

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 3 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. You cannot begin with this part of the adaptation!

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) who are levels 1-2 when they begin the first part of *Scepter Tower of Spellgard*. The XP and treasure gained in earlier parts of this adventure can (and should) have been applied to those characters already. Characters must have played both Part 1 and Part 2 before they can participate in Part 3. Make certain to check the players' adventure journals before beginning play to ensure that they have followed the rules for this adaptation.

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

This is Part 3 of the three-part *Living Forgotten Realms* adaptation of the published adventure *Scepter Tower of Spellgard*. Characters may not begin midway through

this adventure; they must complete Part 1 before beginning Part 2. Also, characters may not play other adventures between the parts of this adaptation. A character can abandon this quest, and retains the rewards for the parts he played, but he cannot return to this adventure if he abandons it and plays other adventures before finishing this one.

When this part of the adventure begins, the PCs have conquered the Catacombs and are ready to enter the Scepter Tower itself.

MONASTERY OF THE PRECIPICE

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.

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.

PART 3: THE SCEPTER TOWER

The third and final part of the adventure deals with the Scepter Tower itself (*Adventure Book Two*, pages 34-63). If they successfully overcome the traps and guardians that fill the tower, then they will receive their reward: an audience with Lady Saharel herself.

CUSTOMIZING THE ADVENTURE

There's very little that needs customization in this part of the adventure. Use the map and encounters found in *Adventure Book Two* as the PCs explore the tower. When the PCs have defeated Thoran and earned their audience with Lady Saharel, you will need to improvise a suitable scene. This can be as simple or as involved as you and the players would like to make it.

One option that you might want to consider is adding a more formal conclusion to the adventure than what is presented in the printed product. The "Saving Lady Saharel" sidebar on page 36 of *Adventure Book Two* suggests that the PCs can accomplish their final objective simply by dispersing the alabaster pillars throughout the ruins. However, that seems a bit anticlimactic and also seems to leave open the possibility that some other evil mastermind could simply come along, collect all the pillars again, and reprise Thoran's original scheme. Instead, you might consider allowing the PCs complete the ritual to summon Lady Saharel using the alabaster pillars, which would then give the adventurers the opportunity to ask their individual questions of the Sorceress of Spellgard.

If time permits and you would like to try improvising this kind of scene, consider having the PCs bring the alabaster pillars that they discovered in Part 1 and Part 2 of the adventure to the Laboratory (Location T10). With all of the pillars in place, the PCs are able to summon the spirit of Lady Saharel, who thanks them for

ending Thoran's threat, answers one question for each PC, and then disappears. When Lady Saharel departs, the alabaster pillars also vanish, which removes the risk that anyone else might come along and try to recreate Thoran's evil plan.

If you choose this option, you will need to make some minor adjustments to the information the PCs can gain by studying the plinths in Location T10. In particular, by making a DC 20 Arcana skill check, the PCs should learn that it might be possible for them to complete the ritual, but not in the way it was originally intended. Instead of binding a spirit, the PCs can change the symbols and alter the ritual so that it merely enables one to communicate with the spirit. (They should still be able to determine the ritual's original, evil, purpose as well. To be clear, however, the PCs cannot complete Thoran's version of the ritual, even if one of them is a shadar-kai. If they actually try to do this, then the ritual fails and they do not ever make contact with Lady Saharel, meaning that they never get to ask her their questions and they do not receive the corresponding Story Object at the conclusion of the adventure.)

THE RUNIC LOCKS

In Part 2 of the adventure, the PCs (hopefully) found several small pieces of alabaster. There are additional pieces found in two locations within the Scepter Tower, and the shadar-kai Thoran also carries a complete set of his own. The PCs will need these talismans in order to open the runic locks found in the tower.

When the PCs confront one of these locks, if time permits and you have a group of players who enjoy puzzles, you might consider letting them try to actually assemble the correct shape (the solution is depicted on page 44 of *Adventure Book Two*). You shouldn't make them solve the puzzle three times; each lock uses the exact same pattern.

You can create your own "talismans" in the shapes described in the adventure. You will also need to create the "frame" into which the pieces must be placed. There is an illustration of the empty runic lock that you can show to the players on page 28 of *Adventure Book One*. By using that illustration as your guide, you can make the individual pieces to scale and give your players an actual physical puzzle to solve. Of course, if you are pressed for time or the players aren't interested, you can simply say that the PCs arrange the pieces in the correct shape, perhaps calling for a few suitable skill checks.

