

CORE2-7

WHERE SECRETS LIE

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

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A long-dead architect's estate may hold the key to secrets and treasures. A *Living Forgotten Realms* adventure set in Tarmalune for characters levels 4-7.

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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an 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.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer 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 may 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 the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4 - 7. 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 lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees 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 agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) 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 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 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 among 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 are encounters 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 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.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Ildamar Yeskrel, a warlock and head of a well-established and wealthy family, seeks to uncover the secrets and treasure of Garlgarde, an old stone mansion in Tarmalune. The mansion is now inhabited by a crazy old merchant named "Lord" Cammas Lordlar, who has lived there for over a century and is kept alive by the wraiths that inhabit the mansion.

Rumor purport a fabulous treasure is kept in Garlgarde mansion, protected by a magical vault and other guardians. The key to Garlgarde's secrets might lie elsewhere however, in another architect's (Tilland) ruined estate near the border of the Sword Lands.

DM'S INTRODUCTION

Encounter 1: A bar brawl erupts at a tavern and the PCs witness a satchel being taken from a murdered man (a historian). The PCs must extricate themselves from the bar brawl and give chase to catch the thief. (Skill Challenge)

Encounter 2: The PCs capture the "thief" and question him. They discover he is employed by Ildamar Yeskrel, the head of a well-established and wealthy family. The "thief" indicates he was to authenticate the documents and denies murdering the historian. The PCs discover the satchel contains historical documents about an architect named Tilland. (Role Playing)

Encounter 3: The PCs have an opportunity to find out more about the dead historian, Bernun, from Ildamar Yeskrel. The PCs are hired by Ildamar Yeskrel to investigate Tilland's estate. Alternately, Karandandel the Sly, the tiefling information broker (originally encountered in *MINI1-1 Stirring the Embers*), hires them. (Role Playing)

Encounter 4: The PCs receive a message about another group coming to investigate Tilland's ruined estate. (Role Playing)

Encounter 5: The PCs investigate the ruined manor house and confront the vigilant homunculi who still guard it. (Combat)

Encounter 6: The PCs investigate the mews and confront a flock of vicious birds that inhabit it. (Combat)

Encounter 7: The PCs investigate the kennels and confront the feral canines that lair there. (Combat)

Encounter 8: The PCs investigate the stables and trigger its collapse. The PCs must dig themselves out from under the rubble. (Skill Challenge)

Encounter 9: In whatever building the PCs search last, they find a secret room inside of which is the information for which they are searching. The PCs

return to Tarmalune with the information and are rewarded for their efforts

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

A loud foul curse followed by the crash of a chair signaled the start of the brawl. A reeling combatant collides with a serving girl carrying a full platter, scattering your meal of boiled eel skins and onions across the floor and ruining it.

Your attention is caught by a man carrying a blood spattered satchel. He is leaving the tavern and looking over his shoulder at a table where another man is slumped over in a growing pool of blood. No one else seems to have noticed the escaping man.

ENCOUNTER 1: CHASE

**SKILL CHALLENGE LEVEL 5 / 9,
COMPLEXITY 2 (400/800 XP)**

SETUP

A brawl breaks out in a tavern where the PCs are located. A human man is escaping from the bar carrying a satchel he took from another man (also human) who was just murdered. This encounter assumes the PCs give chase, as no one else seems to have noticed the fleeing man. If all of the PCs decide to not chase the man, they fail the skill challenge.

Secondary skills, used to modify Primary skills, are listed under the skills they can modify.

SKILL CHALLENGE: CATCH

Goal: The PCs must extricate themselves from the tavern brawl, determine which way the man with the satchel went and catch him.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Diplomacy, Intimidate, Insight, Perception, Streetwise

Other Skills: Bluff, Insight, Intimidate, Perception, Streetwise

Victory: The PCs catch the man and recover the satchel. The PCs will have time to take an extended rest while investigating the ruined estate (see Encounter 4).

Defeat: The PCs do not catch the man and do not recover the satchel. The PCs cannot take an extended rest while investigating the ruined estate (see Encounter 4).

Running the skill challenge:

- The players roll initiative for their PCs.
- The PCs go initiative order, though delaying or readying may change the order as normal.
- Ensure every PC has a chance to roll a skill check at least once before allowing any PC to roll to complete the skill challenge.
- If a PC chooses to delay, it counts as a failure in the first round; tell the PC's player this.
- Once the PCs achieve two (2) successes in one of the scenes below, move to the next scene.
- In the confusion of the first round the PCs may not assist one another and after the first round the PCs can freely assist one another with a maximum of two assists.

SCENE 1

The mayhem caused by the brawl has blocked the exit through which the satchel-carrying man fled, filling it with scuffling people, broken chairs and overturned tables. A reasonable course of action is to go through them or get them out of your way so you can reach the exit.

Athletics DC 12/19 (1 success; no maximum)

The PC physically forces their way through the mayhem to reach the door. A PC can make a DC 12/19 Intimidate check to add a +2 bonus to their Athletics check.

Acrobatics DC 12/19 (1 success; no maximum)

The PC adeptly moves around the obstacles in their path to reach the door or manages to shimmy through a window. A PC can make a DC 12/19 Perception check to add a +2 bonus to their Acrobatics check.

Intimidate DC 12/19 (1 success; no maximum)

The PC threatens the brawlers to get them to move out their way so they can reach the door. A PC can make a DC 12/19 Insight check to add a +2 bonus to their Intimidate check.

SCENE 2

Start this scene after two (2) successes are achieved in Scene 1, clearing or finding a path outside.

Emerging on to the busy street, you do not see the man. A reasonable course of action is to use your senses or deduce from clues to determine which way he went.

Insight DC 12/19 (1 success; no maximum)

The PC notices people's reactions on the street to deduce which way the man went. A PC can make a DC 12/19 Perception check to add a +2 bonus to their Insight check.

Perception DC 12/19 (1 success; no maximum)

The PC uses their keen vision to spot the droplets of fresh blood or to see the man hurrying away. A PC can make a DC 12/19 Streetwise check to add a +2 bonus to their Perception check.

Streetwise DC 12/19 (1 success; no maximum)

The PC deduces the path a person would take to escape from the tavern and avoid notice. A PC can make a DC 12/19 Insight check to add a +2 bonus to their Streetwise check.

SCENE 3

Start this scene after two (2) successes are achieved in Scene 2.

