

# The Summoning of Orcus

**Can you stop an evil necromancer before he opens a path for Orcus to invade the kingdom of Nerath?**

*The presence of Orcus is growing in the Shadowfell, and throughout the Nerath empire, death priests are being uncovered, and luckily stopped before they can break the barrier sealing Orcus in his temple in the Shadowrift and release the demon lord into the world.*

*The adventurers have met again for the first time in months, the reward for stopping such a cult greater than the personal quests they have been undertaking. The rumors, confirmed by Xalon, are that a nearby ruin used to contain a rift to the Feywild, and that the temple fell into the darkness when it was inhabited by a blood-thirsty ghoul.*

*Despite heading to the ruins in daylight, and being able to find tracks of people coming and going from them, you are unable to find any openings into the dungeons below. However, as night falls, and the first rays of the moon cross the land, the scent of death rises from what must have been magically sealed stairwells.*

*You have a choice of 2 entry points - A western and a southern stairwell. The musty smell of blood and decay is stronger from the southern stairs, whereas the ruins seems more robust nearer the western entrance, including 2 large statues with gems embedded in their surface, which seems to absorb the moonlight.*

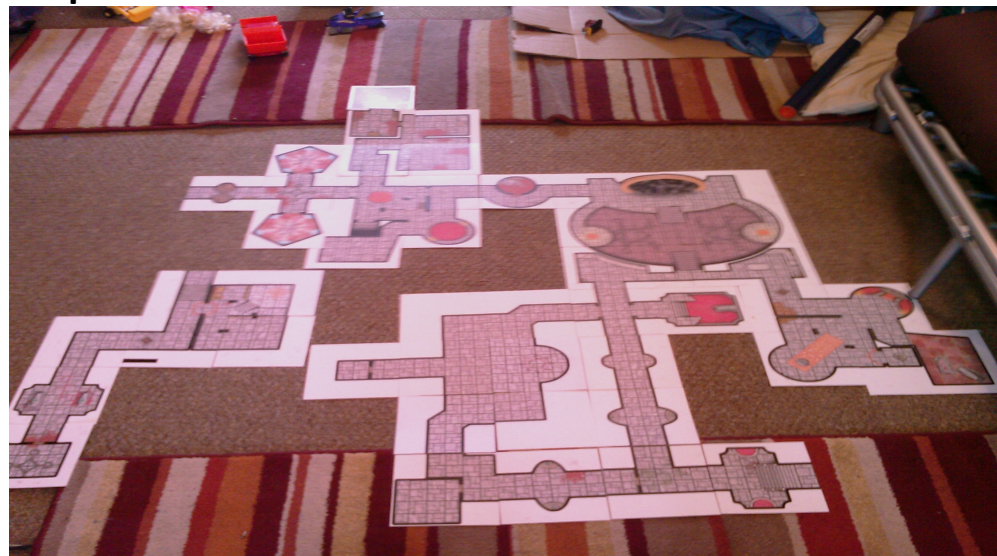
## DM's Background

Kalarel, a powerful necromancer, has discovered an ancient fey ruin, and, by sacrificing enough victims, has subverted the magical power of the portal to the Feywild, re-directing it to open into the Shadowfell. Kalarel's actions have caught Orcus' attention, but the power of the Raven Queen is stopping him from using Kalarel's portal. Orcus believes that, through more blood and sacrifice, he may be able to understand the secrets of the Raven Queen's prison like hold on him.

### *Pervasive Dungeon Threat - Crimson Mold*

These fungi-like spores litter the floor of the dungeon. For the most part, just walking through them disturbs them and a small waft of crimson fog drifts upwards and gathers around knee height. However, running through them, or falling into them (including a dead body), release a thick cloud of fog that rises to head level and hangs in place, causing a block in vision (-1 [cumulative] to attacks if in line of sight), and doing d4 necrotic damage.

## Map



## 1. A Close Cut

*The stairs descend into a surprisingly lit corridor, while the alcoves ahead are dark, the junctions ahead of them are light brightly.*

### Trap: Buzzsaw Blades

Stepping into any of the four squares between the alcoves, causes the trap to activate, but not attack. An additional person stepping onto the squares causes them to attack (i.e. if 2 people are on them). When it attacks, spinning blades emerge from the alcove walls, and slide towards the centre of the corridor.

Perception:

Initiative: +9

DC 23 - Character notices raised floor tiles

Attack: +9 vs AC, two

DC 25 - Character notices gaps in alcove walls

attacks

DC 27 - Character finds control panel underneath crimson mold

Damage: 2d8+2 per blade

Countermeasures:

XP:

-Athletics check, DC 11 can jump out of the way

100 survival, 200 disable

-Disable control panel, DC 25 thievery, need 2 successes, failure activates the trap

## 2. Bright Crossroads

*The crossroads are lit by bright lights from the rooms of to the sides. Crimson mold is gathered against the walls, but doesn't seem to gather on the rune of fey origin.*

## 3. & 4. Spawning Chambers

*This room is pentagonal, light from above by a large gem, that seems to emit moonlight into the room. The moonlight is reflected, time and again, by mirrors focused on a coffin in the centre of the room.*

The coffin contains a vampire spawn. Unless the coffin is disturbed, or the light interfered with (moving a mirror, damaging the gem), then they will not stir. If awakened, both awake, and will converge on the characters.

### Vampire Spawn - Level 5 Minion

2x - XP 60 each

Description: This human's skin has a deathlike pallor, her eyes glow crimson, and her face is feral. Her canines are long and sharp, and her fingernails are clawlike.

Initiative +6

Claws (standard, at-will) •

HP 1; a missed attack never damages a minion.

Necrotic

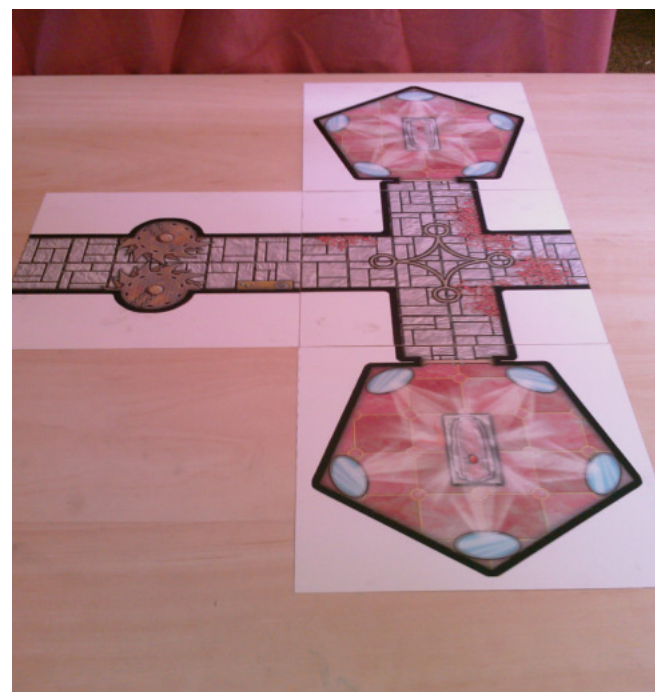
AC 20, Fortitude 17, Reflex 18, Will 17

+11 vs. AC; 5 necrotic damage

Immune disease, poison; Resist 5 necrotic

(6 necrotic damage against a bloodied target).

