and unleashes them.

When the adventurers first open the door to the outer chamber, the ice begins to melt. Each round thereafter, roll 1d20. On a 10 or higher, the blocks of ice in the room collapse to unleash the chillborn zombies. Roll the zombies' initiative. When the ice collapses, the squares the blocks occupied are now difficult terrain (instead of blocked). Characters can make DC 20 Perception checks to notice that the ice pillars are melting.

Once the zombies are unleashed, continue rolling 1d20 at the start of each round. On another roll of 10 or higher, the block of ice in the inner chamber collapses, unleashing the mezzodemon, Trathkul Zorn. His ice block also becomes difficult terrain when it falls apart.

Keep in mind that the zombies' extra damage also applies to foes that Trathkul has restrained, since that condition includes immobilization.

Trathkul Zorn was originally caught here by a trap. He throws himself into the melee, trying to fight his way past the adventurers to escape into the pyramid. He never opens himself to opportunity attacks unless he faces a fighter. If engaged, he attacks in melee and then tries to shift toward the exit. He saves his *poison breath* to cover his retreat or if trapped in place.

If Trathkul can attack a lightly armored or severely injured character, he uses his *skewering tines* ability to take the character hostage. He demands safe passage in return for the character's life.

Trathkul uses his variable immunity to protect himself from the cold. He otherwise does not change it.

Should Trathkul spot the artifact known as the *Head of Vyrellis*, all thoughts of escape flee his mind. Instead, he focuses a maniacal assault on its bearer, screaming insults, oaths, and curses and fighting to the death. If later asked about this assault, Vyrellis claims she has never seen the demon before. If the PCs capture him, the demon does

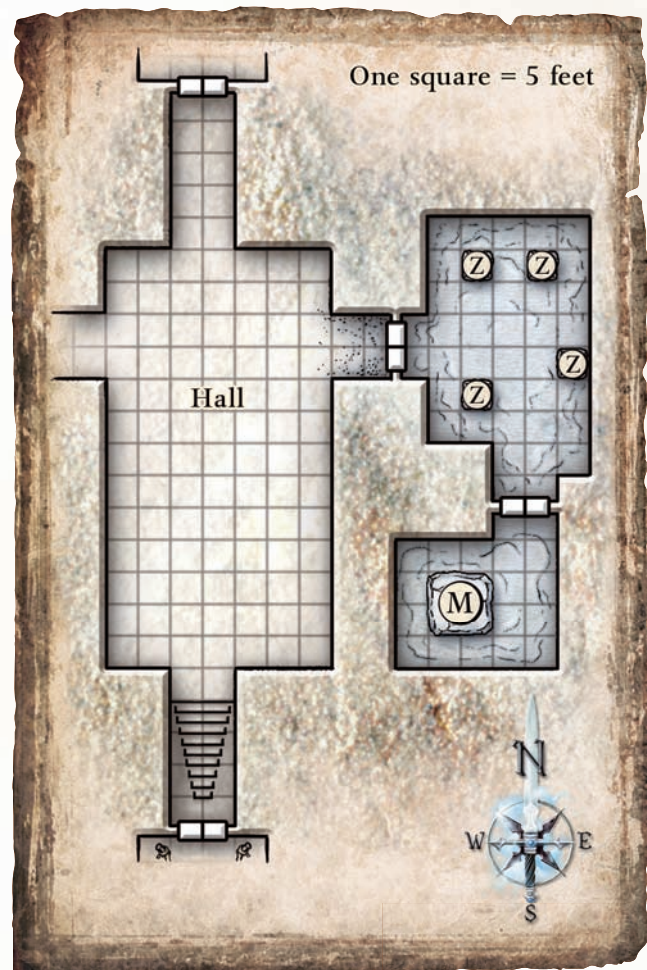
everything he can to discredit Vyrellis and destroy the vessel containing her. She was the one who suggested that he explore this room, triggering the trap that entombed him in the ice. Vyrellis tries to keep the PCs on her side, but Trathkul will say anything, even pledging an alliance (which the party would be fools to accept, since he betrays them as soon as possible), to destroy her.

FEATURES OF THE AREA

The walls, floor, and ceiling of the inner and outer chamber are covered with ice and snow. It is freezing in these chambers due to the frigid aura hazard.

The pillars are made of rough-hewn ice. If the PCs attack a pillar, it can sustain 15 points of damage before it shatters. If a pillar breaks, all four chillborn zombies and Trathkul awaken as described above.

The primary interesting feature of this place is the frigid aura. Be sure to apply its effects and describe the freezing cold rampages through the area, perhaps even slowing the characters in their tracks.



ENCOUNTER S2: AMBUSH HALL

Encounter Level 8 (1,750 XP)

SETUP

- Flameskull (F)
- 3 cambion hellswords (C)
- 2 dark creepers (D)

Location 17: The corridor in this area has developed into a deadly ambush zone, since the mirrors hung in the outer hall allow a creature to spy upon it from a nearby chamber. When the adventurers enter this area, a flameskull and its followers are standing by, ready to launch an attack against anyone foolish enough to intrude on their territory.

The flameskull leads this strange band of monsters, a collection of outcasts unable to find a place among the larger, more powerful groups residing in the pyramid. They use the hall of mirrors as an ambush point, attacking anything that comes through here in hopes of amassing magic items, treasure, and perhaps even prisoners to use as recruits to enlarge their band.

When the adventurers enter this area, read the following:

Ahead is a long, hooked corridor. A number of mirrors hang upon the outer wall. A set of double doors hang in the opposite wall, across from the mirrors.

2 Dark Creepers (D)		Level 4 Skirmisher
Small shadow humanoid		XP 175 each
Initiative +8	Senses Perception +4; darkvision	
HP 54; Bloodied 27; see also <i>killing dark</i>		
AC 18 (see also <i>dark step</i>), Fortitude 15, Reflex 17, Will 15		
Speed 6		
⚔ Dagger (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d4 + 4 damage.		
↘ Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +9 vs. AC; 1d4 + 4 damage.		
↩ Killing Dark (when reduced to 0 hit points)		
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.		
Combat Advantage		
The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Dark Step (move; at-will)		
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.		
Alignment Unaligned		Languages Common
Skills Stealth +11, Thievery +11		
Str 11 (+2)	Dex 18 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 13 (+3)	Cha 13 (+3)
Equipment black garments, 5 daggers		

Flameskull (F)		Level 8 Artillery
Tiny natural animate (undead)		XP 350
Initiative +7	Senses Perception +11	
HP 70; Bloodied 35		
Regeneration 5		
AC 21; Fortitude 18, Reflex 23, Will 21		
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant		
Speed fly 10 (hover)		
⚔ Fiery Bite (standard; at-will) ♦ Fire		
Reach 0; +10 vs. AC; 1 damage plus 1d8 fire damage.		
↘ Flame Ray (standard; at-will) ♦ Fire		
Ranged 10; +12 vs. Reflex; 2d6 + 6 fire damage.		
✱ Fireball (standard; encounter) ♦ Fire		
Area burst 3 within 20; +12 vs. Reflex; 3d6 + 6 fire damage. <i>Miss</i> : Half damage. The flameskull can exclude two allies from the effect.		
Mage Hand (minor; at-will) ♦ Conjuration		
As the wizard power <i>mage hand</i> (<i>Player's Handbook</i> 158).		
Illumination		
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.		
Alignment Unaligned		Languages Common
Skills Stealth +12		
Str 5 (+1)	Dex 16 (+7)	Wis 14 (+6)
Con 16 (+7)	Int 22 (+10)	Cha 20 (+9)

3 Cambion Hellswords (C)		Level 8 Brute
Medium immortal humanoid (devil)		XP 350 each
Initiative +8	Senses Perception +7; darkvision	
HP 106; Bloodied 53		
AC 20; Fortitude 20, Reflex 18, Will 21		
Resist 10 fire		
Speed 6, fly 8 (clumsy)		
⚔ Greatsword (standard; at-will) ♦ Fire, Weapon		
+10 vs. AC; 1d10 + 5 damage, and ongoing 5 fire damage (save ends).		
Whirlwind Charge		
When a hellsword charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge.		
Triumphant Surge		
The cambion hellsword gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 hit points or fewer.		
Alignment Evil		Languages Common, Supernal
Skills Athletics +13, Intimidate +14		
Str 20 (+9)	Dex 18 (+8)	Wis 16 (+7)
Con 16 (+7)	Int 10 (+4)	Cha 21 (+9)
Equipment chainmail, greatsword		

TACTICS

The band of monsters uses simple tactics built around the magical mirrors hanging in the hall. The flameskull uses the mirrors to blast the group from the safety of the inner chamber (see below), using them to fire attacks into the hall. Meanwhile, the cambions rush into melee. The dark creepers try to outflank the adventurers, hoping that the magical attacks and the cambions occupy their full attention.

The flameskull lurks in the inner chamber, using the crystal ball found there to spy on the hall of mirrors. With a minor action while adjacent to the crystal ball, the flameskull can use any one mirror of its choice in the hall to determine line of sight and line of effect for area and ranged attacks. It cannot use other attacks through the mirror.

The flameskull uses *fireball* to start the encounter, then turns to *flame ray* to blast away at the adventurers.

The three cambions wait in the outer chamber for the flameskull's order to attack. Two of them rush into the corridor through the door nearest the characters, while the third hangs back to guard the outer chamber. They attack the nearest PC and fight to the death. If one cambion falls, the one left behind in the outer chamber joins the fray.

The two dark creepers try to sneak through the door that the cambions did not use, the one farthest from the adventurers. They then use *dark step* to slip between the characters and set up a flank. If possible, the two of them flank a wizard or other physically weaker character.

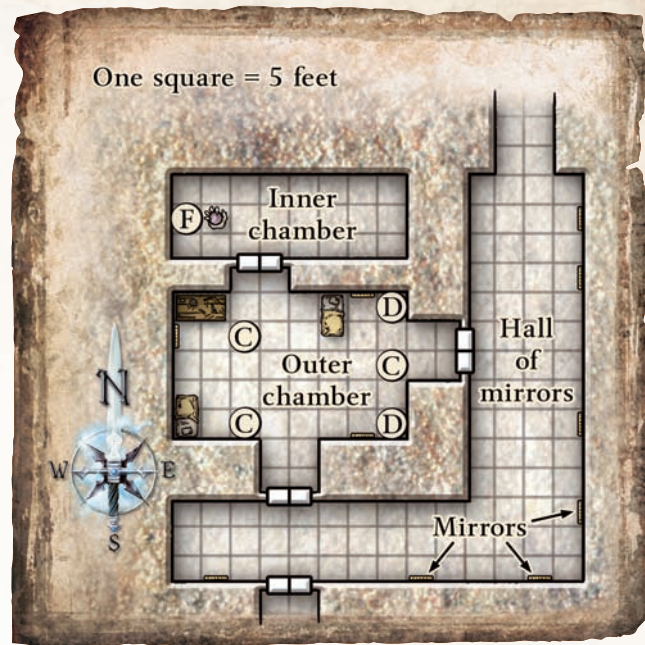
As the fight progresses, the monsters try to keep the characters out of the outer chamber. If a second cambion falls or both dark creepers are defeated, the survivors retreat to the outer chamber. They attempt to close the doors and hold them shut in an effort to hold off the adventurers while the flameskull continues to blast away. If the adventurers force their way into the outer chamber, the monsters fight to the death.

FEATURES OF THE AREA

Illumination: Dimly lit.

Mirrors: The mirrors are the most important feature of this area. They are found in the hall of mirrors and in the outer chamber. Any creature standing next to the crystal ball in the inner chamber can use a minor action to look through any of the mirrors. Until the end of the creature's turn, it can trace line of sight and line of effect for its ranged and area attacks from a mirror of its choice.

The mirrors have plain, gold frames. They have 10 hit points but regenerate 2 points of damage per round. Cracks and shattered pieces regrow thanks to the powerful magic of the pyramid. When a creature uses the mirror to attack, its image appears within a mirror for a moment as it makes its strike.



The Outer Chamber: Several beds and a table looted from other areas of the pyramid now occupy this room. The creatures use this area as a barracks. The doors to this place can be locked from the inside (DC 24 Thievery check to open them).

The Inner Chamber: This room only contains a crystal ball. It is a 3-foot diameter crystal sphere mounted atop a stone column. The column is carved to resemble a bird's talon that grasps the ball. Anyone looking into the crystal ball immediately understands how to operate it and can see through the mirrors and into both the hall of mirrors and the outer chamber.

A smart party might decide to use this place to camp. With the lockable doors and the hall of mirrors, the characters can effectively spy upon any intruders while resting within a secure room. This might be the safest location within the pyramid for the adventurers to make camp.

Treasure: Hidden within the mattress of one of the beds (DC 23 Perception check to find) is a *potion of healing* and a *wand of witchfire* +2. These items are described in the *Player's Handbook*.

ENCOUNTER S3: CHAMBER OF THE MONOLITHS

Encounter Level 8 (1,750 XP)

SETUP

Headless corpse (C)

Location 18: When Karavakos decapitated Vyrellis, he placed her body here, within a powerful field of arcane magic. Over time, the magic within this room has waned. Vyrellis can now reclaim her body, but there is a catch. Karavakos animated the corpse and filled it with necrotic energy. He did this to ensure that if Vyrellis ever found a way to rescue her body, it would turn against her and resist reconciliation. Should the adventurers free the body, it attacks them with a variety of magical spells.

When the adventurers enter this chamber, show the players “Inside the Chamber of the Monoliths” on page 27 of *Adventure Book One* and read:

Four stone monoliths are arranged around this large chamber. Great plumes of energy stream out of the monoliths and toward a central wall of arcane force. Vyrellis gasps as you take in the scene.

“My physical form is trapped within this arcane prison,” Vyrellis says. “For years I have waited for the magic that wards it to weaken. That time has come. Free my body, and together we can escape this horrid place.”

FREEING THE CORPSE

In the distant past, the monoliths in this room were sheathed in fiery energy. Over time, those protective wards have faded, leaving the monoliths vulnerable even though the energy still flows from them. Freeing the corpse is now a relatively easy act. Three successful DC 19 Strength checks topple one stone, destroying the wall of force and causing the headless corpse within the field to fall to the ground. Once the arcane energy flow is stopped and the body falls free, Vyrellis demands that the character who possesses the *Head of Vyrellis* artifact move closer so that she can examine her physical form. When the artifact comes within 2 squares of the headless corpse, it flies from its possessor and buries itself in the corpse’s chest. The orb remains visible, and Vyrellis’s misty head floats into and out of view as she screams in terror.

Headless Corpse (C)		Level 8 Solo Controller
Medium shadow humanoid (undead)		XP 1,750
Initiative +9	Senses Perception +11; darkvision	
HP 440; Bloodied 220		
AC 23; Fortitude 21, Reflex 23, Will 22		
Immune poison; Resist 10 necrotic		
Saving Throws +5		
Speed 6		
Action Points 2		
⬇ Slam (standard; at-will)	+14 vs. AC; 1d8 + 4 damage.	
⬇ Double Slam (standard; at-will)	The headless corpse makes two slam attacks.	
⊗ Ray of Ruin (standard; at-will) ♦ Arcane, Necrotic	+12 vs. Reflex; 2d6 + 4 necrotic damage, and the target is weakened (save ends).	
↔ Force Wave (minor; once per round) ♦ Arcane, Force	Close burst 2; +12 vs. Fortitude; 1d8 + 4 force damage, and the target is pushed 2 squares.	
❄ Winter’s Wrath (standard; encounter) ♦ Arcane, Cold	Burst 2 within 10 squares; +12 vs. Fortitude; 2d8 + 4 cold damage. The blizzard remains until the end of the headless corpse’s next turn. Any creature that starts its turn in the storm takes 4 cold damage.	
❄ Razor Storm (standard action; encounter) ♦ Arcane, Force, Zone	Burst 2 within 10 squares; this spell’s area becomes a swirling storm of force blades. Any creature that starts its turn in this area is subject to an attack; +14 vs. AC; 2d6 + 4 force damage, and the target is knocked prone. The headless corpse is immune to this effect. As a move action, the headless corpse can move this zone 4 squares. The zone lasts until the end of the encounter.	
Phantom Step (move action; recharge [2]) ♦ Arcane, Illusion	The headless corpse turns invisible and can move 6 squares. It remains invisible until the end of its next turn.	
Alignment Evil	Languages Common, Elven	
Skills Perception +11, Stealth +14		
Str 11 (+4)	Dex 20 (+9)	Wis 14 (+6)
Con 16 (+7)	Int 18 (+8)	Cha 19 (+8)

TRICKED!

When the *Head of Vyrellis* artifact flies into the chest of the headless corpse, it causes the corpse to animate. Vyrellis screams in terror. The artifact containing her essence is now trapped within the corpse, and she pleads for the adventurers to slay the body and free her. She instantly knows that she has been tricked by Karavakos!

Karavakos set this trap to eliminate the threat posed by the life essence of Vyrellis. Of course, he put this plan in place many decades ago, and today he has all but forgotten about it in the excitement surrounding his current plan to escape. That’s why the magical field was so weak and easy to overcome; Karavakos hasn’t been back to reenforce the spells in many, many years.

TACTICS

As soon as the *Head of Vyrellis* buries itself in the body, the headless corpse launches an all-out assault to slay the adventurers. It uses *razor storm* at the start of the battle to hit as many characters as possible and burns through its action points to inflict maximum damage as quickly as it can.

Remember that *force wave* is a minor action that can be used every round. If the party's melee combatants move next to the headless corpse, it uses this ability first to clear them away and provide it with room to make unhindered ranged or area attacks.

While the corpse attacks the party, Vyrellis screams for help. You can play this as deadly serious, with Vyrellis pleading for help, or for laughs, depending on how the characters and the eladrin princess have been getting along. Vyrellis alternates between urging on the PCs and apologizing on her body's behalf for its attacks.

Once the headless corpse is reduced to 0 hit points, it falls apart into a heap of stinking, gray sludge. The artifact rolls out from the mess, intact. Vyrellis is enraged that her body has been destroyed and that Karavakos deceived her. She swears revenge on him and recommits herself to aiding the party.

Should the headless corpse defeat the party, or if the characters flee from it, it goes on a rampage across this level of the pyramid. It seeks to slaughter everything on the level. As DM, look at the surviving monsters and make a call on how much havoc it can cause before (or if) the

rest of the dungeon's denizens can defeat it. Should a monster group slay the corpse, it gains possession of the *Head of Vyrellis*. The PCs might have to fight the creatures to regain the *Head* or bargain for its return.

If the corpse is not slain, it continues to stalk the halls of this level of the pyramid. Each day that passes, assume it clears out one section of the dungeon. It never goes up to the second or third level. The PCs might have to hunt it down if you judge that none of the monsters in the dungeon can stop it.

FEATURES OF THE AREA

Illumination: Brightly lit while the magical field is in place. Dimly lit after the monoliths are broken.

Monoliths: Aside from the monoliths and the energy they emit, there is nothing of note in this chamber. Once the adventurers topple a monolith, the energy of the magical field fades.

A toppled monolith is 4 squares tall and 2 squares wide. PCs must make DC 16 Athletics checks to climb or jump over it.

The energy emitted by the monoliths is deadly to the touch. A PC foolish enough to touch the wall of force or the power surging from the monoliths before toppling them takes $3d8 + 12$ fire damage.

