

PLAIN OF STONE SPIDERS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to the Plain of Stone Spiders. A *Living Forgotten Realms* adventure set in Calimshan for characters of the Paragon tier (levels 11-20). The *Calimemnon Crystal* Major Quest comprises CALI4-1, CALI4-2, and CALI4-3. The three adventures are playable in any order.

Based on the original DUNGEONS & Dragons® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Paragon tier of play (levels 11-20). Heroic-tier and Epic-tier characters may not play this adventure. Any Paragon-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific

objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

Pay for the Raise Dead ritual. If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.

Use a power that returns dead characters to life. Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.

Invoke the Death Charity clause. If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

During the Spellplague, the Calimemnon Crystal broke and released the efreet Memnon and the djinn Calim. The remnants of the crystal were scattered across Calimshan and still hold powerful latent magic. After several years of battling, the two epic beings disappeared for unknown reasons.

The WeavePasha of Almraiven and Ala'Ammar, Patriarch of House Asada, are working together with adventurers to conquer Calimport and Memnon and free all the slaves of Calimshan. If war breaks out in Calimshan, there is concern that Memnon or Calim return to Faerûn to aid their respective cities. The WeavePasha believes he is able to reconstruct their prison if he has three shards of the Calimemnon Crystal. With the Calimemnon Crystal intact, it is unlikely that either Calim or Memnon would return to Faerûn to interfere in the war. Even if they did return, the WeavePasha would be able to imprison them again.

One of the shards of the Calimemnon Crystal is in the Plain of Stone Spiders, a wasteland between the Calim Desert and Almraiven. Aranea, intelligent shapechanging spiders, have been using the magic of the shard to protect their village from the dangers of the Plain of Stone Spiders. These aranea are members of the Janessar, a secret organization that opposes slavery. They help escaped slaves from Calimport cross the Plain of Stone Spiders.

The Spider that Waits, a demon prince rival of Lolth, is the most dangerous inhabitant of the Plain of Stone Spiders. The wizards of Almraiven have bound

him in the plain since 1357 DR. He is imprisoned inside his Apostolaeum in the ancient city of Lost Ajhuuta. A group of drow cultists worshipping the Spider that Waits have been trying to release him from his prison. Priestesses of Lolth ostracized these cultists from drow society for their blasphemy.

Hordes of demons escaped the Demonweb due to its instability in *EPIC3-3 The Tangled Skein of Destiny*. These demons wish to free the Spider that Waits, Lolth's rival, in order to take revenge on Lolth. They have joined forces with the drow cultists, pushing the cultists in renewed action to free the demon prince.

The drow cultists plan to steal the shard of the Calimemnon Crystal from the aranea village and use the power of the shard to release the Spider that Waits. One of the cultists, Solin Everhath, infiltrated the aranea village posing as an aranea merchant (who is always in drow form). They devised a plan that would require weeks of preparations and careful coordination. Learning that the WeavePasha hired powerful adventurers to travel to the Plain of Stone Spiders, they had to abandon their carefully laid plans and improvise.

Shortly before the PCs arrive at the village, Solin created a distraction by setting fire to several buildings. With the village in chaos his allies stole the crystal shard. With the protection of the crystal gone, plaguechanged monsters attacked the village. Solin stayed behind to make sure the aranea did not go for help or otherwise interfere in the ritual. Solin is also trying to discretely kill as many aranea as possible because when the aranea die their souls are captured in the Sanguinary Altar, a powerful artifact that empowers the Spider that Waits.

See Appendices 1 and 2 for details about the Spider that Waits, the Plain of Stone Spiders, ananea, and the Janessar.

DM's INTRODUCTION

In order help liberate Calimshan adventurers must gather three shards of the Calimemnon Crystal (*CALI4-1*, *CALI4-2*, and *CALI4-3*), incite a war between Calimport and Memnon (*SPEC4-3* and *SPEC4-4*), and secure the ancient city of Suldolphor (*ADCP4-2*).

CALI4-1 Plain of Stone Spiders, *CALI4-2 Dragon Above, Desert Below*, and *CALI4-3 Twisted Rune* are all part of the Calimemnon Crystal major quest. These three adventures can be played in any order. In each adventure in the major quest, PCs collect one large shard of the Calimemnon Crystal.

Before you start the game, find out if the PCs have any of the following story awards:

- **CALI04 Branded by the Brotherhood** from CALI3-2 *Menace of Memnon*. Check whether their tattoo is concealed or in a clearly visible location.
- **CALI15 Bane of Sapphiraktar** from CALI4-2.
- **CALI17 Uncovered the Twisted Rune** from CALI4-3.
- **CALI23 Memnon Incited to War!** from SPEC4-4 *Mischief in Memnon*.
- **ADCP29 Outpost at Suldolphor** from ADCP4-2 *The Lost City of Suldolphor*.
- Worked for the Janessar in ADCP2-2H *Heart of the Desert: Race Against Time*.

The adventure starts when the WeavePasha calls upon adventurers. On the PCs' way to the WeavePasha's palace, a woman named Jade, a Janessar agent, approaches them. Fearing the adventurers might kill the Janessar's spidery allies, accidentally or otherwise, she tells the PCs about their aranea friends.

Once at the palace the WeavePasha explains that he needs the PCs to collect shards of the Calimemnon Crystal. One of the shards is in an aranea village in the Plain of Stone Spiders. He needs the PCs to acquire it, providing the necessary information to do the job.

The trip to the Plain of Stone Spiders is uneventful. When they arrive the village is under attack by plaguechanged monsters. The PCs have to save the aranea. During the fight the PCs discover that one of the "villagers" is a drow spy, Solin Everhath, who is killing aranea.

After the fight, the PCs discover that drow cultists have stolen the shard of the Calimemnon Crystal. The thieves want to use the crystal to release the Spider that Waits, a demon prince, in the ancient city of Lost Ajhuuta.

On their way to Ajhuuta, the PCs come across the remnants of a skirmish between drow worshippers of Lolth and drow worshippers of the Spider that Waits. Examining the scene provides clues on what awaits them in Ajhuuta. Otherwise the trip is uneventful.

When the PCs arrive at the Apostolaem the Spider that Waits has already been released. Immediately prior to fighting the demon prince, the PCs need to kill or disable as many guards as possible. After the combat, the PCs can collect the shard that was used to power the ritual and return to Almraiven. The aranea villagers move to the Ajhuuta now that it is uninhabited and their village destroyed.

PLAYER'S INTRODUCTION

The adventure starts with the PCs in the city of Almraiven whether because they recently completed one of the other Calimshan adventures, to purchase unusual magic items, study with the great Almraivian wizards or something else. Whatever the reason the PCs hear news from a town crier. Read or paraphrase the following.

The streets of Almraiven are bustling with activity. The sound of a bell pierces through the clamor of the crowd. A young man dressed in flowing red garments stands atop a pile of crates at a fruit merchant's stall, ringing a bell vigorously.

The man shouts "Attention, Citizens of Almraiven! Attention! Attention! The people of Calimshan have long suffered under the yoke of oppression. Slaves in Calimport and Memnon endure the cruel whips of their masters. Even here, within the walls of our beautiful city, we are practically prisoners - unable to travel far beyond the city gates without fear of being kidnapped by slavers.

It is time to stand up and fight! It is time to overthrow the evil regimes of efreet and djinn, free the slaves, bring peace to the region, and restore Calimshan to its former glory.

The mighty WeavePasha of Almraiven seeks powerful adventurers to travel into the dangerous Plain of Stone Spiders.

For the glory of Calimshan! For Freedom!"

The crowd erupts into cheers and echoed cries of "For Calimshan!" "For Almraiven!" "Freedom!"

The young man doesn't know much more than what he announced. The WeavePasha is hiring adventurers to travel to the Plain of Stone Spiders and that if the PCs are interested, they should go to his palace and speak to him.

If the PCs wish to speak with Ala'Ammar or volunteer for one of his missions instead, Ala'Ammar tells them that he is still working out logistics and is not ready for their assistance quite yet. Ala'Ammar says that the WeavePasha needs the assistance of powerful adventurers and suggests that the PCs contact him.

Regardless, proceed to Encounter 1 if PCs travel to the WeavePasha's palace.

ENCOUNTER 1: WEAVING THE WEB

As the PCs discuss what to do or while they are walking towards the WeavePasha's palace a young eladrin woman, a Janessar agent, approaches them.

A young, plainly-dressed eladrin woman with emerald green eyes and long black hair approaches you. She briefly assesses your group, nods to herself, and says "Mighty adventurers, may I please speak with you in private?"

The woman wants to talk and is not trying to trick or trap the PCs. If the PCs refuse to speak with her, she asks again nicely, insisting that it is important and only takes a few minutes. If the PCs still refuse, she looks disappointed but wishes them luck in their endeavors and leaves.

If the PCs agree to speak with her, she leads them to a quiet corner in the nearby tavern. Read or paraphrase the following.

The woman leads you to a quiet table in the back of the Laughing Satyr Inn. She orders drinks for the table and begins.

"My name is Jade. Thank you for meeting with me. You are clearly a powerful group of adventurers. Do you intend to answer the WeavePasha's call to travel to the Plain of Stone Spiders?"

Even if the PCs refuse to answer or deny that they will accept the mission, she tells the PCs the following.

- She is a member of the Janessar, an organization that works to free slaves.
- In the southwest corner of the Plain of Stone Spiders there is a village of aranea, intelligent spider people who can change into drow and other humanoids.
- These aranea are Janessar agents. They provide shelter for escaped slaves and help them cross the Plain of Stone Spiders. They have saved the lives of many slaves.
- The aranea are widely feared and misunderstood, but that they are primarily a peaceful society of traders.
- She does not know what the WeavePasha wants the PCs to do in the Plain of Stone Spiders, but she begs the PCs not to hurt the aranea if they encounter them.
- She provides additional assistance if any of the PCs have one of the following story awards: CALI04, CALI23, or worked for the Janessar in ADCP2-2. If any

of the PCs meet those qualifications, she gives the group a *ring of freedom of movement* (she only has one ring). In addition, she tells the PCs a Janessar pass phrase to identify themselves as allies: "May your wrists be free of iron shackles and your mind be free of the shackles of self-doubt."

When Jade provided the above information, she thanks the PCs for their time and wishes them luck on their next endeavor before leaving. Assuming the PCs proceed on their way to the WeavePasha's palace read or paraphrase the following:

Upon arriving at the palace you are lead through a series of long passageways decorated with elaborate illusions to a large garden courtyard. Trees covered in ivory blossoms sway gracefully in the breeze. The air smells sweet and it is pleasantly cool in the garden; there is a gentle breeze and the harsh desert sun does not scorch the earth here.

An elderly gentleman is sitting on a moss-covered stone bench among a patch of brilliant, blood-red roses. He is intently watching a large spider consume another spider. He waves his hand to dismiss your guide, still watching the spiders, entranced. "Isn't it interesting how some spiders consume their very own kind, even feeding off of the life force of their mates to become stronger?"

"Forgive me, where are my manners? Please, make yourself comfortable."

If the PCs have not played CALI4-2 or CALI4-3, the WeavePasha explains the nature of the Calimemnon Crystal major quest.

- Ala'Ammar plans to march an army across the desert to assault Calimport and Memnon and liberate all the slaves of Calimshan.
- The WeavePasha is concerned that the djinn Calim or the efreet Memnon return to Calimshan if their cities are threatened.
- The Calimemnon Crystal was shattered during the Spellplague and released these epic beings from their prison. The two rivals disappeared and their whereabouts are unknown, but it is not wise to risk drawing the attention of such powerful creatures.
- The shards of the Calimemnon Crystal are scattered throughout Calimshan. He needs 3 large shards in order to create a new prison for Calim or Memnon.
- The threat of being imprisoned again should be enough to prevent the two from returning. Even if they do return, with an intact Crystal we is able imprison them again.

The WeavePasha provides the following information to all of the PCs. Note that the WeavePasha provides some of this information simply because he thinks it is fascinating historical information, not because he thinks it is directly relevant to the PC's mission.

GENERAL

- The PCs' mission is to travel to the Plain of Stone Spiders to obtain the crystal shard.
- The crystal shard is located in the southwest corner of the plain in the vicinity of a village of aranea.
- He teaches the PCs how to detect the arcane signature of the crystal when nearby. This only works within close proximity of the crystal.
- No one has traveled through the Plain of Stone Spiders for quite some time due to its dangerous nature, but he can provide an old map of the area.
- He is willing to pay 1600/ 2750/ 5500/ 11000/ 16500 gp per PC on delivery of the crystal.

ARANEA

- Aranea are large, intelligent spiders capable of shapechanging into a single humanoid form, typically drow, human, or half-elf. The species was created during the Night Wars (pre-Spellplague) by Calishite wizards to infiltrate drow society and destroy them from within.
- After the war the Calishites either killed them or exiled them to what is now the Plain of Stone Spiders. Aranea are outcasts in Calimshan society.
- Aranea are generally a peaceful society of traders. They assume humanoid form when travelling outside of their homes in order to avoid persecution.
- The aranea have no reason to trust the WeavePasha since previous rulers of Almraiven committed genocide on their people. The WeavePasha vehemently opposes how his predecessors abused and slaughtered the aranea.
- The WeavePasha authorizes the PCs to negotiate on behalf of Almraiven. In exchange for the crystal shard, the WeavePasha can offer favorable trade agreements, legal protection from discrimination, and the assistance of his wizards in building magical defenses. The WeavePasha can provide the PCs with a signed writ expressing his desire for good relations with the aranea and authorizing the PCs to negotiate on his behalf.
- The WeavePasha encourages the PCs to seek a peaceful solution, but cautions that the aranea may be aggressive and mistrustful. In response to their genocide, some aranea turned to the worship of the

Spider that Waits, an evil demon prince and rival of Lolth.

- The crystal shard has powerful latent magic and is likely used by the aranea for protection against the dangerous creatures in the Plain of Stone Spiders.
- See Appendix 2 for additional information about the aranea.

PLAIN OF STONE SPIDERS

- The Plain of Stone Spiders is a wasteland between Almraiven and the Calim Desert.
- It was formerly the lush Spider Swamp but the area dried up during the Spellplague. It became a rocky wasteland of petrified forests, stone pillars, and desert sands.
- Many native creatures were infused with elemental magic and gained some control over the earth and stone pillars.
- There are the ancient ruins of an aranea city, Lost Ajhuuta, in the northern reaches of the Plain of Stone Spiders. The place used to be an important center for trade. During the Spellplague the city partly submerged into the earth.
- See Appendix 2 for additional information about the Plain of Stone Spiders.

SPIDER THAT WAITS

- The Spider that Waits is a demon prince who delights in battle, destruction, and bloodlust and is a rival of Lolth because he claims dominion over drow warriors and spiders.
- The Spider that Waits is currently imprisoned within his Apostolaeum in Lost Ajhuuta. Several Almraiven wizards imprisoned him there in 1357 DR.
- Worship of the Spider that Waits became an important part of the culture in Ajhuuta. Devoted worshippers built a large temple, or Apostolaeum, to the Spider that Waits - a domed structure in the center of the city with a massive obsidian spider crouched on top. Worshippers would go on pilgrimages to Ajhuuta to worship.
- Aranea who did not worship the Spider that Waits fled the city and likely settled elsewhere in the Plain of Stone Spiders.
- See Appendix 1 for additional information about the Spider that Waits.

ENDING THE ENCOUNTER

The encounter ends when the PCs decide to leave the city and head towards the Plain of Stone Spiders. The PCs have the opportunity to purchase any supplies that they can normally purchase or cast any rituals before leaving Almraiven. The Plain of Stone Spiders is not a

long journey from Almraiven and the PCs can travel there by any reasonable means. Ask the PCs how they are traveling and what precautions they might be taking during their journey.

MILESTONE

The PCs do not earn any XP for this encounter, and it does not count toward a milestone.

TREASURE

If the PCs have the appropriate story awards (see above) Jade gives the PCs one *ring of freedom of movement*.

ENCOUNTER 2: ARANEA VILLAGE

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 Solin Everhath (T)
- 2 plaguechanged blood oozes (B)
- 3 plaguechanged abominations (A)
- 8-12 villagers

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove 1 abomination, Solin does not have an action point, there are only 8 aranea villagers to save and Scene 1 of the skill challenge only requires 3 successes.

Six PCs: Add 1 blood ooze, there are 12 aranea villagers to save and Scene 1 of the skill challenge requires 5 successes.

SETUP

As the adventurers approach the Plain of Stone Spiders, read or paraphrase the following.

Ahead, the endless sand dunes give way to towering spires that pierce the sky with wicked spikes. A petrified forest choked with stone vines forms a dense understory. Tree limbs are shattered and all bent in one direction as if hit with a crippling blast of energy. The desolate landscape of windblown sand and rocky outcroppings is eerily silent. Sparse vegetation clings tightly to rocky crevasses, struggling to survive in the harsh environment.

A rock - no, a hideous, dusty-looking toad - stares at you, slowly blinking each of its three eyes, and then burrows into the rocky ground. A thick, black plume of smoke rises above the rocky spires about a mile away.

Ask the PCs what they want to do and have them establish a marching order. Presumably the PCs want to head toward the aranea village or the plume of smoke (which is coming from the aranea village). As the PCs approach the village, read or paraphrase the following.

A large, injured spider scuttles through the stone pillars in your direction. Upon seeing you, the spider transforms into a drow woman. Blood streams from

vicious claw marks across her face. Her clothes are singed, and she is limping badly.

"Help me... A fire is ravaging our village and horrid beasts are attacking. There must be a traitor in our midst who weakened the villages defenses. The villagers are fending off the monsters the best they can, but I fear.... Please help..."

The woman is an aranea named Jasmine who fled the town and escaped from the attack. She is panicked and slightly incoherent. If the PCs ask her questions or try to get more information out of her, she says there isn't time to talk. She continues to beg the PCs to help and stresses that the more time the PCs waste, the more innocent villagers die. When the PCs rush towards the village, read or paraphrase the following.

Numerous small huts stand amongst the precariously balanced spires. An elaborate network of webs connects the homes and the stone pillars where several cocoons hang. Fire blazes through the village, the thin webbing acting as an accelerant.

A group of aranea is fending off horribly deformed monstrosities. Many of the aranea fluctuate between spider and humanoid form in their panic. The terrified aranea eye you suspiciously as they continue fighting for their lives.

The aranea are suspicious of the PCs, especially since they were just betrayed by one of their own. The plaguechanged monsters are mostly mindless creatures that attack whatever is nearby. They attack either the aranea or the PCs. Although the fight between the aranea and the monsters is ongoing, everyone should roll initiative as normal when the PCs arrive. The goal of this encounter is to save as many aranea as possible and defeat the plaguechanged monsters.

There is a drow spy pretending to be one of the aranea who is discretely killing the villagers. Once the PCs identify the spy they can begin attacking him and he will engage the PCs instead of killing more villagers. The plaguechanged monsters are not allies of the drow spy, but they do not attack him because he is not an easy meal (like the aranea) and he is not attacking them (like the PCs).

SPY!

Solin Everhath is a drow spy who infiltrated the aranea village. He created a distraction by setting fire to several buildings so that his allies could steal the shard of the Calimemnon Crystal.

Solin stayed behind in the village to prevent the aranea from interfering with the ritual or fleeing to get help. Solin is also attempting to discretely kill as many aranea as possible because the souls of dead aranea empower the Spider that Waits. Solin carries a special dagger that serves as the ritual focus for a powerful, life-consuming ritual. Whenever an aranea is killed within 50 squares of the dagger, their soul is captured and channeled into the Sanguinary Altar, a powerful artifact located in the Apostolaeum of the Spider that Waits. As each aranea dies, a small flicker of light, their soul, leaves their body and streams to the north, deeper into the wasteland.

Solin does not need to be the one who kills the aranea and the dagger does not need to be wielded or controlled in order to channel the aranea's soul into the altar. Simply keep track of the number of aranea killed in this encounter since this has an impact on the final encounter.

Solin is using magical compulsion to force the aranea to attack each other and make it appear that one of the other aranea is the spy. He would attack the aranea directly, but he wants to maintain his cover as long as possible, especially now that powerful adventurers have arrived.

Solin attempts to blend in as much as possible. He is covered in blood like the other villagers, but the blood is not his own. He acts similar to the aranea until he is discovered.

PCs can make skill checks to identify Solin as the spy. Once the spy is identified, the PCs can begin attacking him and are no longer at risk of inadvertently assisting him. It only requires one successful check to identify the spy and failures are not tracked. The PCs automatically realize Solin is the spy during the third round of combat.

Insight [Hard DC during first combat round, Moderate DC during second combat round] (1 success), minor action

The PC notices that Solin revels in the chaos and bloodshed unlike the other aranea.

Arcana [Hard DC during first combat round, Moderate DC during second combat round] (1 success), minor action

The PC notices that Solin is using magical compulsion to make the aranea attack each other.

Nature [Hard DC during first combat round, Moderate DC during second combat round] (1 success), minor action

Even in humanoid form, aranea are nimble-footed, have a slightly swinging gait, and use quick, jerky movements since they are accustomed to walking on webs. The PC notices that Solin does not move like an aranea should.

History [Hard DC during first combat round, Moderate DC during second combat round] (1 success), minor action

The PC is familiar with the traditional fighting techniques of the aranea and notices that all of the villagers are using that fighting style except Solin.

Perception [Hard DC during first combat round, Moderate DC during second combat round] (1 success), minor action

The PC notices Solin dominate an aranea.

