

THIS ADVENTURE MODULE IS 4E COMPATIBLE



SHRINE OF THE FALLEN LAMA

BY NIGEL MCCLELLAND AND BEN REDMOND
AN ADVENTURE FOR CHARACTER LEVEL 10-12



SHRINE OF THE FALLEN LAMA

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For use with the 4th Edition

**DUNGEONS
& DRAGONS**
Roleplaying Game

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

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“To die, to be truly dead, ah that would be glorious!”

— Bram Stoker ‘Dracula’

INTRODUCTION

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat and intriguing dungeons. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Shrine of the Fallen Lama is designed for four to six characters of 10th to 12th level, with a total of 48–60 total character levels between party members. While the characters can be of any basic character class, a well-balanced party will have the best odds of besting the varied challenges of the scenario. See the “Scaling Information” section for ways to tailor this adventure to your group’s unique style of play.



ADVENTURE SUMMARY

The adventurers set out to destroy the evil force contained within a mountain shrine and its surrounding complex. Once a bastion of good, law, and learning, the shrine and its residents were corrupted by a dark force that was released through the arrogance of the shrines’ head Lama. Only magical wards and protections created by members of the sect before they fled or were corrupted or destroyed have prevented the evil spreading beyond the shrine complex. The PCs must face both the corrupted undead residents of the complex and the various evil creatures that have taken residence within. In doing so, they are able to recover the items and knowledge necessary to enter the shrine and defeat the Fallen Lama himself, severing the link that binds the evil force to the material plane.

GAME MASTERS SECTION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. **Type** – this indicates if the encounter is a trap (T), puzzle (P), hazard (H), or combat (C). **EL** – encounter level.

SCALING INFORMATION

Shrine of the Fallen Lama is designed for 5 characters of 10th–12th level, but it can be easily modified for parties of different sizes or levels. When adjusting the module to suit your game, consider the following suggestions:

Weaker parties (4 or fewer characters or lower than 10th level): If your party is slightly weaker than the standard groups of PCs, consider the following changes. Do not roll for random encounters around the shrine complex. Reduce the number of ogre savages in area A to two. Remove the elite status from Daryl Vasco in area C–10. Remove two advanced wraiths from area E–1. Remove one revenant monk student from area F–3. Remove one level from the Grandmaster in area F–6, and two levels from Ji Sung in area G–5. Remove two levels from Ming Cha in area H–3, and only allow his *necrotic invigoration* ability to recharge on a roll of six.

Stronger parties (6 or more characters, or higher than 12th level): Tougher parties should be sufficiently challenged by *Shrine of the Fallen Lama*, but consider the following changes if your party is particularly strong. Add one more ogre savage in area A. Add one more revenant archer in area B. Add two levels to Iyam in area C–6. Add another gorger or splintered one in area C–10. Add 2 more advanced wraiths in area E–1. Add two more revenant monk students in area F–3. Add two levels to the Grandmaster in area F–6. Add one level to Ji Sung in area G–5. Finally, add two or more advanced wraiths in area H–3 to support Ming Cha.

Location	Pg	Type	Encounter	EL
Area A	8	C	Ogre clan leader 4 ogre savages	10
Area B	11	C	3 revenant guardsmen 2 revenant archers	10
C-1	12	C	<i>The Body Snatchers</i>	9
C-2	14	T	Falling masonry trap	5
C-4	14	C	<i>The Body Snatchers</i>	9
C-5	15	T	Security trap	10
C-6	16	C	<i>Iyam</i> , goblin jailer	8
C-7	16	C	5 dwarven prospectors 2 tiefling servants of Ahriman	10
C-10	18	C	<i>Daryll Vasco</i> , human necromancer Gorger Splintered one	11
D-1	20	C	Bulette alpha	9
E-1	22	C	<i>Mdus</i> , wraith servant cleric 4 advanced wraiths	11
F-3	24	C/T	4 revenant monk students Obstacles and hazards	11
F-6	26	C	<i>The Grandmaster</i> , wraith servant monk	10
G-1	27	T	Blade trap	5
G-2	27	H	Necrosis vines	8
G-4	28	T	Spectral tendrils trap	7
G-5	28	C	<i>Ji Sung</i> , wraith servant sorcerer	11
H-3	30	C/H	<i>Ming Cha, The Fallen Lama</i> , vampire lord monk	

GETTING THE PLAYERS INVOLVED

The adventure begins with the party arriving at the gatehouse to the shrine complex (*Encounter Area A*). As the heroes are experienced and likely to have adventured previously, their individual reasons for being here should tie in to their existing backgrounds or the course of your campaign. Devise an appropriate plot hook or adapt one of the following to get them started:

- The remaining members of the sect hire the PCs to reclaim the shrine for them. The sect provides the PCs with information about the shrines' corruption.
- The PCs encounter a dying paladin, who persuades them to finish his last quest and remove the corruption from the monastery.
- The PCs are approached by members of the scribes' guild. They are willing to pay for scrolls of historical interest recovered from the shrine complex's library.
- One of the PCs is a descendent of someone whose soul is trapped within the shrine complex and has taken on the responsibility to free his or her ancestor.
- The PCs are tracking a group of non-human bandits or raiders who are using the shrine as a base of operations.
- Increasing use of the complex by evil beings has forced local authorities to offer a reward to anyone who can destroy this threat, and the PCs intend to collect.

KNOWLEDGE CHECKS

PCs may draw upon their knowledge and training in order to glean information regarding the shrine. You may allow PCs to make the following skill checks.

Arcana DC 25: The Lama and the followers who maintained the shrine were mystics and incorporated both arcane and divine studies into their beliefs and practices.

Arcana DC 25: The nature of the corrupting influence over a geographical area suggests the probability of a planar link between the shrine and a realm of negative and evil energies.

History DC 20: The complex is situated near several important valleys and travel routes through an otherwise difficult to traverse mountainous area, making it an ideal location for bandit and raider groups.

History DC 20: The shrine and the surrounding complex were once famous for its advanced knowledge and practice in the mystical arts and attracted many students.

History DC 20: A number of years before the corruption of the shrine, a schism developed between the shrine and the sect of which it was part. Many in the sect apparently believed that the Lama – despite (or because of) his exceptional knowledge, understanding, and ability – had grown too arrogant for his position.

History DC 25: Evidence exists that the Lama and his corrupt followers are imprisoned within the confines of the complex, as those sect members who escaped were not

powerful enough to destroy them or the evil presence that dwelled within the shrine complex.

Insight DC 20: Age and lack of maintenance means much of the shrine complex now lies in ruin. Allow PCs to visually inspect the area from a distance to assess which areas of the complex seem best maintained and safest for exploration.

Religion DC 20: As aesthetic mystics, the Lama and his followers explored universal forces and principles rather than any god or divine being.

Streetwise DC 20: The shrine and its surroundings are an area of evil. Only evil creatures are safe within its grounds, meaning it attracts primarily undead creatures and non-human bandits from the surrounding mountains.

BACKGROUND STORY

Many years ago the Shrine of Zongxian — Wisdom of the Ancestors — was a force for good throughout the surrounding lands, represented by many monasteries and temples throughout the world. The sect was led by the Lama, who was reincarnated after every death, his spirit passing to a newly conceived child. The Lama was often taken from his family as a small boy and brought to the shrine where he would be both instructed in the sect's beliefs and worshipped by its followers.

At the time of its fall, Zongxian was at its height, with followers throughout the world. Many considered Ming Cha, the Lama who presided over this period of prosperity and enlightenment, the architect of the sect's advancement. Others in the sect, however, considered the Lama arrogant and dangerous. The sect started to break apart, with many monasteries refusing to acknowledge the Lama's authority. The Lama, already quite old, became troubled by the state of the sect and grew ill. Fearing that their position would come under threat should the Lama die, his closest and most powerful followers sought a ritual that would enable the Lama's spirit to transcend and become an immortal force.

The conspirators sought far and wide for a source of immortality, but the only answers came from the dark arts of necromancy. However, one of the Lama's followers believed he had found a way to control the dark magical forces without being corrupted by them. Fortified by this belief, they began their dark rituals while the Lama lay in his deathbed.

Their plan might have worked. The ritual might have contained the corrupting influence. But necromancy is not an art to be trifled with, and it exacted a price. The ritual failed, and the dark energies fed off the magical forces designed to contain them. There was an explosion of blackness over the entire valley, and when the cloud settled, the followers realized what they had done, for now they were all cursed to the eternal torment of undeath.

The sect of Zongxian has slipped from the memory of all but a few loyal practitioners and their valley has become a place of mystery and evil from which no one has returned.

PLAYER BEGINNING

Start the adventure by reading the following:

As the morning sun rises above the mountain's peaks, you reach the goal of your journey! Silhouetted by the sun's rays are the towers that once held the gates that protected the shrine and its buildings. The gates are long since gone and the proud towers are now little more than piles of debris surrounding the remnants of their lowest levels.

The ruinous towers are not what concern you most, however. Even at a distance, the shrine complex emits a sense of dread. Yet something seems almost inviting about its presence. The sensation is unconnected to anything you can physically identify, which makes the conflicting feelings even more disturbing.

Such feelings soon pass, for you are experienced heroes, and the thrill of the unknown and the challenges that await gird you for adventure as they have done so often before!

THE SHRINE COMPLEX

The complex lies on a plateau overlooking a wide mountainous valley. Surrounded on three sides by natural defenses, the complex can only be entered through the gateway that once shielded it from the dangerous creatures and bandits that make the mountains their home. Once entered, the complex contains numerous ruined buildings, only parts of which are habitable and still in use, either by the undead servants of the Lama or the other creatures of evil and darkness that have been drawn to the site. In addition, the evil presence that corrupted the Lama and his followers is a constant presence throughout the complex, except where noted below, meaning adventurers setting up camp within the grounds of the complex face the probability of attack and must continually deal with the effects of dark, otherworldly energies upon them and the creatures they face (see **Evil Presence** below).

Random Encounters: Once per two hours or when camping in the shrine complex itself, except for the library, or within half a mile of it, the party has a 10% chance of a random encounter. Roll 1d6 on the following table:

Roll	Encounter
1	Five advanced specters
2	Six hobgoblin bandits
3	One elite sword wraith
4	Five phantom monks
5	Five minotaur raiders
6	Five advanced wraiths

Specters

(EL 9, XP 2,000)

These tormented spirits attack any living creatures they encounter. They remain invisible and attack the party in waves, so that only one or two specters are visible at a time. They fight until destroyed.

Advanced Specter (5)

Level 9 Lurker

Medium shadow humanoid (undead)

XP 400

Initiative +11 **Senses** Perception +9; darkvision

Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to attack rolls. Enemies that enter or begin their turn in the aura take 5 cold damage.

HP 75; **Bloodied** 37

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

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

Speed fly 6 (hover); phasing

⦿ **Spectral Touch** (standard; at-will) • **Necrotic** +12 vs. Reflex; 1d10+3 necrotic damage.

☛ **Spectral Barrage** (standard; recharge ☰, ☱) • **Illusion, Psychic**

Close burst 3; target enemies; +10 vs. Will; 3d8+3 psychic damage, and the target is knocked prone.

Invisibility (standard; at-will)

The specter becomes invisible until it attacks or until it is hit by an attack.

Alignment Chaotic evil **Languages** Common

Skills Stealth +12

Str 12 (+5) **Dex** 17 (+7) **Wis** 10 (+4)

Con 15 (+6) **Int** 8 (+3) **Cha** 17 (+7)

Hobgoblin Bandits

(EL 10, XP 2,450)

This group of hobgoblin bandits attempts to sneak up on the party. Once they are within 10 squares, they open fire with their longbows. When the party closes for melee, the hobgoblins attempt to flank and use *crippling strike* as often as possible. The hobgoblin bandit leader uses *opportunistic charge* as soon as a PC has two or more bandits adjacent to him.

Hobgoblin Bandit Leader

Level 8 Elite Soldier (Leader)

Medium natural humanoid (hobgoblin)

XP 700

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

HP 180; **Bloodied** 90

AC 26; **Fortitude** 23, **Reflex** 20, **Will** 18

Saving Throws +2

Speed 6

Action Points 1

⦿ **+2 Magic Flail** (standard; at-will) • **Weapon** +15 vs. AC; 1d8+7 damage (crit 2d6+15), and the hobgoblin bandit leader shifts 1 square.

☛ **Longbow** (standard; at-will) • **Weapon** Ranged 20/40; +13 vs. AC; 1d10+3 damage.

† **Opportunistic Charge** (standard; recharge 5,6)

• **Weapon**

Requires flail; the hobgoblin bandit leader makes a charge attack: +16 vs. AC; 3d8+7 damage, and all allies adjacent to the target can make an immediate melee basic attack as a free action.

Combat Advantage

The hobgoblin bandit leader deals an extra 1d6 damage on melee and ranged attacks against targets it has combat advantage against.

Hobgoblin Resilience (immediate reaction, when the hobgoblin bandit leader suffers an effect that a save can end; encounter) The hobgoblin bandit leader rolls a saving throw against the effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +17, History +7, Intimidate +10, Stealth +12

Str 22 (+10) **Dex** 16 (+7) **Wis** 16 (+7)

Con 18 (+8) **Int** 12 (+5) **Cha** 12 (+5)

Equipment +2 leather armor, +2 magic flail, longbow, quiver with 20 arrows, purse with 1d12 pp, 2d10 gp, and 2d20 sp.

Hobgoblin Bandit (5)

Level 8 Skirmisher

Medium natural humanoid (hobgoblin)

XP 350

Initiative +9 **Senses** Perception +6; low-light vision

HP 88; **Bloodied** 44

AC 22; **Fortitude** 19, **Reflex** 21, **Will** 17

Speed 6

⦿ **Longsword** (standard; at-will) • **Weapon** +13 vs. AC; 1d8+5 damage, and the hobgoblin bandit shifts 1 square.

☛ **Longbow** (standard; at-will) • **Weapon** Ranged 20/40; +13 vs. AC; 1d10+5 damage.

☛ **Crippling Strike** (standard; recharge ☰, ☱) • **Weapon**

Requires combat advantage; +11 vs. Fortitude; 2d8+5 damage, and the target is weakened and slowed (save ends)

Combat Advantage

The hobgoblin bandit deals an extra 1d6 damage on melee and ranged attacks against targets it has combat advantage against.

Hobgoblin Resilience (immediate reaction, when the hobgoblin bandit suffers an effect that a save can end; encounter) The hobgoblin bandit rolls a saving throw against the effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +15, History +6, Stealth +14

Str 18 (+8) **Dex** 20 (+9) **Wis** 14 (+6)

Con 16 (+7) **Int** 10 (+4) **Cha** 10 (+4)

Equipment leather armor, longsword, longbow, quiver with 20 arrows, purse with 1d2 pp, 1d8 gp, and 1d10 sp.

Elite Sword Wraith (EL 11, XP 3,200)

This immensely powerful wraith hungers after the life energy of the living. It is drawn to the PCs' vital energy, and attacks with ferocious aggression. The sword wraith uses *shadow glide* and phasing to maneuver around the battlefield, and focuses its initial attacks on a character of obvious good alignment. The sword wraith fights until destroyed.

Elite Sword Wraith Level 17 Elite Lurker

Medium shadow humanoid (undead) XP 3,200

Initiative +19 **Senses** Perception +14; darkvision

Regeneration 10 (if the sword wraith takes radiant damage, regeneration is negated until the end of the sword wraith's next turn)

HP 252; **Bloodied** 126; see also *death strike*

AC 32; **Fortitude** 31, **Reflex** 32, **Will** 32

Immune disease, poison; **Resist** 20 necrotic, insubstantial; **Vulnerable** 10 radiant (see also *regeneration* above)

Saving Throws +2

Speed fly 8 (hover); phasing; see also *shadow glide*

Action Points 1

† **Shadow Sword** (standard; at-will) ♦ **Necrotic** +20 vs. Reflex; 2d8+7 necrotic damage, and the target is weakened (save ends).

† **Death Strike** (when reduced to 0 hit points) ♦ **Necrotic**

The sword wraith shifts 4 squares and makes a melee basic attack, dealing an extra 2d8 necrotic damage on a hit.

Combat Advantage ♦ **Necrotic**

The sword wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.

Shadow Glide (move; encounter)

The sword wraith shifts 6 squares.

Spawn Wraith

Any humanoid killed by a sword wraith rises as a free-willed sword 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 +20

Str 14 (+10) **Dex** 24 (+15) **Wis** 12 (+9)

Con 18 (+12) **Int** 11 (+8) **Cha** 24 (+15)

Phantom Monks (EL 9, XP 2,000)

These five phantom monks attack the PCs with a barrage of ghostly punches and kicks. They use *staggering blow* as often as possible, and attempt to flank and surround the PCs. The phantom monks fight until destroyed.

Phantom Monk (5)**Level 9 Soldier**

Medium shadow humanoid (undead)

XP 400

Initiative +10 **Senses** Perception +9; darkvision

HP 94; **Bloodied** 47

AC 25; **Fortitude** 21, **Reflex** 19, **Will** 21

Immune disease, poison; **Resist** insubstantial

Speed 6, fly 6 (hover); phasing

† **Phantom Fist** (standard; at-will) ♦ **Necrotic** +14 vs. Reflex; 2d6+3 necrotic damage, and the target is marked until the end of the phantom monk's next turn.

† **Staggering Blow** (standard; recharge ♦ **Necrotic**

+14 vs. Reflex; 4d6+3 necrotic damage, and the target is pushed 3 squares and knocked prone.

