

The Scourge of Icewind, Pt. 2

For PCs level 14

General Drull of Horizon Reach has asked the PCs to look into the ongoing troubles that seem to be plaguing areas of civilization. He has already paid the PCs a large advance of gold to find answers. General Drull tells the PCs that they could, perhaps, learn something by inquiring of the citizens of Horizon Reach, and investigating any rumors that might lead to a solution.

Rumors:

The Streets:

General Drull has no idea as to what is going on.

Calrin Dovemire: This young soldier tells the PCs that he has heard that an opening to the Underdark is somewhere nearby. Perhaps that could have something to do with it.

Donovann Freeman: This aged soldier tells the PCs that he has heard rumors of a bestial uprising to the east of the city. He says he heard that an elder dragon is amassing troops to “reclaim” Icewind Dale from the humans.

Dooly’s Inn & Tavern:

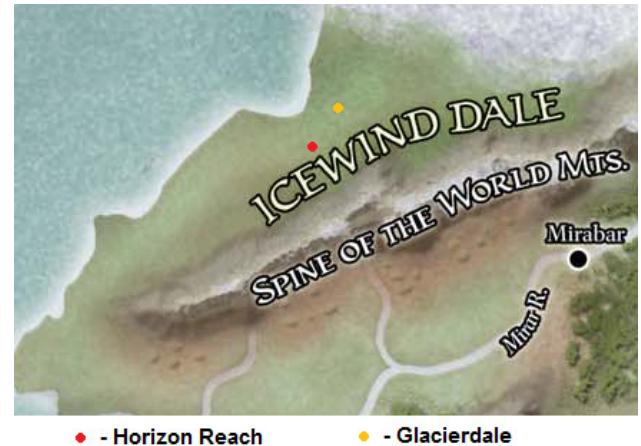
Dooly: The owner, Dooly, a dwarf, tells the PCs that he hears things from time to time, such as an opening to the Underdark somewhere near the town, but has no idea where it could be. He has also heard that mind-flayers are behind it all, but dismisses this as nothing but drunken rambling.

Shull Pollak: This old man, a retired soldier, tells the PCs that he, too, has heard that an opening to the Underdark lies near Horizon Reach. From what he says, the opening is close enough to walk to in a day’s time. He says he thinks it might be to the east of the town.

Milla Gorman: The barmaid in Dooly’s tells the PCs that she gets to hear pretty much all the rumors that float through the tavern. She says she has heard repeatedly about the Underdark opening, and that it does, indeed, lie to the east of town. She says that everything she’s heard points to an old, abandoned town that died during the Spellplague.

“Lanky” Moorwind: The local drunk of Horizon Reach, Lanky tells the PCs that the mind-flayers are coming. He says that they’ve had their eyes on the town for some time, and that an old white dragon is putting them up to it all. He says he wears a chainmail hood to prevent the mind flayers from “reading his mind”.

Should the PCs decide to investigate the rumors of an opening to the Underdark east of town, Milla will gladly draw them a map to the abandoned town. She says the town used to be called Glacierdale. The trip will take less than one day on foot, and only a few hours on horseback. Horses can be purchased in the market area of town for 40gp each. If they wish, the PCs can also purchase a covered wagon for 60gp.



The Journey to Glacierdale:

After three hours on horseback, the PCs reach a series of snow-capped hills. As the hills grow more ever-present, the PCs should make a Perception check (DC 20). Failure indicates that the PCs notice nothing. Success indicates the PCs notice something of very large size slithering between the hills near them. If they failed the Perception check, the following encounter takes place with a surprise round. If they succeeded, combat takes place as usual.

Encounter (Level 16)

1- Ice Worm

XP- 7,000

The rest of the trip goes on without further encounters. As the PCs draw near to the abandoned town of Glacierdale, a successful Insight check (DC 20) leaves the PCs with a distinct sense of dread. Something is not as it seems at first glance.

The Abandoned Town of Glacierdale:



As the PCs make their way past the first few abandoned buildings, there is no doubt that the town has been forsaken. The buildings are in a severe state of dilapidation. Many have caved-in roofs, shattered windows, and rotting structures.

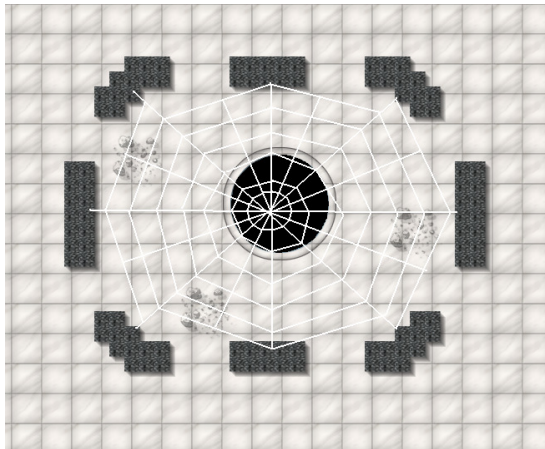
A successful Perception check (DC 20) will reveal the presence of small amounts of spider-webbing amid the abandoned buildings. As the PCs draw closer to the town center, whether they succeeded on the Perception check or not, they will notice the ever-growing presence of spider-webs. Some are so thick as to hide the alleyways between buildings, cover rooftops, and to hang like ropes from doorways.