ROLEPLAYING THIS ENCOUNTER

Played correctly, this encounter has the potential to be one of the most memorable fights of the adventure. After all, it isn't every day that the characters battle a headless corpse that carries the artifact containing the essence of an ally within its arcane depths. During the battle, your ability as Dungeon Master to bring the encounter to life plays a major role in making this a memorable part of the adventure.

As the PCs fight the body, Vyrellis screams in terror. She begs the PCs to avoid harming the artifact that contains her essence, yells at them if their attacks come too close to hitting the artifact, and hurls insults and oaths at her traitorous body. Her actions here set the tone for the party's roleplaying interactions with her for the rest of the adventure. Make the most of it.

As an optional rule, keep track of any attacks made against the headless corpse that miss by 1 or 2 points. On such attacks, the PC accidentally hits the artifact that contains Vyrellis, causing her to scream in pain and hurl insults at the character that accomplished the task. In addition, an attack roll of 1 also hits the *Head*.

Vyrellis remembers the characters who struck the *Head* with wayward attacks. She makes it her mission to remind them of their shortcomings for the rest of the adventure and bears a mighty grudge against them.



ENCOUNTER S4: THE GRAND STAIR

Encounter Level 8 (1,800 XP)

SETUP

- 2 gargoyles (G)
- Bloodfire harpy (H)
- Shifting stair trap (S)
- Clamping stair trap (T)

Location 19: This chamber holds the grand staircase that leads to the second level of the pyramid. The stairs feature two separate traps. One trap sends characters sprawling down into a deep, central pit. The other clamps down upon them, holding the adventurers in place as the gargoyles and harpy attack. Two gargoyles and a harpy lurk here, waiting to pounce upon those who attempt to climb to the second level.

Note that the gargoyles and the harpy don't emerge from hiding until after the adventurers set off one or both of the traps on the stairs. Ideally, they wait until one or more adventurers gets caught in the clamping stairs trap before flying out of the shadows to attack.

When the adventurers enter this area, read the following:

A wide set of stairs rises before you, up into the gloom above. The stairs wrap around the walls of this room, leaving a deep pit in the middle.

2 Gargoyles (G)		Level 9 Lurker
Medium elemental humanoid (earth)		XP 400
Initiative +11	Senses Perception +12; darkvision	
HP 77; Bloodied 38		
AC 25; Fortitude 21, Reflex 19, Will 19		
Immune petrification		
Speed 6, fly 8; see also <i>flyby attack</i>		
⬇️ Claw (standard; at-will)		
+14 vs. AC; 2d6 + 5 damage.		
⬇️ Flyby Attack (standard; recharges after using <i>stone form</i>)		
The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.		
Stone Form (standard; at-will)		
The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).		
Alignment Evil	Languages Primordial	
Skills Stealth +12		
Str 21 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 17 (+7)	Int 5 (+1)	Cha 17 (+7)

Bloodfire Harpy (H)		Level 9 Soldier
Medium fey humanoid		XP 400
Initiative +10	Senses Perception +11	
Burning Song (Fire) aura 20; enemies within the aura at the start of their turns take 5 fire damage (deafened creatures are immune).		
HP 100; Bloodied 50		
AC 25; Fortitude 23, Reflex 22, Will 23		
Resist 10 fire		
Speed 6, fly 8 (clumsy)		
⬇️ Claw (standard; at-will) ⬆️ Fire		
+14 vs. AC; 1d8 + 2 damage plus 1d8 fire damage.		
⬅️ Cloud of Ash (standard; recharge ⏏️ ⏏️ ⏏️) ⬆️ Fire		
The bloodfire harpy disgorges a cloud of burning ash. Close blast 3; +12 vs. Fortitude; 1d10 + 5 fire damage, and the target is blinded (save ends).		
Alignment Evil	Languages Common	
Str 15 (+6)	Dex 18 (+8)	Wis 14 (+6)
Con 20 (+9)	Int 12 (+5)	Cha 21 (+9)

Shifting Stairs (S)		Level 7 Warder
Trap		XP 300
<i>The stairs shift and rock, as though a giant hand was shaking them.</i>		
Trap: The stairs in this area are designed to knock characters down into the central pit.		
Perception		
⬆️ DC 28: The character notices the hinges and seams and realizes that the stairs can pivot and move.		
⬆️ DC 23: The character spots several seams in the stairs, but does not notice any of the moving parts.		
Initiative +5		
Trigger		
The first time a character steps into the trap's area, it activates.		
Attack		
Standard Action Close special		
Targets: Creatures in the trap's area		
Attack: +10 vs. Reflex		
Hit: The character takes 1d8 damage and is knocked prone and pushed 2 squares toward the central pit.		
Miss: The character is pushed 1 square toward the central pit.		
Special: If a character is pushed into the central pit from this section of the stairway, the character falls 30 feet to the bottom and takes 3d10 points of damage. The walls of the pit are smooth, requiring DC 25 Athletic checks to climb. It is 20 feet to climb to the first landing.		
Countermeasures		
⬆️ A character adjacent to or in the trap's area can attempt a DC 24 Thievery check to disarm it. Three successes defeats the trap.		

Clamping Stairs (T)

Trap

Level 7 Obstacle

XP 300

Individual slats on these stairs give way when stepped on, catching feet in their clamping embrace.

Trap: The stairs in this area are designed to prevent characters from moving up the stairs, trapping them in place.

Perception

- ◆ DC 28: The character notices the hinges and seams and realizes that the stairs can give way when stepped on.
- ◆ DC 23: The character spots several seams in the stairs, but does not notice any of the moving parts.

Initiative +5

Trigger

Each time a character moves in the trap's area, it activates. It makes an attack for every square a character moves, as described below.

Attack**Opportunity Action** Melee 1

Target: The triggering creature

Attack: +10 vs. Reflex

Hit: The character takes 1d4 damage and is immobilized and grants combat advantage to all attackers (save ends both).

Miss: The character is slowed (save ends).

Countermeasures

- ◆ A character adjacent to or in the trap's area can attempt a DC 24 Thievery check to disarm it. Three successes defeat the trap.

TACTICS

The gargoyles love to swoop down on their prey and knock them into the pit, repeating the process as necessary until they have slain any intruders. They begin the encounter at the top of the stairs, poised to leap down and attack.

The gargoyles attack with *flyby attack*, use *stone form*, and then use *flyby attack* again. They accept opportunity attacks to use this tactic, since they are confident that they can use *stone form* to heal after escaping.

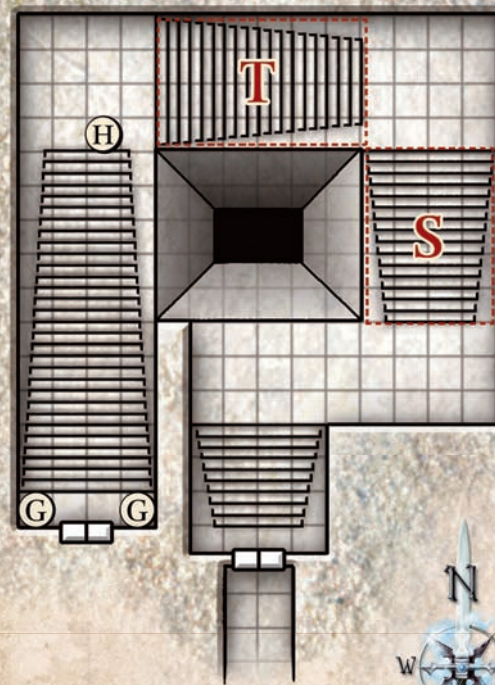
The gargoyles stand and fight in melee if they can catch a character on the stair traps or if they can finish off a badly wounded adventurer, but they avoid landing on the trapped stairs themselves. They prefer hit and run tactics to a stand and fight battle, however.

A badly wounded gargoyle flees to the bottom of the pit. A gargoyle can use *stone form* and heal at its leisure there, unless a character is willing to take damage by leaping down after it. If characters are in the pit, the wounded gargoyle flies back to the top of the stairs instead.

The bloodfire harpy darts in to hit the party with its *cloud of ash* ability, hoping to blind targets and leave them vulnerable to the gargoyles' attacks. Its aura allows it to slowly roast its enemies, and the harpy delights in tormenting characters trapped at the bottom of the pit with it.

The harpy has an uneasy alliance with the gargoyles. The pair tolerates it as a useful ally, but are quick to turn against it. Thus, the harpy never uses its *cloud of ash* attack if it might hurt a gargoyle, for fear of turning its allies into enemies. If the harpy does attack the gargoyles for any reason, such as if a PC uses a power that forces such an attack, the gargoyles turn against it.

One square = 5 feet



ENCOUNTER S4: THE GRAND STAIR

FEATURES OF THE AREA

Illumination: Dimly lit on the stairs and landings, dark in the pit.

Area Features: The ceiling in this area is 60 feet above where the PCs enter through the double doors. Each flight of stairs allows the PCs to ascend 10 feet higher, except for the last set of stairs, which climbs 20 feet to the entry to the second level. The ceiling is 10 feet above the door at the top of the stairs.

Stairs: The stairs are difficult terrain. They are remarkably shallow, narrow for even a halfling's feet. Thus, the characters must take care as they ascend the stairs. In addition, two sections of stairs are trapped, as described above.

Pit: Falling into the pit from the first landing is a drop of 20 feet (2d10 damage). Falling from the shifting stairs is 30 feet (3d10 damage). Falling from the clamping stairs is 40 feet (4d10 damage). Falling from the lower section of the long stair is 50 feet (5d10 damage). Climbing the smooth walls of the pit requires a DC 25 Athletics check. It is a 20-foot climb to the first landing.

ENCOUNTER T1: TEMPLE GUARDS

Encounter Level 8 (1,850 XP)

SETUP

- 2 foulspawn manglers (M)
- 2 foulspawn berserkers (B)
- Foulspawn grue (G)

Location 20: The east and south section of the second level of the pyramid includes a strange temple dedicated to the monstrosities of the Far Realm. A number of foulspawn dwell here, along with other hideous beasts. The corridor leading to this area features a number of leering demon idols. These idols allow for limited teleportation. When the adventurers approach the guardroom, the foulspawn who watch the hallway use the idols to attack from all directions at once.

When the adventurers enter the hallway, read the following:

Ahead, a 20-foot wide corridor stretches to the south. It ends in a set of double doors. Just north of the corridor's end, a second set of double doors leads to the east. Seven leering, demonic faces hang on the walls here. Two flank each door, and another three are evenly spaced along the western wall, across from the door to the east. The idols are vaguely humanoid, with long horns and mouths that gape open, revealing darkness beyond. Each face is 4 feet tall, with the mouth accounting for 3 feet of that length.

2 Foulspawn Manglers (M)	Level 8 Skirmisher
Medium aberrant humanoid	XP 350 each
Initiative +9	Senses Perception +7; low-light vision
HP 86; Bloodied 43; see also <i>dagger dance</i>	
AC 22 (24 while bloodied); Fortitude 19, Reflex 20 (22 while bloodied), Will 19; see also <i>mangler's mobility</i>	
Speed 7 (9 while bloodied)	
⚔ Bone Dagger (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d4 + 3 damage.	
⚔ Dagger Dance (standard; recharges when first bloodied) ♦ Weapon	
The foulspawn mangler makes four bone dagger attacks and shifts 1 square after each attack.	
↘ Bone Daggers (standard; at-will) ♦ Weapon	
The foulspawn mangler makes two bone dagger attacks. Ranged 5/10; +13 vs. AC; 1d4 + 3 damage with each hit.	
Combat Advantage	
The foulspawn mangler deals an extra 2d6 damage against any target it has combat advantage against.	
Mangler's Mobility	
The foulspawn mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Athletics +10, Stealth +12	
Str 13 (+5)	Dex 17 (+7)
Con 14 (+6)	Int 10 (+4)
Wis 6 (+2)	Cha 14 (+6)
Equipment 8 daggers	

2 Foulspawn Berserkers (B)	Level 9 Soldier
Medium aberrant humanoid	XP 400 each
Initiative +7	Senses Perception +0; low-light vision
Berserker Aura aura 1; when a creature in the aura makes a melee attack, it targets a random creature within its reach.	
HP 102; Bloodied 51	
AC 25; Fortitude 26 (28 while bloodied), Reflex 21, Will 21	
Immune fear	
Speed 7	
⚔ Greatsword (standard; at-will) ♦ Weapon	
+14 vs. AC (+16 while bloodied); 1d10 + 4 damage, or 1d10 + 6 damage while bloodied.	
Berserker Charge (standard; at-will)	
The foulspawn berserker charges and deals an extra 5 damage when its melee basic attack hits.	
Mental Feedback ♦ Psychic	
If the foulspawn berserker is attacked by a charm effect, the foulspawn berserker and its attacker take 10 psychic damage.	
Alignment Chaotic evil	Languages Deep Speech, telepathy 10
Str 18 (+8)	Dex 12 (+5)
Con 22 (+10)	Int 8 (+3)
Wis 3 (+0)	Cha 12 (+5)
Equipment greatsword	

Foulspawn Grue (G)	Level 8 Controller
Small aberrant humanoid	XP 350
Initiative +8	Senses Perception +5; low-light vision
HP 87; Bloodied 43	
AC 22; Fortitude 19, Reflex 21, Will 20	
Speed 4, teleport 4	
⚔ Claw (standard; at-will)	
+13 vs. AC; 1d4 + 4 damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).	
↘ Mind Worm (standard; encounter) ♦ Psychic	
Ranged 10; +10 vs. Will; the target takes a -2 penalty to its Will defense and is slowed (save ends both).	
↘ Whispers of Madness (standard; recharge ☞ ☞) ♦ Psychic	
Ranged 5; deafened creatures are immune; +10 vs. Will; 4d6 + 3 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Stealth +13	
Str 8 (+3)	Dex 19 (+8)
Con 15 (+6)	Int 11 (+4)
Wis 3 (+0)	Cha 16 (+7)

TACTICS

The foulspawn charged with watching this approach to the temple use a simple plan to waylay and kill intruders. They spend their time in the chambers to the east of the entry hall. When they hear intruders approaching, they use the leering demon faces to teleport into the hallway and attack.

Important: The monsters in the guardroom listen for noises in the hallway. Their passive Perception check is 17. Compare this to the group's Stealth checks. If the party avoids detection, the monsters are unable to put their tactics to use. The party has a chance to attack the creatures in the guardroom. If this happens, the foulspawn

manglers still use the idols to teleport behind the party, but the rest of the foulspawn stand their ground and fight in the guardroom.

The two berserkers open the double doors nearest them and form a defensive line there, blocking the doorway. They try to hold the party's warriors there while using the walls to prevent anyone from flanking them.

If the grue manages to slow the party's warriors, the berserkers change their tactics. They withdraw into their room, then use the idols to teleport into the hallway and attack weaker characters. They attempt to force slowed characters into wasting precious actions hobbling after them.

The manglers dart for the demonic idols closest to them. Once the berserkers open the door and begin fighting, they leap through the idols and attack the party from behind.

The grue stands behind the berserkers and uses *mind worm* and *whispers of madness* on the toughest looking characters. Once they are slowed, it moves to the idols and teleports into the hallway to help the manglers. It avoids melee with heavily armored characters, preferring to tackle easier prey.

FEATURES OF THE AREA

Illumination: Dimly lit.

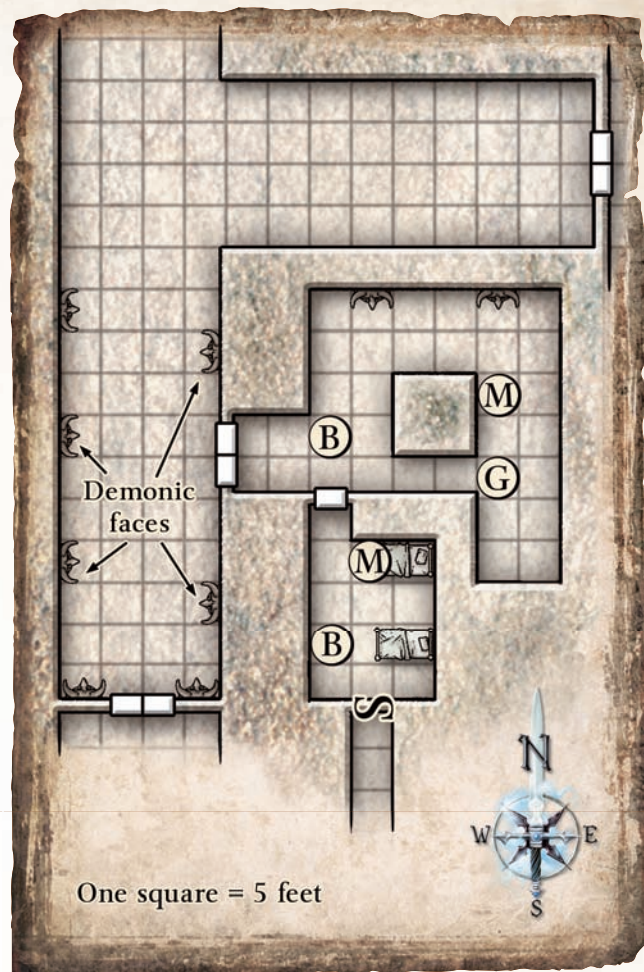
Demonic Faces: The demonic faces, carved idols hanging on the walls, are the most important feature of this area. As a move action, a Medium or smaller creature standing next to a face can leap into its mouth and teleport to any of the other faces in the area, emerging from its mouth to any square adjacent to the destination idol.

Using the idols is not without risk, however. Once a creature uses a mouth to teleport, all the idols animate and bite at the nearest living creatures. Any creatures adjacent to an idol when this occurs takes 5 points of damage.

The demonic faces attack both the foulspawn and the adventurers with equal abandon. They growl and hiss at characters who are nearby but too far to bite, begging in Common for just a nibble of fresh, delectable flesh.

Initially, the demonic faces appear and act as inanimate carvings hanging on the walls. After an idol is used to teleport, the faces continue to beg for food and drink, biting anyone next to them each time their teleport power is used. If the characters give each idol food or drink, the faces thank them for their generosity. Being bitten by a face does not count as feeding it. A character must actually give it food or drink to earn its gratitude. If the characters feed an idol during the encounter, that idol refuses to allow the foulspawn to use it to teleport.

After the encounter, the idols continue to plead for food. If the PCs feed every idol, the last one they feed grants them a boon. A *flaming +2 weapon* (pick a weapon type that the party can use, as described in the *Player's Handbook*) falls from its mouth. From that time forward,



ENCOUNTER T1: TEMPLE GUARDS

the idols allow only the adventurers to use them. They refuse to work for any other creatures, as described above.

Guardrooms: The foulspawn wait in the guardsroom, listening for any noise of intruders in the hallway. The two demonic faces on the north wall of this room work with the idols hanging in the hallway to allow the monsters to teleport from face to face.

The room to the south serves as a sleeping area and features two beds that the foulspawn take turns using.

Secret Door: A secret door along the southern wall of the sleeping area can be found with a DC 24 Perception check. It is locked and requires a DC 26 Thievery check or DC 24 Strength check to open. It leads to Location 21 (Encounter T2).

