

# Fountain of Sorrow

AD&D 4e Adventure for Paragon Level  
Characters

By [The IdDM](#)

This adventure was designed for the Contest: Win “Heroes of Shadow” offered by [David Flor](#) on the website, [A Walk In The Dark](#).

## Background

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The town of **Budur** has never been suited to the faint of heart. Budur is an outpost nestled deep within the wilds of the **Ardenlow Forrest** along the **Kurail Mountains**. The proximity of Budur to treacherous terrain and weather has hardened the resolve of generations of families whom have spent many years working difficult labor to provide valuable supplies such as ore and wood for the kingdom.

Budur is often a destination for those seeking a new beginning from whatever life they have left behind. As a result, many questions are not asked of travelers, as the locals realize they likely

do not want to know the answers. The denizens of Budur encompass a wide variety of creatures and races, and they are welcoming to new arrivals as long as they pull their weight and avoid being a nuisance.

A great deal of the wilds and mountains to the north are unexplored. Dangerous creatures and brutal weather halt travel in that direction. The atmosphere of Budur and the surrounding environment make the town an ideal destination for adventurers. The heart of mercenary activity can be found nightly within the **Lodestone Inn**.

In recent months, a silent unknown threat has emerged in Budur. The threat preys upon willing adventures seeking glory and riches. The adventurers depart town hopeful for glory, but not a single one has returned.

## Adventure Summary

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The party begins as they travel to the town of Budur, which is known to be ripe for numerous quests and adventures. In recent months, rumors have filtered throughout the region that a treasure of vast quantity is located

deep within the Ardenlow Forrest. The party has come to Budur to investigate.

Upon arrival to Budur, the party is directed to the Lodestone Inn. They learn that other adventures have gone looking for the rumored treasure but none of them have returned.

As the party pursues additional information inside the Lodestone Inn about the rumors, they are directed to **Lar Oretracker** and **Anadoun Woodblade**.

Lar Oretracker, a stout dwarf, and Anadoun Woodblade, a sinewy elf, make for an odd pairing, but such pairings are commonplace in Budur. Lar has worked within the Kurail Mountains for decades, while Anadoun has toiled and explored the Ardenlow Forrest more than anyone else in town.

The party obtains information from Lar and Anadoun regarding the recent rumors about treasure deep within the forest. The two veterans of Budur eventually share their knowledge of a rumored ancient temple from a race long forgotten. The temple is said to house a mystical fountain, which ripples

with power. The rumors suggest the liquid inside the fountain can cure any disease and perhaps even offer prolonged life. Finally, the temple is also thought to hold holy artifacts of great power.

As the party is digesting the rumors from Lar and Anadoun, an elderly and wild looking human approaches the table.

The old man is identified as **Divad**, and the party learns that he is a former adventurer that has lived in Budur for about a year. Divad pleads with the party to spare their lives and stay away from any foolish quests for glory and riches. Divad explains that he lost his family after they tired of his lifestyle. They left him and were later slaughtered in a random bandit attack.

Divad's ramblings cease, and Anadoun agrees to guide the party to the edge of the known forest. From there, the party must travel without his aid.

When the party arrives inside the temple, they are greeted by a horrific scene of carnage in a once pristine place of worship. Divad greets the party and

informs them of his reasoning for luring adventurers to his trap. He has allied with mimics, including an enormous mimic posing in the shape of a large fountain. The party can attempt to parlay with Divad, but the **Fountain Mimic** will attack the party even if Divad can be convinced to stand down.

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### It's A Hard Knock Life

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When the adventure begins, read the following:

*Recent rumors have filtered through the land that a great treasure rests near the town of Budur. You have traveled to Budur to learn of rumors firsthand and determine if these stories are another false lead or an opportunity for reward.*

*The journey to Budur is tasking, as it lies deep within the northern reaches of the Ardelow Forest along the Kurail Mountains. You have to climb steep grades and broken paths to reach the town, which could more accurately be described as an outpost.*

*Muddy streets and ramshackle structures greet you on the edge of town. The smell of wet, crushed earth and stone passes*

*your nostrils as dense, cold winds whip your clothing. It is clear from only your first steps that the residents of Budur are accustomed to a hard life.*

The party can investigate Budur through any number of means. Through easy **Streetwise**, **Bluff** or **Diplomacy** checks, the party learns that more information on their quest is available at the Lodestone Inn.