The town center, or what is left of it, is a giant mass of spider webs. What looks like a few tall statues are completely encased in thick cords of webbing. The few sparse trees are all covered in webs. Considering the size of the area, it is quite breath-taking to see this much webbing in one place. As the PCs attempt to pass by the town center, a section of the webbing pulls away, and the following encounter takes place.

Encounter (Level 14)

1- Demonweb Terror
3- Drider Fanglords

XP- 5,000



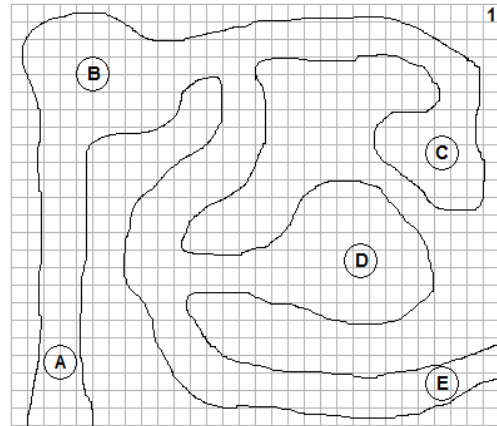
After the encounter, should the PCs investigate the opening in the webs, they will discover a large hole in the ground in the town center. The hole leads downward at an angle, vanishing into total darkness. Spider webs hang thickly from the walls and ceiling of the cavern. On a positive note, the temperature in the cavern is not nearly as cold as it is on the surface, and gets progressively warmer as it descends. Before it levels out, the cave temperature is warm enough that the PCs need no kind of cold-weather clothing for protection.

Into the Underdark:

The Underdark in this area of the world is not unlike any other area. The only exceptions are that occasionally creatures from the surface of an ice or arctic nature make their way into the depths. Due to the warmth of the

Underdark, however, they usually retreat back to the surface and a friendlier environment.

Not long after entering, the PCs get the attention of guardian drow, which will immediately attack.



A- Encounter (Level 14)

2- Drow Shadowspinners
2- Drow Blademasters
1- Drow Priest

XP- 6,400

Further down the caves, the walls widen out into a large cavern. In the center of the cavern is a large bonfire surrounded by a party of cyclops. They appear to be talking to each other, completely unaware of the presence of the PCs. Should the PCs succeed on a Stealth check (DC 20), they can surprise the cyclops.

B- Encounter (Level 14)

4- Cyclops Guards
2- Cyclops Warriors
2- Cyclops Ramblers
1- Cyclops Hower

XP- 4,100

Past the cave with the cyclops, the cavern forks to the right as well as continuing on forward. Should the PCs continue on forward, the cave eventually curves around to the right into a larger dead-end area. In this area is a make-shift place of prayer to the Spider-Queen Lolth. The drow and driders in this area immediately attack the PCs if they are spotted.

C- Encounter (Level 14)

2- Drider Fanglords
2- Drider Shadowspinners
2- Drow Priests

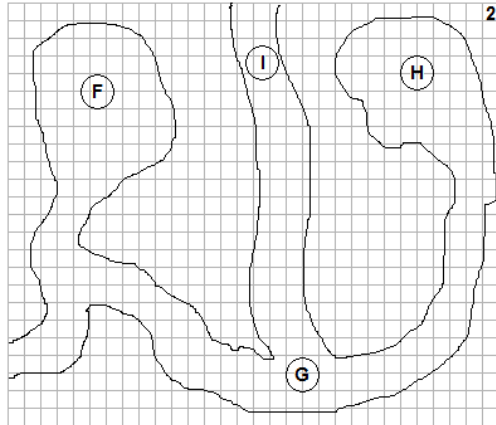
XP- 6,400

The right fork takes the PCs around a curve to another fork off to the left, as well as continuing on forward. The fork to the left leads a short distance to a cavern full of spider webs. In the center of the webs are several driders, all poised to attack.

D- Encounter (Level 14)

3- Drider Fanglords
 3- Drider Shadowspinners
 2- Drow Arachnomancers
XP- 7,600

Continuing on forward, **Area E** on the map is the transition to map 2.



The cave once again forks, this time to the left and to the right. Should the PCs take the left fork first, it is a short distance to a large dead-end cave. In the center of the cave is a dead drow. Hauling over it are three Hook Horrors.

F- Encounter (Level 13)

3- Hook Horrors
XP- 2,400

Continuing down the right-hand fork, the cave slowly curves to the left and to another fork that leads off to the left, while the cave also continues on forward. In the middle of the fork is a small band of drow, apparently on their way toward the ruckus made by the PCs in their fight with the Hook Horrors. They immediately attack.

