



Camping in a world full of supernatural dangers is rarely safe. You're about to find out why.

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DARK AWAKENINGS

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PLAY MATERIALS

This adventure assumes you are familiar with the D&D game rules. It also assumes you have access to the rules from the *Player's Handbook* or the [D&D Test Drive](#). All other information you need is provided here.

BASIC SETUP

◆ Create a 1st-level character or use one of those provided with this adventure. Do not equip your character with more than weapons and armor. Your character also starts with two *healing potions* on your belt, or one if your role is leader. You may find other useful items as you adventure.

◆ You also have access to Splug, your character's goblin sidekick, during some or all of the encounters. Familiarize yourself with Splug (see page 87). Splug looks to your character for guidance and protection, but he can be helpful in the quest, especially if your character is a leader or someone who benefits from combat advantage or similar tactical edges.

◆ The adventure refers to your character and Splug as "heroes." Whenever you see that word or a variation of it such as "hero," the adventure is talking about your character and/or Splug.

BASIC PLAY

Take a moment to familiarize yourself with the Basic Monster Tactics. Specific encounters expand on these assumptions. The Monster Abilities section is only important if you need to know more about a creature's specific capabilities during an encounter.

The adventure includes small maps you can print out and markers for the heroes and the monsters. Use these to help you play.

Unless otherwise indicated by circumstances, you can take as many short rests as you want in a given area when no monsters are nearby to bother you.

You cannot take an extended rest during this adventure.

Keep a record of what you leave behind and where. If you return to an area where you left items, they will probably still be there.

If your character falls unconscious and Splug cannot rescue you, your adventure is over. If Splug might rescue you, attempt death saving throws as normal and act as Splug until your character regains consciousness. If an encounter ends and you are unconscious, assume Splug wakes you up.

The numbered paragraphs which describe your choices during the adventure are gathered at the end.

When you're ready, go to encounter 1, page 77.

ENCOUNTER FORMAT

Setup: This section tells you what's in an encounter and how to begin it. It also describes the initial situation.

Options: During an encounter, you can try any options shown here in addition to normal combat rules options.

Monster Statistics Blocks: These are essentially monster character sheets used to run the monster during a fight.

Monster Tactics: In addition to the Basic Monster Tactics, use these to determine how the monsters act.

Features of the Area: If you need to know how terrain or another aspect of the encounter area works and that information isn't in your Options, look here.

Conclusion: For more options after combat concludes, see this section.

BASIC MONSTER TACTICS

During play, you move and act for your character normally, but you also move the monsters and carry out their actions. Here are some guidelines that apply to every encounter.

- ◆ Specific tactics refer to “targets.” Unless your character is controlling a monster through the use of a power, the monster considers heroes to be targets. If your character is controlling a monster, you determine what it considers to be a target while you control the monster.

- ◆ Consult the area map in each encounter for the starting location of the heroes and the monsters.

- ◆ When combat begins, roll initiative for each hero and each monster. Record the initiative order.

- ◆ Monsters move as needed to place themselves so they can attack. If they have ranged attacks, they will stay as far away as possible while still being in close range. If they have only melee attacks, they try to move adjacent. They always attack the nearest target. If heroes are equally close, the monster attacks or moves toward your character.

- ◆ Avoid moving or acting in any way that provokes opportunity attacks or triggers marks unless the monster has no other option.

- ◆ Monsters always try to move or shift into flanking positions for their melee attacks when possible.

- ◆ Specific tactics might tell you a monster attacks a random target among multiple targets. If this happens, roll 1d6. On a result of 1-3, the monster attacks your character; on a result of 4-6, the monster attacks Splug.

MONSTER ABILITIES

Here are a few definitions of monster abilities for your reference while playing this adventure.

Blindsight goes out to an indicated number of squares. Within the given number of squares, blindsight allows a monster to “see” creatures and objects even if it’s blind and even if the subject is hidden or invisible.

A **blind** creature relies on special senses, such as blindsight, to see within a specified range, beyond which the creature can’t see. The creature is immune to gaze attacks and cannot be blinded. It can hear where a hero is and move to attack that hero, unless the hero succeeds on a Stealth check opposed by the monster’s Perception check.

A creature that has a **climb speed** can move on vertical surfaces at that speed without making Athletics checks to climb. While climbing, the creature ignores difficult terrain and doesn’t grant combat advantage because of climbing. Spider climb allows the creature to travel along surfaces such as ceilings without making any check.

A creature that has a **fly speed** without (hover) flies 2 or more squares on each of its turns. If it cannot do so, it crashes to the ground, landing prone. While flying, such a creature can neither make opportunity attacks nor shift. It only provokes opportunity attacks for leaving its starting square each turn.

Hover allows a creature that has a fly speed to shift and make opportunity attacks while flying. It can also keep flying without moving on its turn. It still crashes if knocked prone and provokes opportunity attacks for leaving a starting square without shifting.

A monster’s encounter power can only be used once per encounter, just like a hero’s encounter power.

If a creature is **immune** to something, it takes no damage from attacks that deal that type of damage.

Resist indicates a number and a damage type. If an attack that has the indicated damage type hits the monster, reduce the damage by that amount (minimum 0 damage).

ENCOUNTER 1

SETUP

Read:

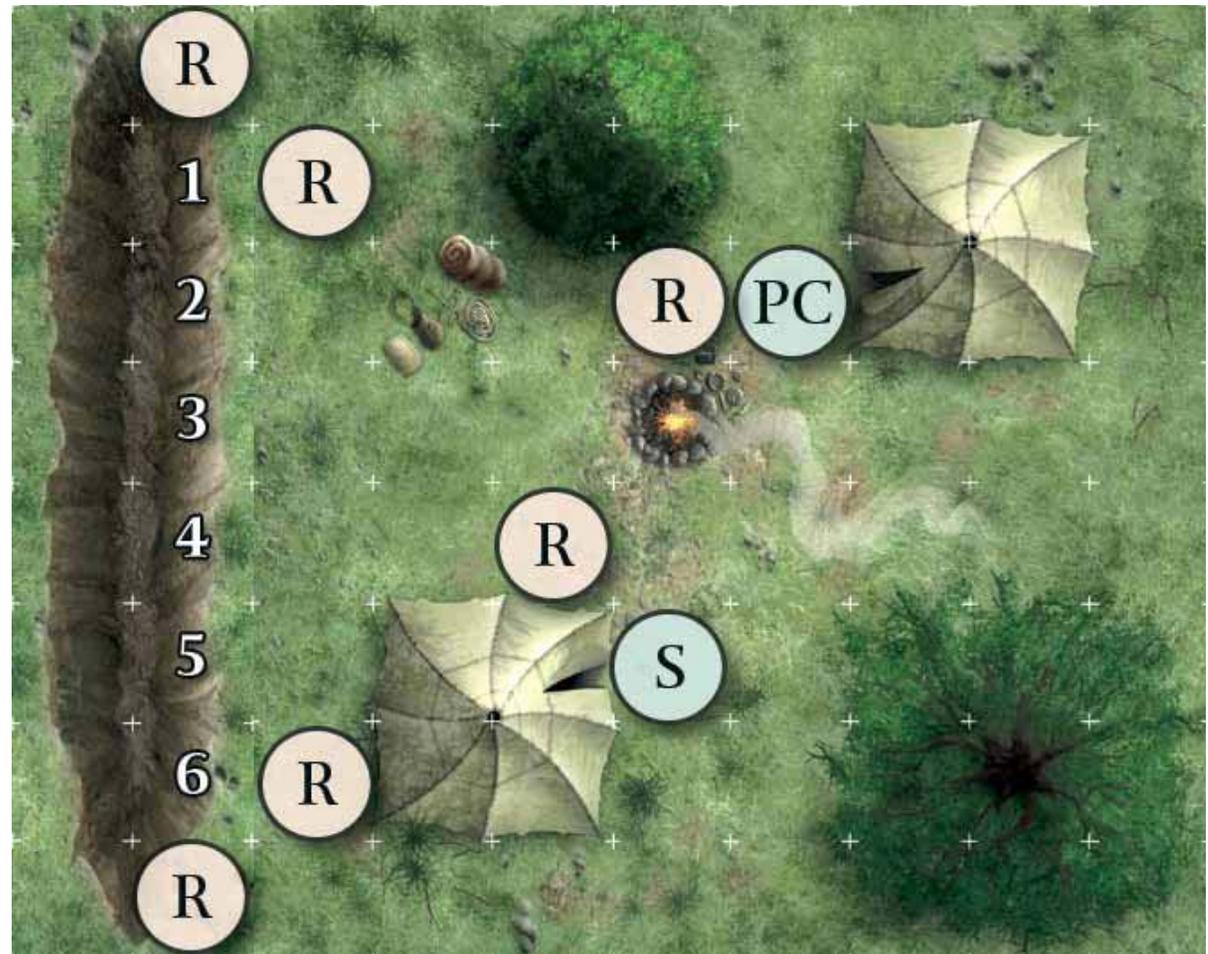
You dream of shaking earth and screams, the smell of rot and dark laughter. Burning eyes glare back at you in the dream. The vision changes with the smell of turned earth and wet leaves and a crushing weight on your chest. You feel warmth nearby and see a source of blurred, yellow light. Then something cracks loudly, followed by a shrill scream.

You wake with a start, still in your bedroll, and realize a thin, black root grasps you by your legs and torso. It's pulling you toward a large chasm in the ground on one side of what appears to be a ransacked campsite under a looming hillside on all sides except the east. The warm light turns out to be a campfire in the dimness of dawn, crackling as it slowly dies. Other roots reach out through the camp.

You remember that someone else should be here, your companions, but you know little else, especially why you're here. Another shrill scream draws your eye to a small form struggling with another vine. It's a goblin in rather fine clothing and armor for his ilk.

His bulging eyes fall on you. "Please help poor Splug! Please!" He says a name, and you remember that it's yours and that Splug is your friend. You and he are about 15 or 20 feet from the edge of the hole. It's time to act.

- ◆ Splug (S)
- ◆ You (PC)
- ◆ 6 tainted roots (R)



At the start of the battle, heroes have no weapon drawn. Combat begins now, and it ends only if you defeat all the monsters or you are defeated. Alternatively, if you're not grabbed, you can run away—see Conclusion.

OPTIONS

Campfire: If a creature enters the campfire square, go to 065, page 92.

Chasm: You can look into the chasm from an adjacent square. See Conclusion.

Knowledge Checks: You can take a minor action to assess your situation with a DC 15 Arcana (trained only), Dungeoneering, or Nature skill check. If you

succeed on an Arcana check, go to 133, page 98. If you succeed on a Nature or Dungeoneering check, go to 027, page 89. If you fail, you learn nothing useful and cannot use the same skill again for this purpose in this encounter.

Tents: If a hero is adjacent to a tent and has a free hand, the hero can grab a tent as a minor action. If you do, go to 103, page 96.