The man notices you giving chase and he begins to run, turning down an alleyway in hopes of escaping. A reasonable course of action is to catch him or convince him to stop.

Athletics DC 12/19 (1 success; no maximum)

The PC runs after the man and physically grabs him. A PC can make a DC 12/19 Intimidate check to add a +2 bonus to their Athletics check.

Diplomacy DC 14/21 (1 success; no maximum)

The PC uses persuasive arguments to convince the man to surrender. A PC can make a DC 12/19 Insight check to add a +2 bonus to their Diplomacy check.

Intimidate DC 12/19 (1 success; no maximum)

The PC uses forceful statements to convince the man to surrender or suffer dire consequences. A PC can make a DC 12/19 Bluff check to add a +2 bonus to their Intimidate check.

ENDING THE ENCOUNTER

The encounter ends when the skill challenge is finished.

Success: The PCs catch the man and recover the satchel. During the investigation of the ruined estate (Encounters 5-9), the PCs are warned via a messenger (see Encounter 4) about the arrival of another more powerful group. This allows the PCs enough time to take a single extended rest. Do not tell the players this result.

Failure: The PCs do not catch the man and recover the satchel. During the investigation of the ruined estate (Encounters 5-9), the PCs are warned via a messenger (see Encounter 4) that the arrival of another more powerful group is imminent and they must complete investigation before they arrive. The PCs do not have time to take an extended rest before the group's arrival. Do not tell the players this result.

EXPERIENCE POINTS

The PCs receive 80/160 experience points for successfully completing skill challenge encounter.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 2: CAUGHT

SETUP

Gilrak (human male): History +5, Insight +5

After giving chase, the PCs capture the man with the satchel (Gilrak) in an alleyway.

The man looks at you and explains breathlessly, “I didn’t kill him! Someone else did, but I didn’t see who. All I did was take the satchel and try to get out of there before I was killed, too. You have to believe me!”

The PCs can learn the following from the man:

- The man’s name is Gilrak and he is an expert in verifying documents and spotting forgeries.
- The murdered man’s name is Bernun and he was a scholar specializing in history.
- Gilrak was meeting Bernun at the tavern to examine historical documents Bernun had, and authenticate them.
- Gilrak did not see who murdered Bernun and does not know who would want to murder him. Gilrak heard a commotion and looked away for just a second and when he looked back Bernun was dead.
- When Bernun was murdered, Gilrak panicked, taking the satchel containing the documents and fleeing the tavern.
- Gilrak is acting as an agent for Ildamar Yeskrel, a well known person in Tarmalune and the head of a well-established and wealthy family that sells produce.
- He does not know why Ildamar wants him to examine the documents; he suspects Ildamar wants to ensure they are real before purchasing them
- So the PCs know Gilrak speaks the truth, he offers to take them to meet Ildamar Yeskrel

When the PCs examine the satchel and its contents:

- The satchel contains historical documents that primarily deal with an architect named Tilland.
- Tilland was employed by the rich and powerful to create magical vaults and guardians for them.
- A number of the documents indicate Tilland was one of the architects who worked on a mansion called Garlgarde, which is located in Tarmalune.
- Tilland worked primarily in the Windrise Ports, especially in Tarmalune, his work rivaling that of the famous Imdolphyn architects.

If the PCs return to tavern:

- The Vigilant, Tarmalune’s police force, is there questioning people in the tavern about the murdered man.
- If the PCs tell the Vigilant about Gilrak and the satchel, the Vigilant arrest Gilrak and confiscate the satchel (Gilrak is later released and the documents eventually end up in the hands of Ildamar Yeskrel).
- If asked about suspects, the Vigilant tell the PCs they have no leads at this time and are continuing their investigation (DC 15 Insight check indicates the Vigilant know more but are not willing to discuss it with the PCs whom they view as busybody adventurers).
- If the PCs convince the Vigilant with a DC 15 Diplomacy check, the Vigilant to allow the PCs to examine Bernun’s body; they discover he was slain by a hand crossbow bolt that caught him in the throat and punctured an artery (the Vigilant do not allow the PCs to take the bolt).

If the PCs turn later Gilrak over to the authorities (the Vigilant), rather than going back to the tavern:

- Gilrak is arrested and the satchel confiscated (Gilrak is later released and the documents eventually end up in the hands of Ildamar Yeskrel).
- If asked about suspects, the Vigilant tell the PCs they have no leads at this time and are continuing their investigation (DC 15 Insight check indicates the Vigilant know more but are not willing to discuss it with the PCs).

ENDING THE ENCOUNTER

The encounter ends when the PCs finish speaking with Gilrak and decide their next course of action.

- If the PCs do not go with Gilrak to meet Ildamar Yeskrel, the next day they are invited to meet with him (adjust boxed text as appropriate).
- If they refuse Ildamar’s invite, the PCs are then contacted by Karandandel the Sly, a tiefling information broker, to meet with her.
- If the PCs refuse to meet with Karandandel, the adventure ends unless the PCs continue investigating on their own.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter and it does not count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3: NEXT

SETUP

Ildamar Yeskrel (human male): Bluff +15, Insight +15
Karadandel the Sly (tiefling female) (Bluff +10, Insight +10)

The PCs likely do one or more of the following:

- Meet with Ildamar Yeskrel
- Meet with Karadandel the Sly
- Investigate Bernun
- Investigate Ildamar Yeskrel
- Investigate Garlgarde
- Research Tilland
- Talk to the Vigilant
- Journey to Tilland's ruined estate

If the PCs do anything else, adjudicate appropriately.

MEET WITH ILDAMAR YESKREL

If the PCs go to Ildamar's at his workplace with Gilrak, or by themselves, read the following:

The tall handsome man smiles pleasantly at you, "Ah, thank you for interrupting my busy day with your obviously more important matters. I am Ildamar Yeskrel and apparently I am at your service. Please have a seat and enjoy a refreshing drink otherwise you might think I am inhospitable. Now, how do you think I can help you?"

The man waits for your reply.

The PCs can learn the following from Ildamar:

- He hired Gilrak to examine Bernun's historical documents to verify their authenticity.
- He does not know who murdered Bernun.
- He suspects Bernun was murdered over something he knew and chose not to include in the documents.
- Ildamar's primary interest with Bernun was in learning more about the work Tilland did for his family in the past.
- If pressed, he does confess an interest in Tilland's work at Garlgarde in Tarmalune.
- He knows the location of Tilland's estate, now in ruins, and offers to hire the PCs for the going rates to investigate it (50/75 gp).
- The estate is located near Tarmalune's border with the Sword Lands; if the PCs agree to investigate it, Ildamar provides a map that details its location.