G- Encounter (Level 14)

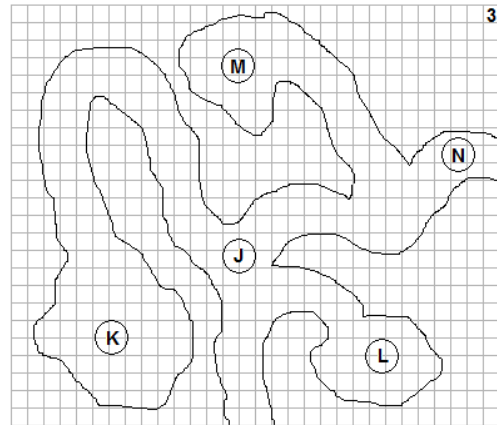
2- Drow Arachnomancers
 2- Drow Priests
 2- Drow Shadowspinners
XP- 7,200

Continuing down the main cave, it winds around, eventually ending up at a dead-end cavern. Another band of cyclops is waiting in the cave, armed and prepared for whatever might enter. They will attack on sight.

H- Encounter (Level 15)

2- Cyclops Impalers
 4- Cyclops Guards
 2- Cyclops Warriors
 2- Cyclops Ramblers
 1- Cyclops Hewer
XP- 7,100

The cave that forked off to the left leads to the transition from map 2 to map 3.



Directly ahead, an intersection awaits the PCs. Standing in the center of this intersection are 2 mind flayers. They appear to be waiting for the PCs. As the PCs approach, the mind flayers split up, one going off toward the right, the other to the left. When the PCs finally reach the intersection, the mind flayers return, this time with friends. They immediately attack.

J- Encounter (Level 14)

6- Mind Flayer Infiltrators
XP- 6,000

The cave splits sharply to the right, continues forward, veering to the right, and veering to the left. Should the PCs take the left fork, it is a good distance, then the cave curves sharply to the left. Continuing on, the cave ends at a large cavern. In this cavern is a mixture of drow, driders, and mind flayers. Apparently, they are having a conference of some sort. With the arrival of the PCs, all members of the group immediately attack.

K- Encounter (Level 14)

2- Mind Flayer Infiltrators
 2- Drow Arachnomancers
 1- Drow Priests
 2- Drider Fanglords
 1- Drider Shadowspinner
XP- 7,800

Down the sharp right fork, the cave only goes a short distance before emptying into a dead-end cavern. In the cavern are several mind flayers with two dead drow in their arms. Upon seeing the PCs, the mind flayers drop the drow and attack.

L- Encounter (Level 14)

5- Mind Flayer Infiltrators
XP- 5,000

The gradual right fork leads around a curve to yet another fork. The cave veers off sharply to the left, and continues on forward. Should the PCs take the left-hand fork, the cave terminates quickly at a dead-end cave. The PCs are to make a Perception check (DC 30). Success indicates that the PCs are aware that the large stalagmite in the center of the cavern is actually a roper. Failure indicates

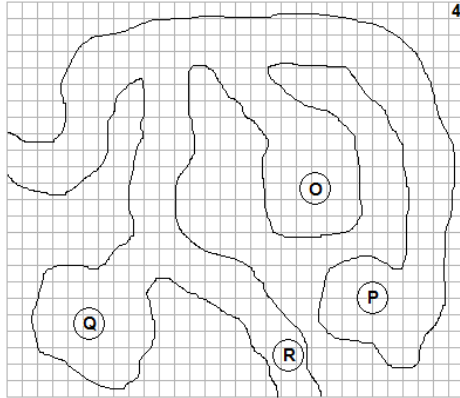
that the roper gains a surprise round and attacks immediately when the PCs get close enough.

M- Encounter (Level 14)

1- Roper

XP- 2,000

The forward path (N) is the junction of maps 3 and 4.



The cave curves around to the left, then the PCs come to a three-way fork. One path leads straight on ahead, one leads gradually to the right, and the final one turns sharply to the right.

Down the path that curves to the right sharply, it is a short distance to a dead-end cavern. In the middle of the cavern is a mind flayer with two drow kneeling before him. When the PCs are spotted, the mind flayer commands the drow to attack.

O- Encounter (Level 15)

1- Mind Flayer Infiltrator

2- Drow Priests

XP- 3,400

Should the PCs take the forward path, it leads gradually around to the right, terminating at a dead-end cave. In this cave is a large throne. Sitting on that throne is a mind-flayer. On either side of him are several drow. The drow look very lifeless until the mind flayer points toward the PCs, at which time the drow attack viciously.

P- Encounter (Level 18)

4- Drow Shadowspinners

2- Drow Blademasters

1- Mind Flayer Mastermind

XP- 11,200

Down the final path immediately to the right, the cave curves slightly to the left. A cave forks off to the right, but only goes a short distance. Visible in the cavern that dead-ends at the end of the right-hand fork are two drow releasing the chains from several cyclops. When the PCs are noticed, the drow command the cyclops to attack.