FEATURES OF THE AREA

Earthflow: The river squares represent an earthflow, a flowing mass of earth and rock. Each creature within an earthflow area at the start of its turn slides 3 squares in the direction of flow. The creature must also make a DC Moderate Acrobatics or Athletics check to avoid sinking into the flow and becoming grabbed (escape ends, DC Moderate). Where the earthflow splits, randomly determine which direction the creature travels.

Wrath Mud: The area of the skeleton is considered wrath mud. Wrath mud is difficult terrain. Any creature within a wrath mud square that scores a critical hit with a melee attack deals 2d10 extra damage on that attack. Furthermore, a creature that starts its turn in a square of wrath mud and does not make a melee attack before the end of its turn takes 10 psychic damage.

Fire: Creatures that end their turn in a fire square take AL fire damage and ongoing 10 fire damage (save ends). Creatures cannot save while in the fire. The fire does not spread during the combat and can easily be put out after combat.

Web: Creatures that enter a web square are slowed to the end of their next turn. Aranea are immune to this effect.

Rocky Outcroppings: The rocky outcroppings are 10 feet tall and require a DC 18 Athletics check to climb.

SAVE THE ARANEA

One goal of this encounter is to save as many aranea villagers as possible. Success is on a sliding scale, the more villagers that are saved, the better. Once a villager is off the edge of the map, they are considered safe. The

aranaea do not trust the PCs and are not considered allies.

There are 10 aranea villagers. (With 4 PCs there are 8 aranea, with 6 PCs there are 12 aranea.) Remember to put an additional “aranaea” mini to represent the drow traitor. The aranea start in or within 2 squares of the villagers’ box on the map. None of the aranea starts adjacent to each other.

The aranea begin the combat bloodied and are killed after one hit. They each have 1 healing surge. For simplicity, all attacks automatically hit the aranea. The aranea are cowering and taking the *total defense* action. As a result of their injuries, they cannot be knocked unconscious and are considered slowed. The aranea all act on Solin’s initiative.

The PCs have three different options for saving the villagers (or they can use a combination of these options): (1) kill all the monsters, (2) use powers to keep the aranea from getting killed, (3) complete a skill challenge to gain the villager’s trust and help them to safety. Once the PCs have their trust, the villagers are considered allies and cautiously move off the edge of the map following the PC’s instructions. At that time PCs can also use powers to help the aranea, except that the aranea are considered allies.

Each time an aranea dies: As each aranea dies, a small flicker of light, their soul, leaves their body and streams to the north, deeper into the wasteland. Keep track of how many aranea die in this encounter. A powerful artifact, the Sanguinary Altar, is collecting the aranea’s souls and the Spider That Waits uses their souls to empower himself (see Encounter 6 for additional details).

SKILL CHALLENGE

Goal: Convince the aranea that the PCs are allies (Scene 1) and to get as many aranea as possible to safety (off the edge of the map) (Scene 2).

Complexity: Scene 1 is complexity 1 (3 successes for 4 PCs, 4 successes for 5 PCs, 5 successes for 6 PCs, failures are not tracked).

Success in Scene 2 is on a sliding scale. Failures are not tracked. There are 10 aranea to save (8 aranea with 4 PCs or 12 aranea with 6 PCs)

Primary Skills: Diplomacy, Heal

All bonuses/penalties are cumulative.

- **Drow:** Drow PCs suffer a -5 penalty on all skill checks in Scene 1. The aranea are especially suspicious of drow because they were just betrayed by a drow

pretending to be an aranea. They fear that drow PCs are Solin’s allies.

- **Freedom Fighter:** PCs that have one of the following story awards gain a +5 bonus to all skill checks in Scene 1: tattoo of the Brotherhood of Bonded Escape in a clearly visible location (CALI04 Branded by the Brotherhood), began a slave revolution in Memnon (CALI23), or worked for the Janessar in the Race Across the Desert (ADCP2-2).
- **Slave:** PCs that have the story award CALI05 Branded by Prama Ningra gain a +5 bonus to all skill checks in Scene 1.

SCENE 1: GAIN THEIR TRUST

In order to assist the aranea villagers, the PCs first have to convince them that they are trustworthy.

Janessar Pass Phrase [must have story award CALI04, CALI23, or worked for the Janessar in the Race Across the Desert] (1 success, 1 maximum), free action

The PC says the Janessar pass phrase to identify themselves as allies: “May your wrists be free of iron shackles and your mind be free of the shackles of self-doubt.”

Diplomacy, minor action [DC varies]

Moderate DC = 1 success

Hard DC = 2 successes

Diplomacy, standard action [DC varies]

Easy DC = 1 success

Moderate DC = 2 successes

Hard DC = 3 successes

Success: The PCs have gained the trust of the villagers and the aranea and PCs are now considered allies.

Failure: Failures are not tracked. The PCs have not yet convinced the villagers that they are allies.

SCENE 2: GET THEM TO SAFETY

There is not a set number of successes needed for this scene. The goal of this scene is to get as many aranea off the map as possible. This can be accomplished in multiple ways. Allow the PCs to use appropriate powers to help the aranea get to safety.

Now that the villagers trust the PCs, they focus their attention on getting to safety and allow the PCs to help them. On their initiative (which is the same as Solin’s), each aranea takes two move actions on their turn towards the edge of the map by the safest route. The aranea follow any directions the PCs give them. The

aranae are slowed due to their injuries, but their normal speed is 6.

Heal [Moderate DC] (success means that the aranea is no longer slowed), minor action, must be adjacent
The PC heals an aranea villager so that they can walk without limping.

Power Usage (PCs can use various powers to assist the aranea; the exact effect, range, and action cost depend on the specific power)

- A power that heals at least AL hit points or one surge brings a bloodied aranea to full hit points and also removes their slowed condition.
- A power that gives at least AL temporary hit points protects an aranea from one hit.
- A power that reduces at least AL points of damage protects an aranea from one hit.
- Other powers as appropriate.

TACTICS

Each round before Solin Everhath is discovered, he uses *total defense* and *dread command* to force one of the aranea to kill a villager in order to frame them as the traitor. When he is first discovered as the spy, Solin uses *cloud of darkness* to protect himself. He uses *dread command* each round, primarily on strikers. He uses his action point after hitting with *insidious doom* to take advantage of the target's lower defenses.

The plaguechanged blood oozes are mindless creatures that attack whatever is closest to them. They spend their action point gained from *blood feast* as soon as possible. They attack the aranea if they are nearby and the blood ooze is not engaged. They use *vicious assault* before using *blood call*.

The plaguechanged abominations attack the closest enemy with *claws* and use *insane revelation* at the end of each turn if possible. [See Player's Handout 1 for the *insane revelation* details if the PCs gain that power.] The abominations attack the aranea if they are nearby and not engaged by a PC.

TROUBLESHOOTING

Reward creativity and use of powers for both skill challenges, granted that it is reasonable, approximately equal in opportunity cost (for example, expending a high-level daily power might give multiple successes), and enhances the fun of the players at the table.

ENDING THE ENCOUNTER

After all of the monsters are defeated, the PCs likely want to talk to the aranea villagers or Solin. They may investigate the scene to figure out what is going on. Proceed to Encounter 3 for this information.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Solin Everhath has a *lifestealer weapon* +3 (AL 12/14/16) or *lifestealer weapon* +4 (AL 18/20).

ENCOUNTER 2: ARANEA VILLAGE (ADVENTURE LEVEL 12)

Solin Everhath	Level 12 Elite Controller
Medium fey humanoid, drow	XP 1400
HP 234; Bloodied 117	Initiative +8
AC 25, Fortitude 23, Reflex 24, Will 28	Perception +10
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
r Poisonous Sting (poison) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Fortitude	
Hit: 2d6 + 10 poison damage and ongoing 5 poison damage (save ends). First failed save and the creature is unconscious (save ends).	
R Insidious Doom (fear) • Recharges when first bloodied	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: 4d6 + 17 damage and the target takes a -2 penalty to all defenses (save ends).	
MINOR ACTIONS	
R Dread Command (charm) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +15 vs. Will	
Hit: Solin slides the target 5 squares and the target makes a basic attack against a target of Solin's choice.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: Until the end of Solin's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1, this power creates a zone of darkness that remains in place until the end of Solin's next turn. The zone blocks line of sight for all creatures other than Solin.	
Str 17 (+9)	Dex 14 (+8) Wis 19 (+10)
Con 13 (+7)	Int 11 (+6) Cha 18 (+10)
Alignment evil Languages Common, Elven	
Equipment chainmail, holy symbol, mace	
Note: Based on Calais Archwinter.	

2 Plaguechanged Blood Oozes	Level 12 Brute
Medium elemental magical beast (ooze)	XP 700
HP 148; Bloodied 74	Initiative +10
AC 24, Fortitude 24, Reflex 23, Will 22	Perception +9
Speed 8	Low-light vision
TRAITS	
Blood Feast	
The blood ooze gains 1 action point whenever one of its attacks bloodies an enemy. The ooze can only have 1 action point at a time.	
Blood Frenzy	
The blood ooze gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).	
Ooze	
While squeezing, the blood ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 10 damage	
C Blood Call • Recharge 4-6	
Requirement: The blood ooze must be bloodied to use this power.	
Attack: Close burst 3 (enemies in the burst); +15 vs. Fortitude	
Hit: 2d10 + 10 damage, and the ooze pulls the target 2 squares.	
MINOR ACTIONS	
Vicious Assault • Encounter	
Effect: The next attack power the blood ooze uses before the end of its next turn is made against the lowest of the targets' defenses.	
Str 23 (+12)	Dex 18 (+10) Wis 16 (+9)
Con 18 (+10)	Int 3 (+2) Cha 11 (+6)
Alignment chaotic evil Languages -	
Note: Based on blood demon.	

3 Plaguechanged Abominations	Level 12 Skirmisher
Medium elemental humanoid	XP 700
HP 104; Bloodied 52	Initiative +12
AC 24, Fortitude 22, Reflex 23, Will 21	Perception +7
Speed 6, teleport 4	Low-light vision
STANDARD ACTIONS	
m Claws • At-Will	
<p>Attack: Melee 1 (one creature); +17 vs. AC</p> <p>Hit: 3d6 + 10 damage.</p> <p>Secondary Attack: Melee 1 (creature hit by primary attack); +15 vs. Fortitude</p> <p>Hit: The target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).</p>	
C Induce Planar Instability • Encounter	
<p>Requirement: The ooze must be bloodied.</p> <p>Attack: Close burst 3 (creatures in the burst); +15 vs. Will</p> <p>Hit: 2d8 + 6 damage, and the target is slid 3 squares and knocked prone.</p>	
MINOR ACTIONS	
Insane Revelation (personal) • At-Will	
<p>Effect: Roll a d6 to determine this power's effect.</p> <ol style="list-style-type: none"> 1. The creature using this power is blinded until the end of its next turn. 2. The creature using this power is dazed until the end of its next turn. 3. The creature using this power grants combat advantage until the end of its next turn. 4. The creature using this power gains a +2 bonus to all defenses until it is hit by an attack. 5. The creature using this power gains a +2 bonus to attack rolls until it misses with an attack. 6. The creature using this power can take an extra standard action this turn. 	
TRIGGERED ACTIONS	
C Condition Transfer • Recharge 5-6	
<p>Trigger: The abomination is hit by an attack that applies any conditions.</p> <p>Attack (Immediate Interrupt): Close burst 5 (the enemy that applied the condition); +15 vs. Fortitude</p> <p>Hit: Conditions applied by the triggering attack affect the target instead of the abomination.</p>	
Planar Flux • Encounter	
<p>Trigger: The abomination becomes bloodied.</p> <p>Effect (No Action): The abomination teleports 8 squares and becomes insubstantial until the end of its next turn.</p>	
C Chaos Unleashed • Encounter	
<p>Trigger: The abomination is reduced to 0 hit points.</p> <p>Attack (No Action): Close burst 1 (creatures in burst); +15 vs. Reflex</p> <p>Hit: 2d8 + 6 damage, and the target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turns (save ends both).</p>	
Skills Athletics +13, Stealth +15	
Str 15 (+8)	Dex 19 (+10) Wis 12 (+7)
Con 16 (+9)	Int 9 (+5) Cha 14 (+8)
Alignment chaotic evil Languages -	
Note: Based on gray slaad slicer.	

ENCOUNTER 2: ARANEA VILLAGE (ADVENTURE LEVEL 14)

Solin Everhath		Level 14 Elite Controller	
Medium fey humanoid, drow		XP 2000	
HP 266; Bloodied 133		Initiative +9	
AC 27, Fortitude 25, Reflex 26, Will 30		Perception +11	
Speed 6		Darkvision	
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
m Mace (weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 3d6 + 12 damage.			
r Poisonous Sting (poison) • At-Will			
Attack: Ranged 5 (one creature); +17 vs. Fortitude			
Hit: 2d6 + 12 poison damage and ongoing 10 poison damage (save ends). First failed save and the creature is unconscious (save ends).			
R Insidious Doom (fear) • Recharges when first bloodied			
Attack: Ranged 10 (one creature); +17 vs. Fortitude			
Hit: 4d8 + 16 damage and the target takes a -2 penalty to all defenses (save ends).			
MINOR ACTIONS			
R Dread Command (charm) • At-Will (1/round)			
Attack: Ranged 5 (one creature); +17 vs. Will			
Hit: Solin slides the target 5 squares and the target makes a basic attack against a target of Solin's choice.			
R Darkfire • Encounter			
Attack: Ranged 10 (one creature); +17 vs. Reflex			
Hit: Until the end of Solin's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.			
Cloud of Darkness (zone) • Encounter			
Effect: Close burst 1, this power creates a zone of darkness that remains in place until the end of Solin's next turn. The zone blocks line of sight for all creatures other than Solin.			
Skills Diplomacy +16, Religion +12			
Str 17 (+10)	Dex 14 (+9)	Wis 19 (+11)	
Con 13 (+8)	Int 11 (+7)	Cha 18 (+11)	
Alignment evil		Languages Common, Elven	
Equipment chainmail, holy symbol, mace			
Note: Based on Calais Archwinter.			

2 Plaguechanged Blood Oozes		Level 14 Brute
Medium elemental magical beast (ooze)		XP 1000
HP 168; Bloodied 84		Initiative +11
AC 26, Fortitude 26, Reflex 25, Will 24		Perception +10
Speed 8		Low-light vision
TRAITS		
Blood Feast		
The blood ooze gains 1 action point whenever one of its attacks bloodies an enemy. The ooze can only have 1 action point at a time.		
Blood Frenzy		
The blood ooze gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).		
Ooze		
While squeezing, the blood ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 12 damage.		
C Blood Call • Recharge 4-6		
Requirement: The blood ooze must be bloodied to use this power.		
Attack: Close burst 3 (enemies in burst); +17 vs. Fortitude		
Hit: 2d10 + 11 damage, and the ooze pulls the target 2 squares.		
MINOR ACTIONS		
Vicious Assault • Encounter		
Effect: The next attack power the blood ooze uses before the end of its next turn is made against the lowest of the targets' defenses.		
Str 23 (+13)	Dex 18 (+11)	Wis 16 (+10)
Con 18 (+11)	Int 3 (+3)	Cha 11 (+8)
Alignment chaotic evil		Languages -
Note: Based on blood demon.		

3 Plaguechanged Abominations	Level 14 Skirmisher
Medium elemental humanoid	XP 1000
HP 120; Bloodied 60	Initiative +13
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +8
Speed 6, teleport 4	Low-light vision
STANDARD ACTIONS	
m Claws • At-Will	
<p>Attack: Melee 1 (one creature); +19 vs. AC</p> <p>Hit: 3d6 + 12 damage.</p> <p>Secondary Attack: Melee 1 (creature hit by primary attack); +17 vs. Fortitude</p> <p>Hit: The target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).</p>	
C Induce Planar Instability • Encounter	
<p>Requirement: The abomination must be bloodied.</p> <p>Attack: Close burst 3 (creatures in burst); +17 vs. Will</p> <p>Hit: 2d8 + 7 damage, and the target is slid 3 squares and knocked prone.</p>	
MINOR ACTIONS	
Insane Revelation (personal) • At-Will	
<p>Effect: Roll a d6 to determine this power's effect.</p> <ol style="list-style-type: none"> 1. The creature using this power is blinded until the end of its next turn. 2. The creature using this power is dazed until the end of its next turn. 3. The creature using this power grants combat advantage until the end of its next turn. 4. The creature using this power gains a +2 bonus to all defenses until it is hit by an attack. 5. The creature using this power gains a +2 bonus to attack rolls until it misses with an attack. 6. The creature using this power can take an extra standard action this turn. 	
TRIGGERED ACTIONS	
C Condition Transfer • Recharge 5-6	
<p>Trigger: The abomination is hit by an attack that applies any conditions.</p> <p>Attack (Immediate Interrupt): Close burst 5 (the enemy that applied the condition); +17 vs. Fortitude</p> <p>Hit: Conditions applied by the triggering attack affect the target instead of the abomination.</p>	
Planar Flux • Encounter	
<p>Trigger: The abomination becomes bloodied.</p> <p>Effect (No Action): The abomination teleports 8 squares and becomes insubstantial until the end of its next turn.</p>	
C Chaos Unleashed • Encounter	
<p>Trigger: The abomination is reduced to 0 hit points.</p> <p>Attack (No Action): Close burst 1 (creatures in burst); +17 vs. Reflex</p> <p>Hit: 2d8 + 7 damage, and the target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).</p>	
Skills Athletics +14, Stealth +16	
Str 15 (+9)	Dex 19 (+11)
Con 16 (+10)	Int 9 (+6)
	Wis 12 (+8)
	Cha 14 (+9)
Alignment chaotic evil Languages -	
Note: Based on Gray Slaad Slicer.	

ENCOUNTER 2: ARANEA VILLAGE (ADVENTURE LEVEL 16)

Solin Everhath	Level 16 Elite Controller
Medium fey humanoid, drow	XP 2800
HP 298; Bloodied 149	Initiative +10
AC 29, Fortitude 27, Reflex 28, Will 32	Perception +12
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
r Poisonous Sting (poison) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 11 poison damage and ongoing 10 poison damage (save ends). First failed save and the creature is unconscious (save ends).	
R Insidious Doom (fear) • Recharges when first bloodied	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: 4d8 + 19 damage and the target takes a -2 penalty to all defenses (save ends).	
MINOR ACTIONS	
R Dread Command (charm) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: Solin slides the target 5 squares and the target makes a basic attack against a target of Solin's choice.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: Until the end of Solin's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1, this power creates a zone of darkness that remains in place until the end of Solin's next turn. The zone blocks line of sight for all creatures other than Solin.	
Skills Diplomacy +17, Religion +13	
Str 17 (+11)	Dex 14 (+10) Wis 19 (+12)
Con 13 (+9)	Int 11 (+8) Cha 18 (+12)
Alignment evil Languages Common, Elven	
Equipment chainmail, holy symbol, mace	
Note: Based on Calais Archwinter.	

2 Plaguechanged Blood Oozes	Level 16 Brute
Medium elemental magical beast (ooze)	XP 1400
HP 188; Bloodied 94	Initiative +12
AC 28, Fortitude 28, Reflex 27, Will 26	Perception +12
Speed 8	Low-light vision
TRAITS	
Blood Feast	
The blood ooze gains 1 action point whenever one of its attacks bloodies an enemy. The ooze can only have 1 action point at a time.	
Blood Frenzy	
The blood ooze gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).	
Ooze	
While squeezing, the blood ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d10 + 13 damage.	
C Blood Call • Recharge 4-6	
Requirement: The blood ooze must be bloodied to use this power.	
Attack: Close burst 3 (enemies in burst); +19 vs. Fortitude	
Hit: 3d10 + 13 damage, and the ooze pulls the target 2 squares.	
MINOR ACTIONS	
Vicious Assault • Encounter	
Effect: The next attack power the blood ooze uses before the end of its next turn is made against the lowest of the targets' defenses.	
Str 23 (+14)	Dex 18 (+12) Wis 16 (+11)
Con 18 (+12)	Int 3 (+4) Cha 11 (+9)
Alignment chaotic evil Languages -	
Note: Based on blood demon.	

3 Plaguechanged Abominations	Level 16 Skirmisher
Medium elemental humanoid	XP 1400
HP 136; Bloodied 68	Initiative +14
AC 28, Fortitude 26, Reflex 27, Will 25	Perception +9
Speed 6, teleport 4	Low-light vision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
Secondary Attack: Melee 1 (creature hit by primary attack); +19 vs. Fortitude	
Hit: The target gains the Insane Revelation power and must spend a minor action to use Insane Revelation as the first action on each of its turns (save ends both).	
C Induce Planar Instability • Encounter	
Requirement: The abomination must be bloodied.	
Attack: Close burst 3 (creatures in burst); +19 vs. Will	
Hit: 3d6 + 8 damage, and the target is slid 3 squares and knocked prone.	
MINOR ACTIONS	
Insane Revelation (personal) • At-Will	
Effect: Roll a d6 to determine this power's effect.	
1. The creature using this power is blinded until the end of its next turn.	
2. The creature using this power is dazed until the end of its next turn.	
3. The creature using this power grants combat advantage until the end of its next turn.	
4. The creature using this power gains a +2 bonus to all defenses until it is hit by an attack.	
5. The creature using this power gains a +2 bonus to attack rolls until it misses with an attack.	
6. The creature using this power can take an extra standard action this turn.	
TRIGGERED ACTIONS	
C Condition Transfer • Recharge 5-6	
Trigger: The abomination is hit by an attack that applies any conditions.	
Attack (Immediate Interrupt): Close burst 5 (the enemy that applied the condition); +19 vs. Fortitude	
Hit: Conditions applied by the triggering attack affect the target instead of the abomination.	
Planar Flux • Encounter	
Trigger: The abomination becomes bloodied.	
Effect (No Action): The abomination teleports 8 squares and becomes insubstantial until the end of its next turn.	
C Chaos Unleashed • Encounter	
Trigger: The abomination is reduced to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in burst); +19 vs. Reflex	
Hit: 3d6 + 8 damage, and the target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).	
Skills Athletics +15, Stealth +17	
Str 15 (+10)	Dex 19 (+12)
Con 16 (+11)	Int 9 (+7)
	Cha 14 (+10)
Alignment chaotic evil	Languages -
Note: Based on gray slaad slicer.	

