

SCEPTER TOWER OF SPELLGARD

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADAPTED ADVENTURE

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At the height of Netheril's power, the fortress of Spellgard held many great secrets of the Empire of Magic. Now only ruins remain... and one last guardian, the near-mythical Lady Saharel, whose prophetic visions draw the desperate and the doomed from across Faerûn. But a dark presence in one of Spellgard's intact towers wants to control the power of prophecy for itself and remake the future in its own image. A *Living Forgotten Realms* adapted adventure set in the Fallen Lands for characters levels 1-2. This is a very lengthy adventure, requiring 30-40 hours of play time to finish. A copy of the published adventure *Scepter Tower of Spellgard* is required to use this adaptation document.

Note: This is Part 1 of the 3-part adaptation; the parts must be played in order, and a character cannot play other adventures in between the parts of this adventure.

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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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. 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 on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM 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 have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-2. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

A group of all 1st-level PCs might have a hard time successfully completing this adventure (although it's not impossible). You might consider running the group through the adapted adventure *Barrow of the Ogre King*, or through a few other *Living Forgotten Realms* adventures, so that some or all of the PCs reach 2nd level before beginning this adventure. (The print product provides a framework on pages 10-11 for how a DM might construct a series of encounters to take characters from 1st to 2nd level, but this adaptation does not include those encounters.)

GAINING LEVELS DURING THE ADVENTURE

Scepter Tower of Spellgard is a very long adventure. We estimate that it will take most groups about 30-40 hours of total play time to complete the entire adventure. By the end, the PCs will probably reach 4th or even 5th level. Gaining levels during the adventure does not make a PC ineligible to continue playing the adventure. However, characters may not play other adventures in between the parts of this adventure. In other words, once a character embarks upon this adventure, he cannot play any other adventures until he either completes this adventure or abandons the quest. If a particular character does not finish all three parts of this

adventure, that's OK; the character still retains whatever XP and treasure he earned in the parts that he played. However, that character cannot come back later and replay this adventure.

AWARDING XP DURING THE ADVENTURE

Each part of this adaptation is much longer than a typical *Living Forgotten Realms* adventure. As a result, it's possible that 1st-level characters might earn so much XP (particularly in Part I) that they could skip over 2nd level entirely. We want the players to have the fun of playing their PCs at every character level. So, you may award XP to the player characters on a more frequent basis (even after every encounter) and allow the PCs to level up mid-adventure if they have earned enough XP to advance a level. This will help the characters stay at the appropriate power level to defeat the threats they will encounter throughout the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the

PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.

- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure *Scepter Tower of Spellgard* published by Wizards of the Coast to use this adaptation document.

You should be aware that this adventure runs much longer than a standard *Living Forgotten Realms* adventure. The estimated play time for this adventure is about 30 to 40 hours. We have divided the adaptation into three parts. Award XP and treasure at the conclusion of each part. Characters who have earned enough XP to advance a level should be permitted to do so. Each part of the adaptation also provides a chance for the PCs to choose found items, gain gold, and purchase items. It is important to allow these opportunities for advancement. Otherwise the PCs will not be sufficiently powerful to deal with the threats encountered in later portions of the adventure.

In this document, you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of each part of the adventure. Each encounter has notes on rewards, and a total is given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

DM'S INTRODUCTION

The adventure offers one main reason why the characters have come to the ruins of Spellgard: each character has a particular question he or she wishes to ask Lady Saharel. Page 5 of *Adventure Book One* suggests types of questions that individual characters might want to ask. As the DM, it is up to you to provide the oracle's answers to whatever questions the PCs do ask, so you might want to ask the players to write down their questions before play begins, which gives you the opportunity to prepare some suitably cryptic answers.