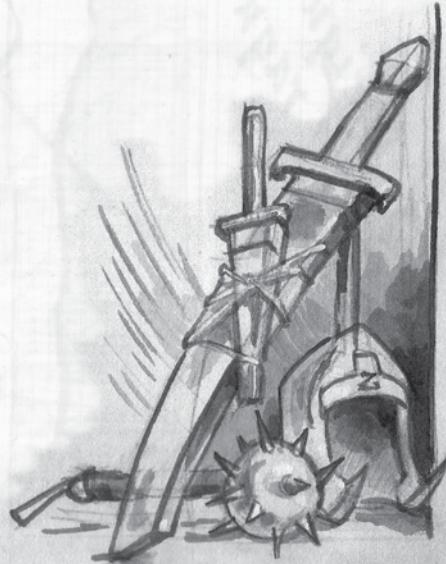
Phantom Tactics

A phantom monk has combat advantage against any target that has another phantom monk adjacent to it.

Alignment Evil **Languages** Common

Str 16 (+7) **Dex** 18 (+8) **Wis** 11 (+4)

Con 14 (+6) **Int** 10 (+4) **Cha** 16 (+7)



Minotaur Raiders (EL 11; XP 2,800)

A group of minotaur raiders led by a minotaur cabalist spots the group and charges to the attack. The raiders begin combat by hurling handaxes, while the cabalist uses *horns of force*. When melee is joined, the cabalist hangs back and supports the raiders with *horns of force* and *call out the beast*. The raiders remain mobile during the combat to gain the advantage of *skirmish*. The minotaurs fight until half their number is slain, and then flee.

Minotaur Cabalist

Level 13 Controller (Leader)

Medium natural humanoid (minotaur) XP 800

Initiative +7 **Senses** Perception +16

Baphomet's Boon aura 10; allies who start their turns in the aura gain a +2 bonus to attack rolls when charging.

HP 252; **Bloodied** 126; see also *ferocity*

AC 27; **Fortitude** 29, **Reflex** 24, **Will** 26

Speed 6

⊕ **Great Cursed Mace** (standard; at-will) • **Necrotic, Weapon**

+15 vs.AC; 1d10+6 damage plus 1d6 necrotic damage.

† **Goring Charge** (standard; at-will)

The minotaur cabalist makes a charge attack: +16 vs.AC; 2d6+6 damage, and the target is knocked prone.

‡ **Call Out the Beast** (standard; at-will)

Ranged 10; one bloodied ally in range makes a melee attack against one enemy within its reach.

‡ **Horns of Force** (standard; at-will) • **Force**

Ranged 5; +18 vs.AC; 1d8+3 force damage, and the target is pushed 2 squares.

Ferocity (when reduced to 0 hit points)

The minotaur cabalist makes a melee basic attack.

Alignment Chaotic evil

Languages Abyssal, Common

Skills Dungeoneering +14, Intimidate +14, Nature +16, Religion +12

Str 22 (+12) **Dex** 12 (+7) **Wis** 17 (+9)

Con 17 (+9) **Int** 13 (+7) **Cha** 16 (+9)

Equipment robes, mace, holy symbol of Baphomet, pouch with 1d6 bloodstones (25 gp each), and 1d10 pp

Minotaur Raider (4) Level 10 Skirmisher

Medium natural humanoid (minotaur) XP 500

Initiative +9 **Senses** Perception +14

HP 106; **Bloodied** 53

AC 24; **Fortitude** 22, **Reflex** 18, **Will** 18

Speed 6

⊕ **Battleaxe** (standard; at-will) • **Weapon**

+15 vs.AC; 1d10+5 damage, and the target is marked until the end of the minotaur raider's next turn.

‡ **Handaxe** (standard; at-will) • **Weapon**

Ranged 5/10; +15 vs.AC; 1d6+5

† **Goring Charge** (standard; at-will)

The minotaur raider makes a charge attack: +16 vs.AC; 1d6+5 damage, and the target is knocked prone.

Skirmish +1d8

If, on its turn, the minotaur raider ends its move at least 3 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.

Alignment Evil **Languages** Common

Skills Dungeoneering +12, Intimidate +11, Nature +10

Str 21 (+10) **Dex** 14 (+7) **Wis** 14 (+7)

Con 18 (+9) **Int** 11 (+5) **Cha** 13 (+6)

Equipment leather armor, light shield, battleaxe, 4 handaxes, pouch with 1d3 bloodstones (25 gp each), 1d6 pp, 1d20 gp.

Wraiths (EL 10, XP 2,500)

These wraiths attack the PCs using *shadow glide*, suddenly surrounding the party if they are not vigilant for enemies. The wraiths attempt to flank and gain combat advantage on the PCs, and focus their attacks on any PC using radiant energy against them. The wraiths fight until destroyed.

Advanced Wraith (5) Level 10 Lurker

Medium shadow humanoid (undead) XP 500

Initiative +14 **Senses** Perception +6; darkvision

HP 81; **Bloodied** 40

Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)

AC 24; **Fortitude** 19, **Reflex** 21, **Will** 20

Immune disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant (see also regeneration above)

Speed fly 6 (hover); phasing; see also *shadow glide*

⊕ **Shadow Touch** (standard; at-will) • **Necrotic**

+11 vs. Reflex; 1d10+5 necrotic damage, and the target is weakened (save ends).

Combat Advantage • **Necrotic**

The wraith deals an extra 2d6 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 +15

Str 4 (+2)	Dex 20 (+10)	Wis 12 (+6)
Con 15 (+7)	Int 6 (+3)	Cha 17 (+8)

Evil Presence: The dark force that corrupted the Lama and his followers saturates the entire shrine complex, with the exception of the library (*Encounter Area D*), until its anchor to this plane (area H-3) is destroyed. This has the following effects on any creatures within the complex, except in the library, as follows:

- All undead gain resist 5 radiant (or lose 5 from their radiant vulnerability).
- Prayers used by good-aligned clerics and paladins suffer a -1 penalty to the attack roll (where applicable).
- Good-aligned and neutral characters taking an extended rest within the complex suffer a psychic assault: +13 vs. Will; the character loses a healing surge until his next extended rest.
- Within the complex, neutral characters suffer a -2 penalty on Charisma-based checks, while good-aligned characters suffer a -4 penalty.

ENCOUNTER AREA A THE GATEHOUSE (EL 10, XP 2,400)

Read or paraphrase the following:

The bases of two ruined towers that once held the gates to the shrine complex stand before you. Once several stories high, now only the lower stories of these towers remain intact. Nestled behind the rightmost tower, the relatively intact ruins of a gatehouse can be seen.

The gatehouse's relatively good condition is due to its inhabitation by a clan of ogres. A DC 20 Perception check reveals that parts of the gatehouse have been crudely repaired and that its entrance has been expanded to allow the entrance of giant-size creatures. These ogres work with the hobgoblin bandits and body snatchers (area C-3), watching over the entranceway to the complex by day and in return being watched over by the orcs at night.

Tactics: The ogres in the gatehouse rain javelins down upon anyone entering the complex. They attempt to draw the PCs toward the guardhouse, thereby allowing them to take advantage of its defensive nature. Rubble has been strategically used to create difficult terrain around the gatehouse's entrance points, hindering attackers' efforts to charge or step through the reach advantage the ogres use to defend these vulnerable points.

Treasure: The inside of the gatehouse possess the ogres' sleeping mats, cooking pit, and few possessions. It is dark and smells appallingly and the floor is strewn with waste and debris. However, a careful search (Perception, DC 25) uncovers a small, bronze amulet trampled into the trash on the floor. The amulet is an *amulet of protection* +3.

Ogre Clan Leader	Level 10 Elite	Brute
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Large natural humanoid

XP 1,000

Initiative +7 **Senses** Perception +7**HP** 262; **Bloodied** 131**AC** 24; **Fortitude** 25, **Reflex** 18, **Will** 20**Saving Throws** +2**Speed** 8**Action Points** 1

⊕ **Greatclub** (standard; at-will) • **Weapon**
Reach 2; +13 vs. AC; 2d6+6 damage, and the target is knocked prone.

† **Double Attack** (standard; at-will) • **Weapon**
The ogre clan leader makes two greatclub attacks

† **Mighty Smash** (standard; recharge ☰, ☱) • **Weapon**
Reach 2; requires great club; +13 vs. AC; 4d6+6 damage, and the target is pushed 3 squares and knocked prone.

Horned Helm

The ogre clan leader deals an additional 1d6 damage on a charge attack.

Alignment Chaotic evil **Languages** Giant**Skills** Athletics +15, Intimidate +9

Str 23 (+11)	Dex 14 (+7)	Wis 14 (+7)
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Con 21 (+10)	Int 7 (+3)	Cha 9 (+4)
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Equipment hide armor, greatclub, *horned helm* (level 6), pouch with 5 small, uncut diamonds (30 gp each).

Ogre Savage (4)	Level 8	Brute
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Large natural humanoid

XP 350

Initiative +4 **Senses** Perception +4**HP** 111; **Bloodied** 55**AC** 19; **Fortitude** 21, **Reflex** 16, **Will** 16**Speed** 8

⊕ **Greatclub** (standard; at-will) • **Weapon**
Reach 2; +11 vs. AC; 1d10+5 damage.

† **Javelin** (standard; at-will) • **Weapon**
Ranged 10/20; +9 vs. AC; 1d8+5 damage.

† **Angry Smash** (standard; recharge ☰, ☱) • **Weapon**

The ogre savage makes a greatclub attack, but gets two attack rolls and takes the better result.

Alignment Chaotic evil **Languages** Giant

Str 21 (+9)	Dex 11 (+4)	Wis 11 (+4)
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Con 21 (+9)	Int 4 (+1)	Cha 6 (+2)
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Equipment hide armor, greatclub, 6 javelins, pouch with 1d10 gp.

SHRINE OF THE FALLEN LAMA





ENCOUNTER AREA B THE BARRACKS (EL 10, XP 2,500)

Read or paraphrase the following:

The building before you is square and squat and constructed of solid slabs of stone, which have clearly been maintained. The building's arrow slits and intact, iron-bound, heavy wooden door clearly identify its martial function.

The barracks serves as the resting place of the complex's former guards who were corrupted before the fall of the Lama was discovered. They now remain hidden within the barracks to respond to any intruders who make it past the gatehouse.

The interior of the barracks contain the remains of the bunks, lockers, armor, and weapon racks that used to serve the guards for storage, but these and their contents have long since rotted and rusted. There is nothing of value here.

Tactics: These revenant servants prepare for the party members as they approach, and then rush out to attack. The archers remain within the barracks to provide ranged support to the guardsmen as they melee with the party. If the fight goes against the revenant servants, they will attempt a fighting withdrawal back to the barracks. There they will hole up and defend their home base, or wait until the party moves away before following to launch another attack at the most opportune time.

Revenant Guardsman (3)

Level 6 Elite Soldier

Medium natural humanoid (undead)

XP 500

Initiative +7 **Senses** Perception +8

HP 144; **Bloodied** 72

AC 24; **Fortitude** 21, **Reflex** 16, **Will** 15

Immune disease, poison; **Resist** 5 necrotic; see also *deathly resistance*

Saving Throws +2

Speed 5

Action Points 1

⊕ **Scimitar** (standard; at-will) • **Weapon**
+13 vs. AC; 1d8+4 damage (crit 1d8+12 damage).

⊕ **Bleeding Slash** (standard; recharge $\square\:\square\:\square$) • **Weapon**

Requires scimitar; +13 vs. AC; 2d8+4 damage, and the target takes ongoing 5 damage (save ends).

Necrotic Strike • Necrotic

Once per round, a revenant guardsman can deal an additional 1d6 necrotic damage on a successful attack against a living target.

Deathly Resilience

When a revenant guardsman makes a saving throw to end an ongoing effect, it gains resist 3 to the type of damage inflicted by that effect until the end of its next turn.

Alignment Evil **Languages** Common

Skills Athletics +10

Str 19 (+7) **Dex** 14 (+5) **Wis** 11 (+3)

Con 16 (+6) **Int** 10 (+3) **Cha** 12 (+4)

Equipment chainmail, light shield, scimitar

Revenant Guardsman Archer (2)

Level 6 Elite Artillery

Medium natural humanoid (undead)

XP 500

Initiative +7 **Senses** Perception +8

HP 144; **Bloodied** 72

AC 21; **Fortitude** 19, **Reflex** 21, **Will** 15

Immune disease, poison; **Resist** 5 necrotic; see also *deathly resistance*

Saving Throws +2

Speed 5

Action Points 1

⊕ **Scimitar** (standard; at-will) • **Weapon**
+11 vs. AC; 1d8+3 damage (crit 1d8+11 damage).

⊕ **Longbow** (standard; at-will) • **Weapon**
Ranged 20/40; +13 vs. AC; 1d10+4 damage.

⊕ **Double Shot** (standard; recharge $\square\:\square\:\square$) • **Weapon**

The revenant guardsman archer makes two longbow attacks.

Necrotic Strike • Necrotic

Once per round, a revenant guardsman archer can deal an additional 1d6 necrotic damage on a successful attack against a living target.

Deathly Resilience

When a revenant guardsman archer makes a saving throw to end an ongoing effect, it gains resist 3 to the type of damage inflicted by that effect until the end of its next turn.

Alignment Evil **Languages** Common

Skills Athletics +11

Str 16 (+6) **Dex** 19 (+7) **Wis** 11 (+3)

Con 16 (+6) **Int** 10 (+3) **Cha** 12 (+4)

Equipment leather armor, scimitar, longbow, quiver with 20 arrows

ENCOUNTER AREA C THE WELL

Past the main road and barracks, the crumbled gateway opens out to a large courtyard. In the center of this courtyard is a large well, which once supplied water to the entire shrine complex. Daryll Vasco, an evil transmuter who manipulates the dark energies of the Shrine to fuel his nefarious magical experiments, has built a secret complex of laboratories and holding cells beneath the well.

Area C-1

The Courtyard (EL 9, XP 2,200)

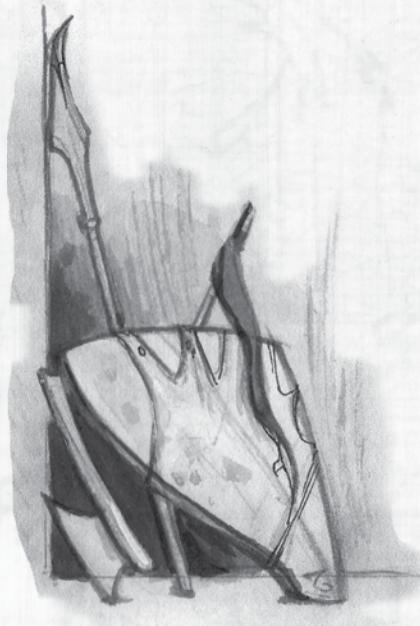
The large courtyard is littered with rubble and the bones of long-dead animals, monsters, and humanoids.

Siren Song: Upon entering the courtyard, good and neutral characters begin to hear a very faint music. Such characters come under a mental assault (+13 vs. Will). If the attack is successful, any effected character feels compelled to walk toward the Library. See *Encounter Area D* for details of the Library.

In the center of the courtyard, a large well, about 15 feet across, dominates the view. A complex but decayed wooden-frame pulley system straddles the well, but has been out of use for centuries.

Investigating the well reveals the following information:

- The pulley system is badly decayed, and likely will not withstand the strain of normal use, let alone carry the weight of a full bucket of water.
- Throwing in a rock or similar item reveals that the bottom of the well is dry. The depth of the well can be estimated as 50 feet for anyone with a suitable skill or high Intelligence ability score.
- There is a narrow stair cut into the side of the well, about a foot and a half wide. A DC 20 Nature check reveals that it has been recently used. A second DC 20 Nature check reveals that it was used by a small band (2–4 members) of humanoids (the Body Snatchers gang; see below).



If the adventurers choose not to investigate the well, a DC 20 Perception check allows characters passing within 10 feet of the well to notice the stair cut into the side of the well.

The Body Snatchers: The Body Snatchers are a small band of orcs in Vasco's employ. They spend their time either hunting for subjects for Vasco's experiments or relaxing in their cave at the bottom of the well. The party may encounter the Body Snatchers in the following ways:

If the party chooses to sleep in the courtyard before descending the well, the Body Snatchers will try to kidnap them in the night.

If the adventurers choose to descend the well during the day, they will encounter the gang in their cave. In such situations, there is a 50% chance that they will be asleep, and if the alarm trap (see below) is not triggered, they may be encountered in their sleep and taken unawares.

Descending at night gives a 50% chance that the gang will be out hunting rather than in their cave.

If the party completes this area without encountering the gang, you can choose to use them as one of the random encounters the party may find.

Tactics: The Body Snatchers' goal is to keep at least one of the PCs alive to turn over to Vasco. With this in mind, Grunch targets the PC that looks the toughest with *coldcock* early in the combat, while Yarrk and Dunnga use *dazing blow* to keep the rest of the party at bay. All three Body Snatchers spend their action points when their respective recharge powers recharge, using them immediately in conjunction with a melee basic attack. The orcs use *warrior's surge* as soon as they become bloodied. The Body Snatchers do not fight to the death, and if the fight becomes hopeless, they throw down their weapon and surrender.

Questioning the Gang: Any captured Body Snatcher who is questioned willingly divulges everything he knows, but will secure a bargain for the orcs' lives and freedom before doing so.

What they know: The Body Snatchers work for a human wizard called Daryll Vasco. They believe him to be the most powerful wizard in the world and will claim he has the power to create mighty monsters. They work capturing those caught in the siren song or otherwise found wandering through the shrine complex so that Vasco can use them in his "experiments." They don't really understand what these experiments are, but guess that they have something to do with the monsters the wizard creates. If encountered outside the well, they tell the adventurers how to get down to their caves and deactivate the traps and alarms (giving the characters a +4 bonus to Perception and Thievery checks on the falling masonry trap in area C-2).

