

E2

AN EPIC TIER ADVENTURE

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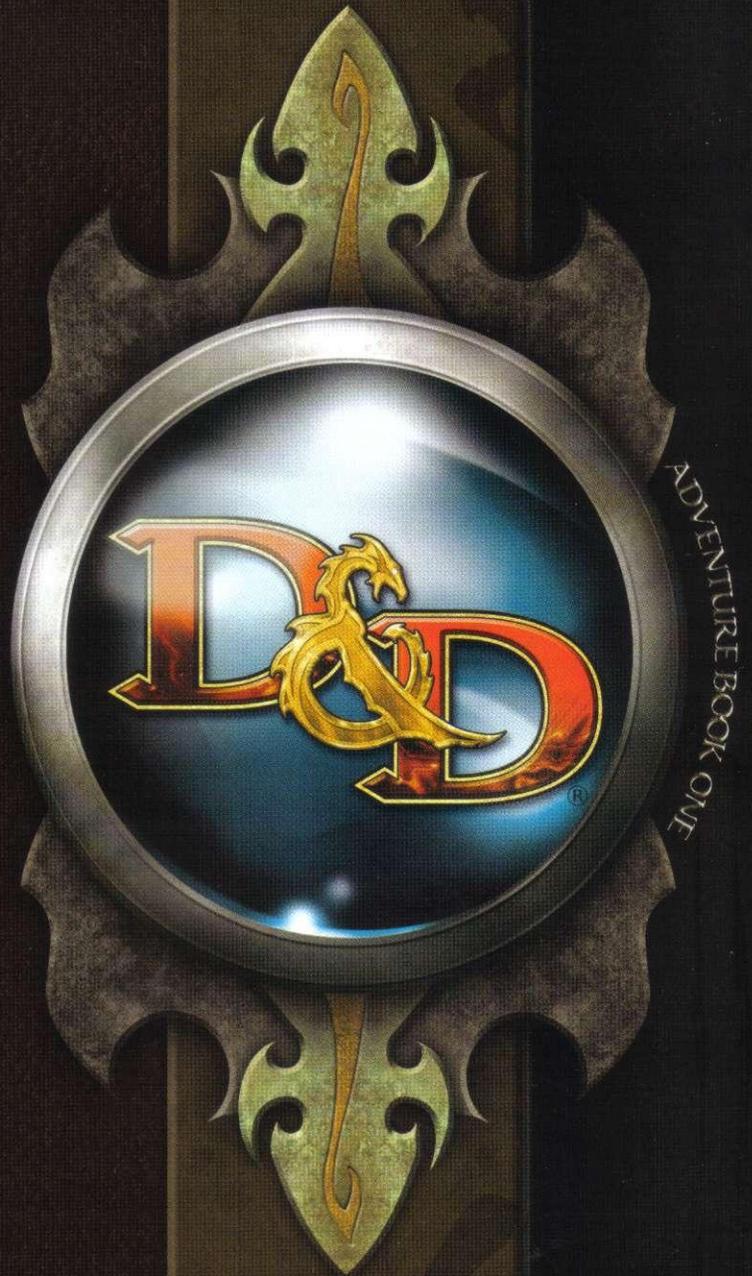
KINGDOM OF THE GHOULS[™]



AN ADVENTURE FOR CHARACTERS OF 24TH-26TH LEVEL

Bruce R. Cordell • Chris Tulach

KINGDOM OF
THE GHOULS™



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INTRODUCTION

Something terrible escaped from Death's Reach, a graveyard of dead monstrosities and ancient weapons hailing from the Dawn War between the gods and the primordial. To prevent Orcus, the Demon Lord of Undeath, from profiting from this recent event, adventurers must follow a trail of destruction to the lair of the Ghoul King.

Kingdom of the Ghouls is a DUNGEONS & DRAGONS® Roleplaying Game adventure for characters of 24th to 26th level. You need the *Player's Handbook*®, *Monster Manual*®, and *Dungeon Master's Guide*® to play. D&D™ *Dungeon Tiles* and D&D® *Miniatures* can also be used to enhance your play experience.

HOW TO USE THIS ADVENTURE

Kingdom of the Ghouls is designed to take a party of five player characters (PCs) from 24th to 26th level. You can use this adventure as a sequel to *E1: Death's Reach* or as a stand-alone adventurer in your own campaign.

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

The *Kingdom of the Ghouls* adventure contains these components:

1. *Adventure Book One* (this booklet) provides a background and synopsis of the adventure, hooks to interest the PCs, an overview of each of the main sections of *Adventure Book Two*, illustrations to show to players, new monsters, and new magic items.
2. *Adventure Book Two* contains the many possible encounters that make up the adventure. The encounters take place throughout five areas: Sigil, the Embassy of Ghouls, the White Kingdom, and two sections of Doresain's lair (the outer palace and the inner fane).
3. A poster map depicting three of the adventure's important encounter areas, rendered in a scale that allows you to place your *D&D Miniatures* directly on it.
4. A folder to hold the booklets and the poster map.

If You're the Dungeon Master

Read *Adventure Book One* first and then familiarize yourself with the Sigil encounters in *Adventure Book Two*. Read the rest of *Adventure Book Two* at your leisure.

Getting Started

Select an adventure hook from "Starting the Adventure" (page 4) or create your own. After providing the hook to bring the PCs into the adventure, be prepared to run **Encounter S1: Surprise Assault** (page 4 of *Adventure Book Two*) when the characters arrive in Sigil.

BACKGROUND

Thanatos, a realm festering in the Abyss, is a dim, murky gravescape. One of its domains is a place called the White Kingdom, bright in the moonlight that shines forever above it. The White Kingdom is inhabited mostly by ghouls and other flesh-eating undead. It received its name because its structures are made of the stripped bones of the inhabitants' victims. Walking through the streets kicks up clouds of bone dust, forming a fog that covers everything in a shroud of chalky white.

Doresain the Ghoul King rules the White Kingdom. His palace is poised on the edge of the domain, where the Lake of Black Blood boils over a precipice to fall into the lethal central vortex of the Abyss. In the inner fane of the palace, Doresain and the swarming ghouls that make up his Court of Teeth consume feasts of flesh of the innocent and the guilty.

Doresain labors toward the culmination of a secret project, an undertaking designed to catapult his lord and master—Orcus, the Demon Prince of the Undead—into a position of unfettered power over the souls of every creature in existence. To this end, Doresain marshals a web of allies and servitors across the natural world and its echoes.

One of his most successful projects involved the Shadowfell. The Ghoul King sought to discomfit the Raven Queen and imperil her divine office of Death, and he enjoyed varying degrees of success. An early and spectacular accomplishment was the bridgehead his servant Elder Arantham extended into the banned realm of Death's Reach. For a while, at each midnight, a handful of souls that should have fallen to the Raven Queen instead found their way to Death's Reach, where they sputtered out, gone forever. Because the Raven Queen failed to judge these souls, her position grew tenuous. However, adventurers working in her name foiled the plot.

Still, the breach of Death's Reach achieved its deeper, hidden objective. From that ancient prison, Elder Arantham acquired the primordial Timesus, an ancient entity of apocalyptic power. At the moment, Timesus is in stasis. It once possessed more power than the combined might of several gods. Timesus was more potent than most primordials, and its power lay in death and dissolution—an ancient influence that monsters, demons, and deities wish to gain for themselves.

If Timesus were allowed to return to its full power, few creatures, whether mortal or divine, could stand against it. Elder Arantham arranged the transfer of the primordial-in-stasis to Sigil, the City of Doors, where others moved it on to the White Kingdom. There, Doresain oversees the preparations necessary to send the primordial to Orcus. The Demon Lord plans to restore the primordial to its original state with one major exception. It will become an undead servant of Orcus.

ADVENTURE SYNOPSIS

This adventure has four distinct parts, with various side-lines and pauses throughout.

At the start of the adventure, the player characters (PCs) must seek a portal to Sigil, following leads introduced in *E1: Death's Reach* or other hooks described on page 4. In the opening encounter, the adventurers arrive in Sigil and are ambushed.

Sigil: If the adventurers survive their rude greeting, they get to explore Sigil, continuing to follow the leads that initially brought them to the City of Doors. To find the secret drop point for smuggled slaves and the path used to transport Timesus, the adventurers must track down a former exarch of Vecna. In the process, they have the opportunity to help the citizens of Sigil eradicate an infestation of planar slavers.

Embassy of Ghouls: Using Sigil and its multitude of portals, the Embassy of Ghouls transfers a prodigious number of slaves from various planar locations to the White Kingdom. The adventurers must infiltrate this secret base and shut it down. Along the way, they discover that the embassy contains a portal to the White Kingdom, and they find evidence that Timesus was moved through this portal to Doresain's domain.

White Kingdom: The adventurers travel through the embassy portal to reach the White Kingdom, which lies in the realm of Thanatos in the Abyss. Their first glimpse of the location reveals a terrible scene: living victims falling from the sky into a vast chasm of feasting ghouls.

The adventurers cannot simply travel directly to Doresain's palace—the army of ghouls and other flesh-eaters that fill the domain would rise up to stop them. Instead, the adventurers must hide their presence as much as possible, making their way through the City of the Hungry Dead and the Mountain of Mouths. Along the way, they might be able to rescue kidnapped residents of Sigil.

Doresain's Palace: The palace of the Ghoul King, which looks more like an elaborate mausoleum than a castle, clings to a stony outcropping above the central vortex of the Abyss. With help from an unlikely ally, the adventurers can cross the Lake of Black Blood, avoid the falls, and slip into the palace. Inside, they must face great peril before invading the inner fane and confronting Doresain and his Court of Teeth.

Unfortunately for adventurers on the trail of Timesus, the Ghoul King has already sent the primordial on to Orcus using a *chaos ship*. But the adventurers can still strike a blow against the Demon Lord of Undeath by depriving him of his most favored exarch, Doresain the Ghoul King.

STARTING THE ADVENTURE

Bringing the player characters into the adventure can be straightforward, and it might even be the logical consequence of previous play. Several potential hooks are described below, and they grant the PCs opportunities to gain additional experience by completing associated minor quests. Use one or more of these hooks, or fashion a new hook that serves the needs of your game.

HOOK: PREDATORS IN SIGIL

A player character who is already familiar with Sigil, the City of Doors, discovers a scourge troubling the metropolis. Provide that PC with the following hook, or play it out in the adventure.

A male human who wears a scintillating yellow robe introduces himself as Nerbethar the Messenger. An armada of gleaming jewels orbit around his head. He says:

"I bear a message from those who speak for the Lady of Pain, she whose mere presence prevents gods and demons alike from entering Sigil. The Lady, however, allows much to take place within the confines of her city, and those with an interest in day-to-day law and order have become concerned with recent events. Something stalks the streets of Sigil. People are disappearing, from the Hive as well as from the more refined wards. But no one knows what is taking them. Even a well-performed ritual of Consult Oracle fails to reveal the hunter, which gives us pause. Any presence capable of blocking this ritual must possess powers that are formidable indeed. Will you help?"

Nerbethar is a member of the city's Advisory Council, a group of self-styled administrators that has no real political power in Sigil. He offers the adventurers the gratitude of the Lady of Pain, noting that "Having a favor owed you by a legendary being of her status is nothing to scoff at." Whether he actually has the ability to offer this reward is up to the Dungeon Master.

If the adventurers agree to look into the situation described by Nerbethar, he gives them the names of five prominent missing individuals: Corus Ilprot, Maleem

DESTINY'S JOURNEY

As the adventurers gain levels in their chosen epic destinies, existence continues to resonate with their journey. This might have no apparent effect, or it could include foreshadowing dreams or visions experienced while the adventurers are still at the lower end of the epic tier.

For example, the adventurers might see a great city built on the interior of a vast ring whose many doors lead to every place in existence and beyond, or a churning arena where the living are consumed screaming by a swarm of ghouls, or they might dream of the skull of the *Wand of Orcus*. An adventurer with the archmage destiny might see a one-eyed beggar laughing, as if at a private joke.

Skyraven, Whitten Ormandus, Narak, and Esmerana Delrain. He also provides the location of a nondescript door and gives the PCs a key that turns the seemingly ordinary passageway into a portal to Sigil's Hive Ward. Unfortunately, Doresain's agents are aware of Nerbethar's intent and they stand guard at the Sigil end of the portal. Use **Encounter S1: Surprise Assault** (on page 4 of *Adventure Book Two*) when the adventurers are ready to travel to Sigil.

Quest XP: 6,050 (minor quest) if the adventurers uncover the kidnapping operation and defeat its leaders in Sigil. If they later journey into the White Kingdom and ultimately slay Doresain, they gain an additional 6,050 XP.

HOOK: FOLLOWING ARANTHAM

If the adventurers participated in *E1: Death's Reach*, it's possible that the primary villain, Elder Arantham, escaped through a portal that only undead travelers could utilize. Adventurers who figure out how to activate the portal (perhaps by carrying an undead creature as they walk through it) or who otherwise follow Arantham in a timely manner find that his point of entry into the City of Doors is well defended. Use **Encounter S1: Surprise Assault** (on page 4 of *Adventure Book Two*) when the adventurers step through the portal.

Quest XP: 6,050 (minor quest) if the characters catch up to and permanently dispatch Elder Arantham.

HOOK: VENGEANCE OF THE GHOUL KING

For a past transgression against the Ghoul King or Orcus, the adventurers are targeted by Doresain's forces. The adventurers are lured through a portal by deceit, by promise of great reward, or by a ruse that you create to meet the needs of your campaign. Once the adventurers arrive in Sigil, they are ambushed (use **Encounter S1: Surprise Assault** on page 4 of *Adventure Book Two*). The attackers try to render the adventurers unconscious rather than kill them. If successful, the attackers try to take the captive adventurers to the Embassy of Ghouls and send them to the White Kingdom, where they will serve as food for the endless feast.

Alternative: One or two adventurers are lured into the ambush. Overmatched, the adventurers are likely rendered unconscious and spirited to the Embassy of Ghouls, where they are held captive. The other adventurers must track down their missing companion(s).

Quest XP: 6,050 (minor quest) if the characters ultimately slay Doresain—or, for the alternative hook, if they find and save their companion(s).

HOOK: DIVINE ENVOY

If one of the adventurers is a particularly devout servant of a deity, provide the following hook as a minor quest to that character. Customize it as necessary to suit the god in



question, and provide the hook after the adventurers have already entered Sigil. This event occurs when the character is alone.

A small glow that you took to be a stray reflection suddenly brightens toward blinding brilliance. The brilliance resolves until before you stands a winged creature—an angel. In a voice of celestial clarity, the figure reads from a burning scroll:

“Destiny has snared you in her tapestry, and your actions are the fulcrum on which much depends. Fate can see multiple futures and pulls on the threads of providence, hoping to steer toward her preferred reality. But think not that your efforts go unseen by the gods. I bear a message from [PC’s god], who asks only this: Bear witness to all that transpires. In your daily prayers, describe the events that you have witnessed. In this way, you will know that divine eyes are upon you, even in your darkest hour. And when that dire moment comes, as it certainly shall before you travel this road to its end, pray, and perhaps you will find aid.”

The angel disappears into the same brilliance that birthed it.

The messenger is sent directly by the PC’s god. (The angel entered Sigil through a portal, the same as every other visitor to the City of Doors, then teleported to the character’s location.) The god wants to be among the first to know whether the Raven Queen will eventually lose her status as purveyor of souls or hold onto it for another age. If Orcus gains the power he ultimately seeks, other gods might be dismayed, but they also will need to strike an accord with the new god—or prepare for war.

Quest XP: 6,050 (minor quest) if the adventurer describes each day’s events over the course of this adventure in his or her daily prayers as the angel requested. However, if the god aids the character in his or her darkest hour (by sending a 24th-level angel of vengeance ally to assist), the adventurers gain no experience points from describing events in prayers. The divine assistance is reward enough.

HOOK: NIGHTBRINGER

The sword *Nightbringer*, introduced in *P2: Demon Queen’s Enclave*, is actually the embodiment of a primordial beast. It was trapped in its current form by the gods during the Dawn War, and later it was found and forced into service by Orcus. *Nightbringer* hates Orcus, and it seeks to form its own domain of undead and demons in the natural world and the Elemental Chaos.

If one of the PCs still carries the sword, then *Nightbringer* begins to set its plan in motion to supplant Orcus as lord of the undead. It wants to find and unite with Timesus, the great destroyer, so that together the two primordialists can depose Orcus. It uses dreams to compel the PC to track down Timesus.

If the adventurers used the sword at the end of *P2: Demon Queen’s Enclave* (either by placing it in Orcus’s hand or plunging it into his eye), then the hook changes, as described below.

If *Nightbringer* was returned to Orcus at the end of *P2: Demon Queen’s Enclave*, the weapon seeks revenge upon the adventurers. It appears in the hands of Kor-Karnaar in **Encounter W4: Devouring Pit**. Part way through the encounter, *Nightbringer* transforms into its primordial beast form and attempts to destroy the adventurers.

If *Nightbringer* was plunged into the eye at the end of *P2: Demon Queen’s Enclave*, it returns to further advance its goals and schemes. It returns unexpectedly to the PCs, offering its services in exchange for help in gaining vengeance against Orcus.

Quest XP: 6,050 (minor quest) if the PCs carry the sword to the inner fane of Doresain’s palace as they track down Timesus. Use this version of the quest XP if the sword has been or is returned to the hands of one of the PCs. If the sword is used by Kor-Karnaar, then the PCs earn XP for destroying the primordial beast as part of **Encounter W4: Devouring Pit**.

CUSTOMIZING TREASURE

Some of the treasure in this adventure is specific, and some of it is general. For general treasure identified by item level, choose an item appropriate for the player characters. You should also feel free to change specific treasure to fit the needs of your campaign.

The only items you shouldn’t change without careful consideration are the *White Kingdom boneclaw* and *Audaviator*. These items play important parts in the story. Unless you’re prepared to alter the story, keep them.

SIGIL OVERVIEW

A multitude of portals connect Sigil, the City of Doors to the rest of the multiverse. The enormous planar metropolis exists outside the ordered structure of existence. The city rises from the interior surface of an immense hollow ring that has no outer side. The residents consider Sigil to be the true center of the multiverse. Sigil is a city of juxtapositions. Some of its alleys are more smoke-filled and some of its streets more crowded than the most pestilential village, while other avenues gleam with as many shining palatial manors as even the grandest terrestrial or Feywild crown city.

ENTERING AND EXITING SIGIL

Seemingly numberless portals connect Sigil to other planes, but they usually are not specially marked, and no one but the Lady of Pain knows how many portals exist or where each one leads. Any bounded space big enough for somebody to walk or wriggle through—from a sewer entrance to a closet—could double as a portal to another plane.

Each portal in Sigil is activated with a portal key, a specific object that has some affinity for whatever lies on the other side of the portal. The key can be a physical object, but it might be merely a word, a gesture, or the right state of mind. Without the correct key, a portal is just a bounded space. Many of the city's natives are happy to sell keys to specific portals or at least sell the knowledge of a key's nature.

If the adventurers participated in *E1: Death's Reach* and come into this adventure using the "Following Arantham" hook, they might arrive in Sigil through a portal that Arantham created—one that collapses soon after. Regardless, if they want to leave or enter Sigil, they must use a portal. They can't use travel rituals to get in or out, and they can't call or summon creatures into or out of the city.

THE WARDS

Sigil has six wards. No walls divide them from one another, but everyone in Sigil knows the difference between one ward and the next.

Lower Ward: Foul-smelling smithy smoke wreathes the Lower Ward. Many of the city's artisans live and work here, and the place is full of forges, mills, warehouses, and workshops.

The Lady's Ward: Despite the ward's name, the Lady of Pain doesn't live here. Instead, it houses rich citizens and most of Sigil's temples.

Market Ward: In the Market Ward, everything is for sale, especially in the Grand Bazaar, an immense plaza filled with shops, tents, and stalls offering wares from dozens of planes and strange worlds.

Guildhall Ward: Many merchants who hawk their wares in the Market Ward during the day sleep in the

Guildhall Ward at night, and many who deal in services (rather than selling finished goods) live and work in the Guildhall Ward.

Clerk's Ward: This ward is the domain of bureaucrats, scribes, sages, and scholars, though the Civic Festhall is also found here. Run by the Society of Sensation, the Festhall combines the best aspects of a concert hall, museum, and tavern while serving as the centerpiece of an artistic neighborhood that draws travelers from across the multiverse.

The Hive: A chaotic, sprawling slum, the Hive is home to those who are poor, wanted, or just down on their luck. The ward boasts taverns and inns aplenty, entertainment, and services from pawnbrokers to sellswords in the Gatehouse Night Market.

FIRST VIEW OF THE CITY

When the adventurers first venture onto the busy streets of Sigil, show them "View of Sigil, City of Doors" on page 26 of this book, and read:

A fantastic city stretches in all directions. Layers of smoke and haze distort the middle distance, but not enough to conceal the fact that the buildings and streets slowly curve up and around, farther and farther, until they meet high overhead. This city appears to be built on the interior of a great ring, and you can see the rooftops of other buildings hanging far overhead.

Structures vary greatly, and no two are exactly alike, though many are barnacled with ostentatious metallic blades and stone spikes. Sculpted faces and figures similar to gargoyles perch over lintels, fanciful iron grillwork covers many windows, and evil-looking vines sporting serrated leaves grow wild in the shadowed side streets.

The main thoroughfare, though dingy and dilapidated, teems with all manner of creatures. Humans, dwarves, eladrin, elves, and other humanoids are plentiful, and here and there more monstrous creatures saunter, including a fiery angel, a smoke-shrouded devil, and a metallic concordant.

GATHERING INFORMATION

After the adventurers arrive in Sigil and deal with Elder Arantham in his warehouse (see **Encounter S1: Surprise Assault** on page 4 of *Adventure Book Two*), they have one or more goals to achieve. They might be on the trail of missing friends or clients, or they might want to learn where Elder Arantham sent the primordial-in-stasis, Timesus. The adventurers can learn about Sigil by consulting their own knowledge or by asking folks on the streets.

In most cases, a Streetwise check can be used to gather information through legwork and questioning the locals. The adventurers can do this sort of legwork carefully (which increases the DC of a lore check by 5) or openly (which uses the DC of a lore check as noted below). Of course, an open investigation might attract the attention of those who wish to keep certain information regarding these topics secret. You can add encounters with such forces if you wish, or simply have word reach the snooping

adventurers that they have aroused suspicion and that unnamed opponents are now actively searching for them.

Characters can attempt divination rituals to gain information, but if they do so, they discover that performing such rituals is dangerous and prone to disruption when certain questions are asked (see Ritual Lore, below). Without rituals to reliably supplement their knowledge, the adventurers must rely on their own investigatory skills, which includes knowledge of History, Arcana, and Religion, and the ability to gather information on the streets of Sigil using Streetwise.

RITUAL LORE

Adventurers have access to various divination rituals, the most potent probably being Consult Oracle. However, a summoned oracular spirit is not equipped to answer questions such as “What do I most need to know?” or “What should I do next?” To receive useful answers, the adventurers must have enough information on hand to ask pertinent, specific questions concerning recent events and what they should do next.

Doresain and Orcus have not left to chance the possibility that a nameless oracular spirit might lay bare their ultimate plans to a random ritual performer. Thus, after Elder Arantham acquired Timesus, Doresain and Orcus began to police the multiverse for performances of divination rituals that involve questions about the ultimate destination of Timesus, the ultimate goals of Elder Arantham, or the role of the Embassy of Ghouls in the scheme of things.

If the adventurers perform a divination ritual that asks a question touching on the topics noted above (or, in your judgment, any question that could reveal the plans

of Doresain or Orcus to the ritual performers), a counter-ritual is immediately triggered. Performed by Orcus, this ritual teleports the Balance Keepers, a group of mercenaries already in Sigil, directly to the location where the adventurers are performing their ritual into forbidden questions. When this occurs, run **Encounter S2: Balance Keepers** (on page 6 of *Adventure Book Two*).

The mercenaries arrive in a burst of chaotic magic designed to collapse divinatory rituals, which prevents the spirit from answering the question just posed. Meanwhile, one mercenary who remained behind heads through a different portal to gather more of his fellows. This task takes the mercenary eight hours. Thus, if the adventurers defeat the first group of Balance Keepers, they have eight hours in which to try another divination ritual before their questions draw another hostile response from a second team of mercenaries.

SIGIL, CITY OF DOORS LORE

A character knows the following information about Sigil with a successful Arcana, History, or Religion check.

DC 18: The character knows the information in the first paragraph under “Sigil Overview” on the facing page.

DC 23: The character knows the information under “Entering and Exiting Sigil” on the facing page and the information in the “Sigil, City of Doors” sidebar.

DC 25: The character knows the information presented under “The Wards” on the facing page.

DC 27: Several residents of Sigil deal in obscure information. You have heard of one person in particular who has a reputation for knowing the deepest secrets currently in play in the city: Vocar the Disobedient.

SIGIL, CITY OF DOORS

Sigil is the bustling crossroads of the multiverse, full of portals leading to every known corner of existence.

Population: Approximately 50,000. Representatives of nearly every race and monstrous kind can be found somewhere in the city. Many transients pass through the city daily.

Government and Defense: The only being in Sigil who wields any real authority is the mysterious Lady of Pain, the uncaring guardian and protector of the city. The touch of her gaze causes wounds that spout blood, and her smallest gesture can banish someone or something into an endless maze spawned in a pocket dimension. Her presence is said to prevent deities, demon princes, primordials, and beings of similar power from entering the City of Doors, and the fear of her is sufficient to keep a modicum of order in the streets. Crime is common, but rebellion is unthinkable.

The closest thing Sigil has to a police force is a citizen group called the Sons of Mercy. Unfortunately, without any official power to make arrests or carry out sentences (though they try all the same), the Sons of Mercy aren’t terribly effective in limiting crime.

Inns and Taverns: Sigil’s inns and taverns cater to diverse clientele. Efreets from the City of Brass can find flaming halls of

sumptuous luxury. Devils can enjoy a night spent in unthinkable debauchery. A traveler might lodge in an inn whose interior is like a twilight fey grove or a sunless cavern, or eat in a place that’s virtually indistinguishable from Fallcrest’s Blue Moon Alehouse.

Supplies: The Grand Bazaar, located in the city’s Market Ward, is a huge square overflowing into side streets, alleyways, and nearby taverns. It is filled with caravan tents and market stalls. Other marketplaces spring up in many places throughout the city. Most appear during the day, but some surface only at night, such as the Hive’s Night Market.

Trade: Because Sigil sits astride all the planes of existence, it enjoys a flow of trade that most other cities would envy if they knew the true measure of its volume. Even with the threat of the Lady of Pain, various nefarious trade routes run through Sigil at any given time.

Temples: Temples to all the gods—including evil gods whose shrines are rarely seen in civilized lands—can be found in the streets of Sigil. Most of them are small, and few claim any significant power in the city’s affairs.

For more on Sigil, refer to *Manual of the Planes* and *Dungeon Master’s Guide 2*.

BALANCE KEEPERS LORE

A character discovers the following information about the Balance Keepers with a successful Streetwise check.

DC 24: The best you can discover is that a group of maruts calling themselves the Balance Keepers are rumored to be in the City of Doors, but no one seems to know—or is willing to share—any details about the group or its activities.

DC 29: More than one well-connected person in the city has recommended that if anyone can tell you more about the Balance Keepers, it is likely to be Vocar the Disobedient.

VOCAR THE DISOBEDIENT LORE

A character knows the following information about Vocar the Disobedient with a successful Streetwise check.

DC 16: An old male human named Vocar lives in the Hive. Most residents of Sigil believe that Vocar is mad. He covers a missing eye with a red cloth tied around his head, and he whispers a constant stream of strange utterances. People steer clear of the old man, and few have anything to do with him.

DC 24: Vocar truly might be mad, but the babble of words that tumble from his mouth reveal the multiverse's darkest secrets. Word is, the weathered old man was once an exarch of Vecna, and his empty eye socket and the stump of his left arm lend the claim credence. Driven insane by the secrets he kept, Vocar fled Vecna's service—or so the story goes. If the rumor is true, there is little Vocar doesn't know, but making sense of his insanity might be more trouble than it's worth.

DC 29: Vocar was last seen in the Hive living on a bench in an area called Sea Nymph Plaza, which lies between Coriander Road and Firegut Street. If the adventurers investigate this lead, run **Encounter S3: Sea Nymph Plaza** (see page 8 of *Adventure Book Two*).

DC 31: Anyone seeking Vocar should bring plenty of sugar cubes, since he is reputed to love them. Indeed, some people suggest that those who don't carry at least a few cubes in their pocket can't find Vocar at all, no matter how long or how hard they search.

FINDING AID IN SIGIL

Other than Vocar, there really isn't a lot of direct aid the adventurers can count on in the City of Doors. Sure, they can find merchants to keep them supplied and an inn or two where they can rest and recuperate. But active help against the forces of Doresain and Orcus? Not likely. The people of Sigil prefer to mind their own business and maintain a neutral position—that's just the way of things in the City of Doors. That said, if the adventurers get into a tight spot, you might decide to provide them a bit of indirect aid in the form of the dabus, the servants of the Lady of Pain. They won't fight with the PCs, but the Lady isn't above providing a clue, or a much-needed hiding place if it helps the PCs get Orcus's forces out of her city.

SIGIL ADVENTURE FLOW

If the adventurers survive the ambush of **Encounter S1: Surprise Assault**, they will want answers to the questions suggested by the attack. Whether or not they attempt a divination ritual, they soon learn that a good source of particularly obscure information in the City of Doors is Vocar the Disobedient.

Finding the man involves **Encounter S3: Sea Nymph Plaza** and **Encounter S4: Vocar's Redoubt** (pages 8 and 10 of *Adventure Book Two*). Once the adventurers complete both encounters, they can speak with Vocar the Disobedient—or at least attempt to do so. See the Talking to Vocar skill challenge on the next page. If they communicate with Vocar successfully, he explains that Elder Arantham was transferring merchandise to a syndicate of slavers and describes the location of the drop point.

Once the adventurers gain a piece of information from Vocar, they can't convince him to give up another piece of information on the same day. Besides, Vocar doesn't know everything—he just knows a lot more than most people in Sigil. In any event, Vocar moves on, using suddenly recalled spells or rituals of teleportation to move to another hidden corner of the Hive.

If the adventurers follow up on the slaver lead, they can proceed to the drop point where the slavers bring Elder Arantham's captives and Timesus. Run **Encounter S5: Slaver Drop Point** and **Encounter S6: Slaver Stockade** (pages 12 and 14 of *Adventure Book Two*). The slavers are a neogi trade clan led by a great old master named Blarux the Ancient. Foul crosses between eels and giant spiders, neogi are dark traders that travel the planes, buying and selling everything from residuum to souls in markets throughout Sigil, the Elemental Chaos, the Astral Sea, and even the Abyss.

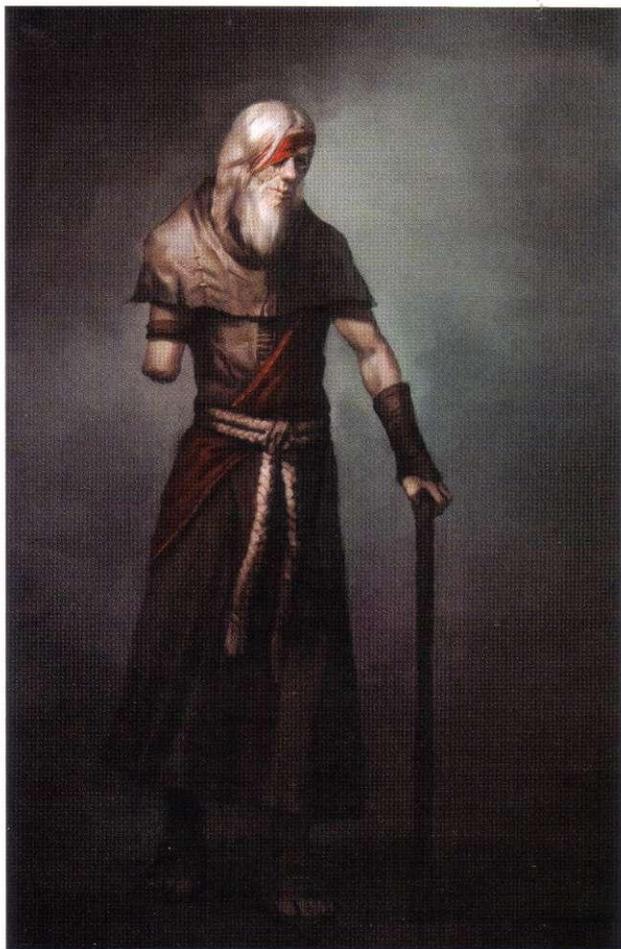
Blarux does not maintain a large trade presence in Sigil due to past run-ins with the Lady of Pain, but he takes business in the city when a deal is too good to pass up. Thus, he has agreed to collect slaves and crates (packed with chunks of Timesus) from Elder Arantham's warehouse and deliver them to the Embassy of Ghouls. (The neogi would like to keep the slaves for his own purposes, but he is being paid well enough to stick to the original deal.)

If the adventurers successfully complete the two slaver encounters, they finally learn the secret location of the Embassy of Ghouls. It's inside Passion's Rendezvous, a corrupted temple of Sehanine in The Lady's Ward.

CRATES?

Timesus is in crates? Sure. How else would you transport a primordial-in-stasis? Once the stasis spell is removed, the chunks of Timesus will merge and the primordial will quickly regenerate to its full power. Of course, before that happens, Doresain plans to send the primordial to Orcus where it can be turned into an undead creature beholden to Orcus. That's the plan, anyway.

SKILL CHALLENGE: TALKING TO VOCAR



The adventurers can attempt to learn a specific piece of information from Vocar. But because the man is mad, extracting the information requires a delicate balance of diplomacy and lies, all the while remaining cognizant of Vocar's mood and current disposition. Attacking Vocar closes off the possibility of learning anything useful or helpful from him.

Level: 24 (XP 18,150).

Complexity: 3 (8 successes before 3 failures).

Primary Skills: Arcana, Bluff, Diplomacy, Intimidate, Religion.

Bluff (DC 24, standard action): The character spins a tale that is patently untrue but that is intended to make Vocar give up his information. Examples include "Vecna orders you to help us," "The Lady of Pain will reward you if you tell us what you know," and "We can help calm your whirling thoughts."

This skill can be used to gain 2 successes in this challenge.

Diplomacy (DC 24, standard action): The character seeks Vocar's aid in the quest, using negotiations and calming words. The first success with this skill opens the use of the

Arcana skill; Vocar mumbles something about how much he once liked a certain kind of magic.

This skill can be used to gain 2 successes in this challenge.

Arcana (DC 29, standard action): This skill is available only after a success with the Diplomacy skill. With a success, the character learns that Vocar was once fond of fire magic. If a PC subsequently casts a spell with the fire keyword while in Vocar's presence, it counts as 1 success in this challenge.

Intimidate (DC 24, standard action): The character threatens to reveal Vocar's location to Vecna. As a result, Vocar moves closer to telling the adventurers what they want to know, but grudgingly (the PCs make all subsequent checks during this challenge at a -2 penalty).

This skill can be used to gain 1 success in this challenge.

Religion (DC 29, standard action): The character asks pertinent questions that identify Vocar as a former exarch of Vecna. The character's knowledge of religion reveals that in such a position, Vocar was privy to secrets great and small. The character suggests that it would be a relief for Vocar to share that heavy burden (and thereby lessening it) by confiding a few of these secrets to the adventurers.

This skill can be used to gain 1 success in this challenge.

Secondary Skill: Insight.

Insight (DC 29, minor action): The character realizes that although Vocar is definitely mad, some portion of a rational mind hides within. If the adventurers speak reasonably to that part of Vocar, he is more likely to answer in a sane fashion. A success grants a +2 bonus to subsequent Diplomacy checks during the challenge.

Special: If a character gives Vocar a sugar cube before attempting a skill check, that character receives a +2 bonus to the check.

Success: Vocar answers one question that the adventurers ask. He knows many things, including the location in Sigil where Elder Arantham's captives and the crates of Timesus are delivered. Vocar calls the location the "drop point," and from his description, the adventurers can find it (see **Encounter S5: Slaver Drop Point**, page 12 of *Adventure Book Two*).

Failure: Vocar lets slip a secret that acts like acid on the minds of rational creatures. All adventurers who hear the secret lose a healing surge, and the skill challenge must be restarted.

Sample Ramblings from Vocar: Use these to help add personality to Vocar during the conversation.

"Sometimes a dead god is just a dead god. Sometimes."

"I know your secrets ... terrible secrets ..."

"The fire in fey burns cold in the hay."

"Forty-two, forty-two, the answer is forty-two ..."

"She killed him with her soup, she did, she did."

EMBASSY OF GHOULS OVERVIEW

The Embassy of Ghouls is secreted inside the bowels of what appears to be a temple of Sehanine called Passion's Rendezvous. There, Doresain's devoted followers funnel slaves to their dread master through a portal in the vile chambers of the false temple's underbelly. See the overview map on the facing page.

Lying within the borders of The Lady's Ward, Passion's Rendezvous once was a temple dedicated to the god of the moon and autumn. However, Doresain desired a secret base in Sigil so that he could extend his reach outside the White Kingdom and have an easy means by which to transport slaves to his realm. Through intermediaries, Doresain employed a raavasta named Ilyanma to find a suitable location in the City of Doors where his supplicants could enact his will. Raavastas are known to be excellent deceivers and manipulators, and Ilyanma took it as a personal challenge to bend the temple's faithful to the will of the Ghoul King.

Posing as a priest of Sehanine who had recently arrived in Sigil, Ilyanma worked to establish himself in the temple. After some time, he staged a coup, ousted the old high priest, and installed himself in the temple's top position. Having seized the reins of power, the raavasta sent word to the White Kingdom that the temple was ready to be corrupted.

Doresain then sent one of his most devoted followers, a creature named Xamshil, to the City of Doors. Xamshil is a fleshglutton favored one (see page 18), a disciple of Doresain that underwent a transforming ritual to become linked to his master. While Ilyanma maintained his guise as the high priest and leader of the temple, Xamshil made the underchambers more to the Ghoul King's liking. The fleshglutton favored one also corrupted an existing portal to the Feywild, and it now leads to the White Kingdom instead.

Through Ilyanma's manipulations, many of Sehanine's faithful were corrupted and fell into the service of Xamshil. Some were sent to the White Kingdom as slaves, and others were transformed into fleshgluttons. Now, Doresain has dozens of followers in Sigil who can travel throughout the city inconspicuously and are bound to him by eternal hunger. Ilyanma remains in control of the temple proper, but Xamshil is the true master of the Embassy of Ghouls.

GATHERING INFORMATION

The adventurers learn that the Embassy of Ghouls is located below the temple called Passion's Rendezvous. They might wish to check their own knowledge about the temple or ask around Sigil (though Vocar is no longer available to them). Keep in mind that adventurers asking questions arouse suspicion and might provoke a random encounter (page 2 of *Adventure Book Two*). In addition, the counter-ritual (described under Ritual Lore on page 7) is still in effect.

PASSION'S RENDEZVOUS LORE

A character knows the following information about the temple of Sehanine with a successful History, Religion, or Streetwise check.

DC 17: Passion's Rendezvous is a temple to Sehanine located in The Lady's Ward. The temple is constructed from rare wood harvested in the Feywild. The interior is open to the sky, which gives it the feel of a courtyard. Services at the temple are held only at night, and though Sigil has no moon to bless the supplicants, a strange moonlike glow is said to emanate from an opening in the ceiling.

DC 26: Numerous travelers and visitors to Sigil have been seen entering the temple of late. Many of these visitors are accompanied by mercenaries called doomguards that probably were hired on as escorts.

DC 31: The temple's underchambers can be reached only through some sort of portal in one of the alcoves that contains statues of Sehanine's guises. It is said that a special prayer must be recited to activate the portal and reach the underchambers.

DC 33: Recently, a scandal occurred at the temple. The old high priest was removed from her position due to accusations of mismanagement of the temple's resources. She was so distraught that she left Sigil after her removal. A new high priest named Ilyanma was installed in her place.

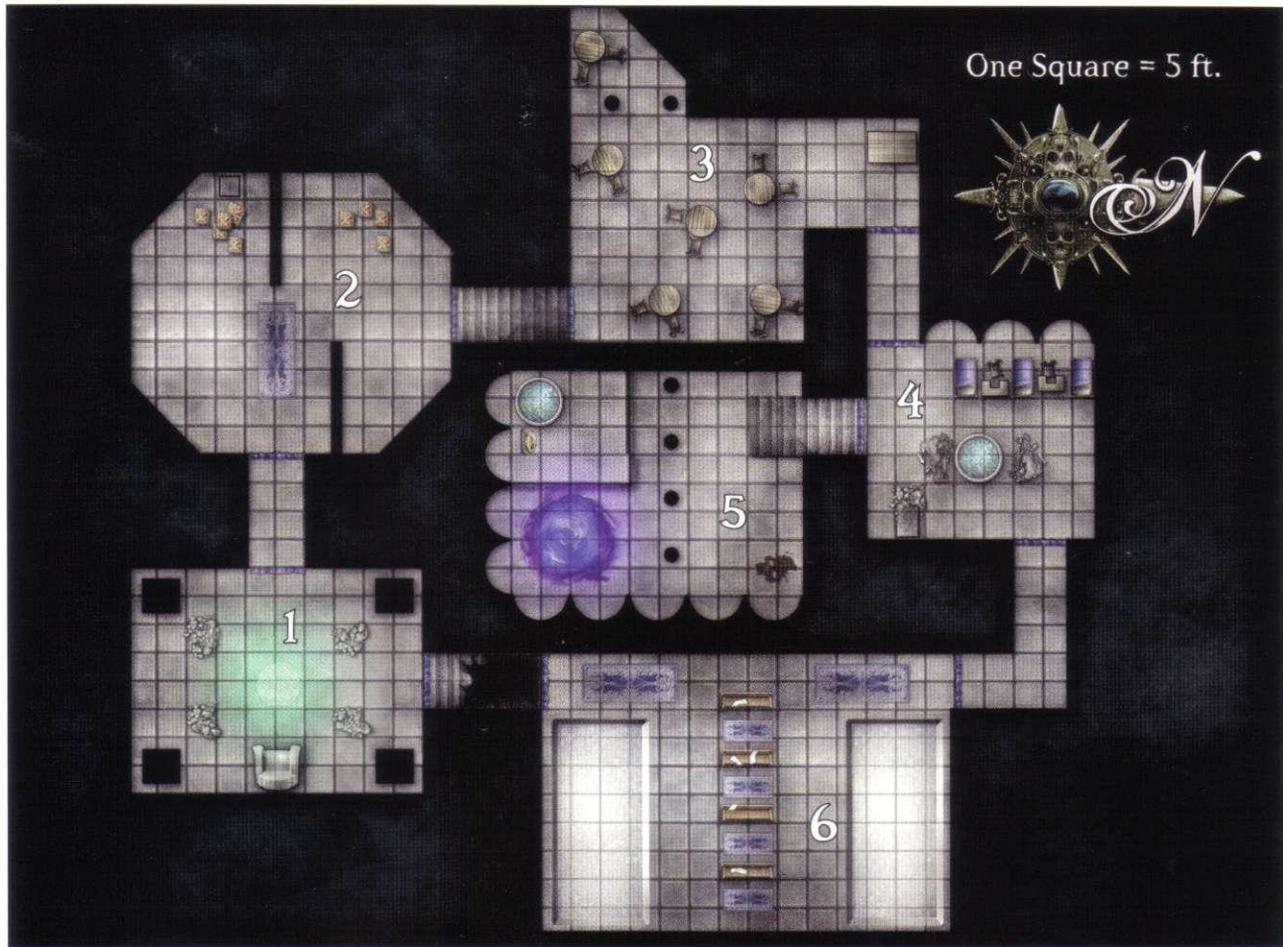
ARRIVING AT PASSION'S RENDEZVOUS

When the adventurers head to the temple, show the players "View of Passion's Rendezvous" on page 27 of this book, and read:

The choked bustle, questionable odors, and noisy din of the lesser wards of Sigil give way to the relative calm and grace of The Lady's Ward. Here, the streets are well paved, and buildings are constructed of all sorts of fantastic materials and

ENCOUNTERS IN THE EMBASSY OF GHOULS

Adventure Book Two includes encounters for every room in the Embassy of Ghouls. However, to give the adventurers and monsters enough room to move around in the chambers, you might want to use only three or four embassy encounters. If so, you can make up for the missed encounters by running a few random encounters (see page 2 of *Adventure Book Two*) as the adventurers explore Sigil. However, while the adventurers are in the embassy chambers, be sure to run **Encounter E2: Temple Portal Entrance** and **Encounter E7: Portal to the White Kingdom** (pages 18 and 28 of *Adventure Book Two*). They provide gateways to and from other places in the adventure.



strange designs. It is clear that *The Lady's Ward* is the domain of the wealthy. Apparently, it is also home to most of the city's temples, including the one known as *Passion's Rendezvous*, a temple devoted to *Sehanine* and the supposed hiding place of the Embassy of Ghouls.

Unlike many of the structures nearby, *Passion's Rendezvous* is built of wood—in fact, it seems more like a gigantic, intricately carved tree base than an actual building. Four spires rise up from the corners of the temple, and the exterior walls are bowed outward to give it a rounded appearance. Windows sit high above the ground floor, and an impressive set of double doors provides entrance from this side of the street.

ENTERING THE TEMPLE

During the day, the double doors leading into the temple are sealed by an Arcane Lock ritual (DC 33 Strength check or DC 31 Thievery check to open them). If the Arcane Lock is defeated, Xamshil instantly knows that someone has broken into the temple, and he prepares for battle. Iyanma and his retinue are not present during the day, but you can run a random encounter (see page 2 of *Adventure Book Two*) inside the temple.

If the adventurers approach the temple at night, they see a strange, moonlike luminescence coming from inside, well off the ground floor. Through the open double doors, the adventurers hear the sounds of Elven and Common

prayers to *Sehanine*. Run **Encounter E1: Passion's Rendezvous** (on page 16 of *Adventure Book Two*).

FEATURES OF THE EMBASSY OF GHOULS

The temple's underchambers have a few common features. Unless otherwise specified in an encounter, the following features are prevalent in every room in the Embassy of Ghouls.

Construction: The underchambers were constructed by *Sehanine's* faithful and have only recently been occupied by the agents of the Ghouls King. The underchambers are constructed of worked stone, with ceilings 30 feet above the floor.

Curtains: The underchambers have no doors. Instead, the followers of *Sehanine* thought it more aesthetically pleasing to separate the chambers with curtains. Each set of deep blue velvet curtains is positioned on brass hangers and completely blocks the view of the passageway beyond. They can be parted or moved through with a free action. However, to reinforce privacy, they are enchanted to absorb sound; treat each curtain as a stone wall for the purpose of what can be heard beyond it.

WHITE KINGDOM OVERVIEW

The White Kingdom lies in the Abyssal layer of Thanatos, deep in the Elemental Chaos. Doesain the Ghoul King, exarch of Orcus, presides over the necromantically infused land and its flesh-eating undead. Once thought to encompass only the City of the Hungry Dead, the White Kingdom has slowly grown larger as Orcus and Doesain extend their influence and power throughout the multiverse.

Unlike some other areas of the Abyss, the White Kingdom and Thanatos in general are relatively stable, and gravity is normal. However, the constant pull of the Abyss and the crushing weight of necromantic energy are harbingers of the domain's inhospitable nature. Though most of Thanatos lies under a black sky clogged with gray clouds, the sky above the White Kingdom is clear, lit by a bright full moon that never waxes or wanes. When putrid Abyssal winds whip across the land, clouds of bone dust stir into massive dust storms. No plants grow in this terrible place; the only remnants of life are the marrow-drained bones that litter the plain, some of which are used to construct buildings in the City of the Hungry Dead.

In fact, living creatures rarely survive long after entering the White Kingdom. The land and its denizens have a relentless hunger for living flesh. Countless packs of ghouls and other flesh-eating undead roam the barren plains, mountains, and hills, looking for any morsel of sustenance. Ghoul gatherers and stalkers (see page 22) patrol the skies, swooping down to reach places that their land-bound comrades cannot easily access.

After the adventurers step through the portal in the Embassy of Ghouls, run **Encounter W1: Through the White Kingdom** (on page 30 of *Adventure Book Two*).

FEATURES OF THE WHITE KINGDOM

Despite its desolate nature, the White Kingdom has a few notable terrain features that the adventurers might explore. See the overview map on the facing page.

THE PLAINS OF HUNGER

The Plains of Hunger, flatlands teeming with undead, are the largest expanse of open ground in Thanatos. The portion of the Plains of Hunger that falls within Doesain's domain is a stretch of bare land that lies naked under white moonlight. The harsh, rocky surface is coated with bone dust, almost giving it the appearance of tundra that stretches in all directions to the hazy borders of the White Kingdom. Ghoul packs wander the plains in search of prey that inadvertently found its way to the domain through

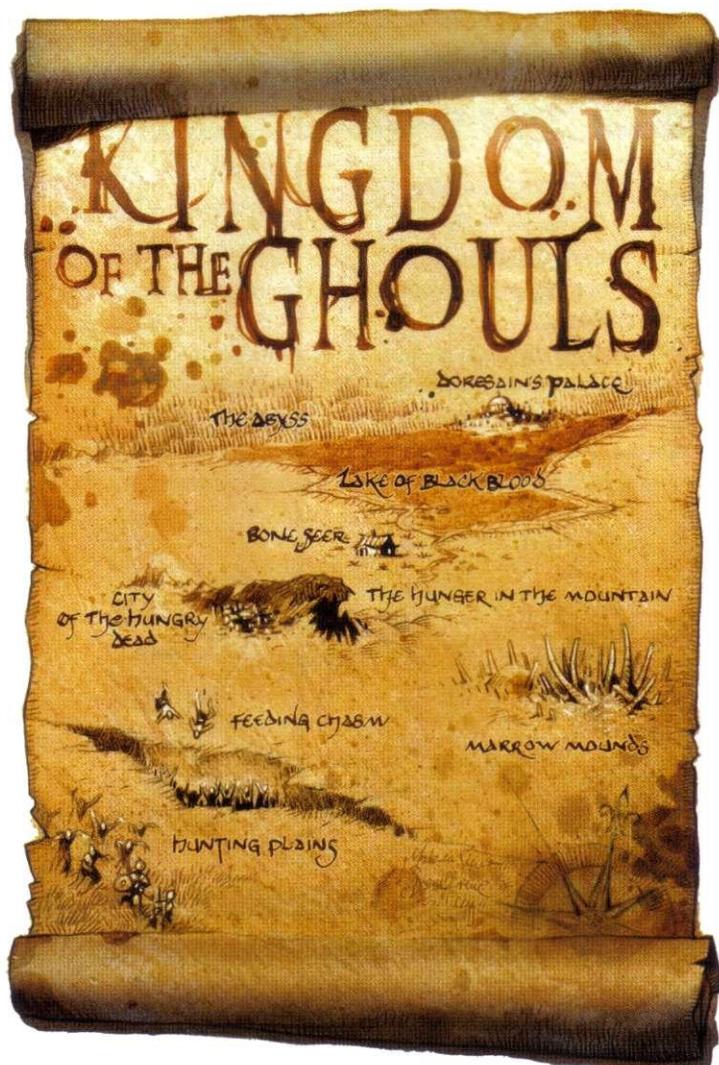
a portal or that was abducted by external agencies. For this reason, the area is also known as the Hunting Plains. Traveling through the Plains of Hunger is particularly dangerous, since it is easy to spot visitors from a distance and the skies are usually dominated by flying terrors.