It is fine if a player wants to come up with a different reason for going on the adventure other than asking a question of Lady Saharel. Try to find a way to link this adventure to the previous adventures the PCs have had. For example, if some or all of the characters participated in the adapted adventure *Barrow of the Ogre King*, then they are already familiar with the town of Loudwater and the Gray Vale. This adventure is a natural follow-up to the adventures presented in the *Forgotten Realms Campaign Guide*, because the ruins of Spellgard are within a few days' travel of Loudwater. Various NPCs in Loudwater (such as Curuvar the Brazen or Lady Moonfire) could share rumors about Spellgard and Lady Saharel with the PCs, pointing the adventurers in the direction of the Monastery of the Precipice.

MONASTERY OF THE PRECIPICE

The adventure begins when the adventurers arrive at the ruins of Spellgard. This adaptation assumes that the PCs make the Monastery of the Precipice their home base during the adventure. Use the material on pages 12-14 of *Adventure Book One*, and allow the PCs to interact with the various NPCs in and around the Monastery. They can also talk with other groups of explorers in the ruins. Show the map on page 6 of *Adventure Book One* to the players to give them a sense of the various locations and groups located within the ruins. (Eventually, when they go to visit the Darano camp, they discover the Ramparts.)

We have divided the adventure into three parts: the Ruins and Ramparts, the Catacombs, and the Scepter Tower. The PCs should have the opportunity to return to the Monastery of the Precipice between Part 1 and Part 2, and again between Part 2 and Part 3. (They might spend even more time in the Monastery if they are forced to retreat from the ruins at some point.)

At the Monastery, the PCs can purchase any normal supplies or items they need, including magic items which the PCs would have access to via normal LFR

rules. Assume that the Monastery's trade link with the Gargengrim clan gives them access to any standard equipment or magic items out of the *Player's Handbook*. (The PCs might also purchase items from Kal Clewsoro, who frequently returns to civilization to fetch supplies and workers.) These items are available at standard prices. This is important because it gives the PCs a way to buy the equipment they need as they gain levels during their exploration of the ruins. If they leave the ruins for an extended period of time, then it has an impact on the story as the situation might have changed (for the worse) by the time they get back.

CONTACT WITH THE HARPERS

Sister Cherra, one of the residents of the Monastery of the Precipice, is actually a member of the Harpers. (The "lost brother" who she hoped to find with Lady Saharel's assistance was another Harper who disappeared on a mission six years ago.) The Harpers are a good-aligned organization dedicated to battling the Shadovar of Netheril. During the course of the PCs' visit to the Monastery, make sure that they have a chance to meet Cherra and interact with her. Since she supervises the distillery, those PCs who wish to sample the monastery's famous whiskey will definitely meet her.

Sister Cherra's current assignment is to remain at the monastery and keep an eye on those who come and go from the ruins of Spellgard. The Harpers are concerned about any potential Netherese activities due to the site's historical and magical significance. Like all Harpers, Cherra is also on constant lookout for potential recruits, but always surreptitiously and never admitting anything out in the open.

Cherra will ask the PCs about their past adventures, hoping to hear that they have fought against Netheril. If they don't mention anything of the sort, she will try to ask some subtly probing questions to get a sense for whether or not the PCs understand the threat that Netheril poses and whether or not they might be the sort of heroes who could take a stand against the Shadovar. The topic of Netheril shouldn't be too hard to work into the conversation since, after all, the ruins on this very site were once part of the ancient Netherese Empire.

Of course, Cherra will not admit to being a member of the Harpers and the other NPCs at the monastery and in the ruins do not know of her allegiance. As far as anyone else knows, the story she tells is completely true. If the conversation happens to turn to the Harpers at any point for any reason, she will feign ignorance. This does not have to happen all in a single conversation; if the PCs use the Monastery as their base of operations, then they might interact with her on several occasions, and each time she can ask a few more questions and

learn a little bit more about them. At the very end of the adventure (after Part 3), if the PCs have successfully rescued Lady Saharel and they have impressed Sister Cherra with either their commitment or their potential to face down the evils of Netheril, they will receive the Contact with the Harpers story object. It's perfectly OK if some PCs get this story object and others do not.

PART I: RUINS AND RAMPARTS

The first part of the adventure comprises all the above-ground sections of the ruins of Spellgard, including most of the material from pages 12 - 23 of *Adventure Book One*, along with all the material on pages 2 - 17 of *Adventure Book Two*.