Speed 7, dimb 4 (spider dimb)



## 5. A Cults Victims...

*This oddly walled room contains little more than a big pile of bones., To your left is a rotten door, leading into what appears to have been a supply room.*

The bones are, quite obviously, skeletons. They activate if the characters flee from the vampire spawn into this room, if the treasure is disturbed (area 6) or if a character puts anything into the blood pool (area 9.)

*Encounter Survival XP 50*

### Decrepit Skeletons - Level 1 Minion

8x - XP 25 each

Description: Magic links the bones of the dead together. Their forms rattle and creak, but they move with a deadly purpose.

Initiative +3 Bone club (standard; at-will) •

HP 1; a missed attack never damages a Weapon  
minion. +6 vs. AC; 4 damage.

AC 16, Fortitude 13, Reflex 14, Will 13 Throwing bone (standard; at-will) •  
Immune disease, poison Weapon

Speed 6 Ranged 15/30; +6 vs. AC; 4 damage.

## 6. Treasure Trove

*Piled high around the pillar in the centre of this room is a large amount of gold and silver, probably the wealth of an ancient elven family..*

The piles contain close to 300 gold pieces and 500 silver pieces, along with some small gems, worth about 150 gold. If the characters look through the boxes, they find some artwork and sculptures, each worth around 100 gold. Finally, those searching the open cupboard in the supply room find:

### Arcanist's Glasses - Level 3

These spectacles increase your sensitivity to the subtle patterns of magic

Item Slot: Head - 680 gp

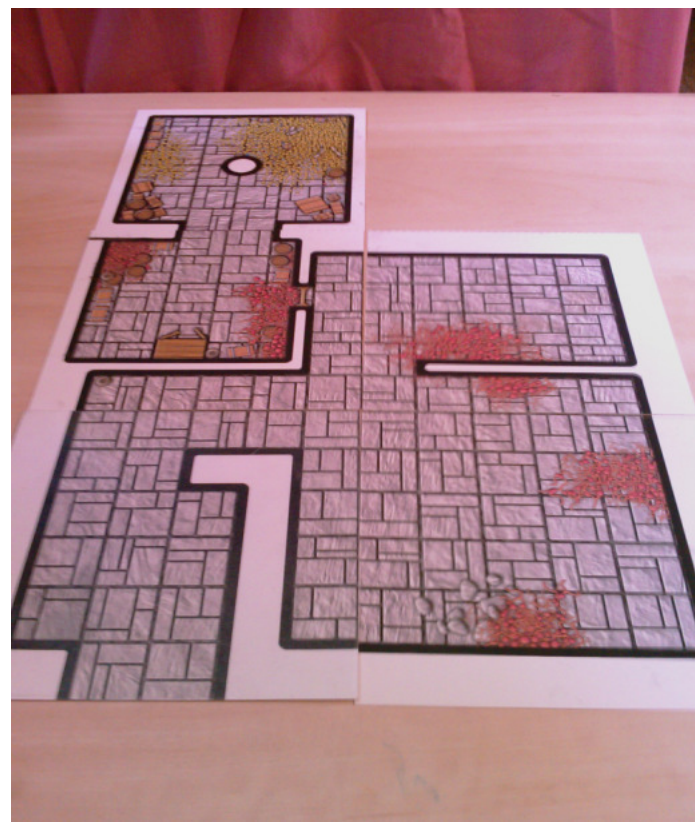
Property: Gain a +3 item bonus to Arcana checks to detect magic.

### Feyleaf Vambraces- Level 4

A bright blue glow erupts from these tough bark guards, and the world shifts around you.

Item Slot: arm - 840 gp

Power (Daily • Teleportation): Free Action. Use this power when you attack an adjacent target, but before you roll. Teleport to the nearest square from which you and an ally flank the target.





## 7. A Game of Dice

A set of human dice are sat upon the table top, along with the remains of a meal. It looks as if the people who were eating and playing rushed off somewhere.

## 8. Dark Stairwell

To the south of this room is a narrow doorway, and beyond it, a dark stair well, that seems to descend quickly.

## 9. Large Blood Pool

This raised pool take up the whole of the corner of the room, its contents a thick, almost congealed pool of blood.

## 10. Prison

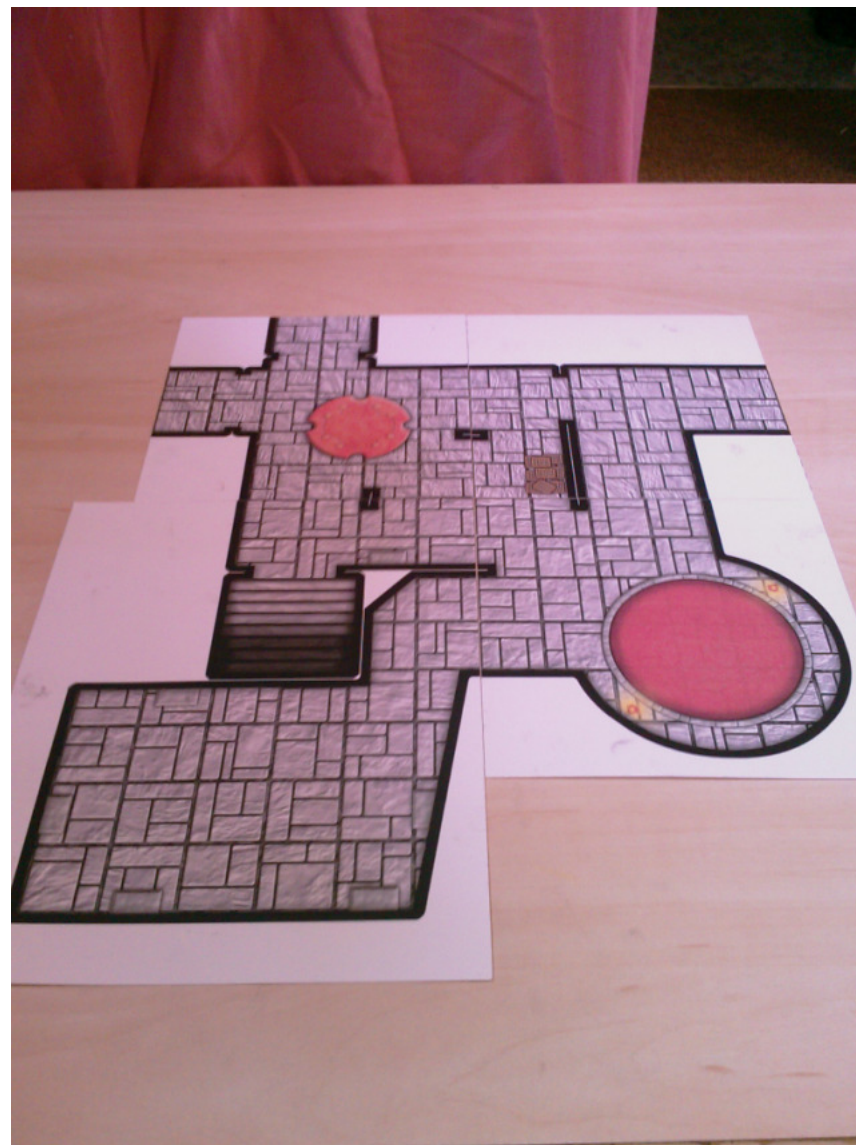
Offset from the main chamber is a slanted wall that opens into small prison like room. Chained to one wall is a pale skinned humanoid, while standing over him is a fat torturer, about to whip him to death.