Grunch, Body Snatcher Ringleader

Level 10 Elite Brute

Medium natural humanoid (orc)

XP 1,000

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

HP 256; **Bloodied** 128

AC 24; **Fortitude** 25, **Reflex** 18, **Will** 20

Saving Throws +2

Speed 5

Action Points 1

⊕ **+2 Thundering Warhammer** (standard; at-will) • **Thunder, Weapon**
+14 vs.AC; 1d10+7 damage (crit 2d6+17 thunder damage).

† **Coldcock** (standard; recharge ☰, ☱) • **Thunder, Weapon**

Requires warhammer; +12 vs. Fortitude; 2d10+7 damage, and the target is stunned (save ends). *First Failed Save:* The target is unconscious (save ends).

† **Thundering Strike** (free; encounter) • **Thunder, Weapon**

When Grunch strikes a target with his warhammer, he deals an additional 1d8 thunder damage and pushes the target 1 square.

† **Warrior's Surge** (standard, usable only when bloodied; encounter)

Grunch makes a melee basic attack and regains 64 hit points.

Alignment Chaotic evil **Languages** Common

Skills Endurance +15, Intimidate +12, Stealth +11

Str 22 (+11) **Dex** 14 (+7) **Wis** 11 (+5)

Con 18 (+9) **Int** 10 (+5) **Cha** 14 (+9)

Equipment +1 chainmail, heavy shield, +2 thundering warhammer, pouch with 10 pp, 15 gp, and 20 sp

Yarrk, Body Snatcher Lackey

Level 7 Elite Skirmisher

Medium natural humanoid (orc)

XP 600

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

HP 160; **Bloodied** 80

AC 23; **Fortitude** 21, **Reflex** 20, **Will** 16

Saving Throws +2

Speed 6

Action Points 1

⊕ **Mace** (standard; at-will) • **Weapon**
+12 vs.AC; 1d8+4 damage.

Yarrk, Body Snatcher Ringleader

Level 10 Elite Brute

Requires mace; +10 vs. Fortitude; 2d8+4 damage, and the target is dazed (save ends).

† **Warrior's Surge** (standard, usable only when bloodied; encounter)

Yarrk makes a melee basic attack and regains 40 hit points.

Dwarven Greaves (immediate interrupt, when

Yarrk is hit by a power with a pull, push, or slide effect; encounter)

Yarrk negates the forced movement.

Alignment Chaotic evil **Languages** Common

Skills Athletics +11, Intimidate +9, Stealth +10

Str 19 (+7) **Dex** 16 (+6) **Wis** 11 (+3)

Con 16 (+6) **Int** 10 (+3) **Cha** 12 (+4)

Equipment hide armor, heavy shield, mace, dwarven greaves, 5 pp, 11 gp

Dunnga, Body Snatcher Lackey

Level 7 Elite Skirmisher

Medium natural humanoid (orc)

XP 600

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

HP 160; **Bloodied** 80

AC 23; **Fortitude** 21, **Reflex** 20, **Will** 16

Saving Throws +2

Speed 6

Action Points 1

⊕ **Mace** (standard; at-will) • **Weapon**
+12 vs.AC; 1d8+5 damage.

† **Dazing Blow** (standard; recharge ☰, ☱) • **Weapon**

Requires mace; +10 vs. Fortitude; 2d8+4 damage, and the target is dazed (save ends).

† **Warrior's Surge** (standard, usable only when bloodied; encounter)

Yarrk makes a melee basic attack and regains 40 hit points.

Bracers of Defense (immediate interrupt, when

Dunnga is hit by a melee attack; encounter)

Dunnga reduces the damage dealt by the attack by 10.

Alignment Chaotic evil **Languages** Common

Skills Athletics +11, Intimidate +9, Stealth +10

Str 19 (+7) **Dex** 16 (+6) **Wis** 11 (+3)

Con 16 (+6) **Int** 10 (+3) **Cha** 12 (+4)

Equipment hide armor, mace, bracers of defense (level 7), 5 pp, 9 gp

Area C-2**Descending the Well
(EL 5, XP 1,000)**

The stairs are narrow, wet, and covered in a slimy moss that makes them difficult to climb. PCs must make a DC 20 Acrobatics check for each 10 feet traveled down the stairs to avoid falling into the well. If one of these checks is failed, the character falls, suffering 1d10 damage for every 10 feet fallen. The stairs are so narrow that the PCs must descend in single file.

Ten feet down the well, the Body Snatchers have installed a crude trap triggered via a tripwire. If triggered, a large slab of masonry drops from a section of wall above. It can knock adventurers off the steps unless they make a DC 25 Acrobatics check after being struck. The trap makes a terrible racket when triggered, and alerts the Body Snatchers if they are in their den at the bottom of the well.

Falling Masonry Trap**Level 10 Elite Warder****Trap****XP 1,000****Perception**

DC 28: The character notices the tripwire strung across the narrow stairwell.

Initiative +6

Trigger: When a character moves across the tripwire, the trap rolls initiative.

Standard Action**Burst 1**

Target: All creatures in burst.

Attack: +13 vs. Reflex

Hit: 2d10+6 damage, and the target must succeed on a DC 25 Acrobatics check or be knocked off the steps and fall to the bottom of the well.

Countermeasures

- An adjacent character can disable the tripwire with a DC 28 Thievery check.
- A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.

Area C-3**The Bottom of the Well**

The staircase ends 50 feet down at the bottom of the well, a dry rocky floor with brick-lined walls. There are no obvious exits, and the characters must search for a secret door, which can be found with a DC 25 Perception check (characters who spotted the orcs' tracks on the steps can reduce this DC by 5). The door is locked with a fairly poor quality lock (Thievery, DC 15). The door is hard to break down as it is made of brick (DC 25).

Area C-4**The Body Snatcher's Den
(EL Varies, XP Varies)**

This location may or may not involve an encounter with the Body Snatchers gang (area C-1). Find the appropriate section for your circumstances below:



The Body Snatchers are home and awake: If the Body Snatchers are home and the alarm has been triggered, they attack whoever comes through the door, using readied ranged attacks. If the alarm is not triggered, the PCs act in the surprise round, having caught the gang unawares. When the fight is concluded, read or paraphrase the following:

The dust settles following the battle and you finally get to take in the scene. A large natural cave — the bed of a now-dry subterranean river — has been bricked up at the west end by the well wall. The cave forms an unkempt home for the gang of orcs. Three small antechambers have been turned into individual bedrooms, while the main cave served as a communal area. It is littered with bones, tattered clothing, and excrement. The foul stench of decay assaults your senses. A solid wooden door is cut into the rock of the east wall.

The Body Snatchers are home and asleep: If caught sleeping, the Body Snatchers might make an easy prey, or could even be captured.

The secret door at the bottom of the well slides open along well-oiled tracks, and the party can survey the room. Read or paraphrase the following:

You have entered a large natural cave — the bed of a now-dry subterranean river — has been bricked up at the west end by the well wall. The cave forms an unkempt home for some as-yet unidentified creatures. The cave floor is littered with bones, tattered clothing, and excrement. The foul stench of decay assaults your senses. A solid wooden door is cut into the rock of the east wall and there are three openings to other

parts of the cave network along the other walls. The faint sound of snoring reverberates around the walls, making it difficult to pinpoint.

In this set of circumstances, the adventurers can attempt to identify the location of the sound (Perception, DC 25) and will find that there are three separate snorers and each sound appears to be coming from a short distance down each of the openings in the cave network. Give the orcs a chance to wake up using passive Perception checks opposed by the PCs' Stealth checks. If the orcs do not awake, the adventurers can sneak past, coup de grace, or tie up the orcs as they see fit. If one does awaken, start combat and take initiative rolls for everyone.

The Body Snatchers are not home: In these circumstances, the party can search and investigate the caves with little chance of interruption. Read or paraphrase the following:

You have entered a large natural cave — the bed of a now-dry subterranean river — has been bricked up at the west end by the well wall. The cave forms an unkempt home for some as-yet unidentified creatures. The cave floor is littered with bones, tattered clothing, and excrement. The foul stench of decay assaults your senses. A solid wooden door is cut into the rock of the east wall and there are three openings to other parts of the cave network along the other walls.

If the adventurers have not already encountered the Body Snatchers, there is a chance that they will return if the PCs search or try to rest in the caves. For each hour spent in the caves, there is a cumulative 10% chance that the orcs will return (a 10% chance in the first hour, a 20% chance in the second hour, a 30% chance in the third hour, and so on).

Searching the Caves: When the caves are empty of orcs, the adventurers can safely search the area (no Search checks necessary). The orcs trust each other little and carry any valuable possessions with them (see their equipment lists for their possessions). Inside Grunch's crude bedchamber is a key to the wooden door. Aside from that, a search reveals only some limited details of the orcs' behavior patterns. If the gang was encountered outside the well, a DC 15 Intelligence check allows the party to confirm that the orcs lived here. If the gang has been defeated, the party can rest here for 24 hours before Vasco sends Iyam (area C-6) to find out where the orcs have gone.

Area C-5

Corridor to the Cells (EL 10, XP 2,500)

A DC 25 Thievery check or a DC 25 Strength check opens the door in the east wall of the cave. Read or paraphrase the following:

A short unlit corridor cut from the bare rock slopes down deep into the ground. A small cart is tethered to the wall. The regular use of the cart up and down this corridor has worn grooves running the entire length of the corridor.

There are no traps or other encounters until the party comes in sight of the door to the cells. As the characters approach, read or paraphrase this description:

The corridor terminates here in a solid wooden door with a small view hole, which is currently closed. There is no handle or lock on the door. About three or four feet in front of the door, a wide red stripe is painted up both walls and on the floor and ceiling. Orcish writing in the same red paint signals a crude warning, indicating clearly that the line should not be crossed.

Show players Handout A.

Characters who can read Orcish know that the sign says, "Prisoners only beyond this point – no orcs! On pain of death!" This is no idle threat: Crossing the line on the floor triggers a deadly trap, one that is impossible to disarm from the orc side of the line.

The party cannot disarm the trap, as its workings are on the other side of the door. Therefore, the adventurers need to either use magic or puzzle out a way to safely get past. Suggestions could include sending the adventurer with the highest defenses through to try to open the door before the secondary effect fires, disguising themselves as the orcs in an attempt to get the jailer to open the door and rush through, or trying to break the door down with ranged attacks and then rush through. Characters need to be wary about making too much noise and attracting the jailer's attention. Once get through and defeat Iyam the jailer, the trap is fairly simple to disarm.

Security Trap

Trap

Level 10 Solo Obstacle

XP 2,500

Perception

DC 10: The character notices the red line painted on the ground.

Arcana

DC 28: The character notices the faint aura of magic around the painted line and in the general vicinity.

Initiative +6

Trigger: When a creature moves across the painted line, the trap rolls initiative.

Standard Action

Ranged 10

Target: Up to 1d6 creatures crossing the line

Attack: +13 vs. Fortitude

Hit: The target is immobilized (save ends), and the trap makes a secondary attack on the target.

Secondary Attack: +13 vs. Reflex; 4d8+4 lightning damage.

Special: The trap makes the secondary attack every round on all immobilized targets.

Countermeasures

- An adjacent character can disable the trap fairly easily with a DC 20 Thievery check. However, the control panel for the trap is in the jailer's office, requiring that the individual disabling the trap endure the trap's full effects.

Area C-6**The Jailer's Office
(EL 8, XP 1,750)**

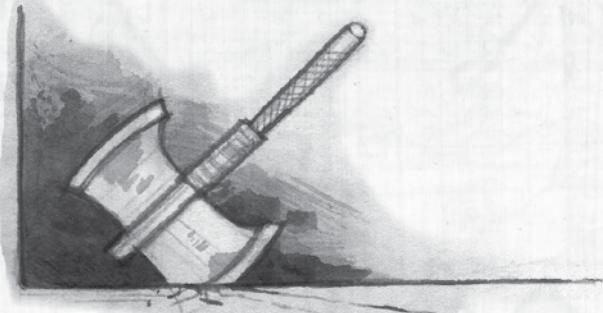
Iyam, Daryll Vasco's jailer, maintains an office in this small room. Read or paraphrase this description when the characters enter the room:

You enter a tidy room, the most prominent feature of which is a desk in the center. Shelves of scrolls line the walls, showing signs of years of record keeping. Two solid iron doors are mounted on the east and south walls; through their barred windows, you can make out a small corridor of prison cells. Before you a well-dressed if somewhat rotund goblin draws a wand from inside his waistcoat and aims it at you.

Tactics: Iyam is a former goblin hexer and one tough little customer. He begins combat with *choking cloud* to weaken the PCs and hamper their attacks. He maintains this power each round with a minor action for as long as possible. Iyam avoids melee if at all possible, using *binding hex* to keep PCs from closing in on him, and *searing hex* to damage those already held in place. If the PCs manage to close for melee, Iyam fights for a round or two, trying to daze PCs with his jailer's rod, but he is a cagey fighter, and knows when he is outmatched.

If he manages to survive a few rounds of melee, Iyam flees down the trapdoor under his desk to Vasco. Iyam knows a great deal about Vasco's dealings, but if he captured and questioned, he would rather die than reveal this information to the adventurers; he believes that Vasco is a very powerful wizard and fears him much more than the party.

Searching the Office: Once the fight is concluded, the PCs can search the office. The scrolls show a record of all the prisoners that Iyam has held over the last 20 years of serving Vasco. It shows details of a great number of humanoid races, alongside food schedules and the times of entry and exit from the jail, whether by death or for experimentation. Searching these scrolls will reveal that the two subjects most recently sent for experimentation were human, and that one was fed almost hourly in vast quantities, whereas the other was starved for weeks and given chalk to eat. If Iyam did not get chance to flee, it requires a DC 25 Perception check to find the trapdoor, which Iyam had left unlocked. Iyam has the keys to all the locks, and if he successfully fled, he locked the trapdoor behind him.

**Iyam, Goblin Jailer Level 8 Solo Controller**

Small natural humanoid (goblin)

XP 1,750

Initiative +8 Senses Perception +11; low-light vision

HP 348; Bloodied 174

AC 24; Fortitude 21, Reflex 20, Will 23

Resist 5 poison

Saving Throws +5

Speed 6

Action Points 2

Jailer's Rod (standard; at-will) • **Weapon** +13 vs. AC; 1d6+2 damage, and the target is dazed until the end of Iyam's next turn.

Binding Hex (standard; at-will) • **Force** Ranged 10; +12 vs. Fortitude; 2d8+5 force damage, and the target is immobilized (save ends).

Searing Hex (standard, recharge 3) • **Fire** Ranged 10; +12 vs. Reflex; 3d8+5 fire damage, and the target takes ongoing 5 fire damage (save ends).

Choking Cloud (standard; sustain minor; encounter) • **Poison, Zone** Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls and are weakened until they leave the cloud. The zone grants concealment to Iyam and his allies. Iyam can sustain the zone as a minor action, moving it up to 5 squares.

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

Iyam makes a melee basic attack against the enemy that missed him and shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Dungeoneering +11, Intimidate +14, Stealth +15, Thievery +15

Str 14 (+6) **Dex** 18 (+8) **Wis** 15 (+6)

Con 15 (+6) **Int** 13 (+5) **Cha** 20 (+9)

Equipment leather armor, jailer's rod, amulet of health +2, pouch with 27 pp, 34 gp, 12 cp

Area C-7 The Cells (EL 10, XP 2,600)

Each of the two doors to the cell blocks, and the doors to each cell, are made from two inches of solid iron and have good locks (Thievery, DC 25). Each of the doors uses a unique key, so it can involve a few minutes of fumbling and checking to work out which is the right key for the lock.

Of the ten cells, six are currently occupied. This encounter gives the PCs the chance to rescue Vasco's victims, but some have been driven mad by their imprisonment and others will make the adventurers question whether they deserve to be freed. It is a chance for roleplaying some interesting character choices and could create some interesting discussions among the party, along with a chance for characters with good social skills to take a prominent role in the adventure.

Dwarf Prospectors (EL 5, XP 1,000): Three of the cells (cells *a*, *c*, and *j*) contain the remaining members of a dwarven prospecting expedition. They are from a remote community and speak only Dwarven. They are angry at their imprisonment and deeply suspicious of the adventurers, and will likely attack the party if the heroes cannot persuade the dwarves of their good intentions.

These starved dwarves are no challenge for mighty heroes. The PCs should receive no experience for slaying the pitiful wretches. If the PCs feel inclined to attack the dwarves rather than be diplomatic, use the stats for dwarf hammerers from the MM. However, the PCs can engage in a DC 20 Diplomacy skill challenge (4 successes before 2 failures) to calm the dwarves and assure the prisoners of their good intentions. If the party succeeds at the skill challenge, award them XP for an EL 5 encounter.

Twin Tieflings (EL 7, XP, 1,600): Cell *d* contains two sullen tieflings, each wearing a holy symbol of the vile god Ahriman. PCs will immediately notice that the door to this cell has been painted with a bizarre symbol. A DC 25 Arcana check will recognize the symbol as a glyph of nullification, which would likely suppress the magical abilities of the cell's occupants. A DC 10 Religion check allows a PC to recognize the tieflings' holy symbol and the god they represent. This, along with the glyph painted on the cell door, should give the PCs some serious reservations about freeing the two tieflings. However, if the PCs approach the cell, the tieflings will plead to be released, promising to do no harm to the PCs and simply leave the shrine. Give the PCs an Insight check against the tieflings' Bluff check to recognize this as a falsehood.

If the PCs open the cell, the glyph is broken, and the tieflings attack.

Tactics: The tieflings' goals are simple: Kill the PCs, take their equipment, and escape. As soon as the adventurers open the cell door, both tieflings target two PCs with *curse of Ahriman*, and then spend an action point to blast the same two PCs with *blackfire*. After the initial round ends, one of the tieflings moves forward to engage the PCs in melee, while the other continues to use *blackfire* at range. When the tieflings are hit with melee attacks, they use *cloak of escape* to position themselves closer to the exit, eventually teleporting to the bottom of the well. If the party begins to get the upper hand on the tieflings, they attempt to escape, fleeing up the steps in the well to freedom.