Trees: If a hero is adjacent to a tree and has a free hand, the hero can grab a tree as a minor action. If this happens, go to 081, page 94.

6 Tainted Roots (R)	Level 1 Controller Minion
Medium aberrant animate (blind, plant)	XP 25 each
Initiative +3	Senses Perception +6; blindsight 5
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 14, Will 12	
Speed 2, climb 2 (spider climb)	
⊕ Grasp (standard; must not be grabbing an enemy; at-will)	
Reach 2; +6 vs. AC; 4 damage, and the target is grabbed and pulled adjacent to the root.	
‡ Drag (standard; at-will)	
Targets an enemy grabbed by the tainted root; +5 vs. Fortitude; 2 damage, and the tainted root shifts 1 square and slides the target 1 square to a square adjacent to the tainted root.	
Snaky Body	
A tainted root ignores difficult terrain.	
Alignment Unaligned	Languages –
Str 14 (+2)	Dex 17 (+3)
Con 14 (+2)	Wis 12 (+1)
	Cha 4 (-3)

MONSTER TACTICS

When a tainted root has a standard action, is adjacent to one or more targets, and it isn't grabbing a target, it makes a *grasp* attack against a random adjacent target. If the tainted root is grabbing a target, it makes a *drag* attack against that target.

A tainted root attempts to *drag* a target it is grabbing into the chasm. When a hero falls (or jumps) into the chasm, make note of the number of the square where that hero fell. If you fall in before Splug, go to 007, page 88. If Splug falls in before you, go to 022, page 89. If you fall or jump in anytime thereafter, make a note of the numbered square you fall or jump into, then go to 058, page 92.

A tainted root does not willingly enter the campfire square.

FEATURES OF THE AREA

Campfire: The campfire is dying but hot. It illuminates the campsite with bright light.

Tents: Corners of a tent do not block movement, but tent squares are difficult terrain. A creature inside a tent cannot be attacked unless its attacker is inside the tent, too.

Trees: Tree squares are difficult terrain.

CONCLUSION

Chasm: If you investigate the chasm, go to 131, page 98.

Run Away: You can run away to the east. If you do, go to 014, page 89.

Search the Campsite: If you take a moment to search the campsite, go to 113, page 96.

ENCOUNTER 2

SETUP

Leaving Splug Alone: If Splug spent more than 3 rounds in this encounter alone, go to 052, page 91.

When you arrive and look around, read:

You're in a large cave. Ambient green light allows you to see clearly. The chasm is above you now, an opening in the cave roof about 10 feet up. You're in a luminous green stream of water that flows from a hole in the northern cave wall, and the cave slopes upward toward that direction. The current is pretty strong. Part of the cave to the west is obviously hewn stone, and another stream flows from that passage. From your vantage, you can't see much of that tunnel.

With a squelching sound, a sickly-looking blue ooze surfaces and starts to approach. Movement in other parts of the cave indicates more creatures, including a couple of those black, mobile roots near the southern wall. The stream plunges into another cavern there, roiling fiercely.

Nearby, a long, inanimate root dangles in the water, looking like you could swing on it or hold onto it.

- ◆ 2 tainted roots (R)
- ◆ 4 tainted oozes (O)
- ◆ Stream exit (X)
- ◆ Dangling Root (D)

Combat begins now.

RUSHING STREAM

The stream is a hazard to all creatures except the oozes.

Rushing Stream

The stream drags you toward the cavern into which the water flows.

Trigger: A creature starts its turn in the water.

Attack: +5 vs. Fortitude

Hit: The target slides 2 squares toward the "X" squares, ending the slide in a water square.

If a hero starts a turn in an X square, the hero is subject to the attack (Splug first). If the attack hits you, go to 083, page 94. If the attack hits Splug, go to 064, page 92.

OPTIONS

Dangling Root: If a hero is adjacent to a root and has a free hand, the hero can grab the root as a minor action (go to 018, page 89, to do so). The root also looks like a hero could swing on it; to try, go to 089, page 94. A hero can also climb up the root; go to 031, page 90, to do that.

Knowledge Checks: You can take a minor action to assess your situation with a DC 15 Arcana (trained only), Dungeoneering, or Nature skill check. If you succeed on an Arcana check, go to 122, page 97. If you succeed on a Nature or Dungeoneering check, go to 048, page 91. If you fail, you learn nothing useful and cannot use the same skill again for this purpose in this encounter.

Northern Passage: If you move so you have clear line of sight into the northern passage, go to 039, page 90.

Rope: If you dropped a rope into the cavern, heroes can climb back up it (go to 073, page 93). Any monsters left here give pursuit.

MONSTER TACTICS

TAINED ROOTS

Whenever a tainted root is adjacent to one or more targets, has a standard action, and it isn't grabbing a target, it makes a *grasp* attack against a random adjacent target. If the tainted root is grabbing a target, it makes a *drag* attack against that target.

A tainted root does not move, so it will start its next turn in water unless it is grabbing a target. It climbs to avoid the water.

A tainted root attempts to *drag* a target it is grabbing into the water close to a stream exit square (X).

TAINED OOZES

Whenever a tainted ooze is adjacent to one or more targets and has a standard action, it makes a *slam* attack against a random adjacent target. If it hits, it slides the target toward a square marked X.

FEATURES OF THE AREA

Rough Rocks: Rock squares marked with triangles (▲) are difficult terrain.

2 Tainted Roots (R) Level 1 Minion Controller

Medium aberrant animate (blind, plant) XP 25 each

Initiative +3 **Senses** Perception +6; blindsight 5

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 12

Speed 2, climb 2 (spider climb)

⊕ **Grasp** (standard; must not be grabbing an enemy; at-will)

Reach 2; +6 vs. AC; 4 damage, and the target is grabbed and pulled adjacent to the root.

⊖ **Drag** (standard; at-will)

Targets an enemy grabbed by the tainted root; +5 vs. Fortitude; 2 damage, and the tainted root shifts 1 square and slides the target 1 square to a square adjacent to the tainted root.

Snaky Body

A tainted root ignores difficult terrain.

Alignment Unaligned **Languages** –

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 14 (+2) **Int** 1 (-5) **Cha** 4 (-3)

4 Tainted Oozes (O) Level 1 Minion Controller

Medium aberrant animate (blind, ooze) XP 25 each

Initiative +2 **Senses** Perception +4; blindsight 5

HP 1; a missed attack never damages a minion.

AC 13; **Fortitude** 14, **Reflex** 13, **Will** 12

Immune gaze, pull/push/slide; **Resist** 5 acid

Speed 4, climb 2, swim 2

⊕ **Slam** (standard; at-will) ♦ **Acid**

+4 vs. Fortitude; 3 acid damage, and the target slides 2 squares.

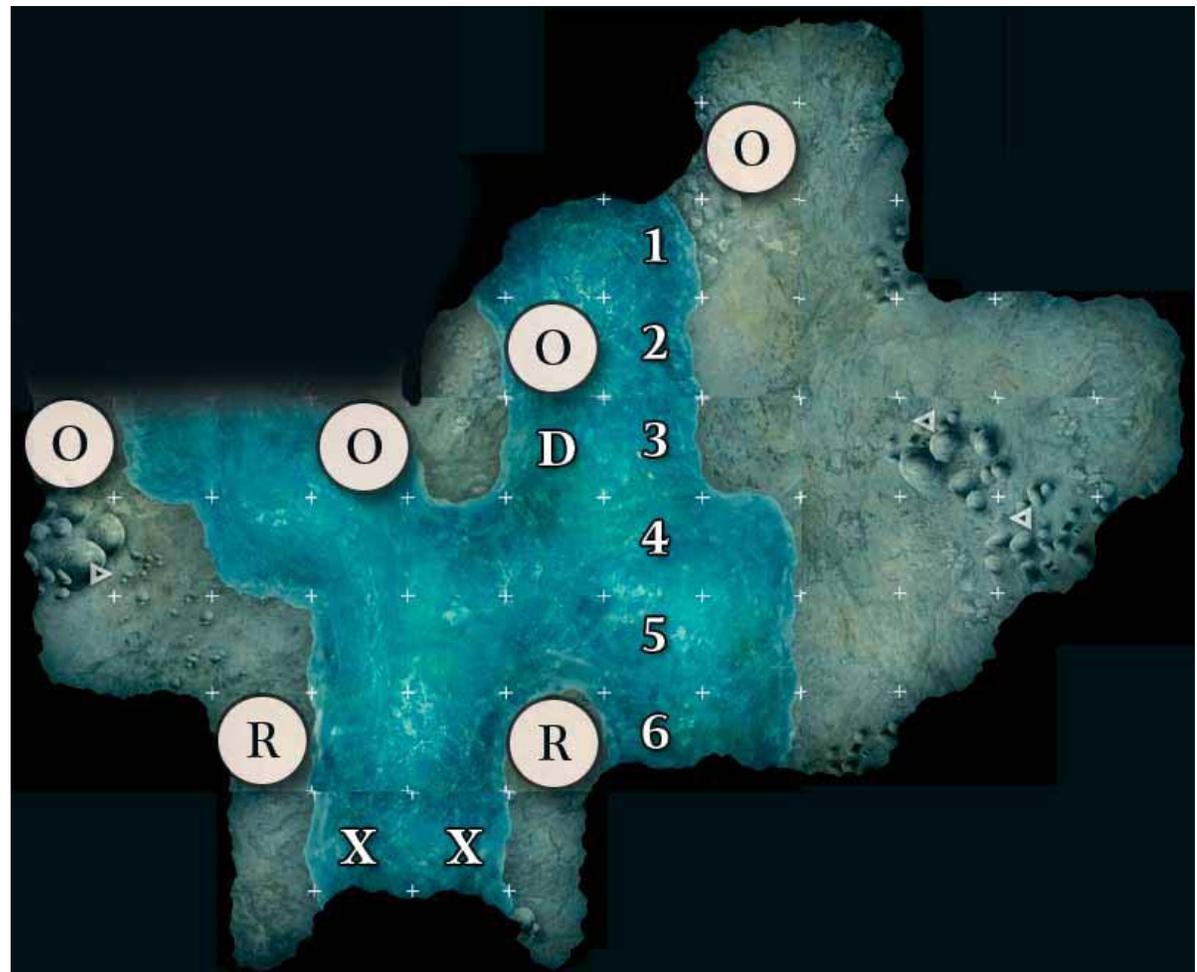
Oozy Body

A tainted ooze ignores difficult terrain.

Alignment Unaligned **Languages** –

Str 12 (+1) **Dex** 14 (+2) **Wis** 12 (+1)

Con 16 (+3) **Int** 1 (-5) **Cha** 1 (-5)



CONCLUSION

Frog Pipe: Investigate the sparkly eyes by going to 043, page 91. A hero can climb into this pipe from an adjacent square by going to 108, page 96.