The prisoner is a shadar-kai avenger, who will join the party as an NPC.

### Torturer - Level 6 Brute

XP 250, Killing Blow XP 50

Initiative +6	Punch (standard; at-will) ? Weapon
HP 80; Bloodied 40	+8 vs. AC; 1d4 + 4 damage.
AC 18, Fortitude 19,	Whip (standard; at-will) ? Weapon
Reflex 14, Will 18	Reach 2; +11 vs. AC; 2d4 + 3 dmg
Speed 6	Sidestep Attack (recharge 5,6)
	The torturer shifts and makes a melee basic attack
	Pleasure In His Work (immediate reaction)
	When the Torturer bloodies a character, he
	immediately regains 10 HP



## 11. Necromancers Study

*The dark stairs descend and then, after a short corridor, rises just as quickly. An open doorway, guarded by a glowing red rune, opens into what appears to some form of study and sleeping chamber, with a raised dias. The corridor turns a corner into darkness.*

The portal in the corner of the room can be used to teleport to area 28.

### Necromancer - Level 7 Controller

XP 350, Killing Blow XP 50

Initiative +4

HP 80; Bloodied 40

AC 21, Fortitude 20, Reflex 19, Will 19

Speed 5

Necrotic Claws (standard; at-will) •

Weapon, Reach 2

+8 vs. AC, 2d4+2 necrotic damage

Ray of Black Fire (standard; at-will)

• Fire, Ranged 10

+8 vs. Reflex, 2d4+2 fire damage

### Treasure

There are 3 potions of healing, 1 potion of life and:

#### Deathstalker Shortsword +2- Level 4

This weapon leaves a wound that is black and withered, which continues to plague an enemy long after the attack was made.

Damage: 1d6, Critical: +2d8

Power (Daily • Necrotic): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 necrotic damage (save ends). Saves made to end this effect take a -2 penalty.

#### Bloodthirsty Shortsword +2- Level 4

This weapon drinks the blood of its victims.

Damage: 1d6, Critical: +2d8

Property: Gain a +1 item bonus to attack and damage rolls against bloodied targets

## 12. Bloody Coffins

*Around the corner, what the corridor open into curdles your heart. Two coffins lie in this chamber, and from one, a steady stream of blood laps out of the cracks around the lid, gathering on the floor and running quickly away along the cracks of the floor tiles.*

Encounter Survival XP 150

### Trap: Pooling Blood

Stepping into a square containing blood, or opening the bloody coffin causes the blood to start pooling around that character's feet. It immediately activates the second trap, and if the character cannot move away without making a Will save. After 2 failed checks, the blood forms into a Blood Elemental.

Perception:

Initiative: n/a

DC 25 – The blood pulses unnaturally

and seems to flow towards warmth.

Attack: n/a

Countermeasures:

Damage: n/a

n/a

XP: 10 avoidance

### Trap: Ghostly Victim

If the pooling blood trap is activated, the characters hear a scratching sound coming from the other coffin, within seconds, a ghostly hand emerges from the top of the coffin, followed by an arm and eventually the body of a young girl. She turns her ghostly head towards the characters and silently screams.

Perception:

Initiative: +6

n/a

Attack: +6 vs Will

Damage: 2d4+2 necrotic damage

Countermeasures:

XP: 200 kill

-Anyone doing 15 or more damage in a single attack (all stats are 12) dispels her



### Blood Elemental - Level 5 Brute

XP 350, Killing Blow XP 75

Initiative +4

HP 65; Bloodied 32

AC 14, Fortitude 18, Reflex 19, Will 16

Immune disease, poison; Resist 10

necrotic

Speed 2

Congealed Arm (standard; at-will) •

Weapon, Reach 2

+6 vs. Fort, 1d8+1 necrotic damage

Blood Bowl (standard; at-will) •

Ranged

+4 vs. Reflex, 2d4+2 force damage

## 13. Fey Rune

*The tiny door to this room is rotting away, the crimson mold gathering at its base, and sticking wetly to its surface. The chamber beyond is dark and empty, save for the odd bone of vermin that must have got trapped inside. A fey rune adorns the floor.*

### Secret:

A fey character (elf/eladrin), that traces the complete rune from the cross roads, can see a small alcove inset into the base of the wall, where the rest of the rune should be. Inside the alcove is a magic item.

XP 100

### Treasure:

*Catstep Boots - Level 3*

These enchanted boots reduce falling damage and enhance your acrobatics and athletics skills.

Item Slot: Feet - 680 gp

Property: When you fall or jump down, you take only half normal falling damage and always land on your feet.

Power (Daily): Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.

## 14. Curved Passageway

*The passageway curves around a room that is obviously circular.*

### Treasure:

The chest contains jewellery and coins to a value of 450 gp. It also contains...

