

S2: Ctenmiir, Human Vampire	Level 18 Elite Lurker
Medium natural humanoid (undead, human)	XP 4,000
HP 264; Bloodied 132	Initiative +30
Regeneration 10 (regeneration doesn't function while Ctenmiir is exposed to direct sunlight)	Perception +12
AC 34; Fortitude 29; Reflex 33; Will 30	Darkvision
Speed 7 , climb 3 (spider climb)	
Immune disease, poison; Resist 10 necrotic;	
Vulnerability 10 radiant	
Saving Throws +2; Action Points 1	
Standard Actions	
⚔ Hammer Strike (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 2d10 + 11 damage (crit 28+4d6, or crit 28+4d10 against Large or larger creatures).	
🗑 Thrown Hammer (weapon) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +21 vs. Reflex	
<i>Hit:</i> 2d10 + 10 damage (crit 28+4d6, or crit 28+4d10 against Large or larger creatures).	
⚡ Double Attack (weapon) • At-Will	
<i>Effect:</i> Requires Whelm; Ctenmiir makes a hammer strike attack against one target and a hammer strike or a thrown hammer attack against another target.	
<i>Special:</i> If Ctenmiir is marked, the use of this power does not violate that mark as long as one of the two attacks is against the creature marking Ctenmiir.	
⚡ Thunder Smite (thunder, weapon) • Encounter	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 4d10 + 7 thunder damage (crit 38+4d6, or crit 38+4d10 against Large or larger creatures), and the target is knocked prone.	
⚡ Blood Drain (healing) • Recharge when an adjacent creature becomes bloodied	
<i>Attack:</i> Melee 1 (one creature); +21 vs. Fortitude	
<i>Hit:</i> 4d12 + 5 damage, and the target is weakened (save ends), and Ctenmiir regains 89 hit points and 1 action point.	
Mist Form (polymorph) • At-Will	
<i>Effect:</i> Ctenmiir gains insubstantial, phasing, and concealment, shifts 3 squares, and gains fly (hover) 12. Ctenmiir cannot attack while in this form and can remain in this state for 1 hour. He can return to humanoid form as a free action.	
Second Wind (healing) • Encounter	
<i>Effect:</i> Ctenmiir spends a healing surge to regain 89 hit points. In addition, he gains a +2 bonus to all defenses until the start of his next turn.	

Minor Actions		
⬅ Dominating Gaze (gaze, charm) • Recharge ☼ ☼ ☼		
<i>Attack:</i> Close blast 5 (one enemy in blast); +19 vs. Will		
<i>Hit:</i> The target is dominated and takes a -2 penalty to saving throws against being dominated (save ends both).		
<i>Aftereffect:</i> The target is dazed (save ends).		
<i>Special:</i> Ctenmiir can have only one creature dominated at a time.		
Skills Athletics +17, Bluff +16, Intimidate +16, Stealth +21		
Str 16 (+12)	Dex 25 (+16)	Wis 17 (+12)
Con 18 (+13)	Int 15 (+11)	Cha 14 (+11)
Alignment unaligned Languages Common		
Equipment scale armor, whelm		

ENCOUNTER 9: THE VALVE WHEEL (0 XP)

This 10' corridor goes 50' towards a doorway with no door, but only 20' from where you met the sphinx, there's a 10'-diameter circular chamber on the right that doesn't seem to have a purpose.

The Athletics check to turn the valve wheel is a trivial DC 15. Eliminate the secret door unless you want to design Keraptis's Indoctrination Center. If the valve is turned, the 1' deep water will become insignificant in one hour. The drainage tubes are far too small for a Small (or larger) creature to enter, but if a tiny creature (e.g., Pixie, familiar) enters, they will find nothing of consequence.

ENCOUNTER 10: THE KELPIES (5,120 XP)

This room is 60' x 60'. You enter through the southern doorway, and there is a doorway to the north, and a door on the eastern wall. The entire room is covered in water; however, it's clear that the murky water is much deeper in the center of the room.

Once revealed, read:

Rising from the water is a growth of seaweed that seems to act with purpose.