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### Lodestone Inn

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*You are directed to the Lodestone Inn, which sits upon a crossroads in Budur. The road to the east snakes through the woods and down into the heart of the Kurail Mountains. The road is well worn from workers who mine for ore and other materials deep within the caves below. The road leading further north continues to climb into the midst of the Ardenlow Forest, home of numerous creatures both dangerous and harmless alike in addition to being the worksite for logging and other hard labor. The Lodestone Inn rests at this crossroad as a peace offering to both ways of life.*

*The outside of the structure appears quite hardy compared to many of the other*

*buildings in town. A sign on the door is weathered and creaks while blowing in the heavy winds.*



*The solid door is made of oak and steel. You enter and find an array of races sitting together and interacting. A pair of musicians fills the room with a simple tune. Everyone appears to have layers of dirt and sweat on them, as if they have all been working very long and difficult hours. They barely take notice to your entrance, but you are keenly aware that the patrons are quite aware of your presence.*

### Setup

The Lodestone Inn serves as the starting point for the adventure. The inn is comprised of numerous tables and chairs of varying size and shape. A 25' bar stretches around the west and north walls. Lodging is available on the second floor. A middle-aged human man, **Gegorin**, works feverishly behind the bar to accommodate the patrons. Gegorin appears slightly chubby

compared to the other customers because of their toned physical condition. He has long sweaty hair, which falls in front of his face often as he interacts with patrons in a jovial manner. Another worker, **Vanya**, is a young female elf that works at the inn to spare herself from the laborious alternatives in Budur. She is quite attractive with flowing white-blond hair, and can be seen flirting with patrons in an easy-going fashion. Gegorin and Vanya complete their tasks seamlessly and not one patron can be seen that is dissatisfied with the services in the Lodestone Inn.

The party can engage the Gegorin or Vanya through any number of means, but primary useful skills include **Diplomacy, Insight, Bluff** and **Perception**, and an Easy to Moderate DC is suggested for the party to learn of two individuals that have additional information about the recent rumors, Lar Oretracker and Anadoun Woodblade.

### Tall Tales & Dire Warnings

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*You are directed to a pair of oddly matched patrons, a bald dwarf with a*

*wild tangle that serves as a copper-tinged beard and a sinewy elf with dark features, sharp eyes and several scars across his face. You find Lar Oretracker and Anadoun Woodblade deep in conversation as you approach:*

*"You can't be serious about logging up that far along the Fáyreniel Ridge? You'll be ripped to pieces up there by trolls and who knows what else," Lar exclaims.*

*"What choice do we have? Everything closer to town is spent, we need to sell something or starve," Anadoun responds.*

*Lar is about to retort when he notices your party approaching the table. He holds his thought and motions to his companion to turn around. They both give you a searching look; they are not threatening, but wait for you to announce your intentions.*

The party can inquire directly about the rumors filtering to the south or they can approach the conversation more cautiously. Lar and Anadoun are quite comfortable sharing the information for a price, but are quick to defend their home and lifestyle and will not disclose specifics about their work or personal

life. They are willing to dispense information to the adventures, but will try to do so at a price.

Anadoun is the only member in town who has guided adventurers to the furthest reaches of the Ardenlow Forest. Without his assistance, the party will likely become loss during their quest. The combination of Lar and Anadoun can be quite persuasive, as they have bargained with many an adventurer who has passed through town. They will start with an asking price of 2,500 gp for specific information regarding the rumors.