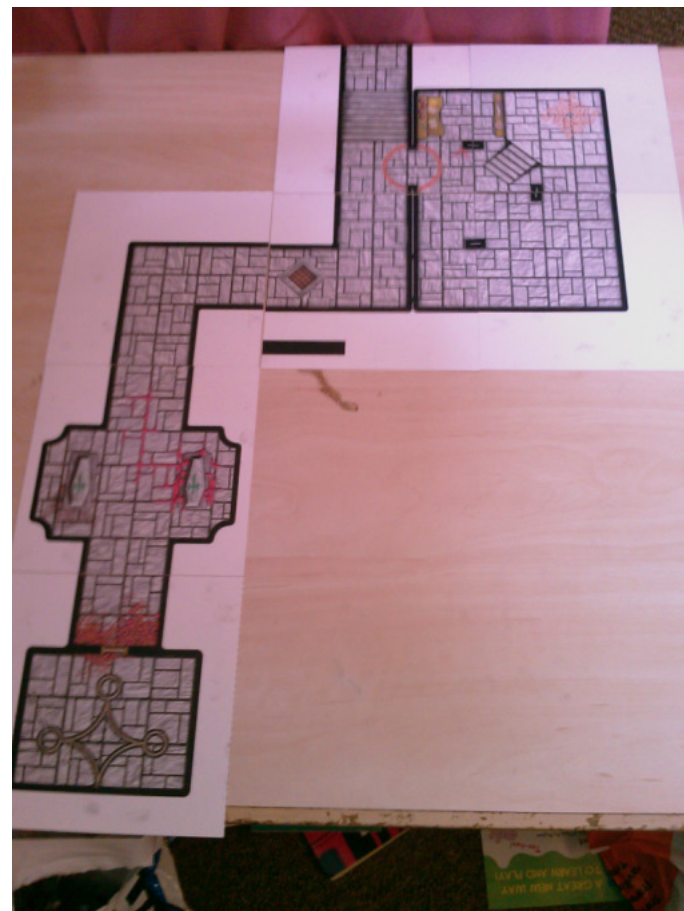
*Brooch of No Regrets - Level 2*

This ornate golden shield pin bolsters your allies even in dire circumstances.

Neck Item - 680 gp

Enhancement: +1 Will

Power (Encounter): Free Action. Use this power when an ally within 10 squares of you fails a saving throw. That ally rerolls that saving throw with a +1 power bonus and must use the second result, even if it's lower.



## 15. Black Portal

*A giant ring sits upon the raised level of the temple, its surface covered in fey runes. It's obvious that this was once a portal to the Feywild, but the black cloudy surface that now fills the portal suggests that it has been subverted to evil, and now serves as a portal to the Shadowfell. Something strains against the darkness within, as if it were a thin film keeping back a vicious clawed beast. Standing before the portal is a human clad in heavy armour and carrying a skull-capped rod stands behind the altar. His eyes are closed, and a book rests open before him. He chants a low, droning prayer.*

Infuriated at the interruption, Kalarel immediately unleashes ranged attacks until the characters draw close, at which point he activates the amulet he wears and immediately teleports in 4 skeleton warriors to protect him. The skeleton warriors try to surround Kalarel, attempting to engage characters in melee. If Kalarel moves, they move to stay near him. Fallen skeletons automatically begin to get pulled towards the rift, at a rate of 1 square a round.

The Thing in the Portal attacks any character that draws near. The Thing uses grasping claws to slide foes and keep them from engaging Kalarel. If an adventurer falls to 0 hp or less within the Thing's reach, it attempts to drag the body into the rift. The Thing continues attacking a fallen PC using grasping claws, sliding the fallen PC 1 square closer to the rift with each hit. Once 3 or more creatures (dead or alive) have entered the rift, there is a blinding light, and an Avatar of Orcus steps through, replacing the Thing in the Portal.

If the PCs slay Kalarel while he is near the rift, the characters witness what happens to those who fail Orcus. The Thing in the Portal uses wrath of Orcus to drag Kalarel through the rift to an uncertain fate. This immediately results in the arrival of the Avatar of Orcus. This development also allows you to use Kalarel, perhaps in undead form, as a future villain.

### Encounter Survival XP 500

#### Kalarel, Scion of Orcus - Level 8 Elite Controller

XP 700, Killing Blow XP 100

Description: Clad in scale armour, Kalarel makes a formidable figure. Despite his pale flesh and gaunt cheeks, he moves with strength and vitality. His eyes are glazed with a fanaticism.

Initiative +5

HP 180; Bloodied 90

AC 22, Fortitude 21, Reflex 19, Will 24 +14 vs. AC; 2d6+5 damage plus Saving Throws +2

Speed 5

Action Points 2

Rod of Ruin (standard; at will) • Weapon

Touch of Ruin (standard; encounter; recharge 5,6) • Necrotic

Kalarel must have combat advantage; +12 vs. Fortitude; target gains only half value of healing until the end of the encounter.

Decaying Ray (standard; at will) • Necrotic

Ranged 10; +12 vs. Fortitude; 1d6+5 necrotic damage, and the target is weakened (save ends).

Call of the Grave (minor; recharge 4 5 6) • Necrotic

Ranged 5 (affects creatures with ongoing necrotic damage only); +12 vs. Fortitude; the target is immobilized until the end of Kalarel's next turn.

Unlife to Life (standard; encounter; recharge 5,6) • Healing

Close burst 5; undead allies heal 8 hp and can shift 3 as an immediate action.





### The Thing in the Portal - Level 4 Hazard

Initiative +3

Claw (standard; at will)

+8 vs. AC; 1d10+3 damage

(see also feed the faithful below).

Threatening Reach (standard; encounter; recharge 5,6)

This creature can make a Claw attacks against all opponents within reach 2.

Death's Claws (standard; at will)

Reach 3; +8 vs. AC; 1d10+3 necrotic

damage, and the Thing slides/pulls the

target 1 square. (see also feed the

faithful below).

Feed the Faithful

Each time the Thing hits a creature, Kalarel heals 5 hp.

Wrath of Orcus (immediate reaction)

When Kalarel is reduced to 0 hp or fewer, Kalarel is grabbed and slides 3 squares towards the portal.

### Avatar of Orcus - Level 10 Soldier

XP 500, Killing Blow XP 100

Initiative +7

HP 100; Bloodied 50; see also ferocity

AC 26, Fortitude 27, Reflex 21, Will 23

Speed 4

Hammer (standard; at-will) ?  
Weapon

+16 vs. AC; 1d10 + 6 damage, and the target is marked until the end of the avatar's next turn.

Goring Charge (standard; at-will)

The avatar makes a charge attack: +17 vs. AC; 1d6 + 6 damage, and the target is knocked prone.

Ferocity (when reduced to 0 hit points)

The avatar makes a melee basic attack against all target in close burst 1.

### Treasure:

#### Amulet of Skeletal Summoning - Level 6

You can feel the presence of nearby undead when wearing this cold iron talisman.

Neck Item - 2600 gp

Enhancement: +1 Perception

Property: Gain a +1 item bonus to monster knowledge checks relating to Undead creatures.

Power (Daily): You can summon 1d3 Decrepit Skeletons to attack a target or protect you. They collapse at the end of the encounter.

#### Rod of Ruin +2 - Level 9

With this gloom-shrouded rod in hand, the shadows that coalesce around you seem deeper to those you've cursed.

Implement (Rod) - 4200 gp

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: Whenever you place a Warlock's Curse on a target, you gain concealment from the target until the end of your next turn.