ENCOUNTER T2: THREE GATES OF AGONY

Encounter Level 9 (2,200 XP)

SETUP

Medusa archer (M)

Ogre warhulk (O)

Location 21: Three gates found in this area serve as a key barrier against intrusion into the temple dedicated to the Far Realm. To progress deeper into this region of the pyramid, the adventurers must determine how to open each gate. Once the three gates are open, the adventurers can venture farther into this twisted realm.

In addition to the gates, two creatures stand guard over the Gate of Ignorance: a medusa and her ogre thrall.

When the adventurers enter the chamber leading to the Gate of Ignorance, read the following:

The door opens to reveal a chamber holding three statues. The closest statue is of a tiefling in plate armor carrying a greatsword. The other two statues depict orcs. One wears the robes of a shaman or wizard, and the other carries a two-handed axe and wears scale armor. To the south, you hear the ragged breath of some large creature.

Medusa Archer (M)		Level 10 Elite Controller	
Medium natural humanoid		XP 1,000	
Initiative +10	Senses Perception +13		
HP 212; Bloodied 106			
AC 26; Fortitude 23, Reflex 24, Will 25			
Immune petrification; Resist 10 poison			
Saving Throws +2			
Speed 7			
Action Points 1			
⊕	Snaky Hair (standard; at-will) ◆ Poison		
+15 vs. AC; 1d6 + 5 damage, and the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).			
⊗	Longbow (standard; at-will) ◆ Poison, Weapon		
Ranged 20/40; +15 vs. AC; 1d10 + 5 damage, and the medusa archer makes a secondary attack against the same target.			
Secondary Attack: +13 vs. Fortitude; the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).			
⊖	Petrifying Gaze (standard; at-will) ◆ Gaze		
Close blast 5; blind creatures are immune; +14 vs. Fortitude; the target is slowed (save ends). <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Save:</i> The target is petrified (no save).			
Alignment	Evil Languages Common		
Skills	Bluff +16, Diplomacy +16, Intimidate +16, Stealth +15		
Str 16 (+8)	Dex 21 (+10)	Wis 17 (+8)	
Con 18 (+9)	Int 12 (+6)	Cha 22 (+11)	
Equipment hooded cloak, longbow, quiver of 30 arrows			

Ogre Warhulk (O)		Level 11 Elite Brute	
Large natural humanoid		XP 1,200	
Initiative +6	Senses Perception +6, blindsight 10		
HP 286; Bloodied 143			
AC 25; Fortitude 26, Reflex 21, Will 21			
Saving Throws +2			
Speed 8			
Action Points 1			
⊕	Heavy Flail (standard; at-will) ◆ Weapon		
Reach 2; +14 vs. AC; 2d8 + 6 damage, and the target is knocked prone.			
⊖	Flail Hurricane (standard; encounter) ◆ Weapon		
Requires heavy flail; close burst 2; +12 vs. AC; 2d8 + 6 damage, and a Medium or smaller target is knocked prone.			
Alignment	Chaotic evil Languages Common, Giant		
Str 22 (+11)	Dex 12 (+6)	Wis 12 (+6)	
Con 23 (+11)	Int 4 (+2)	Cha 6 (+3)	
Equipment hide armor, heavy flail			

BACKGROUND

The medusa, Jehara, and her blinded ogre guardian Maulspike have been tasked with guarding this place. Jehara believes that, even though the aberrations of this place repel her, they hold the best chances of offering escape from the pyramid.

Maulspike takes no penalties to attack rolls and Perception checks, but he cannot perceive enemies who are more than 10 squares away from him. He is immune to Jehara's gaze.

TACTICS

The medusa's strategy is simple. She relies on Maulspike to keep the characters away from here while she rains arrows upon them. Once she hits a character and imposes a Fortitude penalty, she and Maulspike move forward to allow her to use her gaze attack. If she must move, Maulspike delays his turn to ensure that he can cover her.

The ogre's tactics are equally simple. He moves to keep himself between Jehara and the characters. He focuses his attacks on nimble adventurers who can move past him to attack the medusa, accepting attacks from fighters and other defenders as needed. He does not chase after the characters. He focuses on defending his mistress rather than pursuing foes.

The two companion monsters fight to the death.

FEATURES OF THE AREA

Illumination: Dimly lit.

Entry Chambers: The chambers that lead to the Gates of Agony are featureless stone, except for the secret door in the northern wall. The chamber by the Gate of Ignorance features three statues of Jehara's previous victims.

Secret Door: A secret door along the southern wall of the sleeping area can be found with a DC 24 Perception

check. It is locked and requires a DC 26 Thievery check or DC 24 Strength check to open. It leads to Location 20 (Encounter T1).

Statues: The statues form difficult terrain that provide cover. If Maulspike (or any other Large creature) moves into a statue's space, he destroys it. (He usually squeezes past them to avoid this, but doesn't take that much care in combat.) A destroyed statue remains difficult terrain, but it no longer provides cover.

The Gates of Agony: The three gates labeled on the map are described below.

Exit: The door at the southern end of this area is made of plain iron. It has no visible handle or keyhole. Only those who have passed through the three gates can move through it. To such characters, the door appears open. Others see the door as closed and cannot move through it.

THE GATES OF AGONY

The three gates leading into of the southern chamber provide the true obstacle to the adventurers' progress. Each gate requires a different sacrifice to activate. Once each of the three gates has been satisfied, they all open and allow the adventurers to continue deeper into the temple.

From inside the southern chamber, the three gates appear to be blank doors of iron with no keyholes or handles. There is no way to open the gates from the southern chamber. To deal with the gates, the adventurers must approach them from the western (Ignorance) and northern (Treachery and Terror) sides. Remember, the adventurers cannot open the door leading to the south until all three gates are open.

When the adventurers approach a gate from either the west or the north, show the players "View of the Three Gates of Agony" on page 28 of *Adventure Book One*.

The Gate of Ignorance: This gate demands that the adventurers wallow in ignorance, turning against knowledge. When a character touches the door, a voice booms out, "Let those who embrace the darkness of ignorance walk forward, heedless of all knowledge. The blind and deaf fear no danger, for the Keeper of the Way shall guide their steps."

This gate offers a simple riddle. A character who closes his eyes and covers his ears, or who otherwise renders himself blinded and deafened, can simply walk through the gate. However, as he approaches the gates, anyone watching nearby sees the snakes in the doorframe animate as if they are about to attack the approaching character. In truth, this is an illusion designed to test the faith of those who approach. Characters who ignore the snakes pass through the door without harm.

The Gate of Treachery: This strange portal teaches the initiates of the Far Realm that their personal interests are the best interests to serve. By turning creatures against each other, the denizens of the Far Realm prevent wisdom from turning cultists away from their mad schemes.

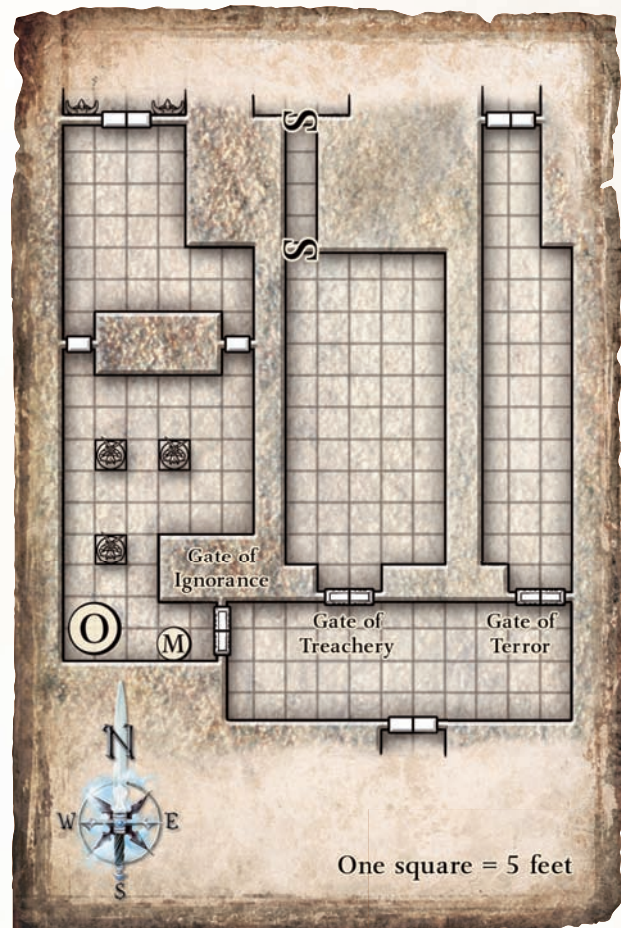
As a character approaches this gate, it swings open. If he passes through, the robed figures carved into the archway whisper into his mind, "Your glory at the cost of another's misery." As the voice speaks, the character realizes that a party member has been cursed to suffer ill fortune. Pass the player a note informing him of this, keeping the information secret from the other players.

If the character warns his ally, the curse takes hold on both of them. The next time anyone under the effect of this curse rolls a natural 1 on an attack roll, he takes 3 points of damage per level as spectral copies of the hooded figures on the door appear next to him and stab at him.

If the character does not warn his ally, the curse never takes hold. This stricture applies for only 1 minute after a character passes through the gate.

The Gate of Terror: This gate is perhaps the simplest to pass. As a character approaches it, the figures carved into the archway seem to come to life, while the gate itself transforms into the gaping maw of a devil. The character has two choices. He can turn away from the door, or walk through it. A character who chooses to move forward passes through the gate. However, his allies see him leaping into the devil's mouth. When he enters it, the mouth appears to snap shut and grind him to a bloody pulp.

As with the Gate of Treachery, use notes or pull players aside so that the rest of the group does not gain an unfair insight into what has happened.



ENCOUNTER T3: THE HEART OF MADNESS

Encounter Level 9 (2,000 XP)

SETUP

Destrachan (D)
2 foulspawn berserkers (F)
Grick alpha (G)
Heart of madness hazard

Location 22: This strange chamber reeks with the fell influence of the Far Realm. A mind flayer named Xzathral tried to create a gate out of the pyramid. He sought to contact a being called Dalmosh, a creature of insatiable hunger. The ritual failed. Instead of contacting Dalmosh and creating an escape path from this place, it turned Xzathral into a pile of pulsing flesh and transformed the area around his workshop into living flesh. Only the powerful magic of the pyramid prevented the transformation from spreading.

The foulspawn leave guards here to stand watch over the transformed chambers. They believe that Xzathral's spirit survives and seeks vengeance against them.

When the adventurers enter this chamber, show the players "View of the Heart of Madness" on page 28 of *Adventure Book One* and read:

Before you stands a scene that could come only from a fevered dream or a madman's imagination. The stone passage ahead merges with a pale gray material that glistens wetly. It's as though the walls, floor, and ceiling up ahead were made of flesh. A trail of thick, sludgelike violet slime puddles on the floor.

2 Foulspawn Berserkers (B)	Level 9 Soldier
Medium aberrant humanoid	XP 400 each
Initiative +7	Senses Perception +0; low-light vision
Berserker Aura aura 1; when a creature in the aura makes a melee attack, it targets a random creature within its reach.	
HP 102; Bloodied 51	
AC 25; Fortitude 26 (28 while bloodied), Reflex 21, Will 21	
Immune fear	
Speed 7	
⊕ Greatsword (standard; at-will) ♦ Weapon	
+14 vs. AC (+16 while bloodied); 1d10 + 4 damage, or 1d10 + 6 damage while bloodied.	
Berserker Charge (standard; at-will)	
The foulspawn berserker charges and deals an extra 5 damage when its melee basic attack hits.	
Mental Feedback ♦ Psychic	
If the foulspawn berserker is attacked by a charm effect, the foulspawn berserker and its attacker take 10 psychic damage.	
Alignment Chaotic evil	Languages Deep Speech, telepathy 10
Str 18 (+8)	Dex 12 (+5) Wis 3 (+0)
Con 22 (+10)	Int 8 (+3) Cha 12 (+5)
Equipment greatsword	

Destrachan	Level 9 Artillery
Large aberrant magical beast (blind)	XP 400
Initiative +8	Senses Perception +11; blindsight 10
HP 80; Bloodied 40	
AC 22; Fortitude 24, Reflex 21, Will 20	
Immune gaze	
Resist 10 thunder	
Speed 6, climb 3	
⊕ Claw (standard; at-will)	
+14 vs. AC; 1d8 + 4 damage.	
↗ Sound Pulse (standard; at-will) ♦ Thunder	
Ranged 10; +13 vs. Reflex; 2d6 + 5 thunder damage.	
↖ Bellowing Blast (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ) ♦ Thunder	
Close blast 5; +13 vs. Fortitude; 2d6 + 5 thunder damage, and the target is dazed (save ends).	
Alignment Evil	Languages Deep Speech
Skills Bluff +9, Stealth +13	
Str 18 (+8)	Dex 18 (+8) Wis 14 (+6)
Con 20 (+9)	Int 7 (+2) Cha 10 (+4)

Grick Alpha	Level 9 Brute (Leader)
Large aberrant beast	XP 400
Initiative +5	Senses Perception +11; darkvision
HP 116; Bloodied 58	
AC 21; Fortitude 22, Reflex 17, Will 18	
Resist 5 against effects that target AC	
Speed 7, climb 4	
⊕ Tentacle Rake (standard; at-will)	
Reach 2; +13 vs. AC; 2d8 + 5 damage, and the target is grabbed (until escape) and takes ongoing 5 damage (save ends).	
⊕ Vicious Bite (standard; at-will)	
Grabbed target only; automatic hit; 1d8 + 5 damage.	
Expert Flanker	
The grick alpha gains a +2 bonus to attack rolls against an enemy it is flanking.	
Pinning Grip	
The grick alpha's allies gain a +2 bonus to attack rolls against an enemy grabbed by this creature.	
Alignment Unaligned	Languages –
Skills Endurance +12, Stealth +10	
Str 20 (+9)	Dex 13 (+5) Wis 15 (+6)
Con 16 (+7)	Int 2 (+0) Cha 7 (+2)

THE HEART OF MADNESS

The heart of madness was created when Xzathral tried to contact the Far Realm and escape from the pyramid. Now this creature lies dormant, waiting for events to awaken it.

The death of creatures in this area causes the heart of madness to awaken. A dead creature decays rapidly, turning to sludge that the fleshy walls absorb 3 rounds after death. The characters can see the corpse's flesh decay and rot away. Removing a corpse from this area stops this horrid transformation.

Three rounds after the adventurers have defeated the first creature in this area, the fleshy walls form blockades at the positions marked on the map.

Heart of Madness

Hazard

Level 9 Obstacle

XP 400

The large, fleshy nodule pulses with mind-warping energy as it slowly awakens, sealing off the chamber beyond and preparing to extend its reach throughout the pyramid.

Hazard: Fleshy walls seal the chamber as acidic vapor fills the area.

Trigger

The hazard kicks in 3 rounds after the first creature dies in this area.

Attack, Barricades of Flesh

Standard Action Area special; see map.

Effect: Immediately forms walls of flesh that seal off the chamber in three locations, as marked on the map.

Countermeasure

- ◆ Characters can attempt to hack through the barricades. Each barricade has an AC and Reflex defense of 4, a Fortitude defense of 12, and 60 hp. It regenerates 10 hp at the start of every round. If reduced to 0 hit points, the barricade falls. Three rounds later, if the heart is still intact, it reforms.

Attack, Acidic Vapors

Opportunity Action Area special; the chamber sealed within the barricades of flesh

Target: All creatures in the sealed area

Effect: At the start of a character's turn, if he or she is in the area, the character takes 5 acid damage from the spreading vapors.

Attack, Mind Blast

Standard Action Close burst 5

Targets: All creatures in burst.

Attack: +12 vs. Will

Hit: 1d8 + 5 psychic damage, and the target is dazed (save ends)

Miss: Half damage, and the target is not dazed.

TACTICS

The berserkers, the destrachan, and the grick patrol this area. The destrachan and grick are trained warbeasts led into battle by the foulspawn. Their job is to ensure that the heart of madness does not produce a new horror to menace the foulspawn settlement. They fear the heart of madness, but they also regard it as quasi-divine. The foulspawn fear its magic, but also wonder if it might provide some way of escaping this place.

When the adventurers enter this area, the monsters rush to attack, afraid that interlopers will agitate the heart.

The foulspawn berserkers move forward to engage the party, hoping to hem them into a narrow corridor to prevent them from intruding any further and to give the destrachan a chance to use its ranged attacks. The grick moves to get behind the characters and attack.

The destrachan uses *sound pulse* from a distance, whittling down the characters' strength while the berserkers engage in melee combat. The destrachan tries to overcome characters targeted by the berserkers in an effort to bring down their foes as quickly as possible.

The grick attempts to attack the adventurers from behind by moving around through the corridors, trapping the party in a simple pincer maneuver. It is a dull, angry beast kept half-starved by its masters. It takes advantage of *expert flanker* to attack a target between it and the berserkers. Once it grabs a foe, the berserkers turn their efforts to the rest of the party, content to let the grick feast upon the unfortunate adventurer wrapped in its grasp.

FEATURES OF THE AREA

Illumination: Dimly lit.

Gray Material: The strange, gray material that comprises the walls, floor, and ceiling of this area feels similar to living flesh. It pulses and flexes as though it were alive (which it is). Any attacks against the fleshy walls deal full damage. The walls have regeneration 10. If the adventurers deal 60 points of damage to a single square, the flesh falls away and the square becomes open terrain. After three rounds, the flesh around the hole seals the wound.

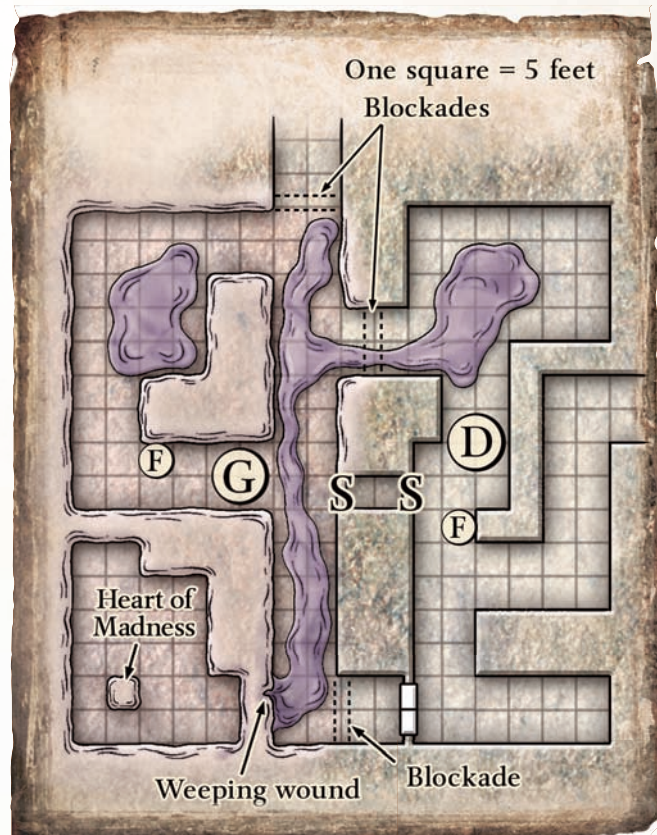
Barricade: See gray material, above.

Slime: Squares covered with slime are difficult terrain.