During the PCs' initial exploration of the ruins, use the material in *Adventure Book One* as your guide. Because the PCs can choose to explore the ruins in any order they wish, we cannot provide exact guidelines for which encounters to run when. You should find a way to work in both of the outdoor encounters detailed on pages 20 - 23. (Do not, however, follow the "Alternative: Taking the Tower" section on pages 17 and 18 - this adaptation specifically assumes that the PCs cannot succeed on a frontal assault against the tower, because this would require reworking the entire adventure.)

This portion of the adventure is very free-form. The main objective is for the PCs to eventually find their way to the Darano camp and discover the entrance to the Ramparts. After battling through the Ramparts, the PCs arrive at the entrance to the Catacombs, where Part 1 of the overall adventure ends. However, each group of PCs might approach the ruins of Spellgard in different ways.

AN AGENT OF NETHERIL

There are several camps scattered around the ruins. Each of these camps is headed up by a particular NPC who has come to the ruins in hopes of finding an audience with Lady Saharel - or at least, that's what they all claim. In fact, one of these NPCs, Kal Clewsoro, is actually an agent of Netheril. He is described in *Adventure Book One* as leaving the ruins every few weeks to go back to civilization for supplies and fresh workers. In fact, he goes back to make a report to his masters in Netheril, who are very interested in Lady Saharel and hoping to find a way to secure her "services" for themselves.

There's no real way for the PCs to discover during this adventure that Kal Clewsoro is actually an agent of Netheril. (Even the local Harper agent, NPC XXX at the Monastery of the Precipice, hasn't figured it out yet.) However, it's important for the PCs to meet Kal and have at least some interactions with him, because we are

planning to have him show up in a future *Living Forgotten Realms* adventure that deals with the Netherese. Thus, if the PCs (and players) meet him now, it will provide a greater sense of continuity if and when they encounter him again in a future adventure. Plus, anything he learns about the adventurers, he will certainly report to his masters among the Shadovar.

CUSTOMIZING THE ADVENTURE

Adventure Book One describes the overall environment of the ruins but does not dictate a particular sequence of events. It's up to the DM to improvise that sequence of events by reacting to what the players decide. Here is one example of the many ways this section of the adventure could play. Remember, you are empowered and encouraged to make adjustments as needed in order to help keep the adventure on track.

Scene 1: The PCs arrive at the ruins of Spellgard and explore the Monastery of the Precipice. They interact with the various NPCs. In particular, they should establish a connection with Allendi, who can explain the history of the place and show them the *Analects of Kuryon* (which you should distribute to the players, as it contains some clues to future portions of the adventure). The PCs should also make the acquaintance of Thurr Gargengrim, who arrives about once every tenday with a caravan of new equipment and supplies (allowing the PCs to buy items on a regular basis). The various NPCs listed on pages 12 - 13 can share the rumors and information found on pages 4 and 10. The residents of the monastery can also tell the PCs about the various camps scattered around the ruins.

Scene 2: The PCs decide to begin exploring the ruins. The most obvious destination is the Scepter Tower itself. On the way there, the PCs come across a strange alabaster pillar (Outdoor Encounter 2: Ancient Guardians) and after defeating the strange constructs that guard the pillar, they discover the body of a dark creeper. Most likely they take the pillar back to the Monastery of the Precipice for safekeeping. No one at the Monastery knows what the pillar is, but they all agree that if anyone else has seen anything similar, it would be one of the groups encamped in the ruins. This might be a good opportunity to introduce the "Rival Adventurers" by having them arrive at the Monastery. These rivals do not ambush the PCs until the beginning of Part 2, so for now this is just foreshadowing.

Scene 3: At some point the PCs probably try to approach the Scepter Tower directly. When they do, make it clear that they cannot hope to get in through the front door. The opposition is too powerful and the tactical situation is too unfavorable to the PCs. (This

should be a cinematic-type skirmish rather than an actual battle, because there's no XP budget for it.) The dark creepers have to get in and out, though - so perhaps there is another entrance. When the PCs visit one of the other camps-either that of Vannak the dragonborn or Kal Clewsoro--they find out that a group of kobolds have been causing a lot of trouble lately. If anybody would know how to find a secret entrance to the Scepter Tower, it would surely be those little monsters.