Power (Daily): Immediate Reaction. Trigger: An enemy hits you. Effect: You slide the triggering enemy 3 squares to a space that must be adjacent to one of your allies.

## 16. Orcus Temple

*Once a great fey temple to Sehanine, Kalarel has ruined it in his quest to summon Orcus. A grand tiled floor now has a slick coating of blood upon it from the sacrifices that have been committed in order to get Orcus' attention. Cultist's writhe about in pleasure as they cut each other with ornamental blades.*

Encounter Survival XP 100





### Human Archers - Level 2 Skirmisher

2x - XP 125 each, Killing Blow XP 25

Initiative +6	Shortbow (standard; at-will) ?
HP 25; Bloodied 13	Weapon
AC 16, Fortitude 12, Reflex 18, Will 12	+5 vs. Reflex; 1d8 + 1 damage, and
Speed 5	the human bandit shifts 1 square.

### Blood Cultists - Level 3 Minions

5x - XP 75 each

Initiative +8	Sword (standard; at-will) ?
HP 1; a missed attack never damages a	Weapon
minion.	
AC 15, Fortitude 19, Reflex 17, Will 19	
Speed 7	

### Chain Cultist - Level 3 Brute

XP 150 each, Killing Blow XP 30

Initiative +4	Chain (standard; at-will) ?
HP 45; Bloodied 23	Weapon
AC 14, Fortitude 14, Reflex 18, Will 14	Reach 2; +6 vs. AC; 1d8 + 1 damage,
Speed 4	and the target is dazed.

## 17. Torture Tools

*A spotlessly clean table and work surface dominate this room, and the utensils on them would normally suggest that this room is used for torture, but it's just too clean.*

### Secret:

A DC 25 perception check allows you to see a set of drawers hidden in the table.

XP 50

### Treasure:

The first drawer contains 3 potions of healing.

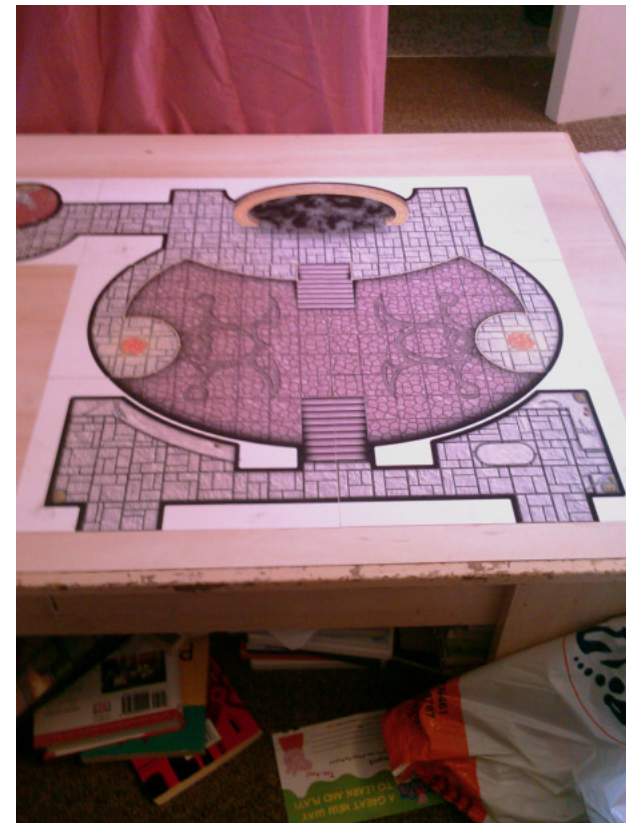
The second drawer contains...

### Augmenting Whetstone - Level 4

This rough sharpening stone temporarily grants your weapon a magical enhancement.

Implement (Whetstones) - 75 gp

Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +1 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.



## 18. Supplies

Stacked high into the corner of this turn, and partly blocking your way, are crates, all marked with 'Pack Rations' or 'Iron Rations'

## 19. Blood Throne

Sat upon this ornate throne is a near naked human, drinking from a cup he re-fills from the blood pools at either side of the throne. Upon seeing you, he smiles with delight, and bellows 'Ah, fresh blood for the favoured of Orcus!'

Touching the pool causes a swarm of Bloodhunter Spiders to be released from both pools.

Encounter Survival XP 100

### Bloodhunter Spider Swarm - Level 3 Soldier

2x - XP 100, Killing Blow XP 25

Initiative +6	Swarm of Fangs (standard; at-will)
HP 40; Bloodied 20	+8 vs. Reflex; 2d4 + 2 damage
AC 19, Fortitude 14, Reflex 19, Will 13	
Resist ½ dmg from melee and ranged attacks; Vulnerable 5 against area attacks	
Speed 4, climb 4 (spider climb)	

### Blood Cult Berserker - Level 4 Brute

XP 200, Killing Blow XP 40

Initiative +3	Greataxe (standard; at-will) •
HP 66; Bloodied 33;	Weapon
see also battle fury below	+7 vs. AC; 2d6+4 damage
AC 14, Fortitude 15, Reflex 14, Will 14	Battle Fury (immediate reaction, when first bloodied)
Speed 7	Makes a melee basic attack with a +4 bonus to hit and deals +1d6 dmg.

## 20. Marble Crypt

Dirt and grime cover the floor of this ornately tiled crypt, its contents obviously moved around by the cultists.

Encounter Survival XP 100

### Trap: Deathgrasp Sarcophagus

This sarcophagus crafted from dark metal is covered in gruesome iconography. A leering skull with ram horns stares forth from it.

Perception:	Attack: Claws of the Hungry Dead
No check is necessary to notice the sarcophagus.	Standard Action, Melee 4,
Additional Skill - Arcana or Religion	Target: One living creature

Trigger: When a creature moves within 2 squares of the deathgrasp sarcophagus, the sarcophagus rolls initiative.	Attack: +13 vs. Reflex
	Hit: The target is grabbed and pulled 3 squares. If the target is adjacent to the sarcophagus, it is entombed inside the sarcophagus. The sarcophagus can have one creature entombed at a time.

### Countermeasures

-A character can make a DC 20 Thievery check to release an entombed creature. The released creature falls prone in an adjacent square.	Attack: Feed the Dead
-A character can attack the sarcophagus the target cannot spend healing (AC 5, HP 60). Dealing 20+ damage with surges (save ends). one blow causes it to release any entombed creature	Standard Action, Special,
-A character can make a DC 15 Strength check to release an entombed creature.	Target: One entombed creature
	Attack: +13 vs. Fortitude
	Hit: 3d8 + 5 necrotic damage, and

XP: 100 survival, 100 destruction, 100 release



### Boneshard Skeleton - Level 5 Brute

XP 200, Killing Blow XP 50

Initiative +5 Boneshard (standard; at-will) ?  
HP 70; Bloodied 35; see also Necrotic  
boneshard burst +9 vs. AC; 1d4 + 3 damage, and  
AC 17, Fortitude 16, Reflex 16, Will 15 ongoing 5 necrotic damage (save  
Immune disease, poison; Resist 10 ends).  
necrotic; Vulnerable 5 radiant Boneshard Burst (when first bloodied  
Speed 6 and again when reduced to 0 hit  
points) ? Necrotic  
Close burst 3; +8 vs. Reflex; 2d6 + 3  
necrotic damage.