The party is likely to find the sum outrageous and can bargain with Lar and Anadoun through **Diplomacy, Bluff** (Moderate DC) and other means. Lar considers himself an avid drinker of ale, and will engage in an **Endurance** challenge (Hard DC) with a member of the party to determine if they can outlast his drinking ability. A success in the challenge against Lar will soften their negotiating stance with the party. They will not respond well to **Intimidate** actions as they do not feel any danger with so many allies inside the inn. Lar and Anadoun can be talked down to

500gp to share the information about the rumors and guide the party to the spot where other adventurers have started their search for the temple. They would gladly share the information for free, but take every opportunity to make coin when possible!

*Lar continues to drink his ale while Anadoun finally speaks with you clearly regarding the recent rumors coming from Budur.*

*"Yes, I don't know how they exactly started, but we've seen a constant stream of adventurers such as your group coming through town in search of an ancient temple. I've lived here all my life and have never before heard of such a temple, but the wild lands hold so many secrets.*

*The temple is thought to stand over a week – maybe two –outside of the city to the northwest. We've watched several adventuring parties head out in the direction, but we never see them again.*

*It seems they are searching for the temple because it holds valuable holy artifacts and relics. It's also said that there is a fountain inside the temple that flows with a substance unlike any other found on*

*this world. It's said the substance cures all disease and prolongs life.*

*It's all nonsense if you ask me. But if you wish to be reckless with your life, then there you have it. I will guide you through the forest to where the other parties started their search, but I dare not go any further into the unknown lands."*

As Anadoun discusses dangers within the Ardenlow Forest, he is interrupted by a disheveled, elderly man, **Divad**.

*An older man, disheveled and possibly drunk, hobbles over to your table and declares, "Not again, don't send any more to their death!"*

*The man is interrupted by Lar. "Divad, enough of you! We all know that you fell on hard times, but let others do what they wish."*

The party can speak with Divad, Lar and Anadoun, and will learn that Divad is a former Paladin of the famed Nighthawk Order and adventurer. Divad is a man well past the prime of his life. He becomes quite tearful and emotional while discussing his story. The following are suggested quotes for Divad's warnings:

*Divad implores you, "I know, I know. I was once like you! Traveling the lands, doing good deeds and conquering great foes. But it all has to end someday, and it ends badly, trust me."*

*"While I was off searching for glory and riches, my wife left me. She didn't want to wait around for me anymore; said I was gone too often. I got some sense and gave up the life, but returned home and found her and my family murdered by a roving band of miscreants."*

*"I returned home and found them dead. My wife and daughter were raped! My son was hanging from the ceiling with his arms and legs cut off. It broke me! You run off searching for this temple, and you'll end up dead just like the rest of them! There is nothing for you out there! Nothing out there but misery and death..."*

*Lar interrupts Divad once again, "Vanya, get this poor man a drink and add it to my tab."*

Divad returns to his table in tears with only his sorrow and a mug of cold ale. Anadoun speaks with the party about plans to set out through the forest the next day.

## The Ardenlow Forest

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*You set out from Budur significantly rested from the simple yet comfortable beds at the Lodestone Inn. The partially cloudy day obscures the sun while the moist, cool air creates a haze throughout the woods surrounding town. Anadoun is obviously knowledgeable of the woods as he blazes a trail for you to follow. After two and a half days of hard travel, he turns to the party, "This is as far as I go. The others continued northwest from here. May the gods bless you; you'll surely need it out there."*

### Setup

At this point in the adventure, the DM can take liberties with the journey to the temple. A Skill Challenge with moderate DCs (e.g, **Nature, Perception, History, Athletics, Endurance**) could be employed to allow the party to track previous adventurers to the temple's location. Also, the party could find themselves attacked by creatures in the wild.

Possible creatures for Encounter Groups include:

- Bough Dryad (Monster Vault, p. 93)
- Cyclops Rambler (Monster Vault, p. 38)
- Girallon (Monster Manual 3, p. 102)
- Hill Giant (Monster Manual 3, p. 100; Monster Vault, p. 132)
- Nymph (Monster Manual 3, p. 152)
- Oblivion Moss (Monster Manual, 3, p. 154)
- Stirge Suckerling Swarm (Monster Vault, p. 261)
- Su Monster (Monster Manual, p. 188)
- Troll (Monster Vault, p.272)
- Winterclaw Owlbear (Monster Vault, p. 237)

Depending on your tastes, the party can reach the temple without incident or find combat through any combination of the creatures above. The encounters could be random or the creatures could be employed as fodder to soften the party's defenses before they reach the temple.