Make the following changes: One Kelpie and four Water Elemental Eddies stays hidden in the 15'

Table: Difficulty Class by Level

Level	Easy (General)	Moderate (Specialized)	Hard (Esoteric)	Med. Dmg	High Dmg
11	13	19	27	3d6+9	3d6+14
12	14	20	28	3d6+10	3d6+15
13	14	20	29	3d6+11	3d6+16
14	15	21	29	3d6+12	3d6+17
15	15	22	30	3d6+13	3d6+18
16	16	22	31	3d8+11	3d8+17

Level	Easy (General)	Moderate (Specialized)	Hard (Esoteric)	Med. Dmg	High Dmg
17	16	23	31	3d8+12	3d8+18
18	17	23	32	3d8+13	3d8+19
19	17	24	33	3d8+14	3d8+20
20	18	25	34	3d8+15	3d8+21
21	19	26	35	4d6+15	4d6+22

Attack v. AC/Def = Level+5/Level+3 | Average AC/Def: Level+15/Level+13

deep section until the first PC reaches a point 10' into the room, regardless of the precise path taken. Once it reveals itself (or is discovered with a Perception check at a -5 penalty due to the water; Stealth +17), the Kelpie will use its Alluring Visage to bring creatures within reach, then Charming Grasp to grab a creature, then Drag Under to drag it into area C, which is completely underwater. If attacked, it uses its victim as a shield from attacks (via Charming Grasp). The Water Elemental Eddies will assist the Kelpies by using Drowning Essence to slide creatures into area C as well. Note that the water will be rough (DC 15 Athletics to swim) if the valve from [Encounter 9](#) has been opened within the last hour. Otherwise, the water is calm (DC 10 Athletics).

Features of the Area

- The terrain is difficult.
- **Illumination:** The room is not illuminated.

Treasure (at the bottom of the pool)

- 55 pp
- +4 Driftmetal Chainmail

A REVIEW OF UNDERWATER COMBAT:

Player's Handbook, 183

- Upon a successful Athletics check, you swim at one-half your speed, or you stay afloat and tread water.
- **Athletics DC:** Calm water, 10; rough water 15; and stormy water 20.
- **Fail by 4 or Less:** Stay where you are and lose the rest of your move action. You can try again as part of a move action.
- **Fail by 5 or More:** Sink 1 square and risk suffocation by drowning (details are in Chapter 9 of the Dungeon Master's Guide).
- **Uses Movement:** Count the number of squares you swim as part of your move.
- **Swim Speed:** While swimming, creatures that have a swim speed (such as sahuagin) use that speed and do not make Athletics checks to swim.

Dungeon Master's Guide, 45 & 159

- Creatures using powers that have the fire keyword take a -2 penalty to attack rolls.
- Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim, as described in the *Player's Handbook*.
- **Aquatic:** Creatures native to watery environments gain a +2 bonus to attack rolls against opponents that do not have this ability.
- A character holding his breath during underwater combat, for example, must make a DC 20 Endurance check at the end of his turn in a round where he takes damage.

S2: Water Elemental Eddy	Level 14 Minion Controller	
Medium elemental magical beast (aquatic, water)	XP 250	
HP 1; a missed attack never damages a minion	Initiative +11	
AC 28; Fortitude 27; Reflex 26; Will 25	Perception +8	
Speed 6, swim 6	Blindsight 10	
Traits		
Aquatic		
The Water Elemental Eddy can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Standard Actions		
⚔ Slam • At-Will		
<i>Attack:</i> Melee 1 (one creature); +17 vs. Reflex		
<i>Hit:</i> 4 damage, and ongoing 10 damage (save ends).		
⚡ Whirlpool • Encounter		
<i>Attack:</i> Close Burst 2 (enemies in burst); +17 vs. Fortitude		
<i>Hit:</i> 18 damage, and the Water Elemental Eddy slides the target 3 squares.		
Minor Actions		
Drowning Essence • At-Will		
<i>Effect:</i> The Water Elemental Eddy slides each creature that has ongoing damage from any Water Elemental Eddy's slam 2 squares.		
Str 22 (+13)	Dex 18 (+11)	Wis 13 (+8)
Con 17 (+10)	Int 7 (+5)	Cha 10 (+7)
Alignment unaligned Languages understands Primordial		