ENCOUNTER T1: TOWER STORES

ENCOUNTER LEVEL 8 (1,600 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the ettercap fang guards.

Six PCs: Add another deathjump spider.

EXPERIENCE POINTS

The characters receive 320 experience points each for defeating the ettercaps and spiders.

TREASURE

The ettercap webspinner carries a small pouch filled with gemstones. The total value is 25 gp per PC.

ENCOUNTER T2: GUARD CHAMBER

ENCOUNTER LEVEL 4 (1,025 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the ettercap fang guards.

Six PCs: Add a second gnome arcanist.

EXPERIENCE POINTS

The characters receive 205 experience points each for defeating the guards.

TREASURE

No treasure.

ENCOUNTER T3: CRAFTERS' HALL

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 gnome skulks.

Six PCs: Add another gnome skulk.

EXPERIENCE POINTS

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

TREASURE

The gnomes have stored their payments from Thoran in one of the supply crates: gold ingots worth a total of 90 gp per PC, pearls worth a total of 15 gp per PC, and a silver and onyx necklace worth 65 gp per PC.

In addition, one of the gnome arcanists carries three thin pieces of alabaster, as described in the adventure. The PCs will need these items to open the runic locks found elsewhere in the tower.

ENCOUNTER T4: ARCANE ARMORY

ENCOUNTER LEVEL 5 (800 XP)

SCALING THE ENCOUNTER

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

Four PCs: No changes needed.

Six PCs: No changes needed.

EXPERIENCE POINTS

The characters receive 160 experience points each for overcoming the trap.

TREASURE

The locked chest contains a *power jewel*, a *throwing shield*, and a *symbol of divinity* +2. See the New Rules section for details on these items (which come from the *Adventurer's Vault* sourcebook). To be clear, the unique dual-function scepter described in the print product does not exist in *Living Forgotten Realms*.

ENCOUNTER T5: DORMITORIES

ENCOUNTER LEVEL 2 (350 XP)

SCALING THE ENCOUNTER

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

Four PCs: No changes necessary.

Six PCs: Add one level to each of the human mages. This gives them 6 extra hit points, and +1 to all their attacks and defenses.

EXPERIENCE POINTS

The characters receive 70 experience points each for defeating the human mages (they still get full XP for this encounter if they cause one of the mages to switch sides; see the Optional Skill Challenge: Mage Turncoats).

TREASURE

Scattered on the table in the northern chamber are a total of 10 gp per PC and a pair of gold earrings worth 5 gp per PC. The four footlockers contain personal effects and valuables worth a total of 100 gp per PC, three sunrods, and a *rod of feythorns* +2. See the New Rules section for details on this item.

OPTIONAL SKILL CHALLENGE: MAGE TURNCOATS

LEVEL 3, COMPLEXITY 2 (300 XP)

There is an optional skill challenge in which the PCs attempt to convince one of Thoran's human mage underlings to switch sides (for a short time). The PCs can only attempt this skill challenge once during the adventure.

EXPERIENCE POINTS

The characters receive 60 experience points each for completing this skill challenge.

TREASURE

No treasure, but if the PCs successfully complete this skill challenge, then they gain the services of a human mage as detailed on page 47 of *Adventure Book Two*. Rather than rolling randomly to see how long the human mage stays with the party, just assume that he fights with the PCs for the next two encounters and after that he flees the tower. (It's a bit unfair to have him just turn on them, considering that they had to spare him and defeat a skill challenge in order to gain his services in the first place, but if the PCs won't let him leave, then he'll wait for a dramatically appropriate moment and then betray them, switching back to Thoran's side.)

ENCOUNTER T6: MAIN DOORS AND RECEPTION HALL

ENCOUNTER LEVEL 7 (1,225 XP)

Be careful when running this encounter. There are numerous other locations from which reinforcements can arrive, as explained on page 48. It's possible that the

PCs could end up fighting half the residents of the tower in this one location. Make sure that they can handle another wave of enemies before bringing the next set of reinforcements. You don't have to bring every single set of reinforcements listed in the adventure.

Also, if you do bring reinforcements, make sure you adjust the number of creatures in each wave using the Scaling the Encounter guidelines provided for each of those individual encounters. The guidance provided for this encounter is only for scaling the creatures that are actually found in Location T6.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the ettercap fang guards.

Six PCs: Add another dark creeper.

EXPERIENCE POINTS

The characters receive 245 experience points each for defeating the ettercaps and dark creepers.