MEETING WITH KARADANDEL THE SLY

If the PCs agree to meet with Karadandel (because they did not go to Ildamar), she meets them at The Black Boot, an inn where she frequently does business. Read the following:

The well-dressed tiefling woman with the long honey-blonde hair smiles mischievously at you, "Thank you for meeting with me this day. I am Karadandel, Kara for short, and I have a lucrative offer for you. Are you interested?"

The woman waits expectantly for your reply.

The PCs can learn the following from Karadandel:

- She recognizes any PC who played *MINI-1 Stirring the Embers*.
- She knows that Ildamar Yeskrel hired a man named Gilrak to meet with a history scholar named Bernun and verify the authenticity of some historical documents.
- Bernun was murdered over these documents and she suspects whoever did it is interested in Tilland's past work designing magical vaults.
- She knows the location to Tilland's estate, now in ruins, and offers to hire the PCs for going rates to investigate it (50/75 gp) hoping to find out more about what is so valuable to kill for it.
- The estate is located near Tarmalune's border with the Sword Lands; if the PCs agree to investigate it, Karadandel provides a map that details its location.

INVESTIGATE BERNUN

If the PCs decide to investigate Bernun, they can learn the following with a DC 15 Streetwise check:

- He is known to be a scholar of history, particularly local history.
- He currently resides in Tarmalune.
- If the PCs investigate his residence, they discover someone has already been there and searched it; if the PCs search, they find nothing relevant.
- He is known to deal in historical artifacts, selling them to wealthy individuals.
- He has been caught in the past selling false historical artifacts.

INVESTIGATE ILDAMAR YESKREL

If the PCs decide to investigate Ildamar Yeskrel, they can learn the following with a DC 15 Streetwise check:

- He is a tall handsome man.

- He has a sharp personality often making sardonic remarks.
- He is the head of an old money family.
- He is known to own numerous properties in and outside of Tarmalune.

INVESTIGATE GARLGARDE

If the PCs decide to investigate Garlgarde mansion, they learn the following with a DC 15 History check:

- The mansion is said inhabited by a crazy old merchant named “Lord” Cammas Lordlar, who has lived there for over a century and is kept alive by the wraiths that inhabit the mansion.
- Rumor purports a fabulous treasure is kept in the mansion, protected by a magical vault and other guardians.
- Should the PCs attempt to enter the mansion, they fail as the PCs are met with overwhelming force by the wraiths that inhabit Garlgarde.

RESEARCH TILLAND

If the PCs decide to research Tilland, they learn the following with a DC 15 History check:

- He lived over 200 years ago.
- He was a known architect who built magical vaults for the rich and powerful.
- He was one of the architects who worked on a mansion called Garlgarde, located in Tarmalune.
- He had an estate that is located near Tarmalune’s border with the Sword Lands.
- He enjoyed hunting and was known to be especially fond of animals.

TALK TO THE VIGILANT

If the PCs decide to seek out the Vigilant with the new information they have gathered on the case, the PCs can learn the following with a DC 15 Diplomacy check:

- The Vigilant suspects Bernun sold false historical artifacts to a buyer who took revenge on Bernun after discovering the artifacts were false.
- They have no idea who the buyer may be.
- They know someone has searched Bernun’s residence and evidence suggest items of interest were taken (papers, journals, etc...).
- They are continuing the investigation, and suggest that the investigation is none of the party’s business.

JOURNEY TO TILLAND’S RUINED ESTATE

Once the PCs decide to travel to Tilland’s ruined estate, read the following:

The sun is overhead as you arrive at your destination. The remains of Tilland’s estate sit atop a low hill and are composed of four buildings, all showing signs of age and neglect. From your vantage point, you can identify them as a manor house, a kennel for hounds, a stable for horses and a mews for falcons.

The PCs can investigate the four buildings. Go to the appropriate encounter:

- Manor: go to Encounter 5
- Mews: go to Encounter 6
- Kennel: go to Encounter 7
- Stable: go to Encounter 8

If the PCs decide to take an extended rest, run Encounter 4.

After the PCs complete Encounters 5, 6, 7 and 8 (all four), proceed to Encounter 9.

ENDING THE ENCOUNTER

The encounter ends when the PCs journey to Tilland’s ruined estate.

- If the PCs refuse Ildamar’s offer, they receive a similar offer from Karandandel the Sly.
- If the PCs refuse Karandandel’s offer, the adventure ends unless the PCs continue on their own.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter and it does not count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 4: REST

SETUP

Demora (human female): Insight +1

When the PCs decide to take an extended rest during any point in the investigation of Tilland's estate, run this encounter.

- If the PCs were successful in Encounter 1's skill challenge, run scene 1. This allows the PCs to take an extended rest.
- If the PCs failed Encounter 1's skill challenge, run scene 2. This does not allow the PCs to take an extended rest.

SCENE 1

In the distance you spot a human woman in simple cloths with a riding cape approaching slowly on horseback.

As she nears, she waves her hand at you and calls out, "Hello. I have a message for you."

The PCs can learn the following:

- Her name is Demora and she was hired to deliver a message to the party. She was given the PCs descriptions and location from someone claiming to be their employer.
- As she owns her own horse, she regularly delivers messages and small packages, or similar jobs in the Tarmalune area.
- She does not know the contents of the message (it is sealed).
- She does not know what the PCs are doing here and she does not want to know.
- When the PCs open about the message:
- It states that another group is coming to investigate Tilland's estate and that they are likely arriving tomorrow near mid-day.
- It urges the PCs to complete their investigation and leave before the other group arrives.
- It advises the PCs to avoid confrontation with this other group, as their employer could not determine who they are, but given that there has already been one death, discretion may be the better part of valor. Their employer was able to find out that the troll Tarbatch and his pet wyvern are just a few of those hired. The overall group is much larger.
- If Ildamar Yeskrel hired the PCs, the message is from him.

- If Karadandel hired the PCs, the message is from her.
- If neither one hired the PCs, the message is from a concerned party that is not named.

After she delivers the message, Demora lingers a bit, even staying with the PCs for their extended rest, but leaves immediately if harassed or threatened by the PCs.