Scene 4: Seeking the kobolds (or searching through the ruins on their own) would lead the PCs to encounter the kobolds of Bleak's Band. After an initial skirmish (Outdoor Encounter 1: Kobold Ambush) the PCs should be able to intimidate or negotiate with the kobolds for information about the ruins, including the location of the entrance to the catacombs through the ramparts, where the halfling Darano clan has been working.

Scene 5: The PCs head to the Darano camp, which takes them to *Adventure Book Two*. They discover the awful truth about the Darano clan and begin cleaning out the Ramparts. Once they have discovered the entrance to the Catacombs (after cleaning out Area R9), you should make it clear that the access passageway is long and has not been disturbed in quite some time. Thus, it is safe for the PCs to retreat from the dungeon and prepare themselves before venturing back in. This allows you to award XP and represents the end of Part 1 of the overall adventure.

The above progression is just an example: you are not required or expected to use it. This is simply one illustration of how to weave the disparate elements of the adventure together. If your group of PCs takes things in a different direction, that's perfectly fine. The only entrance to the Catacombs is through the Ramparts, so they're going to end up there. How they get there is ultimately up to you!

WANDERING MONSTERS IN THE RUINS

This adaptation does not give any XP or treasure for wandering-monster encounters. Ignore the instruction on page 18 of *Adventure Book One* to roll for a random encounter every 20 minutes. There is more than enough content just in the pre-built encounters to keep your group busy for many, many hours of play.

If you feel the need to use a wandering-monster encounter because it moves the adventure in the right direction, that's fine, but don't do so randomly. Choose something appropriate: for example, the PCs might use the alabaster pillar as bait to try and draw some dark creepers into an ambush, hoping to learn more about the shadowy forces that have apparently taken up

residence in the Scepter Tower. You could easily build your own encounter for this using the poster map of the ruins and the dark creeper statistics on page 58 of *Adventure Book Two*. Remember that you can't give out more XP or treasure than what is listed as the maximum in the Rewards section, so it's a bit unfair to the players if you use extra encounters for which they can't get any extra rewards. If you do need to improvise your own encounter, see if you can use it as a replacement for one of the listed encounters and build your encounter using the same XP budget so that the total rewards are the same. Be very careful not to replace an encounter that is important to the plot. In this part of the adventure, the kennel (Location R6) is a good example of an encounter that isn't plot-critical.

OUTDOOR ENCOUNTER 1: KOBOLD AMBUSH

ENCOUNTER LEVEL 3 (800 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the kobold skirmishers.

Six PCs: Add another kobold skirmisher.

EXPERIENCE POINTS

The characters receive 160 experience points each for defeating the kobolds.

TREASURE

No treasure, but the kobolds do know a lot about the ruins, so the PCs might negotiate with the kobolds or intimidate them into revealing the location of the entrance (through the Ramparts).

OUTDOOR ENCOUNTER 2: ANCIENT GUARDIANS

ENCOUNTER LEVEL 3 (725 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the iron defenders.

Six PCs: Add another iron defender.

EXPERIENCE POINTS

The characters receive 145 experience points each for defeating the guardians.

TREASURE

No treasure other than the alabaster pillar itself. The pillar is 10 feet tall and weighs 350 pounds. The PCs might want to leave it at the Monastery of the Precipice for safekeeping. (For more information about the eventual purpose of the pillar, see page 54 of *Adventure Book Two*.)

ENCOUNTER R1: GUARDROOM

ENCOUNTER LEVEL 3 (750 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the wererats from the basement level (so there are only 3 reinforcements instead of 4).

Six PCs: Add another wererat to the basement level (so there are 5 reinforcements instead of 4).

EXPERIENCE POINTS

The characters receive 150 experience points each for defeating Malcolm Darano and the other wererats.