Tiefling Servant of Ahriman (2)

Level 9 Elite Artillery

Medium natural humanoid (tiefling) XP 800

Initiative +10 **Senses** Perception +7; low-light vision

HP 156; **Bloodied** 78

AC 23; **Fortitude** 20, **Reflex** 24, **Will** 24

Resist 14 fire

Saving Throws +2

Speed 6

Action Points 1

 **Caress of Ahriman** (standard; at-will) • **Necrotic**

+13 vs.AC (+14 against a bloodied target); 1d10+4 necrotic damage.

 **Blackfire** (standard; at-will) • **Necrotic**

Ranged 10; +14 vs. Reflex (+15 against a bloodied target); 2d6+6 necrotic damage, and ongoing 5 necrotic damage (save ends).

 **Curse of Ahriman** (standard; recharge ) • **Illusion, Psychic**

Ranged 10; the target sees his own death unfold in a most horrid and vivid fashion; +14 vs.Will (+15 against a bloodied target); 3d6+5 psychic damage, the target is stunned and takes ongoing 5 psychic damage (save ends both).

Cloak of Escape (immediate reaction, when the tiefling servant of Ahriman is hit by a melee attack; at-will) • **Teleportation**

The tiefling servant teleports 5 squares.

Infernal Wrath (minor; encounter)

The tiefling servant of Ahriman gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling servant of Ahriman's last turn. If the attack hits and deals damage, the tiefling servant deals an extra 6 damage.

Alignment Chaotic evil **Languages** Common

Skills Bluff +17, Insight +12, Stealth +17

Str 15 (+6) **Dex** 22 (+10) **Wis** 16 (+7)

Con 18 (+8) **Int** 13 (+5) **Cha** 22 (+10)

Equipment none

The Young Lovers: Two cells in separate blocks contain teenage human lovers, both of whom have recently suffered Vasco's experimentation. They are in pain and very afraid and willing to trust the characters. The boy (found in cell *b*) is quite clearly in a lot of pain and finds it difficult to move, while the girl (cell *h*) is heavily pregnant. Although they pose no threat, the characters need to decide how to deal with them and whether to release them into the dangers of the shrine.

Area C-8**Iyam's Quarters**

The spiral staircase beneath the trapdoor in Iyam's office leads to his living quarters, which doubles as a galley for the prisoner's food. Read or paraphrase the following:

Beneath the trapdoor is a spiral staircase that leads down deeper underground. It empties into a room kept in the same good order as the office. A bed and closet line one wall, opposite a fireplace within which a large cooking pot hangs. On the third wall, opposite the staircase, there is a larder and an open doorway that leads out into a corridor.

If Iyam escaped, he and Vasco (see area C-10) will be awaiting the party with readied actions. As soon as Vasco takes damage from the party he will flee to his study and awaken his creations (see below), leaving Iyam to his fate. Iyam will fight to the death.

Other than his listed equipment and seven changes of clothing, which are of good quality and may fit an overweight gnome or halfling, Iyam has little of worth. However, his larder is well stocked with both basic rations (for the prisoners) and the finest ingredients (for Vasco's meals), and the party may top off their rations.

Area C-9**The Corridor**

The corridor between Iyam's room and Vasco's laboratory and study is nondescript and hold no surprises. The south door to the laboratory is currently locked (Thievery DC 25). Trying this lock will alert Vasco to their presence and he will awaken his creations (see below).

Area C-10**The Laboratory
(EL 11, XP 3,000)**

When the characters enter the laboratory, read or paraphrase the following:

The large room you have entered is obviously a wizard's laboratory. Shelves stocked with magical supplies and components line every wall and a complex alchemical apparatus bubbles on a large bench in the center of the room.

If Vasco is unaware of the party's presence and has not yet awoken his creations, continue with this section:

Two similar benches flank this central bench, each carrying a large body-shaped mass, covered with a tarpaulin. The left-hand bench stands in a large pool of what is unmistakeably blood. A wizened old man in tight-fitting white robes, splattered with all mention of stains, potters around a shelf at the back of the room.

If this encounter is used, the heroes can have a chance to sneak up on Vasco or his monsters. He is not looking in the party's direction and so will not have an opportunity to make a Perception check until they get closer, but he can make a Perception check to avoid a surprise round when combat begins.

If the creations have been awoken, read the following:

Two revolting, yet totally different, creatures stand on either side of the apparatus and move in to attack. Both tower over you at eight and ten feet tall, but whereas one seems to be composed almost entirely of blubbery flab, his belly scraping along the floor, the other is flayed of its skin and sharp spikes of bone jut painfully through the bare flesh.

Tactics: When combat begins, Vasco targets the party with *wave of corruption* to keep them from closing too quickly. He then orders the gorer and the splintered one into melee. Once his two undead creations have engaged the party, Vasco targets individual PCs with *necrotic blast* and *bone burst*, generally using the former on martial characters and the latter on spellcasters. He uses *deadlight* as soon as either the gorer or the splintered one are bloodied. If his creations fall, Vasco flees through his study and back down the corridor to Iyam's quarters, and then back through the cells.

Gorer**Level 10 Elite Brute**

Large natural humanoid (undead)

XP 1,000

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

HP 260; **Bloodied** 130

AC 25; **Fortitude** 25, **Reflex** 18, **Will** 20

Resist 10 acid, 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 4

Action Points 1

† **Slam** (standard; at-will)

Reach 2; +13 vs. AC; 2d6+7 damage.

† **Double Slam** (standard; at-will)

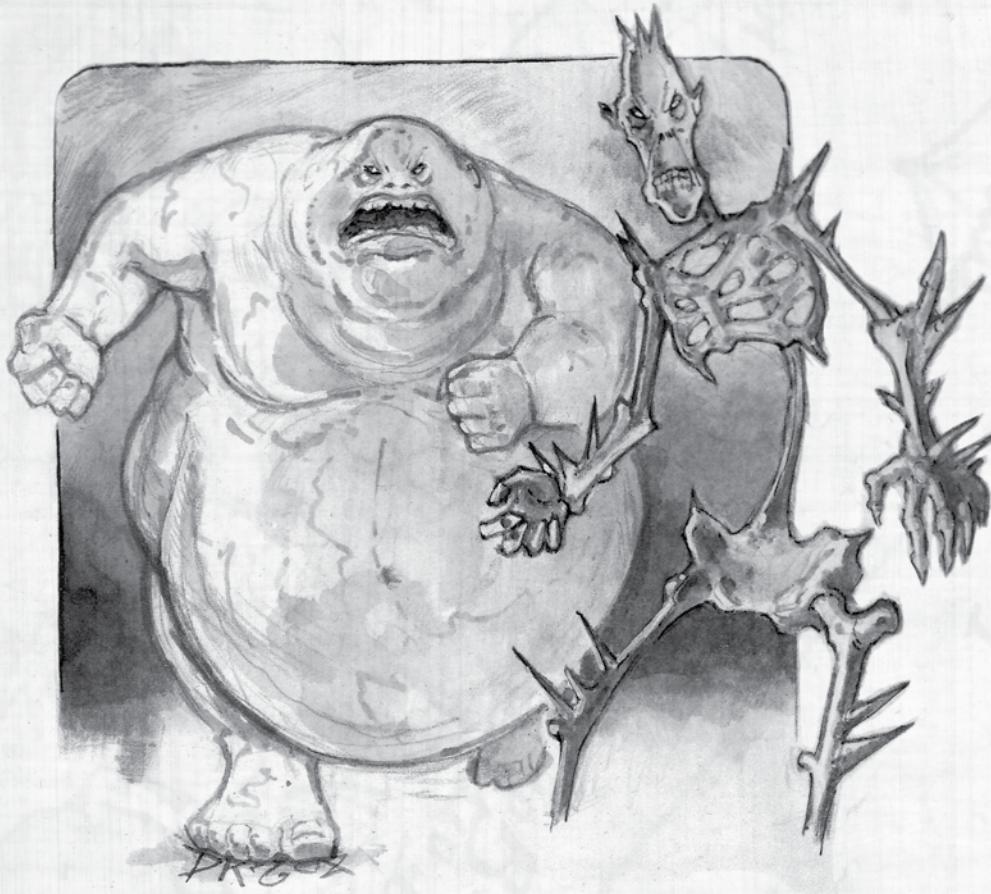
The gorer makes two slam attacks. If both attacks hit the same target, the gorer makes a secondary attack on the same target. **Secondary Attack:** +11 vs. Reflex; the target is grabbed (until escape).

† **Swallow** (standard; at-will)

The gorer attempts to swallow a Medium or smaller creature it is grabbing; +11 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 5 damage plus 5 acid damage on subsequent rounds at the start of the gorer's turn. The swallowed creature can make melee basic attacks with one-handed or natural weapons. If the gorer dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the gorer. If the gorer fails to swallow a target, the target is still grabbed, and the gorer can attempt to swallow it on its next turn.

↔ **Vile Bile** (standard; encounter) • **Acid**

Close blast 5; the gorer expels a huge gout of bile and half-digested flesh; +9 vs. Reflex; 3d8+5 acid damage, ongoing 5 acid damage (save ends), and the gorer makes a secondary attack on the same target. **Secondary Attack:** +9 vs. Fortitude; the target is weakened (save ends).

**Alignment** Evil **Languages** –

Str 24 (+12) **Dex** 10 (+5) **Wis** 10 (+5)
Con 20 (+10) **Int** 5 (+2) **Cha** 5 (+2)

Splintered One**Level 10 Elite Soldier**

Large natural humanoid (undead)

XP 1,000

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

Bloody Mess aura 2; the splintered one is surrounded by a slick pool of blood and other bodily fluids. Creatures that enter or begin their turns in the aura must make a DC 15 Acrobatics check or fall prone.

HP 212; **Bleeding** 106**AC** 28; **Fortitude** 25, **Reflex** 24, **Will** 18Resist 10 necrotic; **Vulnerable** 5 radiant**Saving Throws** +2**Speed** 8**Action Points** 1**Bone Spike** (standard; at-will)

Reach 2; +17 vs. AC; 1d10+6 damage, and the target takes ongoing 5 damage (save ends).

† **Double Attack** (standard; at-will)

The splintered makes two bone spike attacks. If both attacks hit the same target, the splintered one makes a secondary attack on the same target. **Secondary Attack:** +15 vs. Reflex; the target is grabbed (until escape).

† **Impaling Embrace** (standard; at-will)

The splintered one deals 3d6+6 damage to a grabbed creature (no attack roll required).

Alignment Evil **Languages** –

Str 22 (+11) **Dex** 20 (+10) **Wis** 12 (+6)
Con 18 (+9) **Int** 8 (+4) **Cha** 10 (+5)

Daryll Vasco, Human Necromancer**Level 10 Elite Artillery****Medium natural humanoid****XP 1,000****Initiative +8 Senses Perception +13****HP 162; Bloodied 81****AC 24; Fortitude 20, Reflex 25, Will 20****Resist 5 cold, 5 fire****Saving Throws +2****Speed 6, fly 3 (hover)****Action Points 1**

↓ **+3 Magic Staff** (standard; at-will) • **Weapon**
+13 vs. AC; 1d8+3 damage.

↗ **Necrotic Blast** (standard; at-will) • **Necrotic**
Ranged 10; +15 vs. Reflex; 1d10+8 necrotic damage, and the target is weakened (save ends).

↗ **Bone Burst** (standard; recharge ☷, ☷, ☷) • **Necrotic**
Ranged 10; +15 vs. Fortitude; 2d6+8 necrotic damage, and all creatures adjacent to the target take 5 necrotic damage.

↔ **Wave of Corruption** (standard; recharge ☷, ☷, ☷) • **Necrotic**
Close blast 5; +13 vs. Fortitude; 3d8+8 necrotic damage, and the target is pushed 3 squares and slowed (save ends).

↔ **Deadlight** (standard; encounter) • **Healing**
Close burst 5; all undead in the burst gain a +2 bonus to attack and damage rolls until the end of the encounter and can spend a healing surge.

Alignment Chaotic evil Languages Common**Skills Arcana +16, Insight +13, Religion +16****Str 13 (+6) Dex 16 (+8) Wis 16 (+8)****Con 15 (+7) Int 22 (+11) Cha 14 (+7)****Equipment +3 magic staff, cloak of survival +2, potion of healing, pouch with 10 pp, 30 gp, 13 sp, 12 cp****Area C-11****The Study**

Vasco's study is where the PCs find all their rewards. Vasco is a scholarly wizard and artificer with a prolific library of the arts and a stockpile of magical items that he has crafted for his personal use. When the party enters the room, read or paraphrase the following:

The compact study is lined with shelves of books and scrolls. A desk stands in the center, littered with the wizard's work in progress. A simple bed lies in the opposite corner.

Show players Handout C.

Searching the study is easy: Vasco has every item clearly catalogued and logically sorted. The adventurers find the following items after even a cursory search: 5 potions of healing, a +2 wand of fiery bolt, ritual scrolls of Arcane Lock, Enchant Item, Speak With Dead, and Wizard Sight. They also find a considerable amount of coin and gems: 25 pp, 300 gp, 5 small diamonds (75 gp each), 3 emeralds (100 gp each).

Once the area is cleared, the well complex becomes a good place to camp, secure against random encounters.

**ENCOUNTER AREA D
THE LIBRARY**

Along the north side of the main courtyard stands the remains of the shrine's public library. As the adventurers approach the ruins, read or paraphrase the following:

As you approach the building to the north, it becomes clear that much of it lies in ruins behind the building's front. A sign reads "Library of the People" in the ancient language of the Way. Beyond the open doorway, a single but large room remains seemingly magically preserved from the ravages of time and the evil magic of the shrine.

Characters affected by the Siren Song (area C-1) are drawn toward the Book of the Way in the center of the reading room.

Area D-1**The Reading Room
(EL 9, XP 2,000)**

As the adventurers approach, read or paraphrase the following:

As you step closer to the preserved room at the center of the library, you begin to see just how remarkable the preservation of the building is. The white marble walls have not a single mark or even a speck of dust. A large wooden door stands closed in front of you, but opens inward as you draw near.

When the party has entered the room, read or paraphrase the following:

The door opens onto an immaculately preserved library reading room. It is a large round room with two rings of desks circling a central display case, within which a large illuminated book is exhibited. Although no other books remain, a series of tapestries depicting narrative scenes are hung around the walls.

The adventurers can attempt to read the book and study the tapestries. The book appears to be the center of the Siren Song effect — touching the book dispels the Siren Song effect for those who failed their Will save — and being close to it fills those of good alignment with a feeling of contentment. Although the book is the religious text of the Way and provides no further insight into the shrine's current situation, the tapestries appear to depict the shrine's fall into corruption. Below are the details of each tapestry, along with sections in italics to read or paraphrase:

Tapestry 1: This first tapestry in the sequence shows the prosperity of the Way and the influence of the Lama at height of their power in the world.

A man dressed in robes of the Lama of the Way stands over a map that appears to depict the world, although the manner in which it is drawn looks somewhat alien. Around him, monks kneel and peasants offer crops and livestock.

Tapestry 2: This tapestry heralds the divisions that began to creep into the order.

The Lama appears again, but off to one side now, surrounded by three clearly depicted monks. One is armed with a staff, another carries a holy symbol of the Way, and the third carries a book. The other side of the tapestry shows other monks in conspiratorial poses.

Tapestry 3: The third tapestry depicts the Lama's failing health and shows the same three loyal followers at his bedside.

The Lama lies in bed, obviously ill and old, probably close to death. The same three loyal followers depicted in the previous tapestry sit beside the bed looking concerned.

Tapestry 4: This tapestry shows the three loyal followers planning to "save" the Lama through a magical process. The wizard servant appears to advocate the solution, but the servant cleric seems to show concern over the plans.

The three loyal followers are in the library. The follower who was holding a book in the earlier tapestry now holds a book with a necromantic symbol on the cover and gesticulates to the other followers. The follower holding the holy symbol in the earlier tapestry is turned away, still holding his holy symbol, while the third follower has a hand on the devout follower's shoulder and appears to be beckoning him to listen to the scholarly follower.

Tapestry 5: This tapestry depicts the servant cleric writing a sacred text to protect them against their plan going awry.

The devout follower appears twice in the foreground: once at prayer and another writing. What appear to be magical energies, depicted as a swirl of blue fog, surround the paper on which he is writing. In the background the scholarly follower is studying from the book with the necromantic symbol.

Tapestry 6: The act of corruption itself is shown in this tapestry, involving all three followers.

The three followers are shown surrounding a swirling pool of blackness, enacting a ritual. The scholarly follower is anchoring the pool with a white staff.

Tapestry 7: This tapestry depicts the ritual as it goes out of control.

A similar scene is shown in the next tapestry, but the white staff has broken in two and a black fog rises from the pool and swirls around the three followers.

Tapestry 8: This picture shows the immediate aftermath of the disaster, with the Lama and his followers corrupted by the magic. The palace shown is the palace in Encounter Area H, and PCs will be able to recognize it after seeing this tapestry.

The Lama is shown standing on the steps outside a palatial building. His flesh is the gray of death and his mouth is dripping with blood. The bodies of many monks lie at his feet. The three servants are shown fleeing the scene.

Tapestry 9: The penultimate tapestry shows the three servants trying to undo their evil, sealing the Lama into his palace.

The door to the same palatial building is shown; the three followers are outside and appear to be trying to seal the door using the white staff, held by the scholarly follower, a holy symbol held by the devout follower, and all locked in place by the martial follower using a strange, white octagonal-shaped object.