The Weeping Wound: The weeping wound marked on the map begins to pulse with energy as the heart awakens. The wounds on this wall bleed with the thick, violet slime that covers the floor. This specific portion of the gray material does not have regeneration, so it is the easiest part to destroy.

Secret Door: The secret doors in this area can be found with a DC 24 Perception check.

Heart of Madness: The heart is a large, fleshy nodule that hangs from the ceiling of the sealed chamber. It has 100 hit points. If the adventurers destroy it, the acidic vapors dissipate and the barricades open to let them escape. The nodule breaks open when destroyed, revealing a now-dead creature that looks like an overgrown brain with tentacles growing from its base.



ENCOUNTER T4: HOVELS OF THE DAMNED

Encounter Level 9 (2,022 XP)

SETUP

- 12 human rabble (H)
- Foulspawn seer (S)
- 3 foulspawn manglers (M)

Location 23: The foulspawn that dwell in this strange temple managed to recruit the pathetic dregs that have been trapped in the pyramid. These wretched souls, unlucky peasants and travelers caught by the pyramid when it manifested in the natural world, huddle in this chamber within rickety buildings assembled from scrap and rubble.

The foulspawn cull these unfortunates for the sacrifices they need to perform for their rites to Far Realm entities. After the catastrophic failure of their last ritual (see Location 24, Encounter T5), they have conducted precious few sacrifices in recent times.

When the adventurers enter this area, read the following:

This chamber looks like a refugee camp. Several small buildings crafted from scrap wood, crumbling stone blocks, and other debris have been erected here. The statue of a strange, four armed creature carrying several weapons stands in the middle of this room in an open square between the makeshift buildings.

3 Foulspawn Manglers (M)	Level 8 Skirmisher
Medium aberrant humanoid	XP 350 each
Initiative +9	Senses Perception +7; low-light vision
HP 86; Bloodied 43; see also <i>dagger dance</i>	
AC 22 (24 while bloodied); Fortitude 19, Reflex 20 (22 while bloodied), Will 19; see also <i>mangler's mobility</i>	
Speed 7 (9 while bloodied)	
⚔ Bone Dagger (standard; at-will) ♦ Weapon +13 vs. AC; 1d4 + 3 damage.	
⚔ Dagger Dance (standard; recharges when first bloodied) ♦ Weapon The foulspawn mangler makes four bone dagger attacks and shifts 1 square after each attack.	
⚔ Bone Daggers (standard; at-will) ♦ Weapon The foulspawn mangler makes two bone dagger attacks. Ranged 5/10; +13 vs. AC; 1d4 + 3 damage with each hit.	
Combat Advantage The foulspawn mangler deals an extra 2d6 damage against any target it has combat advantage against.	
Mangler's Mobility The foulspawn mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Athletics +10, Stealth +12	
Str 13 (+5)	Dex 17 (+7) Wis 6 (+2)
Con 14 (+6)	Int 10 (+4) Cha 14 (+6)
Equipment 8 daggers	

Foulspawn Seer (S)	Level 11 Artillery (Leader)
Medium aberrant humanoid	XP 600
Initiative +7	Senses Perception +9; low-light vision
Foul Insight aura 10; allies in the aura that can hear the foulspawn seer gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.	
AC 24; Fortitude 19, Reflex 23, Will 21	
HP 86; Bloodied 43	
Speed 6, teleport 3	
⚔ Twisted Staff (standard; at-will) ♦ Weapon +14 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.	
⚔ Warp Orb (standard; at-will) Range 10; +16 vs. Reflex; 1d8 + 6 damage, and the target is dazed (save ends).	
⚔ Distortion Blast (standard; daily) Close blast 5; +12 vs. Fortitude; 2d8 + 6 damage, and the target is dazed (save ends). Aberrant creatures take half damage.	
Bend Space (immediate interrupt, when it would be hit by an attack; recharge ⏏ ⏏) ♦ Teleportation The foulspawn seer teleports 3 squares.	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Bluff +14, Religion +16	
Str 10 (+5)	Dex 14 (+7) Wis 8 (+4)
Con 14 (+7)	Int 22 (+11) Cha 18 (+9)
Equipment staff	

12 Human Rabble (H)	Level 2 Minion
Medium natural humanoid	XP 31 each
Initiative +0	Senses Perception +0
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>	
Speed 6	
⚔ Club (standard; at-will) ♦ Weapon +6 vs. AC; 4 damage.	
Mob Rule The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Unaligned	Languages Common
Str 14 (+2)	Dex 10 (+0) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Equipment club	

DEVELOPMENT

The foulspawn in this area are desperate to defend their lair. Since the creation of the prismatic vortex (see Location 24, Encounter T5 for more information), they have been desperate to turn their fortunes for the better. The adventurers, and the magic items they undoubtedly carry, present a dangerous opportunity for them.

The foulspawn seer Medraga, starts the encounter in the chapel preaching a sermon of the wonders of the Far Realm to his disciples. When the adventurers arrive and are noticed, the rabble in the square hail them as visitors and invite them into the chapel. What happens next depends on what the adventurers do.

The human rabble are all insane but benign refugees, their minds and bodies warped by participation in the foulspawn's unholy rites. Some show signs of leprosy, others display bizarre mutations. They are peaceful and welcoming unless attacked.

Medragal wears purple robes and a wooden mask carved to look like a handsome human male. Though eager to dispose of the adventurers, he realizes that a direct assault is foolish. Instead, he tries to lure them into a false sense of security. If the rabble lead the party to the chapel, he welcomes them. If asked, he claims that his followers in Locations 20, 21, and 22 attacked only out of fear. "If you have no thirst for bloodshed," Medragal says "you can be at peace with my people. Rest and relax in this chamber for as long as you wish, as long as you harm none of my followers."

When Medragal speaks, the adventurers can make Insight checks to discern the truth of his statements. Each time an adventurer beats his Bluff (DC 24), they uncover a little more about his plans. The adventurers can make a check once for every minute of conversation. If they gain three successes before three failures, they learn the information outlined below. Once the adventurers gain three failures, however, they can discern nothing else about Medragal using the Insight skill.

First Success: Medragal is hiding something from you, but you are unsure what it might be. He seems eager to prevent violence.

Second Success: Medragal obviously does not trust you and seems to want to end this conversation as quickly as possible.

Third Success: Judging by his body language, Medragal plans to betray you.

TACTICS

Medragal offers the adventurers the use of his hut, as described above. When the time comes for the foulspawn to attack, the rabble surrounds the hut and knocks it over (see "Features of the Area" below). Once the building collapses, the manglers dart in to attack while the rabble simply tries to get in the party's way.

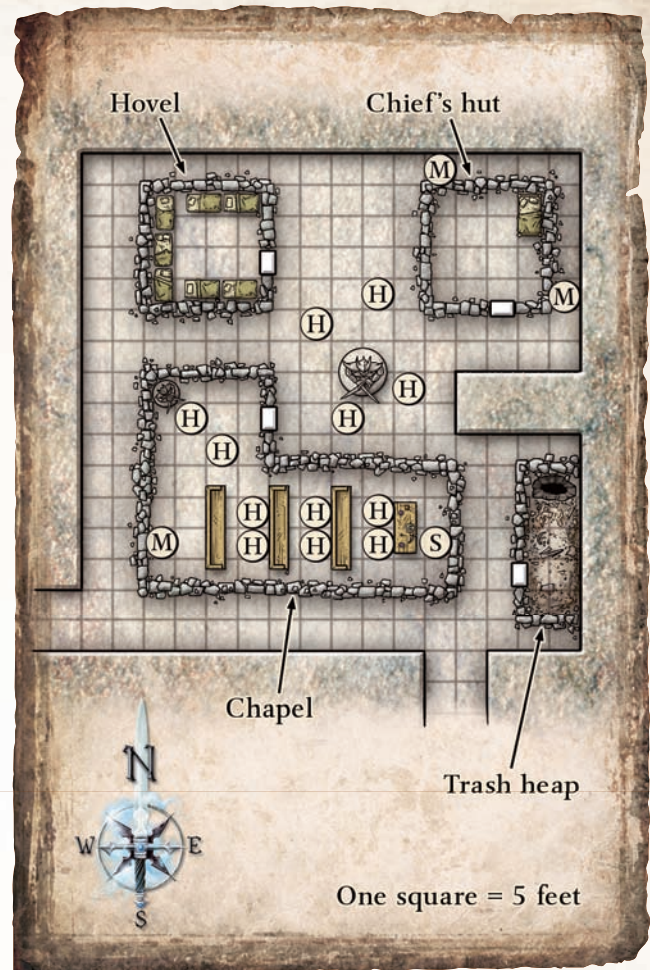
Once battle is joined, whether by following Medragal's plan or because the adventurers get wind of something fishy and attack immediately, the foulspawn's tactics are simple. The manglers engage in melee, the rabble surround and annoy the adventurers, and Medragal attacks from a distance.

Medragal keeps to the edge of the fight, using his powers to harass the adventurers. He and his followers fight to the death.

FEATURES OF THE AREA

Illumination: Dimly lit.

Buildings: The buildings in this area are poorly constructed. As a standard action, a creature can punch a hole in a wall, creating enough space to move through. A



building that sustains four or more holes in this manner collapses. Its entire area becomes difficult terrain, and creatures in the building when it falls take 2d6 + 8 damage and are knocked prone.

Chapel: This chamber contains several crude benches, an altar made from a pile of stones studded with candles, and a smaller version of the statue in the main square.

Hovel and Chief's Hut: Medragal lives in the chief's hut. The rest of his followers squeeze into the hovel. The beds consist of simple piles of rags.

The Statue: The statue, like the rest of this place, is poorly constructed. A DC 22 Strength check topples it over. Creatures adjacent to the statue (except for the character who pushed it) take 2d6 + 6 damage and are knocked prone. The statue's space and all adjacent squares become difficult terrain.

Trash Heap: This chamber is filled with rubble, scrap wood, and other trash. A 5-foot wide hole is dug along the north wall. The hole looks like it drops into infinite darkness. Anything that falls or drops into here is teleported to the Entrance Pit in Location 1. Objects (and characters) fall 30 feet before teleporting. They take 3d10 falling damage when they arrive.

ENCOUNTER T5: HOWLS FROM BEYOND

Encounter Level 11 (3,000 XP)

SETUP

Far Realm abomination (A)
Prismatic vortex hazard

Location 24: Once, this place was a great temple dedicated to the Far Realm. The foulspawn danced and gibbered before a twisted altar dedicated to the nameless beings that lurk beyond. One of Karavakos's splinters, eager to escape from the pyramid, allied with the foulspawn. The splinter Karavakos believed he could leave the pyramid by traveling through the Far Realm. Unfortunately for him, he was half right. He was able to enter the Far Realm but the only escape he found was madness, his mind and body warped and forever shattered. The foulspawn were able to trap him before he could destroy them all. He remains here, chained in place and trapped within a swirling vortex of prismatic energy.

The abomination has gray-blue skin, an oversized, bulging head, a humanoid upper torso, and a lower body that ends in several long, ropey tentacles. In place of arms, it has two long tentacles that end in cruel barbs.

In addition to the obvious threat posed by the abomination, the physical space in this chamber is warped and bent by the Far Realm's influence. Creatures are teleported at random around the room by this mind-shattering influence.

MESSAGE FROM KARAVAKOS

Sometime while the adventurers are exploring this portion of the pyramid (Locations 20-24), either before they reach this chamber or just after they open this door, the true Karavakos appears to them. He appears as he did when they first met him, as a translucent image that isn't really there. The image says, "Not all of us appear as we do. One of us has become an abomination. Kill us three times and win your freedom! Hahahaha!" Then the image disappears, followed by the slowly fading echo of Karavakos's mocking laughter.

When the adventurers enter this chamber, show the players "View of the Howling Winds" on page 29 of *Adventure Book One* and read:

Howling winds sweep past as you open the door to this chamber. Before you, a rushing vortex of energy whirls around the center of the room. Within the vortex you can barely see the form of a humanoid figure. The figure struggles in place, as if trapped at the center of this strange storm.

Far Realm Abomination (A)	Level 10 Solo
Large aberrant humanoid	XP 2,500
Initiative special Senses Perception +9; low-light vision	
HP 436; Bloodied 218	
AC 26; Fortitude 26, Reflex 22, Will 23	
Speed 0 (6 when freed)	
⊕ Tentacle Lash (standard; at-will)	
Reach 3; +15 vs. AC; 2d6 + 6 damage, and the target slides 2 squares.	
⊕ Prismatic Surge (standard; at-will) ♦ Cold, Fire, Lightning	
Ranged 10; +13 vs. all defenses, the beam hits if it hits any defense; 1d8 + 6 cold, fire, and lightning damage.	
⊕ Tentacle Flurry (standard; recharge [☐][☐])	
Close burst 3; +15 vs. AC; 2d6 + 6 damage, and the target slides 2 squares.	
⊕ Vortex of Madness (standard; encounter; recharges when first bloodied) ♦ Psychic	
Close burst 5; +13 vs. Will; 1d8 + 10 psychic damage, and the target is stunned (save ends).	
Warp Storm (immediate reaction when hit by an attack; at-will) ♦	
Teleportation	
The attacker teleports 3 squares.	
Splintered Mind	
The far realm abomination's mind has been splintered into three distinct beings. Rather than roll initiative, it acts three times per round on initiative count 25, 15, and 5. It cannot delay or ready actions, and on each turn it gains one standard action. It can use one immediate action between each turn.	
Alignment Chaotic Evil	Languages Deep Speech, telepathy 10
Skills Arcana +13, Perception +9	
Str 24 (+12)	Dex 13 (+6) Wis 9 (+4)
Con 21 (+10)	Int 16 (+8) Cha 22 (+11)

TACTICS

The abomination begins the encounter chained to its starting position. Until a character enters the area bound by the vortex, he struggles in place but takes no other actions.

As soon as a character enters the area bound by the vortex, the abomination strains at his bounds. Overcome with a maniacal desire to crush and rend the characters, it uses its next standard action to destroy the chains and break free. Once free, it remains within the area of the vortex and attacks the adventurers as long as the characters remain in the vortex. If they flee back through the vortex, the abomination chases after them.

The abomination's tactics are simple. It uses melee or ranged attacks against the nearest PC. If possible, it uses the slide effect of its melee attack to send characters into the vortex.

In addition to the threat posed by the abomination and the vortex, the room itself is a nexus of unstable, planar energies. See the "Planar Instability" sidebar for more information.

Prismatic Vortex

Level 10 Obstacle

Hazard

XP 500

A swirling vortex of prismatic energy flows through this room.

Hazard: The swirling vortex of energy attacks creatures in this chamber.

Perception

◆ DC 22: The character can see that energy flows from the menhirs in the center of the room into the vortex.

Additional Skill: Arcana

◆ DC 28: The character treats the vortex as normal rather than difficult terrain, since a perceptive eye and a good knowledge of magic allows a character to see the ebb and flow of its buffeting tides (see below).

Initiative +8

Trigger

This hazard begins the encounter active.

Attack

Standard Action Close burst 2

Target: All creatures in or within 2 squares of the vortex.

Attack: +13 vs. all defenses

Hit: For each defense hit, the target takes 1d6 damage. If two or more defenses are hit, the target is pulled 2 squares into the vortex or is knocked prone if it is already within the vortex.

Effect

The vortex and all squares adjacent to it are difficult terrain. It blocks line of effect but not line of sight.

A character who begins his turn within the vortex or adjacent to it is subject to an attack from the vortex as described above.

Countermeasures

◆ Toppling the menhirs destroys this hazard. A DC 21 Strength check or an attack that does more than 15 damage reduces the hazard's attack bonus by 2. After a combination of three such Strength checks or attacks, the menhir tumbles over and the hazard's effect ends. The menhir's space becomes difficult terrain.

DEVELOPMENT

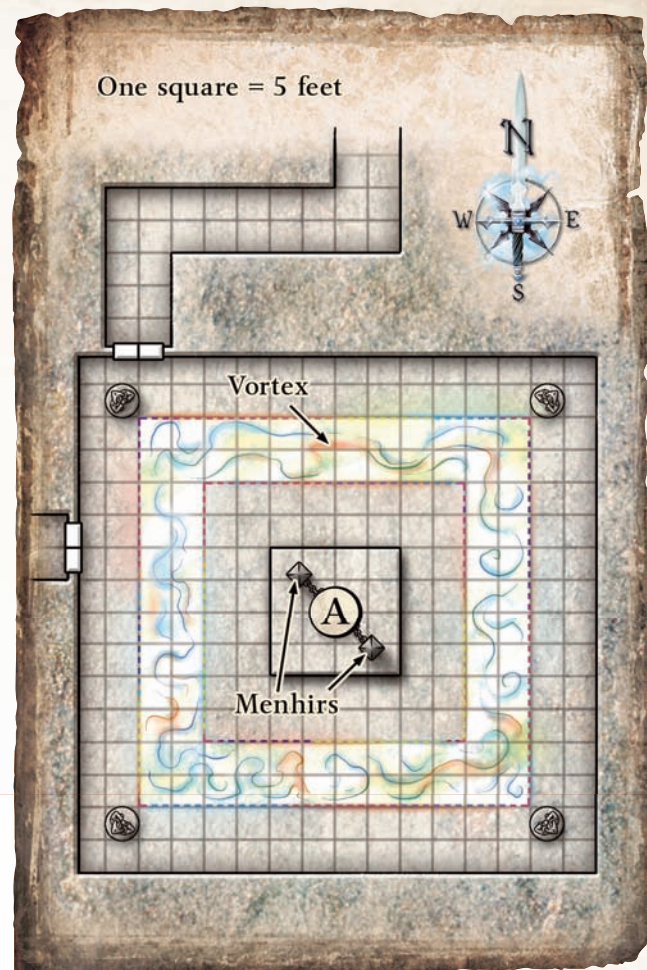
If the adventurers slay the abomination, the vortex dissipates and a churning orb of lurid green mist rises from the abomination's body to return to the true Karavakos in the Sanctuary of Light.

Hanging from a chain attached to the northern menhir is the mithral key of piety, one of the three keys that will open the Sanctuary of Light.

PLANAR INSTABILITY

This entire chamber is slowly decaying as the influence of the Far Realm warps and twists it, but the Pyramid of Shadows is too mighty an artifact to allow a planar rift to undo it. Slowly but surely, the magic that sustains the pyramid works to seal this breach. Still, the confluence of the Far Realm energies makes this a hazardous place for all creatures that venture into it.

At the start of a creature's turn, including the Far Realm abomination, roll 1d20. On a 16 or higher, the creature is whisked across the room as reality warps and distorts. The creature is teleported 1d6 squares toward the nearest outer wall of the room. If the creature is already adjacent to one of the outer walls, it instead is teleported toward the center of the room.



Show the players the portion of the illustration on page 32 of *Adventure Book One* that shows the mithral key. The words on the key say (in Elven), "The night is mine." See page 13 in *Adventure Book One* for more about opening the Sanctuary of Light.

FEATURES OF THE AREA

Illumination: Brightly lit while the vortex is active. Dimly lit after the vortex dissipates.

Vortex: The prismatic vortex, a mix of howling wind and rushing energies, spins around the room, as shown on the map. See the hazard's stat block for more information.

Statues: The statues standing near each corner of the room depict robed creatures. The squares they occupy are difficult terrain that provides cover.