FEEDING CHASM

In the northern Plains of Hunger, a long, shallow rift cuts a scar across the lifeless surface. Thousands of ghouls wander the depths of the chasm, their eyes trained skyward in hopes of receiving a morsel of living flesh. Many of the White Kingdom's portals open in the sky above the chasm, and unsuspecting visitors plummet directly into the clutches of the hungry dead.

MARROW MOUNDS

To the east of the Plains of Hunger is a group of small hills littered with the well-gnawed remains of massive beasts. These Marrow Mounds cast a forestlike silhouette in the night sky, with bones of creatures the size of buildings forming an eerie, jagged maze. Most of the White Kingdom's denizens stay away from this area, since the demons and undead that prowl these hills are ancient and powerful beyond the measures of all except the Ghoul King.



CITY OF THE HUNGRY DEAD

The City of the Hungry Dead was the first portion of Thanatos ceded to Doresain when he became an exarch of Orcus. Rising from the Plains of Hunger to crawl up the southern face of the Mountain of Mouths, the city is built completely of bone. Bone dust chokes the streets and coats the floors of every structure. The undead that dwell here attempt to simulate a civilized existence, though their feral nature and eternal hunger means that the veneer falls whenever they find living food within the confines of the city. Doresain's old palace, now the residence of his death knight lieutenant Kor-Karnaar, sits near the summit of the mountain. The palace complex consists of several buildings connected by bone bridges and ramps.

MOUNTAIN OF MOUTHS

In the center of Doresain's domain is a lone, barren mountain visible from any point in the White Kingdom. Called the Mountain of Mouths, it might predate the rest of Thanatos. The mountain both contains and is part of a vast undead entity known as Gorgimrith (see page 20) or, simply, the Hunger in the Mountain. Cave entrances that resemble tooth-filled maws dot the mountain's exterior. All lead inside the rotted body of Gorgimrith.

LAKE OF BLACK BLOOD

Beyond the northern foothills of the Mountain of Mouths lies the noxious Lake of Black Blood. Pouring from seeping lesions in Gorgimrith's body, the lake spills over the edge of the White Kingdom into the roiling Abyss. Creatures sustained by the necromantic energy of Gorgimrith's blood swim in the vile lake. In the skies above lurk predators waiting to make a meal out of anything that bubbles to the viscous, caustic surface.

MOVING AROUND THE WHITE KINGDOM

Because the White Kingdom is relatively stable and has normal gravity, this adventure uses standard directions (such as north and east) to describe locations. These directions are provided for your convenience, but they do not necessarily correspond to anything outside the White Kingdom, since the domain swirls around the central vortex of the Abyss.

DORESAIN'S PALACE

The Ghoul King's palace rests atop an outcropping above the Black Blood Falls—the place where the lake pours down into the eternal nothingness of the Abyss. Doresain's outer palace (see page 14) looks like a fortified mausoleum, while the inner fane (see page 16) is a well-defended pocket dimension.

THE ABYSS

The White Kingdom partly edges over the swirling vortex from which the Abyss takes its name. Little that falls into the black, roiling void is ever seen again. Wormholes riddle the White Kingdom, each of which leads directly into the void.

WHITE KINGDOM LORE

A character knows the following information about the White Kingdom with a successful check.

Arcana or Religion DC 17: The White Kingdom is the home of Doresain, the Ghoul King. It exists within Thanatos, the layer of the Abyss ruled by Orcus. A place of eternal night, the White Kingdom is also called the Kingdom of the Ghouls, and it is home to countless flesh-eating undead and other Abyssal horrors. Living things do not survive long within the White Kingdom.

Arcana DC 26: The White Kingdom has one major settlement, the City of the Hungry Dead. Populated by thousands of undead, the city sits on the southern face of a peak called the Mountain of Mouths. To the north of the city is the Lake of Black Blood, which borders the vortex of the Abyss. Doresain's palace sits at the point where the lake spills over into the endless void.

Arcana DC 31: Doresain rules the White Kingdom from within the inner fane of his palace, which is in a pocket dimension accessible only by specific, secret means. His lieutenant Kor-Karnaar, a dragonborn death knight, enforces the Ghoul King's will in the City of the Hungry Dead.

Arcana DC 33: The character knows all the information given under Features of the White Kingdom.

OUTER PALACE OVERVIEW

Doresain's palace resembles a great fortified mausoleum of bone, resting high on a bald outcropping of rock 200 feet above the Black Blood Falls.

The palace is divided into two areas—the outer palace (which is found in the White Kingdom) and Doresain's true lair, the inner fane (which lies in a pocket dimension beyond the Bridge of Bones). Doresain rarely leaves the confines of the inner fane, so much of the outer palace is administered by his seneschal, a phane called the Master of the Bridge. In most cases, only Doresain or those who possess a *White Kingdom boneclaw* (see page 24) can cross the bridge and enter the inner fane.

OUTER PALACE KEY

The overview map on the facing page shows several notable features of the outer palace. *Adventure Book Two* includes detailed encounters for Locations 1, 2, 3, and 4. Feel free to place random encounters (page 2 of *Adventure Book Two*) in other locations as well.

Perimeter Wall: A defensive wall runs along the three sides of the palace that face the White Kingdom, its back open to the great void. A walkway extends along the length of the wall, and ladders set up at various points allow easy access to and from the ground. To someone standing outside the wall, only the tops of the palace's towering bone obelisks are visible.

Palace Grounds: Covered in bone dust, the palace grounds are naked rock strewn with bones that only recently have been shorn of flesh. Four separate buildings are typically inhabited by Doresain's most worthy servants. However, because so few are considered worthy by the Ghoul King, the structures remain eerily vacant most of the time.

1. BOAT DOCK

At the base of the outcropping, the Lake of Black Blood plunges into the Abyss's central cavity. A boat dock connects to a switchback staircase that climbs up to an entrance in the outcropping.

See **Encounter P1: Black Blood Falls** on page 46 of *Adventure Book Two*.

2. CHAMBER OF SUBMISSION

Doresain demonstrates his power to outsiders here. This chamber contains several traps and the Ghoul King's favorite pet, a massive undead dragon called a siegeworm.

See **Encounter P2: Chamber of Submission** on page 48 of *Adventure Book Two*.

3. CRYPT OF THE CONQUERED

One of Doresain's greatest pleasures is his corruption of those who serve the Raven Queen. This chamber is filled

with the desecrated remains of sorrowsworn that have been stolen from the Shadowfell.

See **Encounter P3: Crypt of the Conquered** on page 50 of *Adventure Book Two*.

4. BRIDGE OF BONES

From the rocky ledge abutting the void of the Abyss, a bridge of bones projects out over the impenetrable nothingness. The bridge is constructed of humanoid bones lashed together with sinew; it looks like the back of a giant serpent. When properly controlled, the bridge opens a portal to the inner fane. Doresain has other ways of accessing his lair, but the bridge is the only method of egress available to the adventurers.

See **Encounter P4: Bridge of Bones** on page 52 of *Adventure Book Two*.

5. BLACK URN CHAMBER

A black urn sits at the far end of this simple building. Nothing is inscribed on the urn, and it contains only ash.

6. PRISON

Rarely, Doresain spares a victim from being devoured right away and imprisons him or her instead. Such captives are held in this chamber for questioning or until they no longer serve the Ghoul King's purposes, at which point they become another meal for the hungry dead.

7. KOR-KARNAAR'S CHAMBER

This building is the resting place of the dragonborn death knight, constructed after Doresain negotiated the terms of Kor-Karnaar's service. The death knight uses it as a meditation chamber when he visits the palace; it serves as an enticement to his final peace.

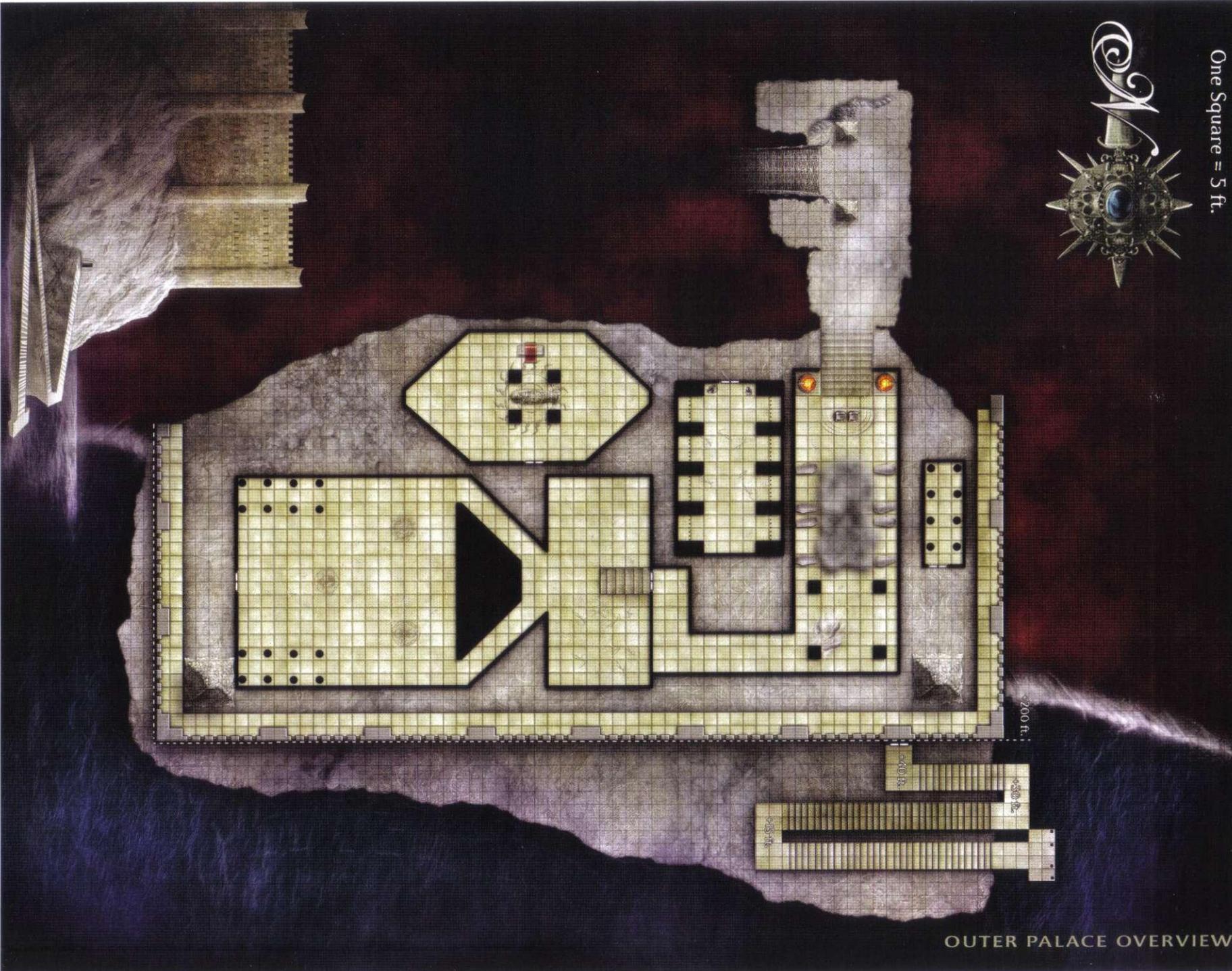
OUTER PALACE LORE

A character knows the following information about the outer palace with a successful Arcana check.

DC 26: Doresain's palace has two distinct areas—the outer palace and the inner fane. The outer palace sits atop a rock outcropping high above the Lake of Black Blood, where the White Kingdom borders the Abyss. Although the palace has fortifications, few creatures dwell within its walls. Most of Doresain's retinue resides with him in the inner fane, which can be accessed only by a bone bridge that extends out over the Abyss.

DC 31: The seneschal of the outer palace is a creature called the Master of the Bridge, which apparently can manipulate time in some manner. Furthermore, a beast known as the black blood hydra protects the outer palace at lake level. It lurks at the base of the outcropping, near the Black Blood Falls. Legend says that the last creature to fight the hydra, a sorrowsworn warrior of legendary skill, left his magic blade buried in the monster, where it remains lodged even to the present day.

One Square = 5 ft.



OUTER PALACE OVERVIEW

INNER FANE OVERVIEW

The inner fane of Doresain's palace is accessible by using the bridge described in **Encounter P4: Bridge of Bones** (see page 52 of *Adventure Book Two*). It passes through a discontinuity and empties into a pocket dimension where Doresain and his Court of Teeth reside. The Ghoul King has other means of accessing the inner fane, but adventurers unfamiliar with those methods must depend upon the bridge for safe passage.

FEATURES OF THE INNER FANE

The entire inner fane appears to have been carved from the solid bone of an unimaginably large creature. Unless otherwise specified in an encounter, the following features are prevalent in every chamber of the inner fane.

Doors: Doors in the fane are carved of solid bone and usually contain a relief sculpture of a horrific ghoul feast. All doors are partly animate, and they open only for ghouls or allies of Doresain.

Walls, Floors, and Ceilings: The bone from which the fane is carved is hard as steel. Much of the interior surface hosts gruesome relief sculptures that depict scenes of gluttony involving ghouls and screaming food. Most surfaces are colored white, off-white, or yellow, though a few are jet black. (A DC 26 Dungeoneering check discerns bands here and there indicating that the structure might be sedimentary rather than one large bone.)

Teleportation: Teleportation into and out of the inner fane is prohibited (as if by a permanent Forbiddance ritual performed at 30th level), with three exceptions. Designated visitors can enter the fane through the portal on the bone bridge; ghoul gatherers (see page 22) can use *far claws* to teleport; and anyone can pass through portals created by *Audaviator*, Doresain's magic staff (see page 25).

DORESAIN IN THE INNER FANE

Throughout this adventure (and possibly in previous adventures), the PCs have encountered agents and subjects of the Ghoul King. However, when the characters reach the inner fane, they finally have an opportunity to face the most powerful exarch of Orcus directly.

Doresain is the mastermind behind the plan to free the primordial Timesus, an ancient entity of apocalypse. He provided the cultist Elder Arantham with the knowledge required to breach Death's Reach, a graveyard of dead monstrosities and banned weapons from the Dawn War between the gods and the primordials. Elder Arantham stole the mountain-sized meteoric Timesus from Death's Reach, smuggling the primordial-in-stasis to Sigil in man-

ageable chunks. Through the Embassy of Ghouls, the pieces of Timesus were transferred to the White Kingdom and then into Doresain's palace.

The adventurers follow the trail of Timesus right to the Ghoul King's door. Unfortunately for them, Doresain has already sent the primordial on to Orcus using two *chaos ships* that sailed over the Black Blood Falls and down into the Abyss. But the adventurers can still strike a blow against the Demon Lord of Undeath by depriving him of his most favored exarch: Doresain. In doing so, they can achieve the means and knowledge (and perhaps even the personal power) to face down Orcus.

REMAINING TOO LONG IN ONE PLACE

Once the adventurers clear the inner fane of most threats, they might be tempted to take an extended rest there. If the adventurers do so prior to slaying Doresain, for every hour they remain in the fane, roll 1d20 + 2. If the result is 20 or higher, the adventurers have an encounter. Use the statistics for the various ghouls in **Encounter F1: Hunger Immersion** (see page 54 of *Adventure Book Two*) when putting such an encounter together.

INNER FANE KEY

The overview map on the facing page shows several notable features of the inner fane. *Adventure Book Two* includes detailed encounters for Locations 3, 5, and 7, and for the Court of Teeth, which is not part of the overview map but has its own map on page 61 of *Adventure Book Two*. Feel free to place random encounters (see page 2 of *Adventure Book Two*) in other locations as well.

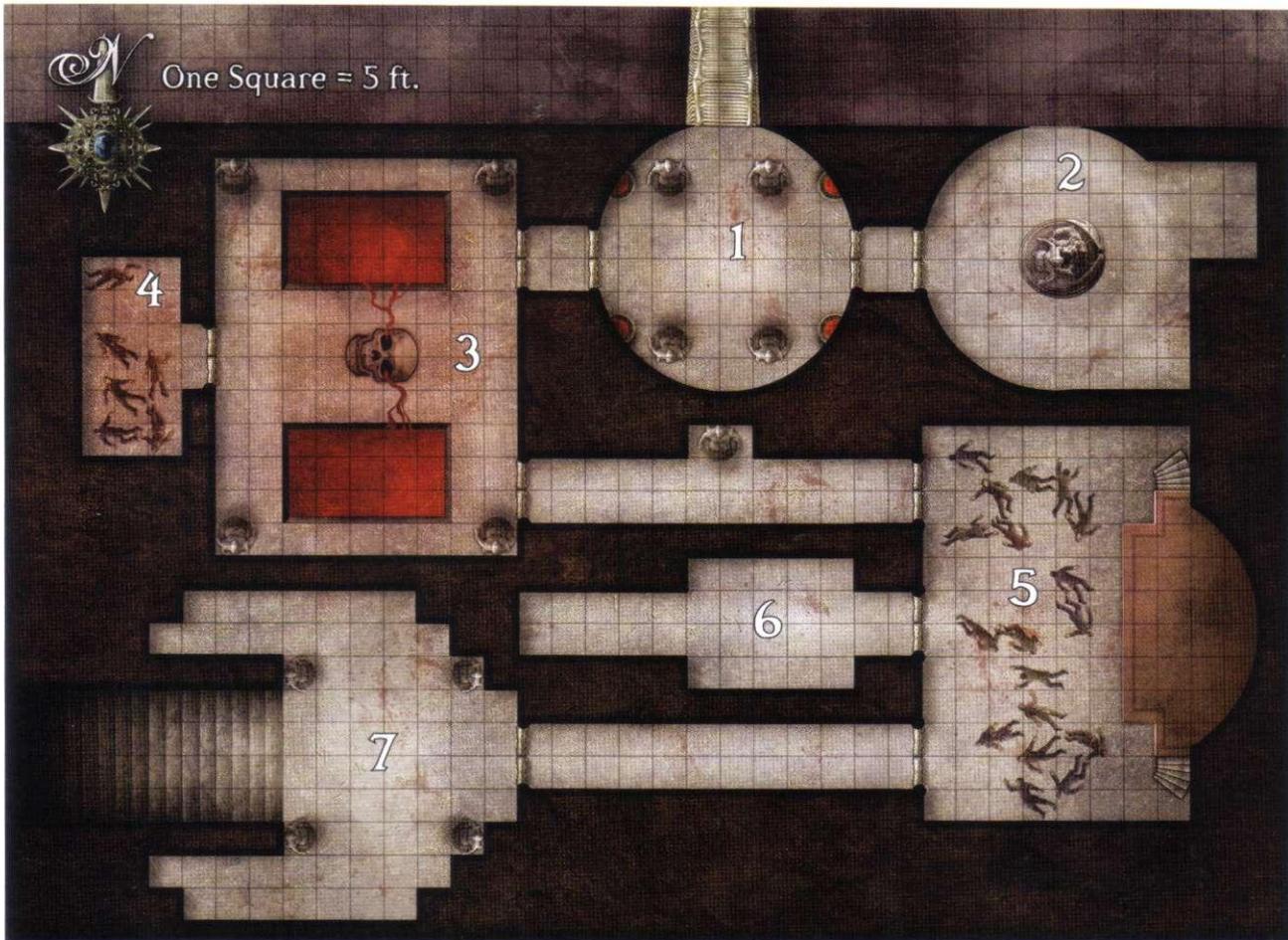
1. FANE ENTRANCE

The bone bridge ends in a circular white chamber with a ceiling 30 feet above. The room is empty except for four stone statues of Doresain. The lips of each statue are stained brown with layers of dried blood.

Four small hand basins spaced equally around the room are filled daily with fresh blood. A few torn pieces of flesh still float in the basins. Creatures that revere Doresain dip a hand in a basin and rub the mouth of one of the statues to obtain the Ghoul King's blessing. Those that partake in this ritual are seen by Doresain if he is present in the inner fane.

2. FINE ART

The central statue in this chamber depicts Orcus and Doresain together, setting out to conquer existence. The walls are strewn with fantastic visages of horror painted in a remarkably realistic style. The main themes center around Orcus, with Doresain at his side, striding into the



natural world and claiming it as his own. Humanoids fall dead before the pair and become their blissful subjects in undeath.

3. HUNGER IMMERSION

A large relief sculpture of a skull's face is carved in the center of the floor of this chamber. Blood flows from its eye sockets, filling two shallow basins. Numerous ghouls inhabit the chamber.

See **Encounter F1: Hunger Immersion** on page 54 of *Adventure Book Two*.

4. GHOUL CONTAGIOUS

Hot as a desert, this chamber is moist with a churning red mist of blood. A low-power (10th-level) ritual keeps the room constantly warm and steamy. The bodies of decaying humanoids are scattered about the chamber's periphery.

Any living creature that enters this chamber and does not make a point of holding its breath breathes in the blood droplets and automatically catches a disease called ghoulish rot. Treat it as the disease slimy doom (see page 50 of the *Dungeon Master's Guide*), but increase all DCs by 3; also, instead of turning into infectious slime when the disease runs its course, the victim becomes an abyssal ghoul.

5. THEATER OF THE FLESHLESS

Doresain and some of his more powerful servitors and ghoul nobles enjoy the theater as much as the sophisticates they imagine themselves to be. On the stage in this chamber, a demilich and five abyssal ghoul myrmidons costumed in the skins of humans perform for an audience of corpses.

See **Encounter F2: Theater of the Fleshless** on page 56 of *Adventure Book Two*.

6. PROPS

The costumes used by the theater players are authentic humanoid skins, which hang along both walls of this long chamber. Many of the skins hanging here wear interesting costumes of their own.

Treasure: A search of the skins reveals that one still carries a level 26 magic item. Choose an item appropriate to the party of adventurers, or allow the players to select an appropriate item for their group of characters.

7. HONOR GUARD

Creatures other than ghouls that show Doresain sufficient reverence are selected to serve as his honor guard. In this large chamber, they defend the grand staircase that leads down to the Court of Teeth.

See **Encounter F3: Honor Guard** on page 58 of *Adventure Book Two*.

NEW MONSTERS

FLESHGLUTTON

The dread ghoul king Doresain desired creatures that could enact his will outside the confines of his domain in the White Kingdom, and thus he gave his most faithful servants knowledge of a terrible ritual that transforms the devoted undead into a special kind of creature. Those who undergo the ritual regain a spark of their living essence, so they become creatures known as fleshgluttons—living cannibals that can walk among the civilized races and pass for more or less normal people.

Each fleshglutton appears similar to the form it had in life, except that it has pale skin, sharp teeth, and a gaunt physique. The creature also shares the Ghoul King's endless hunger for the flesh of living creatures.

Fleshglutton Supplicant		Level 23 Minion
Medium natural humanoid		XP 1,275
Initiative +21	Senses Perception +18; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 37; Fortitude 35, Reflex 36, Will 35		
Speed 6		
⊕ Bite (standard; at-will)		
+28 vs. AC; 12 damage, and the fleshglutton supplicant shifts 3 squares.		
↓ Death Lunge (when reduced to 0 hit points)		
The fleshglutton supplicant makes a bite attack.		
Alignment Chaotic evil	Languages Common	
Str 24 (+18)	Dex 27 (+19)	Wis 24 (+18)
Con 20 (+16)	Int 11 (+11)	Cha 10 (+11)

FLESHGLUTTON SUPPLICANT TACTICS

Fleshglutton supplicants move about the edges of the battlefield, pairing up to gain combat advantage.

Fleshglutton Bileguard		Level 24 Soldier
Medium natural humanoid		XP 6,050
Initiative +21	Senses Perception +24; low-light vision	
HP 224; Bloodied 112		
AC 40; Fortitude 37, Reflex 35, Will 35		
Speed 6		
⊕ Glaive (standard; at-will) ◆ Weapon		
Reach 2; +31 vs. AC; 6d4 + 5 damage, and the target is marked until the end of the fleshglutton bileguard's next turn.		
↓ Bite (standard; at-will) ◆ Poison		
+31 vs. AC; 2d8 + 5 plus 2d6 poison damage.		
↓ Strike and Lunge (standard; recharge ☒ ☐) ◆ Weapon		
The fleshglutton bileguard makes a glaive attack, shifts 1 square, and makes a bite attack.		
Bilious Blade ◆ Poison		
The fleshglutton bileguard deals an extra 2d6 poison damage on opportunity attacks.		
Alignment Chaotic evil	Languages Common	
Skills Athletics +26		
Str 28 (+21)	Dex 25 (+19)	Wis 25 (+19)
Con 24 (+19)	Int 11 (+12)	Cha 12 (+13)
Equipment glaive		

FLESHGLUTTON BILEGUARD TACTICS

Bileguards use the reach of their weapons to good effect, keeping enemies at a distance when tactically beneficial, and using *strike and lunge* when they need to close quickly or secure an area. They frequently lick their glaives, coating the blades with poison bile. If given the opportunity, a group of bileguards concentrates its attacks on weaker targets (such as leaders or strikers) that are within reach.

Fleshglutton Corpse Eater		Level 24 Brute
Medium natural humanoid		XP 6,050
Initiative +19	Senses Perception +19; low-light vision	
HP 273; Bloodied 136		
AC 36; Fortitude 37, Reflex 34, Will 34		
Speed 6		
⊕ Bite (standard; at-will)		
+27 vs. AC; 3d10 + 8 damage, and the target is grabbed; see also <i>frenzied feast</i> .		
↓ Frenzied Feast (minor 1/round; at-will) ◆ Necrotic		
Targets a creature grabbed by the fleshglutton corpse eater; +25 vs. Fortitude; the target takes 15 ongoing necrotic damage (save ends). <i>Aftereffect</i> : The target is weakened (save ends).		
↓ Devouring Lunge (standard; usable only while bloodied; encounter)		
◆ Healing		
The fleshglutton corpse eater makes a bite attack against a humanoid living target that has 0 hit points or fewer. On a hit, the fleshglutton corpse eater regains 68 hit points.		
Kill the Weak ◆ Necrotic		
The fleshglutton corpse eater deals an extra 2d10 necrotic damage against weakened targets.		
Alignment Chaotic evil	Languages Common	
Skills Athletics +27		
Str 30 (+22)	Dex 24 (+19)	Wis 25 (+19)
Con 23 (+18)	Int 11 (+12)	Cha 10 (+12)

FLESHGLUTTON CORPSE EATER TACTICS

Corpse eaters, terrifying in their feral visage but even more so in their battlefield ferocity, often strike at targets that have been wounded already. Once they engage an enemy, corpse eaters use *frenzied feast* to weaken the victim and use *kill the weak* to drop the target quickly. While bloodied, corpse eaters use *devouring lunge* to feed on dying enemies and regain hit points. Unless a weaker enemy presents itself, corpse eaters usually concentrate their attacks on one target for the duration of a battle.


Fleshglutton Favored One **Level 25 Controller (Leader)**

 Medium natural humanoid XP 7,000
Initiative +17 **Senses** Perception +21; low-light vision

HP 232; **Bloodied** 116

AC 39; **Fortitude** 37, **Reflex** 37, **Will** 39

Speed 6

 ⚔ **Bite** (standard; at-will)

+30 vs. AC; 3d8 + 6 damage.

 ⚡ **Evasive Lunge** (standard; recharge [1]) ⬠ **Teleportation**

The fleshglutton favored one makes a bite attack and teleports up to 10 squares.

 ✈ **Mind Teeth** (standard; at-will) ⬠ **Psychic**

Ranged 10; +29 vs. Will; 2d10 + 9 psychic damage, and one ally of the fleshglutton favored one that is adjacent to the target makes an opportunity attack against the target.

 ⚡ **Ghoul King's Gift** (standard; encounter) ⬠ **Necrotic**

Close burst 3; targets enemies; +27 vs. Fortitude; the target is weakened (save ends). In addition, allies within the burst gain a +4 bonus to bite attacks until the end of the fleshglutton favored one's next turn.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Arcana +24, Insight +26, Religion +24

Str 22 (+18) **Dex** 20 (+17) **Wis** 28 (+21)

Con 24 (+19) **Int** 25 (+19) **Cha** 24 (+19)

FLESHGLUTTON FAVORED ONE TACTICS

Favored ones, the undisputed masters of the fleshgluttons, stay out of melee range on the battlefield but usually remain close enough to the main action to assist their

allies. They use *mind teeth* until they have a good opportunity to unleash *Ghoul King's gift*. Fleshglutton favored ones use *evasive lunge* when a defender or melee striker moves a little too close for comfort. They often are found with bileguards and corpse eaters because they were created to lead such creatures, and their powers complement those of other fleshglutton types.

FLESHGLUTTON LORE

A character knows the following information about fleshgluttons with a successful Nature or Religion check.

DC 24: Fleshgluttons are humanoid servants of Doresain that were transformed in a ritual to make them more pleasing to the Ghoul King. They are living, breathing creatures that take on several traits of ghouls: pale skin, gaunt physiques, sharp teeth, and an insatiable hunger for the flesh of other living beings.

DC 29: Although Doresain could have turned his most devoted into ghouls, he instead chose to let them remain a semblance of life. Some say it is a cruel trick he plays on his most favored, allowing them to experience the eternal pangs of hunger without enjoying all the benefits of being undead (though they do gain formidable powers). Other sages posit that Doresain has need of living humanoids that can walk among the folk of varied places in the multiverse without arousing suspicion.

GORGIMRITH, THE HUNGER IN THE MOUNTAIN

Gorgimrith is a massive, many-mouthed undead entity that is part of the Mountain of Mouths in the White Kingdom. In fact, Gorgimrith, also known as the Hunger in the Mountain, might be the actual foundation upon which the peak formed. Some theorize that Gorgimrith is a fragment of a primordial entity of hunger, but lore on this topic is extremely scarce. It is also possible that Gorgimrith is so immense that it exists on more than one layer in the Abyss.

GORGIMRITH LORE

A character knows the following information about Gorgimrith with a successful Arcana or Religion check.

DC 29: Gorgimrith, a massive undead entity, is also known as the Hunger in the Mountain. It is said to be part of the Mountain of Mouths in the White Kingdom, and the mountain is littered with maws that lead into Gorgimrith's interior. Blood drains from the entity's veins to form the Lake of Black Blood. Gorgimrith's progeny are called black bloodspawn, and they are the entity's primary means of devouring food.

DC 31: Gorgimrith might be a fragment of a primordial entity of hunger. A few sages suspect that Gorgimrith also exists beyond the White Kingdom and possibly can be found on other layers of the Abyss—and on other planes, as well. In fact, some claim that it is possible, albeit incredibly dangerous, to travel through Gorgimrith to reach locations in different layers of the Abyss or on other planes.

BLACK BLOODSPAWN

Dwelling primarily in the White Kingdom near the Lake of Black Blood, black bloodspawn are the progeny of Gorgimrith, the Hunger in the Mountain. Whenever the massive entity desires, it can slough off bits of its rotted organ walls to create black bloodspawn. It does so for two purposes: to destroy creatures that enter its body, and to scour the White Kingdom (and beyond) for food. Since the black bloodspawn are part of Gorgimrith, their meals feed its eternal appetite.

USING GORGIMRITH IN YOUR GAME

This section does not include statistics for Gorgimrith because the entity is too vast to be killed by normal means (though see **Encounter W5: The Hunger in the Mountain**, page 38 of *Adventure Book Two*, for statistics for one of its mouths). Regardless, you can find many uses for Gorgimrith in your game; it could serve as a plot device, a terrain feature, or even a portal to another place. The adventurers could also undertake a quest to learn more about the entity and attempt to remove it from existence.

Two varieties of black bloodspawn appear as sluglike creatures with skin that blends gray and red, like rotted meat. Vile ebony blood constantly seeps from their skin. Black bloodspawn possess no eyes or other facial features except for mouths that are filled with sharp, rotted teeth and black tongues with three tendrils.

A black bloodspawn devourer, which is usually found inside Gorgimrith, has a mouth at each end of its body and moves by slithering along the ground. A black bloodspawn hunter, which roams the White Kingdom and beyond on hundreds of tendrils, has a mouth at one end and a whip-like stinger at the other.

Black bloodspawn are almost always found in groups, and they attack with a pack mentality. Even though the creatures are not very intelligent, they are part of a single entity and have a hive mind that allows them to work together in a very effective fashion.

Black Bloodspawn Devourer		Level 25 Brute
Medium elemental beast (blind, undead)		XP 7,000
Initiative +19	Senses Perception +19; blindsight 10	
HP 282; Bloodied 141		
AC 37; Fortitude 38, Reflex 36, Will 36		
Immune disease, poison; Resist 15 necrotic		
Speed 6		
⚔ Bite (standard; at-will) ♦ Necrotic		
+28 vs. AC; 3d10 + 10 necrotic damage.		
⚔ Devourer's Tongue (standard; recharge ⚡; ⚡; ⚡) ♦ Necrotic		
Reach 3; the devourer makes three attacks against the same target; +26 vs. Reflex; 1d10 + 5 necrotic damage. If one attack hits, the target is knocked prone. If two attacks hit, the target is knocked prone and dazed until the end of the black bloodspawn's next turn. If all three attacks hit, the target is knocked prone, stunned until the end of the black bloodspawn's next turn, and loses a healing surge.		
Hive Mind		
The black bloodspawn gains combat advantage against any target that is adjacent to two or more black bloodspawn.		
Caustic Blood (immediate reaction, when hit by a melee attack; at-will) ♦ Necrotic		
The black bloodspawn devourer deals 10 necrotic damage to the attacker.		
Alignment Chaotic evil	Languages —	
Str 28 (+21)	Dex 25 (+19)	Wis 25 (+19)
Con 22 (+18)	Int 6 (+10)	Cha 15 (+14)

BLACK BLOODSPAWN DEVOURER TACTICS

Black bloodspawn devourers group their attacks against one or two targets. One creature uses *devourer's tongue* to knock a target prone, then the others make bite attacks with combat advantage. They attack one target until it is dead, then move on to another target. They wait to devour a victim until all possible targets in the area have been dealt with.

Black Bloodspawn Hunter **Level 25 Skirmisher**

Medium elemental beast (blind, undead) XP 7,000

Initiative +23 Senses Perception +20; blindsight 10

HP 229; Bloodied 114

AC 39; Fortitude 37, Reflex 39, Will 38

Immune disease, poison; Resist 15 necrotic

Speed 8, swim 8

⚔ **Bite** (standard; at-will) ♦ **Necrotic**

+30 vs. AC; 3d6 + 10 necrotic damage, and the black bloodspawn shifts 1 square.

⚔ **Black Blood Sting** (standard; encounter) ♦ **Necrotic, Poison**

Reach 2; +28 vs. Reflex; 2d8 + 5 necrotic damage, and ongoing 15 poison damage (save ends). The target cannot spend healing surges until it ends the ongoing damage. Miss: The black bloodspawn hunter shifts 3 squares.

⚔ **Hunter's Tongue** (standard; recharge ⚡⚡⚡) ♦ **Necrotic**

Reach 3; the hunter makes three attacks against the same target; +28 vs. Reflex; 1d6 + 5 necrotic damage. If one attack hits, the target is knocked prone. If two attacks hit, the target is knocked prone and immobilized (save ends). If all three attacks hit, the target is knocked prone, immobilized, weakened (save ends both), and loses a healing surge.

Hive Mind

The black bloodspawn gains combat advantage against any target that is adjacent to two or more black bloodspawn.

Combat Advantage

The black bloodspawn deals an extra 2d6 damage against any target it has combat advantage against.

Caustic Blood (immediate reaction, when hit by a melee attack; at-will) ♦ **Necrotic**

The black bloodspawn hunter deals 10 necrotic damage to the attacker.

Alignment Chaotic evil **Languages** –**Str** 24 (+19) **Dex** 28 (+21) **Wis** 26 (+20)**Con** 21 (+17) **Int** 6 (+10) **Cha** 15 (+14)

BLACK BLOODSPAWN HUNTER TACTICS

Black bloodspawn hunters search for easy prey, looking to attack creatures that are lightly armed and armored. They begin combat using *hunter's tongue*, and once a target is bloodied, they try to finish it off with *black blood sting*. They work together, taking advantage of their hive mind to increase their attack chances and their damage output.

BLACK BLOODSPAWN LORE

A character knows the following information with a successful Arcana or Religion check:

DC 26: Black bloodspawn are undead parasites found within and near the Mountain of Mouths in the White Kingdom. The devourers usually lurk inside the mountain, and the hunters often roam the area nearby, sometimes swimming in the Lake of Black Blood.

DC 31: Black bloodspawn are actually mobile mouths of Gorgimrith, the Hunger in the Mountain. They spawn from its massive body and sometimes travel far from the White Kingdom. Their attacks are infused with necrotic energy or poison. Both kinds of bloodspawn have a three-tendriled tongue that can disable prey.



BLACK BLOODSPAWN ENCOUNTERS

Black bloodspawn hunters can be encountered anywhere, but the most likely place to meet black bloodspawn devourers is within the Mountain of Mouths in the White Kingdom.

Black Bloodspawn Hunting Party, Level 25 Encounter (XP 35,000)

- ♦ 4 black bloodspawn hunters (level 25 skirmisher)
- ♦ 1 black bloodspawn devourer (level 25 brute)

Black Bloodspawn Mountain Ambush, Level 25 Encounter (XP 35,000)

- ♦ 3 black bloodspawn devourers (level 25 brute)
- ♦ 2 black bloodspawn hunters (level 25 skirmisher)

GHOULS

Ravenous undead with a taste for living flesh, ghouls are insatiable and constantly seek to feed. Some ghouls specialize in subduing prey and stealing victims for later consumption, and most revere Doresain, the Ghoul King.

Ghoul Whisperer Level 15 Controller

Medium natural humanoid (undead) XP 1,200

Initiative +12 **Senses** Perception +17; darkvision
Promise of the White Kingdom (Psychic) aura 3; deafened creatures are immune; each enemy that starts its turn within the aura takes 5 psychic damage and is dazed until the start of its next turn.

HP 152; **Bloodied** 76

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

Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant

Speed 8

Ⓡ **Claws** (standard; at-will) ♦ **Necrotic**
 +20 vs. AC; 1d10 + 6 damage, and the target is grabbed. Until the grab ends, the target takes 5 necrotic damage at the start of its turn.

⚡ **Ghoulish Bite** (standard; at-will)
 Target must be grabbed, dazed, or unconscious; +20 vs. AC; 3d6 + 6 damage, and the target is dazed (save ends).

Ⓡ **Hunger's Promise** (standard; recharge Ⓜ Ⓜ Ⓜ) ♦ **Psychic**
 Ranged 10; +18 vs. Reflex; 1d10 + 6 damage, and the target takes ongoing 10 psychic damage and slides up to its speed each round (save ends both).

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Stealth +17

Str 20 (+12) **Dex** 20 (+12) **Wis** 20 (+12)

Con 24 (+14) **Int** 14 (+9) **Cha** 16 (+10)

GHOUL WHISPERER TACTICS

A ghoul whisperer uses its attacks to slake its hunger, all the while cloaked in a confusion of horrific whispers. It relies on *hunger's promise* to herd victims into positions where they can be contained or captured by allies.

Abyssal Horde Ghoul Level 26 Minion

Medium natural humanoid (undead) XP 2,250

Initiative +20 **Senses** Perception +17; darkvision
Unending Hunger aura 1; each enemy that starts its turn within the aura takes 5 damage.

HP 1; a missed attack never damages a minion.

AC 40; **Fortitude** 38, **Reflex** 39, **Will** 36

Immune disease, poison; **Resist** 15 necrotic

Speed 8, climb 4

Ⓡ **Claws** (standard; at-will) ♦ **Necrotic**
 +31 vs. AC; 14 necrotic damage, and the target is immobilized (save ends).

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Stealth +25

Str 21 (+18) **Dex** 24 (+20) **Wis** 18 (+17)

Con 22 (+19) **Int** 14 (+15) **Cha** 16 (+16)

ABYSSAL HORDE GHOUL TACTICS

Abyssal horde ghouls gang up on a single enemy. By immobilizing the enemy and exposing it to their unending hunger auras, they seek to devour the target quickly.

Ghoul Gatherer Level 25 Controller

Medium natural humanoid (undead) XP 7,000

Initiative +20 **Senses** Perception +16; darkvision
Ghoul King's Kiss (Psychic) aura 3; each enemy that starts its turn within the aura takes 15 psychic damage and is blinded and dazed until the start of its next turn.

HP 233; **Bloodied** 116

AC 39; **Fortitude** 37, **Reflex** 36, **Will** 36

Immune disease, poison; **Resist** 25 necrotic; **Vulnerable** 15 radiant

Speed 8, fly 8 (hover)

Ⓡ **Claws** (standard; at-will) ♦ **Necrotic**
 +30 vs. AC; 2d10 + 9 damage, and the target is grabbed. Until the grab ends, the target takes 10 necrotic damage at the start of its turn.

⚡ **Far Claws** (standard; at-will) ♦ **Teleportation**
 The ghoul teleports 10 squares before or after the attack; +30 vs. AC; 3d8 + 9 damage.

⚡ **Ghoulish Bite** (standard; at-will)
 Target must be grabbed, stunned, or unconscious; +30 vs. AC; 3d8 + 9 damage, and the target is stunned (save ends).

Ⓡ **Hunger's Slave** (standard; recharge Ⓜ Ⓜ Ⓜ) ♦ **Charm, Psychic**
 Target must be stunned; Ranged 20; +28 vs. Will; 2d8 + 7 psychic damage, and the target is dominated (save ends; -2 penalty to the saving throw).

Ⓡ **Kingdom Bound** (standard; daily) ♦ **Charm, Zone**
 Area burst 3 within 20; targets creatures dominated by the ghoul gatherer; the ghoul gatherer creates a temporary portal (a zone) that leads to Doresain's Court of Teeth in the inner fane of his palace. The ghoul gatherer commands dominated creatures to go through the portal. The portal functions only for dominated creatures of level 20 or lower. *Sustain Minor*: The portal persists.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Arcana +22, Stealth +25

Str 29 (+21) **Dex** 26 (+20) **Wis** 18 (+16)

Con 25 (+19) **Int** 20 (+17) **Cha** 26 (+20)

GHOUL GATHERER TACTICS

The primary purpose of a winged ghoul gatherer is to roam the natural world and its echo planes, gathering living food for the Court of Teeth in the White Kingdom. The creature accomplishes this goal by using *kingdom bound* on dominated targets.

Ghoul Ripper Level 25 Brute

Large natural humanoid (undead) XP 7,000

Initiative +19 **Senses** Perception +17; darkvision

HP 286; **Bloodied** 143

AC 37; **Fortitude** 37, **Reflex** 34, **Will** 32

Immune disease, poison; **Resist** 25 necrotic; **Vulnerable** 15 radiant

Speed 6

Ⓡ **Claws** (standard; at-will) ♦ **Necrotic**
 Reach 2; +28 vs. AC; 3d8 + 9 damage, and the target takes ongoing 10 necrotic damage and is immobilized (save ends both).

⚡ **Dead Blood** (when first bloodied and again when reduced to 0 hit points) ♦ **Necrotic**
 Close burst 3; all enemies in the burst take 15 necrotic damage.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Stealth +24

Str 31 (+22) **Dex** 24 (+19) **Wis** 20 (+17)

Con 26 (+20) **Int** 18 (+16) **Cha** 18 (+16)

Ghoul Warrior**Level 24 Soldier**

Medium natural humanoid (undead)

XP 6,050

Initiative +21 **Senses** Perception +17; darkvision**Warrior's Vigilance** aura 1; each enemy that shifts or moves within the aura takes 10 damage and is knocked prone.**HP** 222; **Bloodied** 111**AC** 40; **Fortitude** 36, **Reflex** 35, **Will** 34**Immune** disease, poison; **Resist** 25 necrotic; **Vulnerable** 15 radiant
Speed 8, climb 4⚔ **Bone Sword** (standard; at-will) ◆ **Necrotic**

+30 vs. AC; 2d8 + 6 necrotic damage (crit 5d6 + 22), and the target takes ongoing 10 necrotic damage (save ends).

⚔ **Ghoulish Bite** (standard; at-will)

Target must be immobilized, stunned, or unconscious; +30 vs. AC; 3d8 + 9 damage, and the target is stunned (save ends).

⚔ **Bone Sword Flurry** (standard; recharge ☞ ☞) ◆ **Necrotic**

Close burst 1; all enemies in burst; +28 vs. AC; 3d8 + 9 necrotic damage, and the target is immobilized (save ends; -2 penalty to the saving throw).

Alignment Chaotic evil **Languages** Abyssal, Common**Skills** Stealth +24**Str** 27 (+20) **Dex** 24 (+19) **Wis** 20 (+17)**Con** 22 (+18) **Int** 22 (+18) **Cha** 22 (+18)**Equipment** +5 bone sword (magical only in an undead's hands), bone armor**Ghoul Stalker****Level 25 Skirmisher**

Medium natural humanoid (undead)

XP 7,000

Initiative +23 **Senses** Perception +19; darkvision**HP** 231; **Bloodied** 115**AC** 39; **Fortitude** 36, **Reflex** 37, **Will** 35**Immune** disease, poison; **Resist** 25 necrotic; **Vulnerable** 15 radiant
Speed 8, fly 8 (hover)⚔ **Claws** (standard; at-will)

+30 vs. AC; 3d8 + 9 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the attack deals an extra 3d6 damage.

⚔ **Stalker's Bite** (free, when the ghoul stalker hits an immobilized, stunned, or unconscious target with a claw attack; at-will)

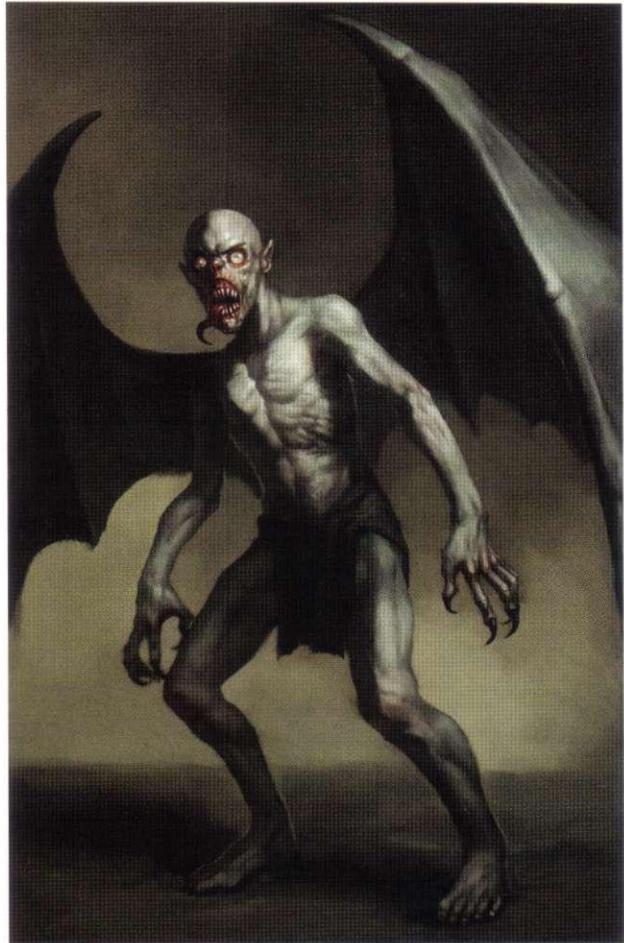
+28 vs. Fortitude; 1d8 + 9 damage.

⚔ **Flyby Attack** (standard; recharge ☞ ☞)

The ghoul stalker flies up to 8 squares and makes a claw attack at any point during the move without provoking an opportunity attack from the target.

⚔ **Dead Blood** (when reduced to 0 hit points) ◆ **Necrotic**

Close burst 1; all enemies in the burst take 15 necrotic damage.

Alignment Chaotic evil **Languages** Abyssal, Common**Skills** Stealth +33**Str** 27 (+20) **Dex** 28 (+21) **Wis** 24 (+19)**Con** 23 (+18) **Int** 16 (+15) **Cha** 22 (+18)**Ghoul Gathering Party, Level 25 Encounter**
(XP 40,100)

- ◆ 1 ghoul gatherer (level 25 controller)
- ◆ 2 ghoul warriors (level 24 soldier)
- ◆ 3 ghoul stalkers (level 25 skirmisher)

Frenzied Ghoul Feast, Level 26 Encounter
(XP 47,550)

- ◆ 6 abyssal horde ghouls (level 26 minion)
- ◆ 1 ghoul warrior (level 24 soldier)
- ◆ 2 ghoul stalkers (level 25 skirmisher)
- ◆ 2 ghoul rippers (level 25 brute)

GHOUL ENCOUNTERS

Ghouls of all kinds roam the White Kingdom and Doesain's Court of Teeth in search of living prey.

Wandering Ghoul Feast, Level 16 Encounter
(XP 7,000)

- ◆ 3 abyssal ghouls (level 16 skirmisher)
- ◆ 1 ghoul whisperer (level 15 controller)
- ◆ 8 horde ghouls (level 13 minion)

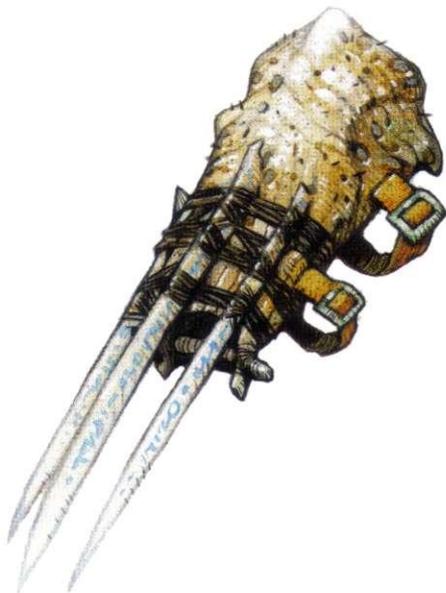
NEW MAGIC ITEMS

WHITE KINGDOM BONECLAW

A skeletal claw that acts as a necromantically infused weapon and a channel to summon ghouls from the White Kingdom, a *White Kingdom boneclaw* also grants access to Doesain's inner fane.

A character knows the following information about this magic item with a successful Arcana check.

DC 33: Created by the Ghoul King, *White Kingdom boneclaws* are the only known means by which creatures other than Doesain can safely enter the inner fane of his palace. He bestows the rare items upon only his most devoted and trusted servants.



White Kingdom Boneclaw

Level 28

This skeletal arm ends in a sharp three-fingered claw and glows with runes of necromantic power. It affixes to your arm with leather straps.

Lvl 28 +6 2,125,000 gp

Weapon: Light blade (usually dagger)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Property: You gain a +5 bonus to Arcana checks to manipulate the Bridge of Bones to gain access to Doesain's inner fane.