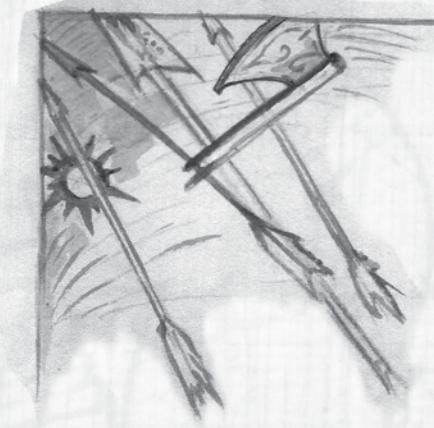
Tapestry 10: The final tapestry shows the three followers succumbing to the curse. After seeing this tapestry, the adventurers can recognize the buildings shown: the chapel (for the devout follower), the school (for the martial follower), and the monastery (for the scholarly follower).

The three followers are shown once again, but this time it is they who stand in front of a building with death-grey flesh and a pile of dead bodies at their feet (although they show no sign of blood on their hands or around their mouths). The scholarly follower is depicted in front of a building that appears to be a monastery, the martial follower in front of a school building and the devout follower in front of a house of worship.

The characters can rest safely in the reading room, and appear to be protected from the evil presence that affects the rest of the shrine.

Bullette: The servant cleric is monitoring the reading room and will attempt to prevent anyone from reading the tapestries. While the magic protects the room from his direct attack, he has taken control of a powerful bullette that was attracted to the dark magical forces of the area and sends it to attack the characters.

Tactics: When the adventurers begin to view the tapestries, the bullette is sent to attack, interrupting their investigation of the tapestries. It burrows from the chapel (area E-1) to the reading room doors and then bashes them down to get to the party. The bullette fights ferociously and to the death.



Bulette Alpha Level 9 Solo Skirmisher

Large natural beast

XP 2,000

Initiative +7 **Senses** Perception +10; darkvision, tremorsense 20

HP 408; **Bloodied** 204; see also *second wind*

AC 25; **Fortitude** 26, **Reflex** 21, **Will** 21

Saving Throws +5

Speed 6, burrow 6; see also *earth furrow*

Action Points 2

† **Bite** (standard; at-will)

Before it bites, the bulette can make a standing long jump (as a free action) without provoking opportunity attacks; +14 vs. AC; 2d6+7 damage, or 4d6+7 damage against a prone target.

† **Rising Burst** (standard; at-will)

Close burst 2; the bulette sprays rock and dirt into the air when it rises out of the ground; +13 vs. AC; 1d6+7 damage.

† **Earth Furrow** (move; at-will)

The bulette moves up to its burrow speed just below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' squares. As it burrows beneath the space of a Medium or smaller creature on the ground, the bulette makes an attack against the creature: +8 vs. Fortitude; on a hit, the target is knocked prone.

Ground Eruption

The squares into which a bulette surfaces and the squares it leaves when it burrows underground become difficult terrain.

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

The bulette alpha spends a healing surge and regains 51 hit points. It gains a +2 bonus to all defenses until the start of its next turn.

Alignment Unaligned **Languages** —

Skills Athletics +16, Endurance +15

Str 24 (+11) **Dex** 13 (+5) **Wis** 12 (+5)

Con 22 (+10) **Int** 2 (+0) **Cha** 8 (+3)

ENCOUNTER AREA E THE CHAPEL

Read or paraphrase the following:

This imposing and impressive building stands intact in contrast to its surroundings. Uniquely it shows no evidence of external entrances except for one vast open doorway from which a flickering, shadowy illumination and a cloying, sickly smell of rotten incense spills forth.

The chapel once served as a place of meditation and spiritual development for the followers of the Lama in contemplation of the sect's teachings. Now it serves a similar purpose but in worship of the corrupting force that consumed the complex and its inhabitants. Significantly, it also houses the sacred text needed to destroy the corrupting force's anchor to the material plane and weaken the power of the Lama.

Area E-1

Main Chapel

(EL 11, XP 2,800)

Read or paraphrase the following:

Braziers hang from the ceiling of this vast chamber seemingly the source of both the shadowy illumination and almost-choking smell of incense but with no obvious indication of how they are fueled. Cylindrical metal columns used in meditative prayer line the center of the room, though the mantras originally engraved upon them have been defaced. Reed prayer mats, strangely untouched by decay, are arranged in rows facing the prayer columns. Darkened alcoves are visible along both side walls of the chapel and a wooden door can be seen at the back.

If the adventurers have not yet encountered the bulette, it springs from its resting place behind the altar and attacks the party as they enter. See *Encounter Area D* above for the bulette's profile.

Once the bulette is defeated, the PCs can explore the main hall at their leisure. However, if they attempt to enter one of the private meditation alcoves (area E-2) or move within 10 feet of the doorway to the senior cleric's quarters (area E-3), the chapel's residents attack. These consist of the wraiths of the former acolytes of the chapel and Mdus, the wraith servant cleric who served as spiritual advisor to the Lama. The wraiths attack from the alcoves while Mdus enters from his quarters. They seek to destroy intruders but will be satisfied in driving them from the chapel, thereby preventing the sacred text in area E-3 from being discovered.

Tactics: Mdus allows the wraiths to engage the PCs in melee while he blasts the heroes with *ray of cold death* and *weakening gaze*. He targets divine characters of good alignment over all others, especially clerics and paladins devoted to deities with domain over light or healing. Mdus uses *black blessing* if the wraiths begins to lose ground against the PCs, and then he enters melee. In melee, the wraith servant cleric shifts in and out of corporeality, striking with his mace when corporeal, and then becoming insubstantial to reduce the effectiveness of the PCs' counterattacks. Mdus and the wraiths fight to their destruction.

Advanced Wraith (4)**Level 10 Lurker**

Medium shadow humanoid (undead)

XP 500

Initiative +14 **Senses** Perception +6; darkvision**HP** 81; **Bloodied** 40**Regeneration** 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)**AC** 24; **Fortitude** 19, **Reflex** 21, **Will** 20**Immune** disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant (see also *regeneration* above)**Speed** fly 6 (hover); phasing; see also *shadow glide*➊ **Shadow Touch** (standard; at-will) • **Necrotic** +11 vs. Reflex; 1d10+5 necrotic damage, and the target is weakened (save ends).**Combat Advantage** • **Necrotic**

The wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.

Shadow Glide (move; encounter)

The wraith shifts 6 squares.

Spawn WraithAny 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 +15**Str** 4 (+2) **Dex** 20 (+10) **Wis** 12 (+6)**Con** 15 (+7) **Int** 6 (+3) **Cha** 17 (+8)**Mdus, Wraith Servant Cleric****Level 9 Elite Controller**

Medium natural humanoid (undead)

XP 800

Initiative +4 **Senses** Perception +12**Frightful Aura (Fear)** aura 3; enemies within the aura receive a -2 penalty to attack rolls against Mdus.**HP** 192; **Bloodied** 96**AC** 25; **Fortitude** 22, **Reflex** 20, **Will** 25; see also *black blessing***Saving Throws** +2**Speed** 5**Action Points** 1➊ +2 **Magic Mace** (standard; at-will)
+14 vs. AC; 1d8 +4 damage.➋ **Ray of Cold Death** (standard; at-will) • **Cold, Necrotic**

Ranged 10; +13 vs. Reflex; 1d8+5 cold and necrotic damage, and one ally in the Mdus' line of sight gains a +2 power bonus to its next damage roll against the target.

➌ **Weakening Gaze** (minor 1/round; at-will) • **Necrotic**

Ranged 10; +12 vs. Fortitude; the target is weakened (save ends).

➍ **Black Blessing** (standard; encounter) • **Healing, Necrotic**Close burst 2; +12 vs. Fortitude; 2d8+5 necrotic damage, and the target is pushed 1 square. *Hit or Miss*: Mdus and all allies in the burst gain a +2 power bonus to AC until the end of the encounter.**Incorporeality** (minor; at-will)

Mdus becomes insubstantial. He can revert back to corporeality with another minor action. While insubstantial, all of Mdus' melee attacks deal half damage.

Alignment Evil **Languages** Common**Skills** Arcana +10, Religion +10**Str** 16 (+7) **Dex** 10 (+4) **Wis** 20 (+9)**Con** 16 (+7) **Int** 12 (+5) **Cha** 15 (+6)**Equipment** chainmail, +2 magic mace, amulet of protection +2, silver holy symbol

Area E-2 Private Meditation Alcoves

Read or paraphrase the following:

These simple stone alcoves contain only a brazier, a prayer mat, and an altar against the far wall. These altars once supported stone images, the unidentifiable rubble of which is scattered upon these altars and the surrounding floor.

These alcoves house the shadows of the former acolytes of the chapel who now spend eternity in prayer adding their spiritual strength to the chapel's wraith servant cleric in his spiritual struggles to overcome the protections placed upon the sacred scroll on the chapel's main altar.

Area E-3 Senior Cleric's Quarters

Read or paraphrase the following:

Obviously large enough to have served as quarters, this area is bare except for two noticeable features. A black prayer mat lies before a large stone altar; images of a dragon, phoenix, ram, tiger, crane, and a genderless, featureless humanoid are carved upon it. Resting upon the top of the altar is large gold scroll case covered in the same symbols.

The scroll case contains a sacred text placed in the holiest location outside the shrine itself by those who fought to contain the Lama and the spread of his corruption. Empowered by protective wards, the holiness of the altar, and the spirits of those who sacrificed themselves to create this place of safety, this scroll has remained safe from the physical and spiritual reach of the Lama's servants.

Special Item *The Sacred Text:* The text is an important weapon against the Lama (area H-3), and can be read by any character of good or lawful good alignment. A DC 25 Religion check reveals the text's purpose and use, as does information in the library.

**ENCOUNTER AREA F
THE SCHOOL**

Read or paraphrase the following:

Amid the rubble of a completely ruined building, your attention is caught by the sight of two statues. Shaped as genderless humanoids, these 8-foot-tall figures stand in traditional unarmed combat stance and flank what appears to be the entrance to an underground area.

The shrine's school once housed and taught the order's monks in their quest to achieve spiritual enlightenment through the harmony of mind and body. Those monks who were corrupted, and their Grandmaster, now inhabit the training rooms that survive beneath the ruins of the school, perfecting their worship of the dark force that consumed their souls. Unknown to these monks, the school contains the key to open the ensorcelled doors that bind the Lama within his palace.

Area F-1**Entrance Way**

Read or paraphrase the following:

A large stone entrance way flanked by statues leads to a set of stairs that descend and narrow to what appears to be a worked tunnel leading into an underground area.

Area F-2

Read or paraphrase the following:

As you reach the bottom of the stairs, the light from above is replaced by that shining from oil lamps that line the corridor ahead. At the end of the corridor, a black silk curtain, decorated in silver with the now-familiar image of two genderless humanoids engaged in unarmed combat, covers the entrance to what lies beyond.

Area F-3**Chamber of Testing
(EL 11, XP 3,000)**

Read or paraphrase the following:

A large room clearly designed for martial arts training stands before you. The platform you stand upon is separated from three others by wide, deep pits with narrow beams linking the platforms. From the ceiling at various points, large objects – some of spiked metal, some of heavy wood – swing on chains from the ceiling, creating a hazard to movement at ground level. The side walls of the chamber are covered in small handholds of various size and shape. All this information is gathered in peripherally as your attention is drawn to the figures of four monks in black and silver fighting robes who watch you from the far platform.

Show players Handout D.

This room was the main training area for monks of the order. It still serves that purpose but also allows the Grandmaster of the school to assess his students in combat against adventurers who explore the area. If his students are defeated, the Grandmaster will consider the party worthy of facing him in combat and challenge them from the Dojo of Enlightenment (area F-6).

As soon as the party attempts any actions, the students begin their own attacks. The room is designed to hinder the untrained, and the revenant servant monks who guard it will attempt to use their skills and familiarity with the room to gain favorable fighting circumstances. The features of the room are as follows.

Walkways: These are 5 inches wide and require a DC 15 Acrobatics check to navigate.

Pits: These are 20 feet deep, and inflict 2d10 falling damage on any PC falling into one. They are cut into the stone floor of the chamber, and require a DC 25 Athletics check to climb out of.

Climbing Walls: The handholds on the chamber's walls allow anyone to climb the walls both vertically and horizontally with a DC 15 Athletics check.

Knockdown Obstacles: Any PC entering or beginning his turn in a square with one of these obstacles ("N" on the map) suffers an automatic bull rush attack (+10 vs. Fortitude).

Spike Obstacles: Any PC entering or beginning his turn in a square with one of these obstacles ("S" on the map) suffers an attack; +10 vs. AC; 3d6+3 damage, and the target is pushed 1 square.

Corridor

Tactics: The monks attack in pairs, teaming up on adventurers to gain combat advantage via flanking. They use *hip toss* and bull rush attacks to move PCs into obstacles, preferring to make use of the spike obstacles and pits where possible. The monks save their *necrotic strike* abilities for when they have combat advantage, allowing them to deal an additional 2d6 damage on a successful attack. The monks fight to their destruction.

Development: If the heroes defeat the students, the Grandmaster will call his challenge to them from the entrance to Dojo of Enlightenment (area F-6) and then move to the center of that room to await them.



Revenant Monk Student (4)

Level 8 Elite Skirmisher

Medium natural humanoid (undead)

XP 700

Initiative +11 **Senses** Perception +14; darkvision

HP 176; **Bloodied** 88

AC 24; **Fortitude** 21, **Reflex** 23, **Will** 18

Immune disease, poison; **Resist** 5 necrotic; see also *deathly resistance*

Saving Throws +2

Speed 7

Action Points 1

⦿ **Open Hand Strike** (standard; at-will)
+13 vs. AC; 1d8+5 damage.

† **Flurry of Strikes** (standard; at-will)

The revenant monk student makes two open hand strike attacks. If both attacks hit the same target, the revenant monk student gains combat advantage against the target until the end of its next turn.

† **Hip Toss** (standard; recharge ☰, ☱) +11 vs. Reflex; 3d8+5 damage, and the target slides 3 squares and is knocked prone.

Combat Advantage

The revenant monk student deals an extra 1d6 damage on melee attacks against targets it has combat advantage against.

Necrotic Strike • **Necrotic**

Once per round, a revenant monk student can deal an additional 1d6 necrotic damage on a successful attack against a living target.

Deathly Resilience

When a revenant monk student makes a saving throw to end an ongoing effect, it gains resist 4 to the type of damage inflicted by that effect until the end of its next turn.

Alignment Evil **Languages** Common

Skills Acrobatics +14, Athletics +13

Str 18 (+8) **Dex** 20 (+9) **Wis** 13 (+5)

Con 16 (+7) **Int** 12 (+5) **Cha** 12 (+5)

Equipment none

Area F-4**Chamber of Study**

Read or paraphrase the following:

Both walls of this room are lined with bookshelves containing hundreds of scrolls. The center of the room has many large reading desks with jars of ink and blank parchments scattered across them.

Monks have for many years reflected in writing upon their training and experiences. Although not intrinsically valuable, these scrolls, if they can be practically transported given the large numbers of them, would fetch 2d4x1,000 gp from collectors.

Area F-5**Chamber of Healing**

Read or paraphrase the following:

The crumbling, discolored remains of beds, tables, and cabinets lie in an almost-unrecognisable morass across this room.

This area once functioned as a healing and recuperation area for those who were injured in training sessions in the Chamber of Testing (area F-3). The revenant servant monks have little use for such ministrations, and so this area has fallen into ruin. A 30-minute search of the room (Perception DC 25) uncards three *potions of healing*.

Area F-6**Dojo of Enlightenment
(EL 10, XP 2,500)**

Read or paraphrase the following:

This room is stunning in its simplicity. White lacquered wooden walls frame the silken matted floor padded to allow combat practice. The figure that stands in the room's center is equally stunning, though for much different reasons. Standing absolutely still in a combat-beginning martial stance, the perfectly muscled, lithe figure of the Grandmaster in his black and silver fighting robes observes you from behind an expression of pure contempt and arrogance.

Arrogance allowed the Grandmaster – the martial follower depicted in the tapestries – to be corrupted. Later, while slaughtering those monks who sought to contain the shrine's evil, he failed to notice one opponent who deliberately sacrificed himself in battle. That brave monk completed a ritual that bound a key to the ensorcelled palace doors (area H-1) within the body of the Grandmaster – without his knowledge – ensuring that it would never be found by those who obeyed the Lama or the corrupting force he serves.

Upon his death, the Grandmaster's body is consumed in a flash of white energy. When their vision clears, the adventurers see a hexagonal piece of marble, 5 inches long and 1 inch thick, lying in the body's place.

Tactics: The Grandmaster opens combat with a *nerve strike* on the nearest spellcasting PC, choosing to blind his target. He then spends an action point, and performs a *mighty flurry* on the same target, dealing extra damage via combat advantage. As the fight continues, the Grandmaster uses *weakening gaze* each round to reduce the effectiveness of a melee-oriented PC, and saves *nerve strike* to hamper spellcasters. When the Grandmaster becomes bloodied, he spends a minor action to become insubstantial, and remains this way until slain.

The Grandmaster, Wraith Servant Monk**Level 10 Solo Controller**

Medium natural humanoid (undead) XP 2,500

Initiative +11 **Senses** Perception +14; darkvision

Frightful Aura (Fear) aura 3; enemies within the aura receive a -2 penalty to attack rolls against the Grandmaster.

HP 416; **Bloodied** 208

AC 26; **Fortitude** 22, **Reflex** 25, **Will** 22

Immune disease, poison; **Resist** 5 necrotic

Saving Throws +5

Speed 8

Action Points 2

⊕ **+3 Resounding Quarterstaff** (standard; at-will) ♦ **Thunder**
+17 vs. AC; 1d8 +8 damage (crit 3d6+16 thunder damage).