## Temple Exterior

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*Through perseverance and skill, you have survived the great trek from Budur. You are scratched and dirty from the days of travel. But at last you find a ruined stone structure long consumed by the forest. The grimy stones of the ruined temple were once white ages ago. Broken statues litter the overgrown courtyard.*

The party can make any number of inquiries about the ruins and courtyard of the temple. For example:

**Religion (Moderate DC):** *The deities portrayed in stone have been broken by weather and other forces, but you recognize the visages of Corellon and Sehanine. It is likely the builders of the place of worship were aligned with the Feywild and lovers of nature. The presence of the Sehanine indicates the worshippers were likely Elves or Halflings.*

**Perception (Easy DC):** *Vines twist through the courtyard and wrap around the archway that leads inside. It appears that several people have entered the courtyard in recent weeks. The wild growth is trampled by humanoid steps;*

*likely previous adventuring parties or perhaps something more sinister. The doors to the temple are barely ajar, and portions of the temple exterior have crumble away, although a clear view inside is not possible.*

**History (Moderate DC):** *The age of the stonework appears to predate the kingdom by hundreds – if not thousands – of years. The patrons of this temple are of an unknown race and allegiance, although the craftsmanship of the temple is impressive. It is likely the builders were a highly educated race as the structure features advanced architecture even by today's standards.*

**Nature (Moderate DC):** *Your keen senses heighten as you approach the ruins; a rotten smell clashes with the natural aroma of fauna that has surrounded you for days. It is a smell of decay and death, but unlike the rotted trees or muddy earth you have encountered thus far. The odor is enough to make you retch and pause to prevent vomiting. In addition, you hear the sound of splashing water, which appears to be coming from inside the ruins.*

## Regrets, Divad Has A Few

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*You enter the ruined temple and it takes a moment for your eyes to adjust to the low light. The canopy of trees above combines with what is left of the structure's roof to block out most light from above.*

*The horrific smell is now noticeable to everyone, and the reason for the odor is quite clear. You stand before what was once a solemn place of worship, but is currently occupied by dozens of rotting corpses. The bodies have been stripped of anything valuable and lie in grotesque poses, and you would venture to guess half-eaten by the sight of missing limbs and large chunks missing from the bodies. The floor is a massive pool of dried blood.*

*Meanwhile, a lone fountain sits idly in the center of the room. Even with the carnage spread before you, the fountain seems to bring you a sense of peace and calm. A serene melody is made by the babbling water as it falls and ripples inside the fountain.*

*A harsh voice breaks the fountain's hold of you, "You couldn't leave well enough alone could you? You had to run off and find adventure? Fools! I will release you from the tragedy of your ways."*

*The voice belongs to the crazy old man from Budur – the man that warned you at the Lodestone Inn, the man known as Divad.*

*“I warned you, but you’re just like all the other heroes. Tell them to stay away from danger, and they go running toward it.*

The party can interact with Divad before he attacks. Divad will explain his reasoning for his trap, and the following quotes are suggested responses for questions he may receive from the party or during combat:

*“I’m doing you a favor. What I told you back in Budur is all true. I fought the good fight. I was a Paladin for the Nighthawk Order. I won fame and gold, but it didn’t help my family. They were butchered.*

*I cursed the world. My thirst for glory blinded me. I tried to keep up my duties but I couldn’t handle the charade. I slipped into the Far Realm and survived. I found myself some allies there.”*

*“I decided to spare other would-be heroes from dealing with the same pain and anguish I feel. Look around! I’ve done an enormous favor for these people. They are at peace now. They will never know the sorrow I felt. I have freed them.”*

## Setup

1 Divad (D)

1 Fountain Mimic (F)

3 Statue Mimic Spawn (S)

The map for this encounter is found at the end of this document, and was created with [PyMapper](#). The party’s mission is to escape the trap set by Divad or convince him to stop his murderous ways. The party can attempt to engage Divad through a Skill Challenge with Hard DCs (e.g., **Diplomacy, Intimidate, Bluff, Religion**) to encourage him to surrender. If the party is successful, Divad will weep and kill himself, but his Mimic allies will attack the party to sate its hunger.