Power (Daily ♦ Summoning): Minor Action. You summon an abyssal ghoul in an unoccupied square within range 5 squares of you. The abyssal ghoul has speed 8. It is immune to disease and poison, has resist 10 necrotic, and has vulnerable 5 radiant. You can give the abyssal ghoul the following special commands.

♦ **Standard Action:** Targets one enemy adjacent to the ghoul; Intelligence vs. Fortitude; 2d8 + Intelligence modifier damage, and the target is immobilized (save ends).

♦ **Minor Action:** Close burst 1; targets all enemies in burst; Intelligence vs. Reflex; 2d8 + Intelligence modifier necrotic damage, and the abyssal ghoul is destroyed. You lose a healing surge (or take damage equal to half your bloodied value if you have no healing surges left).

SUMMONING

The *White Kingdom boneclaw* has a power that uses the summoning rules originally presented in *Arcane Power*. For convenience, those rules are repeated here.

- ♦ **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- ♦ **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties to your statistics.
- ♦ **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.
- ♦ **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature then gains the benefit of the healing surge, instead of your gaining it.
- ♦ **Speed:** The summoning power determines the summoned creature's speed.
- ♦ **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.

As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.

- ♦ **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- ♦ **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.

SORROWSONG BLADE

Wielded by the chosen of the sorrowsworn and charged with psychic energy, this blade causes fear and despair in those that it strikes.

Sorrowsong Blade

Level 29

This blade sings a mournful dirge of fear and despair as it slices through the air.

Lvl 29 +6 2,625,000 gp

Weapon: Heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Property: Half the damage dealt with this weapon is psychic damage.

Power (Daily): Free Action. This power triggers when you hit with this weapon. Your target is pushed 5 squares and gains vulnerable 15 psychic until the end of your next turn.

AUDAVIATOR

Audaviator, an artifact in the form of a staff, is appropriate for epic-level characters. Anyone who carries it can stride between dimensions with boldness and speed.

Audaviator

Epic Level

Ghostly rings hover and shimmer around the length of this crystal-line staff. Through these rings, scenes of other worlds are visible.

Implement (Staff)

Property: When an enemy slides, pushes, or pulls you, you can choose to move 1 less square.

Property: When you attempt to teleport, your level is considered 2 higher for the purpose of overcoming Forbiddance effects.

Property: You gain a +2 bonus to Arcana checks when performing travel rituals.

Property: *Audaviator* is connected to one permanent teleportation circle. As a standard action, you can create a portal that links to the preconfigured teleportation circle as if you successfully performed the True Portal ritual (an Arcana check still determines the portal's duration). You can change the permanent teleportation circle to which the staff is linked with a standard action while standing in the new circle.

Power (Daily) ♦ Teleportation: Free Action. Use this power when you use a close or area power. Allies in the area of effect, rather than being affected by the power, are teleported to the nearest unaffected square of your choice.

GOALS OF AUDAVIATOR

- ◆ See and travel to new places. The multiverse is wide, and every part of it must be traversed.
- ◆ Destroy all fey. Their ability to step between worlds transgresses what should be the realm of *Audaviator*.

ROLEPLAYING AUDAVIATOR

Audaviator communicates through audible exclamations in Supernal. The artifact is not shy about voicing its opinions. It is full of wonder for new places that it has not fully explored, and it is full of disdain for locations that it has tarried in too long.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Travel someplace new to staff (maximum 1/day)	+3
Owner kills a fey creature (maximum 1/day)	+1
Owner deals peacefully with (or is) a fey creature (maximum 1/day)	-1
Travel someplace staff has been (maximum 1/day)	-1

PLEASED (16–20)

“Even the gods want to see the vistas I’ve seen!”

The staff loves to travel and talk of where it has been.

Property: The staff can link to two permanent teleportation portals instead of one.

Power (Daily): Free Action. When you hit a fey creature with an attack delivered by *Audaviator*, you deal 5d6 extra damage.

SATISFIED (12–15)

“One of the best things about seeing new places is noticing how the light falls differently.”

The staff believes the wielder is on the way to becoming a planar traveler.

Property: When an enemy slides, pushes, or pulls you, you can choose to move 2 less squares instead of 1.

NORMAL (5–11)

“Don’t you yearn to see places where you have never walked?”

Audaviator tries to engage the wielder with stories of interesting places.

UNSATISFIED (1–4)

“You’re not particularly interesting, are you?”

Audaviator is worried that its wielder would prefer to stay at home rather than travel to far places.

Property: When an enemy slides, pushes, or pulls you, you move 2 squares more than the attack specifies.

ANGERED (0 OR LOWER)

“You have no imagination! No drive! What use are you?”

The staff believes the wielder has little hope for redemption.

The staff loses the ability to link to teleportation circles.

Special: You take a -5 penalty to attack rolls and damage rolls against creatures other than fey.

MOVING ON

“I am through with you. If we ever meet again, my next wielder will strike you down where you stand.”

Audaviator determines that it will never get what it wants from this character. When the character next gains a level, the staff teleports away to find a new wielder who is more interested in traveling the planes.

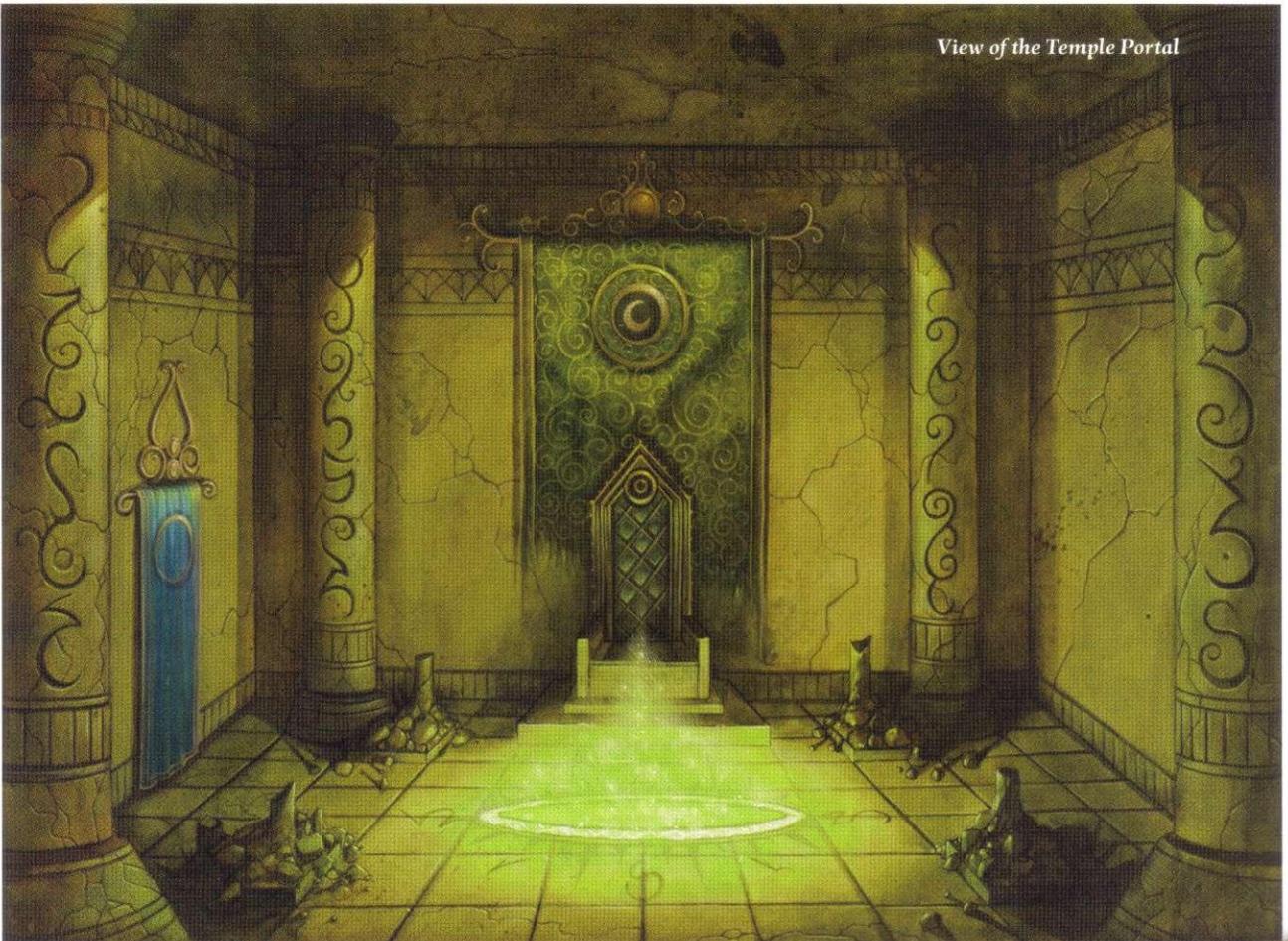


View of Sigil, City of Doors

HOWARD LYON



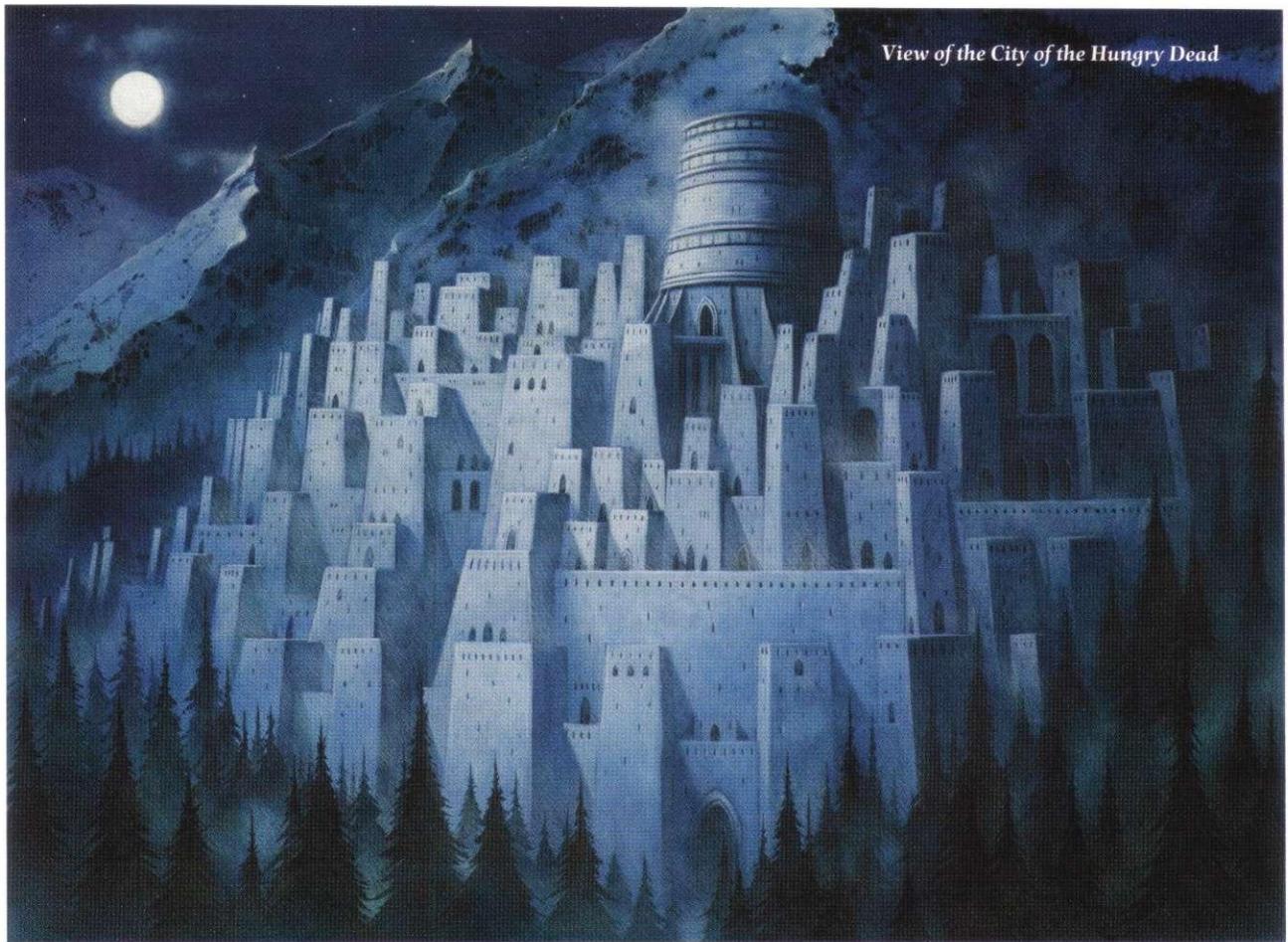
View of Passion's Rendezvous



View of the Temple Portal



View of the Feeding Chasm



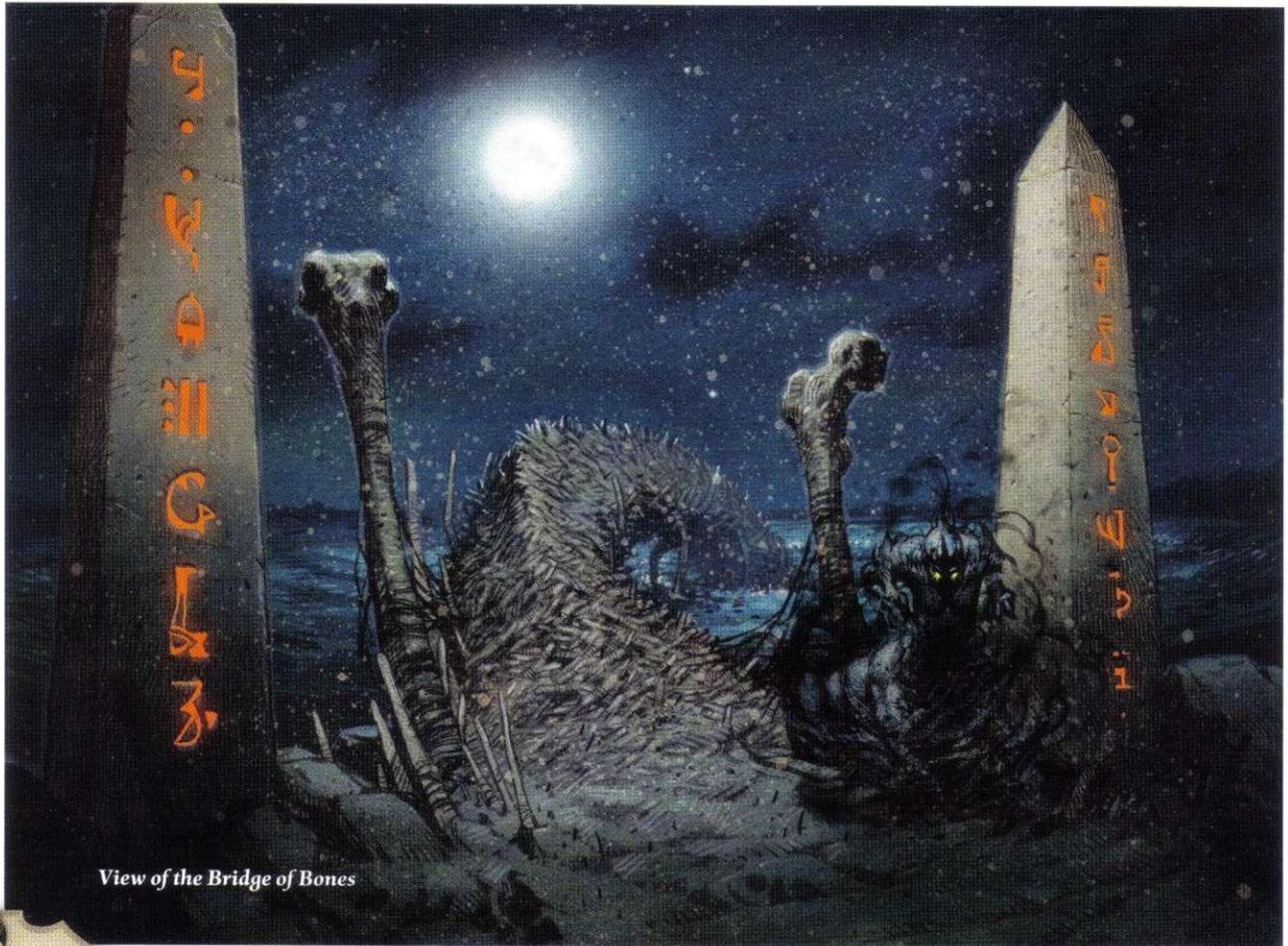
View of the City of the Hungry Dead



*View of Gorgimrith,
the Hunger in the Mountain*



View of the Lake of Black Blood and
Doresain's Outer Palace



View of the Bridge of Bones



ADVENTURE BOOK TWO



KINGDOM OF THE GHOULS™

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RANDOM ENCOUNTERS

As the adventurers travel around Sigil or across the White Kingdom, they might encounter any number of creatures. This section presents random encounters. Each encounter includes a suggestion about the location in the adventure for which it is most suitable. You can also use these encounters if the adventurers need more experience points to attain the appropriate levels.

You can use these encounters as inspiration for creating your own, and you can find other monsters that are thematically appropriate in other *DUNGEONS & DRAGONS* products. In particular, *Monster Manual 2* and *Open Grave* present many monsters that would work well as threats in Sigil or the White Kingdom.

Sources for the creatures used in these encounters are included. Any creature that lists no source can be found in the “New Monsters” section of *Adventure Book One*.

EFREET VENGEANCE

Sigil, Level 23 Encounter (XP 25,500)

- ◆ 2 efreet fireblades (level 22 soldier, *Monster Manual* page 98)
- ◆ 1 efreet cinderlord (level 23 artillery, *Monster Manual* page 98)
- ◆ 1 efreet flamestrider (level 23 skirmisher, *Monster Manual* page 99)
- ◆ 1 efreet pyresinger (level 25 controller, *Monster Manual* page 99)

Ilyanma, the raavasta usurper who has taken over Passion’s Rendezvous, has made many enemies in his travels. The scheming shapechanger once duped the vizier of a group of efreets, which recently made their way from the City of Brass to hunt down Ilyanma and make him pay for his transgressions. They do not care who or what stands in their way, and the adventurers might encounter the efreets while they search the temple for the raavasta. It might be possible to negotiate with the efreets, but it is equally likely that the efreets mistake the adventurers for agents of Ilyanma.

ELEMENTAL RAMPAGE

Sigil, Level 23 Encounter (XP 28,200)

- ◆ 2 earthwind ravagers (level 23 controller, *Monster Manual* page 104)
- ◆ 1 thunderblast cyclone (level 26 elite artillery, *Monster Manual* page 105)

Playing with portals to the Elemental Chaos can be dangerous business. A powerful but unwise mage in Sigil accidentally opened a planar door in the city that flooded the area with raw elemental energy. From the chaos

emerged a thunderblast cyclone and two earthwind ravagers that began cutting a swath of destruction through the city. The bumbling mage begs the adventurers to stop the forces of destruction before the damage is too severe and the Lady of Pain takes notice.

YOU REAP WHAT YOU SOW

Sigil or the White Kingdom, Level 23 Encounter (XP 30,100)

- ◆ 2 fell wyverns (level 24 skirmisher, *Monster Manual* page 268)
- ◆ 1 sorrowsworn soulripper (level 25 skirmisher, *Monster Manual* page 242)
- ◆ 1 sorrowsworn reaper (level 27 soldier, *Monster Manual* page 242)

Elder Arantham enlisted sorrowsworn agents that were unsympathetic to the Raven Queen’s cause to hunt down and destroy the adventurers. In the past, the adventurers made an alliance with the Raven Queen, and now the sorrowsworn hope to use that old agreement to catch the PCs with their guard down. The sorrowsworn recruit an intermediary to lead the characters to a secluded location with the promise of aid. Instead, the sorrowsworn ambush them.

This encounter can take place after the adventurers have defeated Elder Arantham. The sorrowsworn might not realize that the agent of Doresain has been slain.

CONTRACTUAL OBLIGATIONS

Sigil, Level 23 Encounter (XP 25,550)

- ◆ 6 legion devil legionnaires (level 21 minion, *Monster Manual* page 64)
- ◆ 3 war devils (level 22 brute, *Monster Manual* page 67)
- ◆ 1 astral stalker (level 22 elite lurker, *Monster Manual* page 10)

If the adventurers are not careful, they could attract too much attention while exploring Sigil—the wrong kind of attention. After the adventurers liberate Passion’s Rendezvous, several fleshgluttons that were elsewhere at the time return to find their safe haven in ruins, and their master destroyed or gone. They enlist an astral stalker to gather a hunting party that can find the culprits responsible for destroying the Embassy of Ghouls.

FLESHGLUTTONS IN TOWN

Sigil, Level 24 Encounter (XP 34,075)

- ◆ 3 fleshglutton supplicants (level 23 minion skirmisher)
- ◆ 1 fleshglutton corpse eater (level 24 brute)
- ◆ 2 fleshglutton bileguards (level 24 soldier)
- ◆ 2 fleshglutton favored ones (level 25 controller [leader])

While traveling around the City of Doors, the adventurers run into fleshgluttons that are transporting slaves to Passion's Rendezvous. This encounter is a great opportunity for the characters to gather information about the situation in the temple. The adventurers could also bring the fleshgluttons to the authorities in Sigil, in which case family members of some of the abducted slaves give the characters a reward for their heroism.

ABYSSAL STRIKE TEAM

The White Kingdom, Level 24 Encounter
(XP 30,825)

- ◆ 5 hezrous (level 22 brute, *Monster Manual* page 56)
- ◆ 1 glabrezu (level 23 elite brute, *Monster Manual* page 54)

If the adventurers fail the skill challenge in **Encounter W1: Through the White Kingdom** (see page 30), the death knight Kor-Karnaar becomes aware of their presence before they reach the City of the Hungry Dead. Noting that the adventurers are a threat to the domain, he calls forth Abyssal servants to hunt them down and bring them to his audience chamber in the devouring pit. The glabrezu and hezrous scour the Plains of Hunger to find the characters, attempting to knock each PC unconscious to deliver them to Kor-Karnaar.

GHOUL HUNTING HORDE

The White Kingdom, Level 25 Encounter
(XP 39,000)

- ◆ 8 abyssal horde ghouls (level 26 minion)
- ◆ 3 ghoulish stalkers (level 25 skirmisher)

Traveling through the Ghoul King's domain is fraught with peril. Some of the most obvious threats are the countless hordes of ghouls that roam the wastes, searching for any morsel of living flesh. These hordes are most common in the Plains of Hunger and the City of the Hungry Dead.

HUNGRY EYES IN THE SKIES

The White Kingdom, Level 25 Encounter
(XP 35,000)

- ◆ 3 ghoulish gatherers (level 25 controller)
- ◆ 2 ghoulish stalkers (level 25 skirmisher)

While traveling in the White Kingdom, the adventurers must keep an eye on the sky. The moon-drenched landscape makes it easy for flying ghouls such as gatherers and stalkers to spot a meal from far away. These flying ghouls are especially common in the northern part of the domain, beyond the Mountain of Mouths. They flock around the Lake of Black Blood and also fly around Doresain's palace grounds.

A WORM IN THE MOUNTAIN

The White Kingdom, Level 25 Encounter
(XP 44,250)

- ◆ 1 elder purple worm (level 24 solo soldier, *Monster Manual* page 214)
- ◆ 2 black bloodspawn devourers (level 25 brute)

An elder purple worm has found its way into the White Kingdom by burrowing through the vast undead mass known as Gorgimrith. The entity releases black bloodspawn to hunt the worm, but they can't bring it down. In fact, when the adventurers encounter the purple worm (perhaps while they are inside Gorgimrith or just after they exit), it disgorges two black bloodspawn devourers that it recently swallowed whole. The bloodspawn and the purple worm seek the same prize—the adventurers—and they actively compete for the meal.

DISPLACED SENESCHAL

The White Kingdom, Level 25 Encounter
(XP 36,300)

- ◆ 4 great flameskulls (level 24 artillery, *Monster Manual* page 109)
- ◆ Osmadus, eladrin wizard lich (level 24 elite controller, *Monster Manual* page 109)

Once the seneschal of Doresain's outer palace, Osmadus was betrayed by the phane that now serves the Ghoul King. After being defeated in battle and reforming, the lich began wandering the Marrow Mounds with his flameskull retinue, plotting to return to Doresain's side and destroy the phane usurper. If the adventurers choose to negotiate with Osmadus instead of fighting him, they might learn valuable information about the outer palace. Fearing further retribution, the lich lets the adventurers do the work of destroying the phane before he settles back into his old position.

DEVILISH DESPERADOS

The White Kingdom, Level 26 Encounter
(XP 48,100)

- ◆ 2 pit fiends (level 26 elite soldier, *Monster Manual* page 65)
- ◆ 1 marilith (level 24 elite skirmisher, *Monster Manual* page 57)

Two pit fiends are on a mission into the White Kingdom at the behest of Asmodeus, who wants to find out more about what Orcus and his agents are up to. When the adventurers come upon the scene, the pit fiends have just been discovered by a marilith in service to Doresain. The demon and devils momentarily turn away from their conflict to deal with the intruding adventurers.

ENCOUNTER SI: SURPRISE ASSAULT

Encounter Level 25 (42,200 XP)

SETUP

5 covenant cultists (C)
2 balor battlewhips (B)
Elder Arantham (A)
8 prisoners (P)

This portal into Sigil is kept open with daily sacrifices. The balors and cultists guard the portal, usually against random interlopers from the other side. Depending on the hook you used to bring the adventurers into Sigil, either they appear in the blood-spattered area inside the archway, or they enter the chamber through the double doors.

When the adventurers enter the warehouse, read:
Black dust covers the floor of this old stone warehouse except for in the central alcove, where fresh blood pools on the ground. A humanoid in fine robes standing near a haphazardly stacked pile of crates screams, "You'll regret finding your way here!"

Two winged demons stand nearby, each wielding a whip of fire and a sword of lightning. Several robed humanoids around the chamber begin to scramble for weapons.

TACTICS

Depending on which entry path the adventurers arrive through, the balors move into range to use their *fire and lightning* double attacks on the first round and again after spending their action points.

The cultists charge the adventurers while shouting the praises of the Ashen Covenant, a cult of Orcus that seeks to replace the Raven Queen (see the adventure *E1: Death's Reach* for details).

Elder Arantham starts the encounter using *unholy glare* and *unholy touch* on the closest adventurer he can reach. He begins his next round by using *killing in the name* to allow allies in range to make an attack with an attack bonus and extra damage. Elder Arantham dives into combat, at least initially, because he knows he can draw on his second wind and his *dying for the cause* power, which is keyed to the cultists. The prisoners are also considered to be allied minions of Arantham for the purposes of this power, thanks to the various rituals that have been applied to them to prepare them as sacrificial offerings.

Elder Arantham fights to the death. He knows that otherwise, Doresain will have his hide—literally—for failing Orcus and allowing the adventurers to gain a small victory in the ongoing war.

5 Covenant Cultists (C)		Level 21 Minion Brute
Medium natural humanoid, human		XP 800 each
Initiative +13	Senses Perception +12	
HP 1; a missed attack never damages a minion.		
AC 33; Fortitude 33, Reflex 32, Will 32		
Speed 6		
Ⓢ Longsword (standard; at-will) ♦ Weapon		
+24 vs. AC; 12 damage.		
Alignment Evil	Languages Common	
Str 25 (+17)	Dex 23 (+16)	Wis 22 (+16)
Con 18 (+14)	Int 12 (+11)	Cha 15 (+12)
Equipment longsword, cultist robes		

Elder Arantham (A)	Level 25 Elite Controller (Leader)	
Medium natural humanoid (undead)	XP 14,000	
Initiative +15	Senses Perception +18; darkvision	
Deathless Fanaticism aura 10; any ally within the aura that is reduced to 0 hit points immediately makes a melee basic attack with a +5 bonus to the attack and damage rolls.		
HP 448; Bloodied 224		
Regeneration 5 (damage from silver weapons negates Arantham's regeneration until the end of his next turn)		
AC 39; Fortitude 37, Reflex 38, Will 40		
Immune disease; Resist 15 necrotic		
Saving Throws +2		
Speed 6		
Action Points 1		
Ⓢ Unholy Touch (standard; at-will) ♦ Necrotic		
+28 vs. Reflex; 1d10 + 6 necrotic damage, ongoing 10 necrotic damage, and when the target of this attack takes ongoing necrotic damage, all adjacent creatures take 5 necrotic damage (save ends both).		
↘ Unholy Glare (minor 1/round; at-will) ♦ Gaze, Necrotic		
Range 10; +28 vs. Reflex; 1d10 + 6 necrotic damage, ongoing 10 necrotic damage, and when the target of this attack takes ongoing necrotic damage, all adjacent creatures take 5 necrotic damage (save ends both).		
← Killing in the Name (standard; at-will)		
Close burst 5; up to 3 allies in burst make one basic attack with a +2 bonus to the attack roll. The attack deals an extra 2d6 damage.		
Dying for the Cause (immediate interrupt, when Elder Arantham takes damage; encounter)		
Requires an adjacent allied minion. The ally is reduced to 0 hit points. Arantham takes no damage from the triggering attack.		
Return to Sanctum (standard, while bloodied; encounter) ♦		
Teleportation		
Elder Arantham teleports himself and one ally within 5 squares of him to a prepared location within 1 mile of him.		
Second Wind (standard; encounter) ♦ Healing		
Arantham spends a healing surge and regains 112 hit points. He gains a +2 bonus to all defense until the start of his next turn.		
Alignment Chaotic evil	Languages Abyssal, Common, Primordial	
Skills Arcana +21, Diplomacy +20, History +21, Insight +23, Religion +21		
Str 17 (+15)	Dex 16 (+15)	Wis 22 (+18)
Con 16 (+15)	Int 19 (+16)	Cha 17 (+15)
Equipment: scale armor, +6 holy symbol		

2 Balar Battlewhips (B)

Level 24 Elite Brute

Huge elemental humanoid (demon)

XP 12,100 each

Initiative +16 Senses Perception +22; truesight 6

Flaming Body (Fire) aura 1 (aura 2 while the balar is bloodied); each enemy that starts its turn within the aura takes 10 fire damage (15 fire damage while the balar is bloodied).

HP 560; Bloodied 280; see also *death burst*

AC 38; Fortitude 40, Reflex 34, Will 35

Immune fear; Resist 40 fire, 15 variable (3/encounter; see "Resist," *Monster Manual*, page 282)

Saving Throws +2

Speed 8, fly 10 (clumsy)

Action Points 1

⚡ **Lightning Sword** (standard; at-will) ⚡ **Lightning, Weapon**

Reach 3; +27 vs. AC; 2d8 + 8 lightning damage, or 3d8 + 24 lightning damage on a critical hit.

⚡ **Flame Whip** (standard; at-will) ⚡ **Fire, Weapon**

Reach 5; +25 vs. Reflex; 3d6 + 3 fire damage, and ongoing 5 fire damage (save ends). Also, the target is pulled into an unoccupied space adjacent to the balar.

⚡ **Fire and Lightning** (standard; at-will)

The balar battlewhip makes a *lightning sword* attack and a *flame whip* attack.

Demonic Accuracy (free, when the balar misses with an attack; encounter)

The balar rerolls the attack and gains a +5 bonus to the roll.

⚡ **Death Burst** (when reduced to 0 hit points) ⚡ **Fire**

The balar explodes in a burst of flame. The balar and its weapons are destroyed. Close burst 5; +26 vs. Reflex; 5d10 fire damage. Miss: Half damage.

Alignment Chaotic evil Languages Abyssal, Common

Skills Bluff +19, Insight +22, Intimidate +19

Str 28 (+21) Dex 19 (+16) Wis 21 (+17)

Con 30 (+22) Int 12 (+13) Cha 14 (+14)

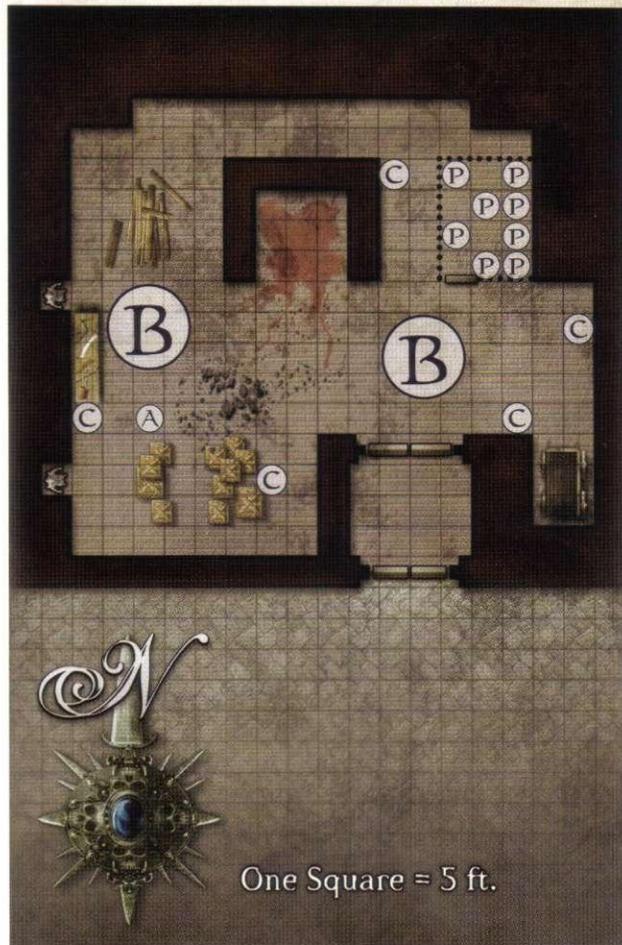
FEATURES OF THE AREA

Illumination: Bright light from wall lanterns.

Portal: Daily humanoid sacrifices have kept the portal in the alcove active, as bloodstains on the walls and floor testify. The last sacrifice occurred more than 24 hours earlier, and the portal collapses after the adventurers enter the chamber.

Cage: Eight terrified prisoners, kidnapped off the streets of Sigil by the cultists, languish in this cage. If the adventurers are looking for a particular NPC, the prisoners explain that other victims have already been sacrificed to keep the portal open or taken away to another location in Sigil (though they don't know where). If the adventurers are looking for a PC, he or she is in the cage, kept at 0 hit points by the balors.

Workbench: This ordinary bench contains mundane carpentry tools and a document titled "Delivery Schedule." Items on the list include "meteoric debris" and "livestock," but the delivery location is described only as "the drop point." Most of the delivery dates are in the past, but a final delivery is scheduled to occur in three days. A handwritten note scribbled on the document says, "Balance Keepers, keep us secret one last time."



ENCOUNTER 51: SURPRISE ASSAULT

Crates: Newly constructed crates are filled with chunks of glowing black stone (portions of Timesus).

Lumber: These squares are difficult terrain. The cultists use this lumber to make crates.

CONCLUSION

No creature in the warehouse knows the final destination of the crates or the prisoners. Elder Arantham knows only that he brings captives and pieces of Timesus to the warehouse and leaves them to be picked up later by others. He does not know that employees of Blarux the Ancient collect the goods and deliver them to the Embassy of Ghouls.

The adventurers can stake out the warehouse if they wish, but no one comes to pick up the latest batch of crates and captives. Elder Arantham does not realize that Doesain has already collected enough pieces of the primordial to allow Timesus to regenerate. Thus, the pickup scheduled to occur in three days will not take place.

The adventurers need information, and the best source of obscure and secret things is Vocar the Disobedient.

ENCOUNTER S2: BALANCE KEEPERS

Encounter Level 23 (28,350 XP)

SETUP

- 1 marut executioner
- 2 marut blademaster duelists
- 1 marut castigator icon
- 1 marut prosecutor noble

Through the use of a 30th-level ritual of their own devising, Orcus and his exarch Doresain monitor the multiverse for divination rituals that ask questions related to their hidden scheme. (For details, see “Ritual Lore” on page 7 of *Adventure Book One*.) If the adventurers attempt a divination ritual that threatens to reveal such information, marut mercenaries in Sigil are teleported instantly to the adventurers’ location, or to a location as close as possible if the adventurers are performing the ritual in a spot where teleportation is banned. The mercenaries are known as the Balance Keepers.

The location of the encounter depends on where the adventurers perform the ritual, so you are free to create your own tactical map to match the situation. This encounter can occur in a location that initially seems too small to handle the battle. Simply have the Balance Keepers appear in a flash that destroys walls and other confining features in a radius wide enough to provide sufficient space for combat.

The mercenaries appear in a blaze of disruptive magic that cancels any rituals that are in process or ongoing, even if an oracular spirit is in the middle of giving an answer. If the Balance Keepers are barred from appearing next to the adventurers, the disruption is wide enough to encompass a nearby area.

The first round in which the Balance Keepers appear is a surprise round. Any PC who succeeds on a DC 29 Perception check can participate in the surprise round. The maruts speak in Supernal, so each PC hears their words in a language that he or she understands.

When the Balance Keepers appear, read:

A pulse of teal energy washes across the entire area. The answer to the question just posed is lost in a surge of sound like that of surf breaking on a beach. And just as the surf recedes and leaves behind things in its wake, the energy wash deposits several gleaming creatures in the area, each with a menacing metallic hue.

One of them, a great dark creature of burnished iron and golden armor, points at you. “You have transgressed the boundaries of knowledge set by your betters,” it says. “You have earned the wrath of those who keep the balance. Your ritual is concluded, and your lives are forfeit.”

TACTICS

During the initial surprise round, the marut prosecutor noble acts before the other maruts (even if they must delay) so that it can use *sigil of indictment*, which marks the adventurer who attempted to perform the divination ritual with a glowing rune. The other maruts use their surprise actions to attack the marked PC, using close attacks, reach attacks, or melee or charge attacks if they are close enough.

On the first full round of combat, the prosecutor noble sustains its *sigil of indictment* and spends another minor action to use *dictum* to immobilize a PC defender or striker who doesn’t use ranged attacks. The prosecutor noble uses *biting testimony* as its standard action to attack the marked PC. The prosecutor noble continues to sustain its *sigil of indictment* and use *biting testimony* each round as circumstances allow.

On the first full round of combat, the blademaster duelists lay about the adventurers with their greatswords, using *double attack* any time they can recharge that power.

On its first full round of combat, the executioner begins with *warranted stroke* against the marked PC if that character is bloodied. Otherwise, it starts out with a *double axe* attack or *executioner’s call* if three or more adventurers are in range of the blast.

The castigator icon goes back and forth between *thunderbolt strike* and *double attack*, since the latter power recharges the former when both attacks hit.

If the marked PC (the one that performed the ritual) falls, nearby maruts expend their actions to attempt coup de grace attacks; their contract demands no less.

BALANCE KEEPERS

When gods and legendary beings plot in secret, they employ extraordinary methods to keep their schemes safe against prying divination rituals. One such method is to contract the services of the Balance Keepers, a group of mercenaries who specialize in terminating divination rituals (and their performers) before said rituals can yield useful information on sensitive topics. The Balance Keepers operate out of a fortress in the Astral Sea, but they have satellite fortresses on other planes, including one in Sigil.

Though they call themselves “Balance Keepers,” these maruts are mercenaries. They do what they do because they expect payment from their patron.

Knowledge regarding the Balance Keepers is tightly controlled and cannot be discovered by making Arcana or Religion checks. Streetwise can turn up some lore, as described in the “Sigil Overview” on page 8 of *Adventure Book One*.

CONCLUSION

The Balance Keepers attack until they succeed or fail. They do not know the identity of the patron that triggered their appearance, so they cannot reveal this information if captured. If forced to talk (perhaps through the Speak with Dead ritual), their only answer is to say, "Some secrets must be kept."

Refer to the "Gathering Information" section (page 7 of *Adventure Book One*) for details on how the adventurers can continue to follow leads while in Sigil.

Marut Executioner Level 22 Brute

Medium immortal humanoid

XP 4,150

Initiative +17 **Senses** Perception +13; truesight 10

HP 205; **Bloodied** 102

Regeneration 10

AC 34; **Fortitude** 34, **Reflex** 33, **Will** 34

Immune sleep; **Resist** 10 thunder

Speed 8, fly 4 (hover), teleport 4

⊕ **Double Axe** (standard; at-will) ♦ **Thunder, Weapon**
+25 vs. AC; 2d10 + 4 damage plus 2d8 thunder damage. On a critical hit, the target is also knocked prone.

⊕ **Warranted Stroke** (standard; recharges when first bloodied) ♦ **Thunder**

Targets a bloodied creature; +27 vs. AC; 4d6 + 8 damage plus 2d8 thunder damage, and the target is knocked prone. If this attack reduces the target to 0 hit points or fewer, the marut executioner gains 1 action point.

⊖ **Execution's Call** (standard; encounter) ♦ **Thunder**

Close blast 5; targets enemies; +23 vs. Fortitude; 2d6 + 7 thunder damage, and the marut executioner pulls the target into a space adjacent to it. *Miss:* Half damage.

⊖ **Slayer's Fury** (standard; encounter) ♦ **Thunder, Weapon**

Close burst 1; targets enemies; +23 vs. AC; 2d10 + 4 damage plus 2d8 thunder damage. On a critical hit, the target is also knocked prone.

Alignment Unaligned **Languages** Supernal

Skills Endurance +23, Intimidate +23

Str 26 (+19) **Dex** 23 (+17) **Wis** 15 (+13)

Con 25 (+18) **Int** 14 (+13) **Cha** 24 (+18)

Equipment double axe

2 Marut Blademaster Duelists Level 24 Soldier

Medium immortal humanoid

XP 6,050 each

Initiative +20 **Senses** Perception +24; truesight 10

HP 175; **Bloodied** 87

Regeneration 10

AC 40; **Fortitude** 40, **Reflex** 35, **Will** 36

Immune sleep; **Resist** 10 thunder

Speed 8, fly 4 (hover), teleport 4

⊕ **Greatsword** (standard; at-will) ♦ **Thunder, Weapon**
+31 vs. AC; 1d10 + 12 damage plus 1d8 thunder damage, the target is pushed 1 square, and the target is marked until the end of the marut blademaster's next turn.

⊕ **Double Attack** (standard; recharge ☹ ☹ ☹ ☹) ♦ **Thunder, Weapon**
The marut blademaster makes two greatsword attacks.

Alignment Unaligned **Languages** Supernal

Skills Endurance +24, Intimidate +19

Str 32 (+23) **Dex** 23 (+18) **Wis** 25 (+20)

Con 25 (+19) **Int** 14 (+14) **Cha** 15 (+14)

Equipment greatsword

Marut Castigator Icon Level 24 Skirmisher

Medium immortal humanoid

XP 6,050

Initiative +21 **Senses** Perception +23; truesight 10

HP 170; **Bloodied** 85

Regeneration 10

AC 38; **Fortitude** 36, **Reflex** 37, **Will** 36

Immune sleep; **Resist** 10 thunder

Speed 8, fly 4 (hover), teleport 4

⊕ **Double Sword** (standard; at-will) ♦ **Lightning, Weapon**
+29 vs. AC; 3d8 + 7 damage. The marut castigator can choose to have the attack deal lightning damage.

⊕ **Double Attack** (standard; recharge ☹ ☹ ☹ ☹) ♦ **Lightning**
The marut castigator makes two double sword attacks.

⊕ **Punisher's Lash** (standard; at-will) ♦ **Lightning**
Reach 2; +27 vs. Reflex; 2d6 + 9 lightning damage, and the target is slowed and cannot teleport until the end of the marut castigator's next turn.

⊕ **Thunderbolt Strike** (standard; recharges when both attacks of double attack hit) ♦ **Teleportation, Thunder**

The marut castigator teleports 4 squares and makes a double sword attack that deals 2d6 extra thunder damage.

Alignment Unaligned **Languages** Supernal

Skills Acrobatics +24

Str 22 (+18) **Dex** 25 (+19) **Wis** 22 (+18)

Con 20 (+17) **Int** 14 (+14) **Cha** 15 (+14)

Equipment double sword

Marut Prosecutor Noble Level 24 Controller (Leader)

Medium immortal humanoid

XP 6,050

Initiative +15 **Senses** Perception +23; truesight 10

HP 171; **Bloodied** 85

Regeneration 10

AC 38; **Fortitude** 35, **Reflex** 36, **Will** 36; see also *justice restrained*

Immune sleep; **Resist** 10 thunder

Speed 8, fly 4 (hover), teleport 4

⊕ **Slam** (standard; at-will) ♦ **Thunder**
+29 vs. AC; 1d10 + 4 damage plus 1d10 thunder damage, and the target is slowed (save ends).

⊖ **Dictum** (minor; at-will)
Ranged 10; +27 vs. Fortitude; the target is immobilized (save ends).

⊖ **Biting Testimony** (standard; at-will) ♦ **Psychic**
Close burst 10; targets one enemy; +27 vs. Will; 3d6 + 9 psychic damage, and the target takes a -2 penalty to attack rolls, skill checks, and ability checks (save ends all).

⊖ **Sigil of Indictment** (minor; usable only when no creature is affected by the power; at-will) ♦ **Psychic**

Close burst 10; targets one enemy; +27 vs. Will; until the end of the marut prosecutor's next turn, the target grants combat advantage to the marut prosecutor, and the prosecutor and its allies deal 5 extra psychic damage against the target. *Sustain Minor:* The effect persists.

Justice Restrained

A slowed, immobilized, or restrained creature takes a -2 penalty to attack rolls against a marut prosecutor noble.

Alignment Unaligned **Languages** Supernal

Skills Insight +23, Intimidate +24

Str 18 (+16) **Dex** 16 (+15) **Wis** 23 (+18)

Con 21 (+17) **Int** 23 (+18) **Cha** 24 (+19)

ENCOUNTER S3: SEA NYMPH PLAZA

Encounter Level 24 (31,550 XP)

SETUP

- 12 angels of light (L)
- 1 angel of authority (A)
- 2 angels of supremacy (S)

The plaza where Vocar the Disobedient can supposedly be found seems placid and unassuming.

When the adventurers first see the plaza, read:

The stink of the Hive seems less oppressive in this wide plaza. A fountain of clear water bubbles in the open space as several people stand near it, watching the water flow and listening to its melodic sound. Three merchants hawk their wares from nearby food carts, and a ragged old man slouches on one of the benches.

In truth, the merchants, the citizens, the old man, and even the carts are agents of Vecna waiting for Vocar to make an appearance so they can kill him. Vanishingly few people are canny enough to realize that Vocar's gibberish might be worth gold. Vecna doesn't want to take the chance that someone might extract a nugget of dark truth from the old man's mad ramblings. The Lady of Pain's ban prevents the Maimed God from entering Sigil directly, but his agents appear in the Hive occasionally to attempt to silence Vocar. Somehow, though, Vocar always avoids—or at least survives—these assaults.

After presenting the adventurers with the façade, grant them a passive (or active) Perception check to notice that something about this picture of urban tranquility doesn't quite add up.

Perception Check

DC 29: *A merchant picks up the same piece of fruit and shows it to a prospective customer again and again. A storyteller by the fountain repeats the same opening phrases over and over. In fact, everyone in the plaza seems to be repeating the same few activities over and over.*

If the adventurers realize that all is not as it seems, or if they begin questioning the old man on the bench, one of the merchants drops its illusory cover to stand revealed as an angel of authority.

When the adventurers see through the illusion or confront the old man on the bench, read:

All the people in the plaza shimmer as they change shape, becoming humanoid figures of silvery radiance. Three are revealed to be large, faceless, winged figures with metallic skin and golden weapons. One of these figures carries a spear and speaks to you in a language you understand. "Leave here immediately. I shall not ask twice."

12 Angels of Light (L) Level 23 Minion Skirmisher
Medium immortal humanoid (angel) XP 1,275 each

Initiative +19 **Senses Perception** +19
HP 1; a missed attack never damages a minion; see also *death burst*.

AC 37; **Fortitude** 34, **Reflex** 34, **Will** 36

Immune fear; **Resist** 15 radiant

Speed 8, fly 12 (hover)

⊕ **Angelic Glaive** (standard; at-will) ♦ **Weapon**

Reach 2; +28 vs. AC; 15 damage.

⚡ **Death Burst** (when the angel of light drops to 0 hit points) ♦

Radiant

The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude. *Effect:* Angels in the burst gain 10 temporary hit points.

Alignment Unaligned **Languages** Supernal

Str 18 (+15) **Dex** 23 (+17) **Wis** 27 (+19)

Con 23 (+17) **Int** 15 (+13) **Cha** 23 (+17)

Equipment glaive

Angel of Authority (A) Level 22 Controller (Leader)
Large immortal humanoid (angel) XP 4,150

Initiative +17 **Senses Perception** +18

HP 203; **Bloodied** 101

AC 36; **Fortitude** 32, **Reflex** 34, **Will** 35

Immune fear; **Resist** 15 radiant

Speed 8, fly 12 (hover)

⊕ **Quarterstaff** (standard; at-will) ♦ **Radiant, Weapon**

Reach 2; +27 vs. AC; 1d10 + 8 damage plus 1d10 radiant damage.

⚡ **Lightning Bolt** (standard; at-will) ♦ **Lightning**

Ranged 10; +26 vs. Fortitude; 2d10 + 8 lightning damage, and the target is dazed until the end of the angel of authority's next turn.

⚡ **Majestic Rally** (standard; recharge Ⓜ; Ⓜ) ♦ **Radiant, Thunder**

Close burst 5; targets enemies; +26 vs. Will; 1d10 + 8 radiant damage plus 1d10 thunder damage, and the target is weakened (save ends). *Miss:* Half damage. *Effect:* Any angel within the burst gains a +2 bonus to attack rolls until the end of the angel of authority's next turn.

Angelic Presence (while not bloodied)

Any attack against the angel of authority takes a -2 penalty to the attack roll.

Alignment Unaligned **Languages** Supernal

Skills Insight +23, Religion +23

Str 20 (+16) **Dex** 22 (+17) **Wis** 25 (+18)

Con 19 (+15) **Int** 24 (+18) **Cha** 27 (+19)

Equipment plate armor, quarterstaff

The adventurers can avoid a fight by giving in to the angel's demands and leaving the plaza. If they stay, the officious creature is unlikely to accept any sort of deal that they might propose. However, you could allow the angel to agree to a short-term alliance if the adventurers successfully negotiate with the angel (run a short skill challenge using Diplomacy, Bluff, and Religion, with DCs of 24 and 29; three successes before three failures provides a short respite from combat). But any such agreement is only temporary, since the angels attack Vocar on sight, not wishing him to reveal any secrets.

The angels do not reveal that they are agents of Vecna.

TACTICS

Though the angel of authority speaks to the adventurers, it stays back from melee if possible. Instead, it rains down lightning bolts on the adventurers while bolstering its allies with majestic rally.

On the other hand, the angels of supremacy charge forward and use *astral brilliance*. Then they use *summons to justice* to draw enemies closer and fight with spear attacks while trying to keep targets inside the zones.

The angels of light try to swarm one or two PCs and attack en masse.

FEATURES OF THE AREA

Illumination: Bright light.

Crates, Benches, and Planters: These squares are difficult terrain. Layers of graffiti, seemingly penned by the same unsteady hand, cover the bench next to the square grate. Most of the writing is gibberish, but a PC who make a DC 29 Perception check sees the same phrases repeated a few times, apparently with the word “great” misspelled: “It’s grate to be me” and “Cube do you love?”