Q- Encounter (level 16)

2- Drow Blademasters

4- Cyclops Hewers

XP- 8,800

The area marked (R) is the exit from the caves. Light can be seen from the edge of area (Q), and grows brighter until the end of the cave is reached. As the PCs exit the cave, it appears that they are in the middle of nowhere, knee-deep in snow. A more careful look will reveal Glaciertdale far to the west of the PCs.

As soon as the PCs begin making their way toward Glaciertdale, they are to make a Perception check (DC 30). Failure indicates they see nothing. Success reveals an odd glimmer amidst the falling snow only a few squares away from them. If the check is a success, the following round three mind flayers will appear in the place of the glimmering. One points toward the PCs, then speaks telepathically to them:

“You silly fools. All you’ve done is anger Krellix. Your interference has set his plans back, and for that, he has marked you for death. We’re simply here to collect the bounty...”

After speaking, the mind flayers attack.

Encounter (Level 18)

2- Mind Flayer Infiltrators

1- Mind Flayer Mastermind

XP- 6,000

After the encounter, should the PCs check the bodies of the slain mind flayers, they will find a scroll rolled up tightly. Unrolling the scroll will reveal writing in Draconic. If any of the PCs can read Draconic, the scroll states:

The humans are becoming a bigger threat. Of highest importance are the two sent to Glaciertdale. They are the most threatening. Destroy them before they learn of our plans. Failure will not be tolerated. I will be on my way to Horizon Reach in two days’ time. I do not wish to see the two travelers there when I arrive. That town will be destroyed before the sun sets that day.

Krellix
Your Lord and Master

The PCs realize that time has just become of the essence, as they are unsure if the note was written today or yesterday. It will take a full day to return to Horizon Reach, even on horseback.

When they reach Horizon Reach, all appears sound and just as they left it. General Drull meets the PCs at the gate and inquires of their findings. When the PCs tell the General what they have seen and heard, he grows very quiet and nods his head. He tells the PCs that they must prepare for the coming of Krellix.

END PART TWO

Total XP: the PCs reach 18th level

Total GP: 300,000

Ice Worm	Level 16 Solo Soldier
Huge natural beast (blind)	XP 7,000
Initiative +13 Senses Perception +10	
HP 780; Bloodied 390	
AC 33; Fortitude 34, Reflex 30, Will 29	
Immune cold	
Saving Throws +5	
Speed 6	
Action Points 2	
⬇ Bite (standard; at-will) ♦ Poison	
Reach 3; +21 vs. Reflex; 2d8 + 7 damage, and ongoing 10 poison damage (save ends).	
⬇ Stampeding Charge (standard; at-will)	
The ice worm attempts to trample an enemy with its numerous legs. +21 vs. Reflex; 2d8 + 7 damage. <i>Miss</i> : Half damage. The ice worm can shift 2 squares after this attack.	
⚡ Frost Cloud (standard; recharge ☞ ☞ ☞) ♦ Cold	
The ice worm spews out a cloud of freezing cold air. Close burst 3; +21 vs. Reflex; 2d8 + 7 damage and ongoing 10 cold damage (save ends). <i>Aftereffect</i> : The target is slowed (save ends).	
Alignment Unaligned Languages —	
Str 24 (+15) Dex 16 (+11) Wis 14 (+10)	
Con 20 (+13) Int 2 (+4) Cha 4 (+5)	

Cyclops Guard	Level 14 Minion
Large fey humanoid	XP 250
Initiative +8 Senses Perception +13; truesight 6	
HP 1; a missed attack never damages a minion.	
AC 27; Fortitude 26, Reflex 23, Will 23	
Speed 6	
⬇ Battleaxe (standard; at-will) ♦ Weapon	
Reach 2; +17 vs. AC; 7 damage.	
Evil Eye (immediate reaction, when a melee attack misses the cyclops guard; at-will)	
The cyclops guard makes a melee basic attack against the attacker.	
Alignment Unaligned Languages Elven	
Str 22 (+11) Dex 16 (+8) Wis 17 (+8)	
Con 20 (+10) Int 11 (+5) Cha 11 (+5)	
Equipment hide armor, heavy shield, battleaxe	

Cyclops Warrior	Level 16 Minion
Large fey humanoid	XP 350
Initiative +11 Senses Perception +18; truesight 6	
HP 1; a missed attack never damages a minion.	
AC 32; Fortitude 31, Reflex 27, Will 29	
Speed 6	
⬇ Battleaxe (standard; at-will) ♦ Weapon	
Reach 2; +22 vs. AC; 8 damage.	
Evil Eye (immediate reaction, when a melee attack misses the cyclops warrior; at-will)	
The cyclops warrior makes a melee basic attack against the attacker.	
Alignment Unaligned Languages Elven	
Str 25 (+15) Dex 16 (+11) Wis 20 (+13)	
Con 22 (+14) Int 10 (+8) Cha 13 (+9)	
Equipment hide armor, heavy shield, battleaxe	

