

ELDER WISDOM

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

BY JEFF HERTEL

REVIEWED BY M. SEAN MOLLEY

PLAYTESTED BY MARK DEAVER, MELISSA HERTEL, JENIFER RANDLE, KEVIN
SAMPSON, AND LORI STURDEVANT

A frontier village on the outskirts of Tymanther needs help with a reconnaissance mission. The dragonborn do not often look to outsiders, so this is a good chance to learn about the fate of Unther... and to meet the new neighbors. A *Living Forgotten Realms* adventure set in Tymanther for characters levels 1-4.

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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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure and receive rewards from the RPGA REWARDS program, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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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 1-4. 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.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of 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.

ADVENTURE BACKGROUND

Tymanther has many undiscovered ruins, which can be a boon for treasure-seekers. However, these sites can also harbor threats, making them potentially rather dangerous to the local populace. Thus, the leaders of the dragonborn seek to have various ruins investigated and catalogued. This is, of course, perfect work for adventurers.

PLAYER'S INTRODUCTION

When the adventure begins, the PCs have already arrived in Ruinspoke. Take a moment and allow the players to introduce their PCs. All of the characters have come here for the same reason: they heard that the dragonborn leaders of Ruinspoke are actively hiring adventurers to explore the many hundreds of ruins and other sites of interest that are found throughout this part of Tymanther.

See Appendix 2 for more information on the village itself. The characters might wish to do some shopping or explore the village a bit, either before or after their meeting with Tuanek. When they go to the meeting, read or paraphrase the following:

After accepting an invitation to meet Tuanek, the lord of Ruinspoke, you are quickly escorted into his office. An elder dragonborn sits behind a plain oak desk reviewing some blueprints. As you enter, he rises to greet you.

"Thank you for accepting my invitation," he says. "I am Tuanek of House Jalt. I have the honor of being responsible for the protection of this outpost."

He nods towards some wooden chairs. "Please have a seat. Would you care for some refreshments while we discuss the current situation?" Tuanek taps twice on a small wooden block on his desk. Three more dragonborn enter, carrying clay pitchers of juice and water as well as trays of dried fruits, meats, and pickled vegetables.

"Ruinspoke needs your help." Tuanek rolls up the building plans and unrolls an unfinished map of the village and the surrounding area. Motioning you closer, he continues. "We are a small outpost surrounded by ruins. These ruins, if unexplored, present a potential threat to the citizens here. Our soldiers are needed here, so we have requested your help to explore some of these ruins and address any threats you may encounter."

He points a claw at an area to the southwest of Ruinspoke. "We would like you to travel here, and report back as to what you find. If you find hostile

creatures, please deal with them appropriately. If a threat is too great for you to address, please return and report."

If the PCs ask why Tuanek is sending adventurers instead of using his own troops, the dragonborn replies that Ruinspoke is still new. There is not much of a garrison and the troops are spread thin. The village is governed by older dragonborn who have "retired" here. Although they are very experienced, the dragonborn elders don't want to explore the local ruins themselves because they are old and the troops they have are needed elsewhere. The elders' job is to teach, coordinate, and protect, leaving the exploring and glory to "hatchlings" like the PCs. The older dragonborn are honorable and wise, and have mellowed with age. They expect the PCs to be civil and well-behaved.

For those that decline, they are welcome to stay and listen to the assignment (Tuanek hopes they will change their minds). If the entire group declines, he taps three times on the block, and thanks the group for answering the summons, but says that he must get back to the business of recruiting other adventurers.

"For your service to the outpost, we will provide food, water, and a small stipend, payable upon your return and my acceptance of your report. You may also keep whatever you find while exploring the ruins."

Tuanek looks up, studying each of you individually for a moment.

"Will you aid Ruinspoke?"

Assuming the PCs accept the offer, Tuanek continues.

Tuanek opens up a drawer and pulls out small stack of parchment. "I hope that you find these directions and notes helpful in your endeavor. I will look forward to your report. We wish you a safe journey."

He smiles at each of you, then taps three times on the small wooden block. A stately dragonborn servant arrives to escort you from the room.

DM'S INTRODUCTION

This is a pretty straightforward site-based adventure. The PCs get their assignment, have a couple of encounters on their way to the ruins, explore the ruins, and then return and make their report. It is intended as an introduction to the region of Tymanther and is also very suitable as an introduction to 4th Edition and *Living Forgotten Realms* for brand-new players.

It is mid-morning when the PCs set out from Ruinspoke, unless they choose to leave at a later time.

ENCOUNTER 1: KOBOLDS KILL!

ENCOUNTER LEVEL 2/3 (600/775 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Kobold Dragonshield (D)
- 1 Kobold Wyrmpriest (W)
- 1 Guard Drake (G)
- 8 Kobold Minions (K)

This encounter includes the following creatures at the high tier:

- 1 Kobold Dragonshield (Level 5) (D)
- 1 Kobold Wyrmpriest (Level 5) (W)
- 1 Guard Drake (Level 4) (G)
- 8 Kobold Minions (K)

On their way to the ruins, the PCs stumble upon a group of kobolds that are out trying to find a blue dragon that they heard has moved into the area. They are currently taking a break so the leaders can have a meal and relax before continuing the search. The minions are on “guard duty” but aren’t doing a very good job of it.

If the PCs have someone scouting ahead, the kobolds can easily be surprised. They have posted a minion to watch the road, but are not guarding the wooded area to the north of their position. The minions are -2 on Perception checks because they are too busy complaining about their lousy lot in life instead of paying attention to their surroundings.

The following text assumes the PCs and the kobolds see one another at the same time. Modify it as needed.

As you crest a hill, you see several kobolds scattered among a circle of marble columns. They appear to be on guard duty but don’t look like they take it seriously.

Seated in a clear area amidst the columns are two tougher-looking kobolds and a small green-skinned reptile with a yellow crest. They are evidently enjoying a bite to eat, tossing scraps to the drake.

With a startled screech, the kobolds grab their weapons and prepare for battle.

If captured, the kobolds can provide the following information:

- The minions have no idea why they are out here and do not have any useful information.
- The dragonshield will tell the party about the rumored blue dragon, but only if the PCs promise

to release him unharmed. He offers to give his “magic gloves” to the PCs if they will let him go.

- The wyrmpriest will not talk to the PCs and will do everything in his power to keep the dragonshield from talking.

FEATURES OF THE AREA

Illumination: The area is brightly lit by the sun. If the PCs are traveling by night for some reason, the kobolds have torches staked out on the ground on the opposite side of the road.

Columns, Rocks, Tree Trunks: Squares containing any of these features can provide cover and are treated as blocking terrain.

TACTICS

The kobold wyrmpriest will use *incite faith* at the first opportunity. It will try to stay back and use *energy orb* for as long as possible. When finally forced into melee, it will try to use its *dragon’s breath* on as many foes as possible. The wyrmpriest fights to the death, so the PCs will have to knock it unconscious to capture it.

The kobold dragonshield will move up and attack the strongest-looking foe. The kobold minions will move up with the kobold dragonshield and attempt to help it bring down foes quicker. They will attempt to surround foes. The minions and the dragonshield can be intimidated into surrendering if things look grim.

The guard drake always tries to stay within 2 squares of at least one kobold. It goes after any creature that threatens the wyrmpriest.

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.

ENDING THE ENCOUNTER

Once the PCs defeat the kobolds, they can take a rest or continue on to the ruins.

EXPERIENCE POINTS

The characters receive 120 / 155 experience points each for defeating the kobolds.

TREASURE

The kobolds carry no gold, but the dragonshield does wear a pair of fine leather gloves, which turn out to be *gloves of piercing*.

ENCOUNTER 1: KOBOLDS KILL! STATISTICS (LOW LEVEL)

Kobold Wyrmpriest	Level 3 Artillery (Leader)
Small natural humanoid	XP 150
Initiative +4 Senses Perception +4; darkvision	
HP 36; Bloodied 18	
AC 17; Fortitude 13, Reflex 15, Will 15; see also <i>trap sense</i>	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 damage.	
R Energy Orb (standard; at-will) ♦ Fire	
Ranged 10; +6 vs. Reflex; 1d10 + 3 fire damage.	
C Incite Faith (minor; encounter)	
Close burst 10; kobold allies in the burst gain 5 temporary hit points and can shift 1 square.	
C Dragon Breath (standard; encounter) ♦ Fire	
Close blast 3; +6 vs. Fortitude; 1d10 + 3 fire damage.	
<i>Miss:</i> Half damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +10, Thievery +10	
Str 9 (+0)	Dex 16 (+4) Wis 17 (+4)
Con 12 (+2)	Int 9 (+0) Cha 12 (+2)
Equipment hide armor, spear, bone mask	

Kobold Dragonshield	Level 2 Soldier
Small natural humanoid (kobold)	XP 125
Initiative +4 Senses Perception +2; darkvision	
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also <i>trap sense</i>	
Resist 5 fire	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction; when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 14 (+3)	Dex 13 (+2) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 10 (+1)
Equipment scale armor, heavy shield, short sword	

Kobold Minion	Level 1 Minion
Small natural humanoid	XP 25
Initiative +3 Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>	
Speed 6	
m Javelin (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +5 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +4, Thievery +4	
Str 8 (-1)	Dex 16 (+3) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment hide armor, light shield, 3 javelins	