ENCOUNTER 2: ARANEA VILLAGE (ADVENTURE LEVEL 18)

Solin Everhath	Level 18 Elite Controller
Medium fey humanoid, drow	XP 4000
HP 330; Bloodied 165	Initiative +11
AC 31, Fortitude 29, Reflex 30, Will 34	
Perception +13; Darkvision	
Speed 6	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
r Poisonous Sting (poison) • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 13 poison damage and ongoing 15 poison damage (save ends). First failed save and the creature is unconscious (save ends).	
R Insidious Doom (fear) • Recharges when first bloodied	
Attack: Ranged 10 (one creature); +21 vs. Fortitude	
Hit: 4d10 + 18 damage and the target takes a -4 penalty to all defenses (save ends).	
MINOR ACTIONS	
R Dread Command (charm) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +21 vs. Will	
Hit: Solin slides the target 5 squares and the target makes a basic attack against a target of Solin's choice.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: Until the end of Solin's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1, this power creates a zone of darkness that remains in place until the end of Solin's next turn. The zone blocks line of sight for all creatures other than Solin.	
Skills Diplomacy +18, Religion +14	
Str 17 (+12) Dex 14 (+11) Wis 19 (+13)	
Con 13 (+10) Int 11 (+9) Cha 18 (+13)	
Alignment evil	Languages Common, Elven
Equipment chainmail, holy symbol, mace	
Note: Based on Calais Archwinter.	

2 Plaguechanged Blood Oozes	Level 18 Brute
Medium elemental magical beast (ooze)	XP 2000
HP 208; Bloodied 104	Initiative +13
AC 30, Fortitude 30, Reflex 29, Will 28	Perception +12
Speed 6	Low-light vision
TRAITS	
Blood Feast	
The blood ooze gains 1 action point whenever one of its attacks bloodies an enemy. The ooze can only have 1 action point at a time.	
Blood Frenzy	
The blood ooze gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).	
Ooze	
While squeezing, the blood ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d10 + 15 damage.	
C Blood Call • Recharge 4-6	
Requirement: The blood ooze must be bloodied to use this power.	
Attack: Close burst 3 (enemies in burst); +21 vs. Fortitude	
Hit: 3d10 + 15 damage, and the ooze pulls the target 2 squares.	
MINOR ACTIONS	
Vicious Assault • Recharge 5-6	
Effect: The next attack power the blood ooze uses before the end of its next turn is made against the lowest of the targets' defenses.	
Str 23 (+15)	Dex 18 (+13)
Con 18 (+13)	Int 3 (+5)
Wis 16 (+12)	Cha 11 (+10)
Alignment chaotic evil Languages -	
Note: Based on blood demon.	

3 Plaguechanged Abominations	Level 18 Skirmisher
Medium elemental humanoid	XP 2000
HP 152; Bloodied 76	Initiative +15
AC 30, Fortitude 28, Reflex 29, Will 27	Perception +10
Speed 6, teleport 4	Low-light vision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
Secondary Attack: Melee 1 (creature hit by primary attack); +21 vs. Fortitude	
Hit: The target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).	
C Induce Planar Instability • Encounter	
Requirement: Must be bloodied.	
Attack: Close burst 3 (creatures in burst); +21 vs. Will	
Hit: 3d6 + 9 damage, and the target is slid 3 squares and knocked prone.	
MINOR ACTIONS	
Insane Revelation (personal) • At-Will	
Effect: Roll a d6 to determine this power's effect.	
1. The creature using this power is blinded until the end of its next turn.	
2. The creature using this power is dazed until the end of its next turn.	
3. The creature using this power grants combat advantage until the end of its next turn.	
4. The creature using this power gains a +2 bonus to all defenses until it is hit by an attack.	
5. The creature using this power gains a +2 bonus to attack rolls until it misses with an attack.	
6. The creature using this power can take an extra standard action this turn.	
TRIGGERED ACTIONS	
R Condition Transfer • Recharge 5-6	
Trigger: The abomination is hit by an attack that applies any conditions.	
Attack (Immediate Interrupt): Close burst 5 (the enemy that applied the condition); +21 vs. Fortitude	
Hit: Conditions applied by the triggering attack affect the target instead of the abomination.	
Planar Flux • Encounter	
Trigger: The abomination becomes bloodied.	
Effect (No Action): The abomination teleports 8 squares and becomes insubstantial until the end of its next turn.	
C Chaos Unleashed • Encounter	
Trigger: The abomination is reduced to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in burst); +21 vs. Reflex	
Hit: 3d6 + 9 damage, and the target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).	
Skills Athletics +16, Stealth +18	
Str 15 (+11)	Dex 19 (+13) Wis 12 (+10)
Con 16 (+12)	Int 9 (+8) Cha 14 (+11)
Alignment chaotic evil Languages -	
Note: Based on gray slaad slicer.	

ENCOUNTER 2: ARANEA VILLAGE (ADVENTURE LEVEL 20)

Solin Everhath	Level 20 Elite Controller
Medium fey humanoid, drow	XP 5600
HP 362; Bloodied 181	Initiative +12
AC 33, Fortitude 31, Reflex 32, Will 36	Perception +14
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
r Poisonous Sting (poison) • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Fortitude	
Hit: 3d8 + 15 poison damage and ongoing 15 poison damage (save ends). First failed save and the creature is unconscious (save ends).	
R Insidious Doom (fear) • Recharges when first bloodied	
Attack: Ranged 10 (one creature); +23 vs. Fortitude	
Hit: 4d12 + 17 damage and the target takes a -4 penalty to all defenses (save ends).	
MINOR ACTIONS	
R Dread Command (charm) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +23 vs. Will	
Hit: Solin slides the target 5 squares and the target makes a basic attack against a target of Solin's choice.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: Until the end of Solin's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1, this power creates a zone of darkness that remains in place until the end of Solin's next turn. The zone blocks line of sight for all creatures other than Solin.	
Skills Diplomacy +19, Religion +15	
Str 17 (+13)	Dex 14 (+12) Wis 19 (+14)
Con 13 (+11)	Int 11 (+10) Cha 18 (+14)
Alignment evil	Languages Common, Elven
Equipment chainmail, holy symbol, mace	
Note: Based on Calais Archwinter.	

2 Plaguechanged Blood Oozes	Level 20 Brute
Medium elemental magical beast (ooze)	XP 2800
HP 228; Bloodied 114	Initiative +14
AC 32, Fortitude 32, Reflex 31, Will 30	Perception +13
Speed 8	Low-light vision
TRAITS	
Blood Feast	
The blood ooze gains 1 action point whenever one of its attacks bloodies an enemy. The ooze can only have 1 action point at a time.	
Blood Frenzy	
The blood ooze gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).	
Ooze	
While squeezing, the blood ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d10 + 13 damage.	
C Blood Call • Recharge 4-6	
Requirement: The blood ooze must be bloodied to use this power.	
Attack: Close burst 4 (enemies in burst); +23 vs. Fortitude	
Hit: 4d10 + 13 damage, and the ooze pulls the target 2 squares.	
MINOR ACTIONS	
Vicious Assault • Recharge 5-6	
Effect: The next attack power the blood ooze uses before the end of its next turn is made against the lowest of the targets' defenses.	
Str 23 (+16)	Dex 18 (+14) Wis 16 (+13)
Con 18 (+14)	Int 3 (+6) Cha 11 (+11)
Alignment chaotic evil Languages -	
Note: Based on blood demon.	

3 Plaguechanged Abominations	Level 20 Skirmisher
Medium elemental humanoid	XP 2800
HP 168; Bloodied 84	Initiative +16
AC 32, Fortitude 30, Reflex 31, Will 29	Perception +11
Speed 6, teleport 4	Low-light vision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
Secondary Attack: Melee 1 (creature hit by primary attack); +23 vs. Fortitude	
Hit: The target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).	
C Induce Planar Instability • Encounter	
Requirement: The abomination must be bloodied.	
Attack: Close burst 3 (creatures in burst); +23 vs. Will	
Hit: 3d6 + 11 damage, and the target is slid 3 squares and knocked prone.	
MINOR ACTIONS	
Insane Revelation (personal) • At-Will	
Effect: Roll a d6 to determine this power's effect.	
1. The creature using this power is blinded until the end of its next turn.	
2. The creature using this power is dazed until the end of its next turn.	
3. The creature using this power grants combat advantage until the end of its next turn.	
4. The creature using this power gains a +2 bonus to all defenses until it is hit by an attack.	
5. The creature using this power gains a +2 bonus to attack rolls until it misses with an attack.	
6. The creature using this power can take an extra standard action this turn.	
TRIGGERED ACTIONS	
C Condition Transfer • At-Will	
Trigger: The abomination is hit by an attack that applies any conditions.	
Attack (Immediate Interrupt): Close burst 5 (the enemy that applied the condition); +23 vs. Fortitude	
Hit: Conditions applied by the triggering attack affect the target instead of the abomination.	
Planar Flux • Encounter	
Trigger: The abomination becomes bloodied.	
Effect (No Action): The abomination teleports 8 squares and becomes insubstantial until the end of its next turn.	
C Chaos Unleashed • Encounter	
Trigger: The abomination is reduced to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in burst); +23 vs. Reflex	
Hit: 3d6 + 11 damage, and the target gains the <i>insane revelation</i> power and must spend a minor action to use <i>insane revelation</i> as the first action on its turn (save ends both).	
Skills Athletics +17, Stealth +19	
Str 15 (+12)	Dex 19 (+14) Wis 12 (+11)
Con 16 (+13)	Int 9 (+9) Cha 14 (+12)
Alignment chaotic evil Languages -	
Note: Based on gray slaad slicer.	

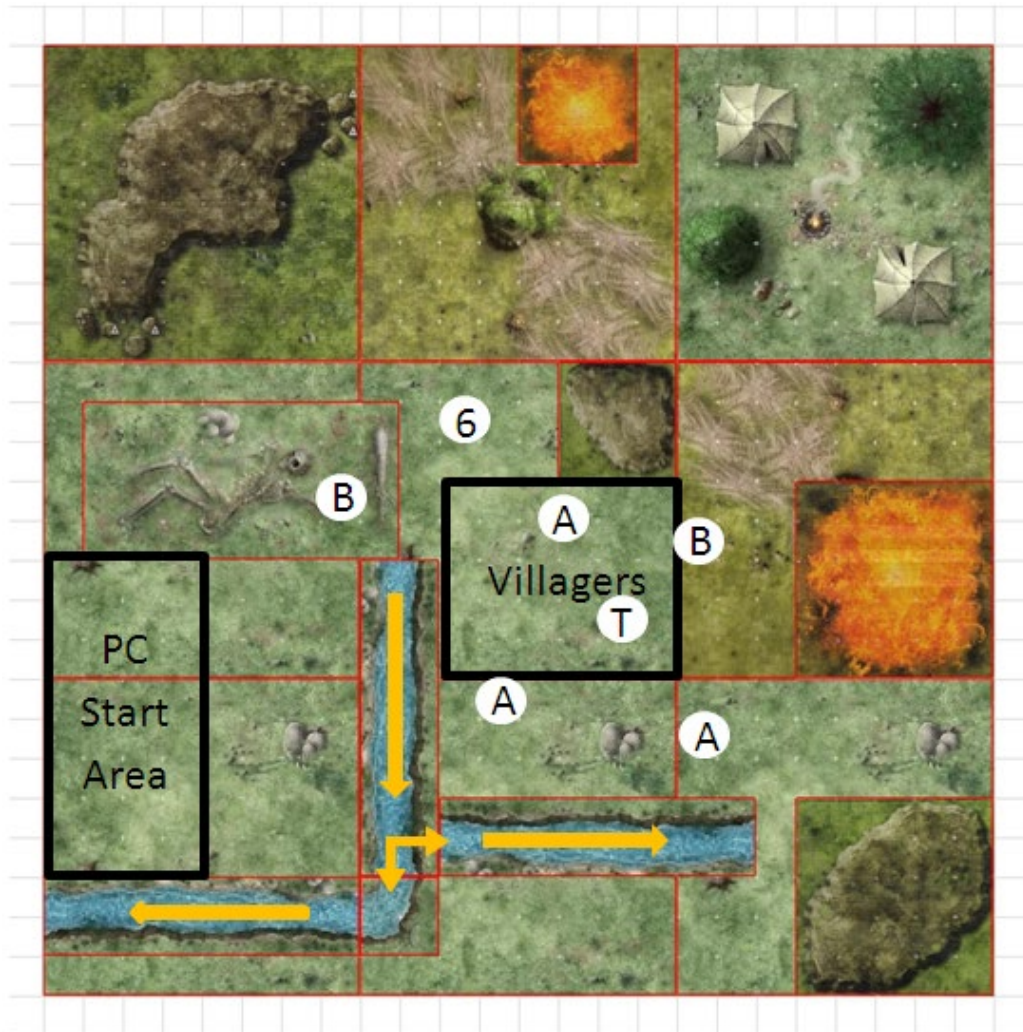
ENCOUNTER 2: ARANEA VILLAGE MAP

TILE SETS NEEDED

Dungeon Tiles Master Set - The Wilderness x1

Sinister Woods x2 (only used for webs)

Note: A clean version of this battle map can be found in Appendix 3.



B = plaguechanged blood oozes

A = plaguechanged abominations

T = Solin Everhath (NOTE - Do not place his mini at start of combat since he is disguised among the aranea)

Villagers = The villagers start in or within 2 squares of the box. No villagers should be adjacent to each other.

ENCOUNTER 3: WHAT'S GOING ON?

SETUP

After all of the monsters are defeated, the PCs likely want to talk to the aranea, interrogate Solin, or investigate the crime scene to figure out what is going on. They also need this information to learn what happened to the crystal shard and where it is now.

TALKING WITH THE VILLAGERS

Jasmine, the aranea woman the PCs encountered outside of the village, returns to the village once the PCs all monsters are defeated. She and the other villagers can give the PCs the following information.

- They had a magical crystal that protected their town from the dangerous beasts and other hazards of the Plain of Stone Spiders.
- The crystal must have been stolen because that is the only way the monsters could have attacked. If the PCs wish to investigate further, see “Investigating the Inner Web” below. If the PCs just want a quick confirmation of whether the crystal is missing or not, a runner is sent off to investigate and soon returns to report that the crystal is gone.
- Shortly before the attack, several buildings caught on fire.
- Solin arrived in town a few weeks ago posing as a silk merchant. Unfamiliar faces are not uncommon in the village because, as a society of traders, merchants come and go fairly frequently. Some aranea remain in their alternate form the majority of the time, so Solin simply appeared to be an aranea who preferred to be in drow form.
- There appeared to be increased activity in the ruins of Lost Ajhuuta in the past few weeks.
- Ajhuuta was an ancient aranea city before the Spellplague. It was rebuilt many times over the centuries. Their ancestors left Ajhuuta prior to the Spellplague and settled here because they did not approve of the other aranea worshipping a Demon Prince. The aranea generally do not venture into that area now, but one scout said he thought he saw a demon near the ruins. The aranea can provide directions to Lost Ajhuuta. They do not know if that is related to what is going on, but it seemed suspicious.

INTERROGATING SOLIN

If the PCs killed Solin Everhath during the combat but decide they would like to speak with him, they can use a Speak with Dead ritual or other similar means. The aranea can cast Speak with Dead if the PCs cannot, but the PCs would need to pay for the ritual components (140 gp).

Solin is haughty and overconfident. He is fanatical in his devotion to the Spider that Waits and speaks with great fervor about the demon's imminent return. Solin mocks the PCs, confident that the PCs have no chance of stopping the Spider that Waits or preventing his release. Solin reveals the following information.

- He is part of a group of drow cultists who worship the Spider that Waits and have discovered a way to release the demon prince from his prison in Lost Ajhuuta.
- The cultists were considered blasphemers and were exiled by priestesses of Lolth.
- Solin delights in the thought that his cult will rise to prominence now that the Spider that Waits is released from his magical prison.
- Solin infiltrated the aranea society to discover the location of the magical crystal and then create a distraction so that his allies could steal the crystal.
- Their carefully laid plans were rushed because their contacts in Almraiven informed them that the WeavePasha was seeking adventurers to travel to the Plain of Stone Spiders.
- A group of demons also wished to free the Spider that Waits. The demons recently got free from the Demonweb and wanted to take revenge on Lolth for trapping them in the Demonweb for so long.
- The drow and demons became allies in their efforts to release the Spider that Waits. The drow knew the details of how to perform the ritual and the demons provided extra power.
- They have a powerful evil artifact that captures souls. The Spider that Waits can consume the souls to enhance his power. (The artifact does not automatically capture all souls, but Solin is not going to reveal its limitations. Solin's lifestealing dagger channels the souls of any aranea killed within 50 squares into the altar. Also, any worshipper can choose to channel their soul into the altar when they die if they are in the Apostolaenum of the Spider that Waits.)

INVESTIGATING THE INNER WEB

- The crystal shard was kept in the Inner Web, a large cocoon of webs suspended between two tall spires in the center of the village.
- The crystal's power prevented monsters from penetrating an invisible barrier that surrounded the village. Humanoids could freely travel through the barrier.
- Several haphazardly slung ropes hang down from the spires and the Inner Web has been hastily cut down.
- The aranea typically do not post a guard because monsters cannot enter their village and other humanoids are rare in the Plain of Stone Spiders. Furthermore, since the Inner Web is in the center of town it would not be easy for someone to approach it unnoticed. Unless, of course, half of the village is on fire...
- The Inner Web lies on the ground, sliced open. The crystal shard is gone.
- As a powerful artifact, the crystal shard leaves a strong residual trail of magic. Along with the WeavePasha's teachings about the arcane signature of the shard, the PCs can follow the arcane trail that leads north.
- The PCs can also find tracks leading to the north.

ENDING THE ENCOUNTER

Once the PCs have finished interacting with the village and NPCs, they can travel north towards the city of Lost Ajhuuta. The PCs can figure out where to go by following the trail of residual magic from the shard, by following the tracks, or by talking to Solin and finding out that the ritual is taking place at Lost Ajhuuta. Proceed to Encounter 4.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

In appreciation for saving them, the villagers give the PCs an *amulet of aranea* +3 (AL 12/14/16) or an *amulet of aranea* +4 (AL 18/20).

ENCOUNTER 4: MASSACRE

SETUP

As the PCs head towards Lost Ajhuuta, they come across the remains of a skirmish between Lolth-worshipping drow and cultists who worship the Spider that Waits. There are corpses from all parties. The cultists were traveling to Lost Ajhuuta with the stolen crystal to perform the ritual. They were ambushed by a group of Lolth-worshipping drow. The Lolth-worshipping drow were defeated. The surviving cultists escaped with the crystal and went to Lost Ajhuuta.

As the PCs head towards Lost Ajhuuta, read or paraphrase the following.

In a valley on the way to Lost Ajhuuta is a gory scene. The mutilated bodies of drow, spiders, and demons lay strewn across the clearing ahead. It appears there was a bloody skirmish here.

The PCs can investigate the area to gain the following information.

SEARCHING THE AREA

- The skirmish happened within the last hour.
- Demons, large spiders, and drow were involved. One group of drow was fighting against a different group of drow.
- Large areas of the ground are charred and thick strands of webbing cling to the rocky outcrops.
- One group of drow prepared an ambush.
- The other drow were fighting with the demons and spiders.

SEARCHING THE DROW

- One group of drow wears holy symbols of Lolth, a black eight-pointed star with a red and black center and strands of web ringing the points. On one of the drow bodies the PCs find a written order to hunt demons in the area.
- The other drow have small, concealed holy symbols or tattoos with the image of a spider over a crossed sword and mace. This is the holy symbol of the Spider that Waits. (See Appendix 1 for information about the Spider that Waits.) These drow carry pieces of dried silver-bark in their pouches.
- There are a number of pieces of silver bark equal to the number of PCs. Each piece of bark is a consumable that can be used to enhance rituals associated with the Spider that Waits. The PCs do not know if the bark will be useful, but they may wish to take some with them.

- Each PC who takes some of the bark should make a Religion check. With a Moderate DC Religion check, they can improvise using the bark to use it as a consumable. When they attempt a skill check to free a soul from the Sanguinary Altar in Encounter 6, they can consume the bark to gain a +2 bonus. With a Hard DC Religion check, they can use the bark correctly and the bonus is +5.

SEARCHING THE DEMONS

- The dead demons are solamiths. Solamiths are fire demons that rip out chunks of themselves and throw them in big bursts.
- Each PC examining the solamith bodies can make an Arcana check. If a PC succeeds at a Moderate DC Arcana check, they gain a +2 bonus to their skill check to disable a solamith guard in Encounter 5. If a PC succeeds at a Hard DC Arcana check, the bonus is +5.