### Crawling Claw - Level 2 Minion

XP 50

Initiative +7 Jumping Claw (standard; at-will)  
HP 1; a missed attack never damages +5 vs. Reflex; 5 damage.  
a minion. Digit Slide (move; encounter)  
AC 15, Fortitude 12, Reflex 14, Will 12 The crawling claw shifts up to 8  
Immune disease, poison; Resist 5 squares.  
necrotic Pick Pocket (move; recharge 5,6)  
Speed 8 The crawling claw removes 1 item or  
weapon from an adjacent target.

## 21. Blood Rune

*A semi circular ring of sigils is painted on the floor in front of an otherwise plain open doorway. In the room beyond, a small crate sits upon a plinth.*

### Secret:

A DC 15 arcana check tells you that the ring is magical. It glows red as you approach. Worshippers of Orcus can cross the ring without any harm, as can bloodied characters. Worshippers of the Raven Queen are utterly barred

from crossing, and take 2d8+2 damage. Any other character takes 1d4+1 damage if they attempt to cross.

XP 25 (if bloodied/orcus worshipper)

### Treasure:

The chest contains...

#### Life Shroud - Level 4

This clean linen wrap protects a corpse from the ravages of time and the blasphemies of necromancers.

Implement (Consumable) - 40 GP

Property: A corpse wrapped in this shroud does not decay, can't be touched by an undead creature, and can't become undead. Once wrapped about a body, a shroud turns to dust after 1 week.

#### Friend's Gift - Level 4

Your companion wears this crimson badge on its chest as a sign of friendship.

Companion Item - 800 GP

Property: Your companion regains an extra 5 hit points when it spends a healing surge or when you spend a healing surge to allow it to regain hit points.

#### Nail of Sealing - Level 4

This thick iron nail is adorned with warding symbols and can hold shut any portal or container.

Implement (Consumable) - 80 GP

Power (Consumable): Standard Action. When you push this nail into a door, chest, or other doseable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.





### *Potion of Lifeshield - Level 6*

This lemony potion shields you from necrotic energy.

Potion - 100 GP

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 necrotic against a single attack.

### *Potion of Spirit - Level 6*

This lavender-scented potion helps keep the spirit alive within you.

Potion - 200 GP

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, you gain a +2 power bonus to death saving throws until the end of the encounter.

## 22. Orcus Rod

*A ornate rug runs towards the corner of the room, and at its end is a plinth, upon which sits a bone wand, with 4 horns on its top.*

### **Treasure:**

#### *Wand of Orcus +2 - Level 7*

This carved bone wand adapts its size and shape to fit the hand of any wizard seeking to devastate her opponent.

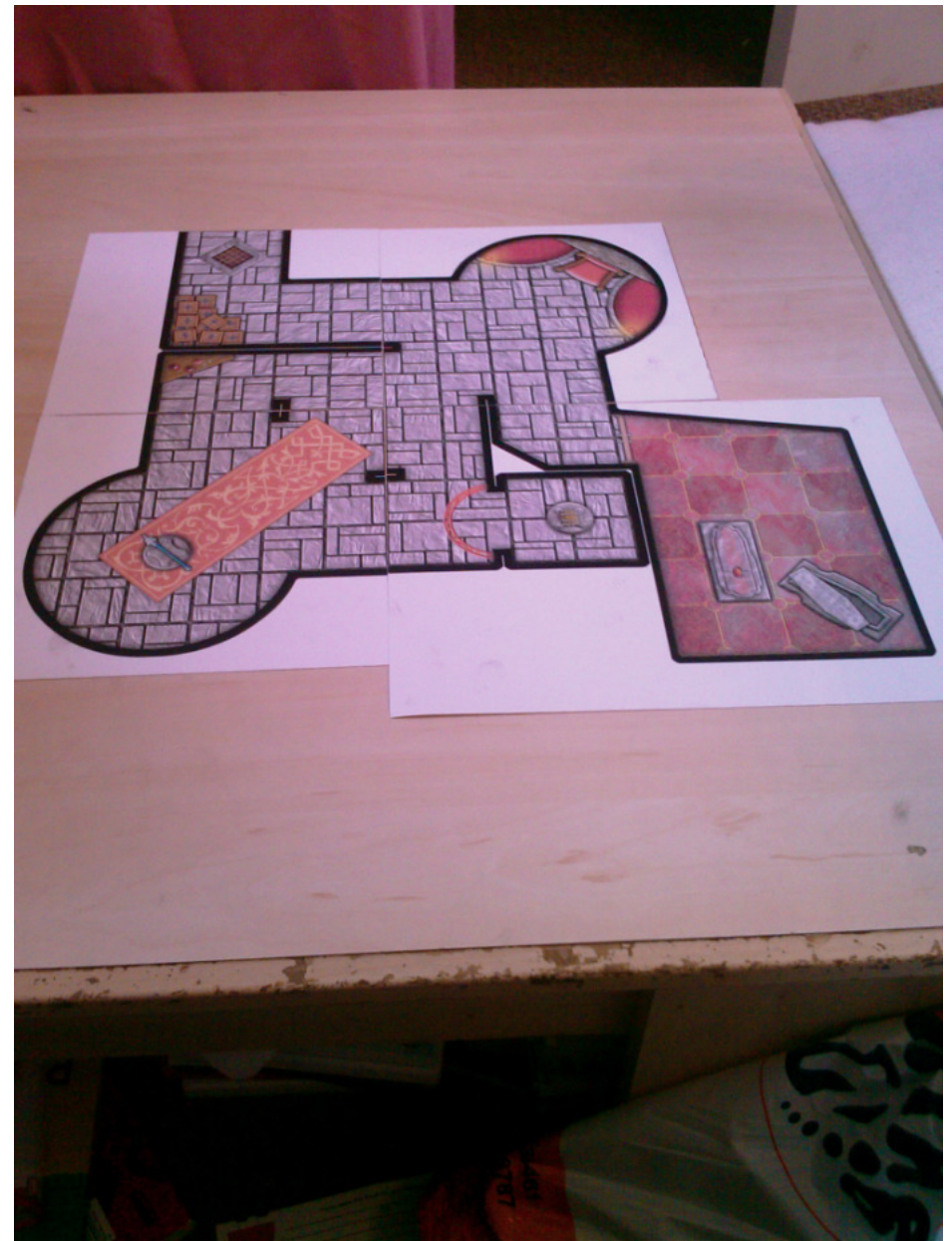
Implement (Wand) - 4800 GP

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: Gain a +2 item bonus to any monster knowledge skill check.