Guard Drake	Level 2 Brute
Small natural beast (reptile)	XP 125
Initiative +3 Senses Perception +7	
HP 48; Bloodied 24	
AC 15; Fortitude 15, Reflex 13, Will 12	
Immune fear (while within 2 squares of an ally)	
Speed 6	
m Bite (standard; at-will)	
+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.	
Alignment Unaligned	Languages -
Str 16 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 18 (+5)	Int 3 (-3) Cha 12 (+2)

ENCOUNTER 1: KOBOLDS KILL! STATISTICS (HIGH LEVEL)

Kobold Wyrmpriest (Level 5)	Level 5 Artillery (Leader)
Small natural humanoid	XP 200
Initiative +5	Senses Perception +5; darkvision
HP 48; Bloodied 24	
AC 19; Fortitude 15, Reflex 17, Will 17; see also <i>trap sense</i>	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8 + 1 damage.	
R Energy Orb (standard; at-will) ♦ Fire	
Ranged 10; +8 vs. Reflex; 1d10 + 4 fire damage.	
C Incite Faith (minor; encounter)	
Close burst 10; kobold allies in the burst gain 5 temporary hit points and can shift 1 square.	
C Dragon Breath (standard; encounter) ♦ Fire	
Close blast 3; +8 vs. Fortitude; 1d10 + 4 fire damage.	
<i>Miss:</i> Half damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +11, Thievery +11	
Str 9 (+1)	Dex 16 (+5) Wis 17 (+5)
Con 12 (+3)	Int 9 (+1) Cha 12 (+3)
Equipment hide armor, spear, bone mask	

Kobold Dragonshield (Level 5)	Level 5 Soldier
Small natural humanoid (kobold)	XP 200
Initiative +5	Senses Perception +3; darkvision
HP 60; Bloodied 30	
AC 21; Fortitude 17, Reflex 16, Will 16; see also <i>trap sense</i>	
Resist 5 fire	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 4 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction; when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +6, Stealth +8, Thievery +8	
Str 14 (+4)	Dex 13 (+3) Wis 12 (+3)
Con 12 (+3)	Int 9 (+1) Cha 10 (+2)
Equipment scale armor, heavy shield, short sword	

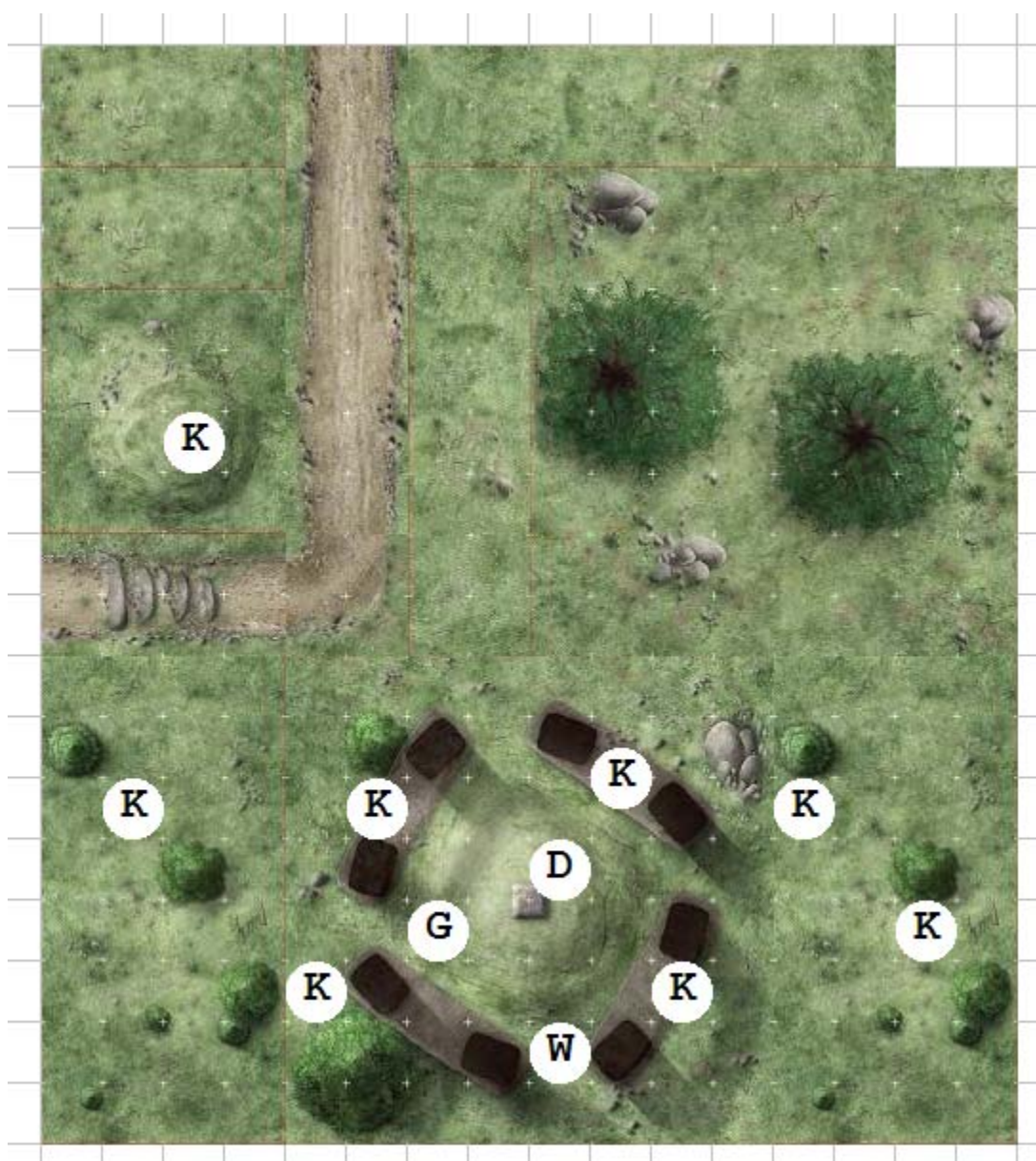
Kobold Minion	Level 1 Minion
Small natural humanoid	XP 25
Initiative +3	Senses Perception +1; darkvision
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>	
Speed 6	
m Javelin (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +5 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +4, Thievery +4	
Str 8 (-1)	Dex 16 (+3) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment hide armor, light shield, 3 javelins	

Guard Drake (Level 4)	Level 4 Brute
Small natural beast (reptile)	XP 175
Initiative +4	Senses Perception +8
HP 68; Bloodied 34	
AC 17; Fortitude 17, Reflex 15, Will 14	
Immune fear (while within 2 squares of an ally)	
Speed 6	
m Bite (standard; at-will)	
+8 vs. AC; 1d10 + 4 damage, or 1d10 + 10 damage while within 2 squares of an ally.	
Alignment Unaligned	Languages -
Str 16 (+5)	Dex 15 (+4) Wis 12 (+3)
Con 18 (+6)	Int 3 (-2) Cha 12 (+3)

ENCOUNTER 1: KOBOLDS KILL! MAP

RUINS OF THE WILD

Road / Crevasse	8x2	x1
Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Field / Skeleton	4x8	x2
Mound / Hobbit Hole	4x4	x1
Stream Bend / Road Bend	2x2	x1
Field / Rock Outcropping	4x2	x2
Road w/ Steps / Fallen Pillar	4x2	x1
Field / Road	8x2	x2



ENCOUNTER 2: MEET THE DWARF

SETUP

Dirnth: Diplomacy +16, Insight +9, Perception +9

The PCs encounter a local dwarven explorer as they continue on their journey to the ruins. Dirnth will appear in future regional adventures, so this is an opportunity for the PCs to establish the beginnings of a relationship with him. Read the following:

A tanned and weathered dwarf sits by the side of the road tending a fire, over which skewers of meat and vegetables sizzle invitingly.

“Would you care for some food?” The dwarf stands and motions for you to sit on some rocks surrounding the fire.

“I’m Dirnth, a local explorer. I heard that House Jalt was sending groups to explore the surrounding areas.”

Dirnth is a dwarf, standing roughly four and a half feet tall and weighing in at a lean 170 pounds. He looks to be about 150 years old. His skin is a reddish stone color, perhaps because of all the time he spends in the sun. His hair and beard are red streaked with grey. His beard is thin in a few places due to multiple scars that cover his face.

Dirnth tries to put the PCs at ease and assure them that he is not a bandit or someone setting them up for an ambush. He tries to get the PCs to take a break and chat with him. He is calm, personable, good at avoiding direct questions (especially questions about himself), and keenly intelligent. Fiercely independent, he won’t put up with anyone ordering him around or treating him like a servant.

He will not discuss his scars. If pressed, he’ll just say “dangerous living out here... sure are lots of kobolds,” and deftly change the subject.

Why he says he is here: He likes to trade gems with and sell supplies to adventurers and soldiers. He likes to conduct his life without pesky people bothering him, so he prefers to make his living out in the wilderness rather than in a town or city. He enjoys the warm weather and thinks the landscape of Tymanther, although mostly barren, is beautiful.