TREASURE

The chest on the basement level holds some of the wererats' loot. The PCs discover a *viper belt* (*Adventurer's Vault* page 164; see the New Rules section for details), various coins (none silver) adding up to 15 gold pieces per PC, plus a beautiful scrimshaw carving of Lady Saharel worth 20 gp per PC.

ENCOUNTER R2: LOOKOUT

ENCOUNTER LEVEL 2 (650 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one fire beetle.

Six PCs: Add another fire beetle. Place it anywhere you want on the map (the beetles are scattered throughout the room).

EXPERIENCE POINTS

The characters receive 130 experience points each for defeating Franco Darano and the fire beetles.

TREASURE

No treasure.

ENCOUNTER R4: BUNKROOM

ENCOUNTER LEVEL 5 (1,050 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one human guard.

Six PCs: Add another human guard. Place it in one of the squares adjacent to the staircase (similar to where the other guards are positioned).

EXPERIENCE POINTS

The characters receive 210 experience points each for defeating Borlem Darano and the other creatures in this room.

TREASURE

No treasure.

OPTIONAL SKILL CHALLENGE: NEGOTIATING WITH THE DARANOS

LEVEL 2, COMPLEXITY 2 (250 XP)

There is an optional skill challenge (page 9 of *Adventure Book One*) for negotiating with either Borlem (Location R4) or Kalmo Darano (Location R5). If the PCs attempt to open negotiations then you can use this skill challenge. Note, however, that any agreement the PCs might make with the Daranos is only temporary - the surviving wererats still attack the PCs when they attempt to leave the Ramparts.

EXPERIENCE POINTS

The characters receive 50 experience points each for completing this skill challenge.

ENCOUNTER R5: KALMO'S LOFT

ENCOUNTER LEVEL 3 (750 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one gravehound.

Six PCs: Add another gravehound. Place it near the center of the map or next to one of the walls, but leave a few squares so that none of the gravehounds are adjacent to each other.

EXPERIENCE POINTS

The characters receive 150 experience points each for defeating Kalmo Darano and the gravehounds.

TREASURE

Kalmo Darano carries a *headband of perception* (Adventurer's Vault page 142; see the New Rules section for details).

ENCOUNTER R6: KENNEL

ENCOUNTER LEVEL 2 (625 XP)

Although the adventure describes the wolves' chain leashes as being 20 feet long, this would leave a large area at the northern side of the room where the PCs could stand safely and slaughter the wolves with impunity using ranged attacks. To prevent this, you should increase the length of the chain leashes from 20 feet to 30 feet (6 squares of chain instead of 4 when fully extended, with the wolf in the 7th square at the end of the chain).

SCALING THE ENCOUNTER

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

Four PCs: Remove one gray wolf.

Six PCs: Add another gray wolf. The base of its chain should be attached to the same wall as all the other wolves.

EXPERIENCE POINTS

The characters receive 125 experience points each for defeating the wolves.

TREASURE

No treasure.

ENCOUNTER R7: LOWER GUARDROOM

ENCOUNTER LEVEL 3 (750 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one wererat.

Six PCs: Add another wererat. Place it near the boxes and barrels at the bottom of the map.

EXPERIENCE POINTS

The characters receive 150 experience points each for defeating Jib and the wererats.

TREASURE

Jib keeps his wealth hidden among the boxes of supplies. A character who makes a DC 20 Perception check notices a locked silver coffer (worth 25 gp per PC) that the goblin knows the wererats will not touch. The key is hidden nearby (Perception DC 24). The lock can be picked (Thievery DC 24) or the coffer can be smashed (Strength DC 22, but doing so destroys the potion and the vial inside). Within the coffer are 15 gold pieces per PC in cash, a large garnet worth 20 gp per PC, a *potion of healing*, and a vial of alchemical silver (*Adventurer's Vault* page 23; see the New Rules section for details).