Seven spilled sugar cubes lie on the ground between the benches—evidence that Vocar has been in the area.

Round Sewer Grate: This grate provides access to an elaborate tangle of sewers underneath the streets of Sigil, but they are too small for Medium humanoids to move through.

Square Sewer Grate: This grate also opens into the sewers below Sigil, but it doubles as a secret portal to Vocar’s current lair. Anyone who passes through the opening while carrying a sugar cube is transported to a series of larger sewers where Vocar hides out. See **Encounter S4: Vocar’s Redoubt** on page 10.

Fountain: The fountain is magic. Not only is its water clear and fresh, but all creatures gain a +1 bonus to Will defense while adjacent to the fountain.

WORKING FOR VECNA?

One of the adventurers might have an arrangement, however slight, with Vecna, the god of secrets. (For instance, a wizard might have taken the quest given by the one-handed, one-eyed vision in *E1: Death’s Reach*.) If so, when the characters strike the final blow against the angel of authority, it delivers a dying message to the PC in question:

“Vecna sees your treachery. If you would retain the grace of the Maimed Lord and not replace it with enmity, you must not allow Vocar to remain alive!”

Even if the adventurer later fails to slay Vocar, he or she faces no immediate consequences, since any information that Vocar passes on helps the PCs in their quest to upset Orcus’s plans—something that Vecna also seeks to accomplish. (Feel free to add repercussions for defying Vecna at a later date, however).

2 Angels of Supremacy (S)		Level 24 Soldier
Large immortal humanoid (angel)		XP 6,050 each
Initiative +19	Senses Perception +18	
HP 226; Bloodied 113		
AC 40; Fortitude 38, Reflex 36, Will 35		
Immune fear; Resist 15 radiant		
Speed 8, fly 12 (hover)		
⚔ Spear (standard; at-will) ♦ Thunder, Weapon		
Reach 3; +31 vs. AC; 1d10 + 9 damage plus 1d10 thunder damage.		
☞ Light of Justice (standard; encounter) ♦ Radiant		
Ranged 10; +29 vs. Fortitude; 2d10 + 9 radiant damage. <i>Effect:</i> The target is marked until the end of the encounter.		
☞ Summons to Justice (minor 1/round; at-will)		
Ranged sight; targets creatures marked by the angel of supremacy; no attack roll; the angel of supremacy pulls the target 1 square.		
⚡ Astral Brilliance (standard; encounter) ♦ Radiant, Zone		
Close burst 3; +29 vs. Reflex; 2d10 + 9 radiant damage. <i>Effect:</i> The burst creates a zone of radiance that lasts until the end of the encounter. The angel of supremacy’s spear attack deals 1d10 extra radiant damage while the angel is within the zone.		
Angelic Presence (while not bloodied)		
Any attack against the angel of supremacy takes a -2 penalty to the attack roll.		
Threatening Reach		
An angel of supremacy can make opportunity attacks against all enemies in reach.		
Alignment Unaligned		Languages Supernal
Skills Intimidate +21		
Str 29 (+21)	Dex 21 (+17)	Wis 22 (+18)
Con 26 (+20)	Int 25 (+19)	Cha 19 (+16)
Equipment plate armor, heavy shield, spear		



ENCOUNTER S4: VOCAR'S REDOUBT

Encounter Level 25 (35,315 XP)

SETUP

5 sewer revenants (R)
2 rot harbingers (H)
1 rot slinger (S)
1 iron golem juggernaut (J)
Vocar (V)

Of late, Vecna's attempts to slay Vocar the Disobedient have become so frequent that the crazy secret-keeper has become hard to find on the streets of Sigil. The old man has heeded the warnings of his many internal voices and retreated to an old shrine connected to the grand sewers below the streets.

The direct path to the old shrine is to pass through the square grate portal while carrying a sugar cube. If the first character through the grate has a cube, then the portal remains active long enough for the rest of the party to pass through.

The portal deposits the characters on the ladder in the southeast corner of the map. The ladder leads up through another grate in a different part of Sigil from the spot through which the adventurers entered. Vocar rests in the antechamber in the northeast corner.

None of the monsters are visible at the start of the encounter.

When the adventurers arrive, read:

The rusted iron ladder terminates at the edge of a stinking sewer. Green fluid flows from a pipe into a wide, smelly channel. Rotted garbage lies in clumps along the edge. A chamber illuminated by a flickering brazier opens beyond the sewer. The chamber is mostly bare, but a red design is smeared in the center of the floor. A sarcophagus rests against the far wall.

5 Sewer Revenants (R)		Level 24 Minion Brute	
Medium natural beast (aquatic, blind, ooze)		XP 1,513 each	
Initiative +16	Senses Perception +17; blindsight 15, tremorsense 15		
Rotting Stench aura 1; creatures that start their turn within the aura take 10 acid damage.			
HP 1; a missed attack never damages a minion.			
AC 36; Fortitude 36, Reflex 34, Will 32			
Immune gaze; Resist 20 acid			
Speed 4, swim 8			
⊕ Slam (standard; at-will) • Acid +25 vs. Fortitude; 14 acid damage (crit 18 acid damage).			
Sewer Swimmer			
The sewer revenant is invisible if any part of it is submerged in water. It does not provoke opportunity attacks while submerged.			
Alignment Unaligned		Languages –	
Skills Stealth +21			
Str 17 (+15)	Dex 19 (+16)	Wis 15 (+14)	
Con 23 (+18)	Int 4 (+9)	Cha 4 (+9)	

Perception Check

DC 26: *Here and there, portions of the green water seem to flow against the current for an instant before returning to the prevailing course.*

According to rumors in Sigil, Vocar knows a secret about Vecna that allows him to escape from the Maimed God's agents. In truth, Vocar can sidestep the attacks because, as a former exarch of Vecna, his mind retains a subliminal connection with the deity. That link keeps Vocar insane, but it also allows his subconscious to summon powerful creatures to protect him from harm. If the adventurers wish to speak to Vocar, they first must defeat the guardians that he has unknowingly called to his side.

When the adventurers enter the chamber, read:

The brazier flares. A huge creature that has a vaguely humanoid shape and is fashioned of mismatched iron plates suddenly appears, standing over the red symbol. The clumps of rotting garbage along the edge of the sewer congeal and rise as rotting creatures of vile appearance.

Place the rot harbingers, rot slinger, and iron golem juggernaut as shown on the tactical map. Do not place the sewer revenants until a character notices them.

TACTICS

The sewer revenants wait a round for PC defenders and strikers to move forward, then attempt to attack a controller or leader and pull that character into the water.

The rot harbingers delay, hoping to draw defenders and strikers. If no adventurer is in melee range at the end of the first round, the rot harbingers move to attack.

The rot slinger stands back and throws *orbs of decay*.

The iron golem juggernaut alternates between using its *breath weapon* and its *iron blade*, trying to destroy enemies within reach while blasting those on the periphery. It uses *dazing fist* to keep the adventurers close enough to be pounded.

Vocar stays in his small antechamber and sings nursery rhymes to himself.

FEATURES OF THE AREA

Illumination: Dim light in the sewer, bright light in the adjoining chamber from the brazier burning there.

Sewer Water: These squares are difficult terrain. In addition, a character standing in the flowing, smelly sludge must spend a minor action each round to maintain balance. Any PCs who do not spend the minor action must make a DC 26 Acrobatics Check or fall prone and be pushed 2 squares by the flow.

ENCOUNTER S5: SLAVER DROP POINT

Encounter Level 25 (35,178 XP)

SETUP

- 6 doomguard mercs (M)
- 1 half-elf baleful thaumaturge (T)
- 1 assassin devil (D)
- 2 slaughterstone hammerers (S)

Some of Sigil's shady dealings rely on anonymous drop points used by couriers who do not know enough information to ruin an operation if they get caught and questioned. Blarux the Ancient, runs one such drop point. The neogi trader was hired to deliver goods from Elder Arantham to the Embassy of Ghouls. (For more details, see "Sigil Adventure Flow" on page 8 of *Adventure Book One*.)

The drop point is in the Market Ward, where carts loaded with strange merchandise are not unusual. Several creatures employed by Blarux have set up what is purported to be a warehouse in an open-front building in a side alley. When a cart of merchandise (usually slaves confined in barrels or crates) pulls up, the workers unload the cargo, store it, and transfer it to the slaver stockade that is reached through an old well. At any given time, at least one oxen-led cart is parked in front of the false warehouse.

When the adventurers first arrive, read:

A warehouse fronts the street here. Instead of doors, sets of stone pillars allow relatively easy access to the interior. Workers move about the area, loading and unloading goods from arriving and departing carts. Most of the workers look human; one woman appears to be a half-elf wearing elaborate robes.

Place the half-elf baleful thaumaturge and the doomguard mercs as shown on the tactical map. Do not place the assassin devil or the slaughterstone hammers until combat begins. The assassin devil hides in the lip of the old well. The slaughterstone hammerers reside in the slaver stockade but can be teleported into the street next to the pillars when the lever in the warehouse is activated.

If the adventurers try to enter the warehouse, several workers block their path and cannot be convinced to stand aside. If the characters persist, battle begins. The slaughterstone hammerers can act at the end of the round on which they appear.

If combat breaks out, on the doomguard mercs' first turn, read:

A worker near one wall grabs a lever and pulls it down. Twin bursts of light flash in front of the warehouse. When the light fades, two hulking constructs of stone stand in the street.

When the assassin devil attacks, read:

A black sword strikes from nowhere. Behind it, a humanoid creature cloaked in writhing shadow becomes visible, though it's hard to tell where the cloak ends and the black, scaled thing begins.

6 Doomguard Mercs (M)		Level 24 Minion Brute
Medium natural humanoid, human		XP 1,513 each
Initiative +19	Senses Perception +16	
HP 1; a missed attack never damages a minion.		
AC 36; Fortitude 38, Reflex 37, Will 34		
Speed 6		
① Longsword (standard; at-will) ♦ Weapon		
+27 vs. AC; 14 damage (crit 1d6 + 14 damage).		
Alignment Unaligned		Languages Common
Str 27 (+20)	Dex 25 (+19)	Wis 18 (+16)
Con 23 (+18)	Int 19 (+16)	Cha 13 (+13)
Equipment longsword		

Half-Elf Baleful Thaumaturge (T)		Level 24 Artillery
Medium natural humanoid		XP 6,050
Initiative +15	Senses Perception +14; low-light vision	
HP 169; Bloodied 84		
AC 36; Fortitude 32, Reflex 35, Will 38		
Speed 6		
① Infernal Slam (standard; at-will) ♦ Teleportation		
+29 vs. Will; 2d6 + 10 damage, and the half-elf baleful thaumaturge slides the target 3 squares and then teleports 3 squares.		
② Soul Bite (standard; at-will)		
Ranged 10; +29 vs. Reflex; 2d8 + 10 damage, and the half-elf baleful thaumaturge gains 10 temporary hit points.		
⚡ Mouths of Hell (standard; encounter) ♦ Psychic, Zone		
Close blast 5; +27 vs. Will; 3d12 + 9 psychic damage, and the half-elf baleful thaumaturge gains 10 temporary hit points. <i>Effect:</i> The blast creates a zone filled with ghostly maws that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 15 psychic damage. The thaumaturge gains 5 temporary hit points whenever the zone damages a creature.		
✂ Wall of Shadow Teeth (standard; recharge ☒ ☒) ♦ Conjunction, Necrotic		
Area wall 8 within 10; the half-elf baleful thaumaturge conjures a wall of shadow teeth that lasts until the end of the thaumaturge's next turn. The wall is 2 squares high and attacks each creature that starts its turn within the wall or adjacent to it: +27 vs. Fortitude; 3d8 + 9 necrotic damage, and the target is immobilized (save ends). <i>Sustain Minor:</i> The wall persists.		
Bloody Step (minor; usable only when the half-elf baleful thaumaturge has 5 or more temporary hit points; at-will) ♦ Teleportation		
The thaumaturge loses 5 temporary hit points and teleports 8 squares.		
Alignment Unaligned		Languages Common, Elven
Skills Arcana +24, Bluff +27, Streetwise +27		
Str 14 (+14)	Dex 16 (+15)	Wis 15 (+14)
Con 19 (+16)	Int 25 (+19)	Cha 30 (+22)
Equipment wand		

Assassin Devil (D) **Level 24 Lurker**
Medium immortal humanoid (devil) XP 6,050

Initiative +25 Senses Perception +23; darkvision
HP 167; Bloodied 83
AC 38; Fortitude 34, Reflex 38, Will 36
Resist 25 fire
Speed 12

⊕ **Shadow Sword** (standard; at-will) ♦ **Necrotic, Weapon**
+27 vs. Fortitude; 3d6 + 5 necrotic damage, and ongoing 5 damage (save ends).

✱ **Shadow Net** (standard; recharges when the assassin devil uses *shadow cloak*) ♦ **Necrotic**
Area burst 2 within 10; +26 vs. Reflex; the target is restrained, is weakened, and takes ongoing 10 necrotic damage (save ends all). While a target is affected by *shadow net*, the assassin devil cannot use its *shadow cloak* power.

Dangerous Shadows
An assassin devil's *shadow sword* attack deals 4d6 extra necrotic damage against any target granting combat advantage to it.

Shadow Cloak (standard; recharges when no creatures are affected by *shadow net*) ♦ **Illusion**
The assassin devil is invisible until it hits or misses with an attack.

Alignment Evil Languages Common, Supernal
Skills Stealth +27
Str 21 (+17) Dex 28 (+21) Wis 25 (+19)
Con 17 (+15) Int 17 (+15) Cha 13 (+13)
Equipment leather armor, sword

2 Slaughterstone Hammerers (S) **Level 25 Soldier**
Large natural animate (construct) XP 7,000 each

Initiative +14 Senses Perception +12; darkvision
Thunder Step aura 2; each creature that starts its turn within the aura is slowed until the start of its next turn.
HP 233; Bloodied 116
AC 41; Fortitude 40, Reflex 35, Will 35
Immune disease, poison, sleep
Speed 6

⊕ **Slam** (standard; at-will)
Reach 2; +32 vs. AC; 2d8 + 10 damage, and the target is knocked prone.

⊕ **Hammerstrike** (standard; at-will)
Reach 2; +28 vs. Fortitude; 2d8 + 10 damage, and the target is dazed (save ends).

Tunnel Fighting
A slaughterstone hammerer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.

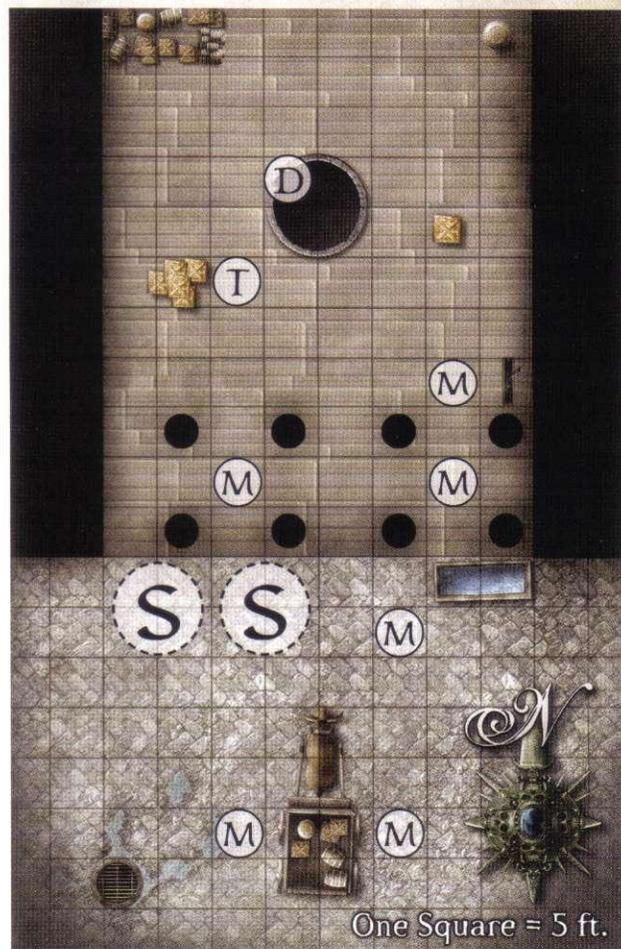
Alignment Unaligned Languages –
Str 28 (+21) Dex 11 (+12) Wis 10 (+12)
Con 25 (+19) Int 1 (+7) Cha 3 (+8)

TACTICS

The doomguard merc closest to the lever throws it to summon the slaughterstone hammerers. Other mercs (disguised as workers) move to engage the closest adventurers.

The half-elf baleful thaumaturge begins combat with a *wall of shadow teeth*, hoping to keep a few enemies immobilized until she can use *mouths of hell*.

The slaughterstone hammerers try to strike down all enemies, using their reach to attack PCs approaching the inner warehouse area through the pillars.



ENCOUNTER S5: SLAVER DROP POINT

The assassin devil begins the round invisible and makes a shadow sword attack against a powerful-looking controller or striker, using its *dangerous shadows* power for extra effect.

All creatures guarding the warehouse fight to the death.

FEATURES OF THE AREA

Illumination: Bright light.

Lever: When thrown, the lever causes two slaughterstone hammerers to teleport and appear as indicated on the tactical map. Once used, the lever no longer functions until it has been reset through a special ritual.

Old Well: If workers can't transfer illicit cargo to new couriers immediately, they lower it down this old well to a secret stockade below the street. The shaft drops 40 feet to a storage chamber, and iron rungs provide access for climbers. If the adventurers investigate the well, go to **Encounter S6: Slaver Stockage** on page 14.

Crates and Barrels: These squares are difficult terrain. The crates and barrels scattered around the warehouse contain legitimate goods packed by upstanding merchants.

ENCOUNTER S6: SLAVER STOCKADE

Encounter Level 25 (33,280 XP)

SETUP

10 doomguard mercs (M)

Blarux the Ancient (B)

1 roaming toad trap

1 grounding fire braziers trap

The old well in the warehouse above descends 40 feet into a storage room, shown on the east side of the tactical map. Iron rungs down the inside of the shaft terminate at the top of a short flight of stairs in the southeast corner.

The storage area opens into a larger chamber where a slave, unconscious but alive, is strapped to the sacrifice board on the west side of the room. Several other kidnapped victims destined for slavery (or worse) are imprisoned in the “stockade” that lies flush with the floor to the east of the sacrifice table; see “Features of the Area” for details.

When the adventurers arrive, read:

The well shaft drops into a cluttered storage area. To the west, grand stairs flanked by roaring braziers open into a huge, well-lit chamber. In the center of the large room is a horrific stone carving that looks like a giant toad. Dried blood stains the floor around it.

Numerous humanoids stand between you and a large creature that looks like a cross between a spider and an eel.

Grounding Fire Braziers

Trap

Level 24 Blaster

XP 6,050

Ribbons of flame blast from the braziers.

Trap: Each round, each brazier shoots a barrage of fiery rays that attacks three targets in range. The trap prefers flying targets over nonflying targets.

Perception

- ◆ DC 24: The edges of the braziers are scorched, as if their fire sometimes leaps its containment.
- ◆ DC 29: Small scorch marks tarnish the walls here and there.

Initiative +10

Trigger

When a creature moves between or over the braziers, the trap activates and rolls initiative.

Attack

Standard Action Ranged 10

Target: 3 different targets in range

Attack: +29 vs. Reflex

Hit: 2d6 + 5 fire damage, ongoing 10 fire damage (save ends), and target falls prone.

Countermeasures

- ◆ An adjacent character can deactivate a brazier until the end of its next turn with a DC 24 Thievery check.
- ◆ ◆ A character can destroy a brazier (AC 31, other defenses 29; hp 100; resist 10 all).

When Blarux sees the adventurers, read:

The spider-eel creature shouts in Common, “Thieves! Saboteurs! Kill them or capture them, I care not! Just stop them!”

When the adventurers see the sacrifice table, read:

A gagged human male is strapped to a wooden board that contains grooves apparently designed to catch fluid. Several glass plates are set in the floor at the foot of the sacrifice table. Ghostly humanoid faces visible behind some of the plates appear to scream for help.

Roaming Toad

Trap

Level 24 Blaster

XP 6,050

The large devil-toad statue begins to slide around the chamber, crushing anything in its path.

Trap: The roaming toad tries to move toward and trample the closest active enemy of Blarux. It continues to slide around the chamber and trample enemies until stopped or until no more enemies remain in the chamber. It moves to avoid allies and the sacrifice table.

Perception

- ◆ DC 29: The floor is scraped here and there, indicating that something heavy might slide around on it.

Initiative +2 **Speed** 8

Trigger

When any creature not previously approved by Blarux moves into the chamber at the top of the stairs, the trap activates and rolls initiative.

Attack

Standard Action Area trample attack in squares entered by the toad

Trample: Each turn, the roaming toad moves its speed and enters the closest enemy’s space. This movement does not provoke opportunity attacks. The toad can end its move in an occupied space. When it enters an enemy’s space, the toad makes a trample attack. Creatures in the toad’s space at the start of their turn are immobilized and prone, and the toad makes a free trample attack. The toad sits on a prone immobilized target until the target falls unconscious or a countermeasure described below is successful.

Attack: +27 vs. Reflex

Hit: 4d8 + 8 damage, and the target is knocked prone and immobilized while the toad remains in the target’s square.

Miss: Half damage, and the target is knocked prone and pushed 1 square.

Countermeasures

- ◆ A character adjacent to the roaming toad can try to stop it by making a DC 29 Athletics check. The check attempt provokes a trample attack, and if the attack hits, the check fails. Regardless, the toad moves again on its next turn.
- ◆ A character in the same square as the roaming toad can push it 1 square with a DC 24 Strength check.
- ◆ An adjacent character can make the roaming toad immobilize it until the end of its next turn with a DC 29 Thievery check.
- ◆ Characters can destroy the toad (AC 35, other defenses 33; hp 200; resist 10 all).

Blarux the Ancient (B) **Level 24 Controller**

Large aberrant magical beast, neogi great old master XP 6,050

Initiative +14 **Senses** Perception +16; darkvision
Thrall Field aura 1; each enemy within the aura takes a -4 penalty to saving throws.**HP** 221; **Bloodied** 110**AC** 38; **Fortitude** 35, **Reflex** 36, **Will** 37**Immune** dazed**Speed** 6, climb 4 (spider climb)① **Scythe Claw** (standard; at-will)

Reach 3; +29 vs. AC; 3d6 + 10 damage, and the target is knocked prone.

↘ **Enslaving Bolt** (standard; at-will) ♦ **Charm, Psychic**Ranged 12; +28 vs. Will; 4d6 + 4 psychic damage, and the target is slowed (save ends). *First Failed Saving Throw:* The target takes a -2 penalty to attack rolls on attacks that include Blarux as a target. *Second Failed Saving Throw:* The target is dominated (save ends). *Third Failed Saving Throw:* If the target is bloodied, it is dominated until it takes an extended rest.← **Larva Burst** (when first bloodied; encounter) ♦ **Zone**Close burst 2; targets enemies; +28 vs. Reflex; 3d10 + 4 damage, and the target is slowed (save ends). *Effect:* The burst creates a zone of squirming grubs and larvae that lasts until the end of the encounter. The zone is difficult terrain.← **Psychic Shackle** (standard; recharge 2/3) ♦ **Psychic**

Close blast 4; +28 vs. Will; 4d6 + 8 psychic damage, and the target is dazed until the start of Blarux's next turn.

Alignment Evil **Languages** Common, Deep Speech, telepathy 12**Skills** Bluff +24, Diplomacy +24, Insight +21, Intimidate +24**Str** 20 (+17) **Dex** 14 (+14) **Wis** 18 (+16)**Con** 21 (+17) **Int** 22 (+18) **Cha** 24 (+19)

TACTICS

Blarux attempts to use *enslaving bolt* to dominate one or more adventurers. If Blarux is reduced to one-quarter of his hit points or fewer, he surrenders and tells all. See the Conclusion.

The doomguard mercs try to overwhelm one or two characters with their numbers. If they see Blarux surrender, they try to escape up the well.

CONCLUSION

If Blarux is forced to surrender, he tells the adventurers that he operates under contract with a secret organization in Sigil called the Embassy of Ghouls. Blarux is paid to pick up slaves and crates of stone from a warehouse elsewhere in Sigil, route them through the drop point, and deliver them to the embassy. The neogi explains that the embassy is hidden in Passion's Rendezvous, a fake temple of Sehanine in The Lady's Ward. Blarux knows nothing else about the embassy.

FEATURES OF THE AREA

Illumination: Bright light.

Stockade: The glass panels in the floor provide views into separate small demiplanes (mazes created to hold prisoners). Each demiplane can hold up to 10 creatures. The only way to enter or exit a demiplane is by spilling

10 Doomguard Mercs (M)

Medium natural humanoid, human

Level 24 Minion Brute

XP 1,513 each

Initiative +19 **Senses** Perception +16**HP** 1; a missed attack never damages a minion.**AC** 36; **Fortitude** 38, **Reflex** 37, **Will** 34**Speed** 6① **Longsword** (standard; at-will) ♦ **Weapon**

+27 vs. AC; 14 damage (crit 1d6 + 14 damage).

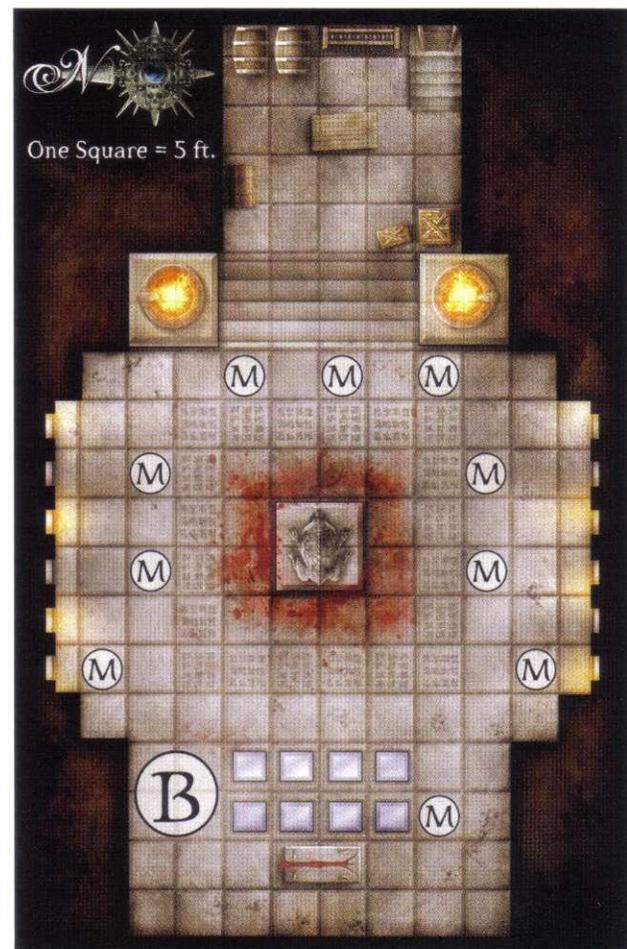
Alignment Unaligned **Languages** Common**Str** 27 (+20) **Dex** 25 (+19) **Wis** 18 (+16)**Con** 23 (+18) **Int** 19 (+16) **Cha** 13 (+13)**Equipment** longsword

blood on its glass panel, which is made possible by the placement of the sacrifice table. If the adventurers examine the panels, they see dried blood from past uses.

If any characters were kidnapped earlier in the adventure, they might be trapped in one of the prison demiplanes. Similarly, kidnapped NPCs might be trapped in a demiplane, but more likely, such victims were delivered to the Embassy of Ghouls.

Crates and Barrels: These squares are difficult terrain. The containers hold foodstuffs, wine, and clothing. The goods are mundane but of high quality.

Treasure: A hidden trapdoor (DC 24 Perception check to find) beneath the roaming toad sculpture holds wealth taken from slaves: 3,500 pp; 20 ad; one *potion of recovery*; five 5,000-gp gems; and one 50,000-gp art object.



ENCOUNTER EI: PASSION'S RENDEZVOUS

Encounter Level 24 (30,250 XP)

SETUP

2 voidsoul specters (see below)

1 great flameskull (F)

Ilyanma, raavasta liar (I)

When the adventurers arrive, Ilyanma is leading 20 worshipers in a ceremony to venerate Sehanine. The temple is lit by what looks like moonlight streaming through the open roof. In truth, the glow comes from a great flameskull whose presence has been disguised by one of Ilyanma's rituals.

When the adventurers approach the temple, show the "View of Passion's Rendezvous" on page 27 of *Adventure Book One* and read:

What looks like moonlight shines down through the open roof, bathing the interior of Passion's Rendezvous in a silvery glow. A middle-aged human male in copper-colored robes stands before a raised altar at the far end of the temple, chanting a litany to Sehanine. Devout worshipers sit on plush benches, listening and calling out prayerful responses.

The temple is adorned with the iconography of Sehanine. Moon symbols dot the walls, and a giant, pearlescent crescent moon, undoubtedly made of silver, hangs behind the altar.

Perception Check

DC 31: *The glow from above flickers, and you catch the momentary image of a skull wreathed in silvery flame.*

2 Voidsoul Specters		Level 23 Lurker
Medium shadow humanoid (undead)		XP 5,100 each
Initiative +23	Senses Perception +16; darkvision	
Spectral Cold (Cold) aura 1; an enemy that starts its turn in the aura takes 10 cold damage and takes a -2 penalty to all defenses until the start of its next turn.		
HP 115; Bloodied 57	AC 35; Fortitude 32, Reflex 35, Will 34	
Immune disease, poison; Resist 30 necrotic, insubstantial; Vulnerable 10 radiant		
Speed fly 8 (hover); phasing		
⊕ Spectral Touch (standard; at-will) ♦ Necrotic +25 vs. Reflex; 2d12 + 6 necrotic damage.		
↖ Life Siphon (standard; encounter) ♦ Healing, Necrotic Close blast 5; +25 vs. Fortitude; 2d12 + 6 necrotic damage, and the voidsoul specter regains 5 hit points for every creature damaged by the attack.		
Invisibility (minor 1/round; at-will) ♦ Illusion The voidsoul specter becomes invisible until it attacks or until it is hit by an attack. It remains invisible while using <i>life siphon</i> .		
Alignment Chaotic evil	Languages Common	
Skills Stealth +24		
Str 12 (+12)	Dex 26 (+19)	Wis 10 (+11)
Con 19 (+15)	Int 11 (+11)	Cha 23 (+17)

Most likely, the adventurers visit the temple because they learned that it is the location where Blarux's organization delivers slaves and crates. If the adventurers interrupt the service by asking questions, Ilyanma does his best to maintain control and offers to talk to them after the ceremony ends (in about an hour). He invites them to sit and wait, but he won't let them roam around or otherwise interrupt the ceremony.

The raavasta claims to know nothing of consequence beyond what is described in the "Gathering Information" section on page 10 of *Adventure Book One*. Ilyanma is an accomplished liar and can spin any tale to his benefit (Bluff +24).

The worshipers are innocent and know nothing about slaves, primordial parts, or ghouls. (The slavers deliver their goods to the temple only on nights when no ceremonies are scheduled.) The faithful stay until the service ends unless combat breaks out, in which case they flee immediately.

Great Flameskull (F)		Level 24 Artillery
Small natural animate (undead)		XP 6,050
Initiative +19	Senses Perception +22; truesight 6	
HP 174; Bloodied 87		
Regeneration 10		
AC 37; Fortitude 34, Reflex 39, Will 37		
Immune disease, poison; Resist 20 fire, 10 necrotic; Vulnerable 5 radiant		
Speed fly 10 (hover)		
⊕ Fiery Bite (standard; at-will) ♦ Fire +26 vs. AC; 1d4 damage plus 2d6 fire damage.		
↘ Flame Ray (standard; at-will) ♦ Fire Ranged 20; +28 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the great flameskull's next turn.		
✦ Firestorm (standard; encounter) ♦ Fire Area burst 4 within 20; +27 vs. Reflex; 3d6 + 10 fire damage. Miss: Half damage. The firestorm blocks line of sight, deals 10 fire damage to any creature that starts its turn in the area, and disappears at the end of the great flameskull's next turn. The great flameskull can exclude allies from the effect.		
Mage Hand (minor; at-will) ♦ Conjuration As the wizard power <i>mage hand</i> (<i>Player's Handbook</i> page 158).		
Illumination The great flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.		
Alignment Unaligned	Languages Common, one other	
Skills Stealth +24		
Str 10 (+12)	Dex 25 (+19)	Wis 21 (+17)
Con 24 (+19)	Int 30 (+22)	Cha 28 (+21)

TACTICS

Ilyanma tries to avoid combat if possible, but if the adventurers won't listen to reason, he is willing to fight, though he maintains his human disguise. Only if defeated does he shift back to his true form—that of a fox-headed humanoid.

On his first turn, Ilyanma uses a minor action to pull an onyx gem from his robes and shatter it on the ground within 2 squares of his location. Two voidsoul specters emerge from the shards to aid him. Ilyanma also targets a PC with *bind* in an attempt to use *enforce contract*. Every time he takes a turn, he tries to use *bind* when possible. If two or three adventurers stand close together, Ilyanma uses *mind stab* on them. Otherwise, he uses *double attack* each round.

If Ilyanma is reduced to one-quarter of his hit points or fewer, he dips his hand in the cistern and tries to reach the alcove in the northeast corner to use the portal to escape (see “Features of the Area” for details).

The great flameskull starts the encounter hovering 5 squares above its starting location. Once combat begins, it drops its disguise, causing the illumination in the temple to change to dim light. The flameskull avoids melee if possible, relying on its long-range powers. It uses *firestorm* when it has an opportunity to engulf multiple enemies in the burst. It fights until destroyed.

The voidsoul specters, remnants of priests who were betrayed and bound by Ilyanma, confound enemies by attacking and then using *invisibility*. If several PCs stand close together, the voidsoul specters use *life siphon* on them, remaining invisible while doing so. They fight until destroyed.



FEATURES OF THE AREA

Illumination: Bright light, changing to dim light when the great flameskull takes its first turn.

Alcoves: In each corner is a large alcove that contains three statues of Shehanine in different forms. The first statue depicts her as an elf hunter. The second statue depicts her as a human concubine. The third statue depicts her as a halfling rogue.

An intricate pattern is etched into the floor of each alcove. In the northeast alcove, a permanent teleportation portal is hidden in the floor's design. The PCs can find the portal if they make a DC 16 Perception check (or they might observe Ilyanma using the portal). The portal activates if a user has dipped a hand in the cistern; it leads to **Encounter E2: Temple Portal Entrance** on page 18.

A DC 24 Perception check allows a character to notice small chunks of stone scattered around the portal in the northeast alcove.

Shrines: Small shrines line the west and east walls, allowing worshipers to honor Shehanine in private.

Benches: These squares are difficult terrain.

Cistern: The water in the cistern is used to activate the portal in the northeast alcove.

Treasure: If Ilyanma is defeated, the adventurers can find a golden necklace set with five rubies and 20 astral diamonds (worth 2,250 pp) and a *potion of recovery* on his person.

Ilyanma, Raavasta Liar (I) Level 25 Elite Controller

Medium elemental humanoid (shapechanger) XP 14,000

Initiative +17 Senses Perception +23; truesight 6

HP 460; Bloodied 230

AC 39; Fortitude 37; Reflex 40; Will 38

Resist psychic 15, variable 15 (2/encounter; see “Resist,” *Monster Manual* page 282)

Saving Throws +2

Speed 6

Action Points 1

Ⓜ **Claws of Blindness** (standard; at-will)
+28 vs. AC; 1d8 + 6 damage, and the target is blinded (save ends).

⚔ **Double Attack** (standard; at-will)
The raavasta liar makes two *claws of blindness* attacks.

⚔ **Bind** (minor; at-will) ♦ **Charm, Psychic**
Ranged sight; no attack roll; the target chooses to take ongoing 20 psychic damage (save ends) or be dominated (save ends); see also *enforce contract*.

⚔ **Mind Stab** (standard; encounter) ♦ **Fear, Psychic**
Close burst 5; targets enemies; +30 vs. Will; 5d8 + 10 psychic damage, and the target moves its speed away from the raavasta liar.

⚔ **Change Shape** (minor; at-will) ♦ **Polymorph**
A raavasta liar can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see “Change Shape,” *Monster Manual* page 280).

⚔ **Vanish** (immediate reaction, when an enemy hits the raavasta liar; recharge Ⓜ; Ⓜ) ♦ **Illusion**
The raavasta liar shifts 3 squares and is invisible until the end of its next turn or until it attacks.

Alignment Evil Languages All

Skills Bluff +24, Diplomacy +24, Insight +23

Str 14 (+14) Dex 20 (+17) Wis 23 (+18)

Con 22 (+18) Int 28 (+21) Cha 25 (+19)

Equipment fine clothing

ENCOUNTER E2: TEMPLE PORTAL ENTRANCE

Encounter Level 22 (22,800 XP)

SETUP

2 pillar of zealotry traps (Z)

2 pillar of kinetic waves traps (K)

The portal in Sehanine's temple connects to a similar portal in this chamber, which serves as the entry point for the Embassy of Ghouls. If the adventurers want to rest at any point, they can use the portal to return to Passion's Rendezvous (see "Features of the Area").

Once, this room was the receiving area to the secret underchambers of the temple of Sehanine, and the pillars in the corners were used as defenses against unwanted intruders. They still serve that function now, albeit for a darker master.

When the adventurers arrive, show the "View of the Temple Portal" on page 27 of Adventure Book One and read:

In the center of this stone chamber's floor is a large portal circle lined with green runes that glow brightly enough to light the whole room. A stone chair at the eastern end is delicately carved and scribed with symbols. An ornate square pillar sits in each corner of the room. Near each pillar is a pile of rubble, the shattered remains of some sort of statuary. A faint humming fills the air.

Perception

DC 29: *The humming seems to be coming from the pillars and the stone chair.*

The adventurers emerge from the portal in or adjacent to the portal squares in the center of the room. Two pillar traps activate immediately; the other two wait until approached. The adventurers can stop the traps from attacking by employing the countermeasures or by interacting with the stone chair.

NEGOTIATING WITH THE REAPER SKILL CHALLENGE

You sit in the stone chair and see a smoky form begin to coalesce before you. After a few moments, the shape takes the guise of a spectral reaper clutching a scythe. Its eyes burn with a red, unholy light, and its skeletal body is mostly concealed by a tattered, hooded robe. In a dusty voice, the reaper whispers, "Show your worth to death's true master, and pass."

Level: 23 (XP 5,100).

Complexity: 1 (requires 4 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, Religion.

Bluff (DC 24, standard action): The character tells a tall tale of the adventurers' exploits that is untrue but

nonetheless impresses the reaper. This skill can be used to gain 1 successes in this challenge.

Diplomacy (DC 24, standard action): The character explains that, despite their many exploits, the adventurers are humbled to be in the presence of a servant of "death's true master." This skill can be used to gain 2 successes in this challenge.

Religion (DC 29, standard action): The character describes how the party's actions have been worthy of death's true master by citing religious texts and obscure prophecies. This skill can be used to gain 1 success in this challenge.

Secondary Skill: Insight.

Insight (DC 29, minor action): The reference to "death's true master" is a clue that the reaper serves Orcus. If the character realizes this connection, it is easier to prove the adventurers' worthiness to the reaper. A success on this check provides a +2 bonus to all subsequent skill checks during this challenge.

Success: The reaper disables all four pillar traps and unlocks the curtains.

Failure: The reaper takes a toll in life force for the time it has spent in negotiation. All characters who have taken part in the skill challenge lose a healing surge. The reaper then unlocks the curtains but does not disable the pillar traps.

2 Pillars of Zealotry (Z) Trap

Level 20 Lurker
XP 2,800 each

The finely carved pillars to the northwest and southeast depict elves and humans dancing and frolicking. However, the pillars radiate a disturbing feeling of malice and dread.

Trap: Each pillar attempts to dominate those who enter the chamber. The pillars draw energy from living creatures that are not devoted to Doresain and Orcus, and they function only as long as such creatures are within the room.

Perception

No check is required to see the pillars.

Additional Skill: Religion

◆ DC 27: The character recognizes the nature of the pillars.

Initiative +9

Trigger

When characters enter the chamber, the trap activates and rolls initiative. The trap continues its attacks until no living unbelievers remain in the room.

Attack

Standard Action Ranged sight

Target: Two random creatures not in service to Doresain or Orcus

Attack: +24 vs. Will

Hit: The target is dominated (save ends).

Aftereffect: The target is dazed (save ends).

Countermeasure

◆ A character can disable a pillar with three successful DC 27 Thievery checks or DC 27 Arcana checks. A pillar attacks as a free action if a check is failed.

2 Pillars of Kinetic Waves (K)

Level 24 Blaster

Trap

XP 6,050 each

The finely carved pillars to the northeast and southwest depict elves and humans engaged in a ritual hunt. The pillars pulse with energy that pushes against you like a wave in the sea.

Trap: When a living creature moves within 1 square of a pillar, the pillar exudes kinetic energy that pushes the creature away.

Perception

No check is required to see the pillars.

Additional Skill: Arcana

◆ DC 29: The character recognizes the pillars as the foci of a kinetic trap.

Initiative +11

Trigger

When a creature comes within 1 square of a pillar, the trap activates and rolls initiative.

Attack

Standard Action Close burst 5

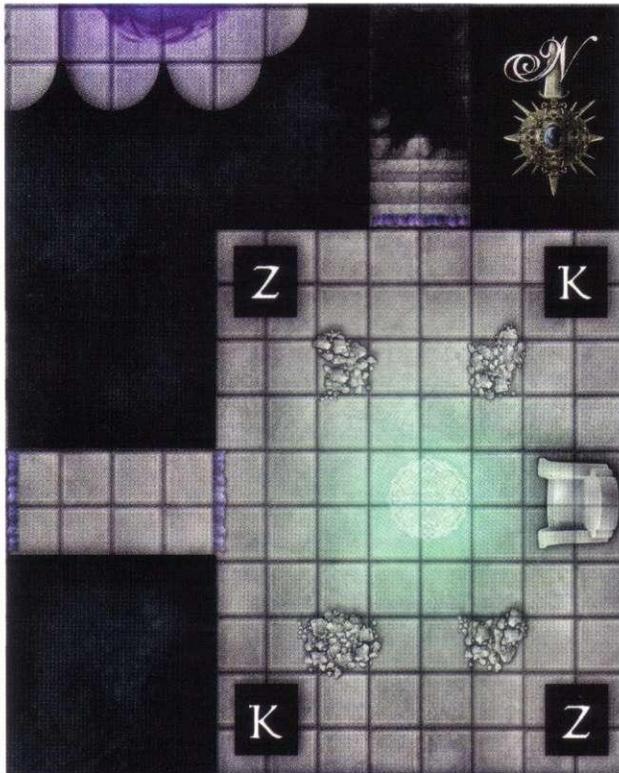
Target: All creatures in burst

Attack: +27 vs. Reflex

Hit: 3d12 + 8 damage and push 3 squares and knock prone.

Countermeasures

◆ An adjacent character can disable the trap with a DC 31 Thievery check.



FEATURES OF THE AREA

Illumination: Bright light.

Pillars: Ornate remnants of the temple's former occupants, the magic that kept them warding the area has been corrupted and turned to Xamshil's ends. The pillars in the northeast and southwest corners are zealotry traps, and those in the northwest and southeast corners are kinetic waves traps.

Stone Chair: The chair appears to be fashioned from the same stone as the pillars. A message crudely carved in the backrest can be read by any character standing adjacent to the chair. It states, "Sit and bargain for passage with death's agent."

Any character who uses a minor action to sit in the chair sees a visage of a reaper, visible only to the seated character. This begins a skill challenge. A character can rise from the chair with a minor action. Only one character can occupy the chair at a time. The skill challenge does not end until the PCs meet with success or failure.

Shattered Statues: Four shattered statues near the pillars turn the squares into difficult terrain.

Portal: This is a permanent teleportation portal that is linked to the portal in the temple's northeast alcove. Carrying a small chunk of stone from one of the shattered statues allows a character to open the portal and return to the temple. If the lead adventurer does this, the rest of the party can immediately follow.

Curtains: Two sets of curtains block passage to the north and west. These curtains radiate a powerful warding magic that can be detected with a DC 31 Arcana check. They have been locked with the Arcane Lock ritual; the PCs can force the curtains open by making a DC 31 Strength check or DC 29 Thievery check. If the characters succeed on the skill challenge, or if they destroy or disable the pillars, the warding magic fades from the curtains, and they can pass through the curtains without any difficulty.

Stairs: Past the north curtain, a set of stairs descends only to crumble into a 2 × 2 square pit.

Pit: The pit was recently dug for use in testing the worth of Doresain's supplicants before they were turned into fleshgluttons. Although the pit is only 10 feet deep, it is charged with necrotic energy that saps life. Any living creature that starts its turn in the pit is weakened (save ends).

ENCOUNTER E3: STOREROOM

Encounter Level 25 (41,375 XP)

SETUP

1 forsaken hierophant elder (F)
5 decaying mummies (M)

This chamber is a storeroom where Xamshil keeps anything he perceives as valuable that he doesn't carry on his person. To ensure that no one steals his possessions, Xamshil has used deception and magic to bind a fallen priest and his acolytes to this room, turning them into mummies.

When the adventurers enter the storeroom, read:

An enormous blue rug with silver accents lies on the floor in the center of this chamber. Two walls, each bearing arcane runes, divide the space. Boxes, crates, and other large containers are stacked haphazardly throughout the room.

Arcana Check

DC 26: *The runes on the dividing walls suggest that binding magic is active here.*

Perception Check

DC 33: *Behind the containers in the southwest corner is a stone trapdoor with no obvious handle. The trapdoor is almost flush with the floor.*

As this encounter begins, the forsaken hierophant elder is beneath the stone trapdoor, and the decaying mummies hide within five of the scattered crates. When the adventurers open any of the crates in the first section of the room, they find nothing but a poorly packed, badly wrapped mummy (one of the decaying mummy minions). Inactive until called forth by the hierophant, the minion does not move or attack, nor can it be harmed by the adventurers.

When the adventurers move adjacent to the crates in the second half of the room and attempt to open one, the forsaken hierophant elder emerges from its resting place under the trapdoor and combat begins.

TACTICS

The hierophant uses a minor action to open the trapdoor from its side, climbs out, and attacks.

The hierophant begins the combat by using *word of Orcus*, attempting to hit as many enemies as it can. The hierophant also tries to position itself to catch as many enemies as possible in its *decaying hope* aura.

In the second round of combat, the hierophant uses a minor action to call forth the decaying mummies.

In subsequent combat rounds, the hierophant attacks with its mace and waits for *word of Orcus* to recharge before

using that power again. The hierophant spends its action points when it can make a mace attack and use *word of Orcus* in the same turn.

The hierophant and the decaying mummies cannot move beyond the room's curtains. If an effect forces any of these creatures outside the curtains, they must use their next move action to move back inside the room. If the hierophant has not moved back into the room by the end of its turn, it takes 20 fire damage, which also negates its regeneration until the end of its next turn. A decaying mummy that has not moved back into the room by the end of its turn is destroyed.

The hierophant and the decaying mummies fight until destroyed unless the adventurers leave the chamber or decipher the runes on the dividing walls and attempt to negotiate with the hierophant elder.

WRITING ON THE WALL

Runes cover the walls that divide the chamber in half. A character can decipher the runes by making three DC 26 Arcana checks (these checks are standard actions). Each successful check deals 20 damage to the hierophant. Each failed check restores 20 hit points to the hierophant. If the PCs pause to decipher the wall before the hierophant emerges from hiding, it rushes out to attack after the second successful Arcana check.

With one success, a character discovers that the runes radiate with arcane energy.

With a second success, a character recognizes the runes as part of an intricate binding ritual tied to the hierophant.

With a third success, a character understands that the ritual is held together with the subject's canopic jars—the vessels holding the hierophant's organs after the mummification process was completed.

DEVELOPMENT

Once the characters decipher the runes on the dividing walls, they might try negotiating with the hierophant. While the hierophant is bloodied, a character can take a standard action to negotiate with it, citing details learned from the runes. On a DC 26 Diplomacy check, the hierophant pauses briefly to consider the character's words (it makes no attacks this round). If the character makes a second DC 26 Diplomacy check, the hierophant agrees to stop attacking. It requests the return of its canopic jars, and it allows the PCs to leave the chamber to go find them. Unfortunately, the hierophant doesn't know where the jars are stored. (See **Encounter E6: Bathhouse** on page 26 for details.)

If the PCs strike a deal but do not return the canopic jars, the hierophant eventually might find a way to escape the storeroom and hunt them down.

5 Decaying Mummies (M) Level 23 Minion Brute

Medium natural humanoid, human XP 1,275 each

Initiative +16 Senses Perception +12

Decaying Aura (Necrotic) aura 1; each enemy that enters or starts its turn within the aura takes 5 necrotic damage and is weakened (save ends).

HP 1; a missed attack never damages a minion.

AC 35; Fortitude 37, Reflex 34, Will 32

Speed 5

⊕ **Decaying Slam** (standard; at-will) ◆ Necrotic
+26 vs. AC; 14 necrotic damage.

Alignment Unaligned Languages Common

Str 23 (+18) Dex 18 (+16) Wis 12 (+12)

Con 24 (+19) Int 6 (+9) Cha 16 (+14)

Forsaken Hierophant Elder (F) Level 25 Solo Controller

Medium natural humanoid (undead), human XP 35,000

Initiative +13 Senses Perception +16; darkvision

Decaying Hope (Fear, Necrotic) aura 5; each enemy within the aura takes a -2 penalty to all defenses.HP 892; Bloodied 446; see also *mummy's curse***Regeneration 10** (if a forsaken hierophant elder takes fire damage, regeneration doesn't function until the end of its next turn)

AC 39; Fortitude 39, Reflex 35, Will 41

Immune disease, poison; Resist 15 necrotic

Saving Throws +5

Speed 5

Action Points 2

⊕ **Mace** (standard; at-will) ◆ Necrotic, Weapon
+30 vs. AC; 2d8 + 9 damage, and ongoing 10 necrotic damage (save ends).⚡ **Forsaken Word** (standard; at-will) ◆ Necrotic, Psychic
Close blast 5; targets enemies; +27 vs. Will; 2d8 + 9 necrotic and psychic damage, and the target is pushed 3 squares.⚡ **Vision of Death** (minor 1/round; at-will) ◆ Psychic
Close burst 10; targets one creature; +29 vs. Will; 2d6 + 9 psychic damage, and the target is dazed (save ends).⚡ **Word of Orcus** (standard; recharge [1]) ◆ Healing, Necrotic
Close burst 5; targets enemies; +27 vs. Fortitude; 2d6 + 9 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.⚡ **Mummy's Curse** (when reduced to 0 hit points) ◆ Disease
Close burst 10; targets enemies; +27 vs. Will; the target contracts mummy rot (see below).