Why he is really here: Dirnth is a member of a group of individuals (Gem Assayers Union) that track and catalog creatures and items that they feel are of interest. He talks with adventurers and gathers information and sometimes items of interest. The Gem Assayers’ Union is particularly opposed to the evil

goddess Tiamat, and seeks to estimate the number and strength of her followers in Tymanther.

Dirnth can provide the following information and supplies:

- Directions to the ruins if the PCs are lost
- Food and water in case they don’t have any
- He’s seen stirges flying in and out of the ruins the PCs have been tasked with exploring
- House Jalt of Ruinspoke is always looking for adventurers to help hunt down evildoers (Tiamat worshippers, members of the Cult of the Dragon, followers of Sseth, and so on).

Dirnth will gently press the PCs for whatever information they are willing to share with him - where are they from, where have they been on their other adventures, and so forth. He seems quite knowledgeable about the world as a whole and mentions people he knows in the places the PCs have been.

If the PCs are friendly to him, Dirnth rummages around in his bag for an item from his collection that might help them on their adventures. He eventually produces a waterlogged set of boots which he assures the PCs they will find quite useful. Regardless of whether they accept this gift, Dirnth smiles and says that he’s sure he will see them around.

ENDING THE ENCOUNTER

When the PCs leave his campsite, if the PCs were reasonably diplomatic and talkative (especially if they freely shared information about their adventures), Dirnth offers them a token of his esteem. Each PC who is willing to accept this token gets a small medicine bag filled with pungent herbs. “For good luck on your travels,” Dirnth says cryptically. The bags do not radiate magic and the herbs do not seem to have any particular effect. Each PC who accepts this token will receive the Contact with Dirnth story object at the end of the adventure.

TREASURE

If they are friendly to him, Dirnth offers the PCs a set of *wavestrider boots* as a gift.

HISTORY OF THE RUINS

The ruined site that the PCs have been assigned to explore was once a temple to Gilgeam, the former God-King of Unther, who was slain by Tiamat about 40 years before the Spellplague. This event led to the dissolution of the entire Untheric pantheon, and the Spellplague itself subsequently wiped out what was left of the nation of Unther. During its heyday, this temple served as a fortified waystation. It was one of the last safe spots to camp before heading into Mulhorand, another collapsed nation with which Unther was at war. The temple provided healing or a place to hide if one had to make a quick escape from the border.

As part of its defenses, the temple used to have various traps that would activate and attack anyone that did not worship Gilgeam. With Gilgeam's death, the passage of time, and then the Spellplague, all of these traps are now non-functioning. Although it was once large and grand, the temple has suffered much through disuse, and has also been the site of various battles between groups who wanted to use it as a base of operations. Thus, much of the structure has caved in, and the only areas left intact are those shown on the map in the Appendix.

After Gilgeam was killed, the temple was first appropriated by worshippers of Tiamat. Over time, it has been held by a succession of creatures, including a tribe of orcs and a lamia. Each group met a violent end in one way or another, including the most recent inhabitants, a small tribe of kobolds. The tribe had recently heard rumors concerning a small blue dragon that might be in this area. Deciding to seek this dragon and curry its favor (and the favor of Tiamat, of course) the tribe established its base of operations in the ruins. Unfortunately, the ruins were already home to a nest of stirges and some undead. The stirges found that the kobolds were much tastier than the undead, and this reduced the tribe's numbers. The remaining tribe members recently left to go searching for the dragon, but sadly, they were discovered by a group of bloodthirsty adventurers and will not be returning here (see Encounter 1 for details).

Although the kobolds are no longer present, the temple is not deserted. There are three groups of creatures to be found here. First, there are some drakes, formerly pets of the kobolds. Second, there is a nest of stirges, whose territory the kobolds eventually learned to avoid. Third and finally, the ruins house some undead who have been here ever since Gilgeam's destruction. When the worshippers of Tiamat sacked this temple, these followers of Gilgeam were slaughtered and

became phantoms. They remain, unable to rest, in the area of their death.

FEATURES OF THE AREA

Illumination: Outside the ruins, the sun provides bright light. Unless noted otherwise by a specific encounter, inside the ruins there is still dim illumination thanks to collapsed portions of the ceiling and various cracks and holes in the walls.

See Appendix 1 for some maps of the non-combat encounter areas. It makes no difference in which order the PCs choose to explore the various rooms, so no overview map of the ruins is provided.

ENCOUNTER 3: ENTRANCE

When the adventurers reach the entrance to the ruins, read:

As you approach the cave mouth, you notice it is actually the ruins of a grand entranceway. Broken pieces of once immense columns lie scattered about. Ancient-looking crossbows hang from the ceiling at each corner.

Examining the stonework, the PCs can find evidence that this was probably once a temple of some sort. A DC 15 Religion check identifies the holy symbol of Tiamat scratched into the stone in various places. A deeper investigation, however, reveals that the symbols of Tiamat seem to have been placed on top of another, older, symbol. This is more difficult to identify, both because of the efforts to remove it, and because the deity in question is long-dead (unlike Tiamat). A DC 25 Religion check is sufficient to identify the fragments that remain as being the holy symbol of Gilgeam.

The crossbows are what remain of several magic turret traps, which are no longer functional. If the PCs, investigate these items further read the following:

The crossbows appear to be the remains of a deadly trap. They have long since fallen apart and are now just decorative remnants of a long lost past.

A DC 20 Arcana check is enough to sense the presence of faint magic coming from one of the traps.

TREASURE

If the PCs search the remains of the crossbow traps, a DC 20 Perception check lets them discover a +1 magic weapon.

ENCOUNTER 4: LIVING QUARTERS

This is the kobolds' main living area. They did not want to be close to the stirges or the undead, so this seemed like the best choice.

As the adventurers enter the area, read:

This area has been partially cleared, the debris from the center of the room shoved to the corners. Near the entrance lies a large knotted rug leading to the center of the room. There is a lingering smell of rotten meat and other odors, equally unpleasant, but less easily identified.

If the PCs investigate further read the following:

The rug is flea infested and dirty. Lifting a corner, you find a partially eaten chicken that has been here much too long... and a small hollow in the floor.

TREASURE

The kobold tribe's petty cash is found under the rug. It amounts to 5 / 10 gold pieces per PC.

ENCOUNTER 5: BIG SKEETERS

ENCOUNTER LEVEL 1/2 (300/600 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 Stirges (S)

This encounter includes the following creatures at the high tier:

1 Dire Stirge (S)

2 Stirges (Level 3) (S)

(At the high tier, it doesn't matter which of the three stirges shown on the battle map is the dire stirge.)

As the adventurers enter the area, read:

The entrance to this room is partially collapsed, and rubble litters the floor in several places. As you move forward, you catch a glimpse of a large pool of water that looks somewhat inviting (or at least semi-drinkable). Suddenly, horrible shrieks erupt and you look up to see a number of batlike creatures flying towards you.

The pool of water is fed by a small spring in the far wall. The stirges have their nests in the ceiling above the pool. When the PCs enter they will fly to attack.

FEATURES OF THE AREA

Illumination: There is no illumination other than what the PCs provide.

Rubble: Any square that contains rubble costs 2 squares of movement.

Pool: The pool is shallow, but it is covered with a thin layer of slime. The water is not poisonous, but it's very unpleasant. The water squares are considered difficult terrain.

Ceiling: The ceiling is 10 feet high.

TACTICS

The stirges are not intelligent. They simply try to latch on to prey, feast until they are sated, and then fly away. A stirge that becomes bloodied will attempt to flee the area. Any stirge that reduces a PC to 0 hit points is sated and will attempt to make its escape.

SCALING THE ENCOUNTER

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

Four PCs: No adjustment needed.

Six PCs: Add another stirge.

ENDING THE ENCOUNTER

Once the PCs defeat the stirges, they can search the room. They find several desiccated kobold corpses, which have been completely drained of blood. One of them is clad in the robes of a spellcaster and still clutches a ritual book in his claws. Another wears a fine-looking belt made of reddish chain links.

EXPERIENCE POINTS

The characters receive 60 / 120 experience points each for defeating the stirges.

TREASURE

Among the dead kobolds, the PCs find an *ironskin belt* and a ritual book containing *Comprehend Language*.