Power (Daily): Minor Action. Immediately swap a power you've prepared for another power in your spellbook of equal or lower level. Each power must also be of equal or lower level than the level of the staff.



## 23. Junction

Dark stains cover the floor around this junction, in a pattern reminiscent of blood splatters. There is an almost overwhelming smells from the corridor off to the side.

## 24. Ghoulish Crypt

This room, offset from the main corridor, appears to be the crypt of some kind of blood thirsty monster. Stairs descend into a constantly moving pool of blood, stirred from within by what appear to be leftover life forces of the inhabitants victims, their faces forming briefly in the rolling surface of the liquid, anguished features locked in a silent scream. Beyond the pool is a coffin, and upon it sits a disgusting creature, gnawing away at an arm while quietly watching you.

Encounter Survival XP 50

### Stench Ghoul - Level 6 Elite Soldier

XP 500, Killing Blow XP 100

Description: These ghouls use their nauseating stench to debilitate attackers while rendering them less dangerous with their paralyzing bites.

Initiative +9	Nauseating Stench (standard; encounter; recharge 5,6; dose burst
HP 142; Bloodied 71	AC 23, Fortitude 19, Reflex 21, Will 172); any living creature within the aura
Immune disease, poison; Resist 10	takes a -2 penalty to attack rolls, skill
necrotic; Vulnerable 5 radiant	checks, and ability checks.
Saving Throws +2	Claw (standard; at-will)
Speed 8, climb 4	+13 vs. AC; 2d6 + 4 damage, and the
Action Points 1	target is immobilized (save ends).
	Ghoulish Bite (minor 1/round; at-will)
	Targets an immobilized creature; +13
	vs. AC; 1d10 + 4 damage, and the
	target is dazed (save ends).

## 25. Delvers Alcove

This set of alcoves, half way up the corridor, serve as the bolt hole for the dungeons defensive force. Upon seeing you, a woman, dressed in the typical delving clothes of a seasoned Underdark explorer commands her colleagues to push forward and attack you, while she turns to flee.

Encounter Survival XP 200

### Delver - Level 6 Soldier

XP 300, Killing Blow XP 50

Initiative +8	Efficient Orders (minor; encounter; recharge 5,6)
HP 40; Bloodied 20	The Delver grants any adjacent
AC 18, Fortitude 16, Reflex 15, Will 16	monsters an immediate interrupt
Immune disease, poison;	attack.
Speed 7	Illuminator (standard; encounter)
	Creatures within 5 squares of the
	Delver do not benefit from
	concealment or invisibility until the
	end of the encounter.
	Delver Tactics
	A delver has combat advantage
	against any target that has another
	monster adjacent to it.
	Everburning Torch (standard; at-will)
	? Fire
	+9 vs. AC; 1d8 + 2 fire damage



### Human Soldier - Level 2 Skirmisher

2x - XP 150 each, Killing Blow XP 40

Initiative +6

HP 35; Bloodied 18

AC 16, Fortitude 12, Reflex 14, Will 12

Speed 6

Sword (standard; at-will) ? Weapon  
+5 vs. AC; 1d8 + 1 damage, and the human soldier shifts 1 square.

Dazing Strike (standard; encounter; recharge 5,6) ? Weapon

Requires sword; +7 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the soldier's next turn, and the human soldier shifts 3 squares.

Combat Advantage

The human soldier deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

### Human Pikeman - Level 3 Soldier

XP 150, Killing Blow XP 40

Initiative +5

HP 50; Bloodied 23

AC 18, Fortitude 16, Reflex 15, Will 14

Speed 5

Halberd (standard; at-will) ? Weapon  
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human pikeman's next turn.

Powerful Strike (standard; encounter; recharge 5,6) ? Weapon

Requires halberd; reach 2; +12 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

## 26. Block and Tackle

Part way along the corridor, the walls widen, forming 2 semi-circular alcoves.

### Trap: Falling Blocks

Stepping into any of the four squares between the alcoves, causes the trap to attack. When it attacks, two large blocks fall quickly from the ceiling above, crushing anyone underneath

Perception:

DC 20 - Character notices raised floor tiles

DC 22 - Character notices blood on the ceiling

DC 25 - Character sees a winch beyond the alcove

Initiative: +6

Attack: +12 vs Reflex

Damage: 1d12+4

Miss: Half damage

Effect: Passageway is blocked

Countermeasures:

XP: 80 survival, 240 disable

-Athletics check, DC 15 can jump out of the way

-Disable pressure plate DC 20 thievery, failure activates the trap

-Strength check DC 18, can lift a block enough for someone to crawl through to the winch

-Strength check DC 14, can winch the blocks up

-Strength check DC 22, can grab the winch as they fall, and hold them up

## 27. Armoury

Hidden behind a secret door as the corridor turns the corner, the new corridor is well worn with the telltale signs of leather militia boots. The corridor obviously leads to a barracks, and on its way it passes this room, marked with the common symbol of a sword and shield, signifying an armoury.





The armoury contains lots of non-magical weapons, in almost all forms. A character performing an intensive check of the racks will, with a DC 25 perception check, find a potion of life hidden behind a shield.

## 28. Barracks

*The corridor opens out into a large chamber, obviously used for sleeping, eating and training, and containing a rabble of human militia, and 2 guard dogs.*

Encounter Survival XP 100

### Human Rabble - Level 1 Minion

8x - XP 20 each

Initiative +1                      Sword (standard; at-will) ? Weapon  
HP 1; a missed attack never damages a +5 vs. AC; 4 damage  
minion.