OPTIONAL SKILL CHALLENGE: INTERROGATING JIB

LEVEL 2, COMPLEXITY 2 (250 XP)

There is an optional skill challenge (page 13 of *Adventure Book One*) for interrogating the goblin hexer Jib. (The challenge can also be used for interrogating any of the wererats, but the DCs are higher and the XP reward does not increase). Note that even if the PCs achieve success on this encounter, they still have to fight a different goblin hexer in Location R9.

EXPERIENCE POINTS

The characters receive 50 experience points each for completing this skill challenge.

ENCOUNTER R8: COMMON ROOM

ENCOUNTER LEVEL 2 (625 XP)

Note that five of the wererat minions from this room might already have been killed if they were sent to Location R7 as reinforcements (see pages 12 and 14 of *Adventure Book One*).

SCALING THE ENCOUNTER

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

Four PCs: Remove five of the wererat minions.

Six PCs: Add another five wererat minions. Scatter them throughout the room.

EXPERIENCE POINTS

The characters receive 125 experience points each for defeating Ephram Darano and the wererat minions.

TREASURE

A large chest behind the wall hanging hold Ephram's personal belongings and the clan's treasure - 40 gp per PC in copper trade bars, 60 gp per PC in assorted coins (though silver pieces are conspicuously absent), a thick gold necklace worth 30 gp per PC, and a +1 *orb of unlucky exchanges* (*Adventurer's Vault* page 96; see the New Rules section for details).

ENCOUNTER R9: TRAPPED PASSAGE

ENCOUNTER LEVEL 3 (800 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one iron defender.

Six PCs: Add another iron defender. Place it in the lower left-hand corner of the map, on the same side of the trigger plates as the other three iron defenders.

EXPERIENCE POINTS

The characters receive 160 experience points each for defeating the iron defenders and the goblin hexer, and overcoming the dart traps.

TREASURE

No treasure.

CONCLUDING PART 1

After they have completed all the encounters in the Ramparts, the PCs should have discovered the entrance to the Catacombs leading away from Location R9. The PCs can examine the area and conclude that no one has come this way for a very long time, so they should be able to return to the Monastery of the Precipice (or whatever they are using as their base of operations in the ruins) and rest up before entering the next part of the dungeon. This is their opportunity to gain levels, buy new equipment, and so forth, and it is the end of this part of the overall adventure.

You must pause here to award XP and let the characters choose found items so that they will not be under-powered going into the next section of the adventure. Assuming the PCs earned most or all of the available XP in this part of the adventure, any character who was 1st level should now be 2nd level and any character who was 2nd level should now be 3rd level.

The PCs receive a Minor Quest Award (25 XP each) for successfully making it through the ramparts and discovering the entrance to the catacombs.

PART 1 - REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. There is only one version of this adventure; there are no separate totals for “low tier” or “high tier.” The PCs earn the same rewards regardless of their individual character levels.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Outdoor Encounter 1: Kobold Ambush

160 XP

Outdoor Encounter 2: Ancient Guardians

145 XP

Encounter R1: Guardroom

150 XP

Encounter R2: Lookout

130 XP

Encounter R4: Bunkroom

210 XP

Skill Challenge: Negotiate/Interrogate Daranos

50 XP

Encounter R5: Kalmo's Loft

150 XP

Encounter R6: Kennel

125 XP

Encounter R7: Lower Guardroom

150 XP

Skill Challenge: Negotiate/Interrogate Jib

50 XP

Encounter R8: Common Room

125 XP

Encounter R9: Trapped Passage

160 XP

Minor Quest Award: Discover the Catacombs

25 XP

Total Possible Experience (Part 1 Only)

1,630 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

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 choice in a bundle, 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold per PC

225 gp

(Encounter R1: 35 gp, Encounter R7: 60 gp,

Encounter R8: 130 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *viper belt**

Found in Encounter R1

Bundle B: *headband of perception**

Found in Encounter R5

Bundle C: Three (3) vials of alchemical silver* (consumable items do not take up a found item slot)

Found in Encounter R7

Bundle D: +1 orb of unlucky exchanges*

Found in Encounter R8

Bundle E: armor of resistance +1*

Found in Conclusion

Bundle F: quick weapon +1*

Found in Conclusion

Bundle G: Formula book for Alchemical Silver* (this bundle does not take up a found item slot, but the book can only be used by a character with the Alchemist feat from *Adventurer's Vault*)

Found in Encounter R1

Non-Bundle Options: If a player doesn't want to select one of the treasure bundles listed above for their character, they can choose any one (and only one) of the following options instead. All of these options are available to all of the players, and no player's choice affects any other player's options or rewards.