Investigation: You can attempt the same knowledge checks detailed in the Options section. You can also search the area by making a Perception check and going to 015, page 89.

Rope: If you climbed down into this area using a rope, see options. Also, if you tied the rope to the tree closest to the chasm in encounter 1, you can cut off 20 feet of excess rope and carry it with you.

Stream Exit: Someone standing adjacent to the X squares can easily see an open cavern with light at the other end. A hero can dive through by attempting an Athletics check and going to 026, page 89.

ENCOUNTER 3

SETUP

Heroes arrive in the Start Area.

Leaving Splug Alone: If Splug spent more than 2 rounds in this encounter alone, go to 001, page 88.

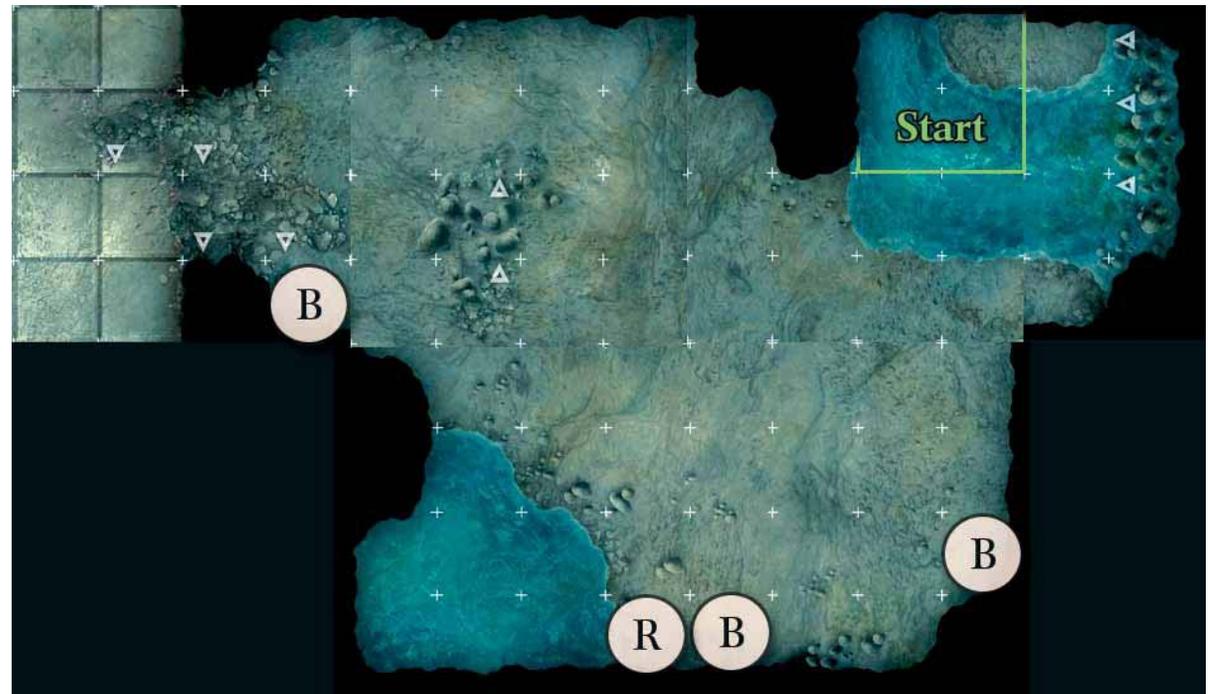
When you arrive, read:

You've arrived in another natural cave illuminated by green light. A glowing green stream flows into the chamber at the northwest and flows out again through a gravel-filled opening in the east. A pool of similar liquid has collected in the southwestern corner, bubbling and churning as if disturbed from underneath. Other than some rubble, the room's only other feature is the broken wall to the west, leading to what looks like a landing of worked stone.

Near the pool along the southern wall, you spot a black, plantlike pod with writhing tendrils much like the tainted roots you've fought before. A chirping sound, barely audible above the water's gurgling, draws your attention to sizable green bats hanging on the walls.

- ◆ 3 tainted bats (B)
- ◆ 1 tainted root pod (R)

Be sure to remember any effect the swim into this room had on the heroes. When the heroes arrive, it's clear the monsters aren't immediately aware of intruders. Each hero can attempt a Stealth check by going to 085, page 94, or you can begin combat normally.



OPTIONS

Glowing Pool: If a monster enters the pool, go to 046, page 91. You can use a standard action to throw, drop, or poke an object, such as a loose rock from the floor, into the pool by going to 119, page 97. When any hero first enters the pool, go to 90, page 95. When a hero starts a turn in the pool, go to 030, page 90.

Knowledge Checks: You can take a minor action to assess your situation with a DC 15 Arcana (trained only), Dungeoneering, or Nature check. If you succeed on an Arcana check, go to 005, page 88. If you succeed on a Nature or Dungeoneering check, go to 051, page 91. If you fail, you learn nothing useful and cannot use the same skill again for this purpose in this encounter.

Worked Stone Area: When you move adjacent to this area, attempt a Perception check and go to 114, page 96. If a hero enters or touches a square in this area, assuming you know nothing to the contrary, go to 097, page 95.

3 Tainted Bats (B) **Level 1 Minion Skirmisher**
 Small aberrant beast XP 25 each

Initiative +4 **Senses** Perception +1; blindsight 3
HP 1; a missed attack never damages a minion.
AC 13; **Fortitude** 12, **Reflex** 14, **Will** 13
Speed 1, fly 6
 ⊕ **Bite** (standard; at-will)
 +6 vs. AC; 4 damage.
Flyby Attack (standard; at-will)
 The tainted bat flies 6 squares and makes one melee basic attack at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of the attack.
Alignment Unaligned **Languages** –
Str 8 (-1) **Dex** 15 (+2) **Wis** 12 (+1)
Con 10 (+0) **Int** 2 (-4) **Cha** 6 (-2)

Tainted Root Pod (R) **Level 2 Controller**
 Medium aberrant beast (blind, plant) XP 125

Initiative +1 **Senses** Perception +3; blindsight 5
HP 34; **Bloodied** 17
AC 16; **Fortitude** 14, **Reflex** 15, **Will** 13
Speed 4
 ⊕ **Root Lash** (standard; at-will)
 Reach 2; +7 vs. AC; 1d8 + 3 damage, and the target is grabbed. The tainted root pod can grab one target at a time.
 † **Constrict** (standard; at-will)
 Targets a creature the tainted vine pod is grabbing; +6 vs. Fortitude; 1d8 + 3 damage, and the vine pod sustains the grab.
Pulling Roots (move; at-will)
 The tainted root pod shifts 2 squares and slides any creature grabbed by it 2 squares into a square adjacent to it.
Alignment Unaligned **Languages** –
Str 14 (+4) **Dex** 17 (+1) **Wis** 13 (+3)
Con 10 (+4) **Int** 2 (-3) **Cha** 6 (-1)

MONSTER TACTICS

TAINED BATS

Instead of moving as basic monster tactics dictate, a tainted bat uses *flyby attack* whenever possible.

If it crashes, the tainted bat stands up on its turn, then it attacks from the ground if flying away would provoke opportunity attacks. It flies again as soon as it can do so without provoking an opportunity attack.

TAINED ROOT POD

Whenever the tainted root pod has one or more targets in reach, is not grabbing a target, and has a standard action, it makes a *root lash* attack against a random adjacent target.

Whenever the tainted root pod has a target grabbed and has a standard action, it uses *constrict* on the target it is grabbing.

Whenever the tainted root pod grabs a target or is grabbing a target, it uses *pulling roots* as its move action that turn. It pulls the grabbed target toward the worked stone area to the west. If it successfully pulls a hero to that area, go to 097, page 95.

FEATURES OF THE AREA

Glowing Pool: Pool squares are difficult terrain.

Rough Rocks: Rock squares marked with triangles (▲) are difficult terrain.

Stream: The stream squares in the north are difficult terrain.

CONCLUSION

Glowing Pool: See Options.

Investigation: You can attempt the same knowledge checks detailed in the Options section. You can also search the area by making a Perception check and going to 075, page 93.

Tainted Root Pod: If you kill the pod, go to 024, page 89.

Worked Stone Area: See Options.

ENCOUNTER 4

SETUP

When you arrive and get a look around, read:

This chamber is shaped like one-quarter of a circle with a small chamber attached in the west and an area of rune-covered stonework in a wide alcove to the east. Near the center of the arc of the western wall is a glowing circle of arcane sigils with drifts of dark dust on it. It illuminates the room with bright, blood-red light.

In the open doorway to the western chamber, a dark, thin humanoid sways, growls, and gurgles, its green glowing eyes sweeping the room. Behind it, the light of the sigil reveals a ladder in the shadows of the small chamber. Two shapes, each like the upper half of a human made of dark smoke, float in the corners.

The humanoid groans, and the wispy shapes shriek.

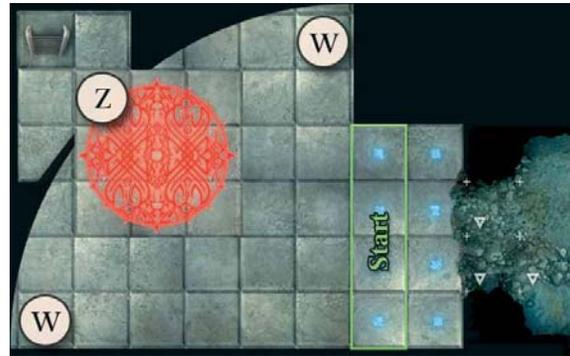
- ◆ 2 tainted wisps (W)
- ◆ 1 tainted zombie (Z)

This area is open to encounter area 3—you can connect the maps, if you want to do so, by laying the 8-square runed start area over the 8-square worked stone area of encounter 3.

Combat begins as soon as you enter this chamber.

OPTIONS

Knowledge Checks: You can take a minor action to assess your situation with a DC 15 Arcana (trained only) or Religion (trained only) check. If you succeed on the Arcana check, go to 136, page 98. If you succeed on the Religion check, go to 013, page 88. If



you fail, you learn nothing useful and cannot use the same skill again for this purpose in this encounter.

Ladder: If a hero moves within 2 squares of the ladder, go to 068, page 92.

Sigil Circle: If a hero enters the circle—any square the circle touches—go to 104, page 96. If a hero hasn't entered the circle by the first time a monster attacks from a square the circle touches go to 099, page 95. When a wisp drops to 0 hit points or a hero dies in the circle, go to 034, page 90.