Cyclops Impaler	Level 14 Artillery
Large fey humanoid	XP 1,000
Initiative +10 Senses Perception +16; truesight 6	
HP 111; Bloodied 55	
AC 28; Fortitude 28, Reflex 25, Will 26	
Speed 8	
⬇ Spear (standard; at-will) ♦ Weapon	
Reach 2; +19 vs. AC; 1d10 + 6 damage.	
↘ Spear (standard; at-will) ♦ Weapon	
Ranged 10/20; +19 vs. AC; 1d10 + 6 damage.	
↘ Impaling Volley (standard; recharge ☞ ☞) ♦ Weapon	
The cyclops impaler makes 2 ranged spear attacks against different targets no more than 2 squares apart; range 10; +19 vs. AC; 2d6 + 6 damage, and ongoing 5 damage (save ends).	
Evil Eye (minor; at-will)	
Range sight; the cyclops impaler gains a +2 bonus to ranged attacks made against the target. It can designate only one target with its <i>evil eye</i> at a time.	
Alignment Unaligned Languages Elven	
Skills Athletics +18	
Str 23 (+13) Dex 16 (+10) Wis 19 (+11)	
Con 21 (+12) Int 10 (+7) Cha 12 (+8)	
Equipment leather armor, 12 spears (in sheaf over back)	

Cyclops Rambler	Level 14 Skirmisher
Large fey humanoid	XP 1,000
Initiative +12 Senses Perception +16; truesight 6	
Mocking Eye aura 10; an enemy in the aura that makes an opportunity attack against any target takes a –5 penalty to the attack roll.	
HP 141; Bloodied 70	
AC 29; Fortitude 28, Reflex 25, Will 26	
Speed 8	
⬇ Greatsword (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 1d12 + 6 damage.	
↘ Evil Eye (minor; at-will)	
Ranged 20; the cyclops rambler can designate only one target with its <i>evil eye</i> at a time. It can move 2 squares any time it shifts from a square adjacent to the designated target.	
Feywild Alacrity (free, when the cyclops rambler hits the target of its <i>evil eye</i> power; recharge ☞ ☞)	
The cyclops rambler gains an extra move action, which it must use before the end of its turn.	
Alignment Unaligned Languages Elven	
Str 23 (+13) Dex 16 (+10) Wis 19 (+11)	
Con 21 (+12) Int 10 (+7) Cha 12 (+8)	
Equipment chainmail, greatsword	

Cyclops Hewer	Level 16 Soldier
Large fey humanoid	XP 1,400
Initiative +13 Senses Perception +18; truesight 6	
HP 158; Bloodied 79	
AC 33; Fortitude 31, Reflex 27, Will 29	
Speed 8	
⬇ Battleaxe (standard; at-will) ♦ Weapon	
Reach 2; +23 vs. AC; 1d12 + 7 damage.	
↘ Evil Eye (minor; at-will)	
Ranged 20; the cyclops hewer can designate only one target with its <i>evil eye</i> at a time and gains the following effects:	
♦ If the designated target misses one of the cyclops hewer's allies with a melee attack, the cyclops hewer can make a melee basic attack against that enemy as an immediate reaction.	
♦ If the designated target moves out of the cyclops hewer's reach, the cyclops hewer can shift 1 square toward the target as an immediate reaction.	
Alignment Unaligned Languages Elven	
Str 25 (+15) Dex 16 (+11) Wis 20 (+13)	
Con 22 (+14) Int 10 (+8) Cha 13 (+9)	
Equipment chainmail, light shield, battleaxe	

Drider Fanglord	Level 14 Brute
Large fey humanoid (spider)	XP 1,000
Initiative +12 Senses Perception +15; darkvision	
HP 172; Bloodied 86	
AC 26; Fortitude 27, Reflex 25, Will 23	
Speed 8, climb 8 (spider climb)	
⬇ Greatsword (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d12 + 7 damage.	
⬇ Quick Bite (minor; at-will) ♦ Poison	
Requires combat advantage; +16 vs. Fortitude; 1d4 damage, and ongoing 10 poison damage (save ends).	
☞ Darkfire (minor; encounter)	
Ranged 10; +16 vs. Reflex; until the end of the drider's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
☞ Web (standard; recharge ⏏⏏⏏⏏)	
Ranged 5; +15 vs. Reflex; the target is restrained (until escape). Escaping from the web requires a successful DC 25 Acrobatics check or DC 27 Athletics check.	
Alignment Evil Languages Elven	
Skills Dungeoneering +15, Stealth +17	
Str 24 (+14) Dex 21 (+12) Wis 16 (+10)	
Con 22 (+13) Int 13 (+8) Cha 9 (+6)	
Equipment leather armor, greatsword	