ENCOUNTER 5: BIG SKEETERS STATISTICS (LOW LEVEL)

Stirge		Level 1 Lurker	
Small natural beast		XP 100	
Initiative +7		Senses Perception +0; darkvision	
HP 22; Bloodied 11			
AC 15; Fortitude 12, Reflex 13, Will 10; see also <i>bite</i>			
Speed 2; fly 6 (hover)			
m Bite (standard; at-will)			
		+6 vs. AC; 1d4 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.	
Alignment Unaligned		Languages –	
Skills Stealth +8			
Str 8 (–1)	Dex 16 (+3)	Wis 10 (+0)	
Con 10 (+0)	Int 1 (–5)	Cha 4 (–3)	

ENCOUNTER 5: BIG SKEETERS STATISTICS (HIGH LEVEL)

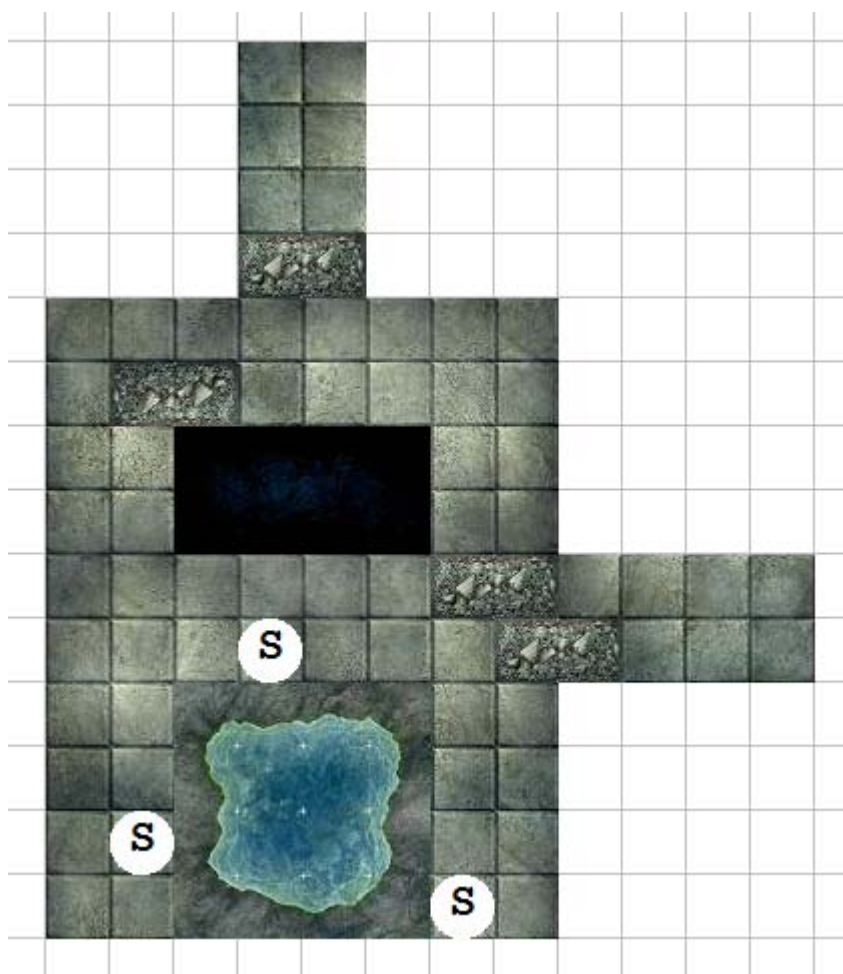
Dire Stirge		Level 7 Lurker	
Small natural beast		XP 300	
Initiative +10		Senses Perception +3; darkvision	
HP 60; Bloodied 30			
AC 21; Fortitude 17, Reflex 19, Will 16; see also <i>bite</i>			
Speed 2; fly 6 (hover)			
m Bite (standard; at-will)			
		+12 vs. AC; 1d6 damage, and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.	
Alignment Unaligned		Languages –	
Skills Stealth +11			
Str 10 (+3)	Dex 16 (+6)	Wis 10 (+3)	
Con 12 (+4)	Int 1 (–2)	Cha 4 (+0)	

Stirge (Level 3)		Level 3 Lurker	
Small natural beast		XP 150	
Initiative +8		Senses Perception +1; darkvision	
HP 34; Bloodied 17			
AC 17; Fortitude 14, Reflex 13, Will 12; see also <i>bite</i>			
Speed 2; fly 6 (hover)			
m Bite (standard; at-will)			
		+8 vs. AC; 1d4 + 1 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.	
Alignment Unaligned		Languages –	
Skills Stealth +9			
Str 8 (+0)	Dex 16 (+4)	Wis 10 (+1)	
Con 10 (+1)	Int 1 (–4)	Cha 4 (–2)	

ENCOUNTER 5: BIG SKEETERS MAP

DUNGEON TILES

Bars / Rubble	2x1	x3
Crevasse / Floor	4x2	x1
Double Doors / Rubble	2x1	x1
Pool / Floor	4x4	x1
Stairs / Floor	4x2	x1
Shop / Floor	8x10	x1
Wall / Floor	4x2	x1



ENCOUNTER 6: WHEN DRAKES ATTACK

ENCOUNTER LEVEL 1/2 (425/575 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 Spitting Drakes (S)

1 Needlefang Drake Swarm (N)

This encounter includes the following creatures at the low tier:

2 Spitting Drakes (Level 5) (S)

1 Needlefang Drake Swarm (Level 4) (N)

As the adventurers enter the area, read:

This room features a bubbling fountain flanked by deep alcoves. From this distance the fountain appears to be in working order, but you can't see much through all the dust and cobwebs. Small pieces of rubble are scattered on the floor, making a crunching noise with each step. Beyond the tangle of webs, you see two passages, one completely collapsed and the other reasonably clear.

The drakes are hiding in the far alcove out of sight of the PCs. They wait until the PCs are in the room and then come out and attack, hoping to gain surprise. (The PCs should roll Perception checks, while you roll Stealth checks for the drakes, to see if any of the PCs are surprised.) Because of the webbing and the drakes' experience with these tactics, they gain a +5 bonus on their Stealth checks in this room.

Once the adventurers enter the room enough for the drakes to spring their attack or if the PCs spot the drakes, read:

From the shadows of the far alcove, a pack of cat-sized reptiles leap forth. They seem to be mostly claws and fangs. You also see two larger drakes lurking at the perimeter, their jaws dripping with sizzling acid.

FEATURES OF THE AREA

Illumination: Illumination is provided by lichen that grows by the fountain and on the walls of the room. It gives off a bluish glow, providing bright light everywhere except the alcoves. The alcoves are shadowed, so the illumination there is dim.

Fountain: The fountain is relatively shallow and is lined with stones. The water is cool, clear, and safe to drink. It is carved in the shape of three roaring dragon heads. A DC 15 Religion check recognizes this as venerating Tiamat. A subsequent DC 20 History check allows a character to remember that Tiamat's essence was at one time split among three powerful dragons, after Gilgeam defeated her in battle. These three "fragments" eventually recombined, and the reborn Tiamat killed Gilgeam, ending his rule of Unther.

Webbing: The web squares are treated as difficult terrain. The drakes treat these squares as normal terrain.

TACTICS

The spitting drakes will attempt to stay out of melee range. They will gang up on one PC to try and drop foes quickly.

The needlefang drake swarm will attempt to move up to a group of PCs and use its *pull down* and *swarm attack*. It will target lightly-armored characters first.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of the spitting drakes by 1. This lowers their hit points by 6 and all their attacks and defenses by 1.

Six PCs: Add another spitting drake.

ENDING THE ENCOUNTER

Once the PCs defeat the drakes, they can search the room. The drakes have obviously been well-fed, as the alcoves are filled with gnawed bones. These drakes were the kobolds' pets.

EXPERIENCE POINTS

The characters receive 85 / 115 experience points each for defeating the drakes.

TREASURE

If the PCs look in the fountain, they can see the sparkle of gold and silver coins at the bottom. This is the bulk of the kobolds' treasure (the wyrm priest convinced his fellow kobolds that stealing from the "fountain of Tiamat" would cause them to be cursed). The total amounts to 20 / 40 gold pieces per PC.

While looking in the fountain, a DC 20 Perception check allows a character to notice the glint of light off some sort of reflective surface under the water. At the back corner of the fountain is a crystal vial filled with clear liquid. This is a *potion of healing*.

ENCOUNTER 6: WHEN DRAKES ATTACK STATISTICS (LOW LEVEL)

Spitting Drake		Level 3 Artillery
Medium natural beast (reptile)		XP 150
Initiative +5	Senses Perception +3	
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 16, Will 14		
Resist 10 acid		
Speed 7		
m Bite (standard; at-will)		
+6 vs. AC; 1d6 + 2 damage.		
R Caustic Spit (standard; at-will)		
Ranged 10; +8 vs. Reflex; 1d10 + 4 acid damage.		
Alignment Unaligned		Languages -
Str 14 (+3)	Dex 18 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 3 (-3)	Cha 12 (+2)

Needlefang Drake Swarm		Level 2 Soldier
Medium natural beast (reptile, swarm)		XP 125
Initiative +7	Senses Perception +7	
Swarm Attack aura 1; the needlefang drake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 38; Bloodied 19		
AC 18; Fortitude 15, Reflex 17, Will 14		
Immune fear; Resist half damage from melee and ranged attacks;		
Vulnerable 5 against close and area attacks.		
Speed 7		
m Swarm of Teeth (standard; at-will)		
+8 vs. AC; 1d10 + 4 damage, or 2d10 + 4 damage against a prone target.		
M Pull Down (minor; at-will)		
+7 vs. Fortitude; the target is knocked prone.		
Alignment Unaligned		Languages -
Str 15 (+3)	Dex 18 (+5)	Wis 12 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)

ENCOUNTER 6: WHEN DRAKES ATTACK STATISTICS (HIGH LEVEL)

Spitting Drake (Level 5)		Level 5 Artillery
Medium natural beast (reptile)		XP 200
Initiative +6	Senses Perception +4	
HP 50; Bloodied 25		
AC 19; Fortitude 16, Reflex 18, Will 16		
Resist 10 acid		
Speed 7		
m Bite (standard; at-will)		
+8 vs. AC; 1d6 + 3 damage.		
R Caustic Spit (standard; at-will)		
Ranged 10; +10 vs. Reflex; 1d10 + 5 acid damage.		
Alignment Unaligned		Languages -
Str 14 (+4)	Dex 18 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 3 (-2)	Cha 12 (+3)