2 Tainted Wisps (W)		Level 1 Minion Lurker	
Small aberrant magical beast		XP 25 each	
Initiative +7	Senses Perception +2; darkvision		
HP 1; a missed attack never damages a minion; see <i>incorporeal form</i> .			
AC 15; Fortitude 12, Reflex 14, Will 13	Immune disease, poison		
Speed fly 6 (hover)			
⊕ Tainted Caress (standard; at-will) ◆ Psychic	+5 vs. Reflex; 4 psychic damage.		
Incorporeal Form (when an attack hits the tainted wisp; encounter)	Roll d20; on a 10+, the tainted wisp takes no damage.		
Alignment Chaotic evil	Languages –		
Str 11 (+0)	Dex 16 (+3)	Wis 15 (+2)	
Con 13 (+1)	Int 4 (-3)	Cha 10 (+0)	

Tainted Zombie (Z)		Level 1 Brute	
Medium aberrant animate (undead)		XP 100	
Initiative +2	Senses Perception +1; darkvision		
HP 30; Bloodied 15			
AC 13; Fortitude 14, Reflex 13, Will 12	Immune disease, poison; Resist 5 necrotic		
Speed 4			
⊕ Slam (standard; at-will)	+4 vs. AC; 1d8 + 3 damage, and the target is immobilized (save ends).		
⊖ Bite (standard; at-will)	Targets an immobilized creature; +4 vs. AC; 2d6 + 3 damage, and the target is no longer immobilized.		
Zombie Weakness			
Any critical hit to the zombie reduces it to 0 hit points.			
Alignment Unaligned	Languages –		
Str 16 (+3)	Dex 14 (+2)	Wis 12 (+1)	
Con 10 (+1)	Int 2 (-4)	Cha 6 (-2)	

MONSTER TACTICS

TAINED ZOMBIE

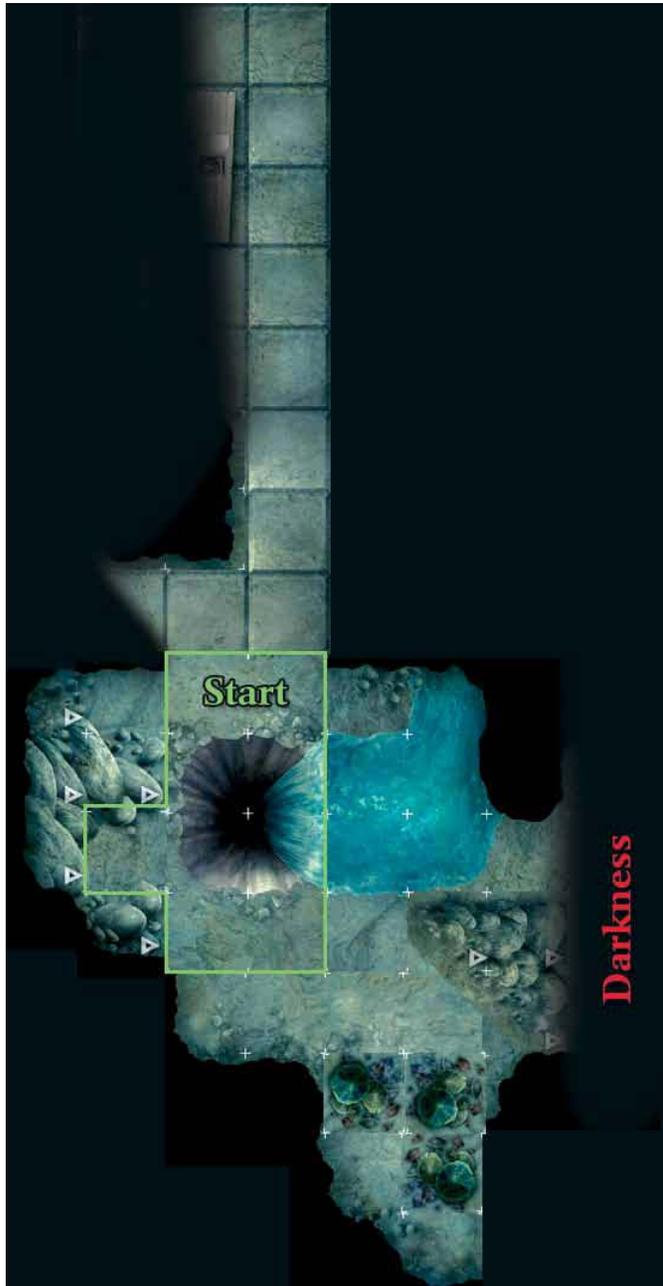
If the tainted zombie starts its turn adjacent to an immobilized target, the zombie uses its *bite* attack on that target.

If the tainted zombie is reduced to 0 hp, go to 082, page 94 when its next turn would start.

CONCLUSION

Ladder: If you haven't examined the ladder before now, you can move close to it and go to 068, page 92.

Investigation: You can attempt the same knowledge checks detailed in the Options section. You can also search the area by making a Perception check and going to 050, page 91.



ENCOUNTER 5

SETUP

When you arrive, read:

This area is another natural cavern, with dim light coming from a nearby room of worked stone to the north. A natural column blocks your view of that area. Water cascades down the wall to the east and into the hole here. The terrain is rocky, and further to the east, a deep darkness pervades. Clusters of strange mushrooms grow to the south, lending a fungal smell to the wet scent of the cave. A strange, pungent odor that has an acidic edge seeps from the north.

If the hero that came up first has at least 15 feet of rope, the rope can be dropped to the other hero by going to 002, page 88.

OPTIONS

Darkness: If you have darkvision, go to 054, page 92. If you have a light source, go to 092, page 95. To enter the darkness with light, go to 036, page 90. To enter without light, go to 112, page 96. If you have reason to wonder whether monsters can see in the darkness, go to 125, page 97.

Mushrooms: These mushrooms smell earthy but pleasant. You can attempt a Nature or Dungeoneering check to examine them (standard action) by going to 057, page 92. You can taste one (go to 020, 19). Or you can ignore the mushrooms and get back to other options.

Worked Stone Area: If you look or move into this area, go to 049, page 91.

FEATURES OF THE AREA

Hole: This hole drops 15 feet (1d10 damage from a fall) to encounter 2, page 88.

Mushrooms: Mushrooms are normal terrain, but if a creature enters a mushroom square, go to 129, page 97.

Rough Rocks: Rocks marked with triangles (▲) are difficult terrain.

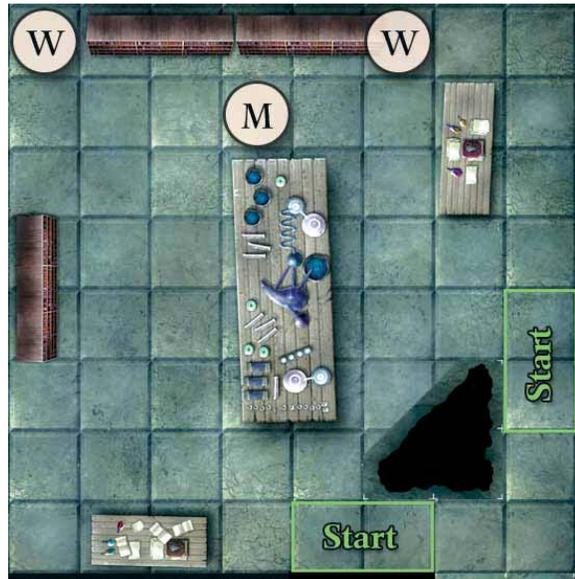
ENCOUNTER 6

SETUP

When you can see into the area, read:

This room is carved from the rock with hints that it too was once a natural cavern. Magical orbs of light floating in the northern corners reveal two small tables and a larger one, all of them covered in papers and strange glass devices and containers. To the west is a bookcase, filled floor to ceiling, in the center of the wall. On the northern wall is a much longer case filled with books, scrolls, and curiosities. To the south, the room has a natural column and opens into a cavern where you can hear water flowing.

A skeletally thin, gray-skinned humanoid in robes works at the long table in the center of the room. His eyes glow, and it seems unlikely he's alive.



Two shapes, each like the upper half of a human made of dark smoke, float along the northern wall, near the bookcase there.

- ◆ 1 mage wight (M)
- ◆ 2 tainted wisps (W)

Combat begins if you initiate it. You can instead wait, giving up any surprise you might have (go to 124, page 97).

OPTIONS

Knowledge Checks: You can take a minor action to assess your situation with a DC 15 Arcana (trained only) or Religion (trained only) check. If you succeed on the Arcana check, go to 010, page 88. If you succeed on the Religion check, go to 084, page 94. If you fail, you learn nothing useful and cannot use the same skill again for this purpose in this encounter.

Run Away: You can flee through any exit you know of. The monsters pursue you into the new area. For an example, see Southern Exit.

Southern Exit: You can take the fight through the southern exit. If you do, add the map and information for encounter 5 to this area. The monsters pursue fleeing heroes.

Tables: To move into a table square, you must clamber atop a table as a move action or jump onto the table as part of a move action. Jumping up on a table instead requires 1 square of movement (Athletics DC 12). Failing this check means you stop moving and your move action ends. If you fail by 5 or more, you also fall prone in the square you started the jump in. If you successfully move through table squares, go to 127, page 97.

Mage Wight (M)		Level 3 Controller
Medium natural humanoid (undead), wight		XP 150
Initiative +3	Senses Perception +6; darkvision	
HP 46; Bloodied 23		
AC 17; Fortitude 14, Reflex 15, Will 16		
Immune disease, poison; Resist 5 necrotic		
Speed 6, climb 3		
⊕ Claw (standard; at-will) ◆ Necrotic		
+8 vs. AC; 2d6 + 2 necrotic damage, and the mage wight pushes the target 2 squares. If the target is immobilized, it also loses a healing surge.		
✂ Deathchill Bolt (standard; at-will) ◆ Cold, Necrotic		
Ranged 10; +7 vs. Reflex; 1d8 + 3 necrotic damage, and the target is immobilized (save ends).		
⚡ Spirit-Chilling Burst (standard; encounter) ◆ Cold, Necrotic		
Close burst 2; targets immobilized enemies; +6 vs. Fortitude; 1d6 + 3 cold and necrotic damage, the target loses a healing surge, and two deathchill wisps appear in squares adjacent to the target. The wisps act just after the mage wight in the initiative order. Miss: 1d6 + 3 cold and necrotic damage, and one deathchill wisp appears next to the target.		
Alignment Evil	Languages Common	
Skills Arcana +9, Dungeoneering +5, Nature +5		
Str 10 (+1)	Dex 14 (+3)	Wis 9 (+0)
Con 14 (+3)	Int 16 (+4)	Cha 18 (+5)

2 Tainted Wisps (W)		Level 1 Minion Lurker
Small aberrant magical beast		XP 25 each
Initiative +7	Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion; see <i>incorporeal form</i> .		
AC 15; Fortitude 12, Reflex 14, Will 13		
Immune disease, poison		
Speed fly 6 (hover)		
⊕ Tainted Caress (standard; at-will) ◆ Psychic		
+5 vs. Reflex; 4 psychic damage.		
Incorporeal Form (when an attack hits the tainted wisp; encounter)		
Roll d20; on a 10+, the tainted wisp takes no damage.		
Alignment Chaotic evil	Languages –	
Str 11 (+0)	Dex 16 (+3)	Wis 15 (+2)
Con 13 (+1)	Int 4 (-3)	Cha 10 (+0)

MONSTER TACTICS

MAGE WIGHT

Use *deathchill bolt* if able to attack a target that isn't immobilized. Do so even if it might provoke an opportunity attack or another sort of attack. However, before using *deathchill bolt*, the wight tries to move so it won't be attacked for making this ranged attack.