Platform: A platform in the center of the room rises about 5 feet above the rest of the floor. The abomination is chained to this platform, between a pair of menhirs.

Menhirs: The menhirs in the center of the room are crude stone plinths with long iron chains attached to them. These chains are wrapped around the abomination at the beginning of the encounter, holding it immobilized.

ENCOUNTER D1: HALL OF BLIZZARDS

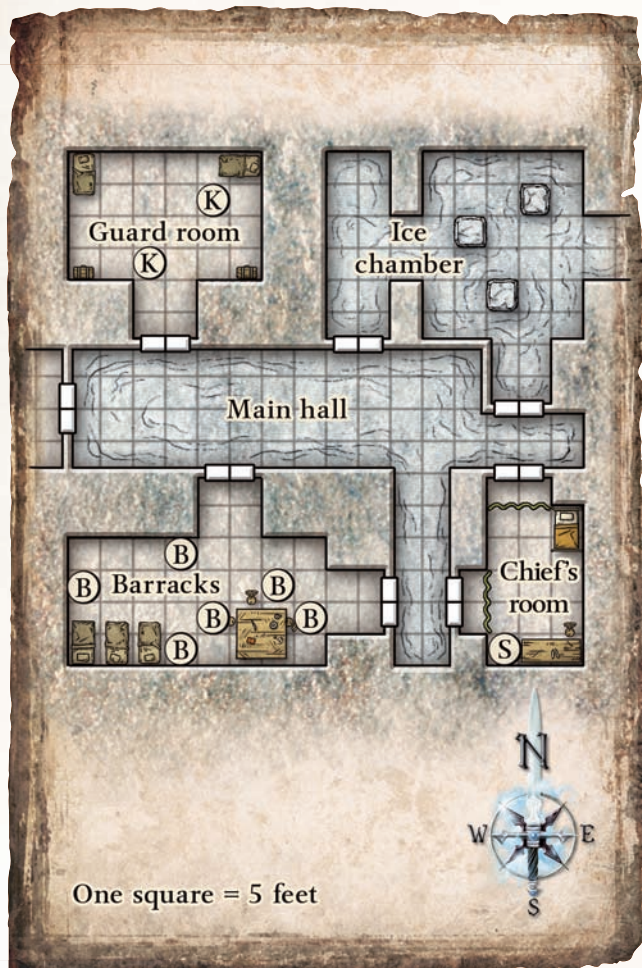
Encounter Level 9 (1,950 XP)

SETUP

- Eladrin blizzard speaker (S)
- 2 eladrin fey knights (K)
- 6 blades of winter (B)
- Treacherous ice sheet hazard

Location 25: This is the entry to the lair of the white dragon (Location 26), and the wintry influence of that monster is evident in these frozen chambers. It's also evident in the creatures that have made their home here—a squad of eladrin that have embraced the winter and wield the cold like magic.

Opening the doors to this room requires a DC 20 Strength check.



When the adventurers enter the room, read:

A blast of freezing air assaults you as the doors reluctantly swing open. The floor ahead is covered with a thick sheet of ice that looks dangerously slick. Frost coats the walls and the five other sets of doors leading out of this hallway.

Eladrin Blizzard Speaker (S)	Level 8 Elite Controller
Medium fey humanoid	XP 700
Initiative +7	Senses Perception +5; low-light vision
Body of Ice	
Any creature that hits the blizzard speaker with a melee attack is slowed until the end of that creature's next turn.	
HP 164; Bloodied 82	
AC 24; Fortitude 20, Reflex 24, Will 22	
Resist 10 cold	
Saving Throws +2; +7 against charm effects	
Speed 6 (ice walk); see also icy step	
Action Point 1	
⚔ Spear (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 3 damage, and the target is slowed until the end of the blizzard speaker's next turn.	
⚡ Freezing Bolt (standard; at-will) ♦ Cold	
Ranged 10; +12 vs. Reflex; 1d8 + 5 cold damage, and the target is immobilized until the end of the blizzard speaker's next turn.	
⚡ Winter Wind (standard; at-will) ♦ Cold, Teleportation	
Ranged 10; +12 vs. Reflex; 1d8 + 5 cold damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.	
⚡ Dazzling Snow (standard; recharge ☞☞☞) ♦ Cold	
Close blast 3; +11 vs. Will; 2d6 + 3 cold damage, and the target is blinded until the end of the blizzard speaker's next turn.	
🌀 Icy Step (move; at-will) ♦ Teleportation	
The blizzard speaker can teleport to any square in sight as long as both the origin and the destination squares are icy terrain.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +16, History +16, Nature +10	
Str 12 (+5)	Dex 16 (+7)
Con 10 (+4)	Int 20 (+9)
	Wis 12 (+5)
	Cha 16 (+7)
Equipment robes, spear	
Description This female eladrin has snow-white skin, pale blue hair, and eyes like ice. The point of her spear seems made of ice as well.	

TACTICS

The winter knights are on guard duty in the northwest room, emerging from the chamber when they hear characters pass their door. They shout for help as they emerge to engage the intruders. The blades of winter rush from the southwest room in the second round, and the blizzard speaker leaves her chamber in the southeast though the north door in that same round of combat.

The blizzard speaker focuses on ranged attacks, using *freezing bolt* to keep characters in place and *winter wind* to position enemies in easy reach of the blades of winter. She uses *dazzling snow* against characters who get too close to her position, and then teleports away with *icy step*. If threatened, she tries to remain within 5 squares

of the winter knights so they can use *harvest's sorrow* to protect her.

The winter knights use *harvest's sorrow* to keep the blades of winter alive, within reason. Each knight challenges one member of the party and focuses its attacks on that character.

2 Eladrin Winter Knights (K) Level 7 Soldier (Leader)

Medium fey humanoid

XP 300

Initiative +11 **Senses** Perception +4; low-light vision
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).
HP 77; **Bloodied** 38
AC 23; **Fortitude** 17, **Reflex** 19, **Will** 17
Resist 5 cold
Saving Throws +5 against charm effects
Speed 5 (ice walk); see also *fey step*
⊕ Longsword (standard; at-will) **◆ Weapon**
 +12 vs. AC; 1d8 + 4 damage.
⊥ Stab of the Frozen Wild (standard or opportunity attack; recharge 2) **◆ Cold, Weapon**
 Requires longsword; +12 vs. AC; 3d8 + 4 cold damage, and the target is restrained until the end of the eladrin winter knight's next turn. The eladrin winter knight cannot attack with its longsword while the target is restrained.
↘ Feywild Challenge (standard; encounter)
 Ranged 10; the target is marked until the end of the encounter or until the eladrin winter knight dies, taking 4 damage each round it does not attack the eladrin winter knight.
Fey Step (move; encounter) **◆ Teleportation**
 The eladrin winter knight can teleport 5 squares.
Harvest's Sorrow (immediate reaction, when an ally within 5 squares of the eladrin winter knight is damaged; at-will)
 Half the attack's damage is negated, and the eladrin winter knight takes the other half.
Alignment Unaligned **Languages** Common, Elven
Skills Athletics +12, Arcana +7, History +7, Nature +9
Str 18 (+7) **Dex** 22 (+9) **Wis** 13 (+4)
Con 13 (+4) **Int** 14 (+5) **Cha** 16 (+6)
Equipment chainmail, light shield, longsword
Description These two male eladrin have very pale skin and white hair. Their eyes are icy blue, and their chainmail seems frosted from the cold.

6 Eladrin Blades of Winter (B) Level 7 Minion

Medium fey humanoid

XP 75 each

Initiative +6 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion.
AC 21; **Fortitude** 19, **Reflex** 19, **Will** 18
Resist 5 cold
Speed 6 (ice walk); see also *fey step*
⊕ Longsword (standard; at-will) **◆ Weapon**
 +12 vs. AC; 4 damage.
Wintry Wounding
 A blade of winter's basic attack deals 1 extra point of cold damage for each blade of winter adjacent to the target.
Fey Step (move; encounter) **◆ Teleportation**
 The blade of winter can teleport 5 squares.
Alignment Unaligned **Languages** Common, Elven
Str 16 (+6) **Dex** 16 (+6) **Wis** 12 (+4)
Con 14 (+5) **Int** 10 (+3) **Cha** 15 (+5)
Description These eladrin are slender and frail-seeming, like a cloud of breath in the wintry air.

FEATURES OF THE AREA

Illumination: Dimly lit.

Icy Floor: The floor of the main hall is coated in ice that's treacherously slick and extremely hard, making a fall on the ice dangerous as well as troublesome. Creatures with the ice walk ability (including all the fey in this encounter) are immune to the attacks of the ice and can move on it as if it were normal, clear terrain.

Treacherous Ice Sheet Level 5 Obstacle

Hazard

XP 200

A slick sheet of ice creates a hazardous obstacle.
Hazard: This sheet of ice fills this hallway, turning all the squares into difficult terrain.
Perception
 No check is necessary to notice the ice.
Additional Skill: Nature
 ◆ DC 22: The character identifies the squares of treacherous ice.
Trigger
 The ice attacks when a creature enters or begins its turn in a square of treacherous ice. It also attacks when a creature stands up from prone in a square of treacherous ice.
Attack
Opportunity Action **Melee**
Target: Creature on the ice
Attack: +8 vs. Reflex
Hit: 1d6 + 2 damage and fall prone. If the creature is already prone, no damage but its turn ends immediately.
Countermeasures
 ◆ With a DC 27 Acrobatics check and a move action, a character can move into a square of treacherous ice without risk of falling. If the check fails or the character moves more than 1 square, the ice attacks.

Doors: The cold of this area makes the doors stick. Opening any door in the area requires a DC 20 Strength check made as a minor action. Once opened, the doors remain so unless closed by another character.

Ice Curtains: The doorways to the southeast chamber (the blizzard speaker's quarters) are draped with curtains of woven ice. A creature can push the curtains aside and move through as part of a move action, but takes 1d10 cold damage each time.

Ice Blocks: Three large blocks of ice stand in the northeast chamber, marking the entrance to the tunnel leading into the dragon's lair. These blocks provide cover and restrict vision, but don't otherwise affect movement or combat.

Furniture: The northwest chamber has two single beds and two unlocked chests, each containing mundane clothing and worthless personal items (hairbrush, mirror, pen and ink, and the like). The southwest chamber has three bunk beds (Medium creatures can squeeze to enter these squares), a large table, and three chairs. A deck of playing cards is on the table. The blizzard speaker's room in the southeast has a comfortable bed and a bare table with two chairs.

ENCOUNTER D2: WINTER'S CLUTCH

Encounter Level 9 (2,000 XP)

SETUP

Adult white dragon (D)

Location 26: A white dragon has turned this large chamber into a lair. It became trapped in the Pyramid of Shadows decades ago. The room has adapted to its inhabitant and become a frozen cave.

Use the poster map when running this encounter.

When the adventurers enter this chamber, show the players “View of the Cave of Ice” on page 29 of *Adventure Book One* and read:

The deeper you venture into this area, the colder it becomes. The air bites at your skin, and your breath emerges as little clouds of frost as you exhale. The chamber ahead appears to be a cave of ice, with two pools of freezing-cold water and great columns of ice that rise to the ceiling. A great pile of treasure occupies a far corner, and resting beside it is a white dragon. The Head of Vyrellis says, “There, in the corner! That amethyst! You must get it for me.”

Adult White Dragon	Level 9 Solo Brute
Large natural magical beast (dragon)	XP 2,000
Initiative +5	Senses Perception +11; darkvision
HP 408; Bloodied 204; see also <i>bloodied breath</i>	
AC 23; Fortitude 26, Reflex 21, Will 22	
Resist 20 cold	
Saving Throws +5	
Speed 7 (ice walk), fly 7 (hover), overland flight 10	
Action Points 2	
⊕ Bite (standard; at-will) ◆ Cold	
Reach 2; +12 vs. AC; 1d8 + 5 plus 1d10 cold damage (plus an extra 1d10 cold damage on a successful opportunity attack).	
⊕ Claw (standard; at-will)	
Reach 2; +12 vs. AC; 1d8 + 5 damage.	
⊕ Dragon's Fury (standard; at-will)	
The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.	
⊖ Breath Weapon (standard; recharge ☼☼) ◆ Cold	
Close blast 5; +10 vs. Reflex; 4d6 + 6 cold damage, and the target is slowed and weakened (save ends both).	
⊖ Bloodied Breath (free, when first bloodied; encounter) ◆ Cold	
The dragon's breath weapon recharges, and the dragon uses it immediately.	
⊖ Frightful Presence (standard; encounter) ◆ Fear	
Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil	Languages Draconic
Skills Athletics +19	
Str 20 (+9)	Dex 12 (+5) Wis 14 (+6)
Con 22 (+10)	Int 12 (+5) Cha 10 (+4)

TACTICS

The dragon doesn't automatically attack the adventurers. It is used to creatures (the eladrin in Location 25) bringing it offerings of food and treasure, and doesn't assume the characters have hostile intentions. In fact, if the characters approach it humbly and flatter it, they can avoid combat with the dragon entirely, and possibly even make off with the purple amethyst that contains a splinter of Vyrellis's life force. See “Negotiation,” on the next page.

As soon as the characters become rude or act with even the slightest amount of hostility, however, the dragon attacks. It leads with its *frightful presence*, then spends an action point to use its breath weapon, trying to catch as many characters as possible in the frozen blast. It uses its breath weapon each time it recharges, as long as it can hit at least two characters in the blast.

FEATURES OF THE AREA

Illumination: Dimly lit.

Water: Ice-cold water forms two large pools on the uneven floor of this room. The pool by the door is about knee-deep for Medium characters, not quite waist-high to Small characters, and so it counts as difficult terrain. The water in the center of the room is deeper, about 10 feet to the bottom, and characters must use Athletics to swim across it.

The freezing cold of the water makes it a threat to characters who linger in it. A character who enters or starts his or her turn in a water square is subject to an attack, +11 vs. Fortitude. On a hit, the character takes 1d8 cold damage and gains ongoing 5 cold (save ends).

Healing Area: The extremely cold water at the center of the room can heal the dragon during the encounter. If the dragon starts its turn with its entire space in the healing area marked on the map, it spends a healing surge and regains 105 hit points. The dragon has 1 healing surge.

When the dragon moves into the healing area, let nearby characters make a DC 22 Perception check. If they succeed, read: *The water swirls around the dragon's body, and after an instant you see ice crystals start to form near the dragon's wounds. It looks like the water is healing the dragon!*

If the characters force the dragon out of the healing area before the start of its next turn, it doesn't regain any hit points, but it also doesn't spend its healing surge and can try again on a later round.

The adventurers cannot use the icy water to heal.

Ice Columns: These mounds of solid ice mark the location of creatures the dragon has killed and is storing for later consumption. In the meantime, though, the columns provide cover and block vision.

Treasure: The dragon's accumulated treasure is piled in the southwest corner of the room. Mostly coins, it

consists of 3,300 gp, a silver necklace set with enchanted diamonds (1,500 gp), a deep blue pearl (500 gp), and six 100-gp turquoise gems. In addition, a large purple amethyst is another splinter of Vyrellis's life force. If the character carrying the *Head of Vyrellis* takes possession of that amethyst, the artifact's concordance increases by 3.

NEGOTIATION

The adventurers can attempt to defeat the dragon with a skill challenge rather than combat, if they so choose, trying to persuade the dragon to part with the splinter of Vyrellis's life force without a fight. This is a 9th-level challenge with a complexity of 5, requiring 12 successes before 6 failures.

The dragon starts out believing that the adventurers have come to bring it a gift and has little desire to negotiate a trade. It won't even begin a real negotiation until the party has attained four successes. Once it agrees to make a trade, it demands a gift worth at least 1,000 gp.

Primary Skills: Bluff, Diplomacy, Insight.

Bluff (DC 19): A character tries to gain the item using false pretenses. Characters can cooperate to aid a lead character using this skill. If the characters fail twice using Bluff, then the dragon grows immune to their lies and this skill can no longer be used in this challenge.

Diplomacy (DC 24): A character tries to negotiate in good faith with the dragon to acquire the amethyst containing Vyrellis's life force. If the party attains at least four successes using Diplomacy, the worth of the gift the dragon will accept drops to 800 gp. With six successes using Diplomacy, the worth drops to 500 gp.

Insight (DC 15): A character attempts to get a read on the dragon to help the party work through this negotiation. Using this skill doesn't count as a success or failure for the challenge, but instead provides a +2 bonus or -2 penalty to the next character's skill check. In addition, a success tells the party how much the gift must be worth to satisfy the dragon (based on where they are in the course of making a deal), and that the dragon is concentrating particularly hard on the character leading this negotiation.

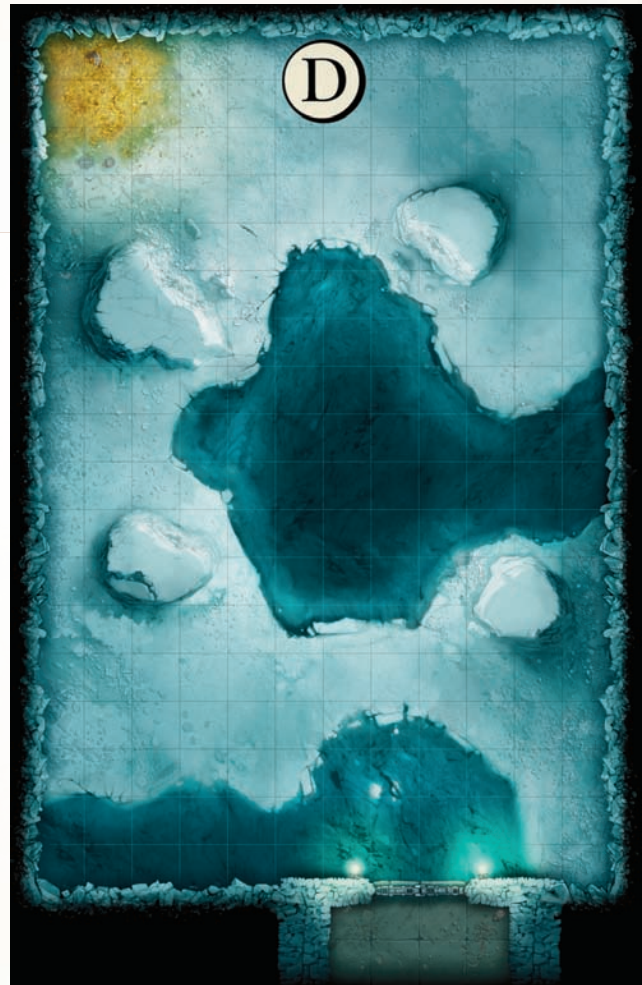
Intimidate (DC 28): A character tries to convince the dragon that making a deal will be more beneficial to it than fighting the party. A success adds to the party's total and provides a +5 bonus to the next character's skill check.

Perception (DC 19): A character scrutinizes the treasure hoard. Using this skill doesn't count as a success or failure, but instead reveals that the dragon seems to have a fondness for blue gemstones. If the party uses this information when making a Diplomacy check, it provides a +2 bonus. A second success with this skill allows a character to spot the exact location of the amethyst they seek. Further uses of this skill provide no benefit.