SEARCHING THE SPIDERS

- The large dead spiders are white widows. White widows are unintelligent creatures that have strong self-preservation tendencies. They scuttle out of hiding to attack, prefer targets that cannot see them, and curl up defensively when threatened. They explode in a blinding shower of sparks whenever they are damaged by heat or light. White widows were created by the Spider that Waits. Due to his divine influence the fangs of white widows drip with poison and fouled radiant energy.
- Each PC examining the white widow bodies can make a Nature check. If a PC succeeds at a Moderate DC Nature check, they gain a +2 bonus to their skill check to disable a white widow guard in Encounter 5. If a PC succeeds at a Hard DC Nature check, the bonus is +5.

ENDING THE ENCOUNTER

Once the PCs have finished investigating the area, they can continue towards Lost Ajhuuta to deal with the Spider that Waits. Proceed to Encounter 5.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: DRAMATIC ENTRANCE

SKILL CHALLENGE, COMPLEXITY SPECIAL

SETUP

As the PCs enter the city of Lost Ajhuuta, read or paraphrase the following:

The crumbling ruins of an ancient city rise out of the desolate landscape ahead. Jagged remnants of stone walls stand as silhouettes against the gray sky.

In the center of the city looms an imposing domed temple. A massive stone spider of gleaming obsidian crouches atop it, as if ready to strike. The statue's fangs and claws are made of razor-sharp red crystal, giving the appearance of dripping blood. An intricate network of stone webs shrouds the temple in a dark gloom.

Allow the PCs to scout out the area and make any preparations. The ruins are in rough shape. Most buildings are crumbled. Some buildings have sunk into the earth. A network of cracks crisscrosses the ground, some forming deep crevasses.

The Apostolaeum of the Spider that Waits has many entrances. It is one of the few buildings that is still in good shape. When the PCs near the Apostolaeum, read or paraphrase the following.

Large spiders and demons stand guard in each of the many entrances, but are distracted by the events inside the temple. Powerful magic and intense heat radiates from the building. With their backs to you, you should be able to disable some of the guards before they even know what hit them.

Set up the combat map and place the minis of the guards. Then, have the PCs decide where they want to enter the map and which guards they want to attempt to disable.

SKILL CHALLENGE: DRAMATIC ENTRANCE

Goal: The PCs attempt to kill or disable as many guards as possible before confronting the Spider that Waits in order to make the inevitable combat easier.

Complexity: Special, each PC makes a single check and failures are not tracked.

Primary Skills: any

Victory: Each PC kills a guard before combat begins. The PCs get partial success if they kill or bloody some of the guards.

Defeat: The PCs do not kill any of the guards.

As the PCs enter the Apostolaeum of the Spider that Waits, they have a chance to disable some guards prior to the combat. The goal of this challenge is for each PC to kill, disable, or otherwise remove a guard from combat. Set up the map for Encounter 6 and place the guardians. Have each PC start on the map at the entrance they wish to use.

Encourage the PCs to split up, since only one guard can be disabled per entrance. If multiple PCs use the same entrance, they can each make their own check to disable the guard or they can use the *aid another* action. However, if multiple PCs use the same entrance and get multiple successes in the skill challenge, only one guard is removed from the combat.

Allow the PCs to use whatever skill they want, as long as they have a reasonable justification for their skill use. Each PC makes a single skill check to remove a guard from the combat. With a Hard DC, the PC completely disables or kills the guard. With a Moderate DC, the PC bloodies the guard. (Remember that PCs may have a +2 or +5 bonus to their skill check based on successful monster knowledge checks in Encounter 4.) Once each PC has made their skill check, remove the guards that were killed/disabled and proceed with the combat, Encounter 6. For each guard that is killed/disabled, add one soul to the Sanguinary Altar (see Encounter 6 for details). With a Moderate DC skill check, the guard begins the combat bloodied.

The following skill descriptions are provided as examples.

Arcana [Hard DC kills a guard, Moderate DC bloodies a guard] (1 success, no maximum)

The PC binds the guard in chains of arcane energy, preventing him from entering combat.

Dungeoneering [Hard DC kills a guard, Moderate DC bloodies a guard] (1 success, no maximum)

The PC collapses the entrance so that rocks fall on the guard, disabling him. (The entrance only partly collapses, so the PCs should still be able to access the combat through this entrance.)

Heal [Hard DC kills a guard, Moderate DC bloodies a guard] (1 success, no maximum)

The PC pinches a key nerve, causing the guard to fall unconscious.

STANDARD ACTION

The PC can choose to take a single standard action instead of making a skill check if they wish. This is an individual choice. Make sure the PCs fully understand the mechanics of the skill challenge before they choose this option, as it is unlikely that their standard action is more effective than completely defeating an enemy.

ENDING THE SCENE

The scene ends when each PC has made a single skill check to disable a guard. For each Hard DC check, a guard is killed/disabled, so remove their mini and add one soul to the Sanguinary Altar (see Encounter 6 for details). For each Moderate DC check, bloody the corresponding guard. Immediately proceed to the combat in Encounter 6.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: THE SPIDER EMERGES

ENCOUNTER LEVEL 15/17/19/21/23

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1* Vile Essence (S)
- 1* Spider that Waits (S)
- 4** white widows (W)
- 3*** solamiths (D)
- 5 drow stalkers (M)

* When the Vile Essence is reduced to 0 hit points it turns into the Spider that Waits. They are effectively two different creatures. All effects on the Vile Essence disappear when it is reduced to 0 hit points. The Spider that Waits is **not** present at the beginning of the encounter.

** Remove or bloody white widows based on the results of Encounter 5.

*** Remove or bloody solamiths based on the results of Encounter 5.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove 1 white widow, 1 solamith, and 1 drow stalker; remove the action point from the Spider that Waits.

Six PCs: Add 1 white widow, 1 solamith, and 1 drow stalker.

SETUP

Remove or bloody monsters that were disabled in Encounter 5. Determine the starting number of souls in the Sanguinary Altar (1 per aranea killed in Encounter 2, plus 1 per guard killed in Encounter 5).

As the PCs enter the area, read the following.

A massive chamber lies before you. Flames leap from rifts into the elemental chaos that lace the chamber. A crystal fragment pulsates wildly with arcane energy and the air practically hums with magic. A massive sphere of pure blackness hovers in the center of the room, emanating waves of vile necrotic energy. Although it has no eyes, the massive sphere seems to sense your presence and draws energy from a wicked-looking altar.

Drow lunge at you screaming “For the Spider that Waits! For the Spider Demon!”

Combat begins immediately. There is no chance for a surprise round (Encounter 5 is effectively the surprise round).

HIDEOUS TRANSFORMATION

The Spider that Waits has not fully emerged from his prison at the beginning of combat. The Vile Essence is a physical manifestation of the demon prince’s soul. The Spider that Waits fully emerges as his true form once the physical manifestation of his soul has been defeated. Mechanically, this is represented by making the Vile Essence and the Spider that Waits two separate creatures, and the Spider that Waits emerges when the Vile Essence is reduced to 0 hit points. When the Vile Essence is reduced to 0 hit points, read or paraphrase the following:

The black sphere explodes in a violent shower of blades. A hideous eight-legged creature with a bloated body and hundreds of eyes emerges from the darkness where the black sphere was moments ago. The Spider that Waits, now in his true form, exudes pure rage and bloodlust.

The Sanguinary Altar surges with power, add a number of soul tokens equal to the number of PCs. Also, now that the Vile Essence has been reduced to 0 hit points, PCs can tap into the power of the Calimmemnon Crystal shard (the explosion weakened the shard enough that the PCs can safely tap in to its power). See “Shard of the Calimmemnon Crystal” below.

FEATURES OF THE AREA

Shard of the Calimmemnon Crystal: The glowing sphere is the activated shard of the Calimmemnon Crystal. It is overflowing with arcane energy and cannot be safely handled until the energy is dissipated. (The PCs have to wait until after the combat, they cannot just grab the crystal and run.) The crystal is smaller than the aura of magic around it and it does not hamper movement at all (although walking through the aura of magic causes a tingling sensation and make the creature’s hair stand on end).

After the Vile Essence is reduced to 0 hit points, adjacent PCs can tap into the energy of the crystal as a minor action to gain one of the following benefits. Each PC can only tap into the crystal once. If a PC has CALI15 or CALI17, they can tap into the crystal one additional time. If a PC has both CALI15 and CALI17, they can tap into the crystal two additional times.

- If the PC has used all of their encounter attack powers, they regain the use of one.
- Spend a healing surge.
- Automatically end one condition affecting it.

Elemental Fire: Rifts to the Elemental Chaos opened during the ritual. Once per turn, a creature that moves into the elemental fire or ends their turn there takes 3d8 + AL fire damage. PCs that have ADCP29 are immune to this damage because they have extensive knowledge of and experience with the Elemental Chaos.

Pillars: The small pillars around the room have all been destroyed and can be ignored.

Doors: All of the doors are open and unlocked.

Rubble: The rubble is considered difficult terrain.

Ceiling: The ceiling is 20 feet (4 squares) high.

SANGUINARY ALTAR

Worshippers of the Spider that Waits can sacrifice their souls to this evil artifact when they die. The Vile Essence and the Spider that Waits can use *consume souls* to negate or reflect attacks.

At the beginning of the encounter, place tokens on the altar to represent the souls trapped in it. Add these factors together to determine the number of souls in the altar:

- 1 soul per aranea killed in Encounter 2.
- 1 soul is added to the altar each time a white widow or solamith is killed/disabled, including those guards killed/disabled in Encounter 5. (The drow minions also sacrifice their souls to the altar, but their souls are not powerful enough to provide a mechanical benefit.)
- When the Vile Essence is reduced to 0 hit points, a number of soul tokens are added to the altar equal to the number of PCs.

The Vile Essence and the Spider that Waits have the following power:

TRIGGERED ACTION

Consume Soul • At-Will

Requirement: There must be the required number of souls in the sanguinary altar.

Trigger: The Essence or Spider is hit by an attack.

Effect (Free Action): The Essence or Spider consumes the required number of souls for one of the following benefits. This benefit only applies to the Essence or Spider, even if the triggering attack affects multiple targets:

Consume one soul: All of the damage OR all of the conditions of the triggering attack are transferred to one of the Essence's or Spider's allies.

Consume two souls: All of the damage OR all of the conditions of the triggering attack are negated.

Consume three souls: All of the damage OR all of the conditions of the triggering attack are reflected back onto the attacker.

COUNTERMEASURES

The PCs can make skill checks to remove souls from the Altar.

Religion [Moderate/Hard DC] (1 or 2 successes, no maximum), standard action, must be adjacent to altar, moderate DC frees one soul, hard DC frees two souls.

With a short prayer the PC releases a soul, freeing it from the cruel clutches of the Spider that Waits. A small light flees from the vile altar and then disappears in a soft flash.

TACTICS

The Vile Essence uses *expanding corruption* and *double attack* during his first turn. He uses *stand in awe* whenever possible to prevent PCs from using immediate or opportunity actions. He tries to position himself to get as many PCs in his aura as possible.

The Spider that Waits uses *silk cocoon* whenever possible, targeting the most effective/dangerous PC. He uses *flurry of webs* to grab multiple targets and uses *reel* to pull PCs adjacent so they are affected by his *vile blood* aura. He uses *fling prey* to move PCs into the Elemental Fire. The inspire bloodlust aura is intended to benefit both the monsters and the PCs.

The solamiths use *soulfire* to attack as many PCs as possible. They are not concerned about including white widows in the area attacks because the white widow can then use *venomous dawn*. The solamiths use *vicious assault* before using an area burst 3 *soulfire* attack to gain the maximum benefit from the power.

The white widows use *scuttling attack* when it recharges or *bite* when it does not. They use *reflective defense* if they are in a bad position to attack (immobilized, blinded, weakened, etc.). They use *venomous dawn* when they take fire, lightning, or radiant damage from the PCs or the solamiths.

The drow stalker minions use *cloud of darkness* to assist the white widows and also attack PCs that are blinded by the white widow.

TROUBLESHOOTING

The encounter has the potential to be very difficult. If the PCs are struggling, consider modifications such as not adding souls to the Sanguinary Altar when the Vile Essence is reduced to 0 hit points or allowing PCs to tap into the Calimemnon Crystal shard additional times during the combat. It can be frustrating if the Vile Essence/Spider that Waits uses the *consume soul* power at every available opportunity. If the table has new players, or the players are getting frustrated, consider limiting the *consume soul* power to once per round or do not use it optimally. Also, remember that the Spider that

Waits provokes with his ranged attacks and that his *inspire bloodlust* aura benefits the PCs as well as the monsters.

ENDING THE ENCOUNTER

The encounter ends when the PCs kill the Spider that Waits and his allies. The PCs must carefully deactivate the Calimemnon shard so that it can be safely transported back to the Weavepasha. The PCs are able to contain the crystal's energy within a few minutes and safely transport it back to Almraiven.

MILESTONE

This encounter counts toward a milestone.

TREASURE

In the temple the PCs find a *spiderkissed weapon* +3 (AL 12/14) or a *spiderkissed weapon* +4 (AL 16/18/20). Among the cobwebs by the altar the PCs find a *ring of adaptation* (AL 20). The PCs know that the blood of the Spider that Waits can be used as an alchemical reagent. If the PCs collect some of its blood, the WeavePasha uses it to create an *elixir of reflexes* (AL 12/14/16) or *spider potion* (AL 18/20).

ENCOUNTER 6: THE SPIDER EMERGES (ADVENTURE LEVEL 12)

Vile Essence	Level 12 Elite Brute
Huge immortal magical beast	XP 1400
HP 304; Bloodied 152	Initiative +14
AC 24, Fortitude 25, Reflex 23, Will 24	Perception +18
Speed 8, fly 10 (hover)	Blindsight 15
Resist 10 necrotic, 10 poison; Immune Removed from play, dominated, unconscious, polymorph, fear, charm	
Saving Throws +2; Action Points 1	
TRAITS	
O Vile Presence (necrotic) • Aura 1	
Any enemies that ends its turn within the aura takes 10 necrotic damage.	
Action Recovery	
The Essence can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.	
STANDARD ACTIONS	
m Vile Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d8 + 7 (crit +2d8) necrotic damage, and the target loses all necrotic resistance until the end of the Essence's next turn.	
M Double Attack • At-Will	
Effect: The Essence uses <i>vile touch</i> twice.	
MINOR ACTIONS	
C Stand in Awe (charm) • At-Will (1/round)	
Attack: Close burst 1 (enemies in burst); +15 vs. Will	
Hit: 12 necrotic damage, and the target cannot use immediate actions or opportunity actions until the end of the Essence's next turn.	
C Expanding Corruption (necrotic) • Recharge at the start of any turn when vile presence is aura 1	
Effect: The <i>vile presence</i> expands to aura 3. At the start of the Essence's next turn, the <i>vile presence</i> expands to aura 5. At the start of its following turn, the Essence makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +15 vs. Reflex	
Hit: 3d6 + 12 necrotic damage, and ongoing 5 necrotic damage (save ends).	
Effect: The <i>vile presence</i> reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
Necrotic Pulse (necrotic) • At-Will	
Trigger: The Essence is hit by a necrotic attack.	
Effect (Free Action): Each enemy in the vile presence aura takes 10 necrotic damage.	
C Hideous Transformation (necrotic) • Encounter	
Trigger: The Essence is reduced to 0 hit points or fewer.	
Attack (No Action): Close burst 5 (creatures in burst); +15 vs. Reflex	
Hit: 3d6 + 12 necrotic damage.	
Effect: The Essence is removed from play and is replaced by the Spider that Waits. All effects and conditions end. The Spider that Waits appears in the Essence's space and acts on the same initiative.	
Str 17 (+14)	Dex 22 (+14) Wis 21 (+13)
Con 20 (+13)	Int 16 (+11) Cha 18 (+12)
Alignment chaotic evil Languages Abyssal, Common	
Note: Custom creature based on volcanic dragon.	

Spider that Waits	Level 12 Elite Soldier
Huge immortal magical beast (spider)	XP 1400
HP 304; Bloodied 152	Initiative special
AC 28, Fortitude 25, Reflex 23, Will 22	Perception +18
Speed 10, climb 10 (spider climb)	Tremorsense 15
Immune poison, removed from play, dominated, unconscious, polymorph, fear, charm	

Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the Spider.	
O Vile Blood (poison) • Aura 1	
Each enemy in the aura takes 10 poison damage whenever the Spider takes damage from an attack.	
O Inspire Bloodlust • Aura 10	
The Spider and all creatures in the aura can score a critical hit on a roll of 18-20.	
Action Recovery	
The Spider can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d10 + 4 damage, and the target takes ongoing 10 poison damage (save ends).	
r Entangle Prey • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d10 + 4 damage and the target is grabbed by stands of web and cannot teleport while grabbed (Escape DC 20). The Spider can sustain up to three grabs at a time. The web's defenses are the same as the Spider's and an attack against a web that deals at least 10 damage releases the creature from the grab but does not harm the Spider.	
R Flurry of Webs • At-Will	
Effect: The Spider makes three <i>entangle prey</i> attacks.	
R Silk Cocoon • Recharge 5-6	
Attack: Ranged 10 (one creature); +15 vs. Reflex or Fortitude, whichever is lower	
Hit: 4d10 + 9 damage, and the target is wrapped up in webs, causing it to become immobilized (save ends).	
First Failed Saving Throw: The target is also restrained (save ends).	
Second Failed Saving Throw: The target is wrapped tightly in a silk cocoon and is removed from play (no save). Once removed from play, allies can free the target from the cocoon with an attack that deals at least 10 points of fire damage (the attack automatically hits). The attack deals twice as much fire damage to the target in the cocoon and then they are returned to play prone in the cocoon's square.	
MINOR ACTIONS	
M Reel • At-Will	
Attack: Melee 5 (one creature grabbed by the spider that waits); +15 vs. Fortitude	
Hit: The target is pulled 5 squares.	
M Fling Prey • Recharge 4-6	
Attack: Melee 5 (one creature grabbed by the Spider); +15 vs. Fortitude	
Hit: 3d6 + 10 damage, and the Spider slides the target 5 squares and knocks it prone. Each enemy adjacent to the target takes 5 damage.	
Str 21 (+14)	Dex 24 (+16) Wis 21 (+13)
Con 19 (+13)	Int 9 (+8) Cha 18 (+12)
Alignment chaotic evil Languages Abyssal, Common	
Note: Custom creature based on writhing crag.	

TRIGGERED ACTION (ESSENCE AND SPIDER ONLY)	
Consume Soul • At-Will	
<i>Requirement:</i> There must be the required number of souls in the sanguinary altar.	
<i>Trigger:</i> The Essence or Spider is hit by an attack.	
<i>Effect (Free Action):</i> The Essence or Spider consumes the required number of souls for one of the following benefits. This benefit only applies to the Essence or Spider, even if the triggering attack affects multiple targets:	
Consume one soul: All of the damage OR all of the conditions of the triggering attack are transferred to one of the Essence's or Spider's allies.	
Consume two souls: All of the damage OR all of the conditions of the triggering attack are negated.	
Consume three souls: All of the damage OR all of the conditions of the triggering attack are reflected back onto the attacker.	

Drow Stalker		Level 12 Minion Lurker	
Medium fey humanoid (drow)		XP 175	
HP 1, a missed attack never damages a minion		Initiative +15	
AC 26, Fortitude 22, Reflex 25, Will 25		Perception +7	
Speed 6		Darkvision	
TRAITS			
Stalker Ambush			
When the drow hits a creature that cannot see it, the drow's attack deals 5 extra damage.			
STANDARD ACTIONS			
m Longsword • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 10 damage.			
R Hand Crossbow (poison, weapon) • Encounter			
Attack: Ranged 10 (one creature); +17 vs. AC			
Hit: 5 damage, and ongoing 5 poison damage (save ends).			
MINOR ACTIONS			
Cloud of Darkness (zone) • Encounter			
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow.			
Str 16 (+9)	Dex 20 (+11)	Wis 13 (+7)	
Con 14 (+8)	Int 16 (+9)	Cha 11 (+6)	
Alignment evil		Languages Common, Elven	

Solamith	Level 12 Artillery
Large elemental humanoid (demon)	XP 700
HP 97; Bloodied 48	Initiative +12
AC 23, Fortitude 24, Reflex 25, Will 22	Perception +7
Speed 8	Darkvision
Resist 10 fire	
TRAITS	
Regeneration	
The solamith regains 10 hit points whenever it stats its turn and has at least 1 hit point. When the solamith takes cold damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Claw (fire) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d6 + 10 damage plus 1d6 fire damage	
A Soulfire (fire, necrotic) • At-Will	
Requirement: The solamith cannot reduce itself to 0 hit points or fewer with this attack.	
Attack: Area burst 1 within 20 (creatures in burst); +15 vs. Reflex	
Hit: 3d6 + 8 fire and necrotic damage.	
Effect: The solamith takes 5 damage.	

A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
Attack: Area burst 2 within 20 (creatures in burst); +15 vs. Reflex		
Hit: 4d6 + 8 fire and necrotic damage.		
Effect: The solamith takes 10 damage.		
A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
Attack: Area burst 3 within 20 (creatures in the burst); +15 vs. Reflex		
Hit: 5d6 + 8 fire and necrotic damage.		
Effect: The solamith takes 15 damage.		
MINOR ACTIONS		
Vicious Assault • Recharge 6		
<i>Effect:</i> The next attack power the solamith uses before the end of its next turn is made against the lowest of the targets' defenses.		
Str 20 (+11)	Dex 23 (+12)	Wis 13 (+7)
Con 19 (+10)	Int 4 (+3)	Cha 8 (+5)
Alignment chaotic evil		Languages Abyssal
Note: Replaced variable resistance with vicious assault.		