⊕ **Mighty Flurry** (standard; at-will) ♦ **Thunder**

The Grandmaster makes three quarterstaff attacks. If two attacks hit the same target, the Grandmaster gains combat advantage against the target until the end of its next turn. If all three attacks hit the same target, the target is stunned (save ends).

⊕ **Nerve Strike** (standard; recharge ☷, ☷, ☷)

+13 vs. Fortitude; 3d8+8 damage, and the target suffers one of the following additional effects chosen by the Grandmaster:
The target is blinded (save ends).
The target is dazed (save ends).
The target is slowed (save ends).

⊕ **Resounding Strike** (free; encounter) ♦

Thunder

Requires quarterstaff; when the Grandmaster successfully strikes a target with his quarterstaff, the target is dazed until the end of his next turn.

↗ **Weakening Gaze** (minor 1/round; at-will) ♦

Necrotic

Ranged 10; +13 vs. Fortitude; the target is weakened (save ends).

Combat Advantage

The Grandmaster deals an extra 2d6 damage on melee attacks against targets it has combat advantage against.

Incorporeality (minor; at-will)

The Grandmaster becomes insubstantial. He can revert back to corporeality with another minor action. While insubstantial, all of the Grandmaster's melee attacks deal half damage.

Alignment Evil **Languages** Common

Skills Acrobatics +16, Athletics +14, Insight +14

Str 18 (+9) **Dex** 22 (+11) **Wis** 18 (+9)

Con 16 (+8) **Int** 16 (+8) **Cha** 15 (+7)

Equipment +3 resounding quarterstaff, palace key

Special Item — The Palace Key: The key can be held and used by anyone. It allows the doors of the palace (area H-1) to be opened without activating their protective wards.

ENCOUNTER AREA G THE MONASTERY

Read or paraphrase the following as the characters approach the monastery complex:

A short climb up the mountainside to the south from the central courtyard leads to a small satellite complex that shows much less decay than the rest of the shrine.

Area G-1 The Path (EL 5, XP 1,000):

Read or paraphrase the following:

The path climbing up to the complex is surprisingly clear of the rubble and bones that litter the rest of the shrine. The smooth steps of the path are cut into the rock, and appear polished by years of wear. Whether they are still in use or not is unclear.

A simple but effective and well-made trap protects the path to the monastery and keeps away unwanted intruders. When triggered, five blades swing out from the mountainside at high speed, slicing into intruders with lethal precision.

Blade Trap

Trap

Level 10 Elite Lurker

XP 1,000

Perception

DC 28: The character notices the horizontal slots cut into the mountainside that house the blades.

Initiative +7

Trigger: When a creature enters or begins its turn in a trapped square, the trap rolls initiative.

Standard Action

Melee 2

Target: Creature in a trapped square

Attack: +13 vs. AC

Hit: 2d10+6 damage (crit 19–20, 2d10+26), and ongoing 5 damage (save ends).

Countermeasures

- A character can engage in a skill challenge to deactivate the control panel. DC 25 Thievery, complexity 2 (6 successes before 3 failures). Success disables the trap; failure results in the trap attacking twice in the round (roll a second initiative).

Area G-2

The Gateway (EL 8; XP 1,750)

Read or paraphrase the following:

Black walls rise from the mountainside before you. While in much better condition than the rest of the complex, the walls have still crumbled from their original height to just over a single story tall. The arch of the main gates remains as the tallest point of the walls. The black wooden gate, however, is in immaculate condition and looks as solid as the day it was tempered.

Opening the door is relatively simple. It is not locked, but it is heavy; a DC 10 Strength check causes the doors to swing inward. As soon as the party opens the door, Ji Sung becomes aware of their presence and he starts to prepare for their attack (see area F-4 below).

Necrosis Vines: If the adventurers investigate the walls or door closer, they will discover that the black color comes from a fine lattice of black veins or roots that envelops the surface. Touching the vine, even for a moment, and even through clothes or armor, allows the vines to attack the PC; +13 vs. Fortitude; 3d8+3 necrotic damage, ongoing 5 necrotic damage, and the target is weakened and slowed (save ends all).

Passing through the vines is a daunting task, one that requires a DC 25 Acrobatics check for each square traveled through the vines. A PC failing the Acrobatics check suffers an attack from the vines (see above). However, clever parties may see a way through the vines. A DC 25 Arcana or Nature check reveals that the vines are not plant life, but magical constructs formed from necromantic energy. As such, the vines will retreat from radiant energy. A PC can attack a square with radiant energy; the vines have the following defenses: AC 15, Fortitude 25, Reflex 20, and Will 20. Any radiant damage dealt to a square containing necrosis vines clears the square, withering the vines away to nothing.

Area G-3

The Courtyard

Read or paraphrase the following:

Through the gateway, you find a square courtyard with a small well in the center. Around the edges of the courtyard are the remnants of cloistered walkways. Straight ahead, wide steps made of jade rise out of the black vines that enshroud the rest of the complex, leading to a small hall, also made from jade. The black veins thicken around the well, making it appear pitch black and misshapen.

The Well: The well is the source of the necrosis vine. Dealing a total of 50 points of radiant damage (see above) destroys the vine at its source, clearing all squares currently filled with necrosis vine.

Area G-4**The Jade Staircase
(EL 7, XP 1,600)**

Read or paraphrase the following:

As you step onto the staircase, you see that what appeared from a distance to be ripples of impurities in the jade are actually intricate designs cut into the polished stone. Climbing the stairs, you approach a small but nevertheless magnificent hall made entirely from the same carved jade. At the top of the staircase, a sealed doorway of carved hardwood blocks your entrance to the hall.

Spectral Tendrils Trap: The door is magically sealed. It requires a DC 30 Thievery check to open, but the squares in front of the door are trapped, and anyone entering these squares triggers a spectral tendrils trap.

Spectral Tendrils Trap**Level 13 Elite Obstacle****Trap****XP 1,600****Perception**

DC 29: The character notices a strange, ghostly mist hanging in the air in front of the door.

Arcana

DC 26: The character notices a number of strange arcane symbols worked into the door, cleverly hidden among the normal wood grain.

Trigger: When a creature enters or begins its turn in a trapped square, the trap attacks.

Opportunity Action**Melee**

Target: Creature in a trapped square

Attack: +18 vs. AC

Hit: 2d10+6 necrotic damage, ongoing 5 necrotic damage, and the target is dazed until the end of the target's next turn.

Countermeasures

- A character who makes a DC 27 Acrobatics check can move through a trapped square without provoking an attack.
- An adjacent character can disable a trapped square with a DC 31 Thievery check.

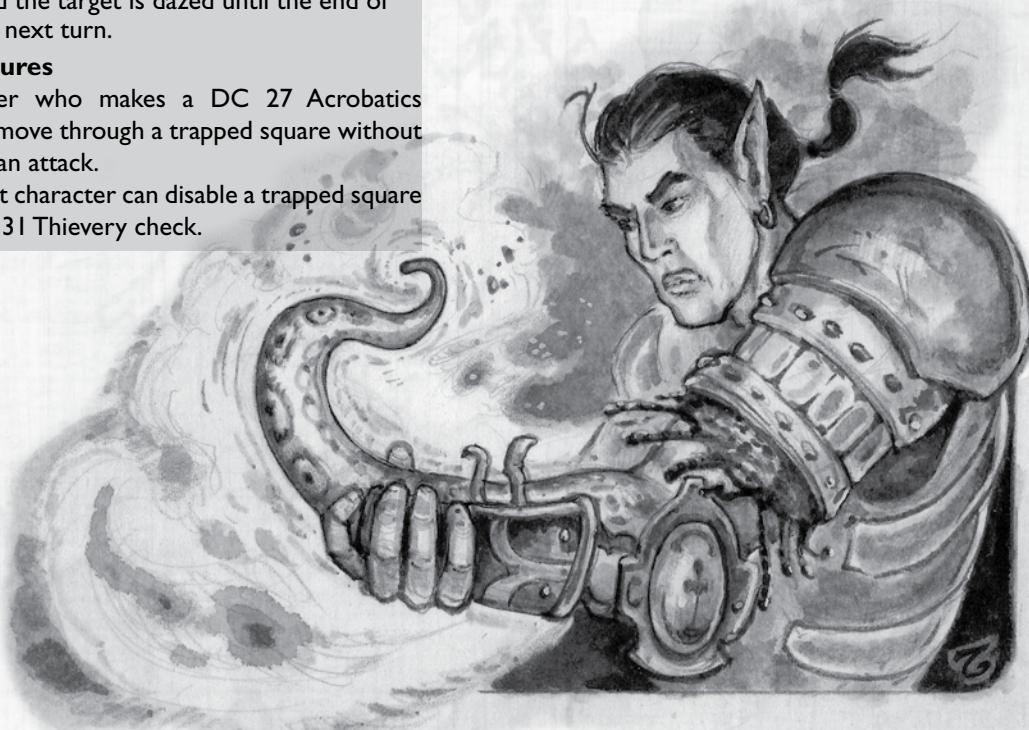
Area G-5**The Great Hall
(EL 11, XP 3,000)**

Read or paraphrase the following:

The jade doorway opens onto a hall of great beauty, combining the carved jade with elegant woodcarvings, murals, and calligraphy. Despite this beauty, the hall looks stark, bare of any signs of life, cloistered or otherwise. Your attention is drawn to a balcony that surrounds the room a good 20 feet up. Hunched over a crooked white staff stands a wizened old man in long, flowing silk robes. He slowly raises a finger toward you and starts to chant.

As soon as they enter, Ji Sung will attack them. It was he who discovered the rituals of transcendence and as such, of all the wraith servants, he feels most guilt for the corruption. Some part of him secretly hopes that the party might finally end his torment. However, the corruption is strong and his dark heart will not allow Ji Sung to die easily.

Tactics: Ji Sung becomes insubstantial as soon as combat begins, and then uses *spectral flight* to take to the air. With both powers active, he is difficult to hit and damage, while his own ranged powers suffer no handicaps. Ji Sung uses *spectral bolt* and *spectral burst* to damage the PCs and keep them from closing with him. He uses *weakening gaze* every round on a random PC, and he targets any PC who manages to strike him effectively, either with ranged or melee attacks, with *eye of terror*. Ji Sung generally avoids melee, but if the adventurers prove resistant to his other powers, he will attack with his staff, counting on his incorporeality and *frightful aura* to effectively guard him against counterattacks. Ji Sung fights to his destruction.



Ji Sung, Wraith Servant Sorcerer

Level 11 Solo Controller

Medium natural humanoid (undead) XP 3,000

Initiative +8 **Senses** Perception +12; darkvision
Frightful Aura (Fear) aura 3; enemies within the aura receive a -2 penalty to attack rolls against Ji Sung.

HP 560; **Bloodied** 280

AC 27; **Fortitude** 20, **Reflex** 25, **Will** 27

Immune disease, poison; **Resist** 10 necrotic

Saving Throws +5

Speed 6

Action Points 2

① **Staff of the Way** (standard; at-will) • **Radiant** +16 vs. AC; 1d8+4 damage (crit 2d8 plus 3d6+12 radiant damage).

② **Spectral Bolt** (standard; at-will) • **Force, Necrotic**

Ranged 10; +15 vs. Reflex; 2d8+6 force and necrotic damage, and the target is pushed 1 square.

③ **Eye of Terror** (standard; recharge 2,3) • **Necrotic, Psychic**

Ranged 10; +15 vs. Will; 3d6+8 psychic damage, and the target moves its speed away from Ji Sung.

④ **Weakening Gaze** (minor 1/round; at-will) • **Necrotic**

Ranged 10; +15 vs. Fortitude; the target is weakened (save ends).

⑤ **Spectral Burst** (standard; recharge 2,3) • **Force, Necrotic**

Close burst 5; +13 vs. Fortitude; 4d8+6 force and necrotic damage, and the target is pushed 3 squares and knocked prone.

Incorporeality (minor; at-will)

Ji Sung becomes insubstantial. He can revert back to corporeality with another minor action. While insubstantial, all of Ji Sung's melee attacks deal half damage.

Spectral Flight (minor; encounter)

Ji Sung gains a fly speed of 6 (hover) until the end of the encounter.

Alignment Evil **Languages** Common

Skills Arcana +15, Insight +12, Religion +15

Str 14 (+7) **Dex** 16 (+8) **Wis** 15 (+7)

Con 16 (+8) **Int** 20 (+10) **Cha** 23 (+11)

Equipment robes, staff of the way

Staff of the Way: The Staff of the Way is a special magic weapon, which can be used against the undead that populate the shrine, and in particular the Lama.

Staff of the Way

Level 15

This staff is constructed of a soft, white wood and its ends are capped with silver.

Lvl 15 +3 25,000 gp

Enhancement: Attack rolls and damage rolls

Critical: +3d6 radiant damage

Property: The staff inflicts an additional 1d8 radiant damage against creatures with the undead keyword.

Power (Daily • Radiant): Minor Action. When you use this power, you radiate an aura of radiant energy out to 2 squares until the end of the encounter. Allies within the aura gain resist 5 necrotic, and undead within the aura gain vulnerability 5 radiant (or their radiant vulnerability increases by 5).



ENCOUNTER AREA H THE PALACE

Read or paraphrase the following:

Dominating the complex stands the ruins of a once-large and magnificent palace. Mysteriously, however, a large hexagonal building stands intact in the center of the area. It is no apparent opening, apart from a massive stone doorway.

This area was once the private meditation area of the Lama at the palace's center. Knowing they could not defeat him, the uncorrupted monks of the shrine instead enacted powerful magic to seal the Lama within his chambers as he communicated with the dark force that was destroying the order from within.

Area H-1 Large Stone Doorway

Read or paraphrase the following:

A pair of massive stone doors stands before you. At the center of the doorway, a hexagonal depression, five inches wide and 1 inch deep, is visible.

These magically sealed doors are the only means of entrance to the palace. The doors' protective wards are designed to prevent anyone from freeing the Lama, and they inflict damage on anyone trying to gain entrance improperly. The doors can only be opened by negating the protective wards, which can be bypassed by placing the hexagonal disk from the Grandmaster's body (area F-6) into the slot on the door. Otherwise, anyone who tries to open the doors suffers a necrotic energy attack; +16 vs. Fortitude; 4d10+6 necrotic damage. Once the wards are negated, the doors swing open at the slightest touch.

Area H-2 Reception Area:

Read or paraphrase the following:

This large chamber is lit by a strange shadowy luminescence that emerges from the walls and ceiling themselves. The room is bare except for the presence of six large statues – one each of a dragon, a phoenix, a ram, a tiger, a crane, and a genderless humanoid. Across the far side of the room, you see a heavy wooden door.

The statues in this room were enchanted as part of the magic used to seal the Lama in the palace. They remain inert unless anyone approaches within 20 feet of the wooden doorway, at which point they attack anyone in the room until either they or the intruders have been destroyed. The door is made of strong wooden and is barred from the inside. A DC 20 Strength check breaks the door open.

Area H-3

Lama's Chambers (EL 14, XP 5,000)

Read or paraphrase the following:

Like the room before, this large chamber is lit by a strange shadowy luminescence that emerges from the walls and ceilings themselves. However, your attention is drawn immediately to the far wall where a swirling, amorphous column of dark energy extends from floor to ceiling and sends out an indefinable feeling of evil and corruption that chills your spine.

This column is the dark force's physical anchor to the material plane. It must be destroyed using the sacred text located in the chapel (area E-3). In order to destroy the anchor, an adventurer must be adjacent to the column and spend 2 full rounds reading from the text, taking no other actions. If the reader takes damage during the 2 rounds, he must make an Endurance check (DC = 10 + damage dealt). Failure means the reading is interrupted, and he must start again.

Ming Cha, the Fallen Lama of the shrine, has been transformed into a vampire lord by the corrupting influence of the dark anchor. In addition, he is able to draw upon the energy of the anchor to invigorate his undead body, making him very difficult to kill.

Tactics: Ming Cha hides on the ceiling in *mist form*. Give the PCs a Perception check against Ming Cha's Stealth check to notice him; however, it will require a DC 20 Religion check for a character to realize that the mist is actually a threat.

Once the PCs enter the chamber, Ming Cha will observe them for a few rounds, but if the PCs begin reading from the sacred texts, he immediately springs to the attack. When combat opens, Ming Cha reverts to his solid form (a minor action), but uses spider climb to cling to the ceiling. He targets the PC with the sacred texts with *dominating gaze*, hoping to control of the PC's actions and gain possession of the sacred texts. If this fails, he spends an action point and uses *bounding fist* to attack the PC in melee.

Once melee commences, Ming Cha focuses his efforts on the PC with the sacred text, using *draining flurry* to slay the PC outright, or *dominating gaze* again as it recharges to control the PC's actions. The Fallen Lama attempts to remain within 3 squares of the dark anchor if possible, and uses *dark invigoration* liberally to keep his hit points near maximum. Ming Cha fights fearlessly, relying on his regeneration and the dark anchor to keep him from harm. He takes whatever risks are necessary to prevent the destruction of the dark anchor.

Treasure: The Lama's resting place is hidden in the southeast wall and requires a DC 30 Perception check to locate. Inside, Ming Cha keeps a few valuable possessions from his former life. The PCs discover a one magic item (level 16), 7,200 gp, seven 1,000 gp gems, and one *potion of vitality*.

Ming Cha, The Fallen Lama

Level 13 Solo Controller

Medium natural humanoid (undead) XP 4,000

Initiative +14 **Senses** Perception +15; darkvision

HP 640; **Bloodied** 320

Regeneration 10 (regeneration does not function while Ming Cha is exposed to direct sunlight)

AC 29; **Fortitude** 24, **Reflex** 29, **Will** 26

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

Saving Throws +5

Speed 8, climb 4 (spider climb)

Action Points 2

Ⓐ **Fist of Darkness** (standard; at-will) • **Necrotic**

+18 vs. AC; 1d8+12 damage plus 1d8 necrotic damage.