More Gold: Instead of choosing a treasure bundle, a player may choose to add 150 gp to their rewards.

Potion plus Gold: Instead of choosing a treasure bundle, a player may choose to add a *potion of healing* plus 100 gp to their rewards. The player may choose additional potions of healing for 50 gp each up to a maximum of three. (In other words, instead of one *potion of healing* plus 100 gp, the player may choose two *potions of healing* plus 50 gp, or three *potions of healing* plus 0 gp.) The player should write the potion(s) gained on their adventure log.

Magic Item: Instead of choosing a treasure bundle, a player may choose a single magic item from the *Player's Handbook* (and only the PH) for their character. The item level must be equal to or lower than the character's level. The player should write the item gained on their adventure log, and it counts as one of the character's found magic items.

STORY AWARDS

There are no story awards for this portion of the adventure. (Characters who make contact with the Harper agent at the Monastery of the Precipice will receive a story award at the very end of the adventure, if the adventurers succeed at defeating Thoran and saving Lady Saharel.)

ADVENTURE QUESTIONS

There are no adventure questions for this portion of the adventure.

PART 1 - NEW RULES

The new alchemical formula and all of the new items in this section are found in the *Adventurer's Vault* sourcebook. Their effects are reproduced here for the convenience of players who do not own that sourcebook.

FORMULA: ALCHEMICAL SILVER

Level: 5

Category: Oil

Time: 15 minutes

Component Cost: See below

Market Price: 200 gp

Key Skill: Nature, Religion, or Thievery (no check)

You can apply this silver liquid to a weapon to give it the silvered property, allowing the wielder to take advantage of certain creatures' weaknesses.

Important Note: You must have the Alchemist feat (*Adventurer's Vault*) in order to be able to use alchemical formulas. The Ritual Caster feat is not the same as the Alchemist feat.

Alchemical Silver

Level 5

This shimmering liquid clings to a weapon, giving it the appearance of brightly polished silver.

Lvl 5 50 gp (component cost)

Alchemical Item

Power (Consumable): Standard Action. Your weapon or one group of ammunition (30 arrows, 10 crossbow bolts, 20 sling bullets, or 5 shuriken) attacks as a silvered weapon until the end of the encounter or for the next 5 minutes.

Alchemical silver can be applied to nonmagical weapons and to magic weapons of 14th level or lower.

Reference: *Adventurer's Vault*, page 23.

Armor of Resistance

Level 2

Special wards in this armor provide extra resistance.

Lvl 2 +1 520 gp

Armor: Any

Enhancement: AC

Property: Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

Reference: *Adventurer's Vault*, page 41.

Headband of Perception

Level 1

This chiffon headwrap is stitched with eye-shaped patterns, which heighten your senses.

Lvl 1 360 gp

Item Slot: Head

Property: Gain a +1 item bonus to Perception checks.

Reference: *Adventurer's Vault*, page 142.

Orb of Unlucky Exchanges

Level 3

This orb offers relief to an ally and unleashes terrible retribution upon an enemy.

Lvl 3 +1 680 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit a target with an attack with this implement. One effect affecting you or an ally within 5 squares of you ends. The target gains that effect with the same duration.

Reference: *Adventurer's Vault*, page 96.

Quick Weapon

Level 3

You can use this weapon to attack with preternatural speed.

Lvl 3 +1 680 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.

Reference: *Adventurer's Vault*, page 76.

Viper Belt

Level 4

This snakeskin belt provides modest protection against poison.

Lvl 4 840 gp

Item Slot: Waist

Property: Gain resist 5 poison.

Power (Encounter): No Action. Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

Reference: *Adventurer's Vault*, page 167