SCENE 2

In the distance you spot a human woman in simple cloths with a riding cape approaching slowly on horseback.

As she nears, she pulls her horse up and shouts, "I have an urgent message for you."

The PCs can learn the following:

- Her name is Demora and she was hired to deliver a message to the party. She was given the PCs descriptions and location from someone claiming to be their employer.
- As she owns her own horse, she regularly delivers messages and small packages, or similar jobs in the Tarmalune area.
- She does not know the contents of the message (it is sealed)
- She does not know what the PCs are doing here and she does not want to know
- When the PCs inquire about the message:
- It states that another group is coming to investigate Tilland's estate and that they are likely arriving within the hour.
- It urges the PCs to complete their investigation and leave before the other group arrives.
- It advises the PCs to avoid confrontation with this other group, as their employer could not determine who they are, but given that there has already been one death, discretion may be the better part of valor. Their employer was able to find out that the troll Tarbatch and his pet wyvern are just a few of those hired. The overall group is much larger.
- If Ildamar Yeskrel hired the PCs, the message is from him
- If Karadandel hired the PCs, the message is from her
- If neither one hired the PCs, the message is from a concerned party that is not named

Demora leaves immediately after delivering the message.

ENDING THE ENCOUNTER

The encounter ends when the PCs finish speaking with Demora and have received the message.

- If the PCs decide to take an extended rest and successfully completed Encounter 1's skill challenge, the other group investigating Tilland's estate arrives the following day (after the PCs' extended rest) at mid-day (time for extended rest)
- If the PCs decide to take an extended rest and failed Encounter 1's skill challenge, the other group investigating Tilland's estate arrives in an hour on the same day (preventing them from completing an extended rest)
- If the PCs confront the other group that is investigating Tilland's estate. The group consists of five dragonborn gladiators (*MM* p. 87), two Eladrin Twilight Incanters (*MM* p. 102), six Halfling Prolwers (*MM* p. 153), and a Troll (*MM* p. 254) named Tarbatch with a pet wyvern (*MM* p. 268). The thugs give the PCs one chance to flee before pounding them into unconsciousness and sending them back to Tarmalune. If this occurs, the adventure ends (see conclusion in Encounter 9).

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter and it does not count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5: MANOR

ENCOUNTER LEVEL 4/6 (765/1035 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Arbalester (A)
- 2 Iron Defenders (I)
- 2 Stonefist Defenders (S)

This encounter includes the following creatures at the high tier:

- 1 Arbalester (A)
- 2 Iron Defenders (I)
- 2 Iron Cobras (C)

This encounter also includes a skill challenge.

As the adventurers enter the area, read:

The central hall of the manor is dominated by a large dusty wood table and a fireplace with a decorative mantle over it. Ringed around the hall are entrances to other rooms. In the corners stand defaced statues that are holding stylized torches.

Before you have a chance to search, the statues' torches momentarily flare dark purple before casting the entire hall into complete darkness and the sounds of metal grating on stone is heard.

If a PC has darkvision, read:

Panels in the statues' bases open allowing dog-like creatures made of metal and gnome-like creatures made of stone to exit.

Once the encounter is completed, the PCs can search.

- If the PCs have completed Encounter 6, 7 and 8 (Mews, Kennel, Stable), the fireplace contains a secret door that leads to Encounter 9.
- If the PCs have not completed all the encounters listed above, the fireplace does not contain a secret door.
- The PCs find nothing of value or interest in the other rooms of the manor.

FEATURES OF THE AREA

Illumination: Magical darkness (created by the statues). Once the PCs achieve 2 successes in the skill challenge, it becomes dim light. Once the PCs achieve all 4 successes in the skill challenge, it becomes bright light.

Table: The table is in the center of the central hall (see map) and acts as challenging terrain. Movement through the table's squares costs 1 extra square of movement.

- If PC makes a DC 5 Athletics check they jump or climb onto the table negating the movement penalty.
- If a PC goes under the table, they can use it as cover terrain. Movement under the table costs 1 extra square of movement. If a PC makes a DC 10 Athletics or a DC 10 Acrobatics check, it negates the movement penalty.

Statues: The statues are in the corners of the great hall and acts as blocking terrain.

- A medium-sized or smaller creature can fit into the compartment in a statue's base.
- The statues create darkness only inside the manor. The darkness effect can be ended by a skill challenge (see below).
- Destroying a statue counts as 1 success towards completing the skill challenge (medium size; AC 5; Fort 10, Ref 5; 40 hp).

SKILL CHALLENGE: LIGHT

Goal: The PCs stop the statues from creating darkness.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Dungeoneering, Thievery

Other Skills: Perception

Victory: The PCs stop the statues from creating darkness, making the combat easier.

Defeat: The PCs do not stop the statues creating darkness. When the combat ends, the statues stop creating darkness and the illumination returns to bright light.

Skill challenge notes:

- For any primary skill check, a maximum of two PCs may assist.
- Once the PCs achieve 2 successes, the darkness becomes dim illumination.
- Destroying a statue counts as 1 success towards completing the skill challenge (medium size; AC 5; Fort 10, Ref 5; 40 hp).

It is obvious the statues you briefly saw are creating the darkness through a magical effect. You might be able to stop the effect by manipulating the magical energies or using physical means.

Arcana DC 12/14 (1 success; no maximum)

The PC manipulates the magical energies creating the darkness to stop the statues from creating darkness. A PC can make a DC 12/14 Dungeoneering check to add a +2 bonus to their Arcana check.

Dungeoneering DC 12/14 (1 success; no maximum)

The PC uses their knowledge of traps and tricks using a similar effect to stop the statues from creating darkness. A PC can make a DC 12/14 Arcana check to add a +2 bonus to their Dungeoneering check.

Thievery DC 12/14 (1 success; no maximum)

The PC disables the statue from creating the darkness. A PC can make a DC 12/14 Perception check to add a +2 bonus to their Thievery check.

TACTICS

Arbalester:

- The arbalester is behind a panel above the fireplace.
- The arbalester “guards” a 5x5 square area by the fireplace (see map).
- Roll initiative normally for the arbalester and on its first turn, the arbalester delays until a PC ends their turn in its guarded area.
- After a PC ends its turn in its guarded area, the arbalester opens the panel concealing it (minor action) and attacks the PC.
- On its turn, if there are two or more PCs in its guarded area, its double shot recharges automatically.