Stealth (DC 21): As long as the party has more successes than failures, the dragon concentrates its attention on the lead negotiator. That means that another character can make Stealth checks to wander toward the treasure hoard. Using this skill doesn't count as a success or failure for this challenge. If the character fails this check within six squares of the treasure hoard, the dragon breaks off the negotiations and attacks the treacherous adventurers. Failure anywhere else in the room is ignored, unless the party has attained more failures than successes in the negotiation.

Success: The dragon agrees to trade the offered gift for the amethyst.

Failure: The negotiation breaks down as the enraged dragon attacks.



ENCOUNTER NI: THE HUNGRY DEAD

Encounter Level 9 (2,100 XP)

SETUP

- 3 battle wights (B)
- Frightful wraith (W)
- 8 charnel rats (R)

Location 27: Dark catacombs and silent coffins mark the entrance to the necromancer Kravak's domain. Kravak, one of the splinters of Karavakos, wallows in melancholy and madness in this section of the pyramid.

When the adventurers enter the chamber, read:

A nauseating stench of death and decay wafts from the darkness ahead of you. The ceiling is barely high enough for the tallest among you to walk upright, and the darkness seems almost malevolent in its intensity.

When the adventurers approach the alcoves, read:

Niches in the walls hold dry bones and the scraps of funeral wrappings.

Perception Check

DC 24: You notice a large rat crouching at the back of the nearest niche.

None of the monsters in this area emerge until one of the following events occur: the adventurers try to open the southern door (see below) or the adventurers enter the northeast chamber. When either of these events occur, the monsters emerge and attack.

THE SOUTHERN DOOR

The doors leading out of the room to the south (toward Location 28) are locked (DC 24 Thievery check to open). When a character touches the doors or lock, the northwest doors swing shut (if they were left open) and lock, and the doors to the northeast swing open with a creak.

8 Charnel Rats (R)		Level 7 Minion	
Small natural beast		XP 75 each	
Initiative +8 Senses Perception +4; low-light vision			
Aura of Rot aura 1; an enemy that starts its turn adjacent to a charnel rat takes 2 damage.			
HP 1; a missed attack never damages a minion.			
AC 21; Fortitude 18, Reflex 21, Will 20			
Speed 6, climb 3			
⬇ Bite (standard; at-will) ♦ Weapon			
+12 vs. AC; 5 damage.			
Alignment Evil		Languages –	
Skills Stealth +13			
Str 15 (+5)	Dex 20 (+8)	Wis 13 (+4)	
Con 15 (+5)	Int 4 (+0)	Cha 6 (+1)	

3 Battle Wights (B)		Level 9 Soldier	
Medium natural humanoid (undead)		XP 400 each	
Initiative +7 Senses Perception +3; darkvision			
HP 98; Bloodied 49			
AC 25; Fortitude 22, Reflex 18, Will 22			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 5			
⬇ Soul Draining Longsword (standard; at-will) ♦ Necrotic, Weapon			
+15 vs. AC; 1d8 + 5 damage, and the target loses 1 healing surge and is immobilized (save ends).			
✦ Soul Reaping (standard; recharge Ⓜ Ⓜ) ♦ Healing, Necrotic			
Ranged 5; affects an immobilized target only; +12 vs. Fortitude; 2d8 + 5 necrotic damage, and the battle wight regains 10 hit points.			
Alignment Evil		Languages Common	
Skills Intimidate +14			
Str 20 (+9)	Dex 13 (+5)	Wis 9 (+3)	
Con 18 (+8)	Int 12 (+5)	Cha 20 (+9)	
Equipment plate armor, heavy shield, longsword			

Frightful Wraith (W)		Level 7 Lurker	
Medium shadow humanoid (undead)		XP 300	
Initiative +12 Senses Perception +3; darkvision			
HP 43; Bloodied 21			
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)			
AC 20; Fortitude 17, Reflex 21, Will 18			
Immune disease, poison; Resist 10 necrotic, insubstantial;			
Vulnerable 5 radiant (see also <i>regeneration</i> above)			
Speed fly 6 (hover); phasing; see also <i>shadow glide</i>			
⬇ Shadow Touch (standard; at-will) ♦ Necrotic			
+10 vs. Reflex; 1d6 + 6 necrotic damage, and the target is weakened (save ends).			
✦ Frightful Moan (standard; recharge Ⓜ Ⓜ) ♦ Fear, Necrotic			
Close burst 2; targets enemies; +10 vs. Will; the target is pushed 3 squares and is dazed (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 +13			
Str 4 (+0)	Dex 20 (+8)	Wis 10 (+3)	
Con 13 (+4)	Int 6 (+1)	Cha 15 (+5)	

TACTICS

When the adventurers attempt to open the southern door, or when they enter the northeast chamber, whichever event occurs first, the monsters attack.

The charnel rats lurk in their starting positions in the burial niches until the battle wights emerge. Once combat

begins, they swarm around the adventurers, trying to get as many rats adjacent to each character as possible. They attack characters immobilized by the battle wights in preference to other foes.

The battle wights spend the first round after the doors swing open or the adventurers enter their crypt climbing out of their coffins, using a standard action to open the lid and a move action to emerge. The next round, they move to engage the characters. They're aware of the charnel rats' abilities, and try to spread the characters out so the rats have easier access.

The wights don't use their *soul reaping* power until they've lost at least 10 hit points. When a wight becomes bloodied, it focuses its attacks on any character that is also bloodied. It uses *soul reaping* if it can, and tries to reduce the character to 0 hit points in the hope of healing itself as the character dies (see the sidebar on "Death's Hunger.")

The frightful wraith flits in and out of the battle, moving to flank characters and claim combat advantage. If it takes radiant damage, it avoids combat until its regeneration is reactivated. If the wights are destroyed, it relies on Stealth instead of flanking to gain combat advantage, using its phasing movement and its thorough knowledge of the crypts to disappear through walls and hide until it can move into position to attack with combat advantage. If it has an opportunity to catch three or more adventurers, it uses its *frightful moan*.

FEATURES OF THE AREA

Illumination: Darkness.

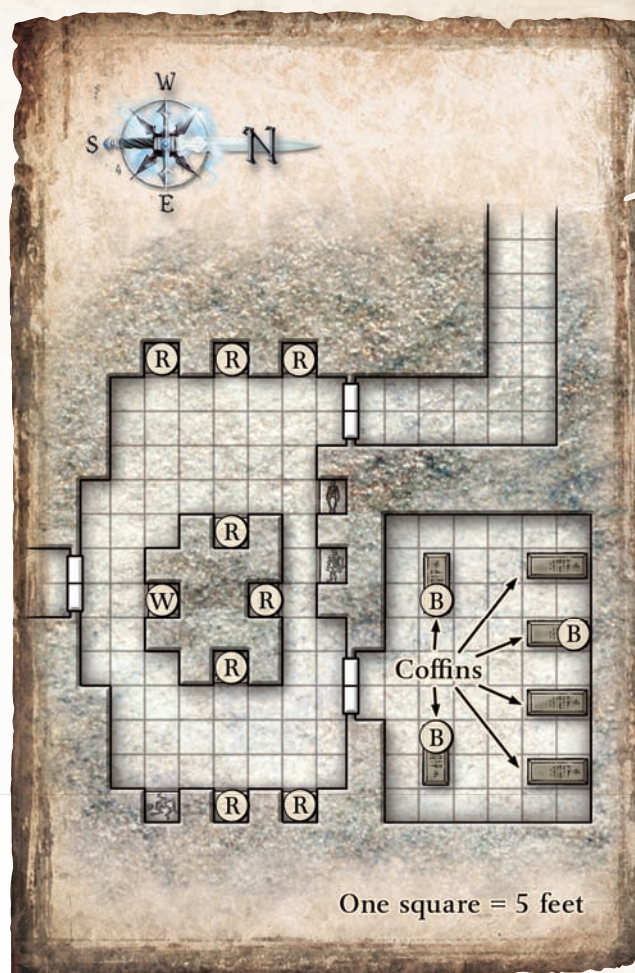
Burial Niches: Each of these alcoves features three stacked shelves cut into the wall. A character must squeeze to crawl into a shelf (-5 penalty to attack rolls, grant combat advantage to all enemies), but gains cover against attacks that don't come from directly in front of the niche.

DEATH'S HUNGER

The power of death is strong in this area. A bloodied creature anywhere in the area can score a critical hit on a natural die roll of 19 or 20.

A character who falls to 0 hit points or fewer anywhere in within the area shown on the encounter map is immediately teleported into one of the empty coffins in the northeast room. The lid of the coffin slams shut and requires a DC 20 Strength check to open (from either side). Each time a character inside a coffin fails a death saving throw, each battle wight (if any remain) regains 24 hit points. A character who dies inside one of the coffins rises as a wraith at the start of the frightful wraith's next turn, exactly as if the wraith had killed the creature. With phasing, the character can escape the coffin and rejoin the battle, now fighting on the side of the other undead.

When a monster falls to 0 hit points here, it dies normally.



The wraith and the charnel rats can enter these squares without squeezing.

If the characters search the niches and make a DC 22 Perception check, they notice large cracks at the back of some niches. These cracks lead into narrow tunnels that connect to Location 2, giving the rats easy passage between the two areas.

Coffins: Six large wooden coffins stand arrayed on low biers around the northeast room. Three of them house the battle wights, and the other three are empty. The tops of the coffins are 3 feet off the ground, so they provide cover to characters behind them. A character can jump or climb on top of the coffins by paying 1 extra square of movement.

Treasure: While searching the niches, a DC 28 Perception check indicates that a character finds a magic weapon wrapped in the remains of a funeral shroud. The item is a *magic weapon* +3, of a type usable by at least one member of the party. See the *Player's Handbook* for full information on this magic item.

A search of the coffins and a DC 20 Perception check uncovers a small coffer that contains six gems worth a total of 2,400 gp.

ENCOUNTER N2: HALL OF DEATH'S SHADOW

Encounter Level 10 (2,500 XP)

SETUP

- Skull lord (S)
- 3 skeletal tomb guardians (T)
- 4 vampire spawn bloodhunters (V)

Location 28: This room is a shrine erected in honor of the undead, dominated by four enormous statues. Each statue depicts a different kind of undead creature—a death knight, a vampire, a lich, and a mummy—and each one grants a particular favor to nearby creatures. The undead monsters that lair here put those favors to good use.

When the adventurers enter this chamber, the oppressive darkness and the tingle of necrotic energy in the air make for an odd sensation of anticipation. The monsters hide in the shadows among the pillars, as the minute glow from the statues does nothing to repel the darkness. Don't place the monsters until the adventurers can actually see them, as described below.



PILLARS OF DARKNESS

The space inside the pillars and around the statues is filled with a magical darkness. Other than the dim glow of the statues, no light penetrates these areas. Any light source the PCs carry only illuminates the narrow corridors that run down the middle of the room unless the light source crosses into the magically darkened space. If that happens, then the opposite is true: the space inside the pillars lights up to those in that area, but from outside the pillars the space still appears locked in darkness.

This lingering barrier of darkness formed by the pillars makes it hard to attack at range or to spot the lurking creatures before they attack. The monsters, on the other hand, thanks to the magic of the statues, can easily see the PCs.

4 Vampire Spawn Bloodhunters (V)		Level 10 Minion
Medium natural humanoid (undead)		XP 125 each
Initiative +8	Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 22, Reflex 23, Will 22		
Immune disease, poison; Resist 10 necrotic		
Speed 7, climb 4 (spider climb)		
⚔ Claws (standard, at-will) ♦ Necrotic		
+16 vs. AC; 6 necrotic damage (8 necrotic damage against a bloodied target).		
Destroyed by Sunlight		
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.		
Alignment Evil	Languages Common	
Str 14 (+7)	Dex 16 (+8)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 14 (+7)

When the adventurers enter this chamber, show the players “Inside the Hall of Death’s Shadow” on page 30 of *Adventure Book One* and read:

The air feels electrified here, as if magical energy flows through the walls and floor, along the rows of pillars, and out from the enormous statues that glow slightly in each corner of the room.

TACTICS

The creatures in this room try to make the best use of the properties of the four statues and the pillars of darkness. The monsters gravitate toward the center of the room, where it's easiest to move into any of the four quadrants.

DEATH'S SHADOW

A player character that is bloodied in this room falls under death's shadow. A pall of darkness hangs around the character, and he or she gains vulnerable 5 necrotic (while bloodied).

The skeletal tomb guardians begin in the quadrant with the death knight statue, emphasizing their brute role by maximizing their damage potential. When their hit points get low, the skull lord orders them into the quadrant with the mummy statue.

The vampire spawn start in the quadrant containing the vampire statue, which makes them harder to hit. They shield the skull lord from attack as long as it remains in the same quadrant, and leave the quadrant only if the skull lord has left and no enemies are within reach of their attacks. They move to the lich's quadrant as their second preference, and the death knight's as their third.

The skull lord begins in the vampire quadrant as well. There's little reason for it to ever move, even if threatened in melee, since it can shift and make two ranged attacks every round. However, if the skeletal tomb guardians are weakened enough that the skull lord sends them into the mummy's quadrant, it joins them there to include them in its aura.

The skull lord uses its *skull of death's command* power to restore the vampire minions to life each time they are destroyed.

FEATURES OF THE AREA

Illumination: Darkness, except for the dimly glowing statues in each corner of the room. Plus, see the "Pillars of Darkness" entry for additional details.

Pillars: A character can stand in the same square as one of the slender pillars. They're difficult terrain and provide cover.

Statues: The four statues glow faintly, and are the only things that can be seen in the magically darkened quadrants of the room. They block vision and provide cover, but more importantly they grant magical benefits to nearby creatures. The range of the statues' influence is marked by the pillars, so each statue affects one quadrant of the room. Characters in the pillars' squares or between the pillars are outside the statues' influence.

The death knight statue (northwest corner) grants undead creatures in its quadrant the chance to score critical hits on natural die rolls of 19 or 20.

The vampire statue (northeast corner) grants undead creatures in its quadrant a +1 bonus to all defenses.

The lich statue (southwest corner) grants undead creatures in its quadrant a +5 bonus to damage with attacks that deal necrotic damage.

The mummy statue (southeast corner) grants undead creatures in its quadrant 5 temporary hit points each time they hit and deal damage with an attack. Temporary hit points don't add together, and these hit points vanish when the creature leaves this quadrant.

Skull Lord		Level 10 Artillery (Leader)	
Medium natural humanoid (undead)		XP 500	
Initiative +8	Senses Perception +7; darkvision		
Master of the Grave (Healing) aura 2; undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the <i>skull of death's command</i> is destroyed.			
HP 40; Bloodied 20; see also <i>triple skulls</i>			
AC 24; Fortitude 21, Reflex 22, Will 23			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 6			
⚔ Bone Staff (standard; at-will) ♦ Necrotic, Weapon			
+13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage.			
⚔ Skull of Bonechilling Fear (minor 1/round; at-will) ♦ Cold, Fear			
Ranged 10; +15 vs. Will; 1d6 + 3 cold damage, and the target is pushed 5 squares.			
⚔ Skull of Death's Command (minor 1/round; at-will) ♦ Necrotic			
Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion's level must be no higher than the skull lord's level + 2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.			
⚔ Skull of Withering Flame (minor 1/round; at-will) ♦ Fire, Necrotic			
Ranged 10; +15 vs. Fortitude; 2d6 + 3 fire and necrotic damage.			
Triple Skulls ♦ Healing			
When a skull lord is reduced to 0 hit points, one of its skulls (determined randomly from the three listed above) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (40 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.			
Alignment Evil		Languages Common	
Skills Bluff +15, Insight +12, Intimidate +15			
Str 14 (+7)	Dex 16 (+8)	Wis 15 (+7)	
Con 17 (+8)	Int 16 (+8)	Cha 21 (+10)	
Equipment staff, 3 iron crowns			

3 Skeletal Tomb Guardians (T)		Level 10 Brute	
Medium natural animate (undead)		XP 500 each	
Initiative +10	Senses Perception +12; darkvision		
HP 126; Bloodied 63			
AC 23; Fortitude 22, Reflex 23, Will 20			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 8			
⚔ Twin Scimitar Strike (standard; at-will) ♦ Weapon			
The skeletal tomb guardian makes two scimitar attacks against the same target: +13 vs. AC; 1d8 + 4 damage (crit 1d8 + 12). This also holds true for opportunity attacks.			
⚔ Cascade of Steel (standard; at-will) ♦ Weapon			
The skeletal tomb guardian makes two <i>twin scimitar strike</i> attacks (four scimitar attacks total).			
⚔ Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon			
The skeletal tomb guardian makes a melee basic attack against the enemy.			
Alignment Unaligned		Languages –	
Str 18 (+9)	Dex 20 (+10)	Wis 14 (+7)	
Con 16 (+8)	Int 3 (+1)	Cha 3 (+1)	
Equipment 4 scimitars			

ENCOUNTER N3: PALACE OF BONES

Encounter Level 11 (3,100 XP)

SETUP

Kravak the Damned (K)
2 flameskulls (F)
3 bonecrusher skeletons (S)
Grasping bones hazard

Location 29: In this large chamber, one of the splinters of Karavakos's life force surrounds himself with the trappings of death. He calls himself Kravak the Damned, and he wallows in the despair of knowing that whatever is left of his life force is ultimately bound toward either eternal punishment or annihilation. Death is his fascination, and the undead here are his utterly faithful servants.

Use the poster map when running this encounter.

When the adventurers enter this chamber, show the players “View of the Palace of Bones” on page 30 of Adventure Book One and read:

All of the furnishings in this room are made of bones, some lashed together with leather cords or bound with iron rings, some held together by an unseen magic force. The Head of Vyrellis shrieks in fury as her eyes fall on a tiefling with purple skin and eyes that glow with a sickly green light. His body is draped in a heavy mantle, with skulls decorating his shoulders and shadows pooled around him. “Destroy him!” she screams. “Strike him down and we shall claim our freedom!”