Use *claw* only if unable to leave melee safely to use *deathchill bolt* or if the wight is adjacent to an immobilized target when it starts its turn.

Use *spirit-chilling burst* if the mage wight can attack all targets in the room by using the power.

Use *spirit-chilling burst* if the wight is bloodied, has access to the power, and has even one immobilized target.

As part of a move action, duck behind a table or bookcase to gain cover when possible.

FEATURES OF THE AREA

Bookcases: These floor-to-ceiling shelves are blocking terrain for determining cover.

Tables: A table is a low obstacle for determining cover.

CONCLUSION

If the heroes defeat the monsters, go to 059, page 92.

If not, your adventure has ended in defeat.

SPLUG

Splug, Goblin Sidekick Level 1 Striker

Small natural humanoid, goblin

Initiative +5 **Senses** Perception +1; low-light vision

HP 26; **Bloodied** 13; **Healing Surges** 7

AC 16; **Fortitude** 13, **Reflex** 15, **Will** 13

Speed 6; see also *mobile attack* and *goblin tactics*

⊕ **Longsword** (standard; at-will) ♦ **Weapon**

+8 vs. AC; 1d8 + 2 damage.

✂ **Dagger** (standard; at-will) ♦ **Weapon**

Ranged 5/10; +8 vs. AC; 1d4 + 3 damage.

Cringe (standard; at-will)

Splug shrinks away from combat, gaining a +2 bonus to his defenses until the start of his next turn. An ally can make an at-will or charge attack as a free action in his stead.

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

Splug shifts 1 square.

Combat Advantage

Splug deals 1d6 extra damage when he hits a target he has combat advantage against.

Alignment Unaligned **Languages** Common, Goblin

Skills Athletics +7, Bluff +7, Stealth +10, Thievery +10

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 10 (+0) **Cha** 15 (+2)

Equipment leather armor, longsword, 2 daggers, *healing potion*

PLAYING SPLUG

On each of Splug's turns, he likes to use *cringe* when he's sure doing so will give you a free attack. To do so, Splug moves (or shifts, if that's safer) away from the monsters, then he uses his *cringe* power. If using *cringe* won't allow you to attack, Splug attacks with his longsword or dagger.

Splug prefers to move into positions that give him combat advantage against a target. He also prefers to attack targets granting him combat advantage.

Whenever he can help it, Splug avoids moving into a position where monsters are coming at him from two or more sides. He ignores this preference when he can gain combat advantage by doing so.

Splug won't voluntarily go anywhere alone or first. He also won't give you his equipment, although he will carry yours for you. During the game, you can try to convince Splug to do something he wouldn't normally do, such as give you his healing potion or climb into an unknown area ahead of you. To do so, note where you are, then go to 116, page 96.

Splug likes you. If you're unconscious and he has a *healing potion*, he does his best to administer the potion to you even at great risk to his own hide.

During a short rest, Splug heals to full normal hit points if he can do so. He likes to save one surge for an upcoming encounter, but he does so only if using that surge during combat might benefit him more than using it during the short rest. 🌀

About the Author

CHRIS SIMS is a game designer whose recent credits include the 4th Edition *Monster Manual* and *Dungeon Master's Guide*, as well as the *Forgotten Realms Campaign Guide*.



NUMBERED PARAGRAPHS

001: Splug signals you from his hiding place in the spot indicated on this map. The monsters haven't noticed him. Go back to encounter 2, page 79, and continue it.



002: The climb up the pipe on the rope requires no check to succeed. Go back to encounter 5, page 84, and continue it.

003: Splug disappears into the other cavern mentioned in the room's description. You can go back to encounter 2, page 79, and continue it, or you can instead follow Splug by going back to encounter 2, moving adjacent to the Stream Exit, and using that part of the Conclusion, page 80.

004: You throw the drink on a monster. Make this attack:

Voyvod's Drink

The sweet, green liquid hurtles at your foe.

Attack: +5 vs. Reflex

Hit: 1d10 acid and poison damage, and ongoing 5 acid damage (save ends).

Miss: Half damage.

Go back to encounter 6, page 85, and continue it.

005: Weak residual magic pervades the area, although the pool in this room seems particularly strong. The monsters have been tainted magically. If you spend a minor action to investigate further, go to 078, page 93. Otherwise, go back to encounter 3, page 81, and continue it.

006: The trap door opens easily, revealing a narrow passage that leads away into darkness. Mounting the ledge from the ladder to enter the passage requires a move action. If you proceed down the passage, go to 091, page 95. Or you can go back to encounter 4, page 83, and continue it.

007: You plummet into the chasm, falling into water, taking 1d10 damage from the fall, and landing prone. (If a tainted root is dragging you, it dies from the fall.) If the fall reduced you to 0 hit points, you quickly drown and your adventure is over. Otherwise, go to 086, page 94.

008: If each Stealth check result was 14 or higher, go to encounter 6, page 85, and start with surprise on your side. Otherwise, just go to encounter 6. Choose the western start area or northern start area,

whichever is most appropriate to how you entered the room.

009: You pry out the gems easily in 2 rounds, and nothing dreadful happens. You now possess two green jewels worth 50 gp each. Go back to encounter 2's Conclusion, page 80, and choose another option.

010: Strangely, magical emanations are not particularly strong here. Go back to encounter 6, page 85, and continue it.

011: The runes seem charged with energy. You can try to disarm them using Arcana (trained only) or Thievery, a process that takes at least three successful checks requiring a standard action each. The DC for each check is 15. If you fail three times or fail once by 5 or more, go to 097, page 95. If you give up the attempt, go back to encounter 3, page 81, and continue it. Success leads you to 028, page 89.

012: Voyvod says, "Talk is at an end. Now, you will submit yourself to us. Come, drink this, and sleep until I have use for you." Voyvod takes a cup from the table. If Splug is with you, go to 067, page 92. Otherwise, go to 105, page 96.

013: The creatures here are undead tainted by foul magic. Armed with your knowledge, you can deal 2 extra damage to them the first time you hit, or double that if you hit with a power that has the radiant keyword. If you spend a minor action to investigate further, go to 041, page 91. Otherwise, go back to encounter 4, page 83, and continue it.

014: You escape the frightful campsite and make it back to a nearby town. After a night in a warm inn bed, you awaken with your memory intact and the realization that you left your comrades to an unknown fate in the chasm. You can return to the chasm to rescue them by going back to encounter 1's Conclusion, page 78, and choosing another option, or you can end your adventure here. If Splug is with you, he can join you. If he was pulled into the chasm and you abandoned him, perhaps you'll be able to rescue him along with your lost companions.

015: It takes 1 minute (10 rounds) to look around the area and attempt a Perception check. You can take longer if you want—5 minutes allows you to take 10 on the check. On a check result of 15 or higher go to 126, page 97. Otherwise, go to 130, page 97.

016: Undead are normally immune to poison, but this poison has a hint of acid. It might actually harm Voyvod! Go back to 033, page 90.

017: The pool in the southwestern corner is definitely magical. You suspect it manipulates life force in a positive way. Return to encounter 3, page 88, and continue it.

018: Grabbing the root grants a +2 bonus to Fortitude against the *rushing stream* hazard. Go back to encounter 2, page 79, and continue it.

019: You find nothing of interest. Go back to encounter 4's Conclusion, page 83, and choose another option.

020: The mushroom actually tastes pretty good. The eater gains 10 temporary hit points (until expended or the end of your next short rest) but takes a -2 penalty to saving throws (save ends during combat, or this lasts until the end of your next short rest). Go back to encounter 5, page 84, and continue it.

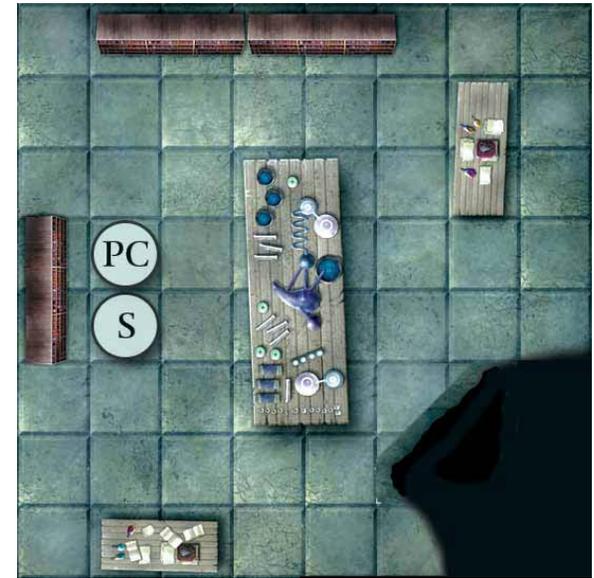
021: "Our magic has infused the creatures here. As we work, our creatures shall multiply. You shall be among them soon." Go back to 124, page 97, and continue.

022: Splug squeals like a terrified pig, and he disappears into the chasm. He splashes down, taking 1d10 damage, followed by disconcerting silence. At least the root that dragged him into the chasm apparently died from the fall. Go back to encounter 1, page 77, and continue it.

023: You sense that the magical emanations are stronger from the northern passage than any other part of the room. From the auras of the oozes, you can tell they have a magical origin, possibly alchemical. Go back to encounter 2, page 79, and continue it.

024: All tainted roots in this adventure die. If you go to an area that has tainted roots in it, those roots are dead and no longer a threat. Return to the conclusion of encounter 3, page 82.

025: You arrive at encounter 6, page 85, in the square shown here (PC); Splug arrives in the square marked (S). The monsters are aware of you.



026: If the hero's check result was 10 or higher, the hero goes to encounter 3, page 81. If the result was 9 or lower, go to 134, page 98.

027: These black roots are natural roots tainted by some foul magic, and they're mindless. They likely have a central control in some larger plantlike entity. Killing that creature is likely to render these roots harmless again. Go back to encounter 1, page 77, and continue it.

028: Runes flare, pushing the rocks and dust off of them. The seemingly solid wall ahead of you vanishes. Go to encounter 4, page 83. You start in the start area, and you have surprised the monsters there. Remaining bats from encounter 3 follow you, but if the tainted root pod still lives, it does not.

029: Voyvod hurls the potion on the floor and attacks you! Go back to encounter 6, page 85, and begin combat.