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Attack v. AC/Def = Level+5/Level+3 | Average AC/Def: Level+15/Level+13

S2: Kelpie	Level 17 Elite Controller
Medium fey humanoid (aquatic, plant)	XP 3,200
HP 318; Bloodied 159	Initiative +22
AC 31; Fortitude 28; Reflex 29; Will 30	Perception +18
Speed 4, swim 8	Darkvision
Resist 10 fire; Vulnerability 10 lightning	
Saving Throws +2; Action Points 1	
Traits	
☺ Allure (charm) • Aura 2	
All creatures within the aura take a -2 penalty to Will.	
Standard Actions	
⬇ Tentacle Whip • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 1d6 + 9 damage, and the target is pushed 1 square.	
⬇ Charming Grasp (charm) • Recharge when no creature is currently charmed by the Kelpie	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 1d8 + 9 damage, and the target is pulled adjacent to the Kelpie and grabbed (escape DC 29). The Kelpie makes a secondary attack against the same target.	
Secondary Attack: Melee 0 (the grabbed creature); +20 vs. Will	
Hit: The target is charmed, seeing the Kelpie as a beautiful member of the target's own species. The target cannot attack the Kelpie, the target may not willingly move further away from the Kelpie, and if the target is adjacent to the Kelpie when the Kelpie is targeted by a melee or a ranged attack, the target interposes itself (as an immediate interrupt) and becomes the target of the attack instead (save ends). On a successful save, the target must still escape the grab if the target hasn't yet been freed by other means.	
⬇ Strangling Embrace • At-Will	
Effect: Melee 2 (one creature grabbed by the Kelpie); 2d10 + 10 damage.	
Move Actions	
Drag Under • At-Will	
Effect: The Kelpie moves its speed-2 and slides a creature grabbed by the Kelpie to any square adjacent to the Kelpie (Kelpie's choice).	
Minor Actions	
⬅ Alluring Visage • Recharge ☼ ☼ ☼	
Attack: Close Burst 10 (all non-Kelpie creatures in burst); +21 vs. Will	
Hit: The target is pulled 3 squares.	
Skills Bluff +20, Nature +18, Stealth +17	
Str 15 (+10)	Dex 18 (+12)
Con 15 (+10)	Int 18 (+12)
	Wis 21 (+13)
	Cha 24 (+15)
Alignment chaotic evil Languages Common, Elven	

Kelpies						
Mini:			AP <input type="checkbox"/> Alluring Visage <input type="checkbox"/>			
318 (159)						

ENCOUNTER 11: SPINNING CYLINDER (0 XP)

This 30’ corridor is essentially a spinning cylinder painted with a dizzying pattern. It also seems to be coated with a thin liquid. Walking through the corridor will likely prove difficult, but it should be easy to crawl through instead.

Make the following change: Walking through the tube without falling prone at the start of a move action requires a DC 29 Athletics or Acrobatics check, and only adjacent characters may assist unless some reasonable means, magical or otherwise, is used to assist from a distance (e.g., tying everyone together with a rope, using powers that grant or force movement). Once the oil is lit on fire, anyone occupying a square within the cylinder takes 10 ongoing damage (save ends after exit). In such an instance, read the following:

Suddenly, a lit match flies into the tunnel from an unknown source. The tunnel erupts with fire, as the oil coating the corridor is apparently flammable.

ENCOUNTER 12: THE LOVERS (4,160 XP + 400 XP OPTIONAL)

Your assailants are before you in this 20’ x 20’ room, which otherwise contains only two benches alongside a table. A spellbook rests upon the table. The assailant that lit the spinning corridor on fire is a burly man, armed with a longsword and protected by chainmail and a shield. The other is a robed female, not as strong but not showing any sign of fear in her wild, angry eyes. She is clearly getting ready to cast spells.

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19	17	24	33	3d8+14	3d8+20
20	18	25	34	3d8+15	3d8+21
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