The more likely option is the party is unsuccessful in parlaying with Divad or they choose to attack him. The party’s goal is to defeat Divad and his allies, the **Fountain Mimic** and **Statue Mimic Spawn**.

## Tactics

Divad is standing to the side of the fountain close to the steps to the altar when the players enter the room. If the party takes any action to attack Divad, then he will immediately move back to

the altar area and the Fountain Mimic and Statue Mimic Spawn will attack in a Surprise Round unless the party makes a successful **Perception** Check against the mimics. Divad will engage in melee combat from the near the altar with the goal of moving enemies toward the Fountain Mimic. Divad will use **Anguished Mind** whenever he first feels threatened by numerous enemies at close range.

The Fountain Mimic will pound the party at close range, using its **Pummel Stone** Aura to batter the entire party. It will use **Make A Wish** and **Pool Of Blood** to keep enemies close so Divad does not become surrounded. After Pool of Blood is spent, it will use **Crushing Tendrils** primarily to grab enemies and sustain the grab as a minor action to punish foes. Once bloodied, the Fountain Mimic will erupt with **Rampaging Steam** to fend off the party.

The Statue Mimic Spawns will harry the party with **Deity Strike**.

## Features of the Area

The temple interior is 105’ x 60’ and is littered with the remains of previous adventurers whom were unfortunate enough to enter Divad’s trap. The piles of remains, which are marked as dead bodies on the map, are considered

difficult terrain. A large 20' x 20' fountain, which is truly a mimic, rests in the middle of the temple; the floor surrounding the fountain is covered in many layers of dried blood. Three intact statues remain in the temple, which are also truly mimics.

Two rows of pillars line the outer walls, although various pillars have been destroyed with the passage of time. The intact pillars are impassable while the crumbled pillars are difficult terrain.

The stairs behind the fountain elevate 5' to the altar. The altar is a simple slab of stone. Divad has piles of adventuring gear and treasure stored behind the altar, which he has collected during his adventuring days in addition to his many recent kills.

## Conclusion

Divad will surrender if his mimic allies are defeated. He will weep while apologizing for his crimes, and request for the party to kill him to free him from his misery. The party can choose to kill him, turn him over to the authorities or let him go.

If Divad is defeated while the Fountain Mimic remains alive, the Fountain Mimic will attempt to parlay with the party or escape out of the temple and morph into another form to protect itself.

Divad has collected a great sum of wealth from the adventurers he has slain. Treasure can be allotted depending on the party's needs. A Treasure Parcel of Party Level 14 to 17 is suggested (Dungeon Master's Guide, p. 127-128). The following magical items can be used as a part of or in addition to the treasure parcel:

Divad's Symbol of Divine Force	Level 12 Uncommon
<i>Through this symbol, you batter foes with your relentless conviction.</i>	
<b>Price:</b> 13,000 gp	
<b>Implement (Holy Symbol)</b>	
<b>Enhancement:</b> +3 attack rolls and damage rolls	
<b>Critical:</b> +1d6 force damage per plus	
<b>Power (Daily):</b> Free Action. Trigger: You hit an enemy with a divine attack power using this holy symbol.	
<b>Effect:</b> You push that enemy a number of squares equal to the symbol's enhancement bonus, and the target is dazed.	

Battle Standard of the Nighthawk Order	Level 16 Uncommon
<i>Swirling with blazing rays of light, this flag lets you and your allies draw upon radiant power.</i>	
<b>Price:</b> 45,000 gp	
Wondrous Item	
<b>Power (Encounter • Radiant Zone):</b> Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. You and each ally in the zone gain resist 10 necrotic and can choose to have any attack you make deal radiant damage instead of its normal damage type. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.	