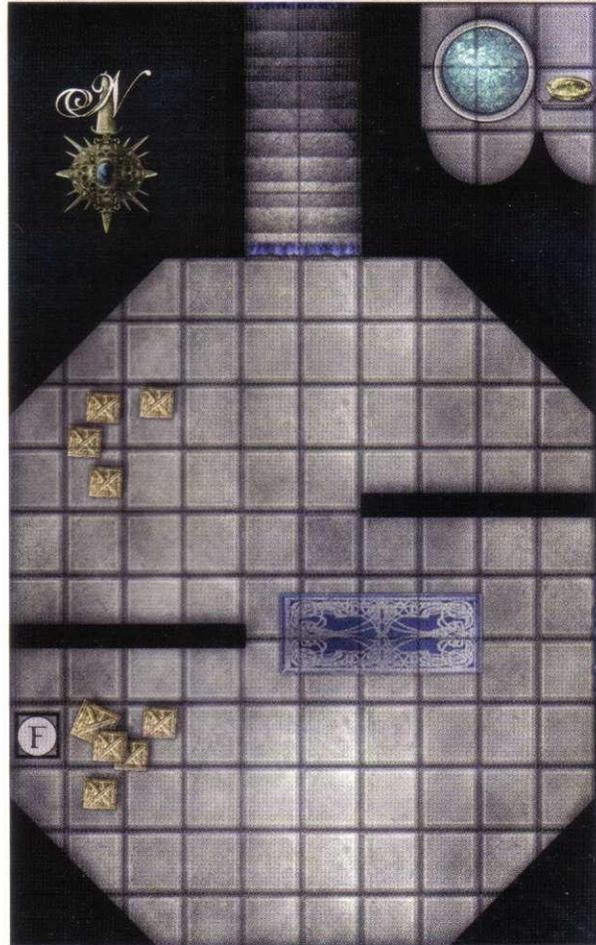
Alignment Chaotic evil Languages Abyssal, Common

Skills Religion +19

Str 23 (+18) Dex 13 (+13) Wis 18 (+16)

Con 15 (+14) Int 14 (+14) Cha 26 (+20)

Equipment plate armor, mace



ENCOUNTER E3: STOREROOM

FEATURES OF THE AREA**Illumination:** Bright light.**Trapdoor:** The trapdoor covers a small burial chamber in which the forsaken hierophant elder resides. The trapdoor is closed and locked from the inside (DC 31 Thievery check to open).**Crates and Boxes:** These containers hold expensive clothing, foodstuffs, and heirlooms of value—personal effects from Xamshil's victims. The squares with containers are difficult terrain.**Treasure:** If the adventurers search through the containers and make a DC 26 Perception check, they find a few purses that contain a total of 1,750 pp. In addition, a character who makes a DC 31 Perception check while in the hierophant's burial chamber (through the trapdoor) finds a level 27 magic item.**Mummy Rot**

Level 25 Disease

Endurance improve DC 31, maintain DC 26, worsen DC 25 or lower

The target is cured.

◀ **Initial Effect:** The target regains only half the normal number of hit points from healing effects.

▶▶ The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.

▶ **Final State:** The target dies.

ENCOUNTER E4: FEASTHALL

Encounter Level 25 (36,625 XP)

SETUP

- 5 fleshglutton supplicants (S)
- 4 fleshglutton bileguards (B)
- 1 fleshglutton corpse eater (see below)

In this room, the fleshgluttons of the embassy eat and while away time. A handful of the creatures always linger here, playing macabre games with the bones of victims and feasting on the remains of those who ran afoul of Doresain's chosen (or those who were not strong enough to survive the transformation into fleshgluttons).

When the adventurers enter the feasthall, read:

Well-crafted wooden tables and chairs are arranged throughout this room. Humanoids sit around several of the tables, engaging in a variety of activities. At one table, a pair of humanoids appear to be locked in an intense game of chance. At another, humanoids feast on a platter piled high with meat and bones. None of them seem to immediately notice your arrival.

Perception Check

DC 24: *The gamblers use various bones as pieces in their game. The bones are stark white, as if recently carved and cleaned from carcasses.*

Perception Check

DC 29: *A few of the humanoids are eating meals that appear to include the body parts of various creatures—including other humanoids. One diner uses a halved severed skull as a bowl.*

TACTICS

Once the adventurers are noticed (probably by moving into the room or launching an attack from the doorway), all of the fleshgluttons rise from their seats (a minor action) and proceed to attack the intruders.

The supplicants concentrate their attacks on one or two enemies, attempting to flank when possible. They favor helping to block for the bileguards, closing the distance quickly, and trying to engage leaders or controllers in combat, if possible.

The bileguards try to attack in pairs, concentrating first on strikers. They use *strike and lunge* to position themselves for flanks or to move adjacent to softer targets. If two enemy characters are close together, one bileguard uses *strike and lunge* to mark one target with its glaive, shift away, and attack another target with its bite. The second bileguard attacks a different target but moves adjacent to the enemy marked by the first bileguard. Thus, the marked enemy must choose between attacking the adjacent bileguard at a penalty or moving and risking an opportunity attack. When possible, the bileguards use the reach of their glaives to their advantage, sometimes attacking from behind a supplicant and forcing an enemy to move closer to them.

After the first round of combat ends, roll a d20 to start each subsequent round. The first roll is made naturally; each subsequent rolls gains a cumulative +1 bonus (+1 in the third round, +2 in the fourth round, and so on).

On a roll of 15 or higher, a fleshglutton corpse eater hears the commotion and arrives through the northeast curtain on its turn in the initiative count this round. When it arrives, the fleshglutton corpse eater charges toward the nearest enemy. It continues to attack that target, seeking to grab it and make a *frenzied feast* attack upon it in the same round. Remember to take advantage of its *kill the weak* ability when it attacks a weakened target.

5 Fleshglutton Supplicant (S)

Medium natural humanoid

Level 23 Minion

XP 1,275 each

Initiative +21 **Senses** Perception +18; low-light vision

HP 1; a missed attack never damages a minion.

AC 37; **Fortitude** 35, **Reflex** 36, **Will** 35

Speed 6

⊕ **Bite** (standard; at-will)

+28 vs. AC; 12 damage, and the fleshglutton supplicant shifts 3 squares.

⊖ **Death Lunge** (when reduced to 0 hit points)

The fleshglutton supplicant makes a bite attack.

Alignment Chaotic evil

Languages Common

Str 24 (+18)

Dex 27 (+19)

Wis 24 (+18)

Con 20 (+16)

Int 11 (+11)

Cha 10 (+11)

4 Fleshglutton Bileguards (B)**Level 24 Soldier**

Medium natural humanoid

XP 6,050 each

Initiative +21 **Senses** Perception +24; low-light vision**HP** 224; **Bloodied** 112**AC** 40; **Fortitude** 37, **Reflex** 35, **Will** 35**Speed** 6⊕ **Glaive** (standard; at-will) ♦ **Weapon**

Reach 2; +31 vs. AC; 6d4 + 5 damage, and the target is marked until the end of the fleshglutton bileguard's next turn.

⊕ **Bite** (standard; at-will) ♦ **Poison**

+31 vs. AC; 2d8 + 5 plus 2d6 poison damage.

⊕ **Strike and Lunge** (standard; recharge ☹️; ☹️) ♦ **Weapon**

The fleshglutton bileguard makes a glaive attack, shifts 1 square, and makes a bite attack.

Bilious Blade ♦ **Poison**

The fleshglutton bileguard deals an extra 2d6 poison damage on opportunity attacks.

Alignment Chaotic evil **Languages** Common**Skills** Athletics +26**Str** 28 (+21)**Dex** 25 (+19)**Wis** 25 (+19)**Con** 24 (+19)**Int** 11 (+12)**Cha** 12 (+13)**Equipment** glaive**Fleshglutton Corpse Eater****Level 24 Brute**

Medium natural humanoid

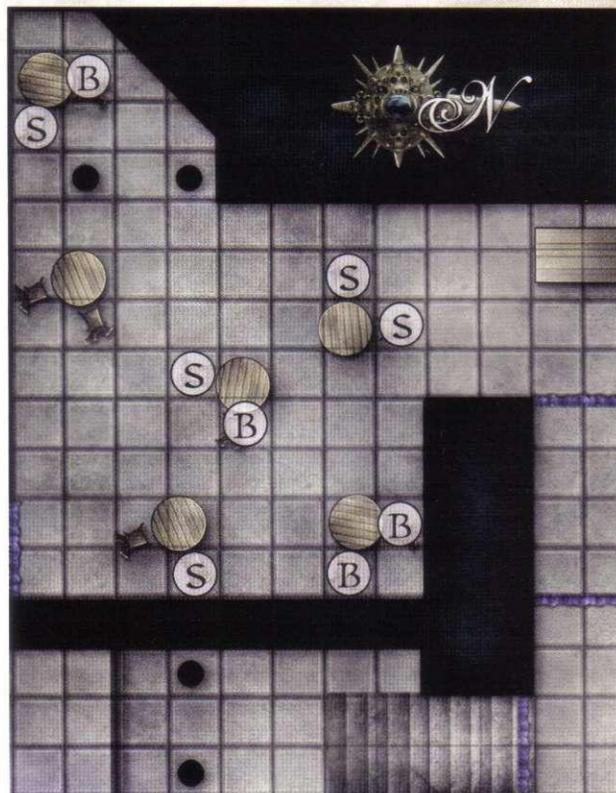
XP 6,050

Initiative +19 **Senses** Perception +19; low-light vision**HP** 273; **Bloodied** 136**AC** 36; **Fortitude** 37, **Reflex** 34, **Will** 34**Speed** 6⊕ **Bite** (standard; at-will)+27 vs. AC; 3d10 + 8 damage, and the target is grabbed; see also *frenzied feast*.⊕ **Frenzied Feast** (minor 1/round; at-will) ♦ **Necrotic**Targets a creature grabbed by the fleshglutton corpse eater; +25 vs. Fortitude; the target takes 15 ongoing necrotic damage (save ends). *Aftereffect*: The target is weakened (save ends).⊕ **Devouring Lunge** (standard; usable only while bloodied; encounter) ♦ **Healing**

The fleshglutton corpse eater makes a bite attack against a humanoid living target that has 0 hit points or fewer. On a hit, the fleshglutton corpse eater regains 68 hit points.

Kill the Weak ♦ **Necrotic**

The fleshglutton corpse eater deals an extra 2d10 necrotic damage against weakened targets.

Alignment Chaotic evil **Languages** Common**Skills** Athletics +27**Str** 30 (+22)**Dex** 24 (+19)**Wis** 25 (+19)**Con** 23 (+18)**Int** 11 (+12)**Cha** 10 (+12)

ENCOUNTER E4: FEASTHALL

FEATURES OF THE AREA

Illumination: Bright light from torch sconces throughout the room.

Tables and Chairs: The severed head of a human male sits on the table nearest the northeast curtain. It has been hollowed out from behind and functions as a serving vessel for the large quantity of blood that sloshes around inside. The head rests on a fine silver platter ringed with silver cups, some still caked with bloody remnants.

Several tables are being used for grisly games of gambling involving newly picked bones of many shapes and sizes. Other tables bear bloody silver cups and plates of partially eaten humanoids. The fleshgluttons use no eating utensils; their sharp teeth and claws are all they need to rip the flesh from their meals.

The spaces with chairs are difficult terrain. The spaces with tables are impassible unless a creature jumps up on a table by making a DC 15 Athletics check. Creatures can also duck under a table by making a DC 15 Acrobatics check; tables provide cover for anyone underneath them.

Pillars: The southwest corner of the room has two round pillars. The squares they occupy are impassable, and the pillars provide cover.

ENCOUNTER E5: PRIEST'S QUARTERS

Encounter Level 23 (30,100 XP)

SETUP

2 fleshglutton corpse eaters (C)
1 abhorrent reaper terror (see below)

This room used to be the quarters for the priests who administered rites at Passion's Rendezvous. They have been spirited off to the White Kingdom, along with several other persons of note in Sigil, and Xamshil has turned this chamber into his personal quarters. He destroyed the altar to Sehanine and corrupted the font of holy water, making it a vile summoning pool connected to a black corner of the Shadowfell.

When the adventurers enter the quarters, read:

A large stone bowl in the center of the room contains a pool of dark water. The smashed remains of statues litter the ground around it. In the southeast corner, an altar to Sehanine has been partially destroyed. Three well-kept beds with deep blue blankets line one side of the room. A small nook lies at the foot of each bed, and between the beds are two sets of desks and chairs. Two pale figures wearing torn servant clothes stand around the bowl, their faces and clothes stained with blood.

2 Fleshglutton Corpse Eaters (C) **Level 24 Brute**
Medium natural humanoid XP 6,050

Initiative +19 Senses Perception +19; low-light vision
HP 273; Bloodied 136
AC 36; Fortitude 37, Reflex 34, Will 34
Speed 6

⊕ **Bite** (standard; at-will)
+27 vs. AC; 3d10 + 8 damage, and the target is grabbed; see also *frenzied feast*.

⊕ **Frenzied Feast** (minor 1/round; at-will) ◆ **Necrotic**
Targets a creature grabbed by the fleshglutton corpse eater; +25 vs. Fortitude; the target takes 15 ongoing necrotic damage (save ends). *Aftereffect*: The target is weakened (save ends).

⊕ **Devouring Lunge** (standard; usable only while bloodied; encounter) ◆ **Healing**
The fleshglutton corpse eater makes a bite attack against a humanoid living target that has 0 hit points or fewer. On a hit, the fleshglutton corpse eater regains 68 hit points.

Kill the Weak ◆ **Necrotic**
The fleshglutton corpse eater deals an extra 2d10 necrotic damage against weakened targets.

Alignment Chaotic evil Languages Common
Skills Athletics +27
Str 30 (+22) Dex 24 (+19) Wis 25 (+19)
Con 23 (+18) Int 11 (+12) Cha 10 (+12)

Abhorrent Reaper Terror **Level 26 Elite Soldier (Leader)**

Large shadow humanoid (undead) XP 18,000

Initiative +20 Senses Perception +16; darkvision
Aura of Ruin aura 5; any ally within the aura deals 1d6 extra necrotic damage with melee attacks.

HP 472; Bloodied 236

Regeneration 15 (if an abhorrent reaper takes radiant damage, regeneration doesn't function until the end of its next turn)

AC 42; Fortitude 38, Reflex 35, Will 37

Immune disease, fear, poison; Resist 10 necrotic; see also *umbral phantasm*; Vulnerable 10 radiant

Saving Throws +2

Speed 8, fly 12 (hover)

Action Points 1

⊕ **Abhorrent Sickle** (standard; at-will) ◆ **Necrotic, Weapon**
Reach 2; +33 vs. AC; 3d8 + 9 necrotic damage.

⊕ **Hateful Charge** (standard; requires sickle; usable only when charging; at-will) ◆ **Necrotic, Weapon**
+33 vs. AC; 3d8 + 9 necrotic damage, and the target is knocked prone and is immobilized until the end of the abhorrent reaper's next turn.

⊕ **Hate's Cleave** (standard; requires sickle; at-will) ◆ **Necrotic, Weapon**
Close burst 2; targets enemies; +31 vs. AC; 4d6 + 9 necrotic damage.

Bloodthirst

When an abhorrent reaper bloodies an enemy, one of the abhorrent reaper's allies can make a melee basic attack against the bloodied creature as a free action.

Umbral Phantasm (immediate interrupt, when the abhorrent reaper would take damage; recharge ☹️; ☹️)

The abhorrent reaper terror becomes insubstantial until it attacks or until the end of its next turn.

Alignment Evil Languages Common

Skills Intimidate +25

Str 27 (+21) Dex 21 (+18) Wis 16 (+16)

Con 20 (+18) Int 18 (+17) Cha 24 (+20)

Equipment robes, sickle

TACTICS

The two fleshglutton corpse eaters howl in delight at the prospect of fresh victims and move to engage the intruders. They both attempt to target one enemy to take it down and use their *devouring lunge*.

The abhorrent reaper terror is not present when the adventurers enter the room. Rather, the first time that either fleshglutton corpse eater is hit and takes damage, it shouts, "From the depths of the Abyss, come forth and begin the reaping!" The pool of water shudders, and out of its dark, swirling shadow emerges the abhorrent reaper terror, which acts on its initiative count. The reaper looks like the vision the adventurers saw if they sat in the chair in **Encounter E2** (see page 18).

The abhorrent reaper terror keeps the fleshgluttons in its *aura of ruin* so they deal extra necrotic damage. It attempts to use *hate's cleave* as often as possible, taking advantage of the small size of the room to affect the greatest number of targets. To make the most of its *bloodthirst* power, the reaper tries to attack adventurers who have already taken damage from the fleshgluttons but are not yet bloodied. Thanks to its *umbral phantasm* power, the reaper is not afraid to take chances to gain a good position to set up a *hateful charge* or catch the most targets possible in its *hate's cleave* burst. The reaper fights until it is destroyed.

FEATURES OF THE AREA

Illumination: Bright light.

Pool: The pool of water is a limited portal to the Shadowfell, accessible only by the abhorrent reaper terror. Adventurers who move adjacent to the pool feel a dread energy emanating from it. Any PC who touches the water takes ongoing 10 necrotic damage (save ends).

Broken Altar: The altar to Sehanine has been partially crushed. The intact portion is about 2 feet off the ground, and a character can jump on it with a DC 15 Athletics check. Otherwise, it is impassable. The squares that contain rubble are difficult terrain. The adventurers can find a secret compartment within the remains of the altar by making a DC 31 Perception check.

Shattered Statues: To the north and south of the pool lie the remains of statues depicting Sehanine in various guises. These squares are difficult terrain.

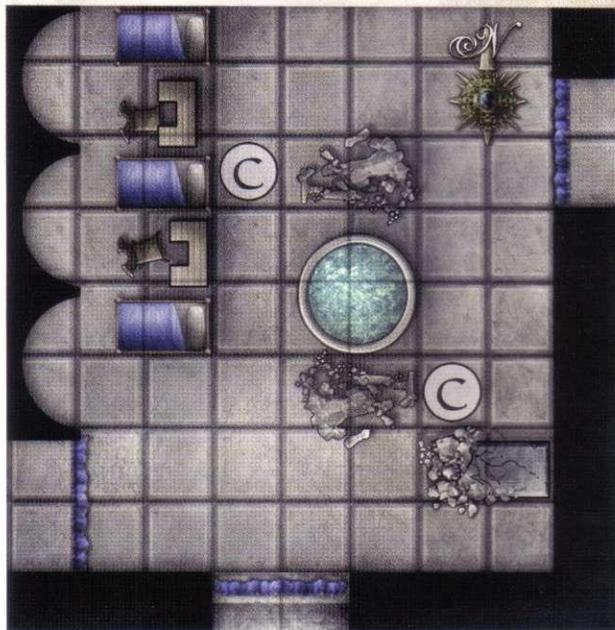
Beds: The beds are low enough to be treated as difficult terrain. All are in good condition.

Desks: The desks are low, about the same height as the beds, and are difficult terrain. Each desk holds sheaves of parchment and writing implements. One of the drawers in the desk farthest north contains a false bottom that can be found with a DC 29 Perception check. Inside the false bottom is a ledger with hundreds of entries (see the sidebar) and treasure (see below).

Chairs: The squares that contain chairs are difficult terrain.

Treasure: A false bottom compartment in the northernmost desk contains a celestial gold statuette set with astral diamonds worth 50,000 gp and a fine velvet bag containing 400 pp.

In addition, when Xamshil smashed the altar, he missed a secret compartment that still lies within the undamaged portion. The compartment contains a level 25 magic item.



XAMSHIL'S LEDGER

A ledger hidden in the desk is titled "White Kingdom Transfers." It documents the transactions made between the White Kingdom and the Embassy of Ghouls. Each entry lists the name of a person next to three columns titled "Arrived," "In Transit," and "Received (G. Hall)." Marks in the columns denote the status of each name. The designation "x" is used in the first two columns, but "K-K" is used in the "Received (G. Hall)" column.

The ledger lists hundreds of names. The last five names have marks in the first two columns, but no marks in the "Received (G. Hall)" column. The five names in question are Corus Ilprot, Maleem Skyraven, Whitten Ormandus, Narak, and Esmerana Delrain.

A character who makes a DC 24 Perception check notes several anomalous entries in the ledger that are not names. Each such entry is listed as "T," with a mark in all three columns.

Between the ledger and other information already gathered, the adventurers should be able to piece together that Xamshil is moving slaves to the White Kingdom from this location, and that he has also moved the pieces of Timesus in this manner. However, the adventurers won't know yet that "K-K" refers to Kor-Karnaar, Doresain's death knight lieutenant, or that "G. Hall" refers to the Great Hall, where the death knight receives guests.

The adventurers might investigate the names of the five individuals who are marked as still being in transit. If so, they learn that the five are prominent members of the community; in particular, Maleem Skyraven is a sage whose area of expertise is the Abyss. See the "Predators in Sigil" hook on page 4 of *Adventure Book One*.

ENCOUNTER E6: BATHHOUSE

Encounter Level 24 (30,575 XP)

SETUP

5 fleshglutton supplicants (S)

2 fleshglutton bileguards (B)

1 marilith (M)

This room used to be a bathhouse. The priests of Sehanine filled its two pools with a regenerative liquid that healed bathers. When Xamshil moved into the underchambers, he corrupted the north pool, infusing it with ghoulish magic that immobilizes all living creatures who touch it. He keeps the south pool intact, allowing allies to use its magic for a price. Currently, Sheethla, a marilith who occasionally works for Doresain, is enjoying the pool's regenerative qualities when the adventurers arrive.

When the adventurers enter the bathhouse, read:

This chamber looks like a bathhouse. Two dark blue rugs with silver accents lie along the western wall. Four wooden benches in the center of the room are strewn with large white cloths, and smaller blue rugs cover the floor in front of each bench. Rectangular pools to the north and south are flush with the floor and contain a milky liquid that has a slight silvery sheen. Numerous gaunt, pale-skinned humanoids in the room begin to move toward you as they notice your arrival.

"Look," one of the creatures sneers, "someone has sent us a snack to go along with our bath." The other humanoids laugh; it's a rasping, evil sound.

When the encounter begins, Sheethla the marilith lounges beneath the surface of the southern pool, enjoying a slow recuperation from a recent battle. After 1 round of combat, the sounds of battle pierce the viscous liquid, and she rises to join the fray.

When Sheethla emerges from the southern pool, read:

From the southern pool, a six-armed terror far taller than a human rises out of the milky liquid. Her lower torso is serpentine, and her eyes burn with the fire of the Abyss. Drawing a scimitar in each hand, she screams words in a fierce, disturbing language.

Any character who understands Abyssal understands what the marilith screams out and can translate for the other party members: "Who dares interrupt my rest? Xamshil promised me sanctuary! Your impudence has earned you a bloody death by my blades!"

TACTICS

The fleshglutton supplicants concentrate their attacks on one or two of the adventurers, trying to occupy the attention of defenders.

The bileguards try to attack as a pair, concentrating first on strikers in the party. They use *strike and lunge* to position themselves for flanks or to move adjacent to softer targets. If two adventurers are close together, one bileguard uses *strike and lunge* to mark one target with its glaive, shift away, and attack another target with its bite. The second bileguard attacks a different target but moves adjacent to the adventurer marked by the first bileguard. Thus, the marked adventurer must choose between attacking the adjacent bileguard at a penalty or moving and risk provoking an opportunity attack. When possible, the bileguards use the reach of their glaives to their advantage, sometimes attacking from behind an ally and forcing an adventurer to move toward them.

The bileguards and supplicants try to stay away from the northern pool. They know that its liquid will immobilize them. During the first round of combat, they frequently look over to the southern pool, waiting to see what the marilith is going to do.

Sheethla the marilith is enraged that her period of rest and recuperation has been disturbed. After a round or so of battle, her bloodlust kicks in, and she regains her battle equilibrium. During her first round of action, Sheethla moves and attacks the most accessible enemy with *shroud of steel*. She doesn't attempt to spend an action point or use *weapon dance* until the next round. If she is bloodied, she uses *weapon dance* one more time, then retreats to the southern pool to regenerate. If badly injured, she escapes through the north entrance at the first opportunity. Otherwise, she fights to the death.

5 Fleshglutton Supplicants (S)		Level 23 Minion
Medium natural humanoid		XP 1,275 each
Initiative +21	Senses Perception +18; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 37; Fortitude 35, Reflex 36, Will 35		
Speed 6		
⊕ Bite (standard; at-will)		
+28 vs. AC; 12 damage, and the fleshglutton supplicant shifts 3 squares.		
⊖ Death Lunge (when reduced to 0 hit points)		
The fleshglutton supplicant makes a bite attack.		
Alignment	Chaotic evil	Languages Common
Str 24 (+18)	Dex 27 (+19)	Wis 24 (+18)
Con 20 (+16)	Int 11 (+11)	Cha 10 (+11)

DEVELOPMENT

The canopic jars that hold the organs of the forsaken hierophant elder from **Encounter E3: Storeroom** (see page 20) are in this chamber (see “Features of the Area” for details). If the adventurers plan to honor any agreement they made with the hierophant, they will need to acquire these jars.

2 Fleshglutton Bileguards (B) Level 24 Soldier

Medium natural humanoid XP 6,050 each

Initiative +21 **Senses** Perception +24; low-light vision

HP 224; **Bloodied** 112

AC 40; **Fortitude** 37, **Reflex** 35, **Will** 35

Speed 6

⊕ **Glaive** (standard; at-will) ◆ **Weapon**

Reach 2; +31 vs. AC; 6d4 + 5 damage, and the target is marked until the end of the fleshglutton bileguard's next turn.

⊕ **Bite** (standard; at-will) ◆ **Poison**

+31 vs. AC; 2d8 + 5 plus 2d6 poison damage.

⊕ **Strike and Lunge** (standard; recharge ☹️☹️) ◆ **Weapon**

The fleshglutton bileguard makes a glaive attack, shifts 1 square, and makes a bite attack.

Bilious Blade ◆ **Poison**

The fleshglutton bileguard deals an extra 2d6 poison damage on opportunity attacks.

Alignment Chaotic evil **Languages** Common

Skills Athletics +26

Str 28 (+21) **Dex** 25 (+19) **Wis** 25 (+19)

Con 24 (+19) **Int** 11 (+12) **Cha** 12 (+13)

Equipment glaive

Marilith (M) Level 24 Elite Skirmisher

Large elemental humanoid (demon) XP 12,100

Initiative +22 **Senses** Perception +21; darkvision

HP 440; **Bloodied** 220

AC 38 (42 when using *shroud of steel*); **Fortitude** 36, **Reflex** 35,

Will 33

Resist 20 variable (3/encounter; see “Resist,” MM 282)

Saving Throws +2

Speed 8

Action Points 1

⊕ **Scimitar** (standard; at-will) ◆ **Weapon**

Reach 2; +29 vs. AC; 2d10 + 9 damage (crit 6d10 + 29).

⊕ **Hacking Blades** (free, when an adjacent enemy misses the marilith with a melee attack; at-will) ◆ **Weapon**

The marilith makes a scimitar attack against the enemy.

⊕ **Shroud of Steel** (standard; at-will) ◆ **Weapon**

The marilith makes two scimitar attacks and uses its other scimitars to parry incoming attacks, gaining a +4 bonus (+1 per scimitar) to AC until the start of its next turn.

⊕ **Weapon Dance** (standard; recharges when first bloodied)

◆ **Weapon**

The marilith makes six scimitar attacks. Each time it hits, the marilith shifts 1 square.

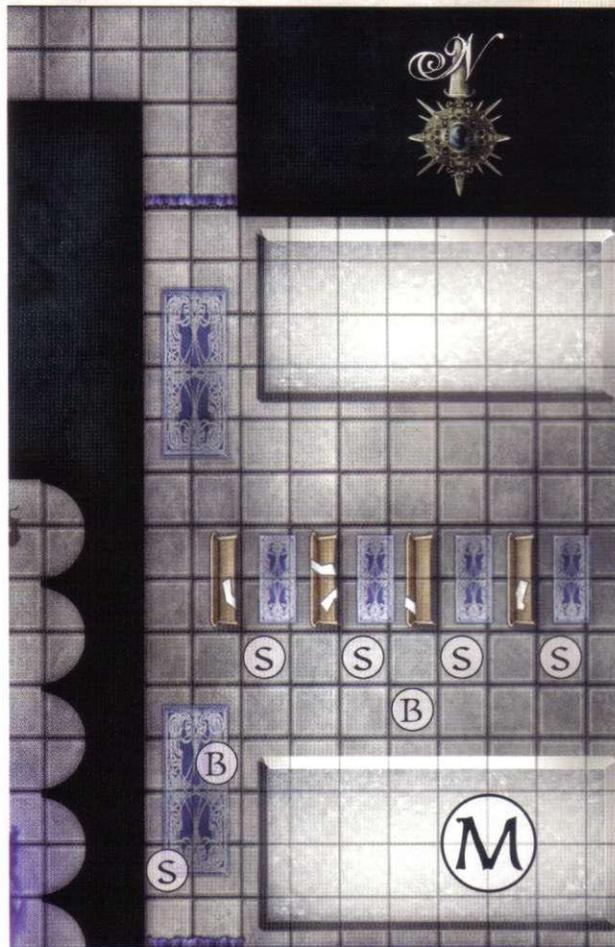
Alignment Chaotic evil **Languages** Abyssal

Skills Bluff +23, Insight +21, Intimidate +23, Stealth +25

Str 28 (+21) **Dex** 26 (+20) **Wis** 19 (+16)

Con 20 (+17) **Int** 14 (+14) **Cha** 22 (+18)

Equipment 6 scimitars



ENCOUNTER E6: BATHHOUSE

FEATURES OF THE AREA

Illumination: Bright light.

Northern Pool: This 10-foot-deep pool is filled with a viscous white liquid and looks identical to the other pool. Any creature that enters a northern pool square or touches the pool's liquid is immobilized (save ends).

Southern Pool: This 10-foot-deep pool is filled with a viscous white liquid and looks identical to the other pool. However, this liquid is regenerative. Any creature that begins its turn in a southern pool square regains 25 hit points without spending a healing surge. Moving through a square containing liquid must be done using an Athletics check to swim (DC 15).

Canopic Jars: Four canopic jars sit on the floor near the southeast edge of the northern pool. These small bronze receptacles hold the organs of the forsaken hierophant elder that guards the storeroom. If the adventurers return the four jars to the hierophant, it is no longer bound to the storeroom. For details, see **Encounter E3: Storeroom** on page 20.

Benches: The benches are considered difficult terrain.

ENCOUNTER E7: PORTAL TO THE WHITE KINGDOM

Encounter Level 25 (36,300 XP)

SETUP

1 deva fallen star servitor (D)
 4 fleshglutton corpse eaters (C)
 Xamshil, fleshglutton favored one (F)

The priests of Sehanine used this chamber for rituals, but Xamshil has corrupted it for his own purposes. In the southeast corner, a swirling, one-way portal leads to the White Kingdom. This is the path to the next part of the adventure.

When the adventurers enter this room, read:

Stairs lead down into a dimly lit chamber. Two pale, gaunt humanoids block the bottom of the stairs, and two more stand elsewhere, deeper in the room. A purple-black portal swirls in the southeast corner of the room, a shadowy maw occasionally forming and collapsing in the chaotic energy of the vortex. In the northeast corner, a bloody image of a skull with sharp teeth is slathered on the floor. The southwest corner of the room rises to form a platform 15 feet off the floor. A basin sits on the platform, next to a gong. A humanoid wearing a black hooded robe with white trim stands atop the platform.

Xamshil knows that the adventurers have invaded the embassy, and he is ready and waiting to destroy them when they reach this location. A dotted circle shows where the deva servitor arrives when Xamshil calls him forth.

TACTICS

The fleshglutton corpse eaters use tactics similar to those used by other fleshgluttons in previous encounters. They fight to the death.

Xamshil uses his powers to maximum effectiveness with the other fleshgluttons. In the first round of combat, he waits until one of the corpse eaters moves adjacent to an adventurer, then he uses *mind teeth* on that character, giving the corpse eater an opportunity attack. As combat develops, Xamshil directs the fleshgluttons to draw the adventurers closer to the platform so that he can unleash *Ghoul King's gift* upon them. He remains on the platform for as long as possible, using *evasive lunge* to teleport back there if he is forced down to the floor level.

If Xamshil becomes bloodied, he uses a minor action to hit the gong. At that point, a deva fallen star servitor appears in a bloody burst on the skull image, ready to serve Xamshil.

If Xamshil is about to be defeated, he attempts to jump through the portal to the White Kingdom. In this case, the adventurers might wind up finishing him off on the other side of the portal.

The deva fallen star servitor leads off with *soul scourge* and uses *fateful transposition* to move an enemy controller or striker adjacent to a fleshglutton. It uses *forgetting ray* on ranged strikers or controllers. If engaged in close combat, the deva tries to escape, using *fallen touch* only if it has no way out. The deva fights until it dies, which triggers its *vile rebirth*, allowing it to keep fighting as an undead creature.

Deva Fallen Star Servitor (D)

Level 23 Artillery

Medium immortal humanoid

XP 5,100

Initiative +13 Senses Perception +17

HP 168; Bloodied 84

AC 35; Fortitude 33, Reflex 34, Will 34; +1 to all defenses against bloodied creatures

Resist 10 radiant

Speed 6, fly 8 (clumsy); see also *fateful transposition*

⚔ **Rebuking Rod** (standard; at-will) ♦ **Psychic, Radiant, Weapon**
 +28 vs. Will; 2d8 + 6 psychic and radiant damage, and the deva fallen star gains total concealment against the target (save ends).

↔ **Fateful Transposition** (immediate interrupt, when an enemy attacks the deva fallen star servitor; encounter) ♦ **Teleportation**
 Ranged 10; +28 vs. Will; the target swaps positions with the deva fallen star servitor. The triggering enemy's attack deals half damage to the fallen star, and the target takes damage equal to half the attack's damage.

↔ **Forgetting Ray** (standard; at-will) ♦ **Charm, Psychic**
 Ranged 20; +28 vs. Reflex; 3d6 + 6 psychic damage, and the target can use only basic attacks and at-will powers during its next turn.

✖ **Soul Scourge** (standard; recharges when first bloodied and again when it uses *vile rebirth*) ♦ **Necrotic, Radiant**

Area burst 2 within 15; targets enemies; +26 vs. Will; 2d6 + 6 radiant damage, and the target takes ongoing 10 necrotic damage (save ends).

Fate Manipulation (free; recharges when first bloodied)

The deva fallen star servitor adds 1d8 to or subtracts 1d8 from an attack roll, ability check, or saving throw made by itself or any creature within 10 squares of it.

Vile Rebirth (when the deva fallen star servitor is reduced to 0 hit points) ♦ **Healing**

The deva fallen star servitor does not die and instead remains at 0 hit points until the start of its next turn, when it regains 25 hit points, loses resistance to radiant damage, and gains the undead keyword.

Alignment Evil **Languages** Common, Supernal
Skills Arcana +24, History +26, Insight +17, Religion +26
Str 14 (+13) **Dex** 15 (+13) **Wis** 12 (+12)
Con 24 (+18) **Int** 26 (+19) **Cha** 27 (+19)
Equipment robes, rod

4 Fleshglutton Corpse Eaters (C) Level 24 Brute

Medium natural humanoid XP 6,050

Initiative +19 Senses Perception +19; low-light vision

HP 273; Bloodied 136

AC 36; Fortitude 37, Reflex 34, Will 34

Speed 6

⊕ **Bite** (standard; at-will)
+27 vs. AC; 3d10 + 8 damage, and the target is grabbed; see also *frenzied feast*.

⊕ **Frenzied Feast** (minor 1/round; at-will) ◆ **Necrotic**
Targets a creature grabbed by the fleshglutton corpse eater; +25 vs. Fortitude; the target takes 15 ongoing necrotic damage (save ends). *Aftersave*: The target is weakened (save ends).

⊕ **Devouring Lunge** (standard; usable only while bloodied; encounter) ◆ **Healing**
The fleshglutton corpse eater makes a bite attack against a humanoid living target that has 0 hit points or fewer. On a hit, the fleshglutton corpse eater regains 68 hit points.

Kill the Weak ◆ **Necrotic**
The fleshglutton corpse eater deals an extra 2d10 necrotic damage against weakened targets.

Alignment Chaotic evil Languages Common

Skills Athletics +27

Str 30 (+22) Dex 24 (+19) Wis 25 (+19)

Con 23 (+18) Int 11 (+12) Cha 10 (+12)

Fleshglutton Favored One (F) Level 25 Controller (Leader)

Medium natural humanoid XP 7,000

Initiative +17 Senses Perception +21; low-light vision

HP 232; Bloodied 116

AC 39; Fortitude 37, Reflex 37, Will 39

Speed 6

⊕ **Bite** (standard; at-will)
+30 vs. AC; 3d8 + 6 damage.

⊕ **Evasive Lunge** (standard; recharge [1]); ◆ **Teleportation**
The fleshglutton favored one makes a bite attack and teleports up to 10 squares.

⊕ **Mind Teeth** (standard; at-will) ◆ **Psychic**
Ranged 10; +29 vs. Will; 2d10 + 9 psychic damage, and one ally of the fleshglutton favored one that is adjacent to the target makes an opportunity attack against the target.

⊕ **Ghoul King's Gift** (standard; encounter) ◆ **Necrotic**
Close burst 3; targets enemies; +27 vs. Fortitude; the target is weakened (save ends). In addition, allies within the burst gain a +4 bonus to melee attacks until the end of the fleshglutton favored one's next turn.

Alignment Chaotic evil Languages Abyssal, Common

Skills Arcana +24, Insight +26, Religion +24

Str 22 (+18) Dex 20 (+17) Wis 28 (+21)

Con 24 (+19) Int 25 (+19) Cha 24 (+19)

CONCLUSION

If Xamshil is captured and interrogated, he can verify the ledger's contents and reveal the identity of Kor-Karnaar, Doresain's death knight lieutenant. If forced, he explains that "G. Hall" refers to the Great Hall in the City of the Hungry Dead—the intended location of the transferred slaves. Under no circumstances does he discuss the "T" entries in the ledger for fear of incurring his master's eternal wrath.

After the adventurers defeat Xamshil and clear out the Embassy of Ghouls, they should realize that their next step is to take the portal to the White Kingdom. There, they might find the slaves taken from Sigil and move closer to tracking down the Timesus.

FEATURES OF THE AREA

Illumination: Bright light.

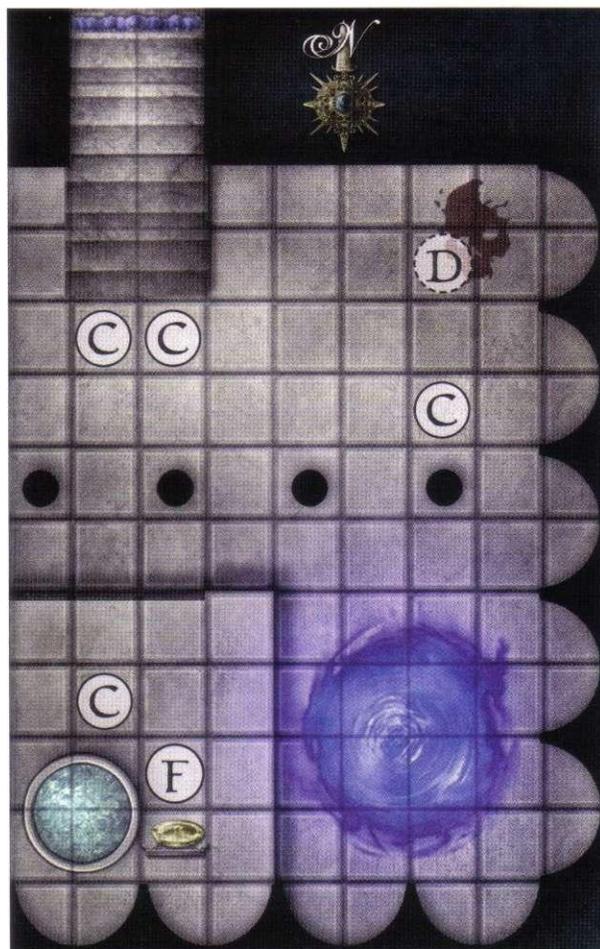
Portal: This portal, corrupted by Xamshil, now provides a one-way journey to Doresain's domain. Any creature entering a portal square is immediately transported to the White Kingdom.

Platform: The platform rises 15 feet above the chamber floor. Creatures can climb onto the platform by making a DC 25 Athletics check.

Gong: The gong used to summon the deva is otherwise mundane.

Basin of Blood: These squares are difficult terrain.

Treasure: If an adventurer examines the basin of blood and makes a DC 31 Perception check, he or she finds a level 28 magic item (used as a focus in Xamshil's ritual) at the bottom of the basin.



ENCOUNTER W1: THROUGH THE WHITE KINGDOM

Encounter Level 26 (46,250)

SETUP

After stepping through the portal in the Embassy of Ghouls, the adventurers arrive in Doresain's realm, the White Kingdom. They must find their way to the City of the Hungry Dead, where they can either rescue the slaves abducted from Sigil or track down the crates containing pieces of Timesus—or if they're ambitious, both.

When the adventurers pass through the portal, show them "View of the Feeding Chasm" on page 28 of *Adventure Book One*, and read:

You pass through the portal in a sulfurous flash and feel a sickening tug deep inside you. You're now standing on the edge of a cliff overlooking a barren, blasted landscape covered in swirling white dust. A full moon overhead makes everything glow blue-white. Below, a 50-foot-deep chasm tears through the land as far as you can see in both directions. A mass of ravenous ghouls fills the floor of the chasm.

Screams rip out of the sky. In the air above the chasm, flailing humanoids burst through the fabric of the night and plummet down toward the waiting ghouls, shrieking in terror as they fall. The undead creatures pounce upon and tear apart each as it falls into the chasm.

The adventurers stand on the edge of the Feeding Chasm in the Plains of Hunger. Various portals to the White Kingdom open over the chasm, dropping hapless victims into the clutches of ravenous hordes of ghouls. It should be clear to the adventurers that they can do little to help those who fall into this gruesome feeding pit.

TRAVELING THROUGH THE WHITE KINGDOM

The adventurers need to leave the area at once—in their current location, they can be spotted easily. Openly flying through the air draws immediate attention in the form of wave after wave of groups of five ghouls gatherers or ghouls stalkers (or even mixed groups containing both types of ghouls). The adventurers must travel as stealthily as possible from the edge of the Feeding Chasm to the City of the Hungry Dead, the only obvious location that might hold answers. Once inside the city, they must navigate its treacherous streets to reach the Great Hall, where they will find the abducted citizens, dead or alive.

To reach the Great Hall, the adventurers must complete the skill challenge described below.

When the adventurers reach the city, show them "View of the City of the Hungry Dead" on page 29 of *Adventure Book One*, and read:

A city of white bone snakes its way up the side of a wind-blasted mountain. The moonlight gives the city an almost ethereal glow against the gray hue of the barren slope. White dust swirls in the air and chokes the rough streets. Hunched ghouls wander everywhere, dressed in rags.

A large round structure, also made of bone, abuts the mountain near its crest. The building is more impressive than the rest of the city and seems part of a small complex of multiple structures hanging on the side of the mountain.

DEVELOPMENT

Completing the skill challenge, either with success or with failure, puts the adventurers at the entrance to the Great Hall (see **Encounter W2: Great Hall Entrance** on page 32).

Abyssal Horde Ghoul		Level 26 Minion
Medium natural humanoid (undead)		XP 2,250
Initiative +20	Senses Perception +17; darkvision	
Unending Hunger aura 1; each enemy that starts its turn within the aura takes 5 damage.		
HP 1; a missed attack never damages a minion.		
AC 40; Fortitude 38, Reflex 39, Will 36		
Immune disease, poison; Resist 15 necrotic		
Speed 8, climb 4		
④ Claws (standard; at-will) ♦ Necrotic		
+31 vs. AC; 14 necrotic damage, and the target is immobilized (save ends).		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Stealth +25		
Str 21 (+18)	Dex 24 (+20)	Wis 18 (+17)
Con 22 (+19)	Int 14 (+15)	Cha 16 (+16)

REACHING THE GREAT HALL SKILL CHALLENGE

In this skill challenge, the adventurers must escape from the barren waste and seek the nearest place that offers some modicum of safety and answers—the city on the mountain.

Each round represents one hour of travel through the White Kingdom. Each round, every member of the party must make a separate check as directed by the challenge. Add up the number of successes and failures the party attained. If the party earned more successes than failures, they gain 1 success toward the completion of the challenge. If the party earned more failures, they gain 1 failure toward the completion of the challenge. The first seven rounds in the challenge represent the adventurers crossing the landscape to reach the City of the Hungry Dead. The remainder of the challenge takes place inside the city,

where the adventurers must find the entrance to the Great Hall without attracting too much attention.

Complexity: 4 (requires 10 successes before 3 failures).

Skills Used in this Challenge: Arcana, Bluff, Intimidate, Perception, Religion, Stealth, Streetwise.

Hour 1, Perception (DC 17, standard action): The characters find a safe path through the wilderness.

Hour 2, Stealth (DC 26, standard action): The characters find enough cover to move through this portion of the White Kingdom undetected.

Hour 3, Arcana (DC 26, standard action): The characters use their knowledge of the Ghoul King's realm to find a quick path toward the City of the Hungry Dead.

Hour 4, Bluff (DC 31, standard action): The characters don ghoulish garments and move past a gang of ghouls without arousing suspicion.

Hour 5, Perception (DC 26, standard action): The characters spot a roaming pack of ghouls and avoid a battle. If anyone gets a 31 on this check, that character also finds a discarded level 21 magic item.

Hour 6, Intimidate (DC 31, standard action): The characters stare down a couple of ghouls, learning that the city is run by the death knight Kor-Karnaar, who resides in the Great Hall.

Hour 7, Stealth (DC 17, standard action): The characters find enough cover to move through this portion of the White Kingdom undetected.

Hour 8, Stealth (DC 26, standard action): The characters sneak into the City of the Hungry Dead undetected.

Hour 9, Religion (DC 26, standard action): The characters use their knowledge of Orcus lore to get a sense of the layout of the city.

Hour 10, Streetwise (DC 26, standard action): By overhearing conversations in the city, the characters learn that the slaves from Sigil were taken to the Great Hall, and they learn the location of that building.

Each time the characters earn a failure for a round, they run into a combat encounter, as described below.

First Failure: Two ghoulish gatherers swoop out of the sky to attack.

Second Failure: Three ghoulish stalkers and four abyssal horde ghouls notice the party and rush to attack.

Third Failure: A hunting pack consisting of two ghoulish stalkers, one ghoulish gatherer, and two abyssal horde ghouls tracks the party and attacks when they least expect it.

Success: If the characters earn 10 successes, they find their way to the Great Hall in time to have a chance of rescuing the kidnapped slaves from Sigil.

Failure: If the characters get 3 failures, the trip through the White Kingdom takes the characters longer than anticipated. They still reach the Great Hall in the City of the Hungry Dead, but they arrive after 12 hours of travel—too late to save the four slaves captured in Sigil and now held within the Great Hall (see **Encounter W2: Great Hall Entrance** on page 32 for details).

Ghoul Stalker		Level 25 Skirmisher
Medium natural humanoid (undead)		XP 7,000
Initiative +23	Senses Perception +19; darkvision	
HP 231; Bloodied 115		
AC 39; Fortitude 36, Reflex 37, Will 35		
Immune disease, poison; Resist 25 necrotic; Vulnerable 15 radiant		
Speed 8, fly 8 (hover)		
⊕ Claws (standard; at-will)		
+30 vs. AC; 3d8 + 9 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the attack deals an extra 3d6 damage.		
⊕ Stalker's Bite (free, when the ghoul stalker hits an immobilized, stunned, or unconscious target with a claw attack; at-will)		
+28 vs. Fortitude; 1d8 + 9 damage.		
⊕ Flyby Attack (standard; recharge ☼ ☼ ☼ ☼)		
The ghoul stalker flies up to 8 squares and makes a claw attack at any point during the move without provoking an opportunity attack from the target.		
⚡ Dead Blood (when reduced to 0 hit points) ◆ Necrotic		
Close burst 1; all enemies in the burst take 15 necrotic damage.		
Alignment Chaotic evil		Languages Abyssal, Common
Skills Stealth +33		
Str 27 (+20)	Dex 28 (+21)	Wis 24 (+19)
Con 23 (+18)	Int 16 (+15)	Cha 22 (+18)

Ghoul Gatherer		Level 25 Controller
Medium natural humanoid (undead)		XP 7,000
Initiative +20	Senses Perception +16; darkvision	
Ghoul King's Kiss (Psychic) aura 3; each enemy that starts its turn within the aura takes 15 psychic damage and is blinded and dazed until the start of its next turn.		
HP 233; Bloodied 116		
AC 39; Fortitude 37, Reflex 36, Will 36		
Immune disease, poison; Resist 25 necrotic; Vulnerable 15 radiant		
Speed 8, fly 8 (hover)		
⊕ Claws (standard; at-will) ◆ Necrotic		
+30 vs. AC; 2d10 + 9 damage, and the target is grabbed. Until the grab ends, the target takes 10 necrotic damage at the start of its turn.		
⊕ Far Claws (standard; at-will) ◆ Teleportation		
The ghoul teleports 10 squares before or after the attack; +30 vs. AC; 3d8 + 9 damage.		
⊕ Ghoulish Bite (standard; at-will)		
Target must be grabbed, stunned, or unconscious; +30 vs. AC; 3d8 + 9 damage, and the target is stunned (save ends).		
✂ Hunger's Slave (standard; recharge ☼ ☼ ☼ ☼) ◆ Charm, Psychic		
Target must be stunned; Ranged 20; +28 vs. Will; 2d8 + 7 psychic damage, and the target is dominated (save ends; -2 penalty to the saving throw).		
✂ Kingdom Bound (standard; daily) ◆ Charm, Zone		
Area burst 3 within 20; targets creatures dominated by the ghoul gatherer; the ghoul gatherer creates a temporary portal (a zone) that leads to Doresain's Court of Teeth in the inner fane of his palace. The ghoul gatherer commands dominated creatures to go through the portal. The portal functions only for dominated creatures of level 20 or lower. <i>Sustain Minor:</i> The portal persists.		
Alignment Chaotic evil		Languages Abyssal, Common
Skills Arcana +22, Stealth +25		
Str 29 (+21)	Dex 26 (+20)	Wis 18 (+16)
Con 25 (+19)	Int 20 (+17)	Cha 26 (+20)

ENCOUNTER W2: GREAT HALL ENTRANCE

Encounter Level 24 (33,100 XP)

SETUP

3 ghoul stalkers (G)

1 soulspike devourer champion (S)

After the adventurers reach the City of the Hungry Dead, they wind their way up through the haphazard streets to the Great Hall. In the entrance of that structure, Kor-Karnaar receives all guests—though he ends up feeding most of them to his ghoulish rabble or to his personal guard, a soulspike devourer champion.

When the adventurers complete the skill challenge in Encounter W1, read:

After navigating the streets of the City of the Hungry Dead, you make your way to the building near the top of the mountain—the Great Hall.

The double doors open into an arched room with walls and floor made of clean, white bone. Moonlight streams in from outside. A massive pile of thousands of bones in a horseshoe shape fills the center of the room. Rib bones, femurs, and other jagged bits stick out of the mound, but you don't notice any skulls. However, much smaller bone piles that contain only skulls are stacked neatly around the room. A carved bone arch depicting a reaper stands at the far north end of the chamber.