Drider Shadowspinner	Level 14 Skirmisher
Large fey humanoid (spider)	XP 1,000
Initiative +12 Senses Perception +14; darkvision	
HP 134; Bloodied 67	
AC 28; Fortitude 25, Reflex 26, Will 26; see also <i>shifting shadows</i>	
Speed 8, climb 8 (spider climb)	
⬇ Short Sword (standard; at-will) ♦ Necrotic, Weapon	
+19 vs. AC; 1d8 + 3 plus 2d6 necrotic damage; see also <i>melee agility</i> .	
☞ Slashing Darkness (standard; at-will) ♦ Necrotic	
Ranged 5; +17 vs. Reflex; 3d8 + 3 necrotic damage.	
☞ Web (standard; recharge ⏏⏏⏏⏏)	
Ranged 5; +17 vs. Reflex; the target is restrained (until escape). Escaping from the web requires a successful DC 26 Acrobatics check or DC 25 Athletics check.	
☞ Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drider shadowspinner's next turn. The cloud blocks line of sight for all creatures except the shadowspinner. Any creature entirely within the cloud (except the shadowspinner) is blinded until it exits.	
Combat Advantage	
The drider shadowspinner deals an extra 2d6 necrotic damage on melee and ranged attacks against any target it has combat advantage against.	
Melee Agility (free, when the drider shadowspinner hits with a melee attack; at-will)	
The drider shadowspinner shifts 1 square.	
Shifting Shadows	
If a drider shadowspinner moves at least 3 squares on its turn and ends its move 3 squares away from its previous position, it gains concealment until the end of its next turn.	
Alignment Evil Languages Elven	
Skills Dungeoneering +14, Stealth +15	
Str 13 (+8) Dex 17 (+10) Wis 14 (+9)	
Con 14 (+9) Int 12 (+8) Cha 17 (+10)	
Equipment leather armor, short sword	

Drow Arachnomancer	Level 13 Artillery (Leader)
Medium fey humanoid	XP 800
Initiative +8 Senses Perception +13; darkvision	
HP 94; Bloodied 47	
AC 26; Fortitude 22, Reflex 24, Will 24	
Speed 7	
⬇ Spider Rod (standard; at-will)	
+16 vs. AC; 1d6 damage, and the target is immobilized (save ends); see also <i>Lolth's judgment</i> .	
☞ Venom Ray (standard; at-will) ♦ Poison	
Ranged 10; +18 vs. Reflex; 2d8 + 3 poison damage, and ongoing 5 poison damage (save ends); see also <i>Lolth's judgment</i> .	
☞ Lolth's Grasp (standard; encounter) ♦ Necrotic, Zone	
Area burst 4 within 10; webs full of spectral spiders cover the zone (drow and spiders are immune); +16 vs. Reflex; the target is restrained (save ends). The zone is difficult terrain until the end of the encounter. Any creature that starts its turn in the zone takes 10 necrotic damage.	
☞ Spider Curse (standard; encounter) ♦ Necrotic	
Spectral spiders swarm over and bite the target: ranged 20; +16 vs. Will; 1d6 + 7 necrotic damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both); see also <i>Lolth's judgment</i> .	
☞ Venom Blast (standard; encounter) ♦ Poison	
Close blast 5; +14 vs. Fortitude; 2d6 + 10 poison damage. <i>Miss</i> : Half damage.	
☞ Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow arachnomancer's next turn. The cloud blocks line of sight for all creatures except the drow arachnomancer. Any creature entirely within the cloud (except the drow arachnomancer) is blinded until it exits.	
Lolth's Judgment (free, when the arachnomancer hits a target with a melee or a ranged attack; at-will)	
All spider allies within 20 squares of the arachnomancer gain a +2 bonus to attack rolls against the target until the end of the arachnomancer's next turn.	
Alignment Evil Languages Common, Elven	
Skills Arcana +14, Dungeoneering +13, Intimidate +8, Stealth +10	
Str 10 (+6) Dex 15 (+8) Wis 14 (+8)	
Con 10 (+6) Int 16 (+9) Cha 11 (+6)	
Equipment robes, spider rod	

Hook Horror	Level 13 Soldier
Large natural beast	XP 800
Initiative +12 Senses Perception +9; blindsight 10	
HP 137; Bloodied 68	
AC 28; Fortitude 27, Reflex 24, Will 24	
Speed 4, climb 4	
⬇ Hook (standard; at-will)	
Reach 2; +20 vs. AC; 1d12 + 7 damage, and the target is pulled 1 square.	
⬇ Rending Hooks (standard; at-will)	
The hook horror makes two hook attacks, each at a –2 penalty. If both hooks hit the same target, the hook horror deals an extra 1d12 damage and the target is grabbed (until escape).	
⬇ Bite (minor 1/round; at-will)	
Grabbed target only; +20 vs. AC; 1d8 + 7 damage.	
⬇ Fling (standard; recharge ⏏⏏)	
+19 vs. Fortitude; 2d12 + 7 damage, and the target slides 3 squares and is knocked prone.	
Alignment Unaligned Languages —	
Skills Athletics +18	
Str 24 (+13) Dex 19 (+10) Wis 16 (+9)	
Con 25 (+13) Int 3 (+2) Cha 12 (+7)	