030: The hero regains 2 hit points. Each hero can regain a maximum of 14 hit points from the pool during this adventure. Go back to encounter 3, page 81, and continue it.

031: Athletics DC 10 to climb the root from the cavern floor. If climbing root D, go to 070, page 93. Otherwise, go to 117, page 96.

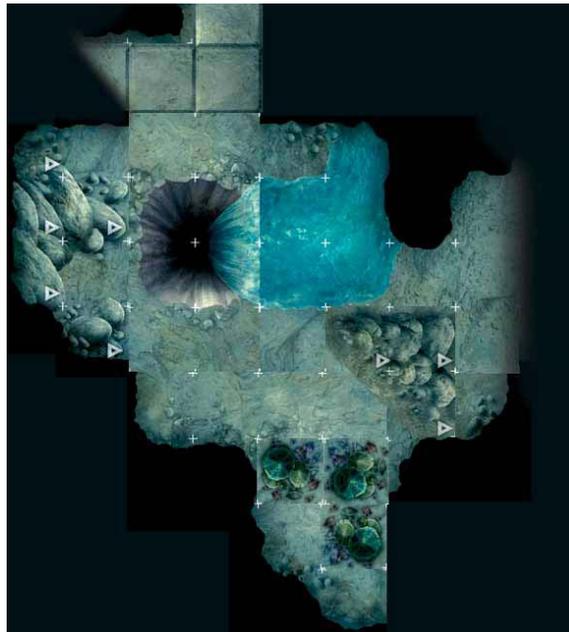
032: You find nothing of interest. Go back to encounter 3's Conclusion, page 82, and choose another option.

033: Having taken the drink, which is green and smells sweet and acidic, you can drink (go to 121, page 97), refuse to drink (go to 088, page 94), examine the drink (go to 044, page 91), pretend you intend to drink (go to 038, page 90), or attack (go back to encounter 6, page 85, and start combat). Note this entry for later so you can do more with the drink (standard action in combat). During the fight, you can throw the drink on (as a melee attack) or at (ranged attack; range 5 squares) a monster by going to 004, page 88.

034: The creature disintegrates into fine black dust, like that already collected in the circle. Go back to encounter 4, page 83, and continue it.

035: Splug says, "You da boss!" You get what you want out of him, although he seems a little sulky if you intimidated him. Go back to what you were doing.

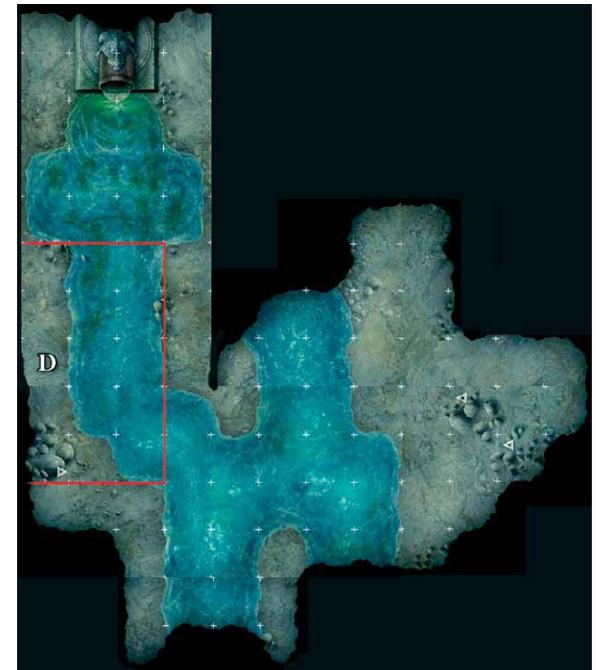
036: Light only illuminates what you see on the map below. If you move further into the darkness, go to 076, page 93. Otherwise, go back to encounter 5, page 84, and continue it.



037: You can fasten the rope to a tree and then use it to climb down (Athletics DC 5 to climb). Doing so takes 3 rounds. Make note of the number of the square where you drop the rope into the chasm. If you fall while climbing, go to 058, page 92. Otherwise, go to 128, page 97.

038: Attempt a Bluff check (DC 10). If you succeed, go to 093, page 95. Otherwise go to 100, page 95.

039: To the north is a clearly artificial pipe, jutting from the wall and spewing water into this chamber. The pipe is carved to look as if a demonic frog is holding it, and the pipe itself looks big enough to enter. The frog's eyes sparkle in the ambient light, which is brighter in this passage. Where the pipe spews water, a deeper, calmer pool has formed on leveler ground. It's obvious that water within 3 squares of the pipe is difficult terrain but not a rushing stream hazard. Another swinging root dangles near the cave wall to the west. Mark your map with the information on this map, especially the second dangling root and its related outlined area, then go back to encounter 2, page 79, and continue it.



040: “Yes. You awakened and you could have escaped us. But you came to us instead. We must wonder why, but we will learn this in time without your telling us.” Go back to 124, page 97, and continue.

041: Attempt a DC 16 check with the same skill, going to 074, page 93, if you succeed. Otherwise, go back to encounter 4, page 83, and continue it.

042: You reach the bottom of the chasm, which ends in the ceiling of a cavernous chamber, with a stream 10 feet below. You can climb back up (go to 069, page 93), or you can jump down (go to 098, page 95).

043: The frog’s eyes are green jewels. If you pry them out, go to 009, page 88. If you leave them, go back to encounter 2’s Conclusion, page 80, and choose another option.

044: You can attempt an Arcana or Nature check (DC 15). Success leads you to 107, page 96. Failure tells you nothing and sends you back to 033, page 90.

045: You see nothing unusual about the trap door. You can open it (minor action) and go to 006, page 88. Or you can go back to encounter 4, page 83, and continue.

046: The water releases steam or smoke, and the monster looks as if it finds the experience uncomfortable but is otherwise unharmed. Go back to encounter 3, page 81, and continue it.

047: “No. You are particularly strong, for you managed to awaken and resist. Voyvod needs you most of all.” Go to 012, page 88, and continue.

048: The ambient glow isn’t natural; it’s probably the unintentional side effect of magic use. Monsters here are tainted by the same magic—the oozes could even be semisentient from the magically or alchemically polluted water. The tainted roots likely have a central control in some larger plantlike entity. Killing that creature is likely to render these roots harmless again. Go back to encounter 2, page 79, and continue it.

049: The light is brighter deeper in the room. A table with papers and other objects on it sits a ways beyond the natural column to the west, and another similar table is visible to the north. You can return to encounter 5, page 84, and continue it. You can instead move farther to the west or the north. To do so stealthily, attempt a Stealth check for each hero, then go to 008, page 88. Otherwise go to 120, page 97.

050: It takes 1 minute (10 rounds) to look around the area and attempt a Perception check. On a check result of 10 or higher go to 110, page 96. Otherwise, go to 019, page 89.

051: The room and the creatures within are clearly tainted by magic, and the plant here is likely the source of the animated roots you’ve encountered. Go back to encounter 3, page 81, and continue it.

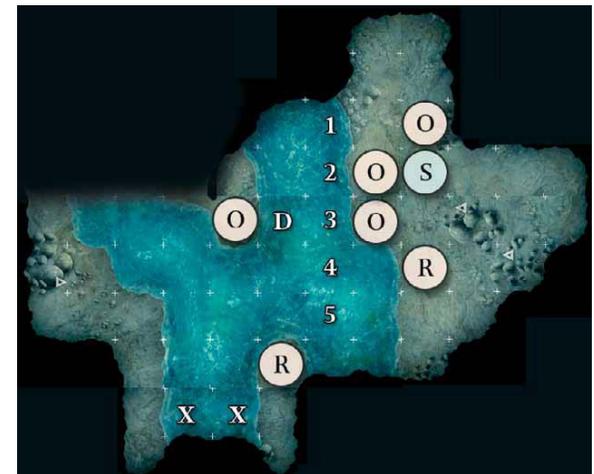
052: When you arrive and look around, read:

You’re in a large cave. Ambient green light allows you to see clearly. The chasm is above you now, an opening in the cave roof about 10 feet up. You’re in a luminous green stream of water that flows from a hole in the northern cave wall, and the cave slopes upward toward that direction. The current is pretty strong. Part of the cave to the west is obviously hewn stone, and another stream flows from that passage. From your vantage, you can’t see much of that tunnel.

Splug is squeaking in terror, fending off sickly-looking blue oozes. One of those black, mobile roots grasps for him. Movement in other parts of the cave indicates more creatures, including another root near the southern wall. The stream plunges into another cavern there, roiling fiercely.

Nearby, a long, inanimate root dangles in the water, looking like you could swing on it or hold onto it.

Use this map for your setup, and reduce Splug’s (S) hit points by 6. Splug is in trouble! Go back to encounter 2, page 79, and continue it, skipping the normal reading for your arrival.



053: “This was our tomb, a place of rest until our long sleep ended. Now it is our home and place of work. We shall sleep no more.” Go back to 124, page 97, and continue.

054: Darkvision doesn’t penetrate this darkness. Go back to encounter 5, page 84, and continue it.

055: If you got a check result of 15 or higher, go to 011, page 88. If not, you learn little of value. Go back to encounter 3, page 81, and continue it.

056: Go to encounter 5, page 84. You arrive in the start area.

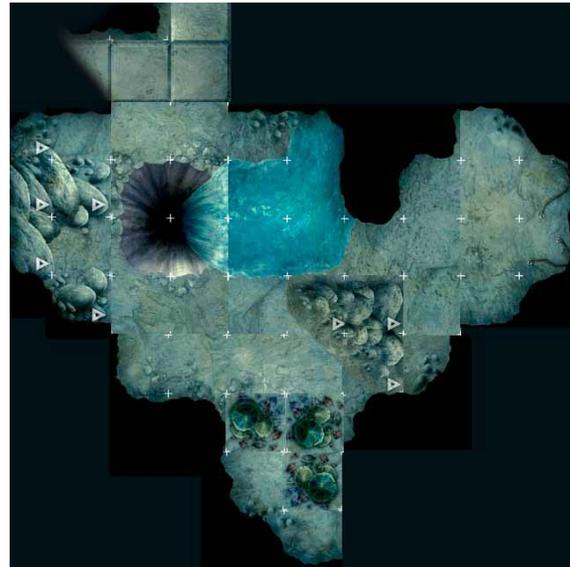
057: If your check result was 15 or higher, go to 087, page 94. Otherwise, go back to encounter 5, page 84, and continue it.

058: You plummet into the chasm, falling into water, taking 1d10 damage from the fall and landing prone. (If a tainted root is dragging you, it dies from the fall.) If the fall reduced you to 0 hit points, you quickly drown and your adventure is over. Otherwise, go to 080, page 94.