Several ghouls turn to face you. One giant undead creature in the west alcove has long bone protrusions on which writhing spirits wail. They all prepare to attack!

Two humanoids are shackled to the wall in the west alcove, and two more in the east alcove. They are Corus Ilprot, Whitten Ormandus, Narak, and Esmerana Delrain—four of the five people kidnapped from Sigil.

WHAT IF THE PCS FAILED THE SKILL CHALLENGE?

If the adventurers failed the skill challenge in **Encounter W1: Through the White Kingdom** (see page 30), they arrive too late to save the four captives from Sigil. The ghouls feasted until the victims were near death, and the soulspike devourer finished them off. In this case, the soulspike begins combat with four extra spirits.

If the adventurers destroy the soulspikes, the bodies of the four victims appear in the room—mangled, half eaten, and definitely dead. However, Maleem Skyraven is not among them (see “Development”). The adventurers can learn what happened to Maleem by using a *Speak with Dead* ritual on the remains of the other victims from Sigil.

3 Ghoul Stalkers (G)

Medium natural humanoid (undead)

Level 25 Skirmisher

XP 7,000 each

Initiative +23

Senses Perception +19; darkvision

HP 231; Bloodied 115

AC 39; Fortitude 36, Reflex 37, Will 35

Immune disease, poison; Resist 25 necrotic; Vulnerable 15 radiant

Speed 8, fly 8 (hover)

⊕ **Claws** (standard; at-will)

+30 vs. AC; 3d8 + 9 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the attack deals an extra 3d6 damage.

⊕ **Stalker's Bite** (free, when the ghoul stalker hits an immobilized, stunned, or unconscious target with a claw attack; at-will)

+28 vs. Fortitude; 1d8 + 9 damage.

⊕ **Flyby Attack** (standard; recharge ☒ ☐ ☐)

The ghoul stalker flies up to 8 squares and makes a claw attack at any point during the move without provoking an opportunity attack from the target.

⚡ **Dead Blood** (when reduced to 0 hit points) ⚡ **Necrotic**

Close burst 1; all enemies in the burst take 15 necrotic damage.

Alignment Chaotic evil

Languages Abyssal, Common

Skills Stealth +33

Str 27 (+20)

Dex 28 (+21)

Wis 24 (+19)

Con 23 (+18)

Int 16 (+15)

Cha 22 (+18)

TACTICS

The ghoul stalkers use their first round's actions to move toward the north end of the room, giving the soulspike devourer an opportunity to use *soul shatter* early in the fight. The ghoul stalkers attack as a pack, focusing on one enemy at a time. They always try to leave enough room for the soulspike devourer to move and attack. To reach easier targets, the ghoul stalkers open themselves to opportunity attacks as necessary. Whipped into a blood frenzy by the possibility of feasting on more fresh meat, the ghouls fight to the death.

The soulspike devourer stays near the alcove space to the west if possible, using its prodigious reach with its claws to hit targets at a distance. It uses *soul shatter* on the adventurers as soon as possible. If the soulspike devourer is bloodied, it spends its action point to use *devour spirit*. The creature does not retreat, preferring to be destroyed rather than face the wrath of Kor-Karnaar should it fail to repel intruders from the Great Hall entrance.

DEVELOPMENT

If the adventurers rescue the people from Sigil, they find that the victims have been severely injured, as they have been feasted upon by the ghouls. A quick check confirms that Maleem Skyraven is not among them.

Talking with the rescued slaves reveals that fleshgluttons abducted them off the streets of Sigil. They were taken to the Embassy of Ghouls and transferred to the

Soulspike Devourer Champion (S) Level 24 Elite Soldier

Huge shadow humanoid (undead)

XP 12,100

Initiative +13

Senses Perception +17; darkvision

Soulspike Ward aura 10; the soulspike devourer champion and all allies within the aura gain a bonus to all defenses equal to one-half the number of soulspiked spirits impaled on the creature.

HP 440; **Bloodied** 220

AC 40; **Fortitude** 40, **Reflex** 36, **Will** 39; see also *soulspike ward*
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant (when the soulspike devourer champion takes radiant damage, its newest soulspiked spirit can make a saving throw to escape)

Saving Throws +2**Speed** 6**Action Points** 1⊕ **Claw** (standard; at-will)

Reach 3; +31 vs. AC; 2d8 + 11 damage. If the attack reduces a humanoid living target to 0 hit points or fewer, the target disappears and becomes a soulspiked spirit impaled on the devourer (see *soulspiked spirit*).

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

The soulspike devourer makes two *claw* attacks.

⚡ **Soul Shatter** (standard; recharges when the soulspike devourer uses *devour spirit*) ◆ **Necrotic**

Close burst 3; +27 vs. Will; 5d8 + 10 necrotic damage, and the target is stunned until the end of the soulspike devourer's next turn. *Aftereffect*: The target is weakened (save ends).

⚡ **Devour Spirit** (standard; at-will) ◆ **Healing**

The soulspike devourer instantly kills its oldest soulspiked spirit and regains 75 hit points. A dead body appears in a space adjacent to the devourer.

Soulspiked Spirit

The soulspike devourer begins the encounter with one soulspiked spirit and can impale up to four soulspiked spirits. A soulspiked spirit can take no actions and escapes when the devourer is destroyed. When a creature's spirit escapes, its body appears in an unoccupied space adjacent to the devourer, in the same state it was in when it disappeared.

Alignment Evil**Languages** Abyssal, Common**Str** 29 (+21)**Dex** 8 (+11)**Wis** 11 (+12)**Con** 20 (+17)**Int** 20 (+17)**Cha** 26 (+20)

White Kingdom by a dragonborn death knight named Kor-Karnaar. After being deemed worthless by the death knight, they were left here to serve as a treat for the death knight's guards.

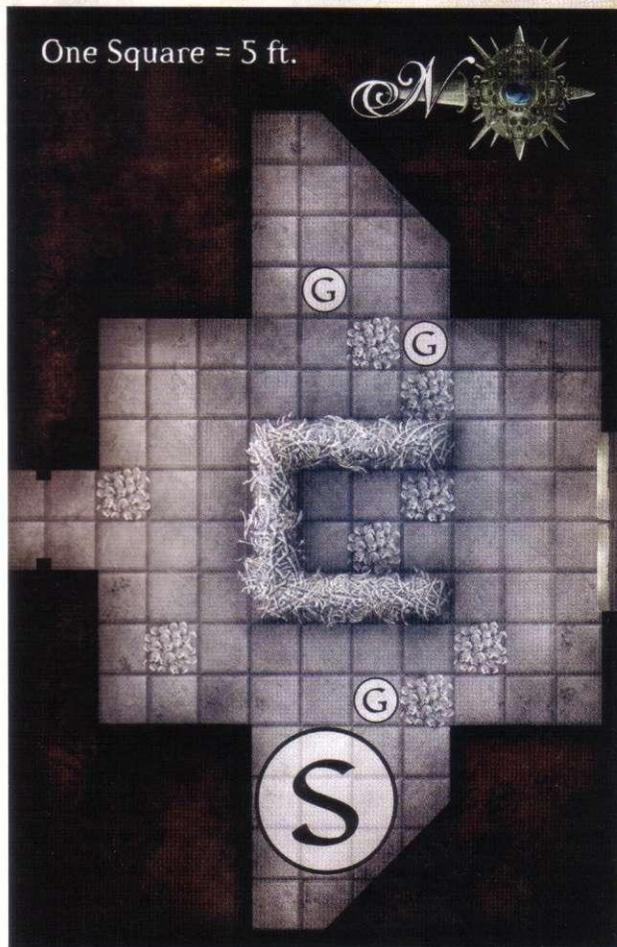
The would-be slaves explain that Maleem was taken by Kor-Karnaar to be prepared for presentation to the Ghoul King. Maleem has a reputation as a sage who specializes in knowledge of the Abyss, and it is possible that Doesain wants to question Maleem before disposing of him.

Once the adventurers complete this encounter, they can take a bone ramp to the next area in the complex. Proceed to **Encounter W3: Assembly of Teeth** (on page 34).

FEATURES OF THE AREA

Illumination: Dim light.

Ceiling: The ceiling is arched. Its apex in the center of the room is 40 feet high, but the alcoves have only 20 feet of clearance.



ENCOUNTER W2: GREAT HALL ENTRANCE

Big Bone Pile: The 10 squares in the horseshoe shape in the center of the room are stacked bones that rise 10 feet off the floor, creating a platform. A creature can climb onto the pile by making a DC 15 Athletics check.

However, the pile is unstable. If more than one creature stands on the pile, or if it is hit by a single attack that deals more than 30 damage, the whole pile collapses, creating difficult terrain in all the spaces where the pile existed and in the 6 squares in the center of the horseshoe. Any creatures standing on the pile when it collapses are knocked prone and take 2d10 falling damage as the bones cascade around them. Make an attack at +28 vs. Reflex against any creatures standing in the center 6 squares when the pile collapses. If the attack hits, the target is crushed by falling bones, taking 3d10 + 8 damage, and is knocked prone.

Skull Piles: These neatly stacked piles of skulls are difficult terrain.

Captives: The four captives from Sigil are shackled to the alcove walls. The locks are easy to pick or shatter. Barely alive, the victims are in no shape for combat.

Treasure: If the adventurers search the big bone pile and make a DC 24 Perception check, they find a level 26 magic item and a *potion of life* buried among the bones.

ENCOUNTER W3: ASSEMBLY OF TEETH

Encounter Level 25 (43,500 XP)

SETUP

8 abyssal horde ghouls (G)
1 gibbering orb acolyte (O)
Maleem (M)

The bone ramp up from the entrance hall leads to this multitiered chamber. Here, a gibbering orb acolyte prepares Maleem Skyraven for his journey to Doresain's palace by driving the sage mad. The creature found its way to the White Kingdom and enjoys serving Doresain and Kor-Karnaar. In truth, the gibbering orb works to build its own cult and has several ghoulish supplicants that worship it as a god (after going mad and deaf from its gibbering).

When the adventurers arrive, read:

Round bone columns line the hall of this long chamber, leading to a platform at one end. A pair of staircases rise 5 feet before reaching inclined ramps that lead up to the platform. The platform is 20 feet off the main floor. A large circle ringed with purple runes is scribed on the platform, and chained in the circle is a human male wearing a finely tailored robe that now appears to be ripped and stained.

All about the room, abyssal ghouls bow their heads in supplication to the platform. A slathering, dreadful mass of countless eyes and teeth, barely kept in a stable form by slimy red flesh, floats over the rune circle. Thousands of sounds, an incoherent cacophony of mind-bending dissonance, rise forth from the thing as the ghouls turn toward you.

The chained human matches the description of Maleem Skyraven.

Perception Check

DC 26: All the ghouls have bone spikes driven into their ears.

8 Abyssal Horde Ghouls (G)		Level 26 Minion
Medium natural humanoid (undead)		XP 2,250 each
Initiative +20	Senses Perception +17; darkvision	
Unending Hunger aura 1; each enemy that starts its turn within the aura takes 5 damage.		
HP 1; a missed attack never damages a minion.		
AC 40; Fortitude 38, Reflex 39, Will 36		
Immune disease, poison; Resist 15 necrotic		
Speed 8, climb 4		
⊕ Claws (standard; at-will) ♦ Necrotic		
+31 vs. AC; 14 necrotic damage, and the target is immobilized (save ends).		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Stealth +25		
Str 21 (+18)	Dex 24 (+20)	Wis 18 (+17)
Con 22 (+19)	Int 14 (+15)	Cha 16 (+16)

Gibbering Orb Acolyte (O)		Level 23 Solo Controller
Huge aberrant magical beast		XP 25,500
Initiative +20	Senses Perception +18; all-around vision, darkvision	
Merciless Eyes aura 5; at the start of each enemy's turn, if that creature is within the aura and in the gibbering orb's line of sight, the orb uses one random eye ray power against that creature.		
HP 856; Bloodied 428		
AC 37; Fortitude 34, Reflex 35, Will 36		
Saving Throws +5		
Speed fly 8 (hover)		
Action Points 2		
⊕ Bite (standard; at-will)		
+28 vs. AC; 4d6 + 8 damage, and the mouth detaches from the gibbering orb and makes a new bite attack against the target each round at the start of the gibbering orb's turn. If the mouth misses, it drops off and turns into useless, dead gray flesh.		
↶ Gibbering (free, once on the gibbering orb's turn before it takes other actions; at-will) ♦ Psychic		
Close burst 10; deafened creatures are immune; +25 vs. Will; the target is dazed until the end of the gibbering orb's next turn.		
↷ Eye Rays (standard; at-will) ♦ see text		
The gibbering orb can use two different eye ray powers (chosen from the list below or rolled randomly). Each power must target a different creature. Using eye rays does not provoke opportunity attacks.		
1—Mindcarving Ray (Psychic): Ranged 10; +27 vs. Will; 2d8 + 10 psychic damage, and the target is dazed (save ends).		
2—Flesheating Ray (Necrotic): Ranged 10; +27 vs. Fortitude; 2d8 + 10 necrotic damage, and ongoing 10 necrotic damage (save ends).		
3—Bonewarping Ray: Ranged 10; +27 vs. Fortitude; 2d8 + 10 damage, the target is weakened (save ends).		
4—Bloodfeasting Ray: Ranged 10; +27 vs. Reflex; 2d8 + 10 damage, and ongoing 10 damage (save ends).		
5—Farsending Ray (Psychic, Teleportation): Ranged 10; +27 vs. Reflex; the target is briefly transported to the Far Realm, reappearing in the same space (or the nearest unoccupied space if that space is occupied) at the end of the gibbering orb's next turn. Upon its return, the target takes 2d8 + 10 psychic damage and takes a -5 penalty to saving throws until the end of the encounter.		
6—Souleating Ray (Necrotic): Ranged 10; +27 vs. Will; the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Saving Throw:</i> The target dies.		
Alignment Unaligned	Languages —	
Str 27 (+19)	Dex 28 (+20)	Wis 15 (+13)
Con 22 (+17)	Int 17 (+14)	Cha 31 (+21)

TACTICS

The two abyssal horde ghouls that begin the encounter on the ramps move toward the rune circle. When they reach a square adjacent to the circle, each uses a standard action to start a ritual. The circle begins to glow intensely. If the ghouls are not interrupted, on their next turn, each uses another standard action to complete the ritual, which teleports Maleem to **Encounter W4: Devouring Pit** (see page 36).

Meanwhile, the other ghouls move to engage the intruders. They stay as far apart from one another as they can, using the pillars for cover when possible.

Note that the ghouls in this encounter are deaf. They are immune to the gibbering orb's *gibbering* power.

The gibbering orb acolyte attempts to stay above the platform area, but it realizes that the intruders might be out of range at first. It moves farther into the room if necessary, staying at least 25 feet above the floor level. The orb uses *farsending ray* and *souleating ray* against two different targets. It doesn't spend any action points until at least three of the intruders have closed with it. The orb tries to position itself to catch as many enemies as possible within its *merciless eyes* aura and its *gibbering burst*. If it is reduced to 214 hp or fewer, it tries to use the rune circle to teleport to the death knight's side.

RESCUING MALEEM

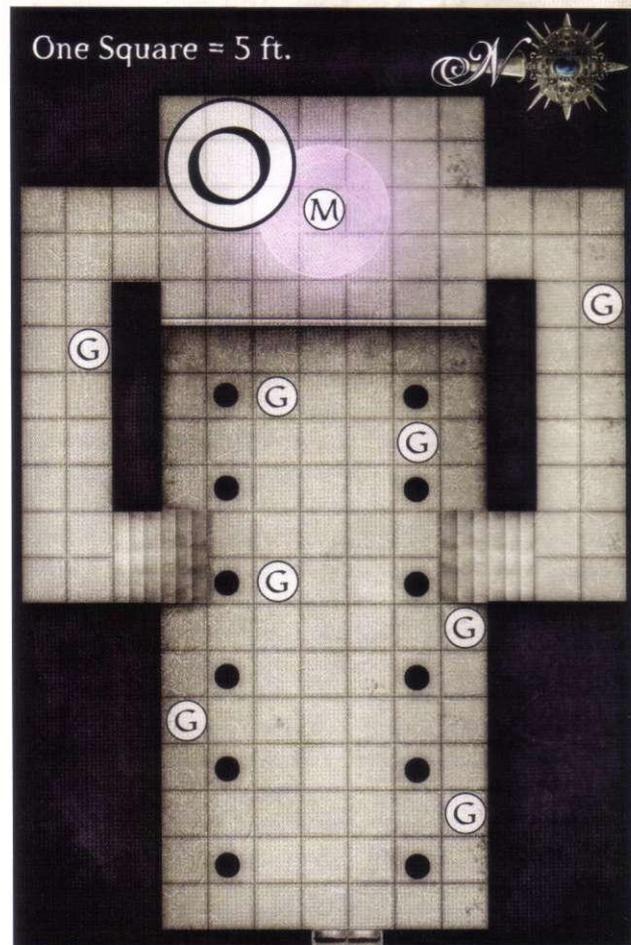
If the adventurers rescue Maleem, he relates all the information that the other Sigil abductees know. In addition, his specialized knowledge of the Abyss is a boon to the adventurers. He can relate any information in the "Features of the White Kingdom" section on page 12 of *Adventure Book One*. He also remarks that the skies of the White Kingdom are incredibly dangerous, filled with ghouls and demons. He suggests that to remain hidden from Doesain's flying eyes, the adventurers should conceal themselves as much as possible while traveling. In fact, to reach Doesain's palace, he recommends traveling through the tunnels of the Hunger in the Mountain. He believes that one such tunnel can be accessed deeper in this complex.

Furthermore, Maleem has discovered an important secret. He noticed that Kor-Karnaar, the death knight lieutenant, carries a magic item known as a *White Kingdom boneclaw*. Maleem, well versed in Abyssal lore, has heard that the item is one of only a very few created, and though it can be used as a magic dagger, it is better known for granting passage to the Ghoul King's inner fane. Apparently, somewhere in Doesain's palace, a bone bridge reaches out over the Abyss and leads into the void. When crossing the bridge, Doesain can open a portal to his inner fane—and so can anyone holding a *White Kingdom boneclaw*. With the item from Kor-Karnaar, the adventurers could open the portal and enter the Ghoul King's lair.

FEATURES OF THE AREA

Illumination: Bright light within 5 squares of the doorway; dim lit in rest of the room.

Rune Circle: This teleportation circle connects to the devouring pit (see page 36). The gibbering orb and the abyssal ghouls know the ritual to activate the circle, which takes four standard actions. When the fourth standard action is used, a purple flash of light erupts from the circle, and everything within it is teleported to the devouring pit.



ENCOUNTER W3: ASSEMBLY OF TEETH

The ghouls see the adventurers as a threat and try to teleport Maleem away, knowing that he is valuable to the death knight. The gibbering orb uses the circle only to save itself, as noted under "Tactics."

To decipher the runes, a character must make a DC 26 Arcana check, after which he or she can activate the circle and teleport to the devouring pit.

The circle also acts as a planar portal that leads to other destinations, depending on how it is activated. The characters can study the runes to unlock some of the sequences for later use.

Maleem: Shackled to the floor in the center square of the rune circle is Maleem Skyraven, the missing sage from Sigil. He mutters incoherently. The PCs can free him by making a DC 26 Thievery or DC 31 Strength check. They can bring Maleem back to a coherent state by making a DC 17 Heal check.

Platform: The platform is 20 feet off the main floor. Creatures can climb onto it with a DC 26 Athletics check.

Pillars: The pillars provide cover, and the squares they occupy are impassible.

Ceiling: The room's ceiling is 40 feet high.

Treasure: Maleem inherited a vast fortune when he was young, and he sees fit to reward the adventurers for saving his life. If they return him safely to Sigil, he gives them 30 astral diamonds.

ENCOUNTER W4: DEVOURING PIT

Encounter Level 26 (43,000 XP)

SETUP

3 ghoulish gatherers (G)

Kor-Karnaar, death knight (K)

The devouring pit serves as Kor-Karnaar's audience chamber in the City of the Hungry Dead.

The adventurers can reach this chamber in one of three ways. First, they can step back into the hall outside **Encounter W3**, cross a bone ramp, and enter through the west doorway.

Second, the adventurers can teleport directly into this chamber from the rune circle in **Encounter W3**. Teleported creatures appear adjacent to the cistern in the center of the bridge.

Third, because this chamber is open to the sky. The PCs can fly in from above and land on the bridge.

If the adventurers take time for an extended rest before this encounter, Kor-Karnaar is ready for them.

When the adventurers arrive, read:

The chamber, open to the sky, glows with the pale light of the full moon hanging above. A bone bridge spans the middle of the room. The floor far below is littered with bones. Four obelisks rise up from the floor. In the center of the bridge, three bone cisterns bubble with black liquid. At the end of the bridge, bone stairs rise out of the chamber.

A skeletal dragonborn warrior stands at the eastern end of the bridge, blocking the stairs. He wears plate armor that is charred and blackened, and wields a shield emblazoned with the visage of Orcus. On his belt hangs a white boneclaw inscribed with runes.

READY OR NOT

Teleporting in or using stealth, gives the adventurers a surprise round against Kor-Karnaar. In this case, the ghoulish gatherers do not fly in until the second round of combat. In addition, the death knight must use a minor action to light each of the unholy cisterns.

If Kor-Karnaar is aware of the intruders, read:

The death knight speaks, his voice a crackling flame. "I have been waiting for you, interlopers. You have entered my master's domain without his sanction, and you despoil the very air with your living breath. Face your end!"

In this case, when the adventurers arrive the three cisterns spit gout of abyssal fire into the night air, and the floor far below begins to fill with unholy flames (see "Features of the Area").

Kor-Karnaar, Death Knight (K) Level 27 Elite Soldier
Medium natural humanoid (dragonborn, undead) XP 22,000

Initiative +17 Senses Perception +15; darkvision
Marshal Undead aura 10; lower-level undead allies within the aura gain a +2 bonus to their attack rolls.
HP 478; Bloodied 239; see also *second wind*
AC 43; Fortitude 41, Reflex 36, Will 39
Immune disease, poison; Resist 15 necrotic; Vulnerable 15 radiant
Saving Throws +2
Speed 5

Action Points 1

⬇ Soulsword (standard; at-will) ♦ Necrotic, Weapon

+34 vs. AC; 1d8 + 17 damage plus 5 necrotic damage (plus an extra 3d6 necrotic damage on a critical hit).

⬇ Valiant Strike (standard; requires soulsword; at-will) ♦ Necrotic, Weapon

+34 vs. AC, with a +1 bonus to the attack roll for each adjacent ally; 2d8 + 17 plus 5 necrotic damage.

⬅ Terrifying Flurry (standard; requires soulsword; at-will) ♦ Fear, Weapon

Close burst 1; +32 vs. AC; 2d8 + 17 damage, and the target is pushed 5 squares and can't move closer to the death knight on its next turn.

➤ Divine Challenge (minor; at-will) ♦ Necrotic

Ranged 5; the target is marked until the death knight uses this power against another target. If the target makes an attack that doesn't include the death knight as a target, the target takes a -2 penalty to attack rolls and 15 necrotic damage.

⬅ Unholy Flames (standard; recharge ⚡; ⚡) ♦ Fire, Necrotic

Close burst 3; +30 vs. Reflex; 6d8 + 15 fire and necrotic damage to living creatures. Undead creatures within the area (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight's next turn.

Second Wind (standard; encounter) ♦ Healing

The death knight spends a healing surge and regains 119 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.

Alignment Evil Languages Common, Draconic
Str 25 (+20) Dex 14 (+15) Wis 14 (+15)
Con 15 (+15) Int 13 (+14) Cha 21 (+18)

Equipment plate armor, soulsword, White Kingdom boneclaw

TACTICS

Kor-Karnaar uses *divine challenge* against an enemy defender and moves to engage that character. He attacks with his *valiant strike* until he has at least three enemies within his *unholy flames*. Kor-Karnaar uses *terrifying flurry* to push targets off the side of the bridge. He saves his action point to spend for *second wind*. He fights until destroyed.

The three ghoulish gatherers swoop and attempt to grab targets and pull them off the bridge.

3 Ghoul Gatherers (G)**Level 25 Controller**

Medium natural humanoid (undead)

XP 7,000 each

Initiative +20 **Senses** Perception +16; darkvision**Ghoul King's Kiss (Psionic)** aura 3; each enemy that starts its turn within the aura takes 15 psychic damage and is blinded and dazed until the start of its next turn.**HP** 233; **Bloodied** 116**AC** 39; **Fortitude** 37, **Reflex** 36, **Will** 36**Immune** disease, poison; **Resist** 25 necrotic; **Vulnerable** 15 radiant
Speed 8, fly 8 (hover)⚔ **Claws** (standard; at-will) ♦ **Necrotic**

+30 vs. AC; 2d10 + 9 damage, and the target is grabbed. Until the grab ends, the target takes 10 necrotic damage at the start of its turn.

✚ **Far Claws** (standard; at-will) ♦ **Teleportation**

The ghoul teleports 10 squares before or after the attack; +30 vs. AC; 3d8 + 9 damage.

✚ **Ghoulish Bite** (standard; at-will)

Target must be grabbed, stunned, or unconscious; +30 vs. AC; 3d8 + 9 damage, and the target is stunned (save ends).

☞ **Hunger's Slave** (standard; recharge ☞ ☞ ☞) ♦ **Charm, Psychic**

Target must be stunned; Ranged 20; +28 vs. Will; 2d8 + 7 psychic damage, and the target is dominated (save ends; -2 penalty to the saving throw).

✦ **Kingdom Bound** (standard; daily) ♦ **Charm, Zone**Area burst 3 within 20; targets creatures dominated by the ghoul gatherer; the ghoul gatherer creates a temporary portal (a zone) that leads to Doresain's Court of Teeth in the inner fane of his palace. The ghoul gatherer commands dominated creatures to go through the portal. The portal functions only for dominated creatures of level 20 or lower. *Sustain Minor*: The portal persists.**Alignment** Chaotic evil **Languages** Abyssal, Common**Skills** Arcana +22, Stealth +25**Str** 29 (+21) **Dex** 26 (+20) **Wis** 18 (+16)**Con** 25 (+19) **Int** 20 (+17) **Cha** 26 (+20)**Nightbringer****Level 24 Solo Soldier**

Large elemental beast

XP 30,250

Initiative +11 **Senses** Perception +25; darkvision**HP** 908; **Bloodied** 454**AC** 40; **Fortitude** 38, **Reflex** 37, **Will** 37**Saving Throws** +5**Speed** 12**Action Points** 2⚔ **Claw** (standard; at-will)

Reach 2; +29 vs. AC; 2d10 + 10 damage, and the target is slowed (save ends).

✚ **Claw Flurry** (standard; at-will)

Nightbringer makes four claw attacks.

☞ **Soul Vortex** (standard; recharge ☞ ☞) ♦ **Healing**

Close burst 5; +27 vs. Fortitude, 5d6 + 15 damage, the target is immobilized until the end of Nightbringer's next turn, and the target loses a healing surge. For each healing surge lost, Nightbringer regains 20 hit points. Targets take half damage on a miss but do not lose healing surges.

☞ **Soul Theft** (standard; at-will)

Ranged 20; +28 vs. Reflex; 2d10 + 5 damage, and deals an extra 1d10 damage on all attacks against the target (save ends).

Threatening Reach

Nightbringer makes opportunity attacks against all creatures in its reach.

Alignment Evil **Languages** Abyssal, Common**Skills** Arcana +22, Diplomacy +22, Intimidate +22, Stealth +25**Str** 30 (+22) **Dex** 27 (+20) **Wis** 26 (+20)**Con** 27 (+20) **Int** 20 (+17) **Cha** 21 (+17)**DEVELOPMENT**

If you decided that *Nightbringer* (see *Adventure Book One*, page 5) is the sword that Kor-Karnaar is using, it transforms into its primordial beast form after the death knight is bloodied. It intends to destroy the adventurers.

FEATURES OF THE AREA**Illumination:** Dim light.

Bridge: The bridge is 100 feet above the floor. A creature that falls from the bridge takes 10d10 damage and possibly suffers other effects (see below).

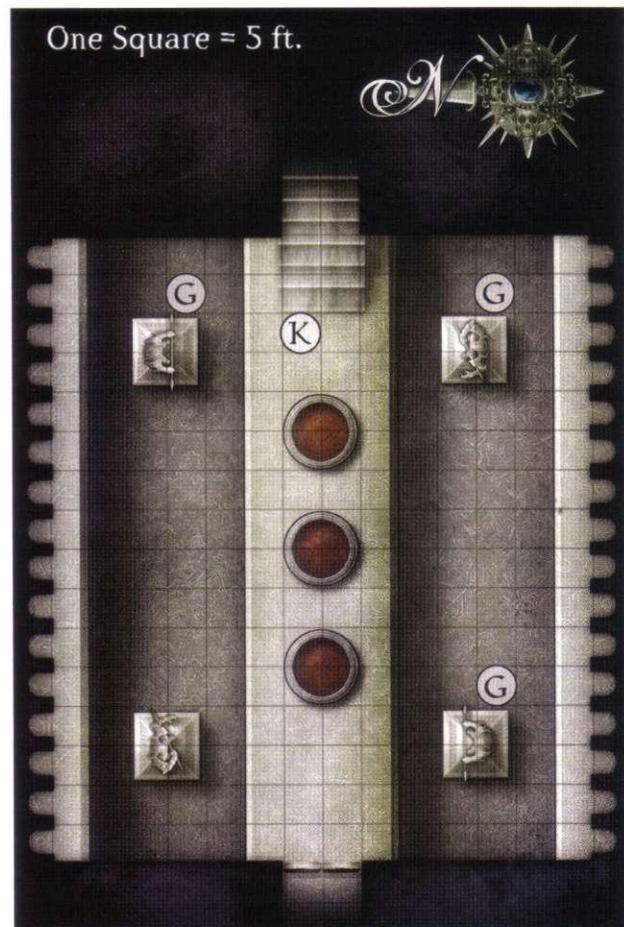
Unholy Cisterns: The cisterns contain unholy flames and deal 20 fire and necrotic damage to any living creature that begins its turn in a cistern square. Kor-Karnaar can light each cistern as a minor action. If he lights all three, the pit floor fills with unholy flames.

Pit Floor: If all cisterns are lit, all squares of the pit floor fill with unholy flames. Living creatures that enter or begin their turn on the floor take 20 fire and necrotic damage.

Obelisks: The obelisks rise 10 feet above the bridge.

Stairs: The stairs rise to the east and lead to **Encounter W5: The Hunger in the Mountain** (see page 38).

Treasure: Kor-Karnaar carries a level 26 magic item and a *White Kingdom boneclaw* (for details, see page 24 of *Adventure Book One*).



ENCOUNTER W5: THE HUNGER IN THE MOUNTAIN

Encounter Level 25 (42,000 XP)

SETUP

4 black bloodspawn hunters (see below)
Gorgimrith, the Hunger in the Mountain (see below)

The adventurers arrive in this chamber by ascending the stairs in **Encounter W4** (see page 36). This room contains one of the many maws of Gorgimrith, the Hunger in the Mountain. The few residents of the City of the Hungry Dead that enter here do so only to make offerings to the dread entity. Only Kor-Karnaar comes here regularly, using the baleful place as a meditation chamber to focus his unholy energy.

By this point in the adventure, the characters likely have learned the dangers of traveling through the White Kingdom under the open sky. They know that although they could fly over the Mountain of Mouths or take a long trek around it, Doesain's agents would notice. The adventurers also probably learned about Gorgimrith from Maleem Skyraven or from their own studies, so they should realize that traveling through the undead entity is a good way to remain hidden.

When the adventurers enter this room, show them "View of Gorgimrith, the Hunger in the Mountain" on page 29 of *Adventure Book One*, and read:

A staircase ascends into this chamber, just past two bronze braziers that bathe the room in fiery light. Most of the room is made of bone, as are other structures in the City of the Hungry Dead, but the east wall consists of sheer rock. In the center of the wall, carved bone columns frame a massive, slaving, tooth-filled maw that opens wide enough for an ogre to walk through. A long, dark red tongue split into three tendrils quivers within the mouth. Black ichor drips from the tongue and spills onto the floor of the chamber.

Bones are scattered around the room, including several large piles near the wall with the mouth. Two brass gongs face each other across the room.

Perception Check

DC 26: *Something is inscribed on the surface of each gong.*
DC 31: *A wet tearing sound emanates from inside the mouth.*

Gorgimrith's creation of black bloodspawn hunters causes the strange, tearing sound. Call for initiative checks at this point. The adventurers have one round to act before the bloodspawn emerge from the maw.

4 Black Bloodspawn Hunters **Level 25 Skirmisher**
Medium elemental beast (blind, undead) XP 7,000 each

Initiative +23 **Senses** Perception +20; blindsight 10
HP 229; **Bloodied** 114
AC 39; **Fortitude** 37, **Reflex** 39, **Will** 38
Immune disease, poison; **Resist** 15 necrotic
Speed 8, swim 8

⊕ **Bite** (standard; at-will) ◆ **Necrotic**
+30 vs. AC; 3d6 + 10 necrotic damage, and the black bloodspawn shifts 1 square.

‡ **Black Blood Sting** (standard; encounter) ◆ **Necrotic, Poison**
Reach 2; +28 vs. Reflex; 2d8 + 5 necrotic damage, and ongoing 15 poison damage (save ends). The target cannot spend healing surges until it ends the ongoing damage. **Miss:** The black bloodspawn hunter shifts 3 squares.

‡ **Hunter's Tongue** (standard; recharge ☼ ☼ ☼) ◆ **Necrotic**
Reach 3; the hunter makes three attacks against the same target; +28 vs. Reflex; 1d6 + 5 necrotic damage. If one attack hits, the target is knocked prone. If two attacks hit, the target is knocked prone and immobilized (save ends). If all three attacks hit, the target is knocked prone, immobilized, weakened (save ends both), and loses a healing surge.

Hive Mind
The black bloodspawn gains combat advantage against any target that is adjacent to two or more black bloodspawn.

Combat Advantage
The black bloodspawn deals an extra 2d6 damage against any target it has combat advantage against.

Caustic Blood (immediate reaction, when hit by a melee attack; at-will) ◆ **Necrotic**
The black bloodspawn hunter deals 10 necrotic damage to the attacker.

Alignment Chaotic evil	Languages –	
Str 24 (+19)	Dex 28 (+21)	Wis 26 (+20)
Con 21 (+17)	Int 6 (+10)	Cha 15 (+14)

TACTICS

If an adventurer moves to within 5 squares of the maw, roll initiative for Gorgimrith. The entity lashes out with its tongue, attempting to pull characters adjacent to its mouth so its jaws can bite down on them.

Black bloodspawn hunters begin to emerge from the maw starting 1 round after the adventurers enter the chamber. Created by the undead entity to seek out food beyond the mountain, the bloodspawn emerge one at a time over 4 successive rounds.

The bloodspawn attack different targets, preferring enemies that are farther away from the maw. They use *hunter's tongue* to attempt to disable a target and *black blood sting* when they have combat advantage against a target. The bloodspawn fight to the death and do not leave the chamber.

CONCLUSION

Once the adventurers defeat the bloodspawn, they must choose either to enter the maw and travel through the tunnel beyond, fly over the mountain directly to Doresain's palace, or leave the City of the Hungry Dead and travel around the mountain on foot. Go on to **Encounter W6: Inside the Mountain** (see page 40) for details on these options.

Gorgimrith's Maw

Level 25 Elite Obstacle

Trap

XP 14,000

One of the many-toothed maws of Gorgimrith opens on the rock wall ahead, black blood dripping from its three-tendriled tongue.

Trap: A mouth of Gorgimrith sprouts from the wall. It lashes out at creatures with its massive three-tendriled tongue, attempting to draw targets into its maw.

Perception

No check is required to see Gorgimrith's maw.

Additional Skill: Arcana or Religion

◆ DC 29: The character knows all the information given for DC 29 under "Gorgimrith Lore" on page 20 of *Adventure Book One*.

◆ DC 31: The character knows all the information given for DC 31 under "Gorgimrith Lore" on page 20 of *Adventure Book One*.

Additional Skill: Dungeoneering (use after a successful Arcana or Religion check)

◆ DC 24: The maw is flush against the rock wall. The character realizes that to pass through the mountain and come out on the northern side, the party must enter the mouth and travel through Gorgimrith.

Initiative +20

Trigger

When a character approaches within 5 squares of the mouth, it activates and rolls initiative.

Attack

Standard Action Melee

Target: Up to three creatures in blast

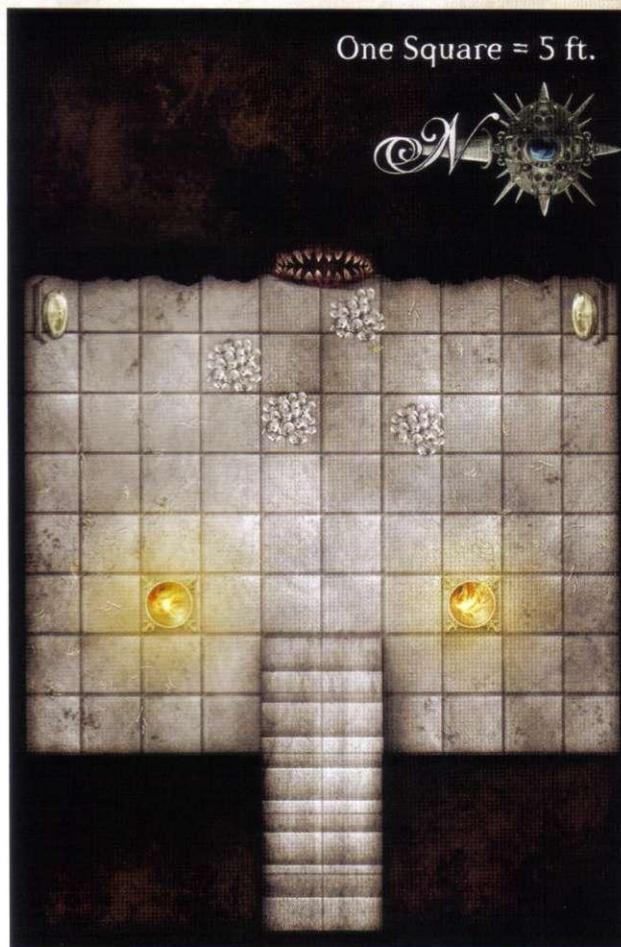
Attack: Close blast 5; +29 vs. Reflex

Hit: 2d8 + 5 poison damage, and the target is pulled 3 squares and immobilized (save ends). The trap makes a secondary attack against targets hit by the blast.

Secondary Attack: Close blast 5; +31 vs. AC; target is pulled adjacent to the maw and takes 3d10 + 8 damage and is stunned (save ends).

Countermeasures

- ◆ A character adjacent to a magic brazier can snuff out its flame with a DC 24 Arcana or Thievery check or by dealing 15 cold damage to it. If both braziers are snuffed out, the trap takes a -5 penalty to attack rolls until the end of the encounter.
- ◆ A character adjacent to a gong can pick up a mallet and swing it at the gong as a standard action. The PC can strike the gong hard enough to ring it loudly by making a DC 24 Strength check. If the PCs snuff out both braziers and ring the gongs three times, they disable the trap.
- ◆ A character can attack the tongue (AC 34, other defenses 32; hp 250; resist 10 necrotic, resist 10 poison). Destroying the tongue reduces the maw to bite attacks against adjacent targets only: +31 vs. AC; 3d10 + 8 damage and stunned (save ends). Attacking the maw directly has no effect on the trap.



FEATURES OF THE AREA

Illumination: Bright light; dim light if the one brazier is extinguished; darkness if both braziers are extinguished.

Gongs: Two brass gongs sit on heavy stands on each side of the chamber. A large mallet is propped up against each frame. An inscription in Common on the surface of each gong says, "The hunger abates when darkness comes to fiery vision and thrice rings out the brassy call."

The adventurers can disable Gorgimrith's maw by extinguishing the magic braziers and loudly ringing the gongs three times. For details, see "Countermeasures" in the trap statistics block. These spaces are difficult terrain.

Magic Braziers: Serving as the "eyes" of Gorgimrith's maw, the two braziers emit fiery magical light. They can be extinguished, as described in "Countermeasures" in the trap stat block. These spaces are difficult terrain. Creatures that enter or start their turn in these spaces take 15 fire damage.

Ceiling: The ceiling in this chamber is 30 feet high.

Bone Piles: The squares filled with bone piles are difficult terrain.

ENCOUNTER W6: INSIDE THE MOUNTAIN

Encounter Level 25 (35,000 XP)

SETUP

5 black bloodspawn devourers (B)

This encounter assumes that the adventurers decide to enter the maw and travel through Gorgimrith's tunnels to reach Doesain's palace. If they choose a different route, see the accompanying sidebar for details.

The trip through the tunnels requires a skill challenge. Along the way, depending on the results of the challenge, the adventurers will run into some number of bloodspawn before reaching the actual encounter that leads to the exit from the mountain. Use the bloodspawn devourer statistics on this page each time the challenge calls for one or more of these monsters to appear.

When the adventurers enter the maw, read:

Entering the foul tunnel, you notice the choking odor of putrescence all around you. The red-gray walls and ground, tough and firm in some spots, soft and spongy in others, look like rotten meat. Here and there, bilious tumors have erupted, spewing out sticky black blood. Thick black veins run along the walls, carrying viscous liquid deeper into the mountain. Bits of bones lie scattered on the fleshy floor. The decaying tunnel twists and turns and intersects with other paths.

TRAVELING THROUGH GORGIMRITH SKILL CHALLENGE

The adventurers must travel through the tunnels inside the mountain for at least six hours to reach the other side. Along the way, they may run into battles as a result of a particular skill check. Each round, every member of the party must make a separate check as directed by the challenge. Add up the number of successes and failures the party attained. If the party earned more successes than failures, they gain 1 success toward the completion of the challenge. If the party earned more failures, they gain 1 failure toward the completion of the challenge. The challenge takes place at various points in the journey, culminating in the exit chamber described in **Encounter W7: Final Exit** on page 42.

Complexity: 2 (requires 6 successes before 3 failures).

Skills Used in this Challenge: Athletics, Dungeoneering, Endurance, Perception, Religion, Stealth.

Hour 1, Dungeoneering (DC 26, standard action): The characters find a safe path through the tunnels, realizing that the right direction lies in the tunnels that lead downward, away from the top of the mountain.

Hour 2, Stealth (DC 26, standard action): The characters quietly work their way past a pack of bloodspawn devourers, remaining undetected.

Hour 3, Athletics (DC 17, standard action): The characters easily climb over hazardous recesses in the tunnel and jump over black, foul-smelling eruptions to progress deeper into the mountain.

Hour 4, Endurance (DC 17, standard action): The characters stave off the effects of the terrible smell, the hard travel over soft ground, the hot, humid air, and the lingering miasma that permeates the tunnels.

If the party fails this check, each character loses one healing surge.

Hour 5, Perception (DC 26, standard action): The characters spot a roaming pack of bloodspawn and avoid a battle.

Hour 6, Religion (DC 31, standard action): The characters use their observations while traveling within the tunnels and their knowledge of Gorgimrith and undead to avoid a particularly dangerous area of unstable surfaces and necrotic cysts.

Hour 7, Endurance (DC 26, standard action): The characters stave off the effects of the terrible smell, the hard travel over soft ground, the hot, humid air, and the lingering miasma that permeates the tunnels in their seventh hour of travel.

If the party fails this check, each character loses one healing surge.

Hour 8, Athletics (DC 26, standard action): The characters easily climb over hazardous recesses in the tunnel and jump over black, foul-smelling eruptions to progress deeper into the mountain.

Each time the characters earn a failure for a round, adjust the outcome of the hour's activities from that described above and run a combat encounter, as described below.

First Failure: One black bloodspawn devourer spots the adventurers and attacks.

Second Failure: Five black bloodspawn devourers notice the party and rush to attack. Use the map for this encounter.

Third Failure: A pair of black bloodspawn devourers tracks the party and attacks when they least expect it.

Success: If the characters earn 6 successes, they find their way to the final exit from the tunnels in record time. Go on to **Encounter W7: Final Exit** on page 42.

Failure: If the characters get 3 failures, the trip through the tunnels takes the characters longer than anticipated. They still reach the final exit, but each character loses one healing surge along the way. Go on to **Encounter W7: Final Exit** on page 42.

5 Black Bloodspawn Devourers (B) **Level 25 Brute**

Medium elemental beast (blind, undead) XP 7,000 each

Initiative +19 Senses Perception +19; blindsight 10

HP 282; Bloodied 141

AC 37; Fortitude 38, Reflex 36, Will 36

Immune disease, poison; Resist 15 necrotic

Speed 6

⊕ **Bite** (standard; at-will) ◆ **Necrotic**
+28 vs. AC; 3d10 + 10 necrotic damage.

⊕ **Devourer's Tongue** (standard; recharge Ⓜ; ☒; ☒) ◆ **Necrotic**
Reach 3; the devourer makes three attacks against the same target; +26 vs. Reflex; 1d10 + 5 necrotic damage. If one attack hits, the target is knocked prone. If two attacks hit, the target is knocked prone and dazed until the end of the black bloodspawn's next turn. If all three attacks hit, the target is knocked prone, stunned until the end of the black bloodspawn's next turn, and loses a healing surge.

Hive Mind

The black bloodspawn gains combat advantage against any target that is adjacent to two or more black bloodspawn.

Caustic Blood (immediate reaction, when hit by a melee attack; at-will) ◆ **Necrotic**

The black bloodspawn devourer deals 10 necrotic damage to the attacker.

Alignment Chaotic evil Languages –

Str 28 (+21) Dex 25 (+19) Wis 25 (+19)

Con 22 (+18) Int 6 (+10) Cha 15 (+14)

TRAVELING TO DORESAIN'S PALACE

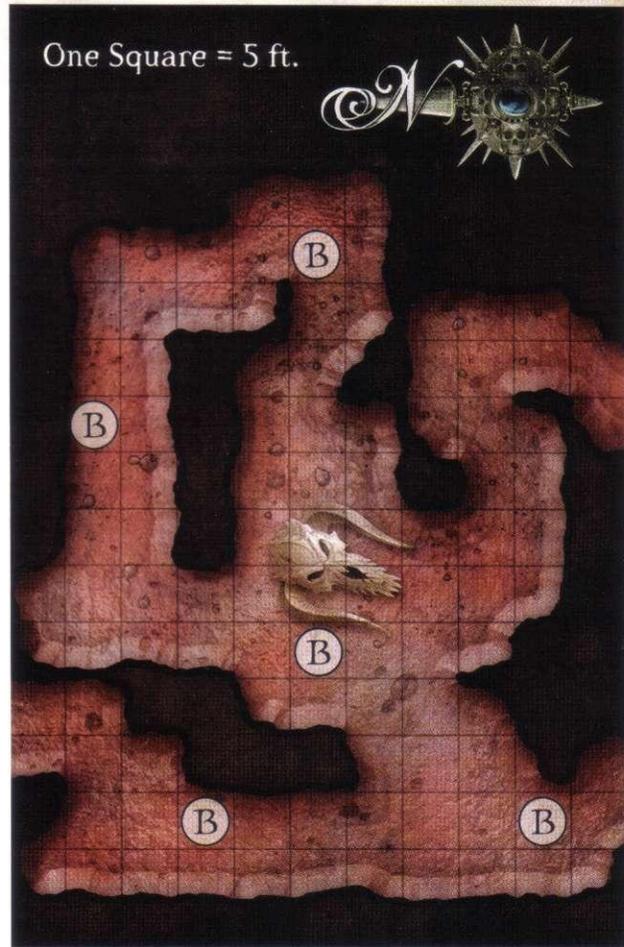
This encounter assumes that the adventurers journey to Doresain's palace by traveling through the tunnels of Gorgimrith (accessed through the maw in **Encounter W5: The Hunger in the Mountain**), exiting in the foothills of the mountain's north face (see **Encounter W7: Final Exit** on page 42), traveling to the shore of the Lake of Black Blood to visit the Bone Seer (**Encounter W8: The Bone Seer** on page 44), and taking a boat across the lake to the palace outcropping (**Encounter P1: Black Blood Falls** on page 46). However, the adventurers might have a different plan.

For example, the adventurers might try to reach the palace as quickly as possible by flying directly out of the devouring pit chamber, which is open to the sky. This puts them at the mercy of Doresain's agents, as Maleem Skyraven warned. You'll need to run two or three random encounters to make up for the experience loss.

On the other hand, the adventurers might take the long way to the palace by leaving the City of the Hungry Dead, trekking around the mountain, and following the shore of the Lake of Black Blood to the palace. This method is slower and more dangerous than flying, but if the adventurers move with great stealth, they draw less attention. You can run a short skill challenge to determine how much attention the adventurers draw before reaching the palace.

However they choose to proceed, pick up the action with either **Encounter W8** or **Encounter P1**.

One Square = 5 ft.



ENCOUNTER W6: INSIDE THE MOUNTAIN

TACTICS

The black bloodspawn devourers lurch toward the adventurers and try to use *devourer's tongue* before attacking a prone target with *double bite*. Since the devourers are part of Gorgimrith, they do not flee; they exist only to eat creatures that enter the Hunger in the Mountain.

FEATURES OF THE AREA

Illumination: Darkness.

Ceiling, Walls, and Floor: All surfaces are made of the undead flesh of Gorgimrith, which is impassably thick. If an adventurer attacks any surface with a weapon, caustic black blood sprays forth from the spot struck in a close blast 3, dealing 1d10 + 5 necrotic damage to all characters in the blast. In most tunnels, the ceiling is 15 feet high.

Dragon Skull: The dragon skull that sits in the middle of this tunnel crossroad is partially absorbed into the fleshy ground beneath it. Squares containing a portion of the skull are difficult terrain.

ENCOUNTER W7: FINAL EXIT

Encounter Level 25 (42,000 XP)

SETUP

2 black bloodspawn devourers (D)
2 black blood bone collectors (B)

After making their way through the tunnels of Gorgimrith, the adventurers find a potential exit.

After the adventurers complete the skill challenge in Encounter W6, read:

You've traveled for hours, and the ground finally starts to level off. Most likely, you've traveled far enough through this undead entity that you've reached the foothill elevation of the mountain.

Up ahead, you hear a wet rushing sound, much like water flowing. You turn a corner and find the path ahead awash in toxic black blood. A stream pours from a gaping, rotted hole in the wall on one side of the tunnel and breaches the opposite wall. Past the rushing black blood, the tunnel opens up into a cavernous area. A tough ridge covered in hard black nodules runs across the center of the cavern; the area on the ridge is 20 feet higher than the lower floor.

Standing inside the cavern are two massive black blobs, one at your level, the other atop the ridge. Tendrils form and collapse within their masses. A now-familiar tearing sound draws your attention as two lumps of undead flesh drop from the ceiling and begin to form into sluglike creatures.

Perception Check

DC 26: The walls in the northeast part of the cavern, on top of the ridge, appear dead gray and look brittle and dry.