† **Draining Flurry** (standard; at-will) • **Necrotic**

Ming Cha makes two *fist of darkness* attacks. If both attack hit the same target, the target is weakened (save ends), and Ming Cha regains 10 hit points.

† **Bounding Fist** (standard; recharge ☰,☐,☐) • **Necrotic**

Ming Cha shifts 8 squares and makes a melee basic attack.

↔ **Hurricane of Shadows** (standard; recharge ☱,☐) • **Necrotic**

Close burst 5; 2d8+8 necrotic damage, and the target is blinded until the end of Ming Cha's next

turn.

† **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) • **Healing**
Requires combat advantage; +17 vs. Fortitude; 2d12+5 damage, the target is weakened (save ends), and Ming Cha regains 160 hit points.

↗ **Dominating Gaze** (minor; recharge ☱) • **Charm**

Ranged 5; +17 vs. Will; the target is dominated (save ends, with a -2 penalty on the saving throw). **Aftereffect:** The target is dazed (save ends). Ming Cha can dominate only one creature at a time.

■ **Mist Form** (standard; encounter) • **Polymorph**

Ming Cha becomes insubstantial and gains a fly speed of 12, but cannot make attacks. He can remain in mist form for up to 1 hour or end the effect as a minor action.

■ **Necrotic Invigoration** (minor; recharge ☱,☐,☐) • **Healing**

Ming Cha spends a healing surge and regains 160 hit points. The power only functions while Ming Cha is within 3 squares of the dark anchor.

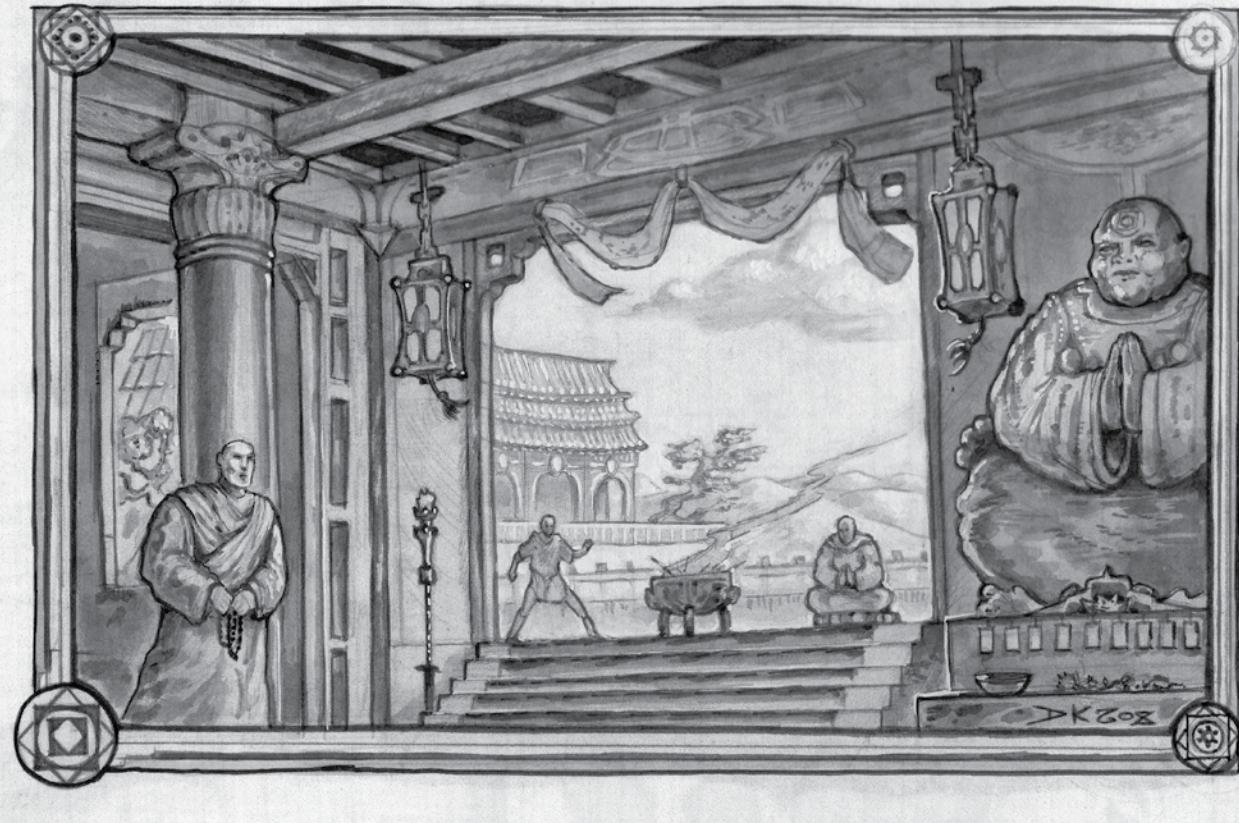
Alignment Evil **Languages** Common

Skills Acrobatics +19, Athletics +16, Insight +15, Stealth +19

Str 20 (+11) **Dex** 26 (+14) **Wis** 18 (+10)

Con 16 (+9) **Int** 18 (+10) **Cha** 20 (+11)

Equipment robes, *bracers of mighty striking* (level 12)



APPENDIX I

UNDEAD

SERVANT TEMPLATES

The evil force that overwhelmed the shrine was one of corruption not destruction. Rather than destroy those too weak to resist, it infused them with fragments of its own essence and transformed them into powerful undying servants, devoted to its goals.

REVENANT SERVANT TEMPLATE

Bestowed upon those lacking the spiritual development to be more susceptible to stronger corrupting energies, this template represents the majority of undead servants inhabiting the shrine complex. They serve as both guards and representatives of the corrupting force and its more powerful servants. A revenant servant is paler and gaunter than its original physical form but otherwise little changed in appearance.

Prerequisites: Humanoid

Revenant Servant	Elite (Any Role)
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Humanoid (undead)	XP Elite
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Senses Darkvision

Defenses +2 AC; +4 Fortitude

Immune disease, poison

Resist 5 necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level

Saving Throws +2

Action Points 1

Hit Points 6 per level + Constitution score (artillery or lurker); 8 per level + Constitution score (controller, skirmisher, or soldier); 10 per level + Constitution score (brute);

Powers

Necrotic Strike • Necrotic

Once per round, a revenant servant can deal an additional 1d6 necrotic damage with a successful attack against a living target. This damage increases to 2d6 necrotic damage at 11th level, and to 3d6 necrotic damage at 21st level.

Deathly Resilience

When a revenant servant makes a saving throw to end an ongoing effect, it gains resistance to the type of damage inflicted by that effect equal to half its level until the end of its next turn.

WRAITH SERVANT TEMPLATE

Bestowed upon those of advanced spiritual development to be more susceptible, this template represents those undead servants whose power is more metaphysical than physical. They serve as priests and advisors of the corrupting force and its more powerful servants. A revenant servant is a pale and semitransparent version of its original physical

form but otherwise little changed in appearance.

Prerequisites: Humanoid

Wraith Servant

Elite Controller or Lurker

Humanoid (undead)

XP Elite

Senses Darkvision

Defenses +2 AC; +2 Fortitude, +2 Reflex

Immune disease, poison

Resist 5 necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level

Saving Throws +2

Action Points 1

Hit Points 6 per level + Constitution score (lurker) or 8 per level + Constitution score (controller)

Powers

Weakening Gaze (minor 1/round; at-will) • Necrotic

Ranged 10; level +3 vs. Fortitude; the target is weakened (save ends).

Frightful Aura (Fear) aura 3

Enemies within the aura receive a -2 penalty to attack rolls against the wraith servant.

Incorporeality (minor; at-will)

The wraith servant becomes insubstantial. It can revert back to corporeality with another minor action. While insubstantial, all of the wraith servant's melee attacks deal half damage.

APPENDIX II

NEW MONSTERS

GORGER

Gorgers are disgusting undead horrors created from human subjects force-fed on the flesh of sentient humanoids to the point of death. Just before death, a vile ritual is worked, drawing upon the power of the Shadowfell, which transforms the victim into a towering,

Gorger

Level 10 Elite Brute

Large natural humanoid (undead)

XP 1,000

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

HP 260; **Bloodied** 130

AC 25; **Fortitude** 25, **Reflex** 18, **Will** 20

Resist 10 acid, 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 4

Action Points 1

⊕ **Slam** (standard; at-will)
Reach 2; +13 vs. AC; 2d6+7 damage.

⊕ **Double Slam** (standard; at-will)

The gorger makes two slam attacks. If both attacks hit the same target, the gorger makes a secondary attack on the same target. **Secondary Attack:** +11 vs. Reflex; the target is grabbed (until escape).

† Swallow (standard; at-will)

The gorger attempts to swallow a Medium or smaller creature it is grabbing; +11 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 5 damage plus 5 acid damage on subsequent rounds at the start of the gorger's turn. The swallowed creature can make melee basic attacks with one-handed or natural weapons. If the gorger dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the gorger. If the gorger fails to swallow a target, the target is still grabbed, and the gorger can attempt to swallow it on its next turn.

↔ Vile Bile (standard; encounter) Acid

Close blast 5; the gorger expels a huge gout of bile and half-digested flesh; +9 vs. Reflex; 3d8+5 acid damage, ongoing 5 acid damage (save ends), and the gorger makes a secondary attack on the same target. Secondary Attack: +9 vs. Fortitude; the target is weakened (save ends).

Alignment Evil Languages –

Str 24 (+12) **Dex** 10 (+5) **Wis** 10 (+5)
Con 20 (+10) **Int** 5 (+2) **Cha** 5 (+2)

Description A mountain of blubbery flesh totters drunkenly as it walks, struggling to move its legs under its massive girth. Its huge maw gapes open, exposing row upon row of filth-encrusted fangs, and thick ropes of cloudy drool slither from its bulbous lips.

GORGER TACTICS

A gorger uses little in the way of sophisticated tactics in combat. It begins an encounter by spewing acidic bile upon its foes, making them easier to swallow later. It then lumbers into melee with its powerful fists, and attempts to grab and swallow as many creatures as will fit down its mammoth gullet.

ENCOUNTER GROUPS

Powerful undead creatures often create gorgers to serve as guardians, or to simply devour the remains of necromantic experiments. Mortal wizards with an interest in necromancy also frequently create gorgers.

LEVEL 14 ENCOUNTER (XP 5,000)

- 1 human lich (level 14 elite controller)
- 3 gorgers (level 10 elite brute)

SPLINTERED ONE

Splintered ones are horrific undead creatures created from humanoid victims that have been forced to undergo a terrible necromantic ritual. The ritual promotes extreme and grotesque bone growth, causing the victim's flesh to erupt with hundreds of calcified spurs and spikes.

Splintered One

Level 10 Elite Soldier

Large natural humanoid (undead)

XP 1,000

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

Bloody Mess aura 2; the splintered one is surrounded by a slick pool of blood and other bodily fluids. Creatures that enter or begin their turns in the aura must make a DC 15 Acrobatics check or fall prone.

HP 212; **Bloodied** 106

AC 28; **Fortitude** 25, **Reflex** 24, **Will** 18

Resist 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 8

Action Points 1

† Bone Spike (standard; at-will)

Reach 2; +17 vs. AC; 1d10+6 damage, and the target takes ongoing 5 damage (save ends).

† Double Attack (standard; at-will)

The splintered makes two bone spike attacks. If both attacks hit the same target, the splintered one makes a secondary attack on the same target. Secondary Attack: +15 vs. Reflex; the target is grabbed (until escape).

† Impaling Embrace (standard; at-will)

The splintered one deals 3d6+6 damage to a grabbed creature (no attack roll required).

Alignment Evil Languages –

Str 22 (+11) **Dex** 20 (+10) **Wis** 12 (+6)
Con 18 (+9) **Int** 8 (+4) **Cha** 10 (+5)

Description This towering monstrosity is roughly humanoid, but its features and extremities are all but hidden by hundreds of bony spurs that erupt from its flesh in all directions. A trickling cascade of blood and other fluids pours from these countless punctures, creating a widening pool of gore at the monstrosity's feet.

SPLINTERED ONE TACTICS

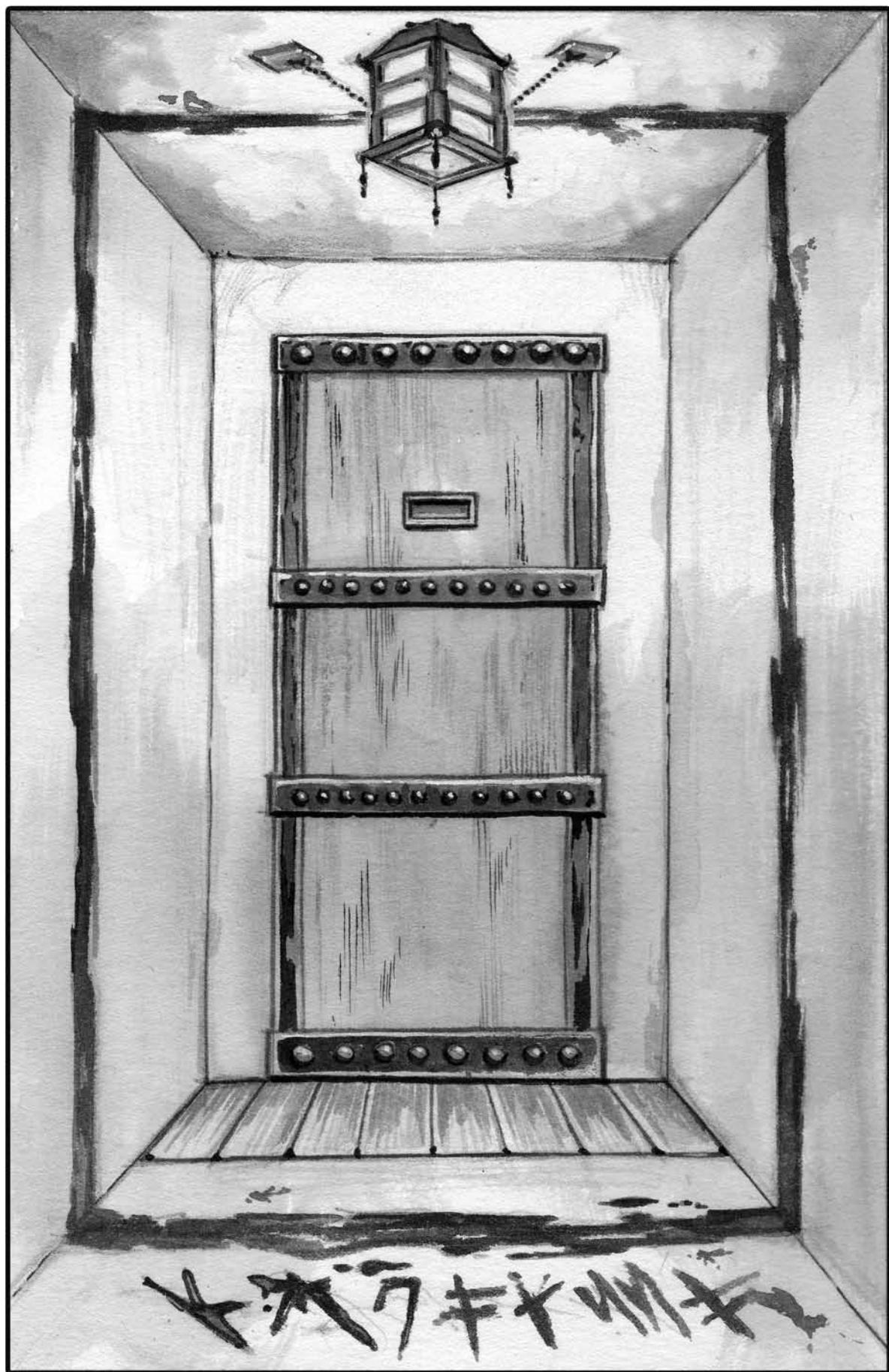
A splintered one attacks with its spiky appendages, slamming calcified spurs into its enemies and opening up terrible bleeding wounds. It attempts to press its enemies against the bony spikes projecting from its body, crushing and impaling any victim unfortunate enough to be grabbed by the dreadful undead beast.