TREASURE

No treasure.

ENCOUNTER T7: KITCHENS

ENCOUNTER LEVEL 1 (475 XP)

If the ettercap guards manage to sound the alarm in Location T6, this is the first location from which reinforcements should come.

SCALING THE ENCOUNTER

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

Four PCs: Remove four of the kobold minions.

Six PCs: Add four more kobold minions.

EXPERIENCE POINTS

The characters receive 95 experience points each for defeating the mage and the kobolds.

TREASURE

No treasure.

ENCOUNTER T8: FEAST HALL

ENCOUNTER LEVEL 5 (1,350 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the ettercap fang guards. Consider also removing one of the dark creepers if the PCs have been having a difficult time so far.

Six PCs: Add another dark creeper. Consider also adding another ettercap fang guard if the PCs have been having an easy time so far.

EXPERIENCE POINTS

The characters receive 270 experience points each for defeating the monsters.

TREASURE

No treasure.

ENCOUNTER T9: MASTER ARCANISTS' QUARTERS

ENCOUNTER LEVEL 6 (1,375 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the dark creepers.

Six PCs: Add another dark creeper.

EXPERIENCE POINTS

The characters receive 275 experience points each for defeating Thoran and his allies.

TREASURE

Thoran carries a complete set of the alabaster talismans needed to open the runic locks in the tower. He also keeps his operating funds and personal treasure in a small chest beneath the bed. The total haul amounts to 250 gold pieces per PC, a set of *razor bracers*, and a *potion of healing*.

ENCOUNTER T10: LABORATORY

ENCOUNTER LEVEL 3 (1,000 XP)

SCALING THE ENCOUNTER

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

Four PCs: Reduce the oni night hunter's level by 2. This lowers its hit points by 32, reduces all its attacks and defenses by 2, reduces its damage by 1, lowers its initiative and skill checks by 1, and lowers its ability modifiers by 1.

Six PCs: Increase the oni night hunter's level by 2. This gives it 32 more hit points, adds +2 to all its attacks and defenses, adds +1 to its damage, increases its initiative and skill checks by 1, and raises its ability modifiers by 1.

EXPERIENCE POINTS

The characters receive 200 experience points each for defeating the oni night hunter.

TREASURE

The oni has no treasure, but concealed within the loose rubble of the chipped sacred circles, the PCs discover three more of the alabaster talismans that they need to open the tower's runic locks.

ENCOUNTER T11: GUARDHOUSE

ENCOUNTER LEVEL 3 (1,000 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the gnome skulls.

Six PCs: Add another dark creeper (in the same general area as the first dark creeper).

EXPERIENCE POINTS

The characters receive 200 experience points each for defeating the guards.

TREASURE

No treasure.

ENCOUNTER T12: BATTLEMENT

ENCOUNTER LEVEL 6 (1,375 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the dark creepers

Six PCs: Add another deathjump spider (on the same side of the tower as the other two).

EXPERIENCE POINTS

The characters receive 275 experience points each for defeating the guards.

TREASURE

No treasure.

ENCOUNTER T13: SECURE STOREROOMS

ENCOUNTER LEVEL 4 (900 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the deathjump spiders.

Six PCs: Add another deathjump spider.

EXPERIENCE POINTS

The characters receive 180 experience points each for defeating the ettercap and the spiders.

TREASURE

In the western storeroom, the PCs discover an *adamantine weapon* +2, a *suit of armor of cleansing* +2, a *prime shot weapon* +2, and miscellaneous treasure worth 40 gp per PC. (See the New Rules section for details on the magic items, which come from *Adventurer's Vault*.)

ENCOUNTER T14: STAGING AREA

ENCOUNTER LEVEL 6 (1,225 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the dark creepers.

Six PCs: Add another dark creeper.

EXPERIENCE POINTS

The characters receive 245 experience points each for defeating the dark creepers.

TREASURE

No treasure.

ENCOUNTER T15: ROOFTOP BATTLEMENT

ENCOUNTER LEVEL 2 (525 XP)

If the PCs have already defeated Thoran by the time they get around to clearing out the rest of the tower, there's not much point in throwing this fight at them in isolation, as they'll win easily. Rather, the creatures in this location could be used as general-purpose reinforcements to bolster the defenses in any of the other nearby locations.

SCALING THE ENCOUNTER

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

Four PCs: No changes necessary.

Six PCs: Add another deathjump spider.