Nighthawk Order Band	Level 15 Uncommon
<i>This silver ring is inset with complex interlocking decorations and provides healing to your allies.</i>	
<b>Price:</b> 25,000 gp	
<b>Item Slot:</b> Ring	
<b>Property:</b> When you use your second wind, one ally adjacent to you regains 10 hit points.	
<b>Power (Daily • Healing):</b> Minor Action. You spend a healing surge but regain no hit points. Instead, one ally adjacent to you regains hit points equal to your healing surge value.	
If you've reached at least one milestone today, the ally regains additional hit points equal to your level.	

Acidic Weapon	Level 14 Uncommon
<i>A stream of acid lashes out from this melee weapon, burning a target who might otherwise be out of reach.</i>	
<b>Price:</b> 21,000 gp	
<b>Weapon:</b> Heavy Blade, Light Blade, Spear	
<b>Enhancement:</b> +3 attack rolls and damage rolls	
<b>Critical:</b> +3d6 acid damage	
<b>Power (Encounter • Acid):</b> Standard Action. Make a melee basic attack with the weapon against a target within 5 squares of you. All damage dealt by this basic attack is acid damage.	
<b>Power (Daily • Acid):</b> Free Action. Use this power when you hit with the weapon. Deal ongoing 10 acid damage (save ends).	



Fountain Mimic		Level 14 Solo Lurker	
Large aberrant magical		XP 5000	
HP 700; Bloodied 350	Initiative +12		
AC 30; Fortitude 29, Reflex 26, Will 28	Perception +12		
Speed 5	Darkvision		
	Tremorsense 5		
Resist 10 acid			
Traits			
Unsuspecting Victims			
<b>Object Form:</b> While in this form, the mimic has resist 15 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 30 Perception check to notice that the mimic is a living creature.			
<b>Ooze Form:</b> While in this form, the mimic becomes an ooze while maintaining traits of its fountain facade.			
Ambush			
The object mimic deals 3d6 extra damage against surprised creatures.			
<ul style="list-style-type: none"> <li> <b>Pummeling Stone • Aura 2</b>            Each enemy that starts its turn within the aura takes 10 damage.         </li> </ul>			
Standard Actions			
<ul style="list-style-type: none"> <li> <b>Stonework Strike • At-Will</b>  <b>Attack:</b> Melee 1 (one creature); +20 vs. AC  <b>Hit:</b> 3d8 + 8 damage, and the target is knocked prone.         </li> </ul>			
<ul style="list-style-type: none"> <li> <b>Crushing Tendrils (Acid) • At-Will</b>  <b>Attack:</b> Melee 3 (two creature); +20 vs. AC  <b>Hit:</b> 2d8 + 10 damage, and the mimic grabs the target. The target takes a -5 penalty to attempts to escape the grab.  <b>Sustain Minor:</b> The object mimic sustains the grab, and the target takes 20 acid damage.         </li> </ul>			
<ul style="list-style-type: none"> <li> <b>Pool of Blood • Recharge [4] [5] [6]</b>  <b>Attack:</b> Melee 2 (one creature); +20 vs. AC  <b>Hit:</b> 3d8 + 10 damage, and the target is slowed (save ends).         </li> </ul>			
Minor Actions			
<ul style="list-style-type: none"> <li> <b>Make A Wish (charm) • At-Will 1/round</b>  <b>Attack:</b> Ranged 10 (one creature); +17 vs. Will  <b>Hit:</b> The fountain mimic slides the target 3 squares, and the target grants combat advantage until the end of the fountain mimic's next turn.         </li> </ul>			
Triggered Actions			
<ul style="list-style-type: none"> <li> <b>Rampaging Steam (when first bloodied)</b>  <b>Attack:</b> Close burst 2 (enemies in burst); +17 vs. Fortitude  <b>Hit:</b> 2d8 + 7 damage and target is dazed (save ends)  <b>Miss:</b> Half damage         </li> </ul>			
<b>Skills</b> Bluff +11, Stealth +12 <b>Str</b> 23 (+13) <b>Dex</b> 20 (+12) <b>Wis</b> 20 (+12) <b>Con</b> 20 (+12) <b>Int</b> 20 (+12) <b>Cha</b> 20 (+12)			
Alignment unaligned    Languages Common, Deep Speech			