ENCOUNTER GROUPS

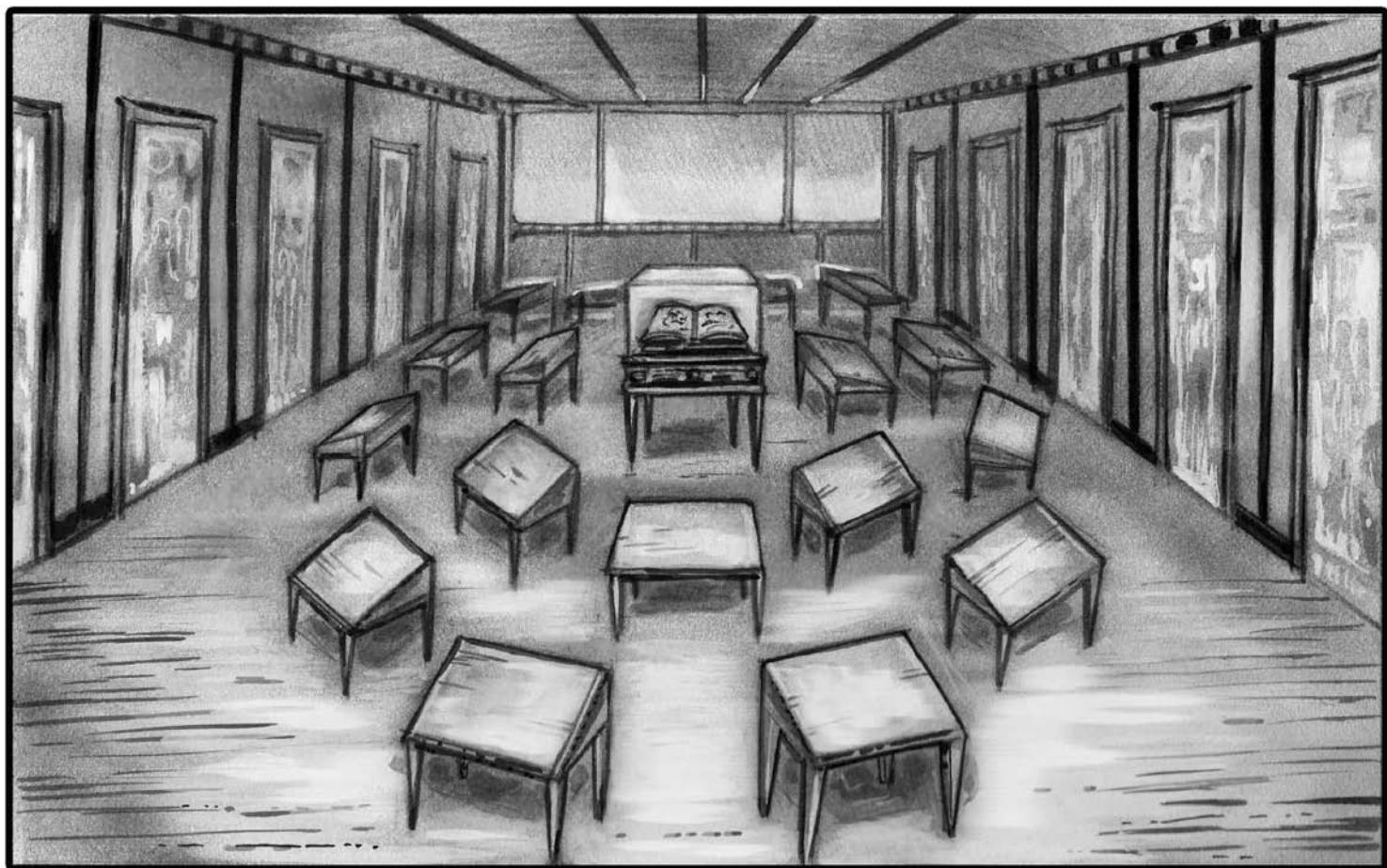
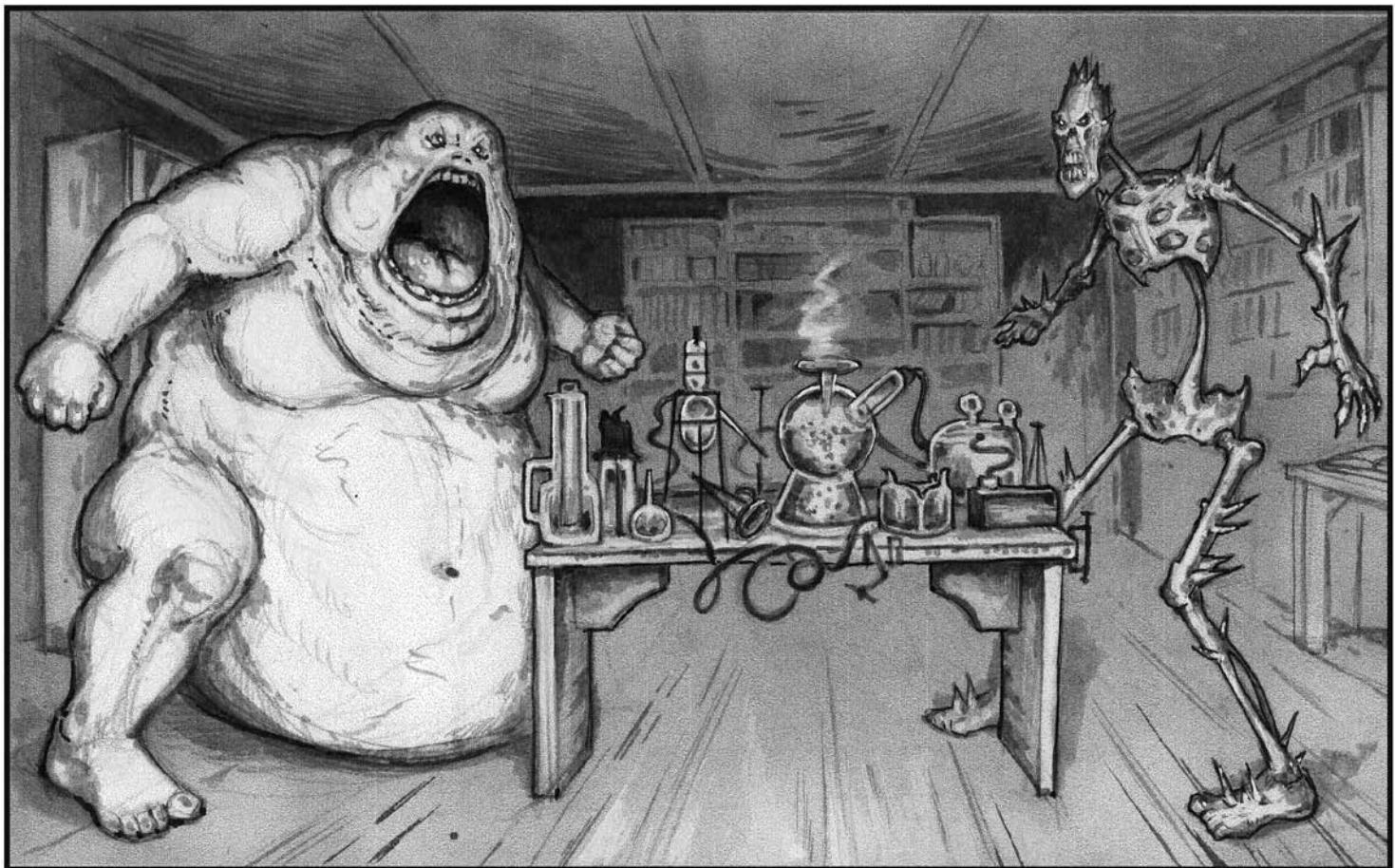
Splintered ones are encountered with other undead monsters and occasionally mortal necromancers.

LEVEL 12 ENCOUNTER (XP 3,300)

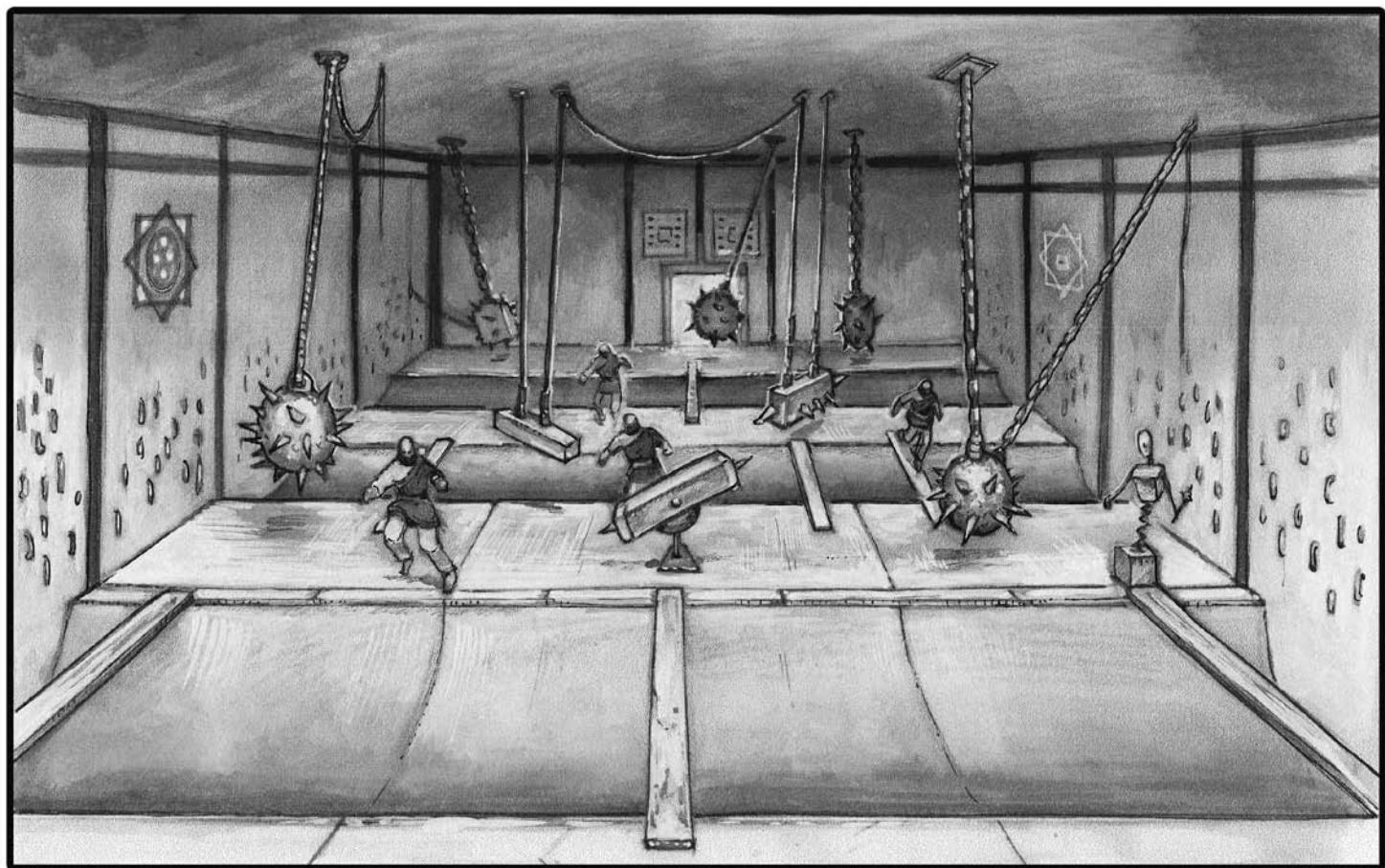
- 1 battle wight commander (level 12 soldier)
- 1 splintered one (level 10 elite soldier)
- 4 battle wights (level 9 soldier)



HANDOUT A



HANDOUT B (TOP) • HANDOUT C (BOTTOM)

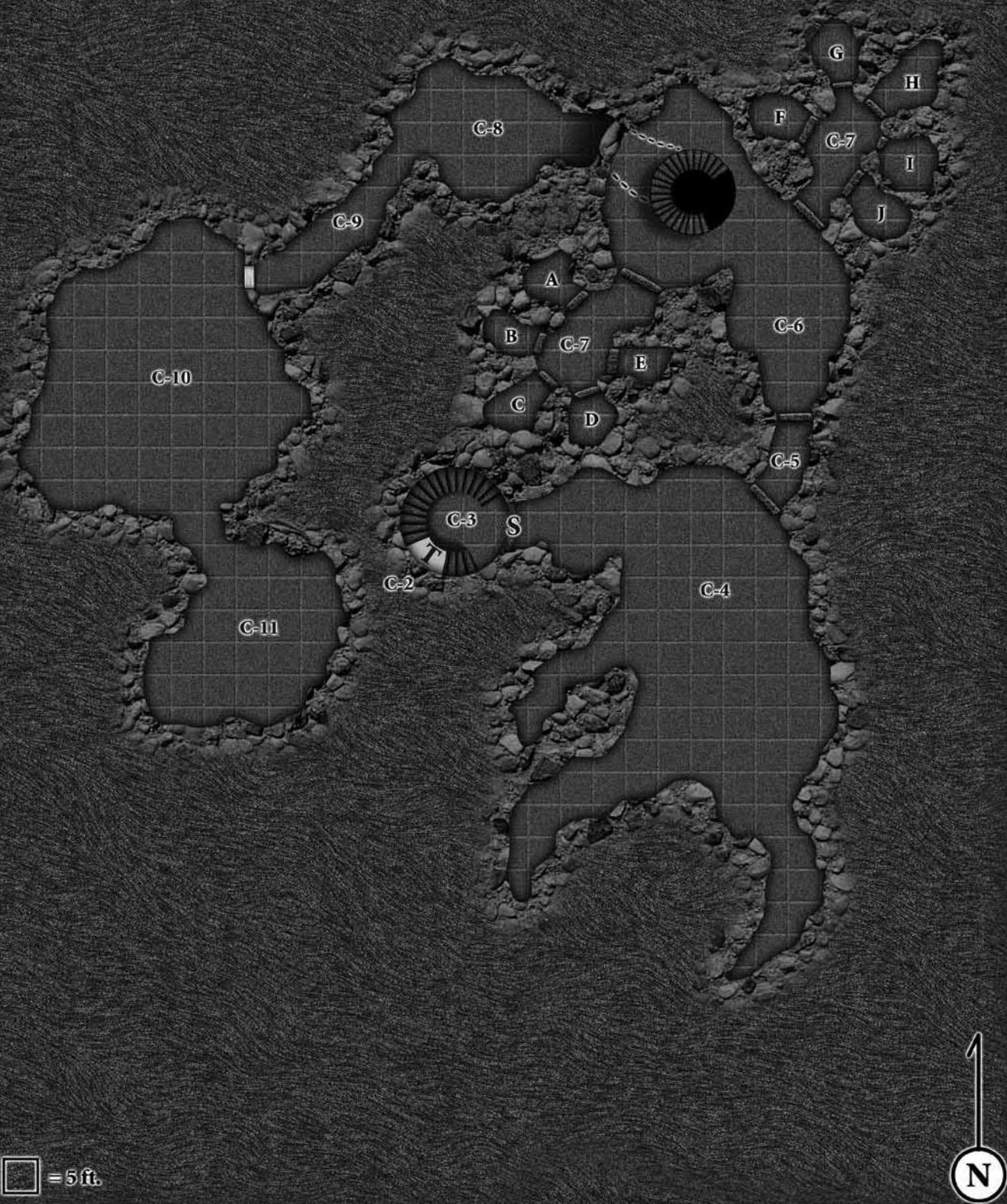


SHRINE OF THE LOST LAMA

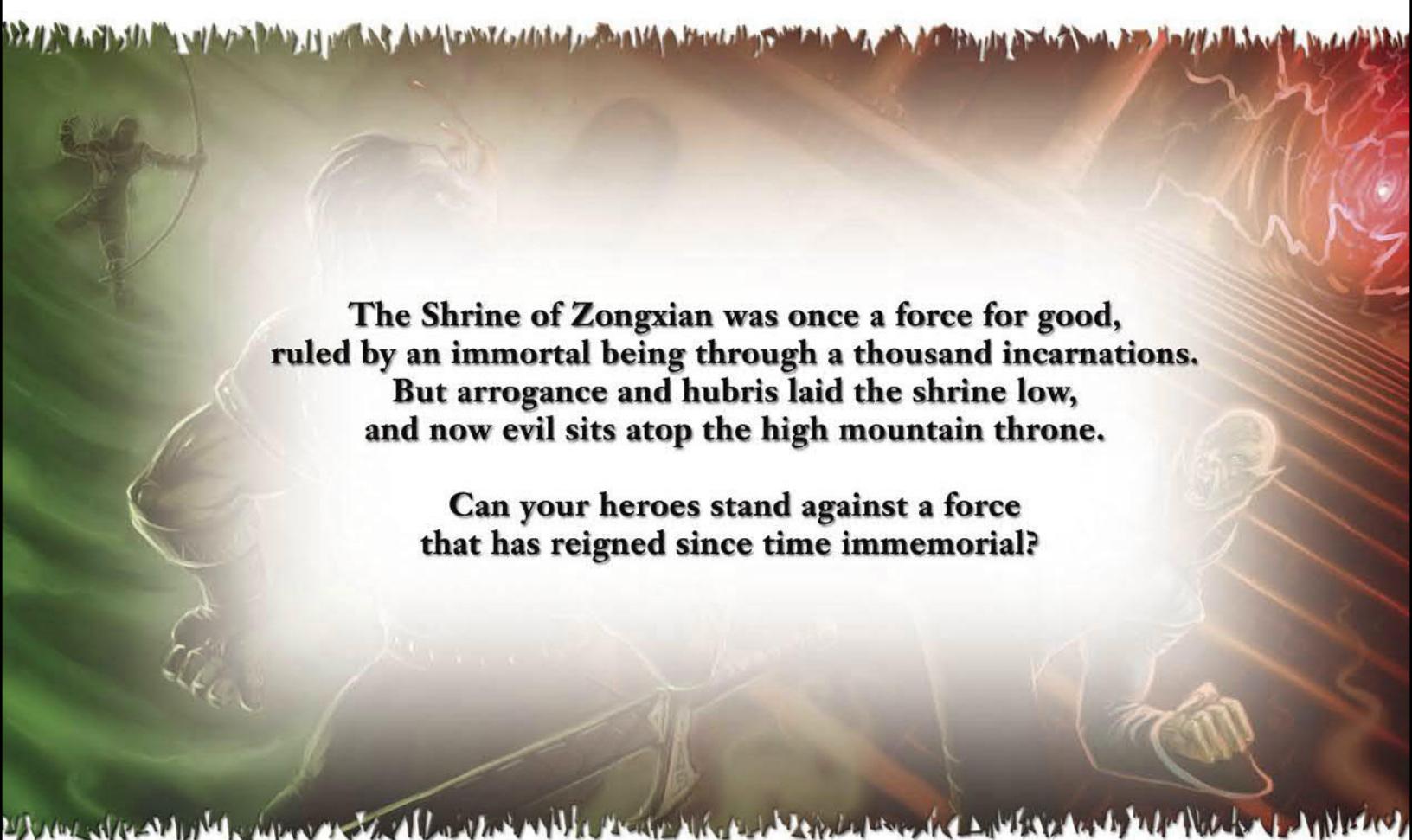
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