Iron Cobra:

- The iron cobras start in the same square as one of the statues and is in a compartment in the statue’s base.
- The iron cobras guard a 5x5 square area by the fireplace (see map).
- The iron cobras try to keep near their partnered iron defender; this allows the iron defender to use their immediate reaction should a PC attack an iron cobra.

Iron Defender:

- The iron defenders start in the same square as one of the statues and is in a compartment in the statue’s base.

- At low tier, each iron defender is attuned to protect one of the stonefist defenders and vice versa; these are the two closest to each other.
- At low tier, the iron defender sets up flank attacks with its stonefist defender partner so the stonefist defender can use its synchronized flank ability.
- At high tier, each iron defender is attuned to protect one of the iron cobras; these are the two closest to each other.

Stonefist Defender:

- The stonefist defenders start in the same square as one of the statues and is in a compartment in the statue’s base.
- Roll initiative normally for the stonefist defender; if it goes before its iron defender partner, it delays for it go first.
- At low tier, each stonefist defender is attuned to protect one of the iron defenders and vice versa; these are the two closest to each other.
- At low tier, the stonefist defender attacks the PC that is adjacent to its iron defender partner to gain the +2 bonus to attack and it also uses its synchronized flank ability to gain combat advantage for the additional +2 to attack and 1d6 damage.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the attacks, AC and defenses by 1 for all creatures. Reduce arbalester’s hit points by 6; reduce iron defender’s hit points by 8; reduce stonefist defender’s hit points by 8; and reduce iron cobra’s hit points by 8.

Six PCs: At low tier, add 1 arbalester and at high tier, add 2 arbalesters.

ENDING THE ENCOUNTER

The encounter ends when the homunculi are defeated.

- If the PCs flee and then return, the remaining homunculi are in the base of the statues or in one of the rooms
- If the PCs have completed Encounters 6, 7, and 8 (Mews, Kennel, and Stable) then proceed to Encounter 9

EXPERIENCE POINTS

The PCs gain 145/195 experience points for defeating the creatures and 40/60 experience points for defeating the skill challenge. If the PCs do not defeat the skill

challenge, award 10/15 experience points for each success.

This encounter counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5: MANOR STATISTICS (LOW LEVEL)

Arbalester		Level 4 Artillery	
Medium natural animate (construct, homunculus)		XP 175	
Initiative +6	Senses Perception +9; darkvision		
HP 43; Bloodied 21			
AC 16; Fortitude 15, Reflex 17, Will 15			
Immune disease, poison			
Speed 6			
m Slam (standard; at-will)			
+11 vs. AC; 1d6 + 4 damage.			
r Bolt (standard; at-will)			
Ranged 20/40; +11 vs. AC; 1d10 + 4 damage.			
R Double Shot (standard; recharge 4-6)			
The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other.			
Guard Area			
If an enemy is within an arbalester's guarded area at the start of the arbalester's turn, the arbalester recharges double shot.			
Alignment Unaligned		Languages -	
Str 15 (+4)	Dex 18 (+6)	Wis 15 (+4)	
Con 13 (+3)	Int 5 (-1)	Cha 8 (+1)	

Iron Defender		Level 3 Soldier	
Medium natural animate (construct, homunculus)		XP 150	
Initiative +5	Senses Perception +6; darkvision		
HP 47; Bloodied 23			
AC 18; Fortitude 16, Reflex 15, Will 13			
Immune disease, poison			
Speed 6			
m Bite (standard; at-will)			
+8 vs. AC; 1d8 + 3 damage.			
M Guard Creature (immediate reaction, when an adjacent enemy attacks the creature guarded by the iron defender; at-will)			
The iron defender makes a bite attack against the enemy.			
Pursue and Attack			
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.			
Alignment Unaligned		Languages -	
Str 16 (+4)	Dex 15 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 5 (-2)	Cha 8 (+0)	

Stonefist Defender		Level 2 Skirmisher	
Small natural animate (construct, homunculus)		XP 125	
Initiative +6	Senses Perception +4; darkvision		
HP 38; Bloodied 19			
AC 16; Fortitude 13, Reflex 14, Will 14			
Immune disease			
Speed 8			
m Spiked Fist (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d8+5 damage.			
Guard Creature			
A stonefist defender gains a +2 bonus to attack rolls against any enemy adjacent to its guarded creature.			
Synchronized Flank			
While a stonefist defender is flanking an enemy with its guarded creature, its attacks deal 1d6 extra damage against the flanked enemy.			
Tumble (move, at-will)			
The stonefist defender shifts 3 squares.			
Alignment Unaligned		Languages -	
Skills Acrobatics +9			
Str 12 (+2)	Dex 17 (+4)	Wis 17 (+4)	
Con 14 (+3)	Int 11 (+1)	Cha 7 (-1)	

ENCOUNTER 5: MANOR STATISTICS (HIGH LEVEL)

Arbalester		Level 4 Artillery
Medium natural animate (construct, homunculus)		XP 175
Initiative +6	Senses Perception +9; darkvision	
HP 43; Bloodied 21		
AC 16; Fortitude 15, Reflex 17, Will 15		
Immune disease, poison		
Speed 6		
m Slam (standard; at-will)		
+11 vs. AC; 1d6 + 4 damage.		
r Bolt (standard; at-will)		
Ranged 20/40; +11 vs. AC; 1d10 + 4 damage.		
R Double Shot (standard; recharge 4-6)		
The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other.		
Guard Area		
If an enemy is within an arbalester's guarded area at the start of the arbalester's turn, the arbalester recharges double shot.		
Alignment Unaligned	Languages -	
Str 15 (+4)	Dex 18 (+6)	Wis 15 (+4)
Con 13 (+3)	Int 5 (-1)	Cha 8 (+1)