Drow Priest	Level 15 Controller (Leader)
Medium fey humanoid	XP 1,200
Initiative +9 Senses Perception +12; darkvision	
Lolth's Authority aura sight; drow and spider allies in the aura gain a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
HP 139; Bloodied 69; see also <i>spider link</i>	
AC 28; Fortitude 24, Reflex 26, Will 28	
Speed 7	
⬇ Mace (standard; at-will) ♦ Weapon	
+18 vs. AC; 1d8 + 1 damage.	
⬇ Bite of the Spider (standard; only while bloodied; at-will)	
+17 vs. AC; 2d6 + 6 damage.	
✂ Pain Web (standard; at-will) ♦ Necrotic	
Ranged 5; +18 vs. Reflex; 1d6 + 5 necrotic damage, and the target is immobilized and weakened (save ends both).	
✂ Darkfire (minor; encounter)	
Ranged 10; +18 vs. Reflex; until the end of the drow priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
✂ Lolth's Wrath (standard; recharge ⏏) ♦ Necrotic	
Area burst 5 centered on a bloodied and willing drow ally; the ally explodes, releasing a burst of spectral spiders that bite all enemies in range; +20 vs. Reflex; 4d8 + 5 necrotic damage. The drow targeted by this power is slain.	
⬇ Spider Link (minor; at-will) ♦ Healing	
The drow priest can transfer up to 22 points of damage she has taken to a spider or a drow within 5 squares of her. She cannot transfer more hit points than the creature has remaining.	
Alignment Evil Languages Abyssal, Common, Elven	
Skills Bluff +17, Insight +17, Intimidate +19, Religion +15, Stealth +10	
Str 12 (+8) Dex 15 (+9) Wis 21 (+12)	
Con 11 (+7) Int 16 (+10) Cha 20 (+12)	
Equipment chainmail, mace	

Drow Blademaster	Level 13 Elite Skirmisher
Medium fey humanoid	XP 1,600
Initiative +13 Senses Perception +12; darkvision	
HP 248; Bloodied 124	
AC 30; Fortitude 25, Reflex 28, Will 24	
Saving Throws +2	
Speed 6	
Action Points 1	
⬇ Longsword (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d8 + 5 damage.	
⬇ Short Sword (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d6 + 5 damage.	
⬇ Blade Mastery (standard; at-will) ♦ Weapon	
The drow blademaster makes one longsword attack and one short sword attack.	
⬇ Excruciating Stab (standard; recharge ⏏) ♦ Weapon	
Requires longsword; +19 vs. AC; 3d8 + 5 damage, and the target is stunned (save ends).	
⬇ Whirling Riposte (free, when the blademaster's movement draws an opportunity attack; at-will) ♦ Weapon	
The drow blademaster makes a longsword attack against the triggering attacker.	
⚡ Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow blademaster's next turn. The cloud blocks line of sight for all creatures except the drow blademaster. Any creature entirely within the cloud (except the drow blademaster) is blinded until it exits.	
⚡ Whirlwind Attack (standard; recharge ⏏) ♦ Weapon	
Close burst 1; the drow blademaster makes a longsword attack against each adjacent enemy. He can make a secondary attack using his short sword against any enemy he hits.	
Alignment Evil Languages Common, Elven	
Str 15 (+8) Dex 21 (+11) Wis 13 (+7)	
Con 12 (+7) Int 12 (+7) Cha 12 (+7)	

Equipment scale armor, longsword, short sword	
Mind Flayer Infiltrator	Level 14 Lurker
Medium aberrant humanoid	XP 1,000
Initiative +16 Senses Perception +14	
HP 107; Bloodied 53	
AC 27; Fortitude 25, Reflex 27, Will 28	
Speed 7	
⬇ Tentacles (standard; at-will)	
+19 vs. AC; 2d6 + 5 damage, and the target is grabbed (until escape).	
⬇ Bore into Brain (standard; at-will)	
Grabbed or stunned target only; +17 vs. Fortitude; 3d6 + 5 damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.	
⚡ Mind Blast (standard; recharge ⏏) ♦ Psychic	
Close blast 5; mind flayers and their thralls are immune; +18 vs. Will; 2d8 + 6 psychic damage, and the target is dazed (save ends). <i>Miss</i> : Half damage, and the target is not dazed.	
Stalk the Senseless	
The mind flayer infiltrator is invisible to dazed or stunned creatures.	
Alignment Evil Languages Deep Speech, telepathy 10	
Skills Bluff +18, Diplomacy +18, Dungeoneering +14, Stealth +17	
Str 13 (+8) Dex 20 (+12) Wis 14 (+9)	
Con 17 (+10) Int 17 (+10) Cha 23 (+13)	