Divad, Fallen Paladin		Level 14 Soldier	
Medium natural humanoid, human		XP 1000	
HP 140; Bloodied 70	Initiative +16		
AC 30; Fortitude 27, Reflex 26, Will 26	Perception +12		
Speed 5			
<b>Unholy Bravado (Fear)</b> aura 1; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn			
Standard Actions			
<ul style="list-style-type: none"> <li> <b>Spear (standard, at-will) • Necrotic, Weapon</b>  <b>Attack:</b> Melee 2 (one creature); +19 vs AC  <b>Hit:</b> 3d6+12 damage plus 5 necrotic damage.         </li> </ul>			
<ul style="list-style-type: none"> <li> <b>Death Stab (standard, encounter) • Necrotic, Weapon</b>  <b>Attack:</b> Melee 2 (one creature) +19 vs AC  <b>Hit:</b> 3d6+12 necrotic damage, and the target is knocked prone.         </li> </ul>			
<ul style="list-style-type: none"> <li> <b>Necrotic Slice (standard, recharge [5] [6]) • Necrotic, Weapon</b>  <b>Attack:</b> Melee 2 one creature +19 vs AC  <b>Hit:</b> 3d6+12 damage, and ongoing 10 necrotic damage (save ends).         </li> </ul>			
<ul style="list-style-type: none"> <li> <b>Anguished Mind (standard, encounter) • Psychic</b>  <b>Attack:</b> Close blast 3 (enemies in blast) +19 vs Will  <b>Hit:</b> Target is pushed 3 squares and dazed.         </li> </ul>			
Minor Actions			
<b>Smite the Righteous (minor; recharge [4] [5] [6])</b> Targets one enemy adjacent to Divad; the target gains vulnerability to necrotic until the end of Divad's next turn. If the target takes necrotic damage before Divad's next turn, then it is slide three squares, and immobilized (save ends).			
<b>Skills</b> Bluff +11, Intimidate +11, Religion +9 <b>Str</b> 23 (+13) <b>Dex</b> 20 (+12) <b>Wis</b> 20 (+12) <b>Con</b> 20 (+12) <b>Int</b> 20 (+12) <b>Cha</b> 20 (+12)			
Alignment Chaotic Evil    Languages Common, Abyssal Equipment: spear.			

Statue Mimic Spawn		Level 16 Minion Lurker	
Medium aberrant magical beast		XP 350	
HP 1; a missed attack never damages a minion.	Initiative +18		
AC 30, Fortitude 27, Reflex 29, Will 26	Perception +13		
Speed 6	Darkvision		
	Tremorsense 5		
Resist 10 acid			
Traits			
Unsuspecting Victims			
<b>Object Form:</b> While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.			
<b>Ooze Form:</b> While in this form, the mimic becomes an ooze while maintaining traits of its statue facade.			
Standard Actions			
<ul style="list-style-type: none"> <li> <b>Deity Slam • At-Will</b>  <b>Attack:</b> Melee 1 (one creature); +21 vs. AC  <b>Hit:</b> 12 damage.         </li> </ul>			
Minor Actions			
<b>Shapeshift (Polymorph) • At-Will 1/round</b> <b>Effect:</b> The mimic assumes one of its forms. It can't change its size. It remains in the chosen form until it uses this power again.			
<b>Skills</b> Stealth +19 <b>Str</b> 21 (+13) <b>Dex</b> 22 (+14) <b>Wis</b> 20 (+13) <b>Con</b> 24 (+15) <b>Int</b> 26 (+16) <b>Cha</b> 24 (+15)			
Alignment unaligned    Languages Common, Deep Speech			