2 Black Blood Bone Collectors (B) Level 25 Elite Brute
Huge natural animate (blind, ooze, undead) XP 14,000 each

Initiative +10 **Senses** Perception +12; tremorsense 20

HP 580; **Bloodied** 290

AC 37; **Fortitude** 39, **Reflex** 35, **Will** 35

Immune disease, gaze, poison; **Resist** 15 necrotic

Saving Throws +2

Speed 4; see also *lurch*

Action Points 1

⊕ **Slam** (standard; at-will) ♦ **Necrotic**

Reach 3; +28 vs. AC; 4d6 + 11 necrotic damage.

← **Tendrils** (standard; at-will) ♦ **Healing, Necrotic**

Close blast 3; +26 vs. Reflex; 3d6 + 11 necrotic damage, and the target is grabbed and loses a healing surge. The black blood bone collector regains 5 hit points for each healing surge a target loses in this way.

Lurch (move; at-will)

The black blood bone collector shifts up to 3 squares.

Alignment Unaligned **Languages** –

Str 36 (+25) **Dex** 6 (+10) **Wis** 11 (+12)

Con 30 (+22) **Int** 1 (+7) **Cha** 1 (+7)

2 Black Bloodspawn Devourers (D) Level 25 Brute
Medium elemental beast (blind, undead) XP 7,000 each

Initiative +19 **Senses** Perception +19; blindsight 10

HP 282; **Bloodied** 141

AC 37; **Fortitude** 38, **Reflex** 36, **Will** 36

Immune disease, poison; **Resist** 15 necrotic

Speed 6

⊕ **Bite** (standard; at-will) ♦ **Necrotic**

+28 vs. AC; 3d10 + 10 necrotic damage.

⊕ **Devourer's Tongue** (standard; recharge ☼ ☼ ☼) ♦ **Necrotic**

Reach 3; the devourer makes three attacks against the same target; +26 vs. Reflex; 1d10 + 5 necrotic damage. If one attack hits, the target is knocked prone. If two attacks hit, the target is knocked prone and dazed until the end of the black bloodspawn's next turn. If all three attacks hit, the target is knocked prone, stunned until the end of the black bloodspawn's next turn, and loses a healing surge.

Hive Mind

The black bloodspawn gains combat advantage against any target that is adjacent to two or more black bloodspawn.

Caustic Blood (immediate reaction, when hit by a melee attack; at-will) ♦ **Necrotic**

The black bloodspawn devourer deals 10 necrotic damage to the attacker.

Alignment Chaotic evil **Languages** –

Str 28 (+21) **Dex** 25 (+19) **Wis** 25 (+19)

Con 22 (+18) **Int** 6 (+10) **Cha** 15 (+14)

TACTICS

The black blood bone collectors and the black bloodspawn devourers stay on their side of the stream of blood, using reach to their advantage. Both are native to Gorgimrith (the bone collectors are parasites) and fight until destroyed.

The bone collectors use *tendrils* to hit as many adventurers as they can, possibly striking the devourers as well. They continue to use *tendrils* unless unable to do so. The bone collectors don't bother trying to gain combat advantage against their targets.

The black bloodspawn devourers are a little canny. They try to stay away from the bone collectors to avoid being hit by the *tendrils* and use *devourer's tongue* against any target that presents itself. If engaged in melee by an adjacent enemy, they use *bite*.

DEVELOPMENT

In this area, the adventurers have two ways to escape from Gorgimrith. They can climb to the top of the ridge, destroy the brittle wall in the northeast corner, and emerge directly into the foothills. Or they can swim through the black bloodstream, which empties out into the foothills.

Either way they decide to proceed, when the adventurers leave Gorgimrith, go on to **Encounter W8: The Bone Seer** on page 44.

FEATURES OF THE AREA

Illumination: Darkness. There is no light inside the tunnels except what the adventurers bring with them.

Ceiling, Walls, and Floor: All surfaces are made of the undead flesh of Gorgimrith, which is impassably thick. If an adventurer attacks any surface with a weapon, caustic black blood sprays forth from the spot struck in a close blast 3, dealing 1d10 + 5 necrotic damage to all characters in the blast. The ceiling is 40 feet high in the main cavern and 10 feet high over the stream of black blood. A weak spot in the cavern's northeast wall is much easier to destroy.

Weak Spot: If the adventurers reach the top of the ridge, a DC 17 Perception check lets them notice a seeping tear in the extreme northeast corner, just above a puddle of black blood. The flesh wall here is brittle and completely gray. If the adventurers deal 30 damage to the wall squares in or adjacent to the puddle of blood, the wall ruptures, cracking the thin layer of rock and revealing the moonlit foothills outside the mountain. This area has been completely drained, so attacking the flesh does not result in a spray of caustic blood.

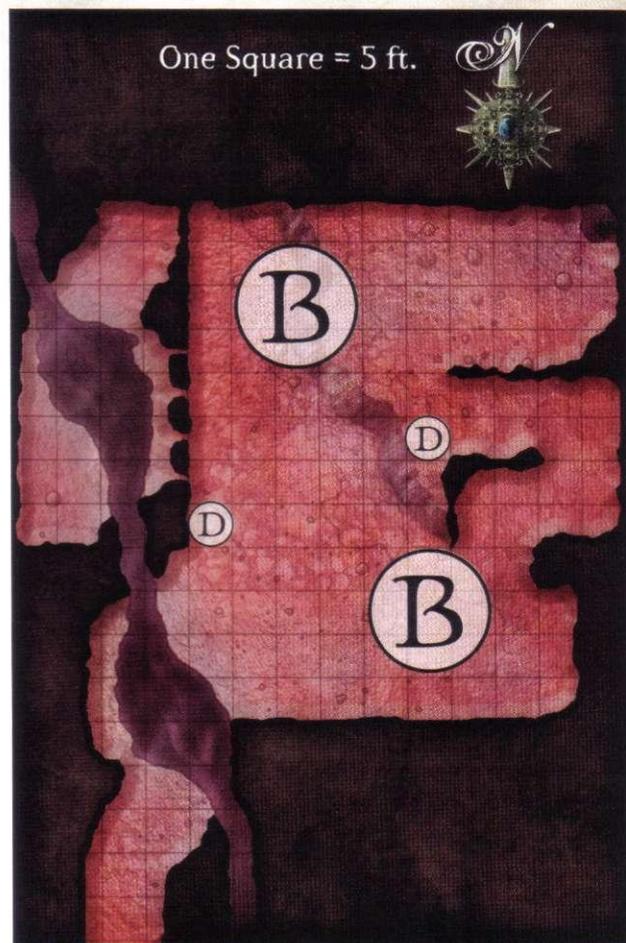
Stream of Black Blood: Black blood flows from south to north on the west side of the map. The stream is shallow (3 feet deep), and squares containing the stream are considered to be difficult terrain. Any living creature that enters or starts its turn in a stream square takes 15 necrotic damage from the life-leeching fluid.

The stream flows through rough holes in the fleshy walls before spilling outside into the foothills at the far northwestern corner of the map. Characters can make a DC 15 Athletics check to swim through the black blood to its exit, taking necrotic damage for entering and starting their turns in a stream square (see above).

Ridge: A fleshy ridge runs through the central part of the main cavern. Creatures can climb to the top by making a DC 25 Athletics check.

East Tunnel: In the east side of the cavern, a tunnel starts at floor level, slopes gently upward, and exits on top of the ridge. Creatures can move normally through the tunnel.

Tubes: On the northwest side of the main cavern passage, three fleshy, tubelike openings allow a Medium or smaller creature to pass from the main cavern into the tunnel to the west.



ENCOUNTER W8: THE BONE SEER

Encounter Level 25 (36,400 XP)

SETUP

7 slaughter wight rippers
The Bone Seer

In the northern foothills of the Mountain of Mouths, the adventurers find an unlikely ally against Doesain that can help them navigate the Lake of Black Blood and provide a clue about a valuable bit of treasure.

When the adventurers exit Gorgimrith, show them “View of the Lake of Black Blood and Doesain’s Outer Palace” on page 30 of *Adventure Book One*, and read:

Black blood from the foothills feeds into a great lake. The moon illuminates the rocky, white-dusted shore, but the lake seems to absorb the light, creating a dark void. On the horizon, the roiling nothingness of the Abyss spreads across the vista. The lake streams over the side of this ultimate chasm, cascading down into oblivion. A great rocky outcropping hangs over the falls, and at its apex stands a structure that looks like a grand mausoleum. This building, perched precariously over the Abyss, must be Doesain’s palace.

Perception Check

DC 17: Just beyond the foothills, perhaps only a mile or so away, a bone pile sits near the Lake of Black Blood. The pile resembles a crude hut.

Perception Check

DC 26: From this distance, you can barely see a switchback staircase on the eastern side of the palace, very close to the falls. It rises from the lake and heads up the outcropping a fair way before disappearing.

7 Slaughter Wight Rippers

Medium natural humanoid (undead)

Level 21 Brute

XP 3,200 each

Initiative +15

Senses Perception +14; darkvision

HP 212; Bloodied 106; see also death wail

AC 33; Fortitude 33, Reflex 30, Will 29

Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant
Speed 7

⚔ Claw (standard; at-will) ♦ Healing, Necrotic

+24 vs. AC; 3d6 + 9 necrotic damage, the target loses a healing surge and is weakened (save ends), and the slaughter wight ripper regains 15 hit points.

⚔ Death Wail (when reduced to 0 hit points) ♦ Necrotic

Close burst 5; targets enemies; +24 vs. Fortitude; 2d6 + 5 necrotic damage. Undead allies in the burst can make a basic attack as a free action.

Alignment Chaotic evil

Languages Common

Str 26 (+18)

Dex 20 (+15)

Wis 9 (+9)

Con 22 (+16)

Int 12 (+11)

Cha 18 (+14)

WIGHT ATTACK!

The necromantic energy of the black blood makes the foothills a haven for roaming packs of wights. If the adventurers travel on foot toward the hut or the lake, they are attacked by seven slaughter wight rippers.

Since this encounter takes place in the open, set up the terrain however you’d like. Consider adding rocks and black blood streams, as described in “Features of the Area,” to give the terrain some variety. The wights should start about 20 squares from the adventurers.

TACTICS

The slaughter wight rippers attack in groups, closing with the adventurers and attempting to gain combat advantage whenever possible. They use advanced flanking tactics in which one wight moves adjacent to a PC and prepares to attack while another wight moves to grant both wights combat advantage.

Unlike the ghouls that the PCs may have encountered throughout the White Kingdom, a wight attempts to flee if it is reduced to fewer than 50 hit points. However, if a wight is cornered or given the opportunity to regain a substantial number of hit points by making claw attacks, it fights on.

FEATURES OF THE AREA

Illumination: Dim light from the moon.

Rocks: Squares with rocks are difficult terrain.

Stream of Black Blood: Black blood streams are 1 to 2 squares wide and about 3 feet deep. Stream squares are difficult terrain. Any living creature that enters or starts its turn in a stream square takes 15 necrotic damage from the life-leeching fluid.

Treasure: One of the wights used to be a noble. It still carries a level 27 magic item, a pouch with 30 astral diamonds, and two *potions of recovery*.

THE BONE SEER’S HUT

Just outside the shadow of the Mountain of Mouths, near the Lake of Black Blood, sits a crude bone hut—the home of a crazed ghoulish mystic known as the Bone Seer. Her heart burns with a hatred for the Ghoul King that overwhelms even her eternal hunger.

If the adventurers approach the bone hut, read:

This modest shack of rib bones and sinew faces the Lake of Black Blood. Charms, amulets, and holy symbols of all shapes, sizes, and materials drape the entrance, concealing the interior. Gnawed bones clutter the ground outside.

A leathery clawed hand parts the screen of charms, and a ragged, hunched ghoulish, once probably a human female, emerges

from the hut. Remnants of gray hair fall over her face. Behind those thinning strands, you see dark holes where her eyes should be. She sniffs the air and says, "I have been waiting for you, little morsels. Don't worry—I desire not to eat you this day. My hunger is not as ravenous as my desire for vengeance. Come inside my hut, and we will talk of things past and things to come."

If the adventurers attack the Bone Seer, she fights back; use the statistics for a ghoulish warrior (see page 23 of *Adventure Book One*). However, she would rather talk to the characters and try to strike a deal than fight, and she does her best to avoid a battle.

If the adventurers enter the hut, read:

The crude living space inside the hut is strewn with gnawed yellow bones. The hut has no furnishings other than a dirty sack in one corner. The ghoul opens the burlap sack and pours out all manner of trinkets made from small human bones. She says, "I am the Bone Seer. I see that Fate has noticed you, as have I."

The Bone Seer tells the adventurers a version of the tale detailed in the accompanying sidebar. After relating her story, she throws a set of finger bones to the ground and eyes them intently. She proclaims, "The heart it is, then. Fortune smiles upon you, little morsels. I offer you passage to the palace unseen by the Ghoul King's servants, and one of you offers me your beating heart. A fair exchange."

The Bone Seer does not reveal exactly how she intends to grant the adventurers safe passage. Her offer begins a skill challenge that allows the characters to bargain for something other than one of their hearts. When the adventurers complete the skill challenge, go to **Encounter P1: Black Blood Falls** on page 46.

THE BONE SEER'S TALE

Long ago, when Doresain was not yet ruler of the White Kingdom, the Bone Seer was his consort. A human necromancer of vile accomplishments, Rūmiel (her name in her prior existence) wanted to see Doresain grow in power until he could challenge Orcus.

Eventually, the Ghoul King became Orcus's most favored exarch and received the fragment of Thanatos now known as the White Kingdom. Rūmiel began amassing her vast resources to lend to Doresain so that he might challenge Orcus and rule all of Thanatos. Unfortunately, Doresain found her ambition worrisome. He did not want to risk the wrath of his master. He killed Rūmiel and turned her into a ghoul to keep her power lust in check.

However, contingency rituals she had put in place helped her throw off Doresain's control and mask her presence from him. Soon after her rebirth as a ghoul, Rūmiel escaped from the palace and forsook her name, becoming the Bone Seer. Now she lives undetected in her hut, waiting for the right time to strike against her former partner, her undying heart burning with hatred over his betrayal.

NEGOTIATING WITH THE BONE SEER SKILL CHALLENGE

Level: 25 (XP 14,000).

Complexity: 2 (requires 6 successes before 3 failures).

Primary Skills: Arcana, Bluff, Diplomacy.

Arcana (DC 26, standard action): The character asks the Bone Seer about her history as a practitioner of arcane magic and discusses the applications of necromantic magic. If the character gets a 36 or better on the check, the Bone Seer reveals that a magic item known as a *sorrow-song blade* is lodged in the belly of the black blood hydra, a guardian of the lake.

This skill can be used to gain 2 successes in this challenge.

Bluff (DC 31, standard action): The character recounts tales of past adventures that exploit the Bone Seer's ambition and emphasize their mercenary attitude.

This skill can be used to gain 2 successes in this challenge.

Diplomacy (DC 25, standard action): The character admires the Bone Seer's prowess in thwarting the Ghoul King's plans and explains that they, too, wish to see Doresain fall.

This skill can be used to gain 2 successes in this challenge.

Secondary Skills: Insight, Religion.

Insight (DC 26, minor action): The character detects that the Bone Seer is willing to give a little ground in the negotiation, and that she doesn't truly need the heart of one of the adventurers to make a deal.

Use of this skill does not provide a success or failure toward the completion of the challenge. Instead, a success provides a +2 bonus to the next character's skill check, or a failure provides a -2 penalty. Once a character succeeds with this skill, it can't be used again in this challenge.

Religion (DC 31, standard action): This skill is usable only once by each character. The character comments on the Bone Seer's variety of talismans and holy symbols, impressing her with knowledge of the gods they represent.

Use of this skill does not provide a success or failure toward the completion of the challenge. Instead, a success provides a +2 bonus to the next character's skill check, or a failure provides a -2 penalty.

Success: The characters strike a more favorable bargain. The Bone Seer agrees to provide safe passage if the characters promise to bring her Doresain's heart.

Failure: The characters make a deal that is more favorable for the Bone Seer. She agrees to provide safe passage across the lake if the characters give her a level 24 or higher magic item and promise to bring her Doresain's heart.

ENCOUNTER P1: BLACK BLOOD FALLS

Encounter Level 26 (45,000 XP)

SETUP

1 black blood hydra (H)

The adventurers travel across the Lake of Black Blood in a boat provided by the Bone Seer to reach the dock below Doresain's palace at Black Blood Falls. There, they must avoid or fight the black blood hydra to enter the palace proper.

Once the adventurers finish negotiations with the Bone Seer, read:

With a deal agreed upon, the Bone Seer leads you to the edge of the Lake of Black Blood. She bends down and dips a clawed hand into the dark fluid. Slowly, she raises her hand from the lake, black blood streaming down her arm and dripping in viscous puddles on the shore. Within moments, a mass of bones and skin emerges from the lake, forming into a boat big enough to hold your entire group. The boat is composed of the bones of massive creatures, and the hull is held together with a skin-like membrane. A rotted sail that looks like a dragon's wing unfurls from the mast and flaps in the night air.

The Bone Seer speaks. "The boat will take you to the palace. Now go! Your victory is my revenge!"

If necessary, the Bone Seer assures the adventurers that not only will the boat sail of its own accord to the palace, but it also will remain hidden from all of Doresain's servants. Unfortunately for the adventurers, she is only partially correct. While she can cloak them from ghouls and wights, she offers no protection from the black blood hydra that roams the lake.

REACHING THE DOCK

It takes about 6 hours to cross the lake in the Bone Seer's boat. The vessel steers itself and cuts across the lake without incident until the adventurers arrive at the dock near the edge of the falls.

WE DON'T WANT TO DEAL WITH A GHOUL!

If the adventurers refuse to make a deal with the Bone Seer, she does not give them the boat. They must cross the Lake of Black Blood on their own (by flying, taking their own boat, or using some other means). However, without the protection of the Bone Seer, the adventurers are harried throughout the trip. Run 1d4+1 random encounters (see page 2) before the characters reach the palace.

When the adventurers arrive at the dock, read:

As you sail closer to the outcropping, the roaring sound of the Black Blood Falls intensifies, as does the current pulling you toward the endless void of the Abyss. Just ahead, a bone dock juts out, a last lifeline before the falls.

As the boat moves into position beside the dock, an immense creature bursts from the surface of the lake, spraying globs of black blood all over the dock and your boat. A five-headed hydra, as black as the lake, roars in fury!

Perception Check

DC 17: *Wherever the black blood landed within the boat, the membrane frame crackles and sizzles from the caustic liquid. In short order, the black blood splashes will burn through the membrane and the boat will begin to sink.*

Perception Check

DC 31: *As the hydra emerges from the lake, you catch a glimpse of something metallic flashing from its side. An object protrudes from the creature's skin.*

When the hydra bursts out of the lake, the boat is next to the southern edge of the boat dock. The boat is 3 squares long by 2 squares wide.

The interior of the boat is not as well protected as the exterior. The black blood that splashes into the boat is causing the membrane to disintegrate and the boat to sink. The adventurers must exit the vessel quickly (see "Features of the Area" for details).

TACTICS

The Bone Seer's magic is powerful enough to cloak the boat from most dangers of the Lake of Black Blood, but it cannot protect it from the black blood hydra.

If possible, the hydra begins its first turn by moving onto the dock, occupying as many dock spaces as it can to deny the adventurers an easy escape from the sinking boat. The hydra can remain partially in the water and partially on the dock. It uses *hydra fury* if the adventurers are close and *black blood burst* if they are at range. On its first turn, the hydra spends an action point to use *hydra fury* a second time. If it has an opportunity to do so, it uses a bull rush to knock a character standing on the dock into the lake. The hydra cannot follow the adventurers up the switchback stairs, but its reach and *black blood burst* attacks means that it can harass the adventurers at most points on the tactical map.

The black blood hydra fights to the death. If slain, it slides into the lake and is swept over the falls. Any adventurers interested in the blade embedded in the hydra must grab it before the creature is carried away.

Black Blood Hydra (H)**Level 26 Solo Brute**

Gargantuan elemental beast (reptile)

XP 45,000

Initiative +19 **Senses** Perception +22; all-around vision, darkvision**HP** 992; **Bloodied** 496**AC** 38; **Fortitude** 40, **Reflex** 35, **Will** 33**Resist** 20 acid, 20 necrotic**Saving Throws** +5**Speed** 7, swim 14**Action Points** 2⊕ **Death Bite** (standard; at-will) • **Necrotic**

Reach 3; +29 vs. AC; 3d8 + 9 necrotic damage, and ongoing 15 necrotic damage (save ends).

⊕ **Acid Bite** (standard; at-will) • **Acid**

Reach 3; +29 vs. AC; 3d8 + 9 acid damage, and -2 to AC and Reflex (save ends).

⊕ **Blood Bite** (standard; at-will) • **Poison**

Reach 3; +27 vs. Fortitude; 3d8 + 9 poison damage, and ongoing 15 poison (save ends).

✱ **Black Blood Burst** (standard; at-will) ◆ **Acid, Necrotic**

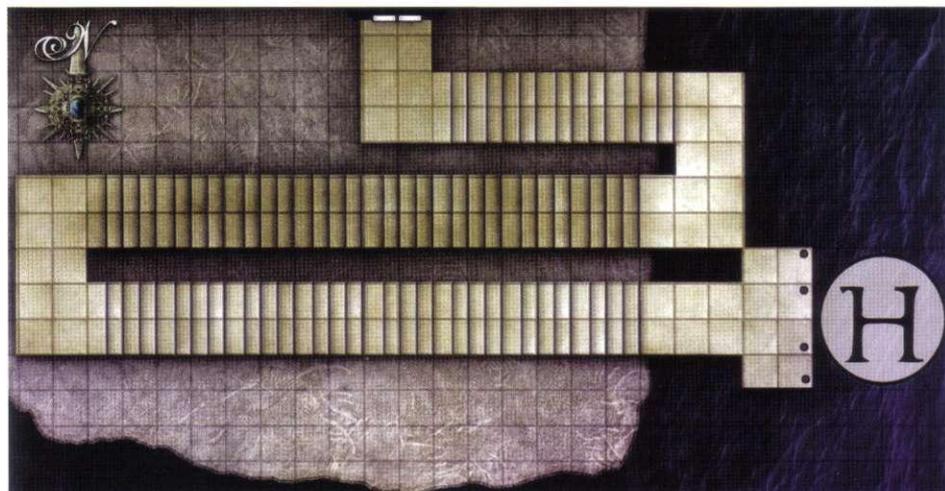
Area burst 3 within 20; +27 vs. Reflex; 2d8 + 9 acid and necrotic damage, and the target is immobilized (save ends).

‡ **Hydra Fury** (standard; at-will)The black blood hydra makes five bite attacks (either *death bite*, *acid bite*, or *blood bite*), and any additional bite attacks it gains from *regenerating heads* (up to eight attacks when reduced to 248 hit points or fewer).**Many-Headed**Each time the black blood hydra becomes dazed or stunned, it loses one attack while using *hydra fury* on its next turn. The hydra can be dazed or stunned multiple times.**Regenerating Heads**When a black blood hydra first reaches 744, 496, and 248 hit points, a head is destroyed. At the start of the hydra's next turn after a head is destroyed, two heads grow in the lost head's place, and the hydra gains an additional bite attack with *hydra fury*.**Threatening Reach**

The black blood hydra can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Chaotic evil **Languages** –**Str** 26 (+21) **Dex** 22 (+19) **Wis** 18 (+17)**Con** 32 (+24) **Int** 4 (+10) **Cha** 12 (+14)**FEATURES OF THE AREA****Illumination:** Dim light from the moon.**Boat:** After being splashed by black blood, the boat's interior membrane hull begins to disintegrate rapidly. The adventurers have 2 rounds to act before the boat completely collapses, depositing anyone still inside into the fast current near the falls.**Black Blood Falls:** The current in this part of the lake moves rapidly toward the northern edge of the map, where it plunges down into the Abyss. The black fluid swirls around the boat dock, and swimming in that area requires a DC 26 Athletics check. Any living creature that enters or starts its turn in the lake takes 15 necrotic damage. In addition, if the creature remains in the lake at the end of its turn, it is pulled 5 squares toward the falls at the northern edge of the map. Any creature that has a swim speed or that has made an Athletics check to swim during its turn is not pulled. (Due to its swim ability and necrotic resistance, the hydra has no troubles in the lake.)

Any characters who go over the falls must teleport or fly back before they fall out of range and plunge into the void. Falling into the Abyss here is slower than falling through the air; a character falls 10 squares when first entering the Abyss and another 10 squares at the start of each of turn. You are free to determine how the other adventurers can rescue a character who falls into the Abyss—or if such a rescue is even possible.

Switchback Stairs: These stairs climb up at a sharp incline toward the door at the terminus of the switchback, which is 40 feet above the dock. The stairs are difficult terrain when ascended and normal terrain when descended.**Door:** The door at the top of the switchback is constructed of bone and etched with illustrations of the Ghoul King. The door is locked and reinforced with magic (DC 31 Thievery check or DC 33 Strength check to open). Beyond the door, a bone spiral staircase rises another 150 feet before emerging in the palace grounds (see the overview on page 15 of *Adventure Book One*).**Treasure:** Embedded in the hydra is a +6 *sorrowsong blade*, left behind by the last formidable foe the creature faced. The weapon protrudes from the hydra's side. Any character that starts his or her turn adjacent to the hydra can pull the blade free by making a DC 26 Strength check. For details on the weapon, see page 25 of *Adventure Book One*.

ENCOUNTER P2: CHAMBER OF SUBMISSION

Encounter Level 26 (45,000 XP)

SETUP

1 Ghoul King's siegewyrm (S)
3 symbol of suffering traps (T)

The adventurers enter the main building through the western door, which is unlocked. Inside, they must overcome a devious series of warding traps and defeat the Ghoul King's favorite pet—a massive undead dragon known as a siegewyrm.

When the adventurers enter this room, read:

You enter a vast chamber constructed of bone, similar to the buildings in the City of the Hungry Dead, though the bone here appears much older. A massive pillar fills the center of the room ahead of you. On each side, a corridor continues into the darkness beyond the pillar.

Closer to you, smaller pillars carved from bone line the north and south ends of the room. Bones are scattered on the floor here and there.

Perception Check

DC 17: *The carved pillars depict images of creatures bowing down before Doresain.*

Perception Check

DC 26: *Just ahead, a skull symbol is inscribed into the floor, and two more can be seen farther in the chamber.*

The eastern half of the chamber is not visible from the entryway. Beyond the massive pillar blocking the center of the room, a large collection of bones is strewn about the ground, waiting to take form.

The symbols of suffering help protect the area from intruders. Once an adventurer activates one of the symbols, the bones in the eastern half of the chamber jitter, shake, and fly together to assemble the Ghoul King's siegewyrm.

TACTICS

Once the siegewyrm has formed, it moves to the intersection of the two corridors that surround the massive central pillar and prepares to attack any intruders who enter either corridor. It knows the locations of the traps and does not enter the western half of the chamber.

Ghoul King's Siegewyrm (S) Level 26 Elite Controller
Huge natural animate (dragon, undead) XP 18,000

Initiative +20 **Senses** Perception +16; darkvision
Jagged Bones aura 3; each creature that enters or starts its turn within the aura takes 15 damage. All creatures treat the area within the aura as difficult terrain.
HP 490; **Bloodied** 245
AC 40; **Fortitude** 38, **Reflex** 36, **Will** 32
Immune disease, poison; **Resist** 25 necrotic; **Vulnerable** 10 radiant
Saving Throws +2
Speed 8
Action Points 1

⊕ **Bite** (standard; at-will)

Reach 3; +31 vs. AC; 3d6 + 11 damage, and the target slides 2 squares.

⊕ **Tail Sweep** (standard; at-will)

Close blast 5; +29 vs. AC; 2d8 + 11 damage, and the target is pushed 2 squares and immobilized (save ends).

↘ **Marrow Sluice** (standard; recharge ⌘⌘ ⌘⌘ ⌘⌘)

The siegewyrm targets up to three creatures; the first target must be within 10 squares of the siegewyrm, the second target within 10 squares of the first, and the third target within 10 squares of the second; +30 vs. Reflex; 2d6 + 11 damage, and the target is pushed 4 squares and knocked prone. *Miss:* Half damage, and the target is not pushed.

✦ **Osseous Cage** (standard; encounter)

Area burst 3 within 12; +30 vs. Reflex; 4d8 + 11 damage, and the target is restrained (save ends). *Miss:* Half damage, and the target is immobilized (save ends). *Aftereffect, on Hit Only:* The target is immobilized (save ends).

Alignment Unaligned

Languages —

Str 23 (+19)

Dex 25 (+20)

Wis 17 (+16)

Con 29 (+22)

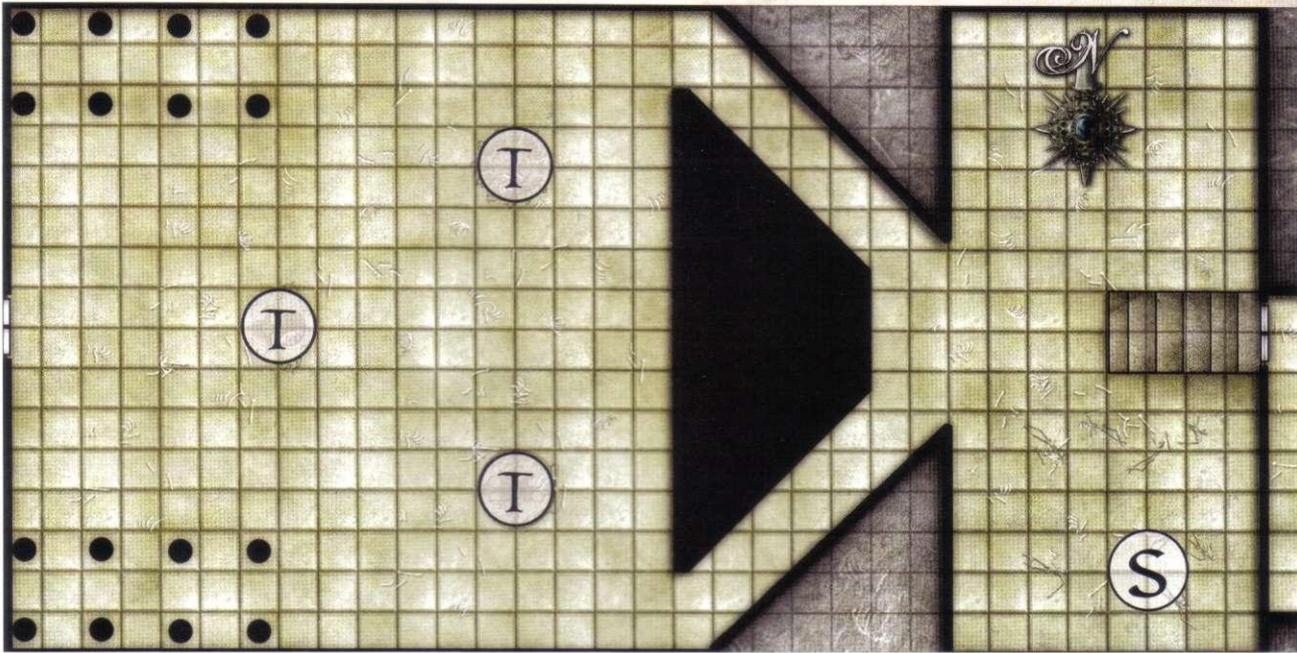
Int 3 (+9)

Cha 10 (+13)

When the siegewyrm has enough targets, it uses *marrow sluice*, potentially pushing the PCs back into the symbol traps. If the characters reach the eastern half of the room, the siegewyrm uses *osseous cage* on the largest group of enemies. The creature's *jagged bones* aura slows down anyone who tries to approach it, potentially giving it another chance to push the intruders back.

The siegewyrm attempts to stay in the squares where the two corridors intersect, making it hard for the adventurers to approach and protecting it from easy flanking maneuvers. The undead dragon fights until destroyed.

If an adventurer displays the *White Kingdom boneclaw* (by wielding it or forcefully presenting it, not simply carrying it), the siegewyrm hesitates briefly before targeting that character. The creature's attacks against that character receive a -2 penalty.

**3 Symbols of Suffering (T)**

Trap

Level 26 Warder

XP 9,000 each

Glowing skull symbols ward the area ahead.

Trap: Anyone familiar with magic recognizes the symbols as powerful wards against approach. But their exact nature isn't known until a creature steps close enough to comprehend them. Once triggered, a symbol inflicts excruciating pain.

Perception

◆ DC 26: The character notices the glowing symbols on the floor of the chamber.

Additional Skill: Religion

◆ DC 31: The character recognizes the nature of the symbols.

Trigger

When a creature approaches within 3 squares of a symbol, the trap rolls initiative and attacks.

Initiative +26

Attack

Standard Action Close burst 3

Attack: +29 vs. Will

Hit: 3d6 + 10 psychic damage, and the target is slowed (save ends).

Aftereffect: Ongoing 15 psychic damage, and the target is immobilized (save ends both).

Countermeasures

- ◆ A character adjacent to a symbol can disable a symbol trap with a DC 26 Thievery check or a DC 31 Arcana check.
- ◆ A character possessing the *White Kingdom boneclaw* is not affected by the symbol traps.

FEATURES OF THE AREA

Illumination: Bright light in the western half of the chamber; dim light in the eastern half.

Symbol Traps: Each trap has a skull motif. Intruders within a trap's burst area are attacked each round. A character carrying the *White Kingdom boneclaw* is immune to the effects of these traps. For details, see the trap statistics block, above.

Pillars: Each of the smaller carved pillars provides cover. Squares that contain pillars are impassable.

Stairs: In the eastern half of the chamber, a set of stairs leads up to a bone door. The stairs are difficult terrain when ascended and normal terrain when descended.

Eastern Door: This door leading out of the eastern chamber is locked. A DC 31 Strength or DC 26 Thievery check opens the door. It leads to **Encounter P3: Crypt of the Conquered**, on page 50.

Ceiling: The chamber's ceiling is 40 feet high.

Treasure: The remains of the siegewyrm's hoard (which amounts to 2,000 pp) is scattered around the eastern side of the chamber.

ENCOUNTER P3: CRYPT OF THE CONQUERED

Encounter Level 27 (55,000 XP)

SETUP

1 sorrowsworn dread wraith (D)
4 shadowraven swarms (S)

This chamber is the resting place of a sorrowsworn knight, an agent of the Raven Queen who long ago fought the black blood hydra and buried his blade in the side of the creature. After the knight fell in battle, he was buried in an ancestral crypt in his home in the Shadowfell. But the Ghoul King had seen his prowess in combat against the hydra that day and desired to gain control of the knight.

In an act of defiance against the Raven Queen, Doresain's faithful transported the crypt's contents to the Ghoul King's palace. Here, the Ghoul King corrupted the spirit of the sorrowsworn knight and bound it to his service. Now insane, the sorrowsworn dread wraith haunts the crypt, his coterie of shadowravens still under his command.

Don't place any of the monsters in this encounter until the adventurers see them, as described below.

When the adventurers enter this chamber and walk down the corridor to the main room, read:

This chamber is particularly musty and dingy. Four bone pillars stand in the near side of the room. A mass of cobwebs drapes down from one of the pillars, with bodies encased in the webs. Several finely carved stone coffins line the east and west walls of the room, and between them, a strange, shadowy mist hangs in the air. At the far end of the room, two neglected bone thrones sit on a dais. Behind them, two bone braziers burning with dark purple flame flank a set of stairs that lead outside.

Perception Check

DC 26: *Several birdlike forms move in the shadowy mist.*

If the adventurers disturb the bodies in the webs or move within 2 squares of the mist, read:

A ghostly creature, far taller than a human, appears near you. It wears fine armor and carries an ephemeral version of the weapon that was embedded in the hydra at Black Blood Falls. The creature's visage is gaunt and demonic, and its eyes are large, soulless orbs. The light near it grows dark, seemingly swallowed by the creature's insubstantial form.

In a ghostly voice, it says, "I must obey my master's wishes. Let the Raven Queen hear the tale of our battle no matter how it unfolds!" Nearby, the shadowy mist coalesces into dark swarms of threatening ravens.

Sorrowsworn Dread Wraith (D)

Level 27 Lurker

Large shadow humanoid (undead)

XP 11,000

Initiative +26 **Senses** Perception +19; darkvision
Shroud of Night aura 5; within the aura, bright light is reduced to dim light, and dim light becomes darkness.

HP 150; **Bloodied** 75; see also *death shriek*

Regeneration 20 (if the sorrowsworn dread wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)

AC 41; **Fortitude** 36, **Reflex** 39, **Will** 39

Immune disease, fear, poison; **Resist** 30 necrotic, insubstantial;

Vulnerable 15 radiant (see also *regeneration*)

Speed fly 10 (hover); phasing; see also *shadow glide*

⊕ **Dread Blade** (standard; at-will) ♦ **Necrotic**

Reach 2; +30 vs. Reflex; 2d10 + 10 necrotic damage, and the target is weakened (save ends).

↖ **Death Shriek** (when first bloodied and again when reduced to 0 hit points) ♦ **Psychic**

Close blast 3; targets enemies; +29 vs. Will; 4d6 + 10 psychic damage, and the target is dazed (save ends). **Miss:** Half damage, and the target is not dazed.

Combat Advantage ♦ **Necrotic**

The sorrowsworn dread wraith deals an extra 3d6 necrotic damage against any target it has combat advantage against.

Shadow Glide (move; encounter)

The sorrowsworn dread wraith shifts 6 squares.

Spawn Wraith

Any humanoid killed by the sorrowsworn dread wraith rises as a free-willed dread 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 +27

Str 18 (+17)

Dex 28 (+22)

Wis 12 (+14)

Con 22 (+19)

Int 14 (+15)

Cha 28 (+22)

4 Shadowraven Swarms (S)

Level 27 Brute

Medium shadow beast (swarm)

XP 11,000 each

Initiative +20 **Senses** Perception +14; darkvision

Swarm Attack aura 1; any creature that enters or starts its turn within the aura takes 10 necrotic damage.

HP 296; **Bloodied** 148

AC 39; **Fortitude** 37, **Reflex** 39, **Will** 36

Resist half damage from melee and ranged attacks, 10 necrotic;

Vulnerable 10 against close and area attacks

Speed 2, fly 12 (hover)

⊕ **Swarm of Talons** (standard; at-will) ♦ **Necrotic**

+28 vs. Reflex; 2d8 + 4 damage plus 1d10 necrotic damage.

⊕ **Murder's Wrath** (standard, usable only while bloodied; encounter)

The shadowraven swarm shifts up to 6 squares and can move through enemy-occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The swarm cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.

Alignment Unaligned

Languages –

Str 20 (+18)

Dex 24 (+20)

Wis 12 (+14)

Con 16 (+16)

Int 2 (+9)

Cha 18 (+17)

TACTICS

The sorrowsworn dread wraith directs the shadowraven swarms to attack the adventurers, while it uses *shadow glide* to gain combat advantage and maximize its *dread blade* attacks. In subsequent rounds, the wraith uses *shadow glide* to stay mobile and tries to pick off ranged attackers. If it sees a character wielding the *sorrowsong blade* taken from the body of the hydra, the wraith howls in rage and attacks the wielder to the exclusion of all others until that character is destroyed.

The shadowraven swarms, directed by the sorrowsworn dread wraith, move to attack defenders or melee combatants. While bloodied, the swarms target as many adventurers as possible with *murder's wrath*.

The sorrowsworn dread wraith does not negotiate or surrender. It fights to its final death.

FEATURES OF THE AREA

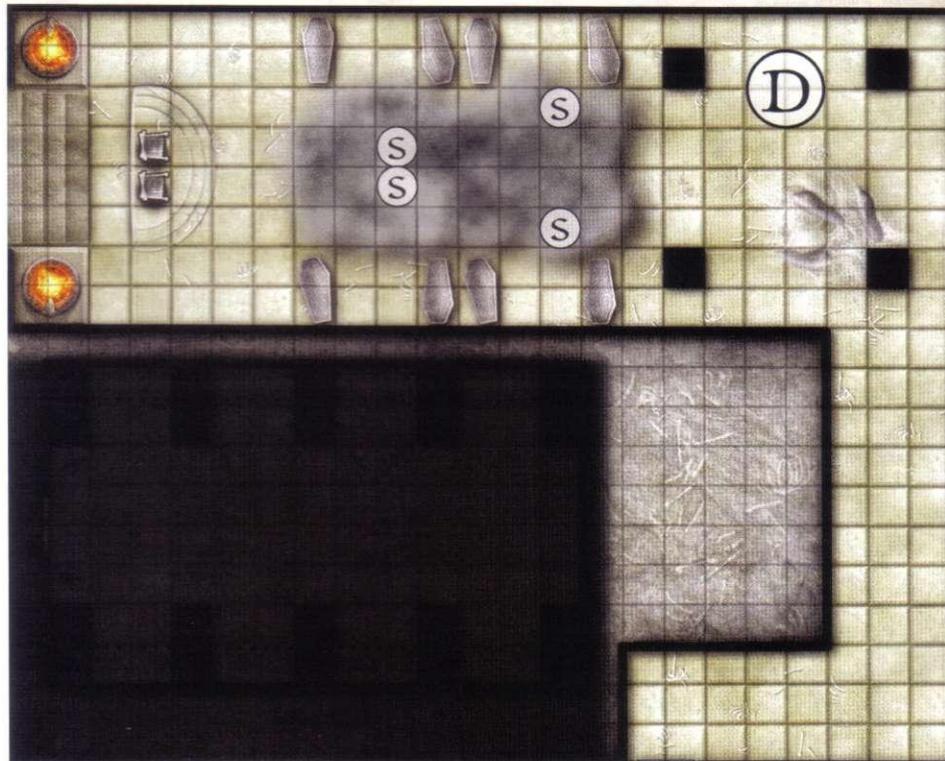
Illumination: Bright light within 10 squares of the braziers in the western end of the room; dim light elsewhere. Within 5 squares of the dread wraith, its *shroud of night* aura reduces illumination by one level (from bright light to dim, or from dim to darkness).

Pillars: Four square pillars in the southern end of the room provide cover. Squares that contain a pillar are impassable.

Cobwebs: A mass of sticky cobwebs hangs down from one pillar, the remnants of a spider creature that met its end long ago. Cobweb squares are difficult terrain. A creature ending its movement in a cobweb square becomes immobilized (save ends).

Sorrowsworn Bodies: The cobwebs hold three mummified sorrowsworn bodies. The adventurers can remove a body by making a DC 26 Strength check or by dealing 20 damage to destroy its web cocoon.

Coffins: Eight stone coffins bearing the Raven Queen's holy symbol line the east and west walls in the center of the room. Each coffin is 3 feet high and covered by a lid. A creature can jump on top of a coffin by making a DC 30 Athletics check (or DC 15 with a running start).



ENCOUNTER P3: CRYPT OF THE CONQUERED

If the adventurers open the coffins, they find the mummified remains of several sorrowsworn. The coffin of the dread wraith contains the mummified remains of the sorrowsworn knight and his treasure (see below).

Three coffins are empty; the sorrowsworn that belong in them hang in the cobwebs. If the adventurers return the bodies to the empty coffins, they feel a momentary swell of hope and vigor. Each adventurer regains hit points as if he or she had spent a healing surge—a small gift from the Raven Queen for the good deed just accomplished.

Dais with Thrones: The squares with the thrones are difficult terrain. The squares with the steps are normal terrain.

Braziers: These magic braziers burn with dark purple fire. They are 5 feet off the ground and provide cover. A creature standing in a brazier space takes 20 fire necrotic damage upon entering a brazier and at the start of its turn while in a brazier.

Stairs: The stairs at the northern end of the chamber lead to the Bridge of Bones in the back of the palace grounds (see **Encounter P4: Bridge of Bones** on page 52). The stairs are difficult terrain when ascended and normal terrain when descended.

Ceiling: The room's ceiling is 30 feet high.

Treasure: The coffin of the sorrowsworn knight contains his treasure: a level 26 magic item, 1,000 pp, and a *potion of life*.

ENCOUNTER P4: BRIDGE OF BONES

Encounter Level 26 (45,450 XP)

SETUP

3 nycademons (D)

1 phane, Master of the Bridge (P)

The adventurers arrive at the Bridge of Bones, located on a rocky ledge that stretches out over the Abyss. Here, they must defeat a phane that acts as the seneschal of the outer palace and guardian of the bridge. Success allows the adventurers to cross the bridge and pass into Doresain's inner fane.

When the adventurers reach the bridge, show them "View of the Bridge of Bones" on page 30 of *Adventure Book One*, and read:

A ledge hangs over the void. Beyond is the roiling black vortex of the Abyss. To the west, a massive bridge constructed of humanoid bones lashed together with sinew crosses the span. The bridge is bowed outward and slightly twisted. Two giant femur bones anchor the bridge to the ledge, but the other end of the bridge is not visible—it disappears into the vortex. Near the start of the bridge, two bone-white obelisks reach 30 feet into the swirling void, each bearing glowing red runes.

A large, dark form looms near the obelisks. It is humanoid from the waist up but has the lower body of a feline. The creature crouches, like a cat ready to pounce, and the air ripples around it. In a ringing voice, the creature says, "I am the seneschal of this place and the master of the bridge. You have not been granted audience with the Ghoul King, and so you must die."

TACTICS

The phane begins combat by using its mastery over the obelisks' power (see "Features of the Area") to call three winged nycademons from the void. Initially, the phane stays at range, taking to the air and trying to use *wizening ray* on strikers. Once the adventurers close, it attempts to escape using *temporal touch*.

At the start of each turn, the phane uses *temporal fugue* to shrug off the most debilitating effect it suffers. The phane fights to the death, using the obelisks' energy each round to gain an advantage.

The nycademons in the dotted circles adjacent to the edge of the rocky ledge inside the void of the Abyss. They begin the combat flying 20 feet off the ground. Every round, at least one nycademon tries to *snatch* an enemy and drop it into the void. The rest use their *wicked axe* attacks. The nycademons flee when reduced to one-quarter of their hit points or fewer.

3 Nycademons (D)

Large elemental humanoid (demon)

Level 22 Skirmisher

XP 4,150 each

Initiative +21

Senses Perception +17

HP 210; Bloodied 105

AC 35; Fortitude 35, Reflex 35, Will 32

Resist 20 variable (2/encounter)

Speed 6, fly 6 (hover)

⊕ **Wicked Axe** (standard; at-will)

Reach 2; +27 vs. AC; 2d8 + 5 damage (crit 3d8 + 21), and ongoing 5 damage (save ends).

↓ **Wicked Edges** (standard; at-will)

The nycademon makes two *wicked axe* attacks.

⊕ **Snatch** (standard; at-will)

Before or after the attack, the nycademon flies 6 squares. Reach 2; +25 vs. Fortitude; the target is grabbed.

Strong Flyer

When a nycademon moves a grabbed target, it does not have to make a Strength attack. While bloodied, a nycademon can fly at full speed instead of half speed when moving a grabbed target.

Alignment Chaotic evil

Languages Abyssal, Common

Skills Intimidate +21

Str 25 (+18)

Dex 26 (+19)

Wis 13 (+12)

Con 26 (+19)

Int 8 (+10)

Cha 21 (+16)

Equipment 2 greataxes

Master of the Bridge (P)

Large immortal magical beast, phane

Level 27 Elite Controller

XP 22,000

Initiative +23

Senses Perception +25; darkvision

HP 494; Bloodied 247

AC 41; Fortitude 38, Reflex 41, Will 38

Resist insubstantial

Saving Throws +2

Speed 10, fly 10

Action Points 1

⊕ **Temporal Touch** (standard; at-will)

Reach 2; +31 vs. Reflex; 2d8 + 10 damage, and the target is slowed until the end of the phane's next turn. The phane shifts 4 squares before or after making this attack.

↘ **Wizening Ray** (standard; at-will)

Ranged 10; +31 vs. Fortitude; 2d6 + 9 damage, and the target is dazed and weakened (save ends both). *Aftereffect:* The target is weakened (save ends). The target appears elderly until the effect of the *wizening ray* ends.

Double Attack (standard; at-will)

The phane makes either two *temporal touch* attacks or two *wizening ray* attacks.

↖ **Wizening Tempest** (standard, usable only while bloodied; at-will)

Close burst 1; phanes are immune; +29 vs. Fortitude; 2d6 + 10 damage, and the target is stunned (save ends). *Aftereffect:* The target is dazed and weakened (save ends both). The target appears elderly until the effect of the *wizening tempest* ends.

Temporal Fugue (minor; at-will)

By moving backward and forward in time, a phane can remove one effect afflicting it.

Alignment Unaligned

Languages Supernal

Str 24 (+20)

Dex 30 (+23)

Wis 25 (+20)

Con 23 (+19)

Int 28 (+22)

Cha 22 (+19)

DEVELOPMENT

If the adventurers defeat the phane, they can attempt the skill challenge to manipulate the bridge and proceed through the portal into Doresain's inner fane.

CONTROLLING THE BRIDGE OF BONES SKILL CHALLENGE

Level: 27 (XP 11,000)

Complexity: 1 (requires 4 successes before 3 failures).

Primary Skills: Arcana, History, Religion, Thievery.

Arcana (DC 31, standard action): The character focuses his or her knowledge of the Abyss through the obelisks to force the bridge to find the portal. Wielding the *White Kingdom boneclaw* gives the character a +5 bonus to this check.

This skill can be used to gain 4 successes in this challenge.

History (DC 31, standard action): The character deciphers an inscription in a lost language on one of the obelisks, learning secret words of power to control the bridge.

This skill can be used to gain 1 success in this challenge.

Religion (DC 26, standard action): The character uses knowledge of the special construction of the bridge to aid in controlling it.

This skill can be used to gain 1 success in this challenge.

Thievery (DC 31, standard action): The character finds a way to modify the obelisks' runes to make it easier to manipulate the bridge.

This skill can be used to gain 1 success in this challenge.

Success: The characters manipulate the bridge and open the portal to the inner fane.

Failure: The characters open the portal to the inner fane, but it is awash in Abyssal energy. Each character loses two healing surges when stepping through the portal.

When the adventurers open the portal, read:

Harnessed Abyssal energy twists the bridge this way and that. It writhes and struggles as if it were being crushed in a giant fist. Suddenly, the bridge becomes supple and gently flattens out into a welcoming path.

At the far end of the bridge, the void parts, revealing a distorted image of another place—the inner fane of the Ghoulish King.