Needlefang Drake Swarm (Level 4)		Level 4 Soldier
Medium natural beast (reptile, swarm)		XP 175
Initiative +8	Senses Perception +8	
Swarm Attack aura 1; the needlefang drake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 54; Bloodied 27		
AC 20; Fortitude 17, Reflex 19, Will 16		
Immune fear; Resist half damage from melee and ranged attacks;		
Vulnerable 5 against close and area attacks.		
Speed 7		
m Swarm of Teeth (standard; at-will)		
+10 vs. AC; 1d10 + 5 damage, or 2d10 + 5 damage against a prone target.		
M Pull Down (minor; at-will)		
+9 vs. Fortitude; the target is knocked prone.		
Alignment Unaligned		Languages -
Str 15 (+4)	Dex 18 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 2 (-2)	Cha 10 (+0)

ENCOUNTER 6: WHEN DRAKES ATTACK MAP

DUNGEON TILES

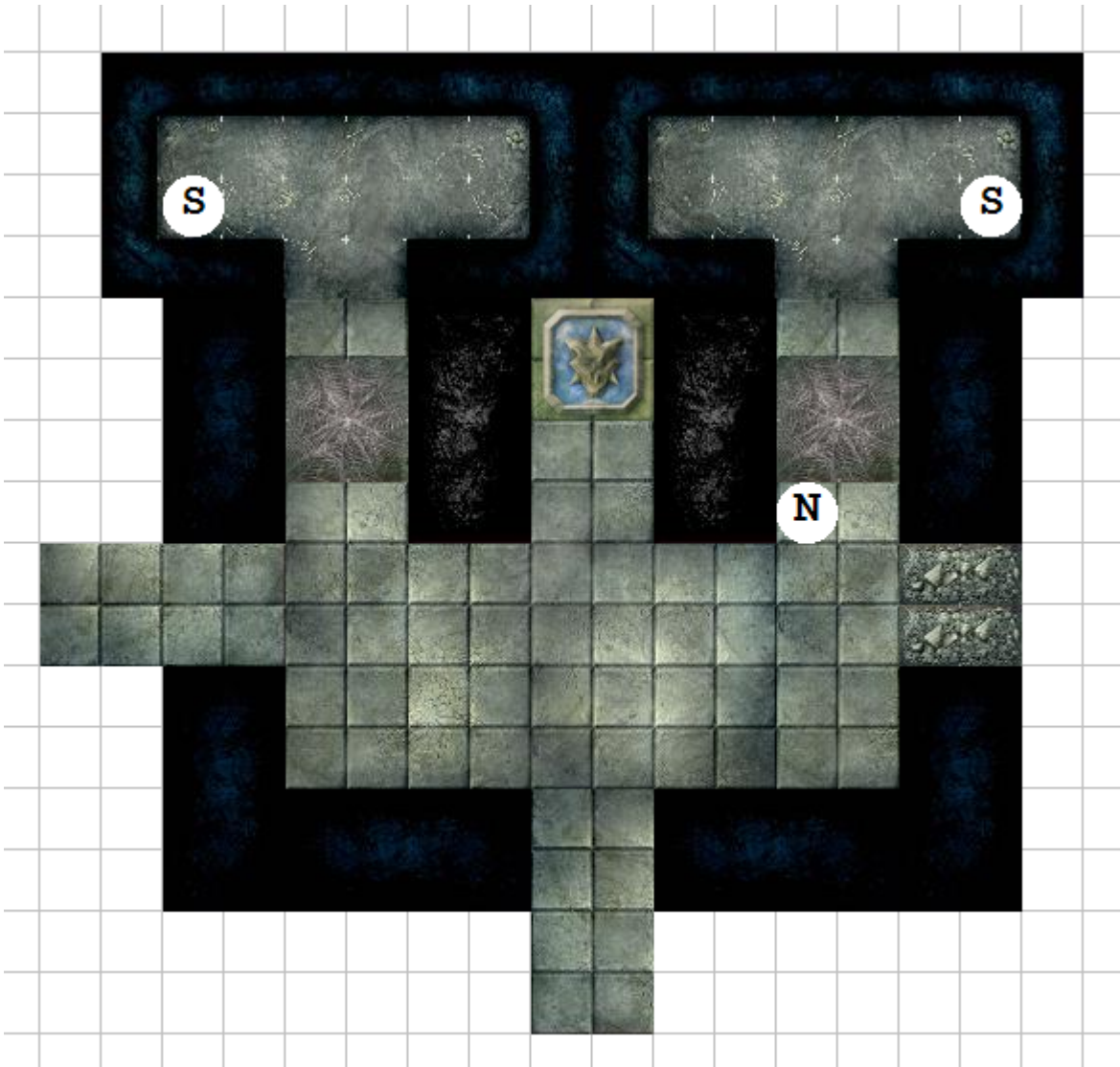
Bars / Rubble	2x1	x2
Cave / Floor	4x8	x2
Crevasse / Floor	4x2	x2
Ground / Floor	2x2	x1
Wall / Floor	4x2	x6

ARCANE CORRIDORS

Tower Base / Floor	8x10	x1
Wall / Floor	4x2	x2
Web / Floor	2x2	x2

FANE OF THE FORGOTTEN GODS

Dragon Fountain / Floor	2x2	x1
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ENCOUNTER 7: THE OLD GUARD

ENCOUNTER LEVEL 2/3 (675/850 XP)

SETUP

This was the temple's mausoleum. It was also the site of a particularly vicious battle between the worshippers of Gilgeam and those of Tiamat. The PCs can put these undead to rest in several different ways.

The undead do not automatically attack and will try to talk to the PCs. If the PCs do not let the specter speak at the start, proceed directly to combat. This can be a role-playing encounter, a combat encounter, or both.

When the adventurers first enter, read:

A chipped mosaic floor is strewn with the bones of the dead, forming a macabre path leading through the center of the room. Four sarcophagi rest on stone biers. One of them has obviously been defiled; the lid has been removed and the stone is cracked and broken. Barren alcoves, which must have once held rich funerary offerings, line the sides of the chamber.

A wisp of darkness oozes from the main sarcophagus, coalescing into a spectral human form. At the same time, bones rise from the ground, forming a cohort of skeletal warriors. Though rusted and pitted, their weapons and armor still seem to be in working condition.

The specter raises a hand...

If allowed to speak, he continues. If not, proceed to combat.

The specter speaks in a powerful voice that belies his insubstantial state. "You do not look like the normal fodder that has been disturbing us lately. Who are you and what do you want?"

The specter, whose name is Odak, will try to talk to the PCs. The undead in this room were worshippers of Gilgeam who were killed trying to defend the temple from defilers. Both the defenders and attackers took heavy casualties. They never received the proper burial rites and have recently returned as undead, still angry at their failure to protect the temple and their lack of a proper burial. They have no knowledge of the Spellplague but they do know of the death of the Untheric pantheon at the hands of Tiamat. They have killed some kobolds recently (which reminded them of their ancient battles against the draconic worshippers of Tiamat).

Odak will give them information about the history of the temple (see the History of the Ruins section for details; he knows everything that happened up until the worshippers of Tiamat sacked the temple). In return he wants about what has happened since he and his fellows were killed. He is specifically interested in what has befallen Messemprar.

If the PCs are able to gain his trust and convince him that they are not tomb robbers, he will let them attempt to permanently lay him and his fellows to rest. The PCs can then take the necessary steps to make this happen. If the PCs are not able to convince the undead of their noble intentions, or they are unwilling or unable to conduct the ceremony (Gilgeam is a dead deity, so he no longer has any power, but the rituals must still be performed in his name to satisfy Odak), the undead will attack. They do not hate the PCs, but they hate their current state, and want to end their suffering one way or another.

OPTION 1: SKILL CHALLENGE

Number of Successes: 12

Number of Failures: 6

Primary Skills: Athletics, Bluff, Diplomacy, History, Perception, Religion

Secondary Skills: Perception

"We do not wish to linger in this accursed state," intones the specter Odak. "But not just any burial rites will do, and we will not allow our temple to be defiled any longer. Prove to me that you have respect for the dead and that you know the old ways of Unther."

The PCs engage in a skill challenge to try and convince the undead that they are capable of completing the ritual that will allow them to find eternal peace. They can demonstrate their good intentions through their actions (such as by cleaning up the mausoleum, preparing the area, and actually conducting a suitable burial rite) or through their knowledge (of history, magic, religion, and other appropriate topics). To succeed, the PCs must achieve twelve successes before six failures.

On any of the primary skill checks, if the character making the check beats the DC by 10 or more, then the check counts as two successes instead of one. As always, the skills listed here are only examples: you should feel free to reward clever skill / power usage and good roleplaying with bonuses or automatic successes.

Athletics (DC 16 / 17): The PC helps restore the mausoleum to its proper state, by cleaning up rubble, putting the broken coffin back together, and arranging

the funerary items as they are meant to be. A failure means the PC accidentally breaks an item needed for the ceremony or otherwise draws the ire of the undead for doing the wrong thing.

