Setup Level 10 (2,500 XP)

Quickling renegades
Spriggan giantsoul crushers
Spriggan witherer stormeyes

The number of monsters in this encounter depends on the makeup of the party: One quickling renegade for each striker among the characters, one spriggan giantsoul crusher for each defender, and one spriggan witherer stormeye for each leader or controller. (The level and XP award given above assume a party of five characters.) The locations where these creatures first appear are described in “Darkness Falls.”

When the characters enter location 15, read:

Twisted runes cover the uneven walls, even parts of the floor and ceiling. Two of the walls jut out or curve oddly and end in narrow columns, as though to continue patterns begun by the runes around them. A few of these runes glow, providing weak light throughout this area.

Arcana Check
DC 21 (requires 1 minute of concentration):
Arcane power seeps from the fabric of this chamber. You also sense high concentrations of both illusion and teleportation magic.

Darkness Falls

Two rounds after the characters first enter location 15, the magic of the chamber activates.

When the magic activates, read:

For a second, impenetrable darkness falls over the chamber. It fades as quickly, allowing you to see once more . . . but things are not as they were. A perfect duplicate now stands next to or close to each of you.

Each duplicate is a fey creature veiled with an illusion to make it look like one of the characters. Quickling renegades and spriggan giantsoul crushers appear adjacent to their counterparts, and spriggan witherer stormeyes appear 1d4 + 1 squares away from their counterparts.

Effect of the Illusion

This encounter is structured so you can use miniatures for combat and still narrate the befuddling nature of the illusion. Until the characters disrupt the illusion or find a way to know which creatures are the disguised fey, the illusion has the following effect.

When a character targets an enemy with a power, if one of that character’s allies is adjacent to the target and within range of the power, the character must make a DC 17 Insight check to target the enemy. On a failed check, the character instead targets his or her ally. Likewise, when a character targets an ally with a beneficial effect, if an enemy is adjacent to the target and within range of the effect, the character using the effect must make a DC 17 Insight check to target his or her ally. On a failed check, the character instead targets that enemy.

The disguised fey don’t suffer from this effect; they see their allies’ true forms.

Until the illusion is disrupted, each disguised fey has the following power:

Triggered Actions
Switcheroo – Encounter

Trigger: The fey creature is hit by a melee or ranged attack.
Effect (Immediate Interrupt): The triggering attack instead hits an adjacent enemy within range that the fey creature is duplicating.

The characters might come up with a number of ways to distinguish illusory enemies from allies. Although you should reward creative solutions to the problem, trying to identify an illusion-shrouded fey by giving it a wound or a magical effect (such as ongoing fire damage) doesn’t work. The magic of the room causes each illusion-shrouded fey to look exactly like its counterpart, including the presence or absence of visible effects and wounds.

Disrupting the Illusion

Though the illusion is neither a conjuration nor a zone, the wizard utility power dispel magic (Player’s
Handbook, page 162) ends each of the illusions if it successfully hits any of the illusion-shrouded fey, as do other effects that destroy conjurations or zones. Also, a character trained in Arcana can make a DC 21 Arcana check as a standard action to end the illusory effect on an adjacent enemy.

**Tactics**

Each fey tries to use the tactics it thinks the character it is duplicating would use, such as moving in close if replacing a striker or defender, or lobbing spells from a distance if replacing a controller.

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**Spriggan Witherer**

- **Stormeye**
  - **Level 10 Artillery (Leader)**
  - Small fey humanoid
  - HP 83; Bloodied 41
  - AC 23, Fortitude 21, Reflex 20, Will 22
  - Initiative +8
  - Perception +6
  - Speed 6
  - Low-light vision

**Standard Actions**

1. Withering Touch (necrotic) ✶ At-Will
   - Attack: Melee 1 (one creature); +13 vs. Reflex
   - Hit: 2d8 + 5 necrotic damage.

2. Sun Scorched (fire, radiant) ✶ At-Will
   - Attack: Ranged 10 (one creature); +15 vs. Reflex
   - Hit: 2d6 + 11 fire and radiant damage.

3. Flattening Wind ✶ Recharge
   - Requirement: The stormeye must be bloodied.
   - Attack: Area burst 4 within 10 (creatures in burst or blast); +15 vs. Fortitude
   - Hit: 3d6 + 9 damage, and the stormeye pushes the target 2 squares and knocks it prone.

4. Blood for the Earth ✶ At-Will
   - Requirement: The stormeye must be bloodied.
   - Attack: Area burst 2 within 10 (enemies in burst or blast); +15 vs. Fortitude
   - Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).
   - Effect: Each ally in the burst gains 5 temporary hit points.

**Triggered Actions**

Acererak's Slave
- Trigger: The stormeye drops to 0 hit points and is killed.
  - Effect (Immediate Reaction): The stormeye remains standing, and it gains the undead keyword and continues to fight until the end of its next turn.

Redcap Zeal ✶ Encounter
- Trigger: The stormeye bloodies an enemy or reduces an enemy to 0 hit points or fewer.
  - Effect (Immediate Reaction): The stormeye gains 1d6 + 4 temporary hit points.

**Skills**

- Arcana +9, Athletics +12, Stealth +14
- Str 12 (+6), Dex 16 (+8), Wis 13 (+6)
- Con 17 (+8), Int 10 (+5), Cha 19 (+9)

**Alignment** evil Languages Elven
- Equipment hide armor, iron-shod boots

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**Features of the Area**

**Illumination:** Dim light from the glowing runes.
- **Ceiling:** The ceiling is 15 feet high.
- **Lever:** Along the south wall at the spot marked B is an unmarked lever. Pulling it opens the secret door labeled B in location 12, if the sundial puzzle at location 13 has also been solved.

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**Quickling Renegade**

- **Level 10 Skirmisher**
  - Small fey humanoid
  - HP 104; Bloodied 52
  - AC 25 (29 against opportunity attacks), Fortitude 21, Reflex 25, Will 21
  - Initiative +14
  - Perception +8
  - Speed 12, climb 6
  - Low-light vision

**Standard Actions**

1. Short Sword (weapon) ✶ At-Will
   - Attack: Melee 1 (one creature); +15 vs. AC
   - Hit: 1d6 + 7 damage.

2. Quick Cuts (weapon) ✶ At-Will
   - Effect: The renegade moves its speed. At any two points during its move, the renegade makes a basic attack at a –2 penalty. A renegade cannot use this power while immobilized or slowed.

**Fey Shift ✶ Encounter**
- Effect: The renegade shifts 10 squares.

**Minor Actions**

- Maintain Mobility ✶ Recharge
  - Effect: An immobilized renegade is no longer immobilized.

**Triggered Actions**

Acererak's Slave
- Trigger: The renegade drops to 0 hit points and is killed.
  - Effect (Immediate Reaction): The renegade remains standing, and it gains the undead keyword and continues to fight until the end of its next turn.

**Skills**

- Acrobatics +17, Bluff +10, Stealth +17
- Str 9 (+4), Dex 24 (+12), Wis 17 (+8)
- Con 16 (+8), Int 14 (+7), Cha 10 (+5)

**Alignment** evil Languages Elven
- Equipment short sword