059: You have thwarted the wight’s dark plans and rescued the wight’s prisoners, your adventuring companions. They awaken shortly after the wight dies, and they reunite with you. Your memory returns quickly, and the ordeal has netted surviving heroes 500 experience points! In the lab, you recover your companions’ gear, and you also find 350 gp worth of valuables! Congratulations! This ends the adventure.

060: If the object was made of metal, go to 028, page 89. Otherwise, go to 102, page 95.

061: Bright light falls on walls as below, along with four fallen humanoid figures chained to the walls. If you investigate these figures, go to 137, page 98. Otherwise, go back to encounter 5, page 84, and continue it.



062: Splug simply won’t do what you want, and seems a little hurt that you’re pushing the issue. Really. Tears well up. You can attempt the check again with another skill. Or you can go back to what you were doing.

063: Make an Athletics check to jump. A hero that jumps 2 or more squares (DC 10) makes it to the root and can use it to climb down (Athletics DC 5 to climb). A fall while jumping or climbing leads to 058, page 92. Otherwise, go to 106, page 96.

064: Splug screams like a tiny youngster and goes under the water. If you are in an adjacent square, you have a chance to grab him before he goes completely under by using a standard action on your turn. If you try this, go to 101, page 95. Otherwise, go to 003, page 88.

065: The creature that entered the campfire square takes 1d4 fire damage. That creature takes another 1d4 fire damage each time it ends its turn in the fire. Being in the campfire square grants a +2 bonus to defenses against the tainted roots. Go back to encounter 1, page 77, and continue it.

066: You find nothing of interest. Go back to encounter 3’s Conclusion, page 82, and choose another option.

067: Splug starts to sidle forward with a sigh, as if he’s resigned to obeying Voyvod. Move him 1 square closer to Voyvod. If you accept the drink—not necessarily to drink it yet—move both heroes adjacent to Voyvod and go to 033, page 90. Refusal forces you to 029, page 90. You can attack by going back to encounter 6, page 85, and starting combat.

068: The ladder leads up 10 feet to a stone trap door. If a hero climbs the ladder (no check required) and attempts to inspect the trap door, go to 132, page 98. To open the trap door (minor action), go to 006, page 88. Otherwise, go back to encounter 4, page 83, and continue it.

069: Climbing the side of the chasm requires a successful DC 15 Athletics check. Make note of the number of the square where each hero enters the chasm. If you fall while climbing, go to 058, page 92. Otherwise, go to 042, page 91. Or go back to encounter 1's Conclusion, page 78, and make another choice.

070: The root leads back up to the campsite in encounter 1, in the square shown here. A fall while climbing deals 1d10 damage and lands the hero prone in the water in square "D." Getting back to the campsite requires a jump across the chasm (Athletics DC 10). If you go back to encounter 1, page 77, choose a conclusion option there. If all heroes leave encounter 2 this way, any monsters left in encounter 2 pursue by climbing the root. Or you can return to encounter 2, page 79, by climbing down again.



071: You sense nothing special, but you can retry the Perception check once as a minor action (go to 114, page 96). Otherwise, go back to encounter 3, page 81, and continue it.

072: "We are Voyvod. We are eternal. Majestic. Great. Our nosism is appropriate. Through us, much shall be born. You are too small in mind and sight to understand us." Go to 012, page 88, and continue.

073: Athletics DC 10 to climb the rope from the cavern floor. A fall while climbing deals 1d10 damage and the hero lands prone. Climbing leads back to the numbered square you noted for the rope in encounter 1 (page 78, choose a conclusion option there; or return to encounter 2, page 79). If all heroes leave encounter 2 this way, any monsters left alive in encounter 2 pursue by climbing the rope.

074: The circle is a blood sigil. A creature standing in any square the circle touches can take 1d6 damage to treat a natural attack roll of 19 as a critical hit. A creature that dies in the circle will be turned to black dust. Go back to encounter 4, page 83, and continue it.

075: It takes 1 minute (10 rounds) to look around the area and attempt a Perception check. You can take longer if you want—5 minutes allows you to take 10 on the check. On a check result of 15 or higher go to 032, page 90. Otherwise, go to 066, page 92.

076: Bright light illuminates only what you see on the map below. If you move further into the darkness, go to 061, page 92. Otherwise, go back to encounter 5, page 84, and continue it.



077: Attempt a DC 15 Athletics check. Success leads you to 118, page 97. Failure forces you to 025, page 89.

078: Make another Arcana check. If you get a 15 or higher, go to 017, page 89. Otherwise, you can learn nothing more. Return to encounter 3, page 81, and continue it.

079: “Yes. Our creatures are collectors who bring us subjects for our experiments. Subjects such as you and your companions and experiments with magic too great for you to grasp. Soon, Voyvod shall rule this area. We shall have an army and slaves, dead and living. You needn’t worry yourself over it. You won’t be there.” Go back to 124, page 97, and continue.

080: Go to encounter 2, page 79. Each hero arrives in the start area, in a numbered square corresponding with the numbered square that hero came from in encounter 1.

081: Grabbing the tree provides the hero who grabbed it greater leverage, granting a +2 bonus to attempts to escape and a +2 bonus to Fortitude against the *drag* attack. Go back to encounter 1, page 77, and continue it.

082: The zombie shudders and lurches upright, standing in one grotesque motion. It regains 10 hit points, but it has only a standard action on this turn. It attacks or charges to attack if it can. Otherwise, it moves toward the closest hero. If the zombie drops to 0 hp again while in the sigil circle, you should go to 034, page 90. Now go back to encounter 4, page 83, and continue it.

083: You are pulled under the water and through a cavern. Attempt a DC 15 Athletics check to swim. Whether the check fails or not, go to encounter 3, page 81.

084: The wight is unusual in that it doesn’t appear to be vulnerable to radiant damage. However, you sense a weakness and you deal 4 extra radiant damage on your next attack that deals radiant damage. Go back to encounter 6, page 85, and continue it.

085: If each hero got a Stealth check result of 11 or higher, the heroes receive a surprise round. Otherwise, combat begins normally. Go back to encounter 3, page 81, and continue it.

086: You’re disoriented in churning water for a few moments, then you manage to stand just as Splug falls, squealing, into the chasm with you. He takes 1d10 damage from the fall, plus 2 damage for each square he was away from the chasm when you fell in, and he lands prone. Go to 080, page 94.

087: These mushrooms are barrow caps, spirit fortifying but mildly toxic to the body. Eating one of them grants the eater 10 temporary hit points (until expended or the end of your next short rest) but also imposes a –2 penalty to saving throws (save ends during combat, or this lasts until the end of your next short rest). If you eat one, go to 020, page 89. Otherwise, go back to encounter 5, page 84, and continue it.

088: Voyvod attacks you! Go back to encounter 6, page 85, and begin combat.

089: A hero can swing on the root as shown below. Once the task is done, go back to encounter 2, page 79, and continue it.

Swinging Root

At-Will Terrain

This root is long enough to allow you to swing across the cavern.

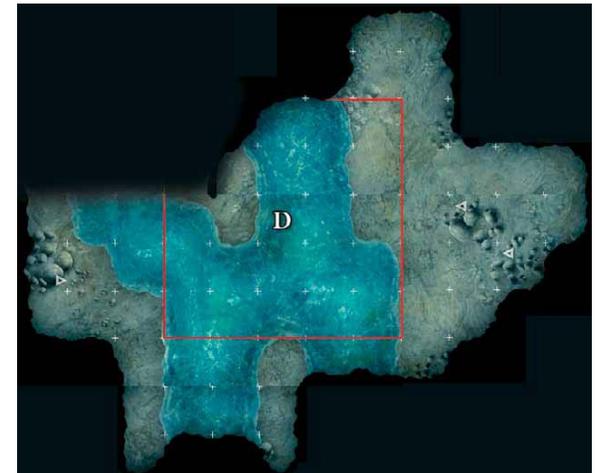
Move Action

Requirement: You must be in the root’s square to use this power.

Check: Athletics check (DC 10) to swing from the root’s square to one of the squares within the root’s red-line-bounded area.

Success: You move in a straight line from the root’s starting square to the ending square you selected, and you ignore difficult terrain for this movement. You can let go of the root at any point during this movement, and you can make a standing jump in any direction from that point. You provoke opportunity attacks only for leaving your initial square. If you reach an ending square, you can make a running jump. You must jump along the same straight line as the swinging root’s path.

Failure: You do not move, and your move action ends.



090: The hero loses a healing surge. Each hero can lose only one healing surge in this way. Go back to encounter 3, page 81, and continue it.

091: The passage leads to a dead end, but a suspicious one. The wall in front of you is wooden and hinged on the right. You quickly spot a clasp and discern that this is a secret door, and you are standing on the undisguised side. If you open the door stealthily, go to 115, page 96. You can instead burst through the door forcefully by going to 077, page 93. Simply opening the door leads to 025, page 89.

092: Light doesn't seem to penetrate the darkness. Go back to encounter 5, page 84, and continue it.

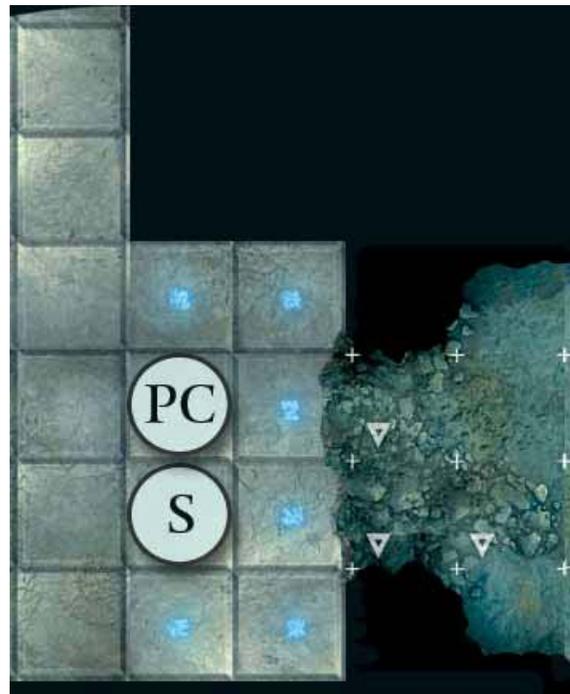
093: If you attack, you gain a surprise round. You also have a moment more with the drink, to examine it if you wish. Go back to 033, page 90, and continue.

094: Attempt an Athletics check or Acrobatics check to climb (DC 20)—the pipe is slippery, but the narrow space provides plenty of support for the strong or the dexterous. If you fall, you take 1d10 damage. You can quit at any time by going back to encounter 2, page 79, and choosing another option. If you succeed, go to 056, page 92.

095: "We are Voyvod, what such as you might call a wight. An undead creature, unburdened by a soul, immortal." Go back to 124, page 97, and continue.

096: You take 5 cold and necrotic damage, and you grope around in the silent, bewildering darkness. You can stay (go to 112, page 96) or you can light a light (go to 076, page 93). Otherwise, you can leave the darkness and go back to encounter 5, page 84, and continue it.