Arcana (DC 16 / 17): The PC helps prepare for the ritual by drawing appropriate symbols, magic circles, identifying where the strongest auras can be found, recalling bits and pieces of ancient magical lore pertaining to the nation of Unther, and so forth.

Bluff (DC 21 / 22): The PC tries to fake appropriate knowledge about the necessary rites and rituals needed to lay the undead to rest. The PC obviously cannot perform rituals that he does not really know, but this skill can still be used to assure the undead that the party knows what they are doing or that their intentions are honorable. The DCs for this skill are higher because the undead are very suspicious.

Diplomacy (DC 16 / 17): The PC helps persuade the undead of the party's good intentions, that the adventurers are properly learned and reverent of their deity, and so forth. If a PC mentions Gilgeam in a favorable way, or mentions Tiamat in an unfavorable way, then the check gets a +2 bonus. If the PC mentions Tiamat in a favorable way, then the check is an automatic failure.

History (DC 16 / 17): The PC recalls some pertinent facts about the Untheric pantheon, and particularly Gilgeam. This helps convince the undead that they will receive a proper and dignified funeral with the appropriate rites.

Insight (DC 11 / 12): The PC gets a sense of the great sadness that the undead feel, or intuits something about the necessary placement of the funerary items or the ritual that helps the negotiations proceed more smoothly. This does not count as a success or failure, but a success here gives another character a +2 bonus on any primary skill check.

Perception (DC 16 / 17): The PC finds some small religious relic or other important item that is half-buried in the rubble, figures out how to reassemble the broken pieces of the sarcophagus, or discovers some other detail that helps the characters put the scene to rights.

Religion (DC 16 / 17): The PC recalls some of the necessary rites and prayers of the Untheric pantheon that are needed to lay the undead to rest. This helps convince the undead that the characters can properly ensure them their place in the afterlife.

Success: If the PCs complete the skill challenge, they are able to lay the undead to rest and gain their treasure. Before his spirit disappears, Odak will also let the PCs know that there must be many unknown treasures in Messemprar.

Failure: If the PCs fail the challenge, the undead attack.

OPTION 2: COMBAT

If the PCs fail the skill challenge, or if they simply wish to destroy the undead, then combat ensues.

The specter raises his voice in anger. "You have no respect for the ancient ways of Unther! You have no respect for the dead! Perhaps when your bones have rotted in this place for a hundred years you will come to understand!"

The undead creatures surge forward to attack.

This encounter includes the following creatures at the low tier:

- 1 Spectre (S)
- 2 Skeletons (W)
- 8 Decrepit Skeletons (D)

This encounter includes the following creatures at the high tier:

- 1 Spectre (Level 6) (S)
- 2 Skeletons (Level 5) (W)
- 8 Decrepit Skeletons (D)

FEATURES OF THE AREA

Illumination: The area is completely dark. The only sources of illumination are those which the PCs provide.

Sarcophagi: The sarcophagi shown on the map are four feet high. They block movement and can provide cover to a creature that crouches behind them. A character can jump on top of a sarcophagus with a DC 15 Athletics check. Fighting from atop a sarcophagus grants a character a +1 bonus on melee attack rolls thanks to the favorable position, but the footing is unstable. The character must make a DC 10 Acrobatics check each round in order to avoid losing his balance and falling off the sarcophagus.

TACTICS

The specter tries to move up into the party and use its *spectral barrage*. It will use this power as often as it recharges. Otherwise, the specter will use its *spectral touch*. It will attempt to kill clerics and paladins first.

The skeleton warriors will split up and take 4 decrepit skeletons apiece. Each of these groups will then select a foe and try to bring that PC down quickly.

SCALING THE ENCOUNTER

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

Four PCs: Remove four of the decrepit skeletons.

Six PCs: Add another skeleton warrior.

ENDING THE ENCOUNTER

The encounter ends when the PCs have either laid the undead to rest or destroyed them in combat. If the PCs are all defeated here then their spirits will join Odak and his kinsmen and become guardians of this temple.

Once the PCs have explored all of the areas within the ruined temple, they should be ready to return to Ruinspoke and make their report to Tuanek.

EXPERIENCE POINTS

The characters receive 135 / 170 experience points each for either overcoming the skill challenge or defeating the undead.

TREASURE

If the PCs completed the skill challenge, then Odak allows them to take his treasure (which is contained in the damaged sarcophagus). If the PCs destroyed the undead, then they can simply loot the coffin. Either way, they discover an *amulet of protection* +1 (low tier) or a *diadem of acuity* (high tier).

ENCOUNTER 7: THE OLD GUARD STATISTICS (LOW LEVEL)

Specter	Level 4 Lurker
Medium shadow humanoid (undead)	XP 175
Initiative +8 Senses Perception +6; darkvision	
Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to all defenses.	
HP 30; Bloodied 15	
AC 16; Fortitude 16, Reflex 16, Will 17	
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant	
Speed fly 6 (hover); phasing	
m Spectral Touch (standard; at-will) ♦ Necrotic	
+7 vs. Reflex; 1d6 + 2 necrotic damage.	
C Spectral Barrage (standard; recharge 5 6) ♦ Illusion, Psychic	
Close burst 2; targets enemies; +7 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.	
Invisibility (standard; at-will) ♦ Illusion	
The specter becomes invisible until it attacks or until it is hit by an attack.	
Alignment Chaotic Evil Languages Common	
Skills Stealth +9	
Str 10 (+2) Dex 15 (+4) Wis 8 (+1)	
Con 13 (+3) Int 6 (+0) Cha 15 (+4)	

Skeleton	Level 3 Soldier
Medium natural animate (undead)	XP 150
Initiative +6 Senses Perception +3; darkvision	
HP 45; Bloodied 22	
AC 18; Fortitude 15, Reflex 16, Will 15	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 2 damage, and the target is marked until the end of the skeleton's next turn; see also <i>speed of the dead</i> .	
Speed of the Dead	
When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals an extra 1d6 damage.	
Alignment Unaligned Languages -	
Str 15 (+3) Dex 17 (+4) Wis 14 (+3)	
Con 13 (+2) Int 3 (-3) Cha 3 (-3)	
Equipment chainmail, heavy shield, longsword	

Decrepit Skeleton	Level 1 Minion
Medium natural animate (undead)	XP 25
Initiative +3 Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 13, Reflex 14, Will 13	
Immune disease, poison	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +6 vs. AC; 3 damage.	
Alignment Unaligned Languages -	
Str 15 (+2) Dex 17 (+3) Wis 14 (+2)	
Con 13 (+1) Int 3 (-4) Cha 3 (-4)	
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows.	

ENCOUNTER 7: THE OLD GUARD STATISTICS (HIGH LEVEL)

Specter (Level 6)	Level 6 Lurker
Medium shadow humanoid (undead)	XP 250
Initiative +9 Senses Perception +7; darkvision	
Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to all defenses.	
HP 42; Bloodied 21	
AC 18; Fortitude 18, Reflex 18, Will 19	
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant	
Speed fly 6 (hover); phasing	
m Spectral Touch (standard; at-will) ♦ Necrotic	
+9 vs. Reflex; 1d6 + 3 necrotic damage.	
C Spectral Barrage (standard; recharge 5 6) ♦ Illusion, Psychic	
Close burst 2; targets enemies; +9 vs. Will; 2d6 + 3 psychic damage, and the target is knocked prone.	
Invisibility (standard; at-will) ♦ Illusion	
The specter becomes invisible until it attacks or until it is hit by an attack.	
Alignment Chaotic Evil	Languages Common
Skills Stealth +10	
Str 10 (+3)	Dex 15 (+5) Wis 8 (+2)
Con 13 (+4)	Int 6 (+1) Cha 15 (+5)