White Widow	Level 12 Lurker	
Large natural beast (spider)	XP 700	
HP 92; Bloodied 46	Initiative +17	
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +15	
Speed 8, climb 8 (spider climb)	Tremorsense 15	
Resist 10 poison, 10 radiant; Vulnerable 10 thunder		
TRAITS		
Combat Advantage		
When the widow hits a blinded creature with a melee attack, it deals ongoing 10 poison and radiant damage to that creature (save ends).		
STANDARD ACTIONS		
m Bite (poison, radiant) • At-Will		
Attack: Melee 1 (one creature); +15 vs. Fortitude		
Hit: 3d6 + 10 poison and radiant damage.		
M Scuttling Attack • Recharge 5-6		
Effect: The widow shifts half its speed, uses bite, and then shifts half its speed.		
Reflective Defense • At-Will		
Effect: The widow gains a +5 bonus to all defenses against melee attacks and ranged attacks until the end of its next turn. In addition, any enemy that attacks the widow and misses before the end of the widow's next turn is blinded until the end of that enemy's next turn.		
TRIGGERED ACTIONS		
C Venomous Dawn (radiant) • At-Will		
Trigger: The widow is hit by a fire, lightning, or radiant attack.		
Attack (Immediate Reaction): Close burst 5 (enemies in burst); +15 vs. Reflex		
Hit: 3d8 + 5 radiant damage, and the target is blinded (save ends).		
Skills Stealth +18		
Str 20 (+11)	Dex 24 (+13)	Wis 19 (+10)
Con 14 (+8)	Int 2 (+2)	Cha 3 (+2)
Alignment unaligned		Languages -
Note: Changed size to large.		

ENCOUNTER 6: THE SPIDER EMERGES (ADVENTURE LEVEL 14)

Vile Essence	Level 14 Elite Brute
Huge immortal magical beast	XP 2000
HP 324; Bloodied 162	Initiative +15
AC 26, Fortitude 27, Reflex 25, Will 26	Perception +19
Speed 8, fly 10 (hover)	Blindsight 15
Resist 10 necrotic, 10 poison; Immune Removed from play, dominated, unconscious, polymorph, fear, charm	
Saving Throws +2; Action Points 1	
TRAITS	
O Vile Presence (necrotic) • Aura 1	
Any enemies that ends its turn within the aura takes 10 necrotic damage.	
Action Recovery	
The Essence can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.	
STANDARD ACTIONS	
m Vile Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d8 + 9 (crit +2d8) necrotic damage, and the target loses all necrotic resistance until the end of the Essence's next turn.	
M Double Attack • At-Will	
Effect: The Essence uses <i>vile touch</i> twice.	
MINOR ACTIONS	
C Stand in Awe (charm) • At-Will (1/round)	
Attack: Close burst 1 (enemies in burst); +17 vs. Will	
Hit: 13 necrotic damage, and the target cannot use immediate actions or opportunity actions until the end of the Essence's next turn.	
C Expanding Corruption (necrotic) • Recharge at the start of any turn when vile presence is aura 1	
Effect: The <i>vile presence</i> expands to aura 3. At the start of the Essence's next turn, the <i>vile presence</i> expands to aura 5. At the start of its following turn, the Essence makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +17 vs. Reflex	
Hit: 3d8 + 12 necrotic damage, and ongoing 5 necrotic damage (save ends).	
Effect: <i>Vile presence</i> reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
Necrotic Pulse (necrotic) • At-Will	
Trigger: The Essence is hit by a necrotic attack.	
Effect (Free Action): Each enemy in the <i>vile presence</i> aura takes 10 necrotic damage.	
C Hideous Transformation (necrotic) • Encounter	
Trigger: The Essence is reduced to 0 hit points or fewer.	
Attack (No Action): Close burst 5 (creatures in burst); +17 vs. Reflex	
Hit: 3d8 + 12 damage.	
Effect: The Essence is removed from play and is replaced by the Spider that Waits. All effects and conditions end. The Spider that Waits appears in the Essence's space and acts on the same initiative.	
Str 17 (+15) Dex 22 (+15) Wis 21 (+14)	
Con 20 (+14) Int 16 (+12) Cha 18 (+13)	
Alignment chaotic evil	
Languages Abyssal, Common	
Note: Custom creature based on volcanic dragon.	

Spider that Waits	Level 14 Elite Soldier
Huge immortal magical beast (spider)	XP 2000
HP 324; Bloodied 162	Initiative special
AC 30, Fortitude 27, Reflex 25, Will 24	Perception +19
Speed 10, climb 10 (spider climb)	Tremorsense 15
Immune poison, removed from play, dominated, unconscious,	

polymorph, fear, charm
Saving Throws +2; Action Points 1
TRAITS
All-Around Vision
Enemies can't gain combat advantage by flanking the Spider.
O Vile Blood (poison) • Aura 1
Each enemy in the aura takes 10 poison damage whenever the Spider takes damage from an attack.
O Inspire Bloodlust • Aura 10
The Spider and all creatures in the aura can score a critical hit on a roll of 18-20.
Action Recovery
The Spider can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.
STANDARD ACTIONS
m Bite (poison) • At-Will
Attack: Melee 2 (one creature); +19 vs. AC
Hit: 3d10 + 6 damage, and the target takes ongoing 10 poison damage (save ends).
r Entangle Prey • At-Will
Attack: Ranged 10 (one creature); +17 vs. Reflex
Hit: 3d10 + 6 damage and the target is grabbed by stands of web and cannot teleport while grabbed (Escape DC 21). The Spider can sustain up to three grabs at a time. The web's defenses are the same as the Spider's and an attack against a web that deals at least 10 damage releases the creature from the grab but does not harm the Spider.
R Flurry of Webs • At-Will
Effect: The Spider makes three <i>entangle prey</i> attacks.
R Silk Cocoon • Recharge 5-6
Attack: Ranged 10 (one creature); +17 vs. Reflex or Fortitude, whichever is lower
Hit: 4d10 + 12 damage, and the target is wrapped up in webs, causing it to become immobilized (save ends).
First Failed Saving Throw: The target is also restrained (save ends).
Second Failed Saving Throw: The target is wrapped tightly in a silk cocoon and is removed from play (no save). Once removed from play, allies can free the target from the cocoon with an attack that deals at least 15 points of fire damage (the attack automatically hits). The attack deals twice as much fire damage to the target in the cocoon and then they are returned to play prone in the cocoon's square.
MINOR ACTIONS
M Reel • At-Will
Attack: Melee 5 (one creature grabbed by the spider that waits); +17 vs. Fortitude
Hit: The target is pulled 5 squares.
M Fling Prey • Recharge 4-6
Attack: Melee 5 (one creature grabbed by the Spider); +17 vs. Fortitude
Hit: 3d6 + 12 damage, and the Spider slides the target 5 squares and knocks it prone. Each enemy adjacent to the target takes 5 damage.
Str 21 (+15) Dex 24 (+17) Wis 21 (+14)
Con 19 (+14) Int 9 (+9) Cha 18 (+13)
Alignment chaotic evil
Languages Abyssal, Common
Note: Custom creature based on writhing crag.

TRIGGERED ACTION (ESSENCE AND SPIDER ONLY)	
Consume Soul • At-Will	
<i>Requirement:</i> There must be the required number of souls in the sanguinary altar.	
<i>Trigger:</i> The Essence or Spider is hit by an attack.	
<i>Effect (Free Action):</i> The Essence or Spider consumes the required number of souls for one of the following benefits. This benefit only applies to the Essence or Spider, even if the triggering attack affects multiple targets:	
Consume one soul: All of the damage OR all of the conditions of the triggering attack are transferred to one of the Essence's or Spider's allies.	
Consume two souls: All of the damage OR all of the conditions of the triggering attack are negated.	
Consume three souls: All of the damage OR all of the conditions of the triggering attack are reflected back onto the attacker.	

Drow Stalker		Level 14 Minion Lurker	
Medium fey humanoid (drow)		XP 200	
HP 1, a missed attack never damages a minion		Initiative +16	
AC 28, Fortitude 24, Reflex 27, Will 27		Perception +8	
Speed 6		Darkvision	
TRAITS			
Stalker Ambush			
When the drow hits a creature that cannot see it, the drow's attacks deal 5 extra damage.			
STANDARD ACTIONS			
m Longsword • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 11 damage.			
R Hand Crossbow (poison, weapon) • Encounter			
Attack: Ranged 10 (one creature); +19 vs. AC			
Hit: 6 damage, and ongoing 5 poison damage (save ends).			
MINOR ACTIONS			
Cloud of Darkness (zone) • Encounter			
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow.			
Str 16 (+10)	Dex 20 (+12)	Wis 13 (+8)	
Con 14 (+9)	Int 16 (+10)	Cha 11 (+7)	
Alignment evil		Languages Common, Elven	

Solamith	Level 14 Artillery
Large elemental humanoid (demon)	XP 1000
HP 109; Bloodied 54	Initiative +13
AC 25, Fortitude 26, Reflex 27, Will 24	Perception +8
Speed 8	Darkvision
Resist 10 fire	
TRAITS	
Regeneration	
The solamith regains 10 hit points whenever it stats its turn and has at least 1 hit point. When the solamith takes cold damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Claw (fire) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d6 + 12 damage plus 1d6 fire damage	
A Soulfire (fire, necrotic) • At-Will	
Requirement: The solamith cannot reduce itself to 0 hit points or fewer with this attack.	
Attack: Area burst 1 within 20 (creatures in burst); +17 vs. Reflex	
Hit: 3d6 + 10 fire and necrotic damage.	
Effect: The solamith takes 5 damage.	

A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
Attack: Area burst 2 within 20 (creatures in burst); +17 vs. Reflex		
Hit: 4d6 + 10 fire and necrotic damage.		
Effect: The solamith takes 10 damage.		
A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
Attack: Area burst 3 within 20 (creatures in burst); +17 vs. Reflex		
Hit: 5d6 + 10 fire and necrotic damage.		
Effect: The solamith takes 15 damage.		
MINOR ACTIONS		
Vicious Assault • Recharge 6		
<i>Effect:</i> The next attack power the solamith uses before the end of its next turn is made against the lowest of the targets' defenses.		
Str 20 (+12)	Dex 23 (+13)	Wis 13 (+8)
Con 19 (+11)	Int 4 (+4)	Cha 8 (+6)
Alignment chaotic evil		Languages Abyssal
Note: Replaced variable resistance with vicious assault.		

White Widow	Level 14 Lurker	
Large natural beast (spider)	XP 1000	
HP 104; Bloodied 52	Initiative +18	
AC 28, Fortitude 26, Reflex 27, Will 25	Perception +16	
Speed 8, climb 8 (spider climb)	Tremorsense 15	
Resist 10 poison, 10 radiant; Vulnerable 10 thunder		
TRAITS		
Combat Advantage		
When the widow hits a blinded creature with a melee attack, it deals ongoing 10 poison and radiant damage to that creature (save ends).		
STANDARD ACTIONS		
m Bite (poison, radiant) • At-Will		
Attack: Melee 1 (one creature); +17 vs. Fortitude		
Hit: 3d6 + 12 poison and radiant damage.		
M Scuttling Attack • Recharge 5-6		
Effect: The widow shifts half its speed, uses <i>bite</i> , and then shifts half its speed.		
Reflective Defense • At-Will		
Effect: The widow gains a +5 bonus to all defenses against melee attacks and ranged attacks until the end of its next turn. In addition, any enemy that attacks the widow and misses before the end of the widow's next turn is blinded until the end of that enemy's next turn.		
TRIGGERED ACTIONS		
C Venomous Dawn (radiant) • At-Will		
Trigger: The widow is hit by a fire, lightning, or radiant attack.		
Attack (Immediate Reaction): Close burst 5 (enemies in the burst); +17 vs. Reflex		
Hit: 3d8 + 7 radiant damage, and the target is blinded (save ends).		
Skills Stealth +19		
Str 20 (+12)	Dex 24 (+14)	Wis 19 (+11)
Con 14 (+9)	Int 2 (+3)	Cha 3 (+3)
Alignment unaligned		Languages -
Note: Changed size to large.		

ENCOUNTER 6: THE SPIDER EMERGES (ADVENTURE LEVEL 16)

Vile Essence	Level 16 Elite Brute
Huge immortal magical beast	XP 2800
HP 344; Bloodied 172	Initiative +16
AC 28, Fortitude 29, Reflex 27, Will 28	Perception +20
Speed 8, fly 10 (hover)	Blindsight 15
Resist 10 necrotic, 10 poison; Immune Removed from play, dominated, unconscious, polymorph, fear, charm	
Saving Throws +2; Action Points 1	
TRAITS	
O Vile Presence (necrotic) • Aura 1	
Any enemies that ends its turn within the aura takes 10 necrotic damage.	
Action Recovery	
The Essence can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.	
STANDARD ACTIONS	
m Vile Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 (crit +2d8) necrotic damage, and the target loses all necrotic resistance until the end of the Essence's next turn.	
M Double Attack • At-Will	
Effect: The Essence uses <i>vile touch</i> twice.	
MINOR ACTIONS	
C Stand in Awe (charm) • At-Will (1/round)	
Attack: Close burst 1 (each enemy in burst); +19 vs. Will	
Hit: 14 necrotic damage, and the target cannot use immediate actions or opportunity actions until the end of the Essence's next turn.	
C Expanding Corruption (necrotic) • Recharge at the start of any turn when vile presence is aura 1	
Effect: <i>Vile presence</i> expands to aura 3. At the start of the Essence's next turn, the <i>vile presence</i> expands to aura 5. At the start of its following turn, the Essence makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +19 vs. Reflex	
Hit: 3d8 + 14 necrotic damage, and ongoing 5 necrotic damage (save ends).	
Effect: <i>Vile presence</i> reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
Necrotic Pulse (necrotic) • At-Will	
Trigger: The Essence is hit by a necrotic attack.	
Effect (Free Action): Each enemy in the vile presence aura takes 10 necrotic damage.	
C Hideous Transformation (necrotic) • Encounter	
Trigger: The Essence is reduced to 0 hit points or fewer.	
Attack (No Action): Close burst 5 (creatures in burst); +19 vs. Reflex	
Hit: 3d8 + 14 damage	
Effect: The Essence is removed from play and is replaced by the Spider that Waits. All effects and conditions end. The Spider that Waits appears in the Essence's space and acts on the same initiative.	
Str 17 (+16)	Dex 22 (+16) Wis 21 (+15)
Con 20 (+15)	Int 16 (+13) Cha 18 (+14)
Alignment chaotic evil Languages Abyssal, Common	
Note: Custom creature based on volcanic dragon.	

Spider that Waits	Level 16 Elite Soldier
Huge immortal magical beast (spider)	XP 2800
HP 344; Bloodied 172	Initiative special
AC 32, Fortitude 29, Reflex 27, Will 26	Perception +20
Speed 10, climb 10 (spider climb)	Tremorsense 15
Immune poison, removed from play, dominated, unconscious, polymorph, fear, charm	

Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the Spider.	
O Vile Blood (poison) • Aura 1	
Each enemy in the aura takes 10 poison damage whenever the Spider takes damage from an attack.	
O Inspire Bloodlust • Aura 10	
The Spider and all creatures in the aura can score a critical hit on a roll of 18-20.	
Action Recovery	
The Spider can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d10 + 8 damage, and the target takes ongoing 10 poison damage (save ends).	
r Entangle Prey • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 3d10 + 8 damage and the target is grabbed by stands of web and cannot teleport while grabbed (Escape DC 22). The Spider can sustain up to three grabs at a time. The web's defenses are the same as the Spider's and an attack against a web that deals at least 10 damage releases the creature from the grab but does not harm the Spider.	
R Flurry of Webs • At-Will	
Effect: The Spider makes three <i>entangle prey</i> attacks.	
R Silk Cocoon • Recharge 5-6	
Attack: Ranged 10 (one creature); +19 vs. Reflex or Fortitude, whichever is lower	
Hit: 4d10 + 15 damage, and the target is wrapped up in webs, causing it to become immobilized (save ends).	
First Failed Saving Throw: The target is also restrained (save ends).	
Second Failed Saving Throw: The target is wrapped tightly in a silk cocoon and is removed from play (no save). Once removed from play, allies can free the target from the cocoon with an attack that deals at least 15 points of fire damage (the attack automatically hits). The attack deals twice as much fire damage to the target in the cocoon and then they are returned to play prone in the cocoon's square.	
MINOR ACTIONS	
M Reel • At-Will	
Attack: Melee 5 (one creature grabbed by the spider that waits); +19 vs. Fortitude	
Hit: The target is pulled 5 squares.	
M Fling Prey • Recharge 4-6	
Attack: Melee 5 (one creature grabbed by the Spider); +19 vs. Fortitude	
Hit: 3d8 + 11 damage, and the Spider slides the target 5 squares and knocks it prone. Each enemy adjacent to the target takes 5 damage.	
Str 21 (+16)	Dex 24 (+18) Wis 21 (+15)
Con 19 (+15)	Int 9 (+10) Cha 18 (+14)
Alignment chaotic evil Languages Abyssal, Common	
Note: Custom creature based on writhing crag.	

TRIGGERED ACTION (ESSENCE AND SPIDER ONLY)	
Consume Soul • At-Will	
<i>Requirement:</i> There must be the required number of souls in the sanguinary altar.	
<i>Trigger:</i> The Essence or Spider is hit by an attack.	
<i>Effect (Free Action):</i> The Essence or Spider consumes the required number of souls for one of the following benefits. This benefit only applies to the Essence or Spider, even if the triggering attack affects multiple targets:	
Consume one soul: All of the damage OR all of the conditions of the triggering attack are transferred to one of the Essence's or Spider's allies.	
Consume two souls: All of the damage OR all of the conditions of the triggering attack are negated.	
Consume three souls: All of the damage OR all of the conditions of the triggering attack are reflected back onto the attacker.	

Drow Stalker		Level 16 Minion Lurker	
Medium fey humanoid (drow)		XP 280	
HP 1, a missed attack never damages a minion		Initiative +17	
AC 30, Fortitude 26, Reflex 29, Will 29		Perception +9	
Speed 6		Darkvision	
TRAITS			
Stalker Ambush			
When the drow hits a creature that cannot see it, the drow's attacks deal 5 extra damage.			
STANDARD ACTIONS			
m Longsword • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 12 damage.			
R Hand Crossbow (poison, weapon) • Encounter			
Attack: Ranged 10 (one creature); +21 vs. AC			
Hit: 7 damage, and ongoing 5 poison damage (save ends).			
MINOR ACTIONS			
Cloud of Darkness (zone) • Encounter			
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow.			
Str 16 (+11)	Dex 20 (+13)	Wis 13 (+9)	
Con 14 (+10)	Int 16 (+11)	Cha 11 (+8)	
Alignment evil		Languages Common, Elven	

Solamith		Level 16 Artillery
Large elemental humanoid (demon)		XP 1400
HP 121; Bloodied 60		Initiative +14
AC 27, Fortitude 28, Reflex 29, Will 26		Perception +9
Speed 8		Darkvision
Resist 10 fire		
TRAITS		
Regeneration		
The solamith regains 10 hit points whenever it stats its turn and has at least 1 hit point. When the solamith takes cold damage, its regeneration does not function on its next turn.		
STANDARD ACTIONS		
m	Claw (fire) • At-Will	
	Attack: Melee 2 (one creature); +21 vs. AC	
	Hit: 2d6 + 14 damage plus 1d6 fire damage.	
A	Soulfire (fire, necrotic) • At-Will	
	Requirement: The solamith cannot reduce itself to 0 hit points or fewer with this attack.	
	Attack: Area burst 1 within 20 (creatures in burst); +19 vs. Reflex	
	Hit: 3d6 + 12 fire and necrotic damage.	
	Effect: The solamith takes 5 damage.	

A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
Attack: Area burst 2 within 20 (creatures in burst); +19 vs. Reflex		
Hit: 4d6 + 12 fire and necrotic damage.		
Effect: The solamith takes 10 damage.		
A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
Attack: Area burst 3 within 20 (creatures in burst); +19 vs. Reflex		
Hit: 5d6 + 12 fire and necrotic damage.		
Effect: The solamith takes 15 damage.		
MINOR ACTIONS		
Vicious Assault • Recharge 6		
<i>Effect:</i> The next attack power the solamith uses before the end of its next turn is made against the lowest of the targets' defenses.		
Str 20 (+13)	Dex 23 (+14)	Wis 13 (+9)
Con 19 (+12)	Int 4 (+5)	Cha 8 (+7)
Alignment chaotic evil		Languages Abyssal
Note: Replaced variable resistance with vicious assault.		