FEATURES OF THE AREA

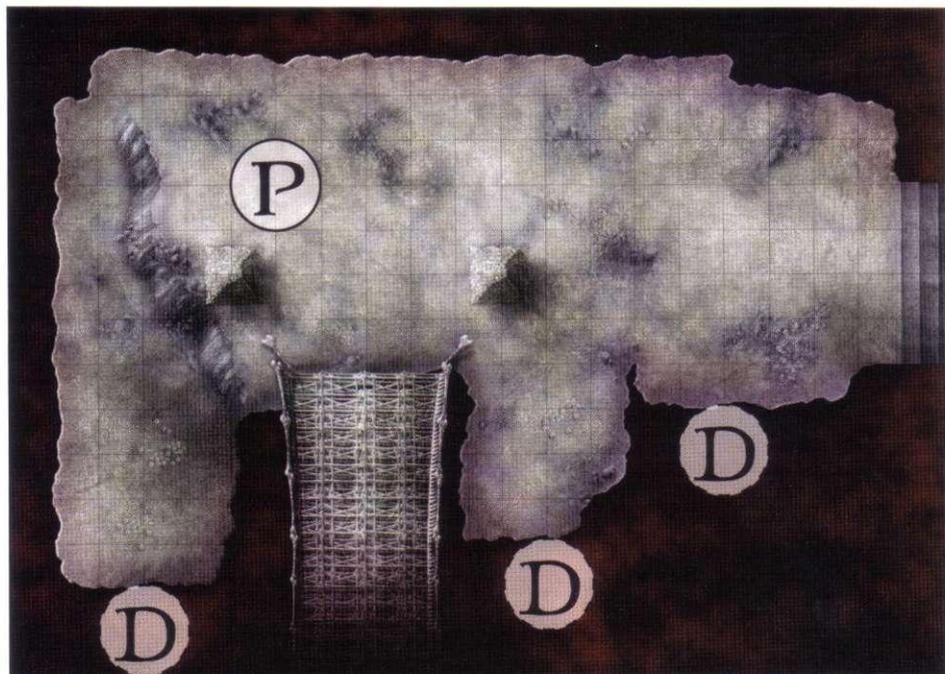
Illumination: Dim light.

Bridge of Bones: Unless the adventurers manage to control the bridge (see the skill challenge), any character standing on a bridge square receives an unwelcome surprise. At the end of the character's turn, the bridge bucks and twists, attempting to repel the character. +32 vs. Reflex; if it hits, slide the PC up to 4 squares. The bridge is 80 feet long, and the far end empties into the void until the portal to the inner fane is opened.

Abyssal Void: The rocky ledge gives way to the vast void of the Abyss. Any character who falls in must teleport or fly back before he or she plunges into the vortex. Falling into the Abyss here is slower than falling through the air; a character falls 10 squares when first entering the Abyss and another 10 squares at the start of each of turn. You are free to determine how the other adventurers can rescue a character who falls into the Abyss—or if such a rescue is even possible.

Obelisks: Energy arcs between the two obelisks. Each round, the phane can use the energy to do one of the following: call three nycademons (minor action; usable once per day), reroll one of its attack rolls (minor action), turn one of its attack rolls of a natural 18+ into a critical hit (minor action), or reroll one of its saving throws (free action).

A PC adjacent to either obelisk can make a DC 31 Arcana check as a standard action to understand the obelisk's runes and learn to manipulate the arcing energy. However, Abyssal forces have a cost. Each time a PC uses the energy, he or she loses a healing surge. A PC wielding the *White Kingdom boneclaw* receives a +5 bonus to the Arcana check and does not lose healing surges when using the energy.



ENCOUNTER F1: HUNGER IMMERSION

Encounter Level 25 (44,550 XP)

SETUP

- 10 abyssal horde ghouls (A)
- 1 ghoul gatherer (G)
- 1 ghoul warrior (W)
- 1 blood-filling chamber trap

A dozen powerful ghouls inhabit this terrible chamber, where blood flows all too freely. The ghouls that bathe in the blood are refreshed and, more importantly, infused with an even deeper loyalty to their lord and master, Doresain the Ghoul King.

When the adventurers enter this chamber, read:
This chamber is humid and dank with the smell of fresh blood. A 10-foot-wide relief sculpture of a skull face is carved in the center of the floor. Blood trickles from the skull's eye sockets, keeping large but shallow floor basins overtopped with the cloying crimson fluid. Ghouls infest the chamber, many of them lounging in the basins of blood.

Perception Check

DC 31: *It looks as if a far greater volume of blood could issue from the skull's wide eye sockets than is currently flowing.*

Ghoul Warrior	Level 24 Soldier
Medium natural humanoid (undead)	XP 6,050
Initiative +21 Senses Perception +17; darkvision	
Warrior's Vigilance aura 1; each enemy that shifts or moves within the aura takes 10 damage and is knocked prone.	
HP 222; Bloodied 111	
AC 40; Fortitude 36, Reflex 35, Will 34	
Immune disease, poison; Resist 25 necrotic; Vulnerable 15 radiant	
Speed 8, climb 4	
⊕ Bone Sword (standard; at-will) ◆ Necrotic	
+30 vs. AC; 2d8 + 6 necrotic damage (crit 5d6 + 22), and the target takes ongoing 10 necrotic damage (save ends).	
⊕ Ghoulish Bite (standard; at-will)	
Target must be immobilized, stunned, or unconscious; +30 vs. AC; 3d8 + 9 damage, and the target is stunned (save ends).	
⊕ Bone Sword Flurry (standard; recharge ☼ ☼) ◆ Necrotic	
Close burst 1; all enemies in burst; +28 vs. AC; 3d8 + 9 necrotic damage, and the target is immobilized (save ends; -2 penalty to the saving throw).	
Alignment Chaotic evil Languages Abyssal, Common	
Skills Stealth +24	
Str 27 (+20) Dex 24 (+19) Wis 20 (+17)	
Con 22 (+18) Int 22 (+18) Cha 22 (+18)	
Equipment +5 bone sword (magical only in an undead's hands), bone armor	

10 Abyssal Horde Ghouls (A)	Level 26 Minion
Medium natural humanoid (undead)	XP 2,250 each
Initiative +20 Senses Perception +17; darkvision	
Unending Hunger aura 1; each enemy that starts its turn within the aura takes 5 damage.	
HP 1; a missed attack never damages a minion.	
AC 40; Fortitude 38, Reflex 39, Will 36	
Immune disease, poison; Resist 15 necrotic	
Speed 8, climb 4	
⊕ Claws (standard; at-will) ◆ Necrotic	
+31 vs. AC; 14 necrotic damage, and the target is immobilized (save ends).	
Alignment Chaotic evil Languages Abyssal, Common	
Skills Stealth +25	
Str 21 (+18) Dex 24 (+20) Wis 18 (+17)	
Con 22 (+19) Int 14 (+15) Cha 16 (+16)	

Ghoul Gatherer (G)	Level 25 Controller
Medium natural humanoid (undead)	XP 7,000
Initiative +20 Senses Perception +16; darkvision	
Ghoul King's Kiss (Psychic) aura 3; each enemy that starts its turn within the aura takes 15 psychic damage and is blinded and dazed until the start of its next turn.	
HP 233; Bloodied 116	
AC 39; Fortitude 37, Reflex 36, Will 36	
Immune disease, poison; Resist 25 necrotic; Vulnerable 15 radiant	
Speed 8, fly 8 (hover)	
⊕ Claws (standard; at-will) ◆ Necrotic	
+30 vs. AC; 2d10 + 9 damage, and the target is grabbed. Until the grab ends, the target takes 10 necrotic damage at the start of its turn.	
⊕ Far Claws (standard; at-will) ◆ Teleportation	
The ghoul teleports 10 squares before or after the attack; +30 vs. AC; 3d8 + 9 damage.	
⊕ Ghoulish Bite (standard; at-will)	
Target must be grabbed, stunned, or unconscious; +30 vs. AC; 3d8 + 9 damage, and the target is stunned (save ends).	
✂ Hunger's Slave (standard; recharge ☼ ☼ ☼) ◆ Charm, Psychic	
Target must be stunned; Ranged 20; +28 vs. Will; 2d8 + 7 psychic damage, and the target is dominated (save ends; -2 penalty to the saving throw).	
✂ Kingdom Bound (standard; daily) ◆ Charm, Zone	
Area burst 3 within 20; targets creatures dominated by the ghoul gatherer; the ghoul gatherer creates a temporary portal (a zone) that leads to Doresain's Court of Teeth in the inner fane of his palace. The ghoul gatherer commands dominated creatures to go through the portal. The portal functions only for dominated creatures of level 20 or lower. <i>Sustain Minor:</i> The portal persists.	
Alignment Chaotic evil Languages Abyssal, Common	
Skills Arcana +22, Stealth +25	
Str 29 (+21) Dex 26 (+20) Wis 18 (+16)	
Con 25 (+19) Int 20 (+17) Cha 26 (+20)	

TACTICS

The ghouls in this chamber are excited to see fresh meat show up, but they do not rush the door. They prefer to draw the intruders into the room to take advantage of the blood-filling chamber trap. The ghoul gatherer will use *far claws* to teleport among the adventurers remaining in the doorway, make a quick attack, then use the same power to teleport back to the middle of the room.

Once three or more adventurers enter the chamber, the trap activates and the doors seal shut. The following round on its initiative, blood pours from the eye sockets and begins to fill the room. For details, see the trap's statistics block.

Blood-Filling Chamber

Trap

Level 26 Blaster

XP 9,000

The iron-hard bone doors slam shut, and the skull face in the floor begins to spray blood in fountains that scour the ceiling.

Trap: The chamber seals and starts to fill with blood.

Perception

◆ DC 31: The doors form a perfect seal when closed.

Initiative +13

Trigger

One round after three or more living creatures enter the chamber, the doors slam shut. Roll initiative. On the trap's initiative, blood begins to spray from the skull's eye sockets.

Attack

Standard Action Area the whole room

Target: On the trap's initiative, the blood level in the room rises. Rising blood has the following effects each round. (Ghouls are immune to these effects, including difficult terrain.)

Round 1—No effect on Medium creatures. The room is difficult terrain for Small creatures.

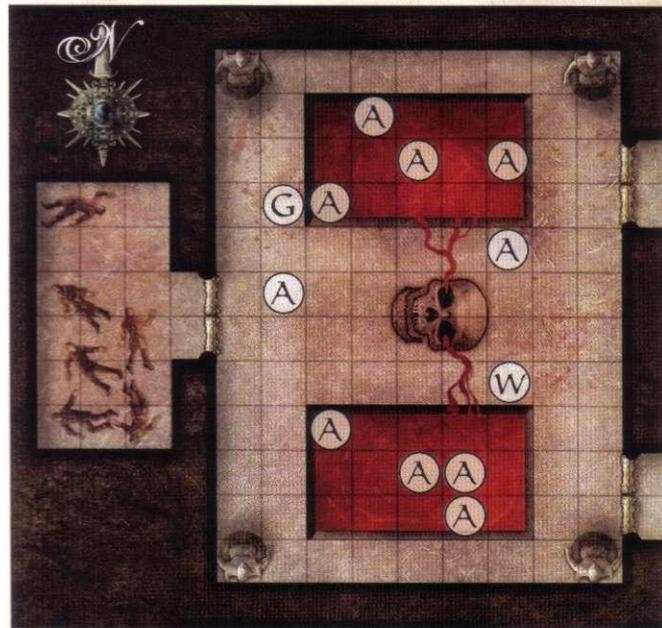
Round 2—The room is difficult terrain for Medium creatures. Small creatures must swim.

Round 3—All living creatures must swim.

Round 4—Blood fills the room to the ceiling. All creatures are considered to be swimming and fully immersed in blood. Ghouls gain 20 regeneration while fully immersed. Living creatures that begin their turns fully immersed take 10 psychic damage as they are assaulted by visions of Doresain. In addition, they might suffocate (see *Dungeon Master's Guide*, page 59).

Countermeasures

- ◆ A character adjacent to the skull can delay the next round's effects with a DC 31 Thievery check.
- ◆ A character adjacent to an open door can stop it from slamming shut with a DC 26 Strength check. Preventing the door from sealing causes the room to fill with blood in twice as many rounds; use the round 1 result on round 2, use the round 2 result on round 4, and so on.
- ◆ A character adjacent to a closed door can attempt to break it down with a DC 31 Strength check or by attacking it (AC 5; Fortitude 10, Reflex 5; hp 80).
- ◆ A character adjacent to the skull can turn off the flow of blood by gaining four successes before three failures, using either Arcana (DC 33) or Thievery (DC 31). A character who fails a check takes 15 necrotic damage.



ENCOUNTER F1: HUNGER IMMERSION

FEATURES OF THE AREA

Illumination: Dim light.

Skull Fountain: This sculpture is the centerpiece of the blood-filling chamber trap. It draws on an endless reservoir of fresh blood that spills from the veins of the victims in the Court of Teeth. If the adventurers batter the skull's teeth, they find a treasure in the mouth cavity (see below).

Basins: The two basins in this room begin the encounter filled with blood to a depth of 3 feet, which counts as difficult terrain to any creature that is not a ghoul.

Statues: Each corner of this chamber holds a statue of Doresain. Brown stains cover all four statues, and it takes little study to identify the stains as multiple layers of dried blood.

Treasure: If the adventurers break open the mouth of the skull sculpture in the floor, they find three astral diamonds worth 100 pp each.

ENCOUNTER F2: THEATER OF THE FLESHLESS

Encounter Level 27 (56,250 XP)

SETUP

5 abyssal horde ghouls (G)
Sir Deron, demilich (D)

The undead in this chamber know that enemies of the Ghoul King have infiltrated the inner fane. However, they are under a geas to perform endlessly. And so they do, to a packed house of corpses that have no ability to appreciate the drama unfolding before them.

The cast includes five abyssal horde ghouls and a demilich (an animated skull) that calls itself Sir Deron. However, any living creatures that are delivered to the theater (or that simply wander in) become part of the performance. When the adventurers enter the chamber, the cast reacts as described, then combat begins. During the fight, the cast tries to speak and act in ways that make the battle seem like a performance.

The abyssal horde ghouls are dressed in the preserved skins of humanoids, over which they wear standard theater costumes. In addition, one of the ghouls holds the demilich, treating it as a prop. Thus, the adventurers might not realize right away that the performers are ghouls, or that the skull is the biggest threat in this encounter.

The floor below the stage is covered with corpses (see “Features of the Area”).

When the adventurers enter this chamber, read:

Except for a raised area in the back that is brightly lit with a sourceless golden light, the floor here is knee deep in corpses, many of which are in advanced stages of decay. None shows signs of having been munched upon by ghouls.

Five humans stand on the raised area in the rear. All wear the elaborate dress of nobles. One holds a skull at arms length and carries on a one-sided conversation with the object.

Perception Check

DC 26: *The flesh of the humans on the raised platform seems a little slack in some places and too tight in others.*

THEATER OF DERON

The demilich known as Sir Deron has forgotten its real name. It has taken on the persona of a noble unjustly murdered for questioning the “Lords of Riverwood,” corrupt rulers who imprison dissenters. Whenever living visitors arrive in the theater, Sir Deron casts them in the roles of the hated lords and seeks to enact his revenge.

When the ghouls spots the adventurers, read:

The figure holding the skull raises it and yells, “See! As the skull of murdered Sir Deron prophesied, the corrupt Lords of Riverwood have come to slay us, their faithful servants of old, to hide their crimes! To that, I say nay!” The other figures on the platform respond in unison, “Nay!”

TACTICS

The skin-costumed ghoul that speaks ends its soliloquy by pretending to use the skull to fire a ray of *void lightning* at the adventurers. In truth, Sir Deron fires the ray immediately after the ghoul’s finishes, as a surprise action, adding to the illusion that it is merely a prop. The ghoul shouts out before the demilich makes an attack, trying to maintain the ruse. If the ghoul holding the skull is killed, another ghoul picks it up and continues pretending to use it to make ranged attacks.

While on the stage, the cast enjoys protection from ranged attacks (see “Features of the Area”), so they remain there and try to draw the adventurers deeper into the corpse-filled room.

If the adventurers slay all five ghouls, Sir Deron reveals itself by floating into the air and attacking. While the adventurers are more than 5 squares away, the demilich makes one ranged attack each time it can act—either *void lightning* or *shadow ray*. When the adventurers move close enough, Sir Deron’s auras kicks in, and it also begins to use *trap the soul*. Six soul gems are embedded in the demilich.

If reduced to 100 hit points or fewer, the demilich tries to use *consume soul* to teleport in the direction of Location 1, whereupon it flees the inner fane. Sir Deron’s phylactery, a silver bell, is part of Doresain’s treasure hoard (see page 64).

5 Abyssal Horde Ghouls (G)		Level 26 Minion
Medium natural humanoid (undead)		XP 2,250 each
Initiative +20	Senses Perception +17; darkvision	
Unending Hunger aura 1; each enemy that starts its turn within the aura takes 5 damage.		
HP 1; a missed attack never damages a minion.		
AC 40; Fortitude 38, Reflex 39, Will 36		
Immune disease, poison; Resist 15 necrotic		
Speed 8, climb 4		
① Claws (standard; at-will) ♦ Necrotic		
+31 vs. AC; 14 necrotic damage, and the target is immobilized (save ends).		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Stealth +25		
Str 21 (+18)	Dex 24 (+20)	Wis 18 (+17)
Con 22 (+19)	Int 14 (+15)	Cha 16 (+16)

Sir Deron, Demilich (D) **Level 26 Solo Controller**
Tiny natural animate (undead) XP 45,000

Initiative +20 **Senses** Perception +21; darkvision
Mind Scream (Psionic) aura 5; any living creature that starts its turn within the aura takes 10 psychic damage.

Intruding Terror (Fear) aura 5; any living creature within the aura takes a -2 penalty to all defenses.

HP 964; **Bloodied** 482; see also *consume soul* and *indestructible*.

Regeneration 20 (if a demilich takes radiant damage, regeneration doesn't function until the end of its next turn).

AC 40; **Fortitude** 38, **Reflex** 41, **Will** 39

Immune disease, poison; **Resist** 10 necrotic, 10 cold, 10 lightning, 10 psychic

Saving Throws +5

Speed fly 8 (hover)

Action Points 2

☞ **Shadow Ray** (standard; at-will) ◆ **Necrotic**

Ranged 20; +30 vs. Reflex; 3d8 + 8 necrotic damage.

☞ **Trap the Soul** (standard; at-will) ◆ **Necrotic**

Ranged 20; +30 vs. Fortitude; the target is stunned (save ends).

First Failed Saving Throw: The target is stunned and loses 1d4 healing surges (save ends). **Second Failed Saving Throw:** The target dies and its soul is trapped in one of the demilich's soul gems.

Sir Deron can have up to six souls trapped in its soul gems at any time. In the Theater of the Fleshless, a target made soulless by this attack is reduced to an empty skin—the perfect costume. The trapped souls can be freed with a Raise Dead ritual.

☞ **Void Lightning** (standard; at-will) ◆ **Necrotic, Lightning**

Ranged 20; +30 vs. Reflex; 3d8 + 8 necrotic and lightning damage, and the target is dazed (save ends). **Miss:** Half damage, and the target is not dazed. **Secondary Attack:** Two attacks, each against a different target within 5 squares of the primary target; make these attacks whether the primary attack succeeds or fails; +28 vs. Reflex each; 2d8 + 7 necrotic and lightning damage each.

☞ **Prismatic Burst** (standard; requires a trapped soul; at-will) ◆

Cold, Fire, Lightning, Thunder

Area burst 3 within 10; +28 vs. Reflex; 3d8 + 8 cold, fire, lightning, and thunder damage, and the target is stunned until the end of the demilich's next turn.

Soul Step (minor; requires a trapped soul; recharge ☹ ☹) ◆

Teleportation

Sir Deron teleports up to 20 squares. Line of sight is not required.

Soul Gems

The six *soul gems* contain spirits of the demilich's victims. At the start of the encounter, the *soul gems* contain three souls. Crushing a gem releases the soul to the Shadowfell.

Undead Reaction Time

The demilich acts two times in a round, on initiative counts 30 and 10. It cannot delay or ready actions. On each turn, it gains a standard action. It can use one immediate action between each turn.

Indestructible

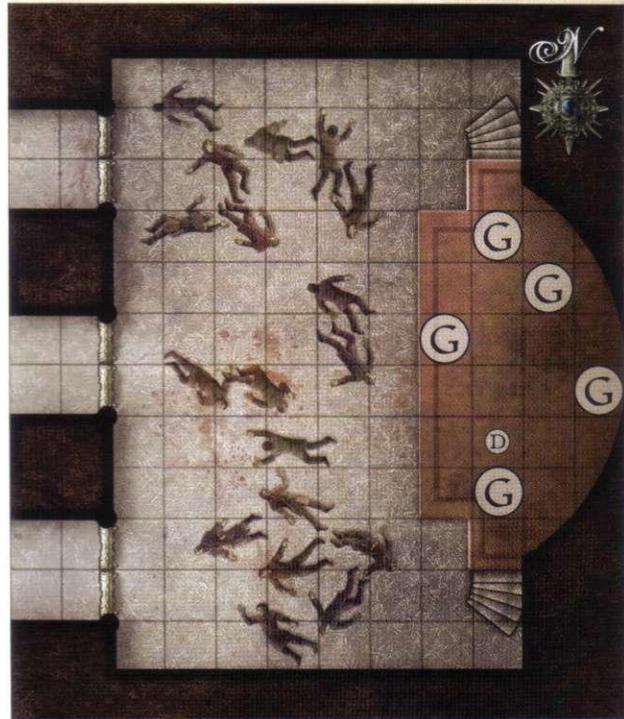
When the demilich is reduced to 0 hit points, it crumbles into dust (leaving its soul gems behind), but it is not destroyed. The demilich reappears in 1d10 days within 1 square of its phylactery, unless the phylactery is found and destroyed.

Alignment Evil **Languages** Abyssal, Common

Skills Arcana +28, History +28, Insight +26

Str 19 (+17) **Dex** 25 (+20) **Wis** 27 (+21)

Con 25 (+20) **Int** 30 (+23) **Cha** 21 (+18)



ENCOUNTER F2: THEATER OF THE FLESHLESS

FEATURES OF THE AREA

Illumination: Dim light on the floor; bright light on the stage.

Lit Stage: The stage is raised 5 feet above the main floor and is suffused with bright golden light. Besides illuminating the area, the light magically grants superior cover to creatures on the stage from attacks that originate from off the stage.

Corpse-Covered Floor: The floor in front of the stage is difficult terrain for creatures that are not ghouls. In addition, it exerts a fell influence on the living. Living creatures that begin their turn on the corpse-covered floor, whether they are standing or flying, must make a saving throw or be pushed 1d4 squares toward the stage. Living creatures cannot be pushed onto the stage by this effect.

A square can be cleared of corpses (which cancels the pushing effect in that square) if a Small or larger creature spends three minor actions shoving corpses out of the space. The minor actions do not have to be taken in the same turn or by the same creature.

ENCOUNTER F3: HONOR GUARD

Encounter Level 25 (38,250 XP)

SETUP

5 lich vestiges (L)
1 storm gorgon (G)
1 dragonborn champion (D)
1 crownwing (C)

Creatures other than ghouls that show Doresain sufficient reverence are selected to serve as his honor guard. From time to time, these creatures are permitted to descend the steps, feast with the Court of Teeth, and bathe in Doresain's glory. However, for the most part, the honor guard keeps to this chamber, showing their devotion by remaining ever vigilant.

The honor guard currently assembled here is under the command of a crownwing that attaches strips of victims' flesh to its limbs like decorative streamers. To prove its worth to the Ghoulish King, it must remain with the guard for 500 years. It's currently on year 312.

When adventurers open the doors to this chamber, read:

A massive, armor-scaled bull stands ready on the other side of the doors. Lightning constantly plays across its hide. The large room beyond seems designed around a grand set of stairs that descend on the far side. The stairs are flanked by skull-studded retaining walls and begin their descent between two elaborate statues of the Ghoulish King. Standing near one statue is a mighty winged dragonborn that wields a blade of flame. Next to the other statue is an aberrant insectoid creature that is roughly humanoid despite its carapace and wings. Streamers of human flesh hang from the creature's limbs like obscene decorations. Finally, five withered humanoids in ruined finery stand a few steps down the grand stairs.

TACTICS

On the first round of combat, the storm gorgon breathes its *storming breath* down the hall as soon as the adventurers attempt entry, then it retreats to one side.

On its action, the dragonborn champion moves up to engage the lead adventurers and hold them near the front of the chamber.

The crownwing boosts its allies with *mark of death*, then begins to harry adventurers with *flyby attack*.

While on the stairs, the lich vestiges enjoy cover from adventurers who are more than 6 squares away. On their action, four of the lich vestiges throw a joint *orb of obliteration* at the largest concentration of adventurers they can see, though they try not to catch their allies in the burst. Then all five move forward individually and use their

death's touch attack. The lich vestiges gain a benefit when adjacent to a statue of Doresain (see "Features of the Area" for details).

All members of the honor guard fight to the death, showing their devotion to Doresain up to the end.

Crownwing (C)		Level 26 Skirmisher (Leader)
Large aberrant humanoid		XP 9,000
Initiative +24	Senses Perception +20; low-light vision	
HP 238; Bloodied 119		
AC 40; Fortitude 36, Reflex 38, Will 32		
Speed 6, fly 10 (hover); see also <i>flyby attack</i>		
⊕ Armlade (standard; at-will)		
Reach 2; +31 vs. AC; 2d6 + 10 damage (crit 2d6 + 22) plus an extra 2d6 damage if the crownwing is flanking the target.		
⊕ Flyby Attack (standard; at-will)		
The crownwing flies up to 10 squares and makes one melee basic attack at any point during that movement. The crownwing doesn't provoke opportunity attacks when moving away from the target of the attack.		
⚡ Mark of Death (standard; encounter)		
Ranged 10; allies gain a +2 bonus to attack rolls and deal +10 damage against the target.		
Alignment Evil	Languages Deep Speech	
Skills Arcana +22, Endurance +24, Intimidate +21, Stealth +27		
Str 30 (+23)	Dex 28 (+22)	Wis 15 (+15)
Con 22 (+19)	Int 18 (+17)	Cha 16 (+16)

Storm Gorgon (G)		Level 26 Skirmisher
Large elemental beast		XP 9,000
Initiative +21	Senses Perception +19; truesight 6	
Tempest's Fury (Lightning) aura 5; any creature that enters or starts its turn in the aura takes 20 lightning damage.		
HP 248; Bloodied 124		
AC 42; Fortitude 40, Reflex 35, Will 35		
Immune knocked prone, push/pull/slide		
Resist 20 lightning, 20 thunder		
Speed 8, fly 10 (hover); see also <i>mobile melee attack</i>		
⊕ Gore (standard; at-will) ⚡ Thunder		
+31 vs. AC; 1d10 + 12 damage plus 2d8 thunder damage, and the target is pushed 2 squares and knocked prone.		
⊕ Mobile Melee Attack (standard; at-will)		
The storm gorgon can move up to half its speed and make one melee basic attack at any point during that movement. The storm gorgon doesn't provoke opportunity attacks when moving away from the target of its attack.		
⊕ Trample (standard; at-will)		
The storm gorgon can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the gorgon must end its move in an unoccupied space. When it enters an enemy's space, the gorgon makes a trample attack: +29 vs. Reflex; 1d10 + 10 damage, and the target is knocked prone.		
⚡ Storming Breath (standard; recharge [1]) ⚡ Lightning, Thunder		
Close blast 5; +29 vs. Fortitude; 2d10 + 20 lightning and thunder damage.		
Alignment Unaligned	Languages –	
Str 30 (+23)	Dex 22 (+19)	Wis 23 (+19)
Con 32 (+24)	Int 2 (+9)	Cha 8 (+12)

Dragonborn Champion (D)**Level 26 Soldier**

Medium natural humanoid

XP 9,000

Initiative +20

Senses Perception +16

HP 239; Bloodied 119; see also *dragonblood fury* and *furious blade*

AC 42; Fortitude 42, Reflex 40, Will 41

Resist 30 acid, 30 cold, 30 fire, 30 lightning, 30 poison

Speed 5, fly 8 (clumsy)

⊕ **Bastard Sword** (standard; at-will) ♦ **Weapon**

+31 vs. AC (+32 while bloodied); 2d10 + 9 damage, and the dragonborn champion makes a secondary attack against the same target. *Secondary Attack*: +29 vs. Fortitude (+30 while bloodied); the target is stunned until the end of the dragonborn champion's next turn and knocked prone.

↖ **Furious Blade** (free, when first bloodied; encounter) ♦ **Weapon**

Requires bastard sword; close burst 1; targets enemies; +32 vs. AC (includes the bonus for *dragonborn fury*); 2d10 + 9 damage.

↖ **Dragon Breath** (minor; encounter) ♦ **Lightning**

Close blast 3; +27 vs. Reflex (+28 while bloodied); 2d6 + 6 lightning damage.

Dragonborn Fury (only while bloodied)

A dragonborn gains a +1 racial bonus to attack rolls.

No Remorse

The dragonborn champion deals an extra 2d10 damage on melee attacks against a prone target.

Shake It Off (free; recharge Ⓜ, Ⓜ, Ⓜ, Ⓜ)

The dragonborn champion automatically succeeds on a saving throw against one effect that a save can end.

Alignment Any

Languages Common, Draconic

Skills Athletics +23, History +22, Intimidate +26

Str 29 (+22)

Dex 20 (+18)

Wis 17 (+16)

Con 23 (+19)

Int 15 (+15)

Cha 22 (+19)

Equipment plate armor, heavy shield, bastard sword

5 Lich Vestiges (L)**Level 26 Minion**

Medium natural humanoid (undead)

XP 2,250 each

Initiative +14

Senses Perception +19; darkvision

Necromantic Aura (Necrotic) aura 2; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.

HP 1; a missed attack never damages a minion.

AC 40; Fortitude 36, Reflex 40, Will 38

Immune disease, poison; Resist 20 necrotic

Speed 6

⊕ **Death's Touch** (standard; at-will) ♦ **Necrotic**

+30 vs. AC; 10 necrotic damage, and the target is weakened (save ends).

⊕ **Shadow Ray** (standard; at-will) ♦ **Necrotic**

Ranged 20; +30 vs. Reflex; 10 necrotic damage, or 15 necrotic damage if the target is an arcane power user (such as a wizard).

✱ **Orb of Obliteration** (standard; encounter) ♦ **Fire, Necrotic**

Two, three, or four lich vestiges acting on the same initiative count can use their standard actions to hurl a single orb of black fire that detonates on impact. Make one attack roll: Area burst 5 within 10 of one of the lich vestiges; +30 vs. Reflex; 5 fire and necrotic damage per lich vestige making the attack, and ongoing fire and necrotic damage equal to 5 per lich vestige making the attack (save ends).

Alignment Evil

Languages Abyssal, Common

Skills Arcana +24

Str 11 (+13)

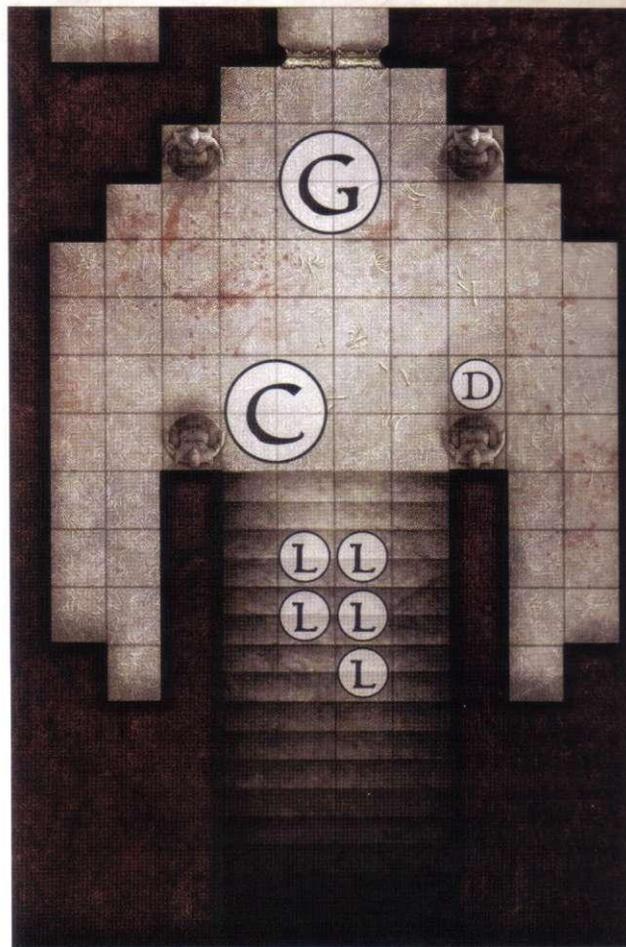
Dex 12 (+14)

Wis 13 (+14)

Con 14 (+15)

Int 22 (+19)

Cha 18 (+17)



ENCOUNTER F3: HONOR GUARD

FEATURES OF THE AREA

Illumination: Bright light, from the glowing statues.

Statues: Four elegant statues of Doesain decorate the chamber, each with two astral diamonds serving as eyes. If a lich vestige is destroyed while adjacent to a statue, it stands back up 1 round later with 1 hit point. Removing both gems from a statue (a minor action to remove one gem) ends the effect for that statue.

Treasure: A total of eight astral diamonds can be collected from the four statues.

ENCOUNTER F4: COURT OF TEETH (PART 1)

Encounter Level 27 (59,130 XP)

SETUP

10 flameskull vestiges (F)

Doresain in Throne Room (D)

1 balor (B)

10 Flameskull Vestiges (F) **Level 24 Minion**
Small natural animate (undead) XP 1,513 each

Initiative +19 **Senses** Perception +22; truesight 6

HP 1; a missed attack never damages a minion.

AC 37; **Fortitude** 34, **Reflex** 39, **Will** 37

Immune disease, poison; **Resist** 20 fire, 10 necrotic

Speed fly 10 (hover)

⊕ **Fiery Bite** (standard; at-will) ♦ **Fire**

+29 vs. AC; 13 fire damage.

➤ **Flame Ray** (standard; at-will) ♦ **Fire**

Ranged 20; +29 vs. Reflex; 13 fire damage, and the target falls prone.

Illumination

The flameskull vestige sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.

Alignment Unaligned **Languages** Common

Skills Stealth +24

Str 10 (+12)

Dex 25 (+19)

Wis 21 (+17)

Con 24 (+19)

Int 30 (+22)

Cha 28 (+21)

Doresain, Exarch of Orcus (D) **Level 27 Elite Skirmisher**
Medium natural humanoid (undead) XP 22,000

Initiative +25 **Senses** Perception +24; darkvision

HP 508; **Bloodied** 254

AC 41; **Fortitude** 39, **Reflex** 39, **Will** 36

Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant

Saving Throws +2

Speed 8; see also *ravenous frenzy* and *teleport*

Action Points 1

⊕ **Toothlust** (standard; at-will) ♦ **Weapon**

+32 vs. AC; 1d8 + 9 damage, and ongoing 10 damage (save ends).

➤ **Necrotic Bolts** (standard; at-will)

Ranged 20; three attacks against three different targets; +30 vs. Reflex; 1d10 + 8 damage, and the target slides 2 squares.

➤ **Ghoul Gout** (standard; at-will)

Ranged 20; +30 vs. Reflex; 2d10 + 8 damage, and the target is dazed (save ends).

↵ **Cloak of Mouths** (standard; at-will)

Close blast 5; +30 vs. AC; 1d8 + 10 damage, and the target is slowed (save ends).

⊕ **Ravenous Frenzy** (standard; recharge [1])

Doresain can move up to 8 squares without provoking opportunity attacks and makes a *cloak of mouths* attack against each creature he moves adjacent to during the move.

Teleport (move; recharge [2][2][1]) ♦ **Teleportation**

Doresain can teleport 12 squares.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Bluff +25, Insight +24, Religion +23

Str 29 (+22)

Dex 30 (+23)

Wis 23 (+19)

Con 30 (+23)

Int 20 (+18)

Cha 25 (+20)

Doresain's court is a great chamber with a 55-foot high ceiling, but the actual navigable space is only 50 feet because of the raised "floor." The "floor" is a mass of ghouls standing so close together that a creature could walk across their heads and flailing arms—if that creature were a ghoul or servitor of Doresain. Other creatures that attempt to walk across the Court of Teeth (as Doresain refers to the throng) are pulled down in an instant and consumed ("Features of the Area").

Doresain knows that adventurers have traced the delivery of Timesus to his palace, and he waits for the inevitable assault. He stands on the dais beside his throne, hour after hour, with the patience of the dead.

When the adventurers enter the chamber, show them "View of the Court of Teeth" on page 31 of *Adventure Book One*, and read:

The floor of this large chamber shudders. It is a sea of ravenous undead, composed entirely of hundreds of standing ghouls jammed shoulder to shoulder. They are wedged so closely together that their upturned, hungry maws and waving, clawed hands seem like a solid surface. A gruesome but alluringly song issues from their open mouths.

Balor (B) **Level 27 Elite Brute**
Huge elemental humanoid (demon) XP 22,000

Initiative +17 **Senses** Perception +23; truesight 6

Flaming Body (Fire) aura 2 (aura 3 while the balor is bloodied);

enemies that start their turns in the aura take 10 fire damage (20 fire damage while the balor is bloodied).

HP 624; **Bloodied** 312; see also *death burst*

AC 42; **Fortitude** 46, **Reflex** 39, **Will** 40

Immune fear; **Resist** 40 fire, 20 variable (3 others; see MM page 282)

Saving Throws +2

Speed 8, fly 12 (clumsy)

Action Points 1

⊕ **Lightning Sword** (standard; at-will) ♦ **Lightning, Weapon**

Reach 3; +32 vs. AC; 2d10 + 10 lightning damage, or 3d10 + 30 lightning damage on a critical hit.

⊕ **Flame Whip** (standard; at-will) ♦ **Fire, Weapon**

Reach 5; +30 vs. Reflex; 3d8 + 5 fire damage, and ongoing 5 fire damage (save ends). Also, the target is pulled into an unoccupied space adjacent to the balor.

⊕ **Fire and Lightning** (standard; at-will) ♦ **Fire, Lightning, Weapon**

The balor makes a lightning sword attack and a flame whip attack.

Demonic Accuracy (free, when the balor misses with an attack; encounter)

The balor rerolls the attack and gains a +5 bonus to the roll.

↵ **Death Burst** (when reduced to 0 hit points) ♦ **Fire**

The balor explodes in a burst of flame: close burst 10; +29 vs. Reflex; 7d10 fire damage. *Miss*: Half damage. The balor and its weapons are completely destroyed.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Bluff +20, Insight +23, Intimidate +20

Str 30 (+23)

Dex 19 (+17)

Wis 21 (+18)

Con 32 (+24)

Int 12 (+14)

Cha 14 (+15)

The chamber is ringed with black square columns. Several of these serve as roosts for floating, fiery skulls.

A great dais three tiers high dominates the chamber. Each tier rises 10 feet above the last.

A ghoul, eyes ablaze with sickly green light, stands on the highest tier. He wears a coat of supple human flesh. A crown of bones rests on his head, and he wields a crystalline staff around which ghostly rings hover and shimmer. Through these rings, scenes of other worlds are visible.

Another creature also stands on the upper tier of the dais—a huge, burning humanoid with bat wings, a lightning sword, and a fiery whip.

Rising up behind and partially obscured by the great dais stands a massive, ram-headed statue whose wingtips scrape the ceiling. It is a visage of Orcus that looks all too real.

When Doesain or a flameskull vestige sees the adventurers, read:

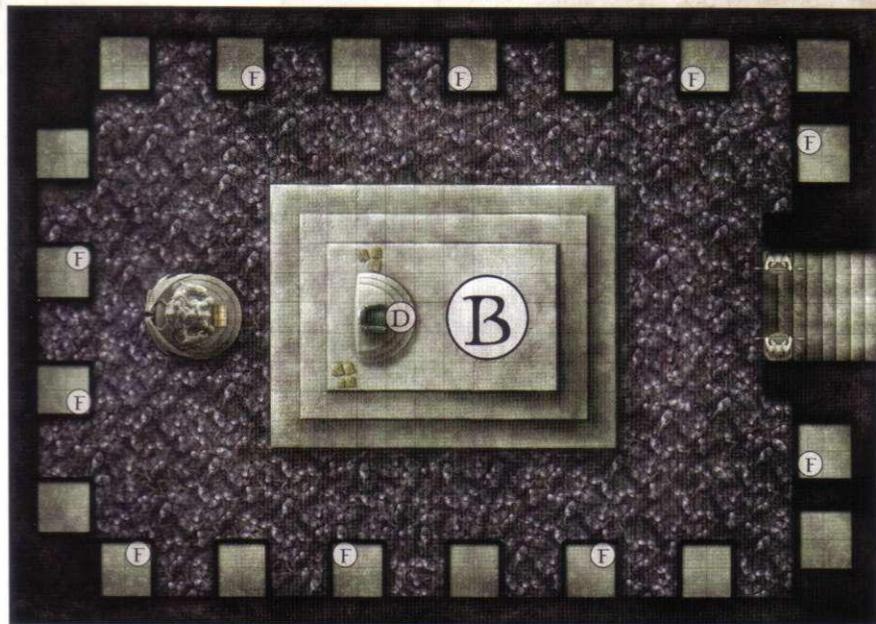
The Ghoul King releases his crystalline staff, which disappears into one of the shimmering rings surrounding it. In its place appears a staff formed of a rigid spinal column topped by a skull. Doesain screams over the constant groans of the massed ghouls, “Your quest ends here, sad fools! Did you think you could chase down the primordial so easily? Despite all your power, you have learned nothing about the true nature of existence. You are here because I willed it. You followed a trail long cold—Timesus is even now with Orcus so that he can unseat Death herself. You walked willingly to your final deaths. Come, let us end your suffering!”

Doesain released *Audaviator*, his staff of portals (see page 25 of *Adventure Book One*). In its place, he summoned *Toothlust*, a staff better suited for combat.

TACTICS

Doesain begins by teleporting into the group of adventurers while they are still on the stairs. Then he uses *ravenous frenzy* to move among them and make *cloak of mouths* attacks. He tries to end this first round on the Court of Teeth “floor,” as close to his dais as possible.

If his teleport doesn’t recharge on his next action, the balor carries him back to the top of the dais. After that, Doesain is content to remain on the dais and attack the PCs at range with *ghoul gout* (available only in this chamber). With a wave of his hands, the Court of Teeth erupts, sending a ravaging ghoul head capable of one vicious bite toward a target. If the PCs move onto the dais, Doesain uses *ravenous frenzy* if that power has recharged; otherwise, he attacks with *Toothlust* or the *Cloak of Mouths*.



ENCOUNTER F4: COURT OF TEETH (PART 1)

Doesain fights for Orcus and resists until he is destroyed. If struck down, he taunts the PCs with his last breath. “Even this was foreseen by the Demon Lord of Undeath! Your fate is not your own!”

The balor attacks the character who seems to be giving Doesain the most trouble, using its *demonic accuracy* power as needed. The balor tries to stay in the main area, forcing the PCs to fight on or over the Court of Teeth. If greatly wounded, the balor seeks to die (and explode with its *death burst*) in range of multiple characters and away from Doesain.

The flameskull vestiges hammer away at the PCs, trying to drop standing and flying characters prone onto the Court of Teeth.

FEATURES OF THE AREA

Illumination: Dim light.

Court of Teeth: Doesain and his allies that walk at least 1 square on the Court of Teeth add 1 to their speed; enemies treat the floor as difficult terrain.

Each round that a PC ends his turn on the Court of Teeth, he or she must make a DC 28 Acrobatics check or fall prone. If a prone character begins its turn on the Court of Teeth, it is briefly pulled under and bitten by dozens of ghouls, taking 3d10 + 10 damage, losing one healing surge, and stunned until the start of its next turn.

Orcus Statue: The statue is imposing but harmless. It stands over a great chest, the top of which is barely visible above the Court of Teeth (see page 62).

Dais: When Doesain releases *Audaviator*, it appears on the throne on the top tier of the dais.

Crates: Several crates sit on the top tier of the dais. They contain chunks of black stone.

ENCOUNTER F4: COURT OF TEETH (PART 2)

Encounter Level 26 (45,000 XP)

Once Doresain and his allies in the throne room are defeated, the adventurers might want to clear out all the ghouls that make up the Court of Teeth. This task is achievable, but it requires a few hours of steady bombardment with ranged powers. During this time, the adventurers are not assaulted by other creatures. The adventurers do not gain experience points for destroying the mass of ghouls.

If the adventurers make the effort to eliminate the undead, they have an easier time reaching the 10-foot-by-10-foot iron chest under the statue of Orcus. The characters can unlock the chest by making a DC 31 Thievery check. The chest contains the items described under Doresain's Hoard, below, but it also contains a hungry soul gem.

Soul Gem Trap

Level 26 Solo Blaster XP 45,000

The chest opens to reveal a strange, many-faceted gem affixed to the inner lid. Suddenly, the gem emits blasts of blinding light.

Trap: When the chest is opened, the gem starts emitting blasts of radiant power from its many facets.

Perception

◆ DC 31: The barest flicker of light shows through the seams of the closed chest lid.

Additional Skill: Arcana

◆ DC 31: The light could be anything—possibly a lingering trap, or perhaps even something as potent as a soul gem.

Initiative +8

Trigger

When the chest is opened and a creature is within or moves within 5 squares of the soul gem, it rolls initiative and attacks. The gem can make a free attack anytime a creature tries to retrieve an item from the chest.

Attack

Standard Action Close blast 5

Target: All living creatures in blast

Attack: +29 vs. Fortitude

Hit: 3d10 + 5 radiant damage, and the target takes ongoing 10 radiant damage and is stunned (save ends both).

Aftereffect: The target is dazed (save ends).

Special: Each round, roll 1d8 to determine the direction of the blast. The blast is centered on one square of the gem's space, starting with the north square and moving clockwise around the gem's space.

Countermeasures

◆ A character can attempt to remove the soul gem from its socket and thereby disable it by making three DC 26 Thievery checks (each as a standard action). Success detaches the gem and disables the trap. Failure causes the gem to explode (close burst 8, 4d10 + 5 radiant damage and stunned [save ends] to all living creatures in burst).

◆ A character can attack the gem (AC 33, other defenses 29; hp 100; resist 15 all). When reduced to 0 hit points, the gem explodes in a close burst 8, as above. Destroying the gem disables the trap.

DORESAIN'S TREASURE

Doresain has amassed a hoard of treasure from the many victims he's eaten over the decades. A portion of that treasure is stored here. The chest contains the following items:

- ◆ 6,000 pp;
- ◆ 3 ad;
- ◆ A silver bell, the phylactery of Sir Deron (from Encounter F2 on page 56);
- ◆ A few powerful magic items, which you should customize according to the needs of your players (or you can let the players choose a level 30 magic item, a level 29 magic item, and a level 28 magic item);

The chest also contains a sheet of thin, black vellum. It holds a message, written by a scrawling hand in blood that does not dry or run: "Assembly of Timesus proceeds. Soon, the world will shake with a theft so bold that even the gods will cry out in fear. But the Raven Queen will scream the loudest when I tear the crown of office from her head and rip the divine life from her body." The note is unsigned.

TOOTHLUST AND CLOAK OF MOUTHS

In the hands of the Ghoul King, the staff *Toothlust* and the *Cloak of Mouths* are powerful weapons with hidden artifact-level talents. However, if the PCs attempt to use these items, they function differently. Treat *Toothlust* as a +5 quarterstaff with the property of suppressing rank smells, and treat the *Cloak of Mouths* as a +5 cloak of resistance.

RULING THE WHITE KINGDOM

Doresain is lord of all ghouls, even if most ghouls in the world do not know it. Were they ever to come face to face with their king, the most powerful of their kind, they would instantly recognize they fealty they owed and would attempt to satisfy his every command.

But Doresain is more than just the Ghoul King. He rules the White Kingdom and its ravenous residents as an exarch of Orcus, who Doresain believes has the power to match some deities—and who, soon enough, might gain a foothold among the divine. If the Demon Prince of the Undead unseats the Raven Queen and takes her place as the arbiter of Death, his power will multiply tenfold. And as his most potent and supportive exarch, Doresain knows that his own strength will likewise grow. The Ghoul King wonders if perhaps one day he, too, will be able to claim the title of god.

For the PCs, successfully concluding the adventure means that they chased down Elder Arantham's operation in Sigil, disrupted it, and found clues that uncovered a secret embassy of the White Kingdom hiding in the City of Doors. After fighting the cult, the adventurers followed a trail that led into the White Kingdom, where they struggled to stay alive and gain entry into the Ghoul King's palace.

Once inside the palace, the adventurers made their way through the chambers, penetrated the inner fane, and finally confronted Doresain and his Court of Teeth. There, they accomplished a great achievement—they defeated the Ghoul King. (Although Orcus might be able to return Doresain at a later date.)

However, they failed to stop the primordial known as Timesus from being delivered into the clutches of Orcus. The Demon Prince of the Undead seems to have a nefarious plan in mind for the ancient creature.

END OF ARANTHAM

The adventurers finally dispatched Elder Arantham, who was one of the most mobile and wily agents of Doresain and Orcus. Elder Arantham was the leader of the Ashen Covenant, a cult of Orcus that tried to replace the Raven Queen with their master (see *E1: Death's Reach* for details). Other would-be leaders might battle for control of the Ashen Covenant, but with Elder Arantham's death, the adventurers have at least temporarily halted their plans.

PREDATORS STOPPED IN SIGIL

In Sigil, the adventurers eradicated the slaver operation run by the neogi great old master known as Blarux the Ancient. In addition, they rooted out the usurpers who perverted the temple of Sehanine and destroyed the hidden Embassy of Ghouls. The City of Doors has many other predators eager to victimize the innocent, but the adventurers have removed some of the worst. Without the supplies from Elder Arantham and the guidance of Blarux, the slave trade falls apart. No longer will people be snatched from the streets of Sigil—or from the thousands of cities and towns connected to Sigil by portals. No longer will these victims face the possibility of serving as a bloody sacrifice or, worse, being eaten alive by a screaming tide of ghouls.

THE BONE SEER

In the White Kingdom, the adventurers might have made an unlikely ally against Doresain: the Bone Seer. If she survives this adventure but the Ghoul King does not, she might rise to take command of the White Kingdom. In time, the Bone Seer could become one of the elite rulers of the Abyss, especially if Doresain (and perhaps, eventually, even Orcus) is out of the picture.

TIMESUS RELEASED

Regardless of other events, the adventurers learn that the bulk of the stony meteorite that traveled from Death's Reach through Sigil and into the White Kingdom is still missing. Whatever Orcus plans for the primordial, it probably doesn't bode well for the world and all existence beyond.

AUDAVIATOR AND WHAT'S NEXT

If the adventurers' ultimate goal is not merely to slay Doresain but also to chase down the Timesus, their task is not finished.

Doresain used *Audaviator*, his staff of portals, to transfer the primordial's pieces to *chaos ships*, craft capable of plunging into the central hollow of the Abyss. Just as *astral skiffs* ride the silver seas of the Astral Plane, *chaos ships* can navigate the roiling waves of the Elemental Chaos and even the swirling vortex of the Abyss.

Three *chaos ships* were set aside for this task. By the time the adventurers arrived in the inner fane, Doresain had already filled the first two ships with crates of the black stone, and they had descended toward the Abyssal Nadir, where Orcus greeted them with deathless fervor. But the third and final *chaos ship*, set aside for any last pieces removed from Death's Reach, is still being loaded.

After defeating Doresain and clearing out the Court of Teeth, the adventurers can retrieve *Audaviator* from the throne. If they learn its workings, they discover that the staff is currently linked to at least one permanent teleportation circle. That circle is located on the bridge of the final *chaos ship*.

If the adventurers use *Audaviator* to travel to the ship, watch for the concluding adventure, which reveals what has become of Timesus, what Orcus has planned for the awakened primordial, and what the Demon Prince believes he can accomplish against Death herself. This finale appears in the adventure *E3: Prince of Undeath*.