Roper	Level 14 Elite Controller
Large elemental magical beast (earth)	XP 2,000
Initiative +8 Senses Perception +10; darkvision	
HP 284; Bloodied 142	
AC 30; Fortitude 29, Reflex 24, Will 26	
Immune petrification	
Saving Throws +2	
Speed 2, climb 2 (spider climb)	
Action Points 1	
⬇ Tentacle (standard; at-will) ♦ Poison	
Reach 10; +17 vs. Reflex; 2d10 + 4 damage, and the target is grabbed (until escape or until the tentacle is hit; see <i>tentacle grab</i>). While the target is grabbed, it is also weakened.	
⬇ Double Attack (standard; at-will) ♦ Poison	
The roper makes two tentacle attacks.	
⬇ Reel (minor 2/round; at-will)	
The roper makes an attack against a creature it has grabbed; +17 vs. Fortitude; on a hit, the target is pulled 5 squares. The roper can use this power only against a grabbed target once per turn.	
⬇ Bite (standard; at-will)	
+19 vs. AC; 2d10 + 10 damage.	
Stony Body	
A roper that does not move, retracts its tentacles, and keeps its eye and mouth closed resembles a jagged rock formation, stalagmite, or stalactite. In this form, the roper can be recognized with a successful DC 30 Perception check.	
Tentacle Grab	
The roper can attack and grab with up to two tentacles at a time. While grabbing an enemy, it can act normally, but it can't use that tentacle for another attack. Enemies can attack the tentacle to make the roper let go of a grabbed creature; the tentacle's defenses are the same as the roper's. An attack that hits the tentacle does not harm the roper but causes it to let go and retract the tentacle.	
Alignment Evil Languages Primordial	
Skills Stealth +13	
Str 19 (+11) Dex 12 (+8) Wis 16 (+10)	
Con 22 (+13) Int 11 (+7) Cha 9 (+6)	

Demonweb Terror	Level 14 Elite Controller
Huge elemental beast (spider)	XP 2,000
Initiative +12 Senses Perception +13; tremorsense 10	
HP 296; Bloodied 148; see also <i>poison spray</i>	
AC 30; Fortitude 30, Reflex 26, Will 24	
Saving Throws +2	
Speed 6, climb 6 (spider climb)	
Action Points 1	
⬇ Bite (standard; at-will) ♦ Poison	
Reach 2; +17 vs. AC; 1d10 + 7 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).	
🕸 Web (minor 1/round; at-will)	
Ranged 10; +16 vs. Reflex; the target is immobilized (save ends).	
↔ Poison Spray (when first bloodied; encounter) ♦ Poison	
Close blast 5; +16 vs. Fortitude; the target takes ongoing 10 poison damage and is slowed (save ends both).	
Alignment Chaotic evil Languages Abyssal	
Skills Stealth +17	
Str 24 (+14) Dex 20 (+12) Wis 12 (+8)	
Con 28 (+16) Int 8 (+6) Cha 16 (+10)	

Mind Flayer Mastermind	Level 18 Elite Controller
Medium aberrant humanoid	XP 4,000
Initiative +12 Senses Perception +18	
Psychic Static (Psychic) aura 10; while the mind flayer is not bloodied, enemies in the aura take a –2 penalty to Will defense.	
HP 324; Bloodied 162	
AC 33; Fortitude 33, Reflex 33, Will 35; see also <i>interpose thrall</i>	
Saving Throws +2	
Speed 7	
Action Points 1	
⬇ Tentacles (standard; at-will)	
+21 vs. AC; 3d6 + 3 damage, and the target is grabbed.	
⬇ Bore into Brain (standard; at-will) ♦ see text	
Grabbed or stunned target only; +21 vs. Fortitude; 4d10 + 3 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer can either devour its brain or turn it into a thrall (see below):	
Devour Brain (Healing) : The mind flayer mastermind devours the target's brain. The target is killed instantly, and the mind flayer mastermind regains 25 hit points.	
Create Thrall (Charm) : The target is dominated (no save) and regains enough hit points to restore it to its bloodied value. As a thrall, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer.	
↔ Mind Blast (standard; recharge ⏏⏏⏏) ♦ Psychic	
Close blast 5; mind flayers and their thralls are immune; +21 vs. Will; 3d8 + 7 psychic damage, and the target is dazed (save ends). <i>Miss</i> : Half damage, and the target is not dazed.	
🕸 Enslave (standard; recharge ⏏⏏⏏) ♦ Charm	
Ranged 10; +21 vs. Will; the target is dominated (save ends). While dominated, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind.	
✱ Illusion of Pain (standard; recharge ⏏⏏⏏) ♦ Illusion, Psychic	
Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +27 vs. Will; 2d10 + 5 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).	
Cradle of the Elder Brain (immediate interrupt, when attacked; recharge ⏏⏏⏏) ♦ Teleportation	
The mind flayer mastermind teleports 20 squares.	
Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will)	
The mastermind redirects the attack to an adjacent thrall.	
Alignment Evil Languages Deep Speech, telepathy 10	
Str 11 (+9) Dex 16 (+12) Wis 18 (+13)	
Con 18 (+13) Int 18 (+13) Cha 24 (+16)	