AC 14, Fortitude 12, Reflex 12, Will 12  
Speed 6

### Guard Dogs - Level 1 Skirmisher

2x - XP 100 each, Killing Blow XP 20

Initiative +4                      Bite (standard; at-will)  
HP 28, Bloodied 14              +5 vs. AC; 1d6 + 1 damage

AC 16, Fortitude 14, Reflex 14, Will 14  
Speed 7

## 29. Necromancers Portal

*This small room, at the end of the corridor off to one side of the barracks, contains a arcane portal rune, linking it to another part of the dungeon.*

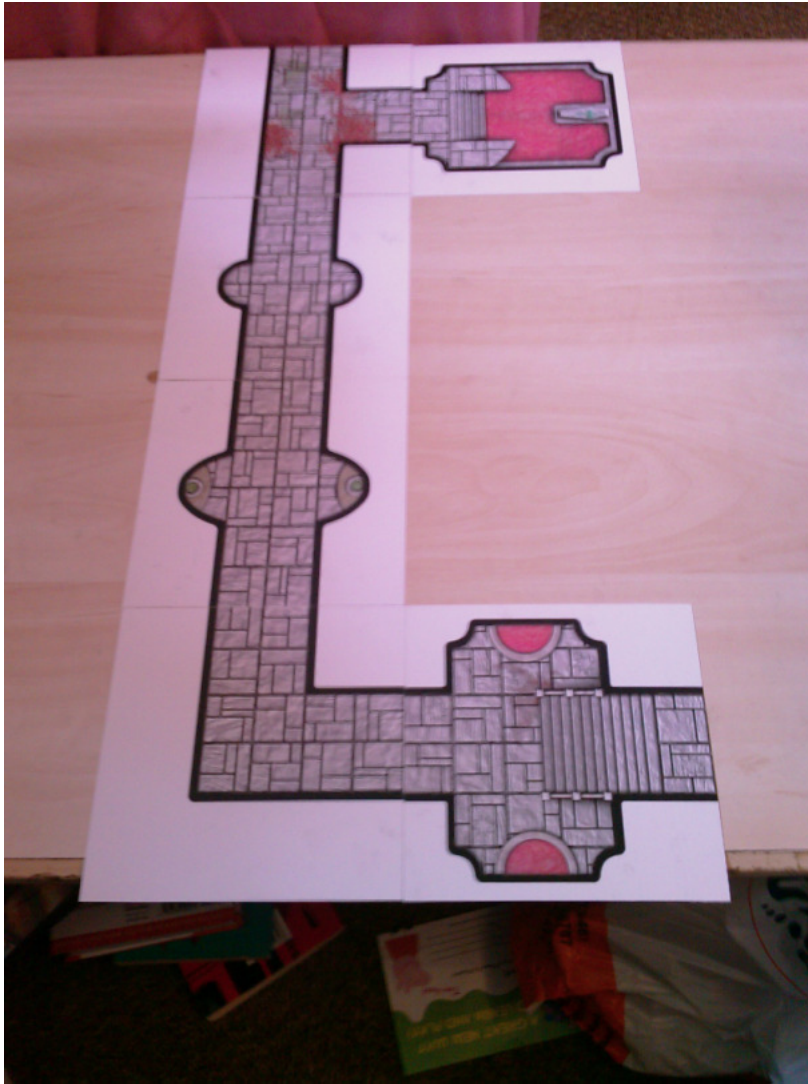
The rune links to the other portal rune in area 11.

## 30. Bloody Stairs

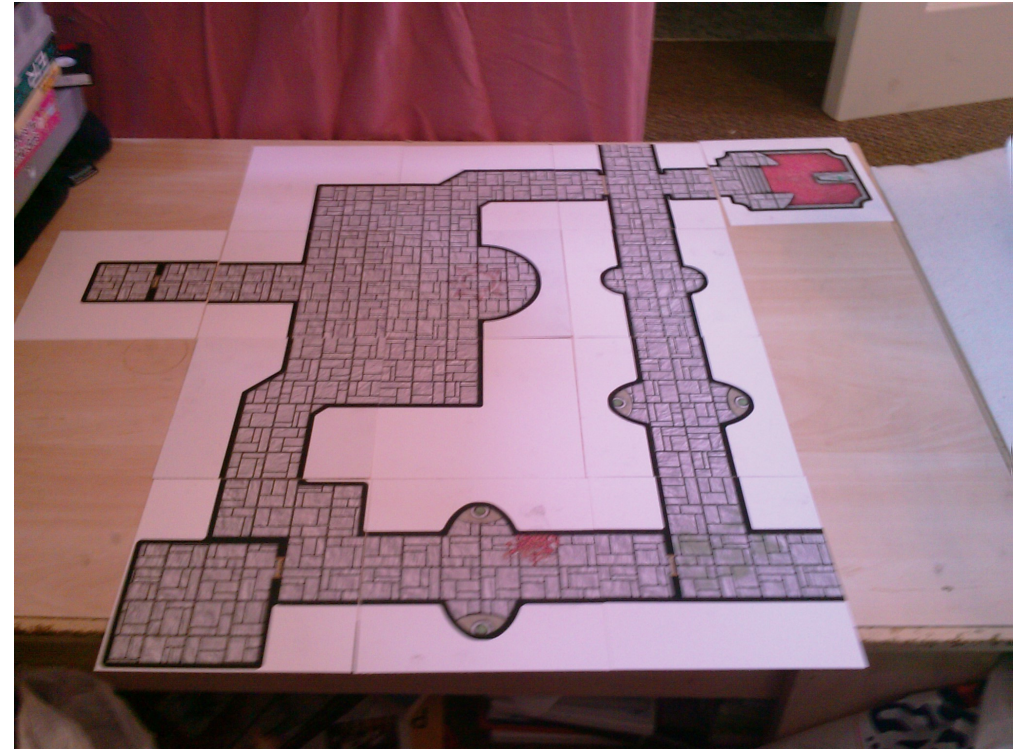
*Ornamental banisters, in the form of entwined branches run down the sides of the stairs that descend into the dungeon. Rolan runs his finger gently along them and whispers an elvish prayer, then gasps in shock as he sees the blood in the pools at the side of the room, pools that would normally contain elvish forever water to wash your hands and feet in.*



Without the secrets being found:



With the secrets found, and the barracks:



## House Rules

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### XP Rules

Monsters now have an XP value, and a killing blow XP value  
Encounters now have a survival XP value

E.g. Encounter is 3 human soldiers. Encounter survival value is 100, human soldier value is 100, killing blow value is 25.

If you hit a monster, you are entitled to the full amount of its XP value, so 3 people hit soldier A, each get 100, and the 3rd hit kills the soldier, so that person also gets 25 xp bonus

If you don't get taken below 0 hp, i.e. if you don't have to make a death save, you are also entitled to the encounter survival bonus.

### Potions

These potions replace what is shown in the PHB

#### *Potions of Healing*

These are easy to identify, and heal a number of hp equal to the characters healing surge value, but without spending a surge, i.e. gives a free healing surge. Can be used once in an encounter

#### *Potion of Vitality*

These give 10 temporary hp. The temporary hp last for the encounter, and only one potion of vitality can be used in an encounter

#### *Potion of Recovery*

The potion uses a healing surge when consumed but heals twice the amount, and also gives a +3 bonus to the next saving throw

#### *Potion of Restoration*

Consuming this potion uses a healing surge but heals the character up to full hp, also gives a +5 saving throw bonus to the next saving throw

#### *Potion of Life*

If given to a live character, acts as a potion of restoration

If given to dead char within 1 hour of death - it heals them to bloodied hp

If given to dead char within 24 hours of death - it heals to 1 hp





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Dungeon Details 1

Crypt of Blood

Introductory Set