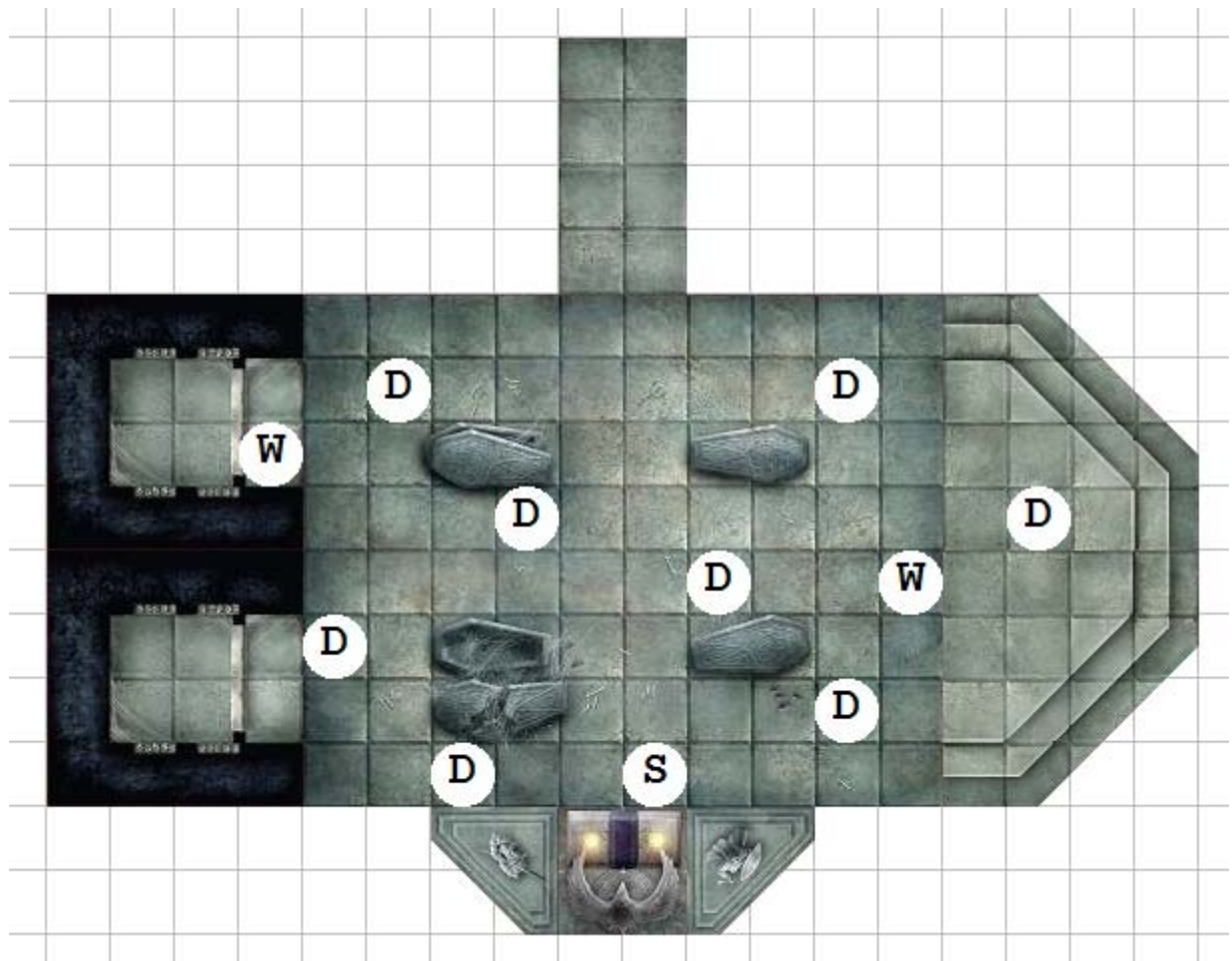
Decrepit Skeleton	Level 1 Minion
Medium natural animate (undead)	XP 25
Initiative +3 Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 13, Reflex 14, Will 13	
Immune disease, poison	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +6 vs. AC; 3 damage.	
Alignment Unaligned	Languages –
Str 15 (+2)	Dex 17 (+3) Wis 14 (+2)
Con 13 (+1)	Int 3 (–4) Cha 3 (–4)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows.	

Skeleton (Level 5)	Level 5 Soldier
Medium natural animate (undead)	XP 200
Initiative +6 Senses Perception +3; darkvision	
HP 61; Bloodied 30	
AC 20; Fortitude 17, Reflex 18, Will 17	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8 + 3 damage, and the target is marked until the end of the skeleton's next turn; see also <i>speed of the dead</i> .	
Speed of the Dead	
When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals an extra 1d6 damage.	
Alignment Unaligned	Languages –
Str 15 (+4)	Dex 17 (+5) Wis 14 (+4)
Con 13 (+3)	Int 3 (–2) Cha 3 (–2)
Equipment chainmail, heavy shield, longsword	

ENCOUNTER 7: THE OLD GUARD MAP

HIDDEN CRYPTS

Alcoves - Hall / Floor	4x2	x1
Crypt / Floor	4x4	x2
Mausoleum / Coffins	8x10	x1
Statue w/ Altar / Floor	2x2	x1
Statue w/ Shield / Floor	2x2d	x1
Statue w/ Spear / Floor	2x2d	x1
Steps / Floor	4x4d	x2



ENCOUNTER 8: RETURN TO RUINSPOKE

SETUP

Tuanek: Perception +15

Once the PCs have completed their exploration of the ruined temple, they should return to Ruinspoke and report to Tuanek. (They will want to do this if for no other reason than to receive their payment.) Their journey back to the village is uneventful.

Returning to Ruinspoke, you are shown into an antechamber to freshen up. After half an hour of waiting, you are shown into Tuanek's office. The dragonborn lord seems pleased to see you, but his demeanor is all business, nodding curtly and gesturing for you to be seated. "Greetings. How did you fare?"

Obviously, he expects them to make a full report. He asks detailed questions if anything the PCs say does not go into enough detail. The topics that elicit the strongest response from him are the kobolds and the undead. Tuanek will also be interested if the PCs describe their meeting with Dirnth. Tuanek will admit that he does not entirely trust the dwarf, but he hasn't fully made up his mind one way or the other just yet.

While the PCs are telling their story, Tuanek takes detailed notes and pays close attention. He will look at the other PCs when one is speaking to see how the others react. If he thinks anyone is lying to him then he will attempt to oppose their Bluff checks with his Perception checks.

Once the PCs have made their report and answered his questions, Tuanek continues:

"I believe that is a sufficient report. Thank you for your service to Ruinspoke." Tuanek straightens his notes and places them to the side.

He looks each of you in the eye. "Your performance has been acceptable. Are willing to be called on again if the need arises?"

Tuanek asks each PC individually for an answer. He has an excellent memory for names and faces, and it should be obvious to the characters that he will definitely remember them in the future (one way or the other).

Tuanek taps three times on the wooden block on his desk. The dragonborn servant reappears, bearing several small pouches that jingle with the promise of gold. The elder dragonborn smiles at you. "A token of our appreciation."

After passing out the pouches, Tuanek nods with satisfaction and returns to his desk. Your audience is obviously at an end.

CONCLUDING THE ADVENTURE

After they have made their report to Tuanek, the PCs have completed their mission. Hopefully, this is only the beginning of their adventures in the region of Tymrather!

TREASURE

If he is satisfied with their report, Tuanek pays the PCs 50 gold pieces each for their services. If they lied to him and he noticed the lies, then he will reduce the payment by half.

STORY AWARDS

If the adventurers explored the ruins and made a satisfactory report, each PC receives the Recognition of House Jalt story object along with Tuanek's thanks. Those PCs who accepted the medicine bag token from Dirnth also receive the Contact with Dirnth story object.

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. A number before the slash is the low-level value; after the slash is the high-level value.

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 1: Kobolds Kill!

120 / 155 XP

Encounter 5: Big Skeeters

60 / 120 XP

Encounter 6: When Drakes Attack

85 / 115 XP

Encounter 7: Old Guard

135 / 170 XP

Total Possible Experience

400 / 560 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.

Gold per PC

75 / 100 gp

(Encounter 4: 5 / 10 gp; Encounter 6: 20 / 40 gp;

Conclusion: 50 / 50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *amulet of protection +1* (low-level only)

Found in Encounter 7

Bundle B: *gloves of piercing*

Found in Encounter 1

Bundle C: *wavestrider boots*

Found in Encounter 2

Bundle D: *+1 magic weapon*

Found in Encounter 3

Bundle E: *ironskin belt*

Found in Encounter 5

Bundle F: *diadem of acuity* (high-level only)

Found in Encounter 7

Bundle G: ritual book of Comprehend Language

Found in Encounter 5

Potion plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold.

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.

TYMA01 *Recognition of House Jalt*

You have gained some favor with Tuanek of House Jalt for your efforts on behalf of Ruinspoke. The dragonborn lord has given you this necklace made of interwoven leather and steel, with a clasp of bronze. Upon the necklace hangs a small brass medallion. Inscribed on the medallion is the word "Jalt."

This favor grants you some small measure of notoriety in Ruinspoke and the surrounding area. Dragonborn of House Jalt who see the necklace will regard you in a more positive light. If you garner additional Recognitions of House Jalt, then the amount of influence you receive will increase. You might even receive an introduction to the Lance Defenders or the Platinum Cadre.

TYMA02 *Contact with Dirnth*

You have made friends with Dirnth, a dwarven explorer who currently resides near Ruinspoke in Tymanthor. You shared a meal and perhaps some information with him. Before you parted ways, he offered you a token in the form of a small medicine bag filled with pungent herbs.

Dirnth is known to the leadership of Ruinspoke, but they do not necessarily trust him, so being his friend will not garner you any benefits with the dragonborn of Tymanthor. However, Dirnth seems to know a lot of people in a lot of places, so perhaps some good will come of this contact in your future adventures.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs explore the entire ruined temple?

- a. Yes, they completed all of the encounters.
- b. No, they had to retreat from the ruins without completing all the encounters.
- c. The PCs never made it to the ruins!

2. How would you (the DM) rate this adventure? (Please also feel free to e-mail any feedback that you might have to the author or the regional writing director.)