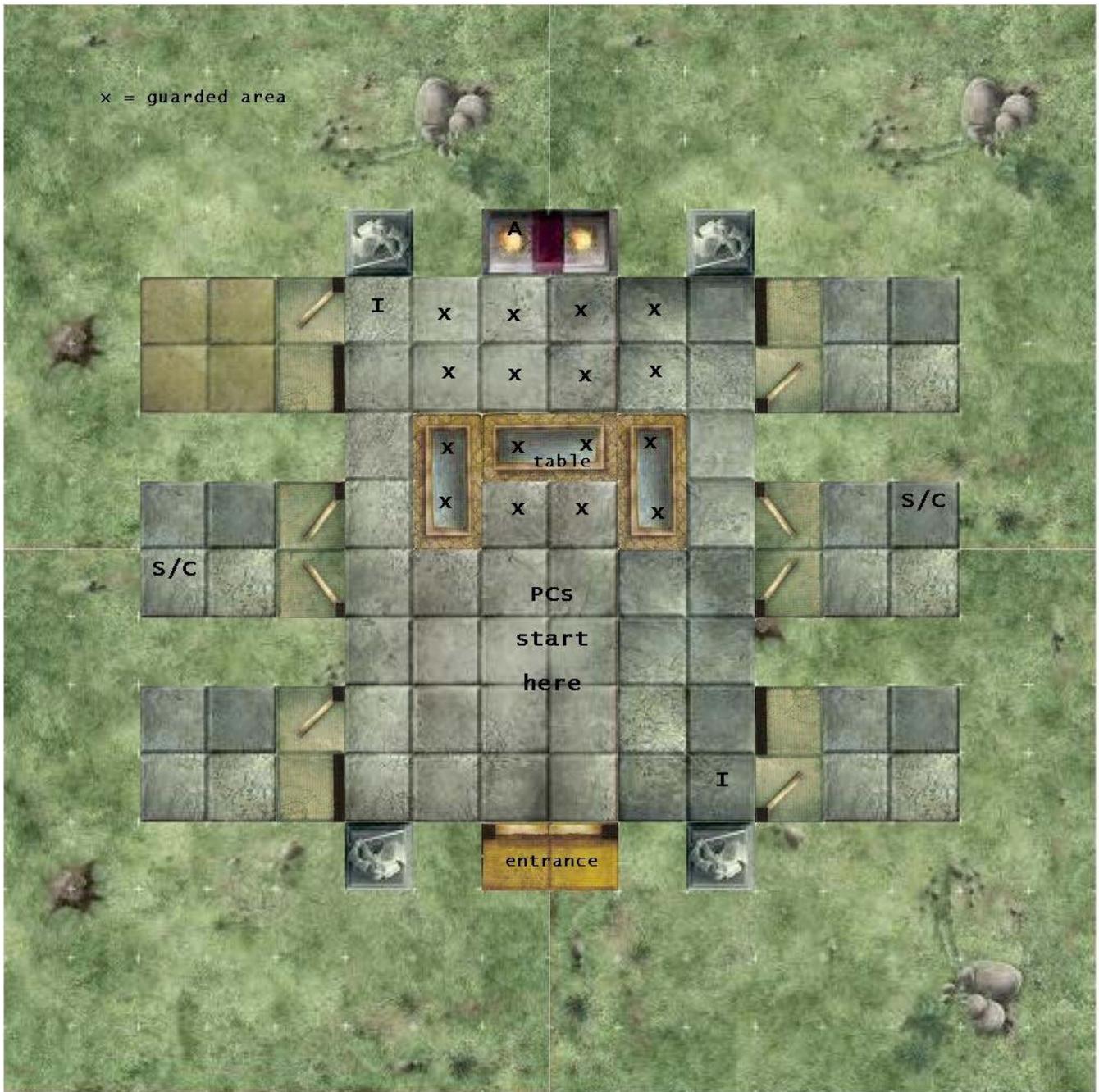
Iron Defender		Level 3 Soldier
Medium natural animate (construct, homunculus)		XP 150
Initiative +5	Senses Perception +6; darkvision	
HP 47; Bloodied 23		
AC 18; Fortitude 16, Reflex 15, Will 13		
Immune disease, poison		
Speed 6		
m Bite (standard; at-will)		
+8 vs. AC; 1d8 + 3 damage.		
M Guard Creature (immediate reaction, when an adjacent enemy attacks the creature guarded by the iron defender; at-will)		
The iron defender makes a bite attack against the enemy.		
Pursue and Attack		
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.		
Alignment Unaligned	Languages -	
Str 16 (+4)	Dex 15 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 5 (-2)	Cha 8 (+0)

Iron Cobra		Level 6 Skirmisher
Medium natural animate (construct, homunculus)		XP 250
Initiative +7	Senses Perception +9; darkvision	
HP 75; Bloodied 37		
AC 20; Fortitude 20, Reflex 18, Will 17		
Immune disease, poison		
Speed 7; see also <i>slithering shift</i>		
m Bite (standard; at-will) Poison		
+11 vs. AC; 1d8 + 3 damage, and ongoing 5 poison damage (save ends).		
R Poison the Mind (standard; recharge 3-6) Psychic		
Ranged 10; affects only creatures taking ongoing poison damage; +8 vs. Will; the target is dazed and slowed (save ends both); see also <i>guard areas</i> .		
Guard Area		
An iron cobra can use its poison the mind power against any creature in its guarded area, even if the poison hasn't recharged and even if the target isn't taking ongoing poison damage.		
Slithering Shift (move; at-will)		
The iron cobra shifts 3 squares as a move action.		
Alignment Unaligned	Languages -	
Skills Stealth +10		
Str 17 (+6)	Dex 15 (+5)	Wis 13 (+4)
Con 19 (+7)	Int 5 (+0)	Cha 12 (+4)

ENCOUNTER 5: MANOR MAP

TILE SETS NEEDED

- DT1 Dungeon Tiles x 1
- DT2 Arcane Corridors x 1
- DT6 Dungeon Tiles x 1
- DT7 Dungeon Tiles x 1
- Ruins of the Wild x1



ENCOUNTER 6: MEWS

ENCOUNTER LEVEL 2/4 (600/850 XP)

SETUP

This encounter includes the following creatures and objects at the low tier:

5 Blood Hawks (B)
Rotted Floor

This encounter includes the following creatures and objects at the high tier:

5 Blood Hawk Rakes (B)
Rotted Floor

As the adventurers enter the area, read:

A narrow spiral staircase forms the core of the tower and connects to four separate floors, each containing cages and perches. The wood latticework that once formed parts of the outer walls is broken, letting in a stiff breeze that sends stray feathers swirling and alleviates the odors emanating from foul substances that are spattered on the floor.

On the top floor, you find a secret door covered in filth. Any further investigation is interrupted by the sound of shrill shrieks and flapping wings that fill the air as a flock of blood-red birds descend on you.

Once the encounter is completed, the PCs can search.