White Widow		Level 16 Lurker
Large natural beast (spider)		XP 1400
HP 116; Bloodied 58		Initiative +19
AC 30, Fortitude 28, Reflex 29, Will 27		Perception +17
Speed 8, climb 8 (spider climb)		Tremorsense 15
Resist 10 poison, 10 radiant; Vulnerable 10 thunder		
TRAITS		
Combat Advantage		
When the widow hits a blinded creature with a melee attack, it deals' ongoing 10 poison and radiant damage to that creature (save ends).		
STANDARD ACTIONS		
m Bite (poison, radiant) • At-Will		
Attack: Melee 1 (one creature); +19 vs. Fortitude		
Hit: 3d6 + 14 poison and radiant damage.		
M Scuttling Attack • Recharge 5-6		
Effect: The widow shifts half its speed, uses bite, and then shifts half its speed.		
Reflective Defense • At-Will		
Effect: The widow gains a +5 bonus to all defenses against melee attacks and ranged attacks until the end of its next turn. In addition, any enemy that attacks the widow and misses before the end of the widow's next turn is blinded until the end of that enemy's next turn.		
TRIGGERED ACTIONS		
C Venomous Dawn (radiant) • At-Will		
Trigger: The widow is hit by a fire, lightning, or radiant attack.		
Attack (Immediate Reaction): Close burst 5 (enemies in burst); +19 vs. Reflex		
Hit: 3d8 + 9 radiant damage, and the target is blinded (save ends).		
Skills Stealth +20		
Str 20 (+13)	Dex 24 (+15)	Wis 19 (+12)
Con 14 (+10)	Int 2 (+4)	Cha 3 (+4)
Alignment unaligned		Languages -
Note: Changed size to large.		

ENCOUNTER 6: THE SPIDER EMERGES (ADVENTURE LEVEL 18)

Vile Essence	Level 18 Elite Brute
Huge immortal magical beast	XP 4000
HP 364; Bloodied 182	Initiative +17
AC 30, Fortitude 31, Reflex 29, Will 30	Perception +21
Speed 8, fly 10 (hover)	Blindsight 15
Resist 15 necrotic, 15 poison; Immune Removed from play, dominated, unconscious, polymorph, fear, charm	
Saving Throws +2; Action Points 1	
TRAITS	
O Vile Presence (necrotic) • Aura 1	
Any enemies that ends its turn within the aura takes 15 necrotic damage.	
Action Recovery	
The Essence can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.	
STANDARD ACTIONS	
m Vile Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 (crit +3d8) necrotic damage, and the target loses all necrotic resistance until the end of the Essence's next turn.	
M Double Attack • At-Will	
Effect: The Essence uses <i>vile touch</i> twice.	
MINOR ACTIONS	
C Stand in Awe (charm) • At-Will (1/round)	
Attack: Close burst 1 (enemies in burst); +21 vs. Will	
Hit: 15 necrotic damage, and the target cannot use immediate actions or opportunity actions until the end of the Essence's next turn.	
C Expanding Corruption (necrotic) • Recharge at the start of any turn when vile presence is aura 1	
Effect: <i>Vile presence</i> expands to aura 3. At the start of the Essence's next turn, the noxious fumes expands to aura 5. At the start of its following turn, the Essence makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +21 vs. Reflex	
Hit: 4d6 + 15 necrotic damage, and ongoing 15 necrotic damage (save ends).	
Effect: <i>Vile presence</i> reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
Necrotic Pulse (necrotic) • At-Will	
Trigger: The Essence is hit by a necrotic attack.	
Effect (Free Action): Each enemy in the vile presence aura takes 20 necrotic damage.	
C Hideous Transformation (necrotic) • Encounter	
Trigger: The Essence is reduced to 0 hit points or fewer.	
Attack (No Action): Close burst 5 (creatures in burst); +21 vs. Reflex	
Hit: 4d6 + 15 damage.	
Effect: The Essence is removed from play and is replaced by the Spider that Waits. All effects and conditions end. The Spider that Waits appears in the Essence's space and acts on the same initiative.	
Str 17 (+17) Dex 22 (+17) Wis 21 (+16)	
Con 20 (+16) Int 16 (+14) Cha 18 (+15)	
Alignment chaotic evil	
Languages Abyssal, Common	
Note: Custom creature based on volcanic dragon.	

Spider that Waits	Level 18 Elite Soldier
Huge immortal magical beast (spider)	XP 4000
HP 364; Bloodied 182	Initiative special
AC 34, Fortitude 31, Reflex 29, Will 28	Perception +21
Speed 10, climb 10 (spider climb)	Tremorsense 15
Immune poison, removed from play, dominated, unconscious,	

polymorph, charm, fear
Saving Throws +2; Action Points 1
TRAITS
All-Around Vision
Enemies can't gain combat advantage by flanking the Spider.
O Vile Blood (poison) • Aura 1
Each enemy in the aura takes 15 poison damage whenever the Spider takes damage from an attack.
O Inspire Bloodlust • Aura 10
The Spider and all creatures in the aura can score a critical hit on a roll of 18-20.
Action Recovery
The Spider can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.
STANDARD ACTIONS
m Bite (poison) • At-Will
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 3d10 + 10 damage, and the target takes ongoing 15 poison damage (save ends).
r Entangle Prey • At-Will
Attack: Ranged 15 (one creature); +21 vs. Reflex
Hit: 3d10 + 10 damage and the target is grabbed by stands of web and cannot teleport while grabbed (Escape DC 23). The Spider can sustain up to three grabs at a time. The web's defenses are the same as the Spider's and an attack against a web that deals at least 15 damage releases the creature from the grab but does not harm the Spider.
R Flurry of Webs • At-Will
Effect: The Spider makes three <i>entangle prey</i> attacks.
R Silk Cocoon • Recharge 5-6
Attack: Ranged 15 (one creature); +21 vs. Reflex or Fortitude, whichever is lower
Hit: 4d10 + 18 damage, and the target is wrapped up in webs, causing it to become immobilized (save ends).
First Failed Saving Throw: The target is also restrained (save ends).
Second Failed Saving Throw: The target is wrapped tightly in a silk cocoon and is removed from play (no save). Once removed from play, allies can free the target from the cocoon with an attack that deals at least 20 points of fire damage (the attack automatically hits). The attack deals twice as much fire damage to the target in the cocoon and then they are returned to play prone in the cocoon's square.
MINOR ACTIONS
M Reel • At-Will
Attack: Melee 5 (one creature grabbed by the spider that waits); +21 vs. Fortitude
Hit: The target is pulled 5 squares.
M Fling Prey • Recharge 4-6
Attack: Melee 5 (one creature grabbed by the Spider); +21 vs. Fortitude
Hit: 3d8 + 13 damage, and the Spider slides the target 5 squares and knocks it prone. Each enemy adjacent to the target takes 5 damage.
Str 21 (+17) Dex 24 (+19) Wis 21 (+16)
Con 19 (+16) Int 9 (+11) Cha 18 (+15)
Alignment chaotic evil
Languages Abyssal, Common
Note: Custom creature based on writhing crag.

TRIGGERED ACTION (ESSENCE AND SPIDER ONLY)	
Consume Soul • At-Will	
<i>Requirement:</i> There must be the required number of souls in the sanguinary altar.	
<i>Trigger:</i> The Essence or Spider is hit by an attack.	
<i>Effect (Free Action):</i> The Essence or Spider consumes the required number of souls for one of the following benefits. This benefit only applies to the Essence or Spider, even if the triggering attack affects multiple targets:	
Consume one soul: All of the damage OR all of the conditions of the triggering attack are transferred to one of the Essence's or Spider's allies.	
Consume two souls: All of the damage OR all of the conditions of the triggering attack are negated.	
Consume three souls: All of the damage OR all of the conditions of the triggering attack are reflected back onto the attacker.	

Drow Stalker		Level 18 Minion Lurker	
Medium fey humanoid (drow)		XP 400	
HP 1, a missed attack never damages a minion		Initiative +18	
AC 32, Fortitude 28, Reflex 31, Will 31		Perception +10	
Speed 6		Darkvision	
TRAITS			
Stalker Ambush			
When the drow hits a creature that cannot see it, the drow's attacks deal 10 extra damage.			
STANDARD ACTIONS			
m Longsword • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 13 damage.			
R Hand Crossbow (poison, weapon) • Encounter			
Attack: Ranged 10 (one creature); +23 vs. AC			
Hit: 8 damage, and ongoing 10 poison damage (save ends).			
MINOR ACTIONS			
Cloud of Darkness (zone) • Encounter			
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow.			
Str 16 (+12)	Dex 20 (+14)	Wis 13 (+10)	
Con 14 (+11)	Int 16 (+12)	Cha 11 (+9)	
Alignment evil		Languages Common, Elven	

Solamith	Level 18 Artillery
Large elemental humanoid (demon)	XP 2000
HP 133; Bloodied 66	Initiative +15
AC 29, Fortitude 30, Reflex 31, Will 28	Perception +10
Speed 8	Darkvision
Resist 10 fire	
TRAITS	
Regeneration	
The solamith regains 10 hit points whenever it stats its turn and has at least 1 hit point. When the solamith takes cold damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Claw (fire) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 2d6 + 16 damage plus 1d6 fire damage	
A Soulfire (fire, necrotic) • At-Will	
Requirement: The solamith cannot reduce itself to 0 hit points or fewer with this attack.	
Attack: Area burst 1 within 20 (creatures in burst); +21 vs. Reflex	
Hit: 3d6 + 14 fire and necrotic damage.	
Effect: The solamith takes 5 damage.	

A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
<i>Attack:</i> Area burst 2 within 20 (creatures in burst); +21 vs. Reflex		
<i>Hit:</i> 4d6 + 14 fire and necrotic damage.		
<i>Effect:</i> The solamith takes 10 damage.		
A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
<i>Attack:</i> Area burst 3 within 20 (creatures in burst); +21 vs. Reflex		
<i>Hit:</i> 5d6 + 14 fire and necrotic damage.		
<i>Effect:</i> The solamith takes 15 damage.		
MINOR ACTIONS		
Vicious Assault • Recharge 6		
<i>Effect:</i> The next attack power the solamith uses before the end of its next turn is made against the lowest of the targets' defenses.		
Str 20 (+15)	Dex 23 (+15)	Wis 13 (+10)
Con 19 (+13)	Int 4 (+6)	Cha 8 (+8)
Alignment chaotic evil		Languages Abyssal
Note: Replaced variable resistance with vicious assault.		

White Widow	Level 18 Lurker	
Large natural beast (spider)	XP 2000	
HP 128; Bloodied 64	Initiative +20	
AC 32, Fortitude 30, Reflex 31, Will 29	Perception +18	
Speed 8, climb 8 (spider climb)	Tremorsense 15	
Resist 10 poison, 10 radiant; Vulnerable 10 thunder		
TRAITS		
Combat Advantage		
When the widow hits a blinded creature with a melee attack, it deals ongoing 15 poison and radiant damage to that creature (save ends).		
STANDARD ACTIONS		
m Bite (poison, radiant) • At-Will		
Attack: Melee 1 (one creature); +21 vs. Fortitude		
Hit: 3d6 + 16 poison and radiant damage.		
M Scuttling Attack • Recharge 5-6		
Effect: The widow shifts half its speed, uses <i>bite</i> , and then shifts half its speed.		
Reflective Defense • At-Will		
Effect: The widow gains a +5 bonus to all defenses against melee attacks and ranged attacks until the end of its next turn. In addition, any enemy that attacks the widow and misses before the end of the widow's next turn is blinded until the end of that enemy's next turn.		
TRIGGERED ACTIONS		
C Venomous Dawn (radiant) • At-Will		
Trigger: The widow is hit by a fire, lightning, or radiant attack.		
Attack (Immediate Reaction): Close burst 5 (enemies in burst); +21 vs. Reflex		
Hit: 3d8 + 11 radiant damage, and the target is blinded (save ends).		
Skills Stealth +21		
Str 20 (+14)	Dex 24 (+16)	Wis 19 (+13)
Con 14 (+11)	Int 2 (+5)	Cha 3 (+5)
Alignment unaligned		Languages -
Note: Changed size to large.		

ENCOUNTER 6: THE SPIDER EMERGES (ADVENTURE LEVEL 20)

Vile Essence	Level 20 Elite Brute
Huge immortal magical beast	XP 5600
HP 384; Bloodied 192	Initiative +18
AC 32, Fortitude 33, Reflex 31, Will 32	Perception +22
Speed fly 10 (hover)	Blindsight 15
Resist 15 necrotic, 15 poison; Immune Removed from play, dominated, unconscious, polymorph	
Saving Throws +2; Action Points 1	
TRAITS	
O Vile Presence (necrotic) • Aura 1	
Any enemies that ends its turn within the aura takes 20 necrotic damage.	
Action Recovery	
The Essence can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.	
STANDARD ACTIONS	
m Vile Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 15 (crit +3d8) necrotic damage, and the target loses all necrotic resistance until the end of the Essence's next turn.	
M Double Attack • At-Will	
Effect: The Essence uses <i>vile touch</i> twice.	
MINOR ACTIONS	
C Stand in Awe (charm) • At-Will (1/round)	
Attack: Close burst 1 (enemies in burst); +23 vs. Will	
Hit: 17 necrotic damage, and the target cannot use immediate actions or opportunity actions until the end of the Essence's next turn.	
C Expanding Corruption (necrotic) • Recharge at the start of any turn when vile presence is aura 1	
Effect: <i>Vile presence</i> expands to aura 3. At the start of the Essence's next turn, the <i>vile presence</i> expands to aura 5. At the start of its following turn, the Essence makes the following attack.	
Attack (No Action): Close burst 5 (enemies in burst); +23 vs. Reflex	
Hit: 4d6 + 17 necrotic damage, and ongoing 15 necrotic damage (save ends).	
Effect: <i>Vile presence</i> aura reverts to its original state and size (aura 1).	
TRIGGERED ACTIONS	
Necrotic Pulse (necrotic) • At-Will	
Trigger: The Essence is hit by a necrotic attack.	
Effect (Free Action): Each enemy in the vile presence aura takes 20 necrotic damage.	
C Hideous Transformation • Encounter	
Trigger: The Essence is reduced to 0 hit points or fewer.	
Attack (No Action): Close burst 5 (creatures in burst); +23 vs. Reflex	
Hit: 4d6 + 17 damage	
Effect: The Essence is removed from play and is replaced by the Spider that Waits. All effects and conditions end. The Spider that Waits appears in the Essence's space and acts on the same initiative.	
Str 17 (+18) Dex 22 (+18) Wis 21 (+17)	
Con 20 (+17) Int 16 (+15) Cha 18 (+16)	
Alignment chaotic evil Languages Abyssal, Common	
Note: Custom creature based on volcanic dragon.	

Spider that Waits	Level 20 Elite Soldier
Huge immortal magical beast (spider)	XP 5600
HP 384; Bloodied 192	Initiative special
AC 36, Fortitude 33, Reflex 31, Will 30	Perception +22
Speed 10, climb 10 (spider climb)	Tremorsense 15
Immune poison, removed from play, dominated, unconscious, polymorph, charm, fear	

Saving Throws +2; Action Points 1
TRAITS
All-Around Vision
Enemies can't gain combat advantage by flanking the Spider.
O Vile Blood (poison) • Aura 1
Each enemy in the aura takes 20 poison damage whenever the Spider takes damage from an attack.
O Inspire Bloodlust • Aura 10
The Spider and all creatures in the aura can score a critical hit on a roll of 18-20.
Action Recovery
The Spider can make one saving throw against a condition at the beginning of each turn even if a saving throw normally can't end the condition.
STANDARD ACTIONS
m Bite (poison) • At-Will
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d10 + 12 damage, and the target takes ongoing 15 poison damage (save ends).
r Entangle Prey • At-Will
Attack: Ranged 15 (one creature); +23 vs. Reflex
Hit: 3d10 + 12 damage and the target is grabbed by stands of web and cannot teleport while grabbed (Escape DC25). The Spider can sustain up to three grabs at a time. The web's defenses are the same as the Spider's and an attack against a web that deals at least 15 damage releases the creature from the grab but does not harm the Spider.
R Flurry of Webs • At-Will
Effect: The Spider makes three <i>entangle prey</i> attacks.
R Silk Cocoon • Recharge 5-6
Attack: Ranged 15 (one creature); +23 vs. Reflex or Fortitude, whichever is lower
Hit: 4d10 + 20 damage, and the target is wrapped up in webs, causing it to become immobilized (save ends).
First Failed Saving Throw: The target is also restrained (save ends).
Second Failed Saving Throw: The target is wrapped tightly in a silk cocoon and is removed from play (no save). Once removed from play, allies can free the target from the cocoon with an attack that deals at least 20 points of fire damage (the attack automatically hits). The attack deals twice as much fire damage to the target in the cocoon and then they are returned to play prone in the cocoon's square.
MINOR ACTIONS
M Reel • At-Will
Attack: Melee 5 (one creature grabbed by the Spider); +23 vs. Fortitude
Hit: The target is pulled 5 squares.
M Fling Prey • Recharge 4-6
Attack: Melee 5 (one creature grabbed by the spider that waits); +23 vs. Fortitude
Hit: 3d8 + 15 damage, and the Spider slides the target 5 squares and knocks it prone. Each enemy adjacent to the target takes 5 damage.
Str 21 (+18) Dex 24 (+20) Wis 21 (+17)
Con 19 (+17) Int 9 (+12) Cha 18 (+16)
Alignment chaotic evil Languages Abyssal, Common
Note: Custom creature based on writhing crag.

Triggered Action (Essence and Spider Only)	
Consume Soul • At-Will	
<i>Requirement:</i> There must be the required number of souls in the sanguinary altar.	
<i>Trigger:</i> The Essence or Spider is hit by an attack.	
<i>Effect (Free Action):</i> The Essence or Spider consumes the required number of souls for one of the following benefits. This benefit only applies to the Essence or Spider, even if the triggering attack affects multiple targets:	
Consume one soul: All of the damage OR all of the conditions of the triggering attack are transferred to one of the Essence's or Spider's allies.	
Consume two souls: All of the damage OR all of the conditions of the triggering attack are negated.	
Consume three souls: All of the damage OR all of the conditions of the triggering attack are reflected back onto the attacker.	

Drow Stalker		Level 20 Minion Lurker	
Medium fey humanoid (drow)		XP 560	
HP 1, a missed attack never damages a minion		Initiative +19	
AC 34, Fortitude 30, Reflex 33, Will 33		Perception +11	
Speed 6		Darkvision	
TRAITS			
Stalker Ambush			
When the drow hits a creature that cannot see it, the drow's attacks deal 10 extra damage.			
STANDARD ACTIONS			
m Longsword • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 14 damage.			
R Hand Crossbow (poison, weapon) • Encounter			
Attack: Ranged 10 (one creature); +25 vs. AC			
Hit: 9 damage, and ongoing 10 poison damage (save ends).			
MINOR ACTIONS			
Cloud of Darkness (zone) • Encounter			
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow.			
Str 16 (+13)	Dex 20 (+15)	Wis 13 (+11)	
Con 14 (+12)	Int 16 (+13)	Cha 11 (+10)	
Alignment evil		Languages Common, Elven	

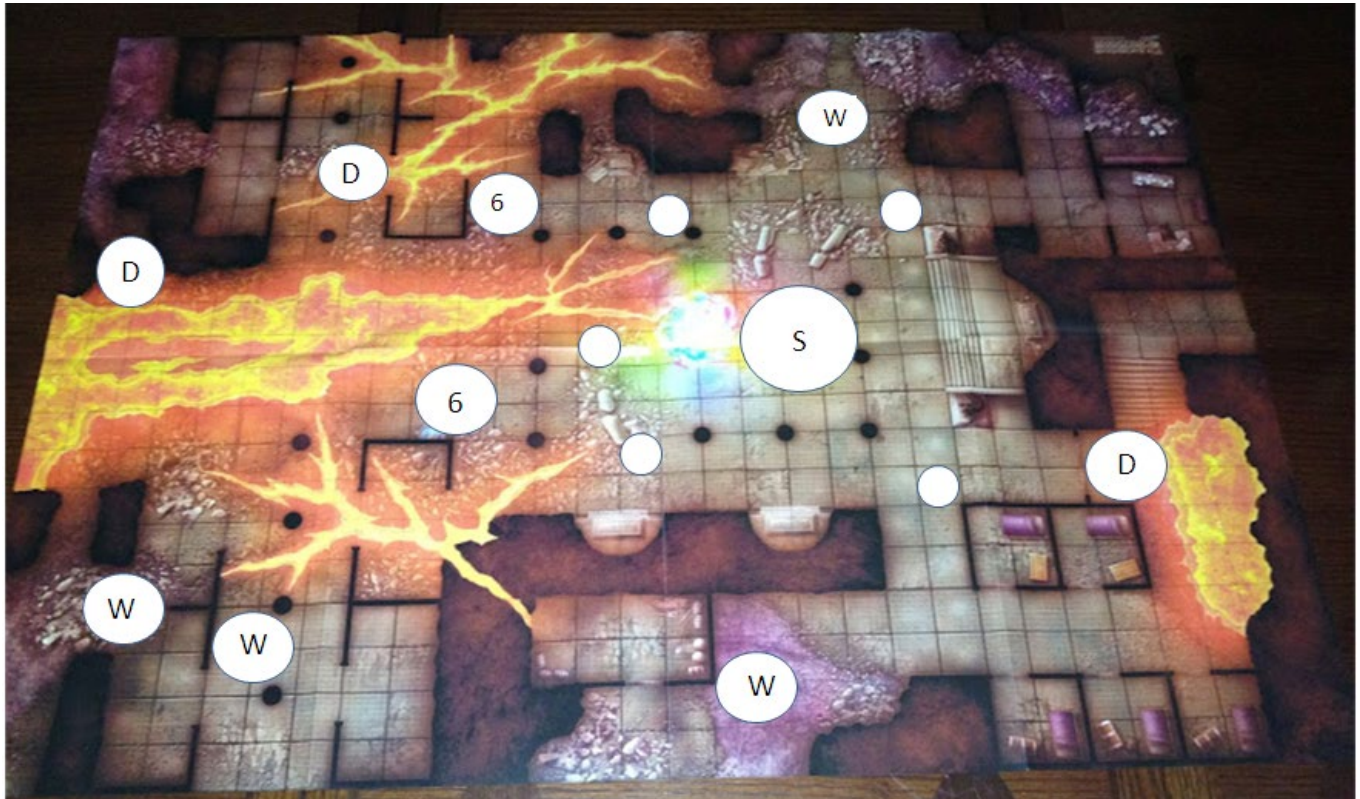
Solamith		Level 20 Artillery
Large elemental humanoid (demon)		XP 2800
HP 145; Bloodied 72		Initiative +16
AC 31, Fortitude 32, Reflex 33, Will 30		Perception +11
Speed 8		Darkvision
Resist 10 fire		
TRAITS		
Regeneration		
The solamith regains 10 hit points whenever it stats its turn and has at least 1 hit point. When the solamith takes cold damage, its regeneration does not function on its next turn.		
STANDARD ACTIONS		
m Claw (fire) • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 2d8 + 15 damage plus 1d8 fire damage.		
A Soulfire (fire, necrotic) • At-Will		
Requirement: The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
Attack: Area burst 1 within 20 (creatures in burst); +23 vs. Reflex		
Hit: 3d6 + 16 fire and necrotic damage.		