Perception Check

DC 26: *The bones that make up the pillars seem to be moving ever so slightly.*

3 Bonecrusher Skeletons (S)		Level 7 Soldier
Large natural animate (undead)		XP 300 each
Initiative +10	Senses Perception +6; darkvision	
HP 84; Bloodied 42		
AC 22; Fortitude 21, Reflex 21, Will 19		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
⬇️	Greatclub (standard; at-will) ♦ Weapon	
Reach 2; +13 vs. AC; 1d10 + 6 damage.		
⬇️	Crushing Blow (standard; recharge 1) ♦ Weapon	
Requires greatclub; Reach 2; +13 vs. AC; 2d10 + 6 damage, and the target is knocked prone.		
Threatening Reach		
The bonecrusher skeleton can make opportunity attacks against all enemies within its reach (2 squares).		
Alignment Unaligned	Languages –	
Str 20 (+8)	Dex 21 (+8)	Wis 16 (+6)
Con 16 (+6)	Int 3 (-1)	Cha 3 (-1)
Equipment greatclub		

Kravak the Damned (K)		Level 10 Elite Controller
Medium natural humanoid, tiefling		XP 1,000
Initiative +7	Senses Perception +7; low-light vision	
Shroud of the Grave Aura 5; undead lose any vulnerability to radiant damage		
HP 200; Bloodied 100; see also <i>second wind</i>		
AC 27; Fortitude 21, Reflex 27, Will 24		
Saving Throws +2		
Resist 10 fire, 10 necrotic		
Speed 6		
Action Point 1		
Dimension Door (move; recharge 1) ♦ Teleportation		
Teleport 10.		
⊙	Screaming Skull (standard; at-will) ♦ Implement, Necrotic	
Ranged 20; +13 vs. Ref; 2d4 + 5 necrotic damage.		
⬅️	Death's Rebuke (standard; at-will) ♦ Implement, Necrotic	
Close burst 1; +15 vs. AC; 1d8 + 8 necrotic damage, and the target is pushed 1 square.		
✳️	Deathstorm (standard; recharge 2) ♦ Cold, Implement, Necrotic	
Area burst 2 within 10; +13 vs. Fort; 2d8 + 8 cold and necrotic damage. Area is filled with swarming spirits until the end of Kravak's next turn: it grants concealment, and any creature that starts its turn in the area takes 5 cold and necrotic damage. Kravak can end this effect as a minor action.		
✋	Clutch of Death (standard; encounter) ♦ Cold, Conjuraton, Implement, Necrotic	
Ranged 20; +13 vs. Ref; 2d8 + 8 cold and necrotic damage, and a spectral hand grabs the target. If the target attempts to escape, the hand uses Kravak's Fortitude or Reflex defense. Sustain Minor: A grabbed target takes 1d8 + 8 cold and necrotic damage when Kravak sustains the power. As a standard action, Kravak can attack another target with the hand, but it must release a target it has grabbed.		
Infernal Wrath (minor; encounter)		
The tiefling's next attack against a target that hit him since his last turn gains a +1 power bonus to the attack roll and pushes the target 1 square if it hits.		
Bloodhunt		
A tiefling gains a +1 racial bonus to attack rolls against bloodied foes.		
Cloak of Resistance (minor; daily)		
Kravak gains resist 10 to all damage until the start of his next turn.		
Second Wind (standard; encounter) ♦ Healing		
Kravak spends a healing surge and regains 50 hit points. He gains a +2 bonus to all defenses until the start of his next turn.		
Skills Arcana +15, Bluff +9, Stealth +9		
Alignment Unaligned	Languages Common, Draconic	
Str 10 (+5)	Dex 14 (+7)	Wis 14 (+7)
Con 12 (+6)	Int 20 (+10)	Cha 14 (+7)
Equipment +3 <i>cloak of resistance</i>		
Description This tiefling has purple skin and eyes that glow with sickly green light. His body is draped in a heavy mantle, skulls decorating his shoulders, and shadows pool in his clothes. His gaunt face is twisted in fury.		

TACTICS

Kravak remains on the platform near the portal and uses his ranged and area attacks to damage and hinder the characters. He uses *clutch of death* on the first round, choosing a melee striker or defender as his target. If the party clumps together, he spends his action point and unleashes *deathstorm* immediately as well. He relies on the platform's grasping hands and his *death's rebuke* power to keep enemies away from him.

The bonecrusher skeletons try to hinder characters from reaching Kravak, steering them next to the columns.

The flameskulls use their *fireball* attacks in the first round of combat. Otherwise, they rely on their *flame rays*.

When a player character enters or begins its turn in a square adjacent to one of the columns, the table or rack, or the cage, or on the stairs or platform, the trap attacks. A character can be subjected to the trap's attack only once per turn.

Attack

Opportunity Action Melee

Target: Creature in affected square

Attack: +16 vs. AC

Hit: 2d6 + 5 necrotic damage and target is restrained. The target can escape with a DC 24 Acrobatics or Athletics check.

A character that starts his turn restrained by the bones takes 5 damage.

Countermeasures

When Kravak the Damned is slain, the grasping hands release any restrained foes and stop attacking.

2 Flameskulls (F)		Level 8 Artillery
Tiny natural animate (undead)		XP 350 each
Initiative +7	Senses Perception +11	
HP 70; Bloodied 35		
Regeneration 5		
AC 21; Fortitude 18, Reflex 23, Will 21		
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant		
Speed fly 10 (hover)		
⊕ Fiery Bite (standard; at-will) ♦ Fire		
Reach 0; +10 vs. AC; 1 damage plus 1d8 fire damage.		
➤ Flame Ray (standard; at-will) ♦ Fire		
Ranged 10; +12 vs. Reflex; 2d6 + 6 fire damage.		
✱ Fireball (standard; encounter) ♦ Fire		
Area burst 3 within 20; +12 vs. Reflex; 3d6 + 6 fire damage. Miss: Half damage. The flameskull can exclude two allies from the effect.		
Mage Hand (minor; at-will) ♦ Conjunction		
As the wizard power <i>mage hand</i> (Player's Handbook 158).		
Illumination		
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.		
Alignment Unaligned	Languages Common	
Skills Stealth +12		
Str 5 (+1)	Dex 16 (+7)	Wis 14 (+6)
Con 16 (+7)	Int 22 (+10)	Cha 20 (+9)

FEATURES OF THE AREA

Illumination: Dimly lit.

Grasping Hands: All the furnishings in the room are constructed entirely from bone—and particularly from hands. A character who strays too close to the bones risks being grasped and held in place.

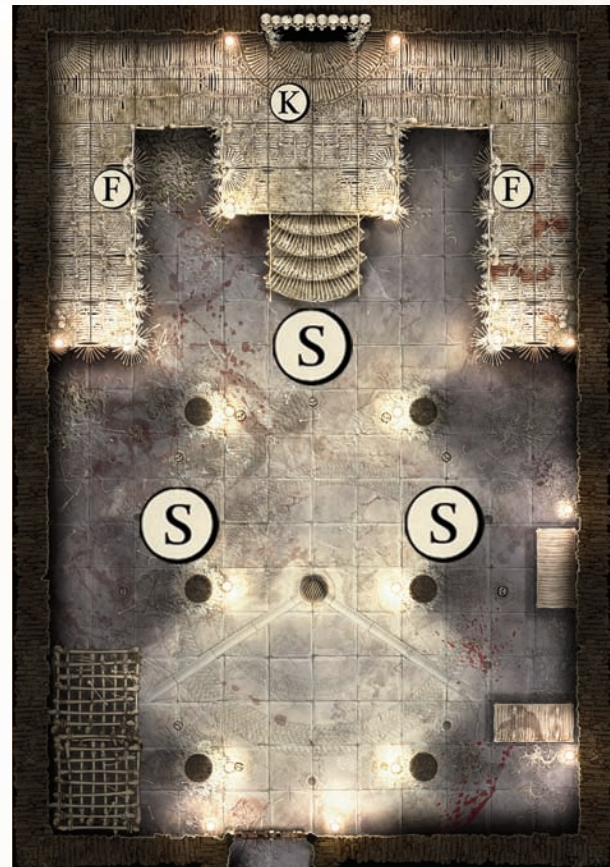
Grasping Bones	Level 10 Obstacle
Trap	500 XP
<i>Skeletal hands reach out to grab you.</i>	
Trap: The bone furniture in this room acts at Kravak's command, clawing and grasping at his foes.	
Perception	
♦ DC 26: The character notices that the bones are not quite still, and that hands are prominent in all the bone structures.	
Trigger	

Portal: Kravak has been working on escaping the Pyramid of Shadows, though obviously his efforts have not yet paid off. The portal on the west wall, with bones lined across the top and hands reaching out along the sides, is not functional, but that doesn't mean it's not dangerous.

The portal can make grasping bones attacks, just like the other bone constructs in the room.

Platform: The platform is 5 feet high.

Treasure: Three topaz gemstones (worth 500 gp each) lie on the floor of the bone cage. In addition, Kravak wears a +3 cloak of resistance and carries the gold key of strength in a pouch at his belt—one of the three keys that will open the Sanctuary of Light. The words on the key say (in Dwarven), "Strength second." See page 13 in the *Adventure Book One* for more about opening the Sanctuary of Light.



ENCOUNTER G1: FOOL'S VENGEANCE

Encounter Level 10 (2,500 XP)

SETUP

Copy of Karavakos (K)
Stranglemist death trap

Location 30: This room is a death trap constructed by the shadow of Karavakos that dwells in this section of the pyramid (see Location 32, Encounter G3). The shadow created another copy of Karavakos, but the resulting creation was unable to master even the simplest magic.

Illusory Wall: The wall marked on the map is an illusion intended to herd the characters into a trap. The PCs can detect the illusion with a DC 28 Perception check. Unlike most illusions, this one holds up to physical inspection. Once the trap activates, the illusion disappears.

When the adventurers enter, read the following:

The chamber before you is a well-appointed study, with two lit candle holders, a pair of finely crafted statues of elegantly clad tieflings, and a table piled high with books. In front of the table sits a tiefling. Heavy, purple curtains conceal the room's north-west corner.

Stranglemist Death Trap Level 10 Solo Lurker
Trap 2,500 XP

Deadly green gas billows from the candle holders.

Trap: The room fills with poisonous gas.

Perception

◆ DC 21: The character hears the hiss of gas from the candle holders.

Additional Skill: Nature

◆ DC 17: The room is filling with stranglemist gas, a poison that slowly chokes its victims to death.

Trigger

When three characters enter the room or any character touches Karavakos, the trap activates.

Special

When the trap activates, a black wall of force seals the room shut.

Effect

Each character takes 10 poison damage at the start of his or her turn.

Countermeasures

◆ Destroy the Candle Holders: Smashing these disrupts the flow of poison. Each has 75 hit points. With each one destroyed, reduce the damage the trap causes by 5 points.

◆ Disable the Candle Holders: Five successful DC 24 Thievery checks halts the flow of poison into the room.

◆ Wall of Force: Destroying this barrier requires 3 successful DC 26 Arcana checks to spot a slight flaw in its pattern. Once these checks are successful, a single attack that deals 15 or more damage destroys it. Otherwise, 350 points of total damage destroys it.

The adventurers recognize the tiefling as Karavakos, the master of the Pyramid of Shadows. To help stress this connection, the Head of Vyrellis yells, "That's him! That's Karavakos!"

DEVELOPMENT

When the adventurers enter the room, the false Karavakos screams in terror and runs for the bed hidden behind the curtains. As soon as three or more PCs are in the room, or as soon as a PC touches Karavakos, the trap activates.

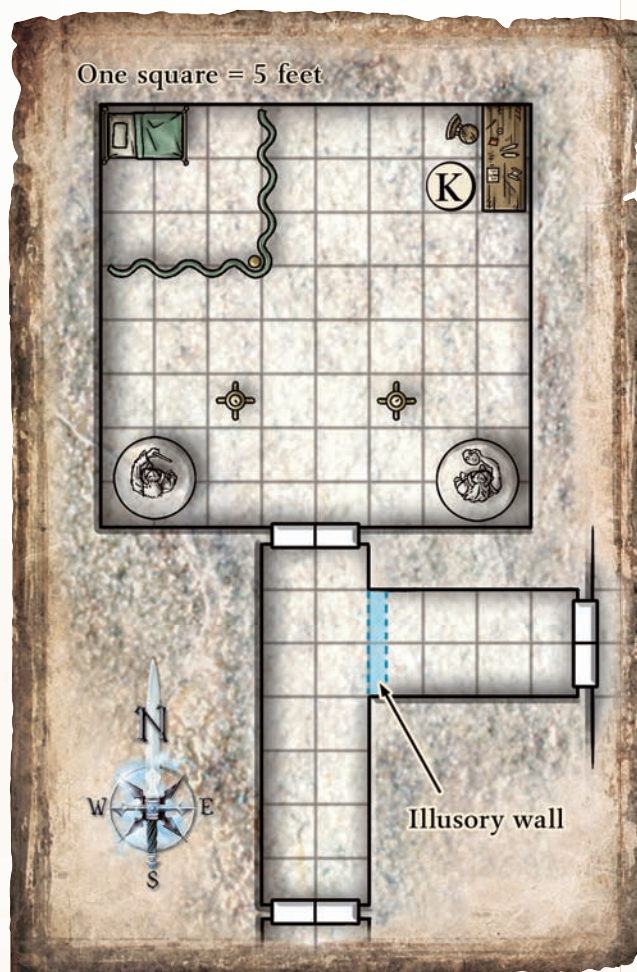
FEATURES OF THE AREA

Illumination: Dimly lit.

Statues and Candle Holders: These are cheap imitations of objects of fine art.

Table: The books on the table are all blank, and nothing else of value is here.

Curtains: The curtains block line of sight, and moving through them costs an additional square of movement.



ENCOUNTER G2: MAZE OF LOST SOULS

Encounter Level 10 (2,500 XP)

SETUP

- 2 skeletal tomb guardians (T)
- 2 wailing ghosts (G)
- Walls of souls

Location 31: This maze was constructed to serve as a defensive barrier between Karavakos's Shadow and the rest of the Pyramid of Shadows. Ensnared behind this defensive position, the Shadow works to create a portal to the Shadowfell and escape this place.

When the adventurers enter this chamber, show the players "View of the Maze of Lost Souls" on page 31 of *Adventure Book One* and read:

A narrow passage leads to the north and south. The walls of this place are black stone with hideous, tormented forms seeming to writhe within them. A horrifying, soul-wrenching shriek emanates from the trapped souls. They point at you and bang on the walls, desperate to escape.

2 Skeletal Tomb Guardians (T)		Level 10 Brute
Medium natural animate (undead)		XP 500 each
Initiative +10	Senses Perception +12; darkvision	
HP 126; Bloodied 63		
AC 23; Fortitude 22, Reflex 23, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
⚔ Twin Scimitar Strike (standard; at-will) ♦ Weapon		
The skeletal tomb guardian makes two scimitar attacks against the same target: +13 vs. AC; 1d8 + 4 damage (crit 1d8 + 12). This also holds true for opportunity attacks.		
⚔ Cascade of Steel (standard; at-will) ♦ Weapon		
The skeletal tomb guardian makes two twin scimitar strike attacks (four scimitar attacks total).		
⚔ Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon		
The skeletal tomb guardian makes a melee basic attack against the enemy.		
Alignment Unaligned	Languages –	
Str 18 (+9)	Dex 20 (+10)	Wis 14 (+7)
Con 16 (+8)	Int 3 (+1)	Cha 3 (+1)
Equipment 4 scimitars		

TACTICS

The skeletons and ghosts in this area fight a delaying action, hoping to keep the characters trapped here long enough to allow the howling souls in the maze to sap the party's strength.

Wailing Ghost (Banshee)		Level 12 Controller
Medium shadow humanoid (undead)		XP 700
Initiative +8	Senses Perception +13; darkvision	
HP 91; Bloodied 45		
AC 23; Fortitude 23, Reflex 23, Will 24		
Immune disease, poison; Resist insubstantial		
Speed fly 6 (hover); phasing		
⚔ Spirit Touch (standard; at-will) ♦ Necrotic		
+15 vs. Reflex; 1d10 + 2 necrotic damage.		
⚔ Death's Visage (standard; at-will) ♦ Fear, Psychic		
Ranged 5; +15 vs. Will; 2d6 + 3 psychic damage, and the target takes a -2 penalty to all defenses (save ends).		
⚔ Terrifying Shriek (standard; recharge Ⓜ; Ⓜ) ♦ Fear, Psychic		
Close burst 5; targets enemies; +15 vs. Will; 2d8 + 3 psychic damage, the target is pushed 5 squares and is immobilized (save ends).		
Alignment Unaligned	Languages Common	
Skills Stealth +13		
Str 14 (+8)	Dex 15 (+8)	Wis 14 (+8)
Con 13 (+7)	Int 10 (+6)	Cha 17 (+9)

FEATURES OF THE AREA

Illumination: Darkness.

Walls: The walls are actually the trapped souls of the Shadow's many victims, turned into a maze. Undead can ignore the walls when determining line of effect, so the wailing ghost can make burst attacks through them. Any character that starts its turn adjacent to a maze wall takes 4 points of psychic damage.



ENCOUNTER G3: THE SHADOW STONE

Encounter Level 10 (2,600 XP)

SETUP

Karavakos's Shadow (K)
4 dark stalkers (S)

Location 32: Karavakos' Shadow uses this chamber as his lab. Like the true Karavakos, he believes that he can create a portal to escape the pyramid's confines. He lives here with his bodyguards. Don't place the monsters until the encounter directs you to.

When the adventurers enter this chamber, show the players "View of the Shadow Stone" on page 31 of *Adventure Book One* and read:

The door opens to reveal a short corridor. To your right is a closed door. Ahead of you, in a chamber at the end of the corridor, dark blue curtain hangs from the ceiling. The image of a spired castle is woven into the cloth with silver thread. To the left of the curtained area stands a black stone surrounding by four pillars.

Dark Stalker		Level 10 Lurker
Small shadow humanoid		XP 500
Initiative +14 Senses Perception +7; darkvision		
HP 81; Bloodied 40; see also <i>killing dark</i>		
AC 24 (see also <i>dark step</i>), Fortitude 21, Reflex 24, Will 23		
Speed 6		
⚔ Scimitar (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d8 + 5 damage (crit 1d8 + 13).		
☞ Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +15 vs. AC; 1d4 + 5 damage.		
☼ Dark Fog (standard; sustain minor; encounter) ♦ Zone		
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).		
⚡ Killing Dark (when reduced to 0 hit points)		
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.		
Combat Advantage		
The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Dark Step (move; at-will)		
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.		
Invisibility (minor; recharge ☐ ☐ ☐ ☐ ☐) ♦ Illusion		
The dark stalker becomes invisible until the end of its next turn.		
Alignment Unaligned		Languages Common
Skills Stealth +15, Thievery +15		
Str 12 (+6)	Dex 21 (+10)	Wis 14 (+7)
Con 15 (+7)	Int 14 (+7)	Cha 19 (+9)
Equipment black garments, scimitar, 4 daggers		

Karavakos's Shadow (K)		Level 11 Controller
Medium shadow humanoid		XP 600
Initiative +9 Senses Perception +12; darkvision		
HP 80; Bloodied 40		
Resist insubstantial		
AC 25; Fortitude 22, Reflex 23, Will 23		
Speed 6		
⚡ Shadow Touch (standard; at-will) ♦ Necrotic		
+16 vs. AC; 1d6 + 5 necrotic damage and target blinded (save ends).		
☞ Shadow Bolt (standard; at-will) ♦ Necrotic		
Ranged 10; +15 vs. Reflex; 1d6 + 5 necrotic damage and target blinded (save ends).		
☼ Shadow Storm (standard, sustain minor; encounter) ♦ Necrotic, Zone		
Area burst 2 within 10, targets enemies only; +15 vs. Fortitude, 2d8 + 3 necrotic damage, and the target is pushed 3 squares; swirling area of black energy grants concealment, repeat this effect's attack when the Shadow sustains it.		
⚡ Devouring Dark (standard, encounter) ♦ Necrotic		
Close burst 3; affects enemies only; +15 vs. Fortitude, 3d6 + 10 necrotic damage and targets are teleported 3 squares to a destination of the Shadow's choice.		
Combat Advantage		
The shadow deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Shadow Form (move; at-will)		
The Shadow gains phasing until the end of his next turn and can move up to 4 squares.		
Alignment Unaligned		Languages Common
Skills Arcana +14, Bluff +14, Diplomacy +14, Perception +12, Stealth +14		
Str 12 (+6)	Dex 18 (+9)	Wis 15 (+7)
Con 17 (+8)	Int 19 (+9)	Cha 18 (+9)

TACTICS

Upon hearing the door open, the Shadow's bodyguards, four dark stalkers it recruited when they were trapped within the pyramid, turn invisible. The adventurers can't initially see them when they enter this area.