097: The heroes are suddenly blinded and feel a floating sensation for a second. The blindness ends as encounter 4 starts, and you notice the runes are illuminated, having moved the heroes and the rocks and dust on the worked stone. As shown on the map here, you start encounter 4 in the square marked PC; Splug, if present, starts in the square marked S. Remaining bats from encounter 3 follow you, but if the tainted root pod still lives, it does not. You are also



subject to this attack. After resolving this attack, go to encounter 4, page 83, and continue it.

Runes

Runes flare, your vision goes white, and your mind is filled with pain.

Attack: +5 vs. Will.

Hit: You are dazed until the end of your next turn.

098: You jump safely into the stream, landing on your feet. Go to encounter 2, page 79.

099: The monster's eyes flare red, and one can easily sense the circle is infusing violent intent with more power. A creature standing in a circle square can take 1d6 damage to treat a natural attack roll of 19 as a critical hit. The zombie does this whenever possible, but the wisps never do. Go back to encounter 4, page 83, and continue it.

100: Voyvod howls in rage and attacks you before you can learn more about the drink. Go back to encounter 6, page 85, and begin combat.

101: Make a Strength-based attack (d20 + Str modifier). If you hit, you grab Splug, and you can pull him into an unoccupied square adjacent to you. Then you can go back to encounter 2, page 79, and continue it. If you fail to grab Splug, go to 003, page 88.

102: Nothing happens. Go back to encounter 3, page 81, and continue it.

103: As it is grabbed, the tent falls down! The hero who grabbed it takes a -2 penalty to attempts to escape and a -2 penalty to Fortitude against the *drag* attack until the start of that hero's next turn. Go back to encounter 1, page 77, and continue it.

104: The circle causes the blood to burn and aggression to rise, and a creature standing in a circle square can take 1d6 damage to treat a natural attack roll of 19 as a critical hit. The zombie does this whenever possible, but the wisps never do. Go back to encounter 4, page 83, and continue it.

105: If you accept the drink—not necessarily to drink it yet—move adjacent to Voyvod and go to 033, page 90. Refusal forces you to 029, page 90. You can also simply attack by going back to encounter 6, page 85, and starting combat.

106: Go to encounter 2, page 79. You arrive in the start area, in the square marked “D” for the dangling root. If Splug follows you this way, he arrives in an unoccupied square adjacent to you in the start area.

107: The drink is an acidic poison of some sort, and you can be certain it's harmful. You can attempt a Religion check (DC 15) and go to 016, page 89, if you succeed. Otherwise, go to 033, page 90.

108: The pipe quickly turns upward, a dim circle of light revealing the pipe's other end high above. It looks slippery, but you can try to climb it (go to 094, page 95). Or you can go back to encounter 2's Conclusion, page 80, and choose another option.

109: “Your erstwhile companions sleep, unlike you, in the thickest darkness of the cavern until we wish to use them. They sleep until Voyvod no longer wishes it.” Voyvod points to the southern exit from the room. Go back to 124, page 97, and continue.

110: A small vial remains among the dust on the sigil circle. It's a *gravespawn potion*. Go back to encounter 4's Conclusion, page 83, and choose another option.

Gravespawn Potion Level 5

This deep purple, putrescent liquid fends off diseases and poisons.

Potion 50 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

111: As your insult falls from your lips and takes root, Voyvod's look of amusement becomes a mask of rage. “They” attack! Go back to encounter 6, page 85, and begin combat.

112: Cold darkness envelops and disorients you, and you take 5 cold and necrotic damage. You tumble around in the darkness for a while. You can stay (go to 096, page 95) or you can light a light (go to 036, page 90). Otherwise, go back to encounter 5, page 84, and continue it.

113: You quickly recover a rope (50 feet), a *healing potion*, your backpack, your bedroll, an extra bedroll, 1 sunrod, a metal pot, a metal pan, and a full waterskin. You can take any or all of this gear. Note what you take. This takes 6 rounds. Now, go back to encounter 1's Conclusion, page 78, and choose another option.

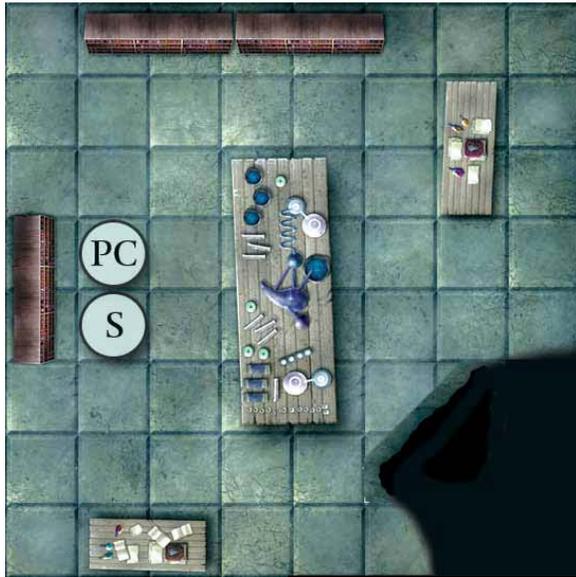
114: If you got a Perception check result of 15 or higher, go to 135, page 98. Otherwise, go to 071, page 93.

115: Attempt a DC 12 Stealth check. Success leads you to 118, page 97. Failure forces you to 025, page 89.

116: Attempt a Bluff, Diplomacy, or Intimidate check (DC 12). You gain a +2 bonus to this check if Splug is better than you are at the task, such as when his skill is higher than yours. You take a -2 penalty to this check if you are better than Splug at the task, such as when your skill is higher. You also take a -2 penalty to this check if you're asking Splug to go somewhere alone, even for a moment. If you succeed, go to 035, page 90. Failure means a trip to 062, page 92.

117: The root leads to the cavern ceiling 10 feet up. A fall while climbing deals 1d10 damage and lands the hero prone in square D2. Nearby monsters pursue climbers up the root, as far as they are able, since the climber probably grants combat advantage while climbing the root.

118: You arrive at encounter 6, page 85, in the square shown here (PC); Splug arrives in the square marked (S). You have surprised the monsters there.



119: The object is unharmed but a curl of smoke or steam rises from the water with a hiss. If you threw the object in, it sinks. To recover it, you must enter the pool. Go back to encounter 3, page 81, and continue it.

120: Go to encounter 6, page 85. Choose the western start area or northern start area, whichever is most appropriate to how you entered the room.

121: You drink the potion, which tastes sweet and tangy, and Voyvod smiles. Your flesh quickly goes cold, your innards burn, and the world goes black. You never awaken again, and your adventure is over.

122: You sense residual magic in the area. The eerie glow and the monsters are likely a result of this magic. If you spend a minor action to investigate further, go to 023, page 89. Otherwise, go back to encounter 1, page 77, and continue it.

123: You can use a standard action to attempt an Arcana check (trained only) or Thievery check by going to 055, page 92. Otherwise, go back to encounter 3, page 81, and continue it.

124: As the wispy shapes begin to whimper and groan, the thin humanoid raises a hand and speaks to you in a hoarse whisper. “We are Voyvod. Welcome to our home. I see our creatures have brought you to us as we wished. You seem to be more resilient than your companions. You shall make an excellent subject for our experiments.” You can attack by going back to encounter 6, page 85, and continuing it. You can instead speak to Voyvod, who seems willing to talk and amused at your presence. Here are some options:

- ◆ What are you? (Go to 095, page 95.)
- ◆ This is your home? (Go to 053, page 92.)
- ◆ Do I/we amuse you? (Go to 040, page 91.)
- ◆ What do you mean “your creatures”? (Go to 021, page 89.)
- ◆ You had me brought here? (Go to 079, page 94.)
- ◆ What about my companions? (Go to 109, page 96.)
- ◆ Can I/we leave? (Go to 047, page 91.)
- ◆ Why do you keep referring to yourself as “we”? (Go to 072, page 93.)
- ◆ Insult Voyvod. (go to 111, page 96)

- ◆ End the conversation by going to 012, page 88.
- ◆ Attack! Go back to encounter 6, page 85, and roll initiative.

125: Unlike you and Splug, monsters with darkvision can see in and through the darkness in here. Go back to encounter 6, page 85.

126: Other than the sparkling eyes of the frog pipe, which you might already know all about, you turn up nothing of interest. Go back to encounter 2’s Conclusion, page 80, and choose another option.

127: Moving across the table smashes bottles and scatters paper. This enrages the wight but has little other effect. Go back to encounter 6, page 85, and continue.

128: Go to encounter 2, page 79. You arrive in the start area, in a numbered square corresponding with the numbered square you came from in encounter 1. If Splug follows you this way, he arrives in an unoccupied square adjacent to you in the start area.

129: The mushrooms provide no obstacle, and moving through them is harmless. Go back to encounter 5, page 84.

130: You find nothing of interest. Go back to encounter 2’s Conclusion, page 80, and choose another option.

131: The chasm wall ends after about 10 feet, but it opens into a wider area lit by a green light. The light shimmers on running water about 20 feet below. On the far side of the chasm dangles a root that could allow easy climbing. You would need to jump about 10 feet to reach that root. Otherwise, the chasm sides look rough, and there's no reason to risk a jump to the chasm's other side other than to make use of the root there. If you jump into the chasm, go to 058, page 92. If you jump to the root, go to 063, page 92. If you climb down the near side, go to 069, page 93. If you have a rope, go to 037, page 90. You can also go back to encounter 1, page 77, and choose another option.



132: Attempt a DC 15 Perception check, and go to 045 if you succeed. Otherwise, you see nothing unusual about the trap door. You can open it (minor action) and go to 006, page 88. Or you can go back to encounter 4, page 83, and continue it.

133: You sense residual magic in the area. The chasm and the creepy roots are likely a result of this magic. You remember the burning eyes in your dream, and you suspect you'll be facing someone or something that has necromantic powers. Go back to encounter 1, page 77, and continue it.

134: The hero takes 1d6 damage from the rough passage through the water. Now go to encounter 3, page 81. The hero is dazed until the end of his or her first turn.

135: You notice runes etched into the stones. Dust obscures them enough that you might not have seen them before. You needn't do so now, but make a note that you can examine the runes (go to 123, page 97), throw something on the runes (go to 060, page 92), or touch the runes (go to 097, page 95).

136: Magic is strong here, especially in the circle of sigils. If you spend a minor action to investigate further, go to 041, page 91. Otherwise, go back to encounter 4, page 83, and continue it.

137: These people are clearly alive but in some sort of magical stupor. They wear only tattered mundane clothing. You suddenly realize that these people are your traveling companions! Perhaps you can find something to rouse them, but nothing here does the trick. You need to leave the area if you hope to find such an item. Go back to encounter 5, page 84, and continue it.