**Encounter Level 19 (12,000 XP)**

**Setup**

Mindressa (M)
Golden mist trap

Many years ago, Acererak trapped a harmless fey inside a cavern within his tomb. Inspired by the fun he had watching adventurers futilely attempt to free her, he has created a similar situation here, where the Feywild overlaps with the Abandoned Tomb.

When the characters first enter this area, read:

A moment of vertigo washes over you. The walls, which were solid stone tunneled through the hillside, now consist of smaller bits of rock haphazardly stacked and mortared together. Everything appears to slide into sharp focus, and from outside you hear the distant call of birds.

Religion Check
DC 25: You've experienced this sensation before—you must now stand within the Feywild.

**Hall of Runes**

When the characters enter location 19, read:

Glowing arcane runes adorn the walls throughout this hallway—so many that they overlap each other.

The runes that produce the magic that powers the golden mist trap are hidden here; see the trap statistics block.

**Grotto**

When the characters can see into location 20, read:

Within a cavern that is partly natural and partly constructed, a faint golden mist fills the air. Shallow water covers most of the floor, and a large formation of stone is in the center.

**Mindressa and the Golden Mist**

The mist within the grotto is a magic trap created by Acererak through the use of powerful rituals. Creatures that come into contact with it find their minds overrun by hatred and bloodlust.

Mindressa is a victim of the golden mist; the characters might kill her without ever finding out that she’s no more evil than they are. If the characters disable the trap, she regains her true persona. (If she is freed, she leaves the area of planar crossover and returns home.)

At the start of the encounter, Mindressa is in the southwest corner of the grotto. She remains in place until a character moves close enough to see her despite the concealment granted by the mist.

When Mindressa becomes visible, read:

The figure of a female stands before you, beautiful in appearance but foreboding in demeanor. She does not seem pleased to see you.

Show the players The Maiden in the Mist (page 117).

**The Key**

Hanging in plain view on Mindressa’s body is one of the keys to Moghadam’s sanctum. The characters can gain it if they defeat Mindressa or if they disable the trap, whereupon she presents it to them as a reward.

When the characters obtain the key, read:

What you first took to be a bit of jewelry is obviously more than that. Notches along one edge look like the teeth of an ornate key. One end is sculpted in the shape of a closed fist.
Ceiling:
Illumination:
Features of the Area

Tactics
Mindressa attacks as soon as the characters discover her presence, using crashing tide if the characters are clumped together. She uses fey stride to teleport whenever she can, which allows her to attack characters from behind or attack weaker targets that stand away from melee.

Features of the Area
Illumination: Dim light from the mist and runes.
Ceiling: The ceiling is 10 feet high in location 19 and 15 feet high in the grotto.
Mist: In addition to its effect as a trap, the mist grants concealment to creatures more than 2 squares distant and total concealment to creatures more than 5 squares distant.

Stone Ring: This hollow cylinder of stones stands 4 feet high, providing cover to anyone inside it or adjacent to it. An opening in the northeast side is large enough for a Medium creature to pass through without squeezing.
Water: The shallow water in the grotto is difficult terrain (except for Mindressa).