<i>Effect:</i> The solamith takes 5 damage.		
A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
<i>Attack:</i> Area burst 2 within 20 (creatures in burst); +23 vs. Reflex		
<i>Hit:</i> 4d6 + 16 fire and necrotic damage.		
<i>Effect:</i> The solamith takes 10 damage.		
A Soulfire (fire, necrotic) • At-Will		
<i>Requirement:</i> The solamith cannot reduce itself to 0 hit points or fewer with this attack.		
<i>Attack:</i> Area burst 3 within 20 (creatures in burst); +23 vs. Reflex		
<i>Hit:</i> 5d6 + 16 fire and necrotic damage.		
<i>Effect:</i> The solamith takes 15 damage.		
MINOR ACTIONS		
Vicious Assault • Recharge 6		
<i>Effect:</i> The next attack power the solamith uses before the end of its next turn is made against the lowest of the targets' defenses.		
Str 20 (+16)	Dex 23 (+16)	Wis 13 (+11)
Con 19 (+14)	Int 4 (+7)	Cha 8 (+9)
Alignment chaotic evil		Languages Abyssal
Note: Replaced variable resistance with vicious assault.		

White Widow		Level 20 Lurker	
Large natural beast (spider)		XP 2800	
HP 144; Bloodied 72		Initiative +21	
AC 34, Fortitude 32, Reflex 33, Will 31		Perception +19	
Speed 8, climb 8 (spider climb)		Tremorsense	
Resist 10 poison, 10 radiant; Vulnerable 10 thunder			
TRAITS			
Combat Advantage			
When the widow hits a blinded creature with a melee attack, it deals ongoing 15 poison and radiant damage to that creature (save ends).			
STANDARD ACTIONS			
m Bite (poison, radiant) • At-Will			
Attack: Melee 1 (one creature); +23 vs. Fortitude			
Hit: 3d6 + 18 poison and radiant damage.			
M Scuttling Attack • Recharge 5-6			
Effect: The widow shifts half its speed, uses bite, and then shifts half its speed.			
Reflective Defense • At-Will			
Effect: The widow gains a +5 bonus to all defenses against melee attacks and ranged attacks until the end of its next turn. In addition, any enemy that attacks the widow and misses before the end of the widow's next turn is blinded until the end of that enemy's next turn.			
TRIGGERED ACTIONS			
C Venomous Dawn (radiant) • At-Will			
Trigger: The widow is hit by a fire, lightning, or radiant attack.			
Attack (Immediate Reaction): Close burst 5 (enemies in burst); +23 vs. Reflex			
Hit: 3d8 + 13 radiant damage, and the target is blinded (save ends).			
Skills Stealth +22			
Str 20 (+15)		Dex 24 (+17)	
Con 14 (+12)		Int 2 (+6)	
		Wis 19 (+14)	
		Cha 3 (+6)	
Alignment unaligned		Languages -	
Note: Changed size to large.			

ENCOUNTER 6: THE SPIDER EMERGES MAP

HAUNTED TEMPLES MAP PACK



CONCLUDING THE ADVENTURE

After the PCs defeat the Spider that Waits and his allies, the energy of the Calimemnon shard gradually dissipates. The PCs can safely collect and transport the shard back to Almraiven.

ARANEA

If the PCs are interested, they can speak to the aranea. The PCs find the aranea among the charred remains of their village, picking through the rubble looking for anything they can salvage. The aranea express their gratitude to the PCs for saving their lives. They are pleased to hear that the Spider that Waits has been destroyed. The aranea are initially hesitant about letting the PCs keep the crystal shard because they need it to protect them from the dangerous plaguechanged monsters in the Plain of Stone Spiders. If the PCs explain why they need the crystal, the aranea agree that it is a worthwhile cause.

Now that the Spider that Waits has been destroyed and the city of Lost Ajhuuta is no longer infested with drow and demons, the aranea intend to rebuild the city. Lost Ajhuuta is, after all, an ancient aranea city. It has been rebuilt many times in the centuries since its construction. The aranea intend to take the WeavePasha up on his offer of favorable trade agreements, legal protection, and assistance in building magical defenses to protect their city from the plaguechanged monsters.

WEAVEPASHA

Upon arriving at the WeavePasha's palace, the PCs are lead through the winding illusory passageways to the garden. The WeavePasha is delighted that the PCs have retrieved the shard, especially if this is the final shard. If the PCs have not yet collected all of the shards, he tells them that he is working on divinations and hopes to determine the location of another shard soon. If the PCs failed to collect the shard in this adventure, the WeavePasha is disappointed, but he mentions that there are many large shards scattered throughout the desert and that he hopes the PCs are able to recover one of these other shards.

When told about the Spider that Waits being released from his prison, the WeavePasha is very concerned. The WeavePasha is very impressed that the PCs were able to defeat such a powerful demon prince.

Although concerned that the Spider that Waits was able to get free of his prison, the WeavePasha is impressed that you were able to defeat such a powerful demon prince. A sly smile crosses the WeavePasha's face as he walks over to the patch of blood-red roses where a Black

Widow lounges contentedly. Concentrating hard and muttering to himself, the WeavePasha makes a few arcane gestures and turns the spider into a gleaming crystal. The WeavePasha laughs and hands you the jewel, "A crystalized spider, a solitaire, to commemorate your defeat of the Spider that Waits."

TREASURE

The WeavePasha gives the PCs 1600/ 2750/ 5500/ 11000/ 16500 gp and offers to obtain any common magic item of the PC's level +2 or less or an uncommon magic item of the PC's level or less. If the PCs collected some of the Spider that Wait's blood, the WeavePasha can use it to create an *elixir of reflexes* (AL 12/14/16) or *spider potion* (AL 18/20). The WeavePasha gives the PCs the black widow that he crystallized and turned into an *aquamarine solitaire* (AL 12/14/16) or *cerulean solitaire* (AL 18/20).

COMPLETED THE MAJOR QUEST

If any of the PCs completed the major quest, the WeavePasha gives them a *magic lamp* (these PCs receive Story Award LAMP01 if they do not already have one) and invites them to return the next evening.

The WeavePasha dramatically pulls back a cloth covering a large crystal swirling with energy. The crystal swirls with the chaotic energy of the elemental chaos and flashes in irregular patterns of multi-colored light.

The WeavePasha pays the PCs the extra gold for completing the Major Quest and channels some of the energy of the Calimemnon Crystal into their lamps. See Story Awards CALI20 and WISH03 for details. (To be clear, a character may only earn CALI20 and WISH03 one time, and only when they have completed all three parts of the Major Quest.)

He thanks them again for their assistance, and notes that the djinn Calim and the efreet Memnon are not likely to interfere with his plans with such a powerful artifact on their side. The PCs should be proud of bringing such power to the side of freedom!

If the PCs have not played SPEC4-4, he encourages them to seek out Ala'Ammar to further support the cause. If they have not played ADCP4-2, he invites them to join the excursion to Suldolphor.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. No character can earn more than the listed maximum XP.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP per PC

Saved the aranea: +560 XP

Defeated the Spider that Waits: +560 XP

Maximum Possible XP: 2400 XP per PC

Base Gold per PC: 1600 gp

Major Quest Bonus for PCs who earn CALI20:
+700 XP, +500 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP per PC

Saved the aranea: +800 XP

Defeated the Spider that Waits: +800 XP

Maximum Possible XP: 3400 XP per PC

Base Gold per PC: 2750 gp

Major Quest Bonus for PCs who earn CALI20:
+1000 XP, +850 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Saved the aranea: +1120 XP

Defeated the Spider that Waits: +1120 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5,500 gp

Major Quest Bonus for PCs who earn CALI20:
+1400 XP, +1650 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP per PC

Saved the aranea: +1600 XP

Defeated the Spider that Waits: +1600 XP

Maximum Possible XP: 6800 XP per PC

Base Gold per PC: 11,000 gp

Major Quest Bonus for PCs who earn CALI20:
+2000 XP, +3300 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP per PC

Saved the aranea: +2240 XP

Defeated the Spider that Waits: +2240 XP

Maximum Possible XP: 9500 XP per PC

Base Gold per PC: 16,500 gp

Major Quest Bonus for PCs who earn CALI20:
+2800 XP, +5000 gp

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

At AL 12+:

Treasure A: +3 *amulet of aranea* (level 15, *Adventurer's Vault* 2)

Found in Encounter 3

Treasure B: +3 *lifestealer weapon* (level 14, *Mordenkainen's Magnificent Emporium*)

Found in Encounter 2

Treasure C: +3 *spiderkissed weapon* (level 12, *Dragon* 367)

Found in Encounter 6

Treasure D: *ring of freedom of movement* (level 15, *Player's Handbook* and *Dungeon Master's Kit*)

Found in Encounter 1

Treasure E: *solitaire (aquamarine)* (level 16, AV)

Found in Conclusion

At AL 14+, add the following:

Treasure F: +4 *spiderkissed weapon* (level 17, *Dragon* 367)

Found in Encounter 6

At AL 16+, add the following:

Treasure G: +4 *lifestealer weapon* (level 19, *Mordenkainen's Magnificent Emporium*)

Found in Encounter 2

Treasure H: +4 *amulet of aranea* (level 20, AV2)

Found in Encounter 3

At AL 18+, add the following:

Treasure I: *solitaire (cerulean)* (level 21, AV)

Found in Conclusion

At AL 20+, add the following:

Treasure J: *ring of adaptation* (level 23, AV)

Found in Encounter 6

All ALs:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level +2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The WeavePasha creates an *elixir of reflexes* or a *spider potion* from the blood of the Spider that Waits plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *elixir of reflexes* (level 13) plus 350 gp

AL 14: *elixir of reflexes* (level 13) plus 1,100 gp

AL 16: *elixir of reflexes* (level 18) plus 100 gp

AL 18: *spider potion* (level 20) plus 2,000 gp or

elixir of reflexes (level 18) plus 3,600 gp

AL 20: *spider potion* (level 20) plus 6,000 gp or

elixir of reflexes (level 18) plus 7,600 gp

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

All PCs gain **CALI13** if they successfully retrieved the shard of the *Calimemnon Crystal*. If the PCs failed to retrieve the shard of the *Calimemnon Crystal*, they gain **CALI19** instead of **CALI13**.

CALI13 Recovered Calimemnon Shard

You recovered a shard of the *Calimemnon Crystal*. This is one of the three Story Awards needed to complete the Major Quest.

You may purchase 5 copies of a single Uncommon consumable with an item level no greater than your character level from a player resource. When you do, strike through this paragraph.

An individual PC gains **CALI14** if he or she suffered *insane revelation* from the plaguechanged abominations in Encounter 1.

CALI14 Touched by Chaos

You have come into contact with Spellplague energy from the Plain of Stone Spiders. You gain the following consumable power. Void this Story Award once you use the power.

MINOR ACTION (CONSUMABLE)

Effect: Roll a d6 to determine the benefit:

1. Gain a +2 power bonus to hit. The bonus lasts for the rest of the encounter or until you miss with an attack.
2. Gain +2 power bonus to all defenses. The bonus lasts for the rest of the encounter or until you are hit by an attack.
3. Gain a +2 bonus to speed until the end of your next turn.
4. Gain a +5 power bonus to damage rolls until the end of your next turn.
5. Gain 20 temporary hit points.
6. Gain an extra standard action this turn.

CALI19 A Shard Lost

You have failed to recover one of the shards of the *Calimemnon Crystal*. However, many shards are scattered throughout Calimshan. This award allows you to find a suitable substitute shard during an LFR My Realms adventure. When you successfully recover a shard during a MYRE adventure, you may replace this Story Award with **CALI13**, potentially allowing you to complete the Major Quest and earn Story Award **CALI20**.

If any individual PC who just earned **CALI13** also has both **CALI15** and **CALI17**, that character has completed the *Calimemnon Crystal* Major Quest and gains **CALI20**, **LAMP01** (if the PC does not already have a *magic lamp*) and **WISH03**. Remember that characters who complete the Major Quest also earn bonus XP and bonus gold from this adventure, based on the Adventure Level at which they played this adventure (even if they played other adventures in the trilogy at a higher or lower AL). Different characters may play the adventures of the trilogy in a different order. A PC only gains the Major Quest bonus one time, can only ever receive one *magic lamp* (LAMP01), only earns CALI20 once, and only earns WISH03 once.

CALI20 Calimemnon Crystal

If you have earned **CALI13**, **CALI15**, and **CALI17** (in any order) the WeavePasha of Almraiven can reconstruct the *Calimemnon Crystal*. You have completed the Major Quest. The WeavePasha gives you a *magic lamp* (LAMP01), energizing it with one wish (WISH03). To be clear, you may earn Story Awards **CALI20**, **LAMP01**, and **WISH03** once and only once.

This Story Award counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

WISH03 Have the Wish I Wish Tonight

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

NEW RULES

Amulet of Aranea

Level 10+ Uncommon

This neck charm protects you from poison even as it cripples your enemies with a venomous rebuke.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain resist 5 poison.

Level 15 or 20: Resist 10 poison.

Level 25 or 30: Resist 15 poison.

Utility Power (Daily • Poison): Immediate Reaction.

Trigger: An enemy hits you with a melee attack.

Effect: The enemy that hit you takes 1d10 poison damage, and ongoing 5 poison damage (save ends). The enemy also takes a -2 penalty to saving throws against poison effects until the end of the encounter.

Level 15 or 20: 1d10 poison damage, and ongoing 10 poison damage (save ends).

Level 25 or 30: 2d10 poison damage, and ongoing 20 poison damage (save ends).

Reference: *Adventurer's Vault*, page 148, *Mordenkainen's Magnificent Emporium*, page 71.

Elixir of Reflexes

Level 8+ Uncommon

You become quicker after imbibing this thin rose liquid.

Lvl 8	125 gp	Lvl 23	17,000 gp
Lvl 13	650 gp	Lvl 28	85,000 gp
Lvl 18	3,400 gp		

Other: Consumable

Power (Consumable): Minor Action.

Use this power after you drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Reflex defense of 25 against a single attack. This replaces your normal Reflex defense for that attack.

Level 13: Reflex defense of 30.

Level 18: Reflex defense of 35.

Level 23: Reflex defense of 40.

Level 28: Reflex defense of 45.

Reference: *Adventurer's Vault*, page 187.

Lifestealer Weapon

Level 4+ Uncommon

When you strike your enemy, a small measure of your foe's life force is absorbed by this weapon and directed into you.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d12 necrotic damage per plus

Property: Whenever you kill an enemy with this weapon, you gain temporary hit points equal to 5 + the weapon's enhancement bonus.

Attack Power (Daily • Healing, Necrotic): No Action.

Trigger: You hit an enemy with an attack using this weapon.

Effect: The target takes extra necrotic damage equal to 2 + the weapon's enhancement bonus, and you regain a number of hit points equal to that extra damage.

Reference: *Mordenkainen's Magnificent Emporium*, page 29.

Ring of Adaptation

Level 23 Uncommon

This silvery metal loop is engraved with Primordial runes, protecting you from elemental effects.

Price: 425,000 gp

Item Slot: Ring

Property: Gain a +5 item bonus to Endurance checks to endure extreme weather.

Power (Daily): Immediate Interrupt

Use this power when you would take acid, cold, fire, lightning, or thunder damage. Take half damage from that damage type until the end of your next turn. If you've reached at least one milestone today, this power lasts until the end of the encounter.

Reference: *Adventurer's Vault*, page 157.

Ring of Freedom of Movement

Level 15 Rare

This sky blue band seems to shimmer and move around your finger.

Price: 25,000 gp

Item Slot: Ring

Property: Gain a +2 item bonus to Acrobatics checks.

Power (Daily): Minor Action.

Until the end of the encounter, you gain a +5 power bonus to checks made to escape a grab and a +5 power bonus to saving throws to end the immobilized, restrained, or slowed conditions. If you've reached at least one milestone today, you can also move across difficult terrain as if it were normal until the end of the encounter.

Reference: *Player's Handbook*, page 251, *Dungeon Master's Kit*, page 267.

Shard of Freedom

Level 15 Uncommon

You can win free of falling boulders or another effect that otherwise might pin or bury you.

Price: 1,000 gp

Other: Consumable

Power (Consumable): Minor Action.

The next time an effect immobilizes you before the end of the encounter, the effect does not immobilize you.

Reference: *Dragon Magazine* 382, page 104.

Solitaire (Aquamarine)

Level 16 Uncommon

This jagged blue-green crystal lets you intensify your attacks against your foes.

Price: 45,000 gp

Other: Wondrous

Power (Daily): Free Action

Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

Reference: *Adventurer's Vault*, page 177.

Solitaire (Cerulean)

Level 21 Uncommon

This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.

Price: 225,000 gp

Other: Wondrous

Power (Daily): Free Action

Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

Reference: *Adventurer's Vault*, page 177.

Spiderkissed Weapon

Level 7+ Uncommon

The weapon's surface is covered in faint lines evocative of a spider's web.

Lvl 7 +2 2,600 gp

Lvl 22 +5 325,000 gp

Lvl 12 +3 13,000 gp

Lvl 27 +6 1,625,000 gp

Lvl 17 +4 65,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 poison damage per plus

Power (At-Will • Poison): Free Action.

All damage dealt by this weapon is poison damage. Another free action returns the damage to normal.

Power (Daily): Free Action.

Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is immobilized (save ends).

Reference: *Dragon Magazine* 367, page 39.

Spider Potion

Level 20 Uncommon

This pungent-smelling, sepia-colored concoction grants a spider's resilience against damage and poison.

Price: 5,000 gp

Other: Consumable

Power (Consumable): Minor Action.

Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 20 temporary hit points and resist 10 poison until the end of the encounter.

Reference: *Adventurer's Vault*, page 189.

APPENDIX 1: THE SPIDER THAT WAITS

Known as: The Spider that Waits, Selvetarm, Zanassu, Thane of Lolth, Champion of Lolth, the Spider Demon, Prince of the Aranea, and Lord of the Venomire

Overview: The Spider that Waits is a chaotic evil demon prince of bloodlust, battle prowess, and drow warriors. His domains are chaos, evil, war, drow, and spider. Wizards of Almraiven magically imprisoned the Spider that Waits in 1357 DR within his Apostolaeum in Lost Ajhuuta. Lost Ajhuuta is an ancient submerged aranea city located in the northern part of the Plain of Stone Spiders. The Spider Demon was also previously banished to the Abyss for one thousand years by an Almraiven wizard.

Appearance: The Spider that Waits manifests as a sphere of utter blackness that gradually grows in size. In his true form, the Spider Demon has a grotesque, bloated body and hundreds of eyes.

History: Selvetarm is the offspring of a tryst between Vhaeraun, the son of Lolth, and Zandilar the Dancer, a demipower worshipped by elves in Yuirwood. The tryst was part of an elaborate plan to help Zandilar's followers against relentless attacks by Lolth's followers. Vhaeraun betrayed Zandilar and imprisoned her. Zandilar escaped her imprisonment with the assistance of Bast and merged her essence with Bast to become Sharess, an exarch of Sune.

Selvetarm wandered for many centuries, morally lost. Neither good nor evil, he spurned both of his parents. Selvetarm's path eventually crossed that of his aunt, Eilstraee the Dark Maiden. He respected and admired Eilstraee and she began to teach him the ways of good.

Lolth, Selvetarm's grandmother, greatly resented the existence of Zanassu, a minor Abyssal Lord who professed to have power over spiders. Lolth tricked Selvetarm and convinced him to destroy Zanassu and consume his divine power. Zanassu's evil and chaotic nature completely overwhelmed Selvetarm's personality when he absorbed Zanassu's power. In addition, Lolth trapped Selvetarm's will and bound him to her service when he was weakened from the battle.

Personality: After consuming Zanassu's power, Selvetarm became cruel and malicious, driven by rage, bloodlust, and a hatred of all life. He vehemently hates Lolth for tricking him and controlling him. Selvetarm is

passionate about violence, battle, destruction, and bloodlust.

Worshippers: The Spider that Waits is worshipped by a few drow in the northern and western reaches of the Underdark beneath Faerûn.