The Shadow and its four bodyguards fight to the death. The stalkers attempt to outflank the adventurers and attack them from multiple directions at once, while the Shadow keeps its distance and uses ranged attacks for as long as possible.

The monsters attack either when the characters move past the door leading to the portal's chamber or when they open the door to that room.

The dark stalkers begin the battle by blacking out the entire area with their dark fog power. Remember that the stalkers must use minor actions to sustain this effect, so be sure to track which stalker created which.

With the party plunged into darkness, the dark stalkers become confident, direct fighters. They wade into melee

with their scimitars to utilize their extra combat advantage damage. As the adventurers overcome the areas of darkness, the remaining stalkers rely more heavily on their invisibility and dark step abilities.

If possible, the dark stalkers try to use the portal (see below) to disrupt the party. One might dart in, open the door (if it is not already open) and then rush off as the characters are dragged away.

The Shadow of Karavakos lets its bodyguards handle the dirty work in this encounter. It is content to remain away from the fight and to use shadow bolt or shadow storm to hamper characters who leave the areas of darkness or to send them sprawling back into them.

If the fight goes poorly, particularly if three or more of the bodyguards are slain, the shadow tries to pull back the curtain around the strange statue in the room (see below) and then flees into the room with the portal to make its last stand.

FEATURES OF THE AREA

The Shadow, much like the splinters of Karavakos elsewhere in the pyramid, has spent many long years researching a method to create a portal and escape from the Pyramid of Shadows. There are a number of strange, magical devices in this place.

Illumination: Dimly lit.

The Shadow Stone: This large, black rock serves as a nexus for energy from the Shadowfell. It is capable of piercing the veil between the planes, but thus far the Shadow has been unable to use it to travel out of the pyramid. Anyone who ends his or her turn next to the stone or any of its pillars takes 5 necrotic damage.

The Portal: This large gray disk has been mounted on to the wall. The Shadow hopes to use it to build a portal that leads out of the pyramid, but thus far its efforts in this endeavor have failed. However, the portal does exert a strange teleportation effect. If the door to this room is opened, the portal activates and begins sucking air and loose objects into it. Any creature that ends its turn with line of effect to the portal is pulled 3 squares toward it. All movement in the room with the portal is made at half speed. Insubstantial creatures ignore this effect.

A creature pulled into the portal teleports to a space adjacent to the shadow stone and is stunned (save ends).

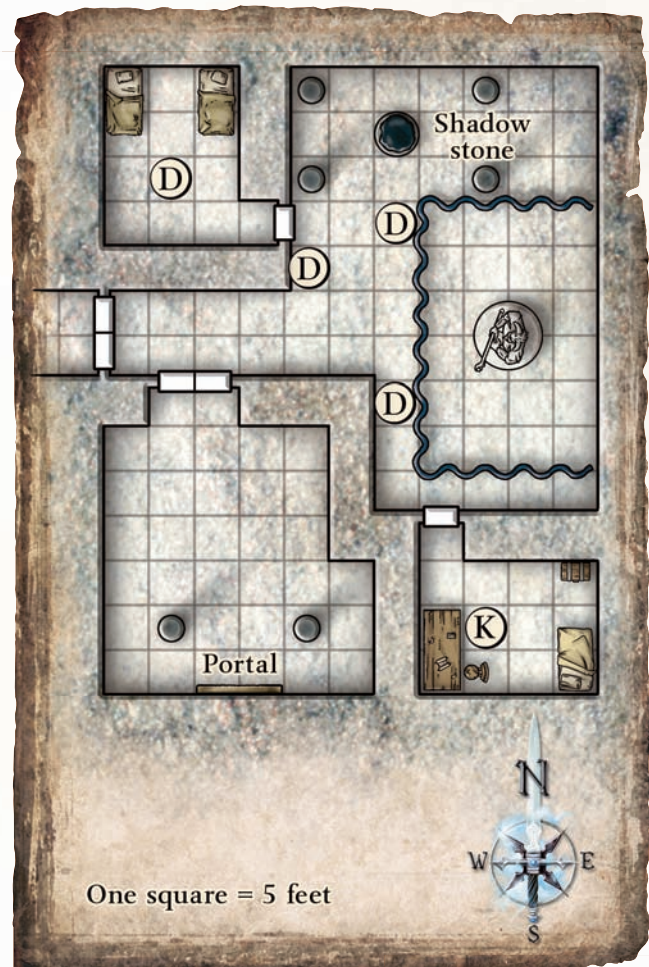
Once the door to the portal's room is open, closing the door requires a DC 22 Strength check. The door opens inward, so to close it a character must pull the door against the portal's powerful suction.

The Curtain: The thick curtain surrounding the statue (see below) blocks line of sight and costs 1 square of movement to move through. The curtains are velvet cloth dyed midnight blue. Silver threads woven into the curtain portray a spired castle looming over a shadowy landscape.

As a minor action, a creature can pull back the curtains, removing them from any two adjacent squares.

The Statue: This strange construct is carved to resemble a castle, identical to the one depicted on the tapestry. Anyone seeing this structure is struck with an immense feeling of homesickness. A creature that can trace line of sight to the statue at the start of its turn is subject to a +14 attack against Will. On a hit, the creature is dazed until the end of its next turn. The Shadow is immune to this effect.

Treasure: A locked chest in the room where the Shadow starts this encounter (DC 21 Thievery check to open) contains items that the Shadow has collected in the time it has controlled this portion of the pyramid. Many of these trinkets are worthless, and most of them are not easily identifiable, as they come from different places in the natural world and the planes that touch it. Among these things, the adventurers find 1,500 gp, 1,000 gp in gems, and a suit of *sunleaf* +3 armor. The armor can be cloth, leather, or hide, whichever is most beneficial for the party. Details on the armor can be found in the *Player's Handbook*.



ENCOUNTER K1: THE SANCTUARY OF LIGHT

Encounter Level 13 (3,900 XP)

OPENING THE SANCTUARY

When the adventurers have gathered the three keys and are ready to climb the stairs to the Sanctuary of Light on the fourth level of the pyramid, turn to page 13 in *Adventure Book One* and use the information presented there.

After the adventurers have solved the puzzle of the keys and the lock, use the encounter presented below.

SETUP

Karavakos (K)
12 false shards (S)

Location 33: Over the years, Karavakos has transformed the Sanctuary of Light into his personal abode. Half of the Sanctuary consists of his personal chambers and labs. The other half holds two great energy orbs that store the power that allows the pyramid to exist. In a cruel twist, Karavakos has all the pyramid's key functional elements at his beck and call, yet he is still unable to escape.

Use the poster map when running this encounter.

When the adventurers enter this chamber, show the players “View of the Sanctuary of Light” on page 32 of *Adventure Book One* and read:

The stairs lead to a narrow hallway. Three sets of double doors lead off this hallway. You hear a resounding voice echo from behind the doors, as though one person was speaking out of a multitude of mouths: “Who dares invade our sanctuary?”

TACTICS

Karavakos uses his false shards to shield himself from the adventurers while blasting away at them with his spells. He tries to slowly wear down the party, since he realizes that their superior numbers and diverse skills would overwhelm him in a direct confrontation.

The shards exist primarily to shield Karavakos from harm. They block passages and doorways, slowing the party's advance and giving Karavakos time to whittle down the characters' strength. Most importantly, the shards provide a key aspect of Karavakos's strategy.

Mind swap allows Karavakos to trade places with a shard. *Mind swap* is a minor action, and there is no limit to how many times he can use it. Thus, Karavakos can use *mind swap* to switch places with a shard, attack the party, and then use it again to position himself where the PCs cannot attack him.

Karavakos uses this ability in the smaller chambers in the Sanctuary of Light, avoiding the large room with the

energy orbs as much as possible. He retreats there only if all his shards have been slain.

During the battle, the *Head of Vyrellis* calls for Karavakos's death, and Karavakos hurls insults at his former partner.

FEATURES OF THE AREA

Half of this area serves as Karavakos' private lair, and the other half houses the grand, arcane engines that sustain the Pyramid of Shadows.

Stone Faces: This chamber serves as an oracle of sorts. When a PC enters this place, the faces begin shouting in alarm. Any creature other than Karavakos (but including the false shards) that begins its turn here is subject to a +16 attack vs. Will. On a hit, the target is dazed (save ends) by the echoing babbles of the stone faces' voices.

Black Pillar: This strange object is part of Karavakos's current experiments. He seeks to understand the fundamental essence of darkness and, in so doing, find a way to forge an item of darkness that he can use to breach the pyramid's walls. The black pillar appears solid, but it is an insubstantial column of darkness. Anyone who enters the pillar's space or begins his or her turn there takes 2d8 necrotic damage and is stunned (save ends). A character who succeeds on a saving throw against this effect moves to a square adjacent to the pillar, or the nearest empty square if they are all occupied.

Cells: The cells are currently empty.

Black Plinths and Energy Orbs: These strange devices are the engines that power the Pyramid of Shadows. Any creature that begins its turn adjacent to one of these objects takes 4d6 damage and is stunned (save ends).

Treasure: Karavakos carries a ritual book that contains a series of rituals only usable from within the pyramid, such as the spells he used to send visions and appear outside the pyramid, as well as move the pyramid from place to place. In addition, it contains three rituals that the party can use. Select one ritual at each of these levels: 10, 12, and 14. There are also three jewels on the table in the black pillar room worth a total of 1,100 gp.

Karavakos (K)		Level 15 Elite Artillery
Medium natural humanoid, tiefling		
XP 2400		
Initiative +8 Senses Perception +8, low-light vision		
HP 226; Bloodied 113		
AC 29; Fortitude 29, Reflex 32, Will 29		
Saving Throws +2		
Resist 12 fire		
Action Point 1		
Speed 6		
⚔ Dagger (standard; at-will) ♦ Weapon		
+18 vs. AC; 1d4 damage.		
⚡ Scorching Burst (standard; at-will) ♦ Fire, Implement		
Burst 1 within 10 squares; +18 vs. Reflex; 1d6 + 11 fire damage.		
⚡ Thunderlance (standard; encounter) ♦ Implement, Thunder		
Close blast 5; +18 vs. Fortitude; 4d6 + 11 thunder damage, and the target is pushed 4 squares.		
⚡ Blast of Cold (standard; daily) ♦ Arcane, Cold, Implement		
Close blast 5; +20 vs. Reflex; 6d6 + 11 cold damage, and the target is immobilized (save ends). On a miss, half damage and the target is slowed (save ends).		
⚡ Dispel Magic (standard; encounter) ♦ Arcane		
Ranged 10; +18 vs. the Will defense of targeted zone or conjuration. On a hit, destroy the zone or conjuration.		
Mind Swap (minor; at-will)		
Ranged 10; swap positions with a false shard.		
Deathless Echoes		
If at least one of the false shards on this level is alive, Karavakos cannot be reduced to fewer than 1 hit point by any means.		
Infernal Wrath (minor; encounter)		
Gain +1 one attack and +3 damage to his next attack against a foe who hit Karavakos since his last turn.		
Bloodhunt		
+1 to attack rolls against bloodied foes.		
Alignment Evil Languages Common		
Skills Arcana +18, Bluff +12, Diplomacy +15, Insight +13, Religion +18, Stealth +10		
Str 11 (+7)	Dex 13 (+8)	Wis 12 (+8)
Con 17 (+10)	Int 22 (+13)	Cha 17 (+10)
Equipment robes, staff, dagger, ritual book		

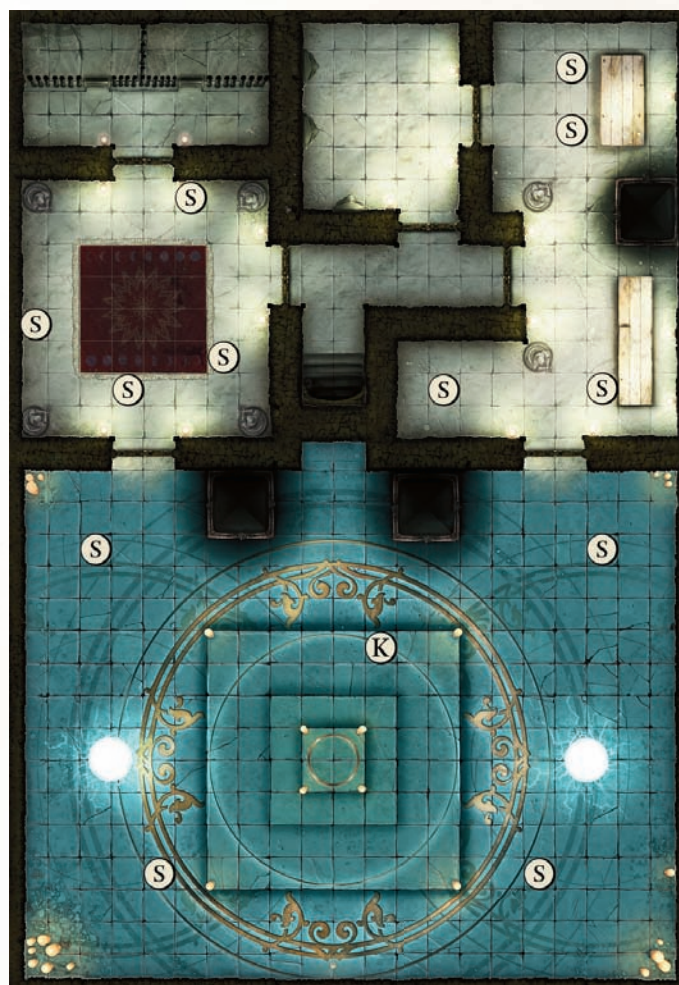
False Shard (S)		Level 10 Minion
Medium shadow humanoid		
XP 125		
Initiative +8 Senses Perception +6		
HP 1; a missed attack never damages a minion.		
AC 23; Fortitude 22, Reflex 23, Will 22		
Speed 6		
⚔ Dagger (standard; at-will) ♦ Weapon		
+15 vs. AC; 3 damage.		
⚡ Force Blast (standard; at-will) ♦ Force		
Ranged 10; +15 vs. Reflex; 6 damage.		
Alignment Evil Languages Common		
Str 12 (+6)	Dex 16 (+8)	Wis 12 (+6)
Con 15 (+7)	Int 13 (+6)	Cha 15 (+7)
Equipment Robes, dagger, staff		

KARAVAKOS'S LAST STAND

Once the adventurers have slain the last of the false shards and Karavakos's hit points are less than 40, he attempts to run to the step pyramid in the chamber with the energy orbs. Facing certain doom, he channels the pyramid's energy into his body and unleashes it against the characters.

Once he is atop the steps, he uses a minor action to channel the pyramid's power into him. When he does this, he gains a +5 bonus to all attacks, recharges all his powers, and gains regeneration 20. However, Karavakos cannot maintain this flow of energy for long. At the end of each turn, he must make a saving throw. If he succeeds, he survives to fight on. If not, the energy overwhelms him and he detonates in spectacular fashion. All characters within 10 squares take 5d6 radiant damage and are blinded (save ends). Karavakos is apparently destroyed, yet when the characters inspect the ashes that remain of his body, they hear a distant, cackling laugh. Perhaps Karavakos's life force is now part of the pyramid. If you decide, Karavakos or some aspect of him might appear in a future adventure in your campaign.

ENCOUNTER K1: THE SANCTUARY OF LIGHT



CONCLUDING THE ADVENTURE

Defeating Karavakos means freedom for the player characters and the climax of the adventure, but it leaves a few loose ends. You can choose whether to tie up those loose ends at the conclusion of this adventure or weave them into story lines in later adventures in your ongoing campaign.

ESCAPING THE PYRAMID OF SHADOWS

The Pyramid of Shadows is a prison whose primary purpose is to hold Karavakos. The other inhabitants of the pyramid, including the player characters, are imprisoned only as long as Karavakos is, and with his death they can escape his prison. A few moments after the adventurers defeat Karavakos, the prison begins to open. Read the following text to the players, assuming that they are still within the Sanctuary of Light, or adjust it as you see fit if they're elsewhere in the pyramid.

The floor beneath your feet suddenly starts to shake. The strange devices at the heart of Karavakos's lair rumble and hum, Even as the light around them pulses in bright flashes, you notice the steadily brightening light of day filtering in through the walls of the room. Slowly the forest outside takes shape in your sight. After a moment, the walls of the room vanish, and a cool breeze wafts across your skin.

The characters can leave simply by walking off the edge of the map and climbing down the sides of the pyramid. They are in the forest where they first encountered Karavakos, or at any other location of your choosing. (The place they appear can lead them directly into the next adventure of your campaign, if you choose.)

Over the next few hours, any creatures left alive in the pyramid make their way up to the Sanctuary of Light and follow the adventurers out of the pyramid. These creatures might cause local disturbances that lead the PCs into future adventures.

With the dawn of the day following Karavakos's death, the Pyramid of Shadows disappears. If, for whatever reason, the characters are still inside the pyramid at that time, they are trapped within it.

VYRELLIS

If the characters have acquired all three shards of Vyrellis's life force by the time they escape the Pyramid of Shadows, the Head's goals are accomplished and it moves on. "You have served me well," it tells its erstwhile owner, "and you have my gratitude." With those words, the Head and the three gemstones containing Vyrellis's life force vanish in a shimmer of fey light.

If the characters defeat Karavakos before they find all three shards of Vyrellis's life force, the Head urges the character carrying it to continue seeking the shards, which might be carried out of the pyramid by any creatures escaping behind the characters. If that fails, she demands that the character reenter the pyramid in search of the items, urging him or her to great haste to avoid becoming imprisoned in the pyramid again.

Vyrellis's fate is for you to decide. Perhaps reuniting the shards of her life force allows her to form a new body in the Feywild, and she could return as a patron, ally, or enemy of the characters later in the campaign. It might just allow her to die, passing from the world and entering her final rest.

FAILURE

As written, the adventure presents the possibility of the characters becoming trapped in the Pyramid of Shadows after Karavakos is dead. Really, this shouldn't happen unless you want it to. It's important for the players to feel like they have some time pressure for defeating Karavakos once his splinters are dead. And it's important for the pyramid to move on, and a time pressure enhances the experience of searching the pyramid for the last shard of Vyrellis's life force. But unless the players are really making a mess of things, give them every opportunity for their characters to escape the pyramid before they're trapped within it forever.

Unless, that is, you have grand plans in mind for what happens when the adventurers are caught inside. If you want to build your next adventure around the characters' search for a means of escape, you can do what it takes to ensure they do get trapped.

FUTURE ADVENTURES

If you plan to run adventure *PI: King of the Trollhaunt Warrens* as the next adventure in your campaign, you can plant a seed in this adventure that will flower in the next.

The necklace found in the white dragon's lair (Location 26) has an inscription on the clasp: *To the king and people of Therund, in friendship, Celduilon.*

The Head of Vyrellis knows that Celduilon is an eladrin realm in the Feywild—it was actually her home before she joined Karavakos. She suggests that the current king of Therund, if that kingdom still exists, might be pleased to have this gift returned. If the characters seek out the king of Therund, he pays them the full gold value of the necklace and asks them to carry it to his son Prince Ethran—leading directly to the adventure start for *King of the Trollhaunt Warrens*.