- If the PCs have completed Encounter 5, 7, and 8 (Manor, Kennel, and Stable), the secret door contains a passage that runs down the side of the mews into the earth and leads to Encounter 9
- If the PCs have not completed all the encounters listed above, there is a compartment behind the secret door that contains nothing of value or interest
- The PCs find nothing of value or interest on the other floors of the mews

FEATURES OF THE AREA

Illumination: Bright light.

Cages: The cages' squares are difficult terrain, costing 1 extra square of movement. A PC can use the cage to capture a blood hawk. See the Statistics section below for details.

Desk: The desk square is difficult terrain.

Perches: The perches' squares are difficult terrain. If a PC makes a DC 5 Strength check, they knock the perch over, making the square normal terrain.

Stairs: The stairs are difficult terrain and PCs in the stairwell have cover.

TACTICS

The blood hawks start outside and swoop inside using their flyby attack. They return to the outside with their move action, using the cover of the solid walls to prevent the PCs from attacking them easily. They prefer to attack immobilized PCs.

If a PC is adjacent to an outer wall opening, the blood hawks combine efforts by assisting one of their own to bull rush the PC. If successful and the PC fails their saving throw, the PC takes 4d10 damage from falling.

SCALING THE ENCOUNTER

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

Four PCs: At low tier, remove 1 blood hawk. At high tier, remove 1 blood hawk rake.

Six PCs: At low tier, add 1 blood hawk. At high tier, add 1 blood hawk rake.

ENDING THE ENCOUNTER

The encounter ends when the creatures are defeated.

- If the PCs flee and then return, the remaining creatures attack again
- If the PCs have completed Encounters 5, 7 and 8 (Manor, Kennel and Stable), proceed to Encounter 9

EXPERIENCE POINTS

The PCs receive 120/170 experience points for defeating the creatures and the hazard.

This encounter counts toward a milestone.

TREASURE

No treasure is found in this encounter.

ENCOUNTER 6: MEWS STATISTICS (LOW LEVEL)

Blood Hawk		Level 1 Skirmisher
Small natural beast		XP 100
Initiative +5	Senses Perception +1	
HP 27; Bloodied 13		
AC 15; Fortitude 12, Reflex 14, Will 12		
Speed 2 (clumsy); fly 6		
M Claw Rake (standard; at-will)		
+6 vs. AC; 1d6 + 5 damage and the target takes ongoing 2 damage, or ongoing 5 damage if the blood hawk is bloodied (save ends).		
M Flyby Attack (standard; at-will)		
The blood hawk flies 6 squares and makes a claw rake attack at any point during that movement. The blood hawk doesn't provoke opportunity attacks when moving away from the target.		
Alignment Unaligned		Languages -
Str 13 (+1)	Dex 16 (+3)	Wis 13 (+1)
Con 11 (+0)	Int 2 (-4)	Cha 7 (-2)

Cage	Single-Use Terrain
Standard Action	
Requirement You must be adjacent to the cage	
Check DC 5 Strength check to use the cage	
Success You can use the cage to capture a creature	
Target One small-sized creature	
Attack Level + 3 vs. Reflex	
Hit The creature is captured	
Miss The creature is not captured	
Effect The creature is immobilized	

Rotted Floor		Level 1 Obstacle
Hazard		XP 100
Hazard: The floor of the entire map is rotted and immobilizes those it hits.		
Perception		
DC 20: The PC notices the rotted floor.		
Trigger		
When a PC moves more than 2 squares on the floor of the room.		
Attack		
Immediate Interrupt	Melee	
Target: One creature		
Attack: +4 vs. Reflex		
Hit: Creature is immobilized (save ends)		
Miss: The PC spends an extra square of movement		
Countermeasures		
With a DC 20 Acrobatics check the PC avoids the attack.		

ENCOUNTER 6: MEWS STATISTICS (HIGH LEVEL)

Blood Hawk Rake	Level 3 Skirmisher
Small natural beast	XP 150
Initiative +6 Senses Perception +1	
HP 43; Bloodied 21	
AC 17; Fortitude 14, Reflex 16, Will 14	
Speed 2 (clumsy); fly 6	
M Claw Rake (standard; at-will)	
+8 vs. AC; 1d6 + 6 damage and the target takes ongoing 3 damage, or ongoing 6 damage if the blood hawk is bloodied (save ends).	
M Flyby Attack (standard; at-will)	
The blood hawk flies 6 squares and makes a claw rake attack at any point during that movement. The blood hawk doesn't provoke opportunity attacks when moving away from the target.	
Alignment Unaligned	Languages -
Str 13 (+2)	Dex 16 (+4) Wis 13 (+2)
Con 11 (+1)	Int 2 (-3) Cha 7 (-1)