He is also worshipped by many of the aranea in the Spider Swamp. The aranea city of Ajhuuta was a great center of worship of the Spider that Waits. Devout worshippers built an immense Apostolaeum in Ajhuuta - a large domed building in the center of the city with an obsidian spider crouched on top. Worshippers from around Faerûn would travel on pilgrimages to Ajhuuta in hopes of catching a glimpse of the Spider that Waits.

Selvetarm expects all of his worshippers to cry out his name in the bloodlust of battle as they deliver the killing blow to a foe. His worshippers typically scream his name constantly during battle since there is no way to know which attack will be the fatal one.

Worshippers view pieces of dried silver-bark as good omens or signs from Selvetarm. Selvetarm expresses his displeasure by causing steel weapons and armor to shatter during combat.

Selvetarm's priests wear long, rich, scarlet robes lined in chain mail. They grow their hair long and wear it in braids with the tips soaked in blood and hardened. In dire circumstances, the priest can whip his head around to use these hardened braids as a flail.

Dogma: "War is the ultimate expression of individual power, and only through battle and death can one realize the respect of one's comrades. Hone your fighting skills constantly and teach those who will follow into the fray. Never give or receive quarter, and hope to die amid the bloodlust of battle against overwhelming odds. Cultivate as many different weapon tricks and combat maneuvers as a spider has arms, and never fear that hidden venom, like a secret vengeance waiting to strike, will serve you ill."



Holy Symbol of the Spider that Waits

APPENDIX 2: HISTORY

PLAIN OF STONE SPIDERS

The Plain of Stone Spiders is a wasteland between the Calim Desert and Almraiven. Formerly the Spider Swamp, the area dried up during the Spellplague and was ravaged by the battles between Calim and Memnon. Native creatures were infused with elemental magic or perhaps became plaguechanged. The Spider Swamp was formed when a water genie was slain near two rivers. The Spider Swamp was inhabited by monstrous spiders, aranea, bullywugs, lizardfolk, and other creatures. During the Spellplague, the Calim desert expanded and the Spider Swamp dried up, becoming the Plain of Stone Spiders. Rocky outcroppings, large stone pillars, and solidified rivers dot the landscape. Scarce vegetation clings to rocks and surrounds the rare oasis. The Plain of Stone Spiders is considered very dangerous and few dare to venture into it. Of those foolhardy souls who do enter the Plain of Stone Spiders, few survive.



ARANEA

Aranea are large, intelligent werespiders capable of shapechanging into a single humanoid form, typically drow, human, or half-elf. Aranea were created by Calishite wizards during the Night Wars (pre-Spellplague) to infiltrate the drow and destroy them from within. Aranea is Latin for “spider” or “spider’s web.”

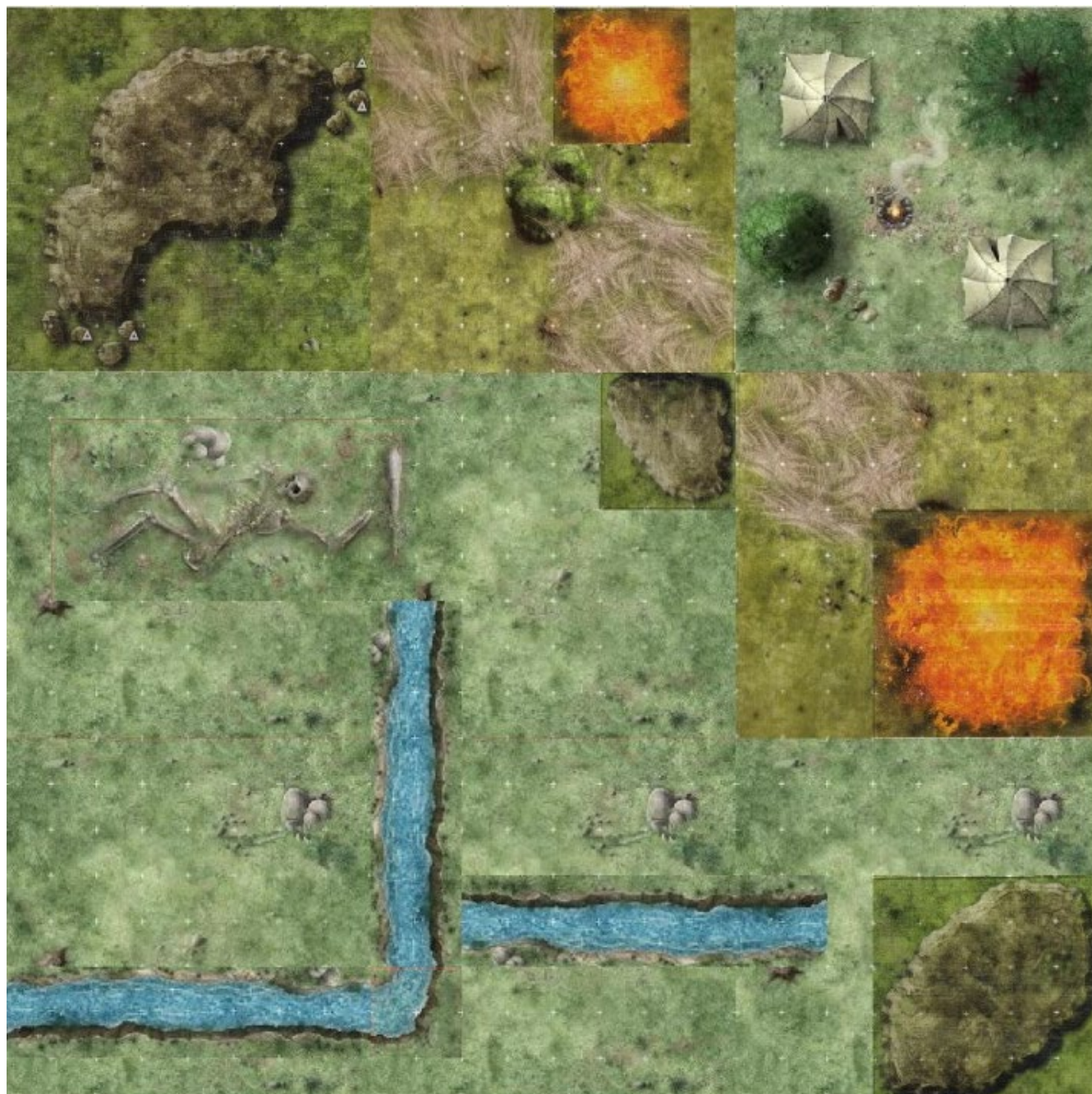
After the war, the aranea were cast off by the Calishites and either killed or driven into the Spider Swamp (which dried up and became the Plain of Stone Spiders during the Spellplague). Aranea formed a pacifist society of traders, but they were outcasts in Calimshan because they were feared and misunderstood. The aranea were used as scapegoats for a plague in Almraiven in 290 DR, the Year of Full Cribs. In retribution, both citizens and soldiers hunted down the aranea and slaughtered them, nearly wiping out the entire race. In response to this genocide, some Aranea turned to worship the Spider that Waits.

Early in their history, aranea could only shapechange into drow, but over time some aranea were able to assume other humanoid forms, primarily human and half-elf. Their ability to shapechange gives aranea the freedom to travel through Calishite towns without fear of discrimination or persecution. Aranea travel through Calimshan trading in silk, herbs, and poison.

JANESSAR

The Janessar are a secret organization that opposes slavery and works throughout Calimshan to free slaves and bring them to Almraiven. Once safely in Almraiven, the Janessar help the freed slaves locate housing, find jobs, and transition to life as a free individual.

APPENDIX 3: CLEAN MAP FOR ENCOUNTER 1



APPENDIX 4: CALIMSHAN AND THE WEAVEPASHA

THE WEAVEPASHA

Male Human Almraiven Ruler

An old wizard wearing desert garb embroidered with ancient arcane symbols and runes. He has the lingering odor of musty tomes.

Personality: Cautious, pragmatic, sincere

History: The WeavePasha is an old and powerful wizard who has ruled Almraiven for many years. He is also headmaster of the arcane college in Almraiven, which attracts many promising young apprentices. The WeavePasha has managed to maintain Almraiven as the one free human city in the region. Slaves dream of escaping to the safety of Almraiven.

The WeavePasha is sworn to protect Almraiven from the endless threat of war from Calimshan and Memnon. For years he has held back the efreet, djinn and genasi attacks, but the safety of the city is tenuous at best and could fall at any moment. Perhaps the most amazing accomplishment is that the WeavePasha has managed to hide this fact from the citizens of Almraiven, who enjoy the fragile protection with blissful ignorance.

CALIMSHAN BACKGROUND

The period between the beginning of the Spellplague and the Year of Holy Thunder (1450 DR) is known locally as the Second Era of Skyfire. What happened that year to send Calim and Memnon back to their home plane no one knows. Their Lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

The headquarters of the warring genasi factions are the cities of Memnon and Calimport. The human population of both cities serves as slaves and as fodder in the constant battles. Only the city of Almraiven, still rich in magic and well defended, remains under human control. Indeed, it is the last bastion of human rule in Calimshan.

Prior to the genasi uprising, Almraiven was the premier center for magical study within Calimshan. Because the Spellplague left the spellcasters of the city relatively unharmed, they were able to defend it from the genasi rebellion that overthrew human rule in greater Calimshan. Some humans who escaped the clash of Calim and Memnon fled to Almraiven, the last large pocket of humanity in Calimshan. Almraiven's arcane tradition bolsters its defenses, and an arcane college recently founded by the Weave Pasha assures the city's continued attraction for young apprentices. (Source: FRPG p. 84; FRCG p. 98).

HANDOUT 1: INSANE REVELATION

MINOR ACTION

Insane Revelation (personal) ♦ At-Will

Requirement: You must not be under any effects created by this power that have not yet ended.

Effect: Roll a d6 to determine this power's effect.

1. You are blinded until the end of your next turn.
2. You are dazed until the end of your next turn.
3. You grant combat advantage until the end of your next turn.
4. You gain a +2 bonus to all defenses. The bonus lasts until you are hit by an attack.
5. You gain a +2 bonus to attack rolls. The bonus lasts until you miss with an attack.
6. You can take an extra standard action this turn.

MINOR ACTION

Insane Revelation (personal) ♦ At-Will

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Effect: Roll a d6 to determine this power's effect.

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6. You can take an extra standard action this turn.

HANDOUT 2: RECENT EVENTS

The WeavePahsa of Almraiven stares intently at the map of Calimshan spread before him. A knock at the door interrupts his thoughts. He straightens his robe embroidered with arcane runes and, rising to his feet, invites the visitor into his office.

A large man draped in a voluminous emerald-green, gold-trimmed cloak that glows softly, strides confidently into the room. His face is stern and he gives the WeavePasha a low bow.

The WeavePasha bows deeply at the waist. "Greetings, Ala'Ammar. Thank you for coming."

"You have delayed my efforts long enough," snaps Ala'Ammar. "The people are behind me. We must act now. We cannot allow another day to go by while slaves suffer under the cruel whip of their masters. It is time to march our army across the desert and liberate Memnon, then press on to liberate Calimport!"

The WeavePasha points to the map, tracing the triangle of the cities of Calimport, Memnon, and Almraiven. "You know as well as I do how tenuous the balance is in the region. We cannot launch an assault on either Calimport or Memnon - the other will take the opportunity to wipe out the warring cities and gain control of all of Calimshan. Almraiven has always been a quiet haven for escaped slaves. Stirring up trouble will only weaken us and allow Calimport or Memnon to gain control of the region."

Ala'Ammar grins mischievously and twirls the end of his thick handlebar moustache; "Yes, you are correct that if two sides start a war, both will be weakened and the third will have a significant advantage. I am hiring adventurers to infiltrate both Calimport and Memnon to escalate the hostilities between the two cities. Once they are locked in full battle, we will be able to march across the desert and liberate the slaves."

The WeavePasha's forehead creases in worry. "That is all well and good, Ala'Ammar, but if the Djinn Calim or the Efreet Memnon return, what then? While they have been absent since they broke free from the Calimmemnon Crystal, they might return if their cities are threatened. If they were to return, all of Calimshan would be enslaved or destroyed."

"That is where I hoped you could help..." trails off Ala'Ammar. The two men sit in deep thought for several minutes.

"Perhaps there is a way," begins the WeavePasha. "If we can gather some large fragments of the Calimmemnon Crystal, I should be able to create a new magical prison for Calim or Memnon. The threat of being imprisoned again is enough that it should prevent them from returning to interfere."

"Excellent plan!" booms Ala'Ammar, slamming his fist on the table and rising to his feet. "With full-scale war between Calimport and Memnon and your magical crystal to keep the Djinn Calim and Efreet Memnon at bay, we..."

The conversation is interrupted as a well-dressed gentleman bursts through the door, looking flustered. He nods respectfully to the WeavePasha and quickly prostrates himself before Ala'Ammar. "My Lord, I apologize for the intrusion, but there is urgent news. The Janessar reported that the ruins of an ancient city were discovered after an intense sandstorm shifted the desert sands. It is a key tactical location. Whoever secures these ruins first will gain a significant advantage in Calimshan."

Ala'Ammar nods, pleased, "You bring good news, Rham Sahib. Yes, if we gain control of this city, we could establish an outpost for transportation of troops and supplies to assault either city with ease. That will be much better than marching an entire army across the desert."

"We must coordinate our efforts quickly, then," continues the WeavePasha. "I shall locate the Calimmemnon Crystal shards and hire adventurers to recover them as quickly as possible. Meanwhile, Ala'Ammar, you should send trusted mercenaries to stir up trouble between Calimport and Memnon. In the meantime, Rham Sahib will put out a call to the various guilds and adventuring companies to secure the ancient city."

"With all of those pieces in place," replies Ala'Ammar, "the liberation of all still oppressed in Calimshan will be at hand!"

EVENT SUMMARY

The results of this adventure will have an impact on future LFR adventures!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/CALI0401LFR>

The survey period closes on **01 September 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. How many of the aranea villagers were saved?

- a. All of them
- b. More than half of them
- c. About half of them
- d. Less than half of them
- e. None of them

2. What did the players think of being able to disable some of the combatants before the final combat began (Encounter 5, Dramatic Entrance)?

- a. Loved it! It prompted creativity and let the players showcase their skills in an interesting, meaningful way.
- b. Generally liked it and thought it was a neat idea.
- c. The group had mixed feelings or were indifferent.
- d. Generally disliked it.
- e. Hated it.

3. What was the overall difficulty level of the adventure?

- a. Too challenging, but still fun
- b. Too easy, but still fun
- c. Just right!
- d. Too easy in a way that was unenjoyable
- e. Too challenging in a way that was frustrating or unenjoyable

4. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

5. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

CALI4~1 PLAIN OF STONE SPIDERS

CALI13 Recovered Calimemnon Shard

You recovered a shard of the Calimemnon Crystal. This is one of three Story Awards needed to complete the Major Quest.

You may purchase up to 5 copies of a single Uncommon consumable from a player resource with an item level no greater than your character level. When you do, strike through this paragraph.

CALI14 Touched by Chaos

You have come into contact with Spellplague energy from the Plain of Stone Spiders. You gain the following consumable power. Void this Story Award once you use the power.

MINOR ACTION (CONSUMABLE)

Effect: Roll a d6 to determine the benefit:

1. Gain a +2 power bonus to hit. The bonus lasts for the rest of the encounter or until you miss with an attack.
2. Gain +2 power bonus to all defenses. The bonus lasts for the rest of the encounter or until you are hit by an attack.
3. Gain a +2 bonus to speed until the end of your next turn.
4. Gain a +5 power bonus to damage rolls until the end of your next turn.
5. Gain 20 temporary hit points.
6. Gain an extra standard action this turn.

CALI19 A Shard Lost

You failed to recover one of the shards of the Calimemnon Crystal. However, many shards are scattered throughout Calimshan. You may find a suitable substitute shard during an LFR My Realms adventure. When you do, have the DM of the My Realms adventure sign and date the back of this certificate, then replace this Story Award with CALI13.

CALI20 Calimemnon Crystal

If you have earned CALI13, CALI15, and CALI17 (in any order) the WeavePasha of Almraiven can reconstruct the Calimemnon Crystal. You have completed the Major Quest. The WeavePasha gives you a *magic lamp* (LAMP01), energizing it with one wish (WISH03). To be clear, you may earn Story Awards CALI20, LAMP01, and WISH03 once and only once.

This Story Award counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

WISH03 Have the Wish I Wish Tonight

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A MAGIC LAMP IN CALMISHAN!

LAMP01 Magic Lamp

You have been given a *magic lamp*. It does not cost a found-item slot, but does count as one of your Uncommon magic items. The lamp initially contains zero wishes. You gain wishes for your lamp from Story Awards with the code WISH. Each wish must be documented on its own individual Story Award.

Magic Lamp Uncommon (limit 1 per PC)

You rub the lamp, and your wish is fulfilled!

Wondrous Item

Property

To activate one of the lamp's powers, you must void the number of wishes specified by that power. Multiple characters with *magic lamps* may not pool their unspent wishes.

Wish for Luck ♦ At-Will (No Action)

Requirement: You must have at least one unspent wish.

Effect: Reroll one die that you just rolled and use either the original roll or the new roll as your result (whichever you prefer). This power may only be used once on any die roll.

Wish for Power ♦ At-Will (Standard Action)

Requirement: You must have at least one unspent wish.

Effect: One instantaneous effect approved by the DM. As a general guideline, the power level of this effect should be no greater than the benefit of a level-appropriate ritual (there is no component cost, but the casting time of the ritual is unchanged so most rituals cannot be wished for during a combat encounter), to recharge an expended encounter power, or for an automatic success during a skill challenge.

Wish for Life ♦ At-Will (Standard Action)

Requirement: You must have at least two unspent wishes.

Target: You, or one living or dead ally that you can see

Effect: The target regains hit points equal to its bloodied value without spending healing surges. If the target died within the last hour (and is not undead), it is first restored to life and then regains the hit points. The target does not recover any other resources, such as healing surges or expended powers. The target does not suffer the death penalty for being raised.

Wish for Wealth ♦ At-Will (Standard Action)

Requirement: You must have at least three unspent wishes.

Effect: You gain one Common or Uncommon magic item of your choice from a player resource with an item level no greater than your character level + 3, or an amount of gold pieces equal to the market price of a magic item of that level.

If you gain an item, it does not cost a found-item slot.

Reference: Custom item created for LFR

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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You have been given a *magic lamp*. It does not cost a found-item slot, but does count as one of your Uncommon magic items. The lamp initially contains zero wishes. You gain wishes for your lamp from Story Awards with the code WISH. Each wish must be documented on its own individual Story Award.

Magic Lamp Uncommon (limit 1 per PC)

You rub the lamp, and your wish is fulfilled!

Wondrous Item

Property

To activate one of the lamp's powers, you must void the number of wishes specified by that power. Multiple characters with *magic lamps* may not pool their unspent wishes.

Wish for Luck ♦ At-Will (No Action)

Requirement: You must have at least one unspent wish.

Effect: Reroll one die that you just rolled and use either the original roll or the new roll as your result (whichever you prefer). This power may only be used once on any die roll.

Wish for Power ♦ At-Will (Standard Action)

Requirement: You must have at least one unspent wish.

Effect: One instantaneous effect approved by the DM. As a general guideline, the power level of this effect should be no greater than the benefit of a level-appropriate ritual (there is no component cost, but the casting time of the ritual is unchanged so most rituals cannot be wished for during a combat encounter), to recharge an expended encounter power, or for an automatic success during a skill challenge.

Wish for Life ♦ At-Will (Standard Action)

Requirement: You must have at least two unspent wishes.

Target: You, or one living or dead ally that you can see

Effect: The target regains hit points equal to its bloodied value without spending healing surges. If the target died within the last hour (and is not undead), it is first restored to life and then regains the hit points. The target does not recover any other resources, such as healing surges or expended powers. The target does not suffer the death penalty for being raised.

Wish for Wealth ♦ At-Will (Standard Action)

Requirement: You must have at least three unspent wishes.

Effect: You gain one Common or Uncommon magic item of your choice from a player resource with an item level no greater than your character level + 3, or an amount of gold pieces equal to the market price of a magic item of that level.

If you gain an item, it does not cost a found-item slot.

Reference: Custom item created for LFR

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A MAGIC LAMP IN CALMISHAN!

LAMP01 Magic Lamp

You have been given a *magic lamp*. It does not cost a found-item slot, but does count as one of your Uncommon magic items. The lamp initially contains zero wishes. You gain wishes for your lamp from Story Awards with the code WISH. Each wish must be documented on its own individual Story Award.

Magic Lamp Uncommon (limit 1 per PC)

You rub the lamp, and your wish is fulfilled!

Wondrous Item

Property

To activate one of the lamp's powers, you must void the number of wishes specified by that power. Multiple characters with *magic lamps* may not pool their unspent wishes.

Wish for Luck ♦ At-Will (No Action)

Requirement: You must have at least one unspent wish.

Effect: Reroll one die that you just rolled and use either the original roll or the new roll as your result (whichever you prefer). This power may only be used once on any die roll.

Wish for Power ♦ At-Will (Standard Action)

Requirement: You must have at least one unspent wish.

Effect: One instantaneous effect approved by the DM. As a general guideline, the power level of this effect should be no greater than the benefit of a level-appropriate ritual (there is no component cost, but the casting time of the ritual is unchanged so most rituals cannot be wished for during a combat encounter), to recharge an expended encounter power, or for an automatic success during a skill challenge.

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If you gain an item, it does not cost a found-item slot.

Reference: Custom item created for LFR

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS®

SESSION TRACKING

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DM Name: _____

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