EXPERIENCE POINTS

The characters receive 105 experience points each for defeating the dark creepers and the spiders.

TREASURE

No treasure.

CONCLUDING THE ADVENTURE

Once the PCs have defeated Thoran and cleared out all the other monsters in the Scepter Tower, they are ready for their audience with Lady Saharel. You can either run this as described in the adventure or you can improvise a slightly more complicated scene as described under the "Customizing the Adventure" section earlier in this adaptation document.

Either way, the PCs are visited by the ghostly figure of Lady Saharel. Each PC gets to ask the Lady a single question. The legends say that her prophecies are always completely accurate. Use the suggestions on page 16 of *Adventure Book One* to guide you as you come up with suitable answers for each of the characters' questions. Remember that Lady Saharel never gives direct or clear

answers. It is also very important for you to keep in mind that you can't promise anything too specific or too world-changing to any individual player. In a home campaign, you could promise anything you wanted, but in a shared-world campaign, you don't have that luxury because you don't control what will happen in the campaign's upcoming adventures. There is simply no possible way you can promise or guarantee that specific events will occur in any future *Living Forgotten Realms* adventure (and we're not going to write a bunch of adventures to try and make every single DM's promises come true, either).

So, for example, if a PC asks "will I be the one to kill Manshoon?" (or any other "important" NPC) there is no way for you to directly answer "yes" to that question because you can't guarantee that specific PC will ever have a direct opportunity to confront and kill that specific villain. The same logic applies to any other "world-changing" question that a PC might ask. This doesn't mean that such questions are out of bounds, however; it just means that you have to be sufficiently vague and cryptic in the way you answer, and your answer shouldn't directly promise that anything will or will not happen.

In general, the answers you give should hint at great things to come for the PCs (as they move into the Paragon and particularly Epic tiers of play) but should not give out any concrete information on any subject. Have fun with this: it's rare that you get such an open-ended opportunity to affect the development of people's characters. If you come up with a really cool and cryptic prophecy, it's entirely possible that the player will run with that and actively seek out ways to help make the pieces of the prophecy come true in future adventures. Meeting Lady Saharel is the kind of event that can change the entire course of a character's life.

The PCs receive a Major Quest Award (125 XP each) for saving Lady Saharel. This concludes the adventure!

Please have all the players write down the exact questions that their characters ask Lady Saharel on their individual adventure logs. This is very important, as the campaign staff does hope to do some fun things with these questions and the Lady's Prophecies in the future. Each PC who poses a question receives the story object *Prophecy of Lady Saharel*.

PART 3 - 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.

Encounter T1: Tower Stores

320 XP

Encounter T2: Guard Chamber

205 XP

Encounter T3: Crafters' Hall

160 XP

Encounter T4: Arcane Armory

160 XP

Encounter T5: Dormitories

70 XP

Optional Skill Challenge: Mage Turncoats

60 XP

Encounter T6: Main Doors and Reception Hall

245 XP

Encounter T7: Kitchens

95 XP

Encounter T8: Feast Hall

270 XP

Encounter T9: Master Arcanists' Quarters

275 XP

Encounter T10: Laboratory

200 XP

Encounter T11: Guardhouse

200 XP

Encounter T12: Battlement

275 XP

Encounter T13: Secure Storerooms

180 XP

Encounter T14: Staging Area

245 XP

Encounter T15: Rooftop Battlement

105 XP

Major Quest Award: Free Lady Saharel

125 XP

Total Possible Experience (Part 3 Only)

3,190 XP

Grand Total Maximum XP (All 3 Parts Combined)

6,335 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

600 gp

(Encounter T1: 25 gp; Encounter T3: 170 gp;

Encounter T5: 115 gp; Encounter T9: 250 gp;
Encounter T13: 40 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *power jewel**

Found in Encounter T4

Bundle B: *throwing shield**

Found in Encounter T4

Bundle C: *symbol of divinity* +2*

Found in Encounter T4

Bundle D: *rod of feythorns* +2*

Found in Encounter T5

Bundle E: *razor bracers**

Found in Encounter T9

Bundle F: *adamantine weapon* +2*

Found in Encounter T13

Bundle G: *armor of cleansing* +2*

Found in Encounter T13

Bundle H: *prime shot weapon* +2*

Found in Encounter T13

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 300 gp to their rewards.