- a. Five stars (best possible rating)
- b. Four stars (very good)
- c. Three stars (average)
- d. Two stars (below average)
- e. One star (worst possible rating)

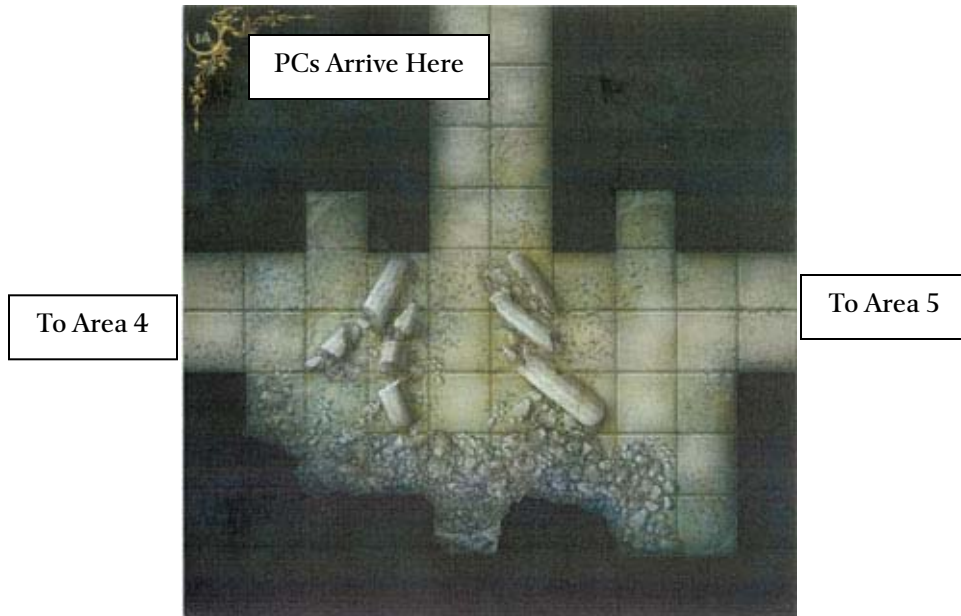
3. How do the players rate this adventure? (You can ask them to rate it individually and take the average, or use some other system that everyone is comfortable with.)

- a. Five stars (best possible rating)
- b. Four stars (very good)
- c. Three stars (average)
- d. Two stars (below average)
- e. One star (worst possible rating)

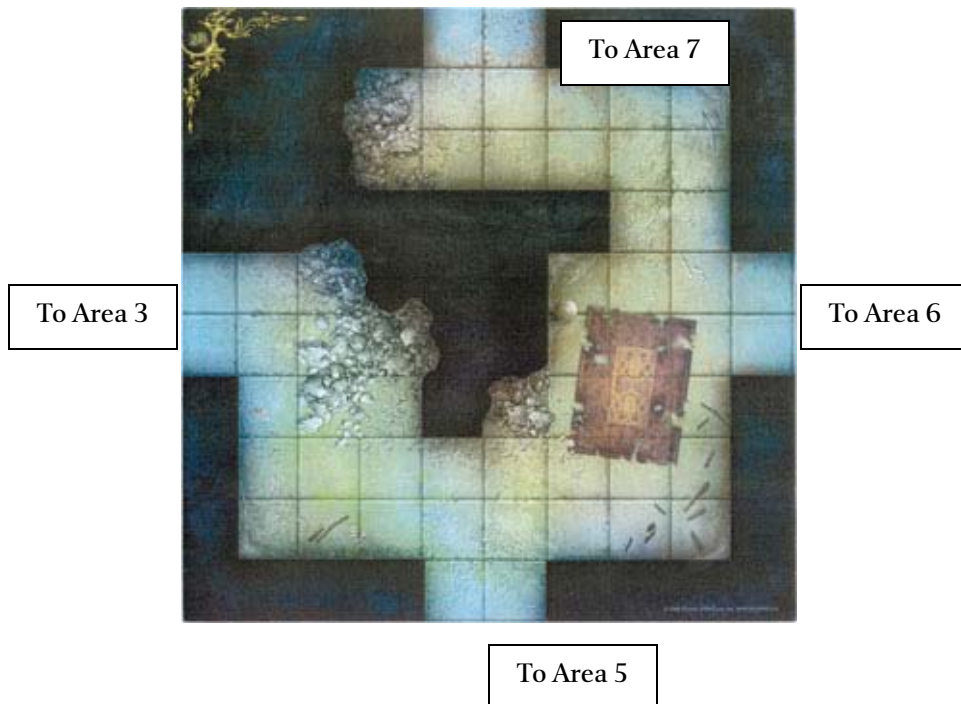
APPENDIX 1: ADDITIONAL MAP SECTIONS

These additional maps show the sections of the ruins that are not part of combat encounters. They are provided in case you want to draw the entire ruin out as the party explores it. Note that the areas detailed in Encounters 5-7 are not all directly connected to each other. There are partially-collapsed rooms and passageways linking each of the areas. The PCs should take about 10-15 minutes traversing the ruins between each of the numbered encounters.

AREA 3: TEMPLE ENTRANCE



AREA 4: KOBOLDS' LAIR



APPENDIX 2: RUINSPOKE

Ruinspoke is a frontier village located near the border of Tymanther and Mulhorand. Ruinspoke was settled by House Jalt a few years after the dragonborn came to Faerun. The House decided to charter a settlement here to serve as a border outpost for dragonborn travelers, allowing them to rest and resupply before heading out of Tymanther. The village has grown ever since then.

Population: 758; Dragonborn make up roughly 60% of the population. Tieflings make up a small percentage and the rest is pretty evenly divided among dwarves, humans, halflings, eladrins, elves, and half-elves.

Government: House Jalt is in charge of Ruinspoke and Lord Tuanek is in charge of House Jalt so in turn Lord Tuanek is in charge of Ruinspoke. Tuanek is an older dragonborn. He came here to “retire” and help train the young ones. He is kind but firm. He doesn’t especially like mercenaries (he worries about their changing loyalties) but does understand that they are needed especially out here on the frontier.

Defense: The town boasts a small number of defenses but they are formidable. House Jalt has a small garrison stationed here and they serve as the city guard. The town has two Lance Defenders assigned to it and a few Platinum Cadre members. (See the Tymanther entry in the *Forgotten Realms Campaign Guide* for more information about these military organizations.)

Inns: Several inns cater to travelers.

Hammerfell - the proprietor of this clean, but barebones, inn is Olket, a no-nonsense, male dragonborn.

Home Cookin’ - the proprietor is Imiere, a gregarious female half-elf. She is very talkative, loves a good story and treats customers more like family. The furniture has seen better days, but the food is the best in Ruinspoke.

Taverns: The best tavern in Ruinspoke is the Full Mugs. Its proprietor is Temget, a male dwarf whose pride in his homebrewed beer is justifiable. Bring your own mug and the first one’s free. Just don’t cause any trouble.

Supplies: There are a number of places where supplies and essential items can be purchased.

General Store - Hikath’s General Provisions. The proprietor is Almer Hikath, a male human and the second generation of Hikaths to operate this family business. Heavier weapons and armor, as well as foodstuffs and building supplies, are the focus of this store. Almer is professional and helpful, but does not haggle.

Traveling Gear - Spoke in ‘Spoke. The shop is owned and operated by a quiet elderly halfling couple, Jiran and Kelsa Wheelfixer. They used to be wilderness guides, but a bad wagon accident left this couple sidelined a few years back. They loved helping people travel and decided to open a store. Traveling supplies, light weapons, and armor are their specialties. Their son, Wielfan, operates the adjoining stables.

Stables - Trusty’s Stables. The proprietor, Wielfan Wheelfixer, has only been in business a few years. Originally named Trusty’s Rest, after his beloved dappled pony, he changed the name after too many visitors entered the stable and asked for a drink and a bed.

Temples: The Temple of Bahamut is the most prominent, of course. The High Priest is Dauret, a male dragonborn. He has a reputation of being firm yet helpful. There is also a small temple to Ilmater. The High Priestess is Tihaket, an elderly human woman, whose family moved to Tymanther from Mulhorand. She is a skilled midwife and an excellent healer.

Outlying Areas: Most of the outlying areas are not heavily patrolled. The people that live out in the outlying areas tend to be farmers, ranchers, woodsmen, hunters, or trappers. Adventurers often go out to explore the many ruins that dot the area. About as many of them return as don’t.

PLAYER HANDOUT: TUANEK'S NOTES

Lord Tuanek of House Jalt has provided you with a rough map of the area and the following notes concerning the ruins that he has hired you to investigate.

The first item looks like an excerpt from a scouting report.

The route to the ruins is as follows:

Take the west road out of town. After approximately one and a half miles take the path that heads south. Follow the path. It will lead near a set of ancient marble columns set up around a central stone (not sure what these are). Continue straight through to the other side and go for another half-mile and the ruins should be visible. There is no road or path this last half-mile but there weren't any obstacles, other than a bunch of rubble that someone would have to dig through to get there.

*(signed) Ahtehk Jalt
Lance Defender of House Jalt*

The second item looks like an excerpt from a patrol report.

The following has been noticed in the vicinity of the ruins:

Kobold tracks and sightings are frequent. Although we killed a few, we believe many more are present. Generally, when spotted, they run rather than fight.

There have been a few dragons killed in the area (a green and a blue). These were very small and the parents (if there are any) have not been seen.

No signs of the spawn of Tiamat or her worshippers.

There are many ruins located around the area. Many are small but some appear to be quite large.

*(signed) Hiernek
Platinum Cadre of House Jalt*