Potion plus Gold: Instead of choosing a treasure bundle, a player may choose to add a *potion of healing* plus 250 gp to their rewards. The player may choose additional potions of healing for 50 gp each up to a maximum of six. 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

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Make sure to mark the story award codes next to each character that earned them on the tracking form.

ADAP03 Prophecy of Lady Saharel

Of all the loremasters of Ancient Netheril, one of the greatest was Lady Saharel, ruler of the fortress of Saharelgard. The fortress has long since fallen into ruin, but the Lady yet remains, existing beyond death as a prophetic spirit. One those rare occasions when she appears within the ruins, she answers questions for mortal seekers. Although no prophecy is supposed to be able to determine the future with complete accuracy, it is said that Lady Saharel's answers have yet to be proven wrong. As a result, numerous travelers seek the rubble of Spellgard in hopes that they will be favored with an answer from the Lady.

You have performed a great service for Lady Saharel, and in return she has given you a personal prophecy, within which is hidden the answer to a single question of your choosing. Write the exact question that you asked Lady Saharel on your Adventure Log. It may take you the rest of your life to discover the true meaning of Lady Saharel's words, but the ways of prophecy are mysterious, and one never knows how such powerful forces might help to shape your destiny.

ADAP04 Contact with the Harpers

You have made contact with an agent of the Harpers, an organization dedicated to protecting those in need. The Harpers' main goal is fighting to rid the world of the evil influence of the Shadovar of Netheril. At this time, all you can be certain of is that your name is now known to the Harpers. Perhaps you will have the opportunity to prove yourself in future adventures and become a member of this mysterious and secretive organization.

ADVENTURE QUESTIONS

There are no adventure questions for this adventure. However, the campaign staff would be very interested in knowing exactly what questions the PCs asked Lady Saharel. We will establish a permanent thread on the Wizards of the Coast official *Living Forgotten Realms* message boards for this purpose.

PART 3 - NEW RULES

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.

Adamantine Weapon

Level 8

This glossy black weapon pierces the toughest shells.

Lvl 8 +2 3,400 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: Untyped damage done with this weapon ignores a number of points of resistance equal to twice the weapon's enhancement bonus.

Reference: *Adventurer's Vault*, page 63.

Armor of Cleansing

Level 8

The exterior of this armor is covered with symbols of healing, while the interior has many silken bands that cradle you comfortably and move to ease your suffering.

Lvl 8 +2 3,400 gp

Armor: Any

Enhancement: AC

Property: Add a +2 item bonus to your saving throws against ongoing damage.

Reference: *Adventurer's Vault*, page 40.

Power Jewel

Level 5

Magical energy pulses within this stunning red jewel, allowing you to use a power you have already expended.

Wondrous Item 1,000 gp

Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

Special: You must have reached at least one milestone today to activate this item.

Reference: *Adventurer's Vault*, page 176.

Prime Shot Weapon

Level 6

This weapon demands a wily and cunning wielder who darts from cover to cover while sniping at enemies.

Lvl 7 +2 2,600 gp

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You deal +1 damage if no ally is closer to the target than you are.

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

Symbol of Divinity

Level 7

This holy symbol gathers the power of your divine attacks, allowing you to rechannel that might.

Lvl 7 +2 2,600 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Gain one additional use of Channel Divinity for this encounter.

Reference: *Adventurer's Vault*, page 88.

Razor Bracers

Level 7

These steel arm plates are lined with sharp edges that make grappling enemies pay dearly.

Lvl 7 2,600 gp

Item Slot: Arms

Property: Gain a +2 item bonus to checks to escape a grab.

When a creature successfully grabs you, it takes 1d10 damage.

Reference: *Adventurer's Vault*, page 119.

Throwing Shield

Level 6

When tossed, this throwing shield packs a hefty punch.

Lvl 6 1,800 gp

Item Slot: Arms

Shield: Any

Critical: +1d8 radiant damage per plus

Power (At-Will): Standard Action. Make an attack: Ranged 10; Strength + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage. The shield automatically returns to your grip after the attack.

Power (Daily): Free Action. Use this power after you hit a target with this shield's ranged attack. The target is pushed 1 square.

Reference: *Adventurer's Vault*, page 121.

Rod of Feythorns

Level 7

Formed of a stalk and strange root bulb, this rod seems to weep steaming toxic liquid in battle. It magically poisons even those foes normally immune.

Lvl 7 +2 2,600 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

Property: When you place a Warlock's Curse upon a target, that target loses resist poison (save ends).

Reference: *Adventurer's Vault*, page 100.