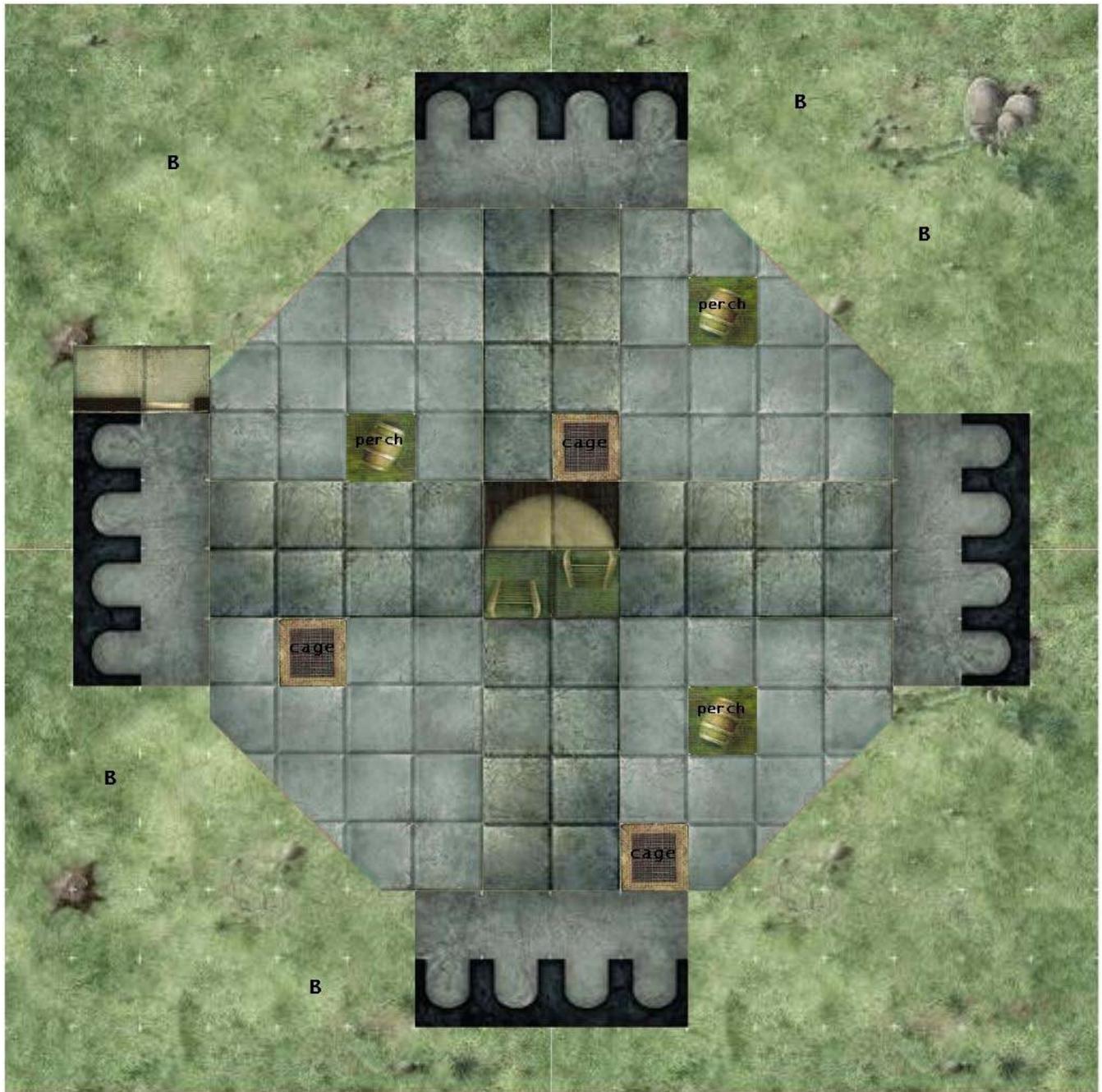
Cage	Single-Use Terrain
Standard Action	
Requirement You must be adjacent to the cage	
Check DC 5 Strength check to use the cage	
Success You can use the cage to capture a creature	
Target One small-sized creature	
Attack Level + 3 vs. Reflex	
Hit The creature is captured	
Miss The creature is not captured	
Effect The creature is immobilized	

Rotted Floor	Level 1 Obstacle
Hazard	XP 100
Hazard: The floor of the entire map is rotted and immobilizes those it hits.	
Perception	
DC 20: The PC notices the rotted floor.	
Trigger	
When a PC moves more than 2 squares on the floor of the room.	
Attack	
Immediate Interrupt	Melee
Target: One creature	
Attack: +4 vs. Reflex	
Hit: Creature is immobilized (save ends)	
Miss: The PC spends an extra square of movement	
Countermeasures	
With a DC 20 Acrobatics check the PC avoids the attack.	

ENCOUNTER 6: MEWS MAP

TILE SETS NEEDED

- DT1 Dungeon Tiles x 1
- DT2 Arcane Corridors x 1
- DT3 Hidden Crypts x 1
- DT7 Dungeon Tiles x 1
- Ruins of the Wild x1



ENCOUNTER 7: KENNEL

ENCOUNTER LEVEL 3/5 (850/1000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Barghest Battle Lord (L)
- 1 Barghest Savager (S)
- 3 Hyena (H)

This encounter includes the following creatures at the high tier:

- 1 Barghest Battle Lord (L)
- 4 Barghest Savager (S)

As the adventurers enter the area, read:

Cracked and broken bones litter the floor of the kennel. Parts of the wall have collapsed, leaving openings large enough for a person to squeeze through. There are rotting human remains in a pen and the locked door to that pen is scored with bite marks.

Your inspection is interrupted by a pack of howling and slavering canine creatures that are racing towards you with malign intent.

Once the encounter is completed, the PCs can search.

- If the PCs have completed Encounter 5, 6, and 8 (Manor, Mews, and Stable), there is a secret trap door beneath the human remains that leads to Encounter 9
- If the PCs have not completed all the encounters listed above, there is no secret trap door
- The PCs find treasure and magic items

FEATURES OF THE AREA

Illumination: Bright light.

Pens: A PC can open/close a door to an unlocked pen with a minor action. The pen's bars do not block line of sight or line of effect.

Wall Openings: It is difficult terrain to go through an opening for a medium-sized creature costing 1 extra square of movement. A small-sized creature can move through the opening normally.

TACTICS

Barghest Battle Lord:

- It uses its psychic howl to daze defenders so its allies can go after the other PCs.
- It saves its life feed for when it is wounded but not yet bloody to affect as many PCs as it can
- It tries to keep its distance to use its range power.

Barghest Savager:

- It uses jump strike to attack the same PC the hyenas are attacking to gain combat advantage granted by harrier.
- It maintains their wolf form until the PCs use an encounter attack power that does good (your judgment) damage; they steal the power and switch to bugbear form to use it.

Hyenas:

- They use their speed to move through the wall openings and attack a PC.
- They use harrier to grant their allies combat advantage.
- They use pack attack when they can.

SCALING THE ENCOUNTER

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

Four PCs: At low tier, remove 1 hyena and at high tier, remove 1 barghest savager.

Six PCs: At low tier, add 1 hyena and at high tier, add 1 barghest savager.

ENDING THE ENCOUNTER

The encounter ends when the creatures are defeated.

- If the PCs flee and then return, the remaining creatures have fled and do not attack the PCs again
- If the PCs have completed Encounters 5, 6 and 8 (Manor, Mews and Stable), proceed to Encounter 9

EXPERIENCE POINTS

The PCs receive 170/200 experience points for defeating the creatures. This encounter counts toward a milestone.

TREASURE

The PCs can loot their opponents' lair and gain 50/75 gp. The PCs find magic items on the human remains. At low tier, they find: *Boots of the Fencing Master*, *Bracers of Bold Maneuvering*, *Helm of Vigilant Awareness*, *Necklace of Keys* +2. At high tier, they find: *Amulet of Vigor* +2,

Diamond Cincture, Helm of Vigilant Awareness, Necklace of Keys +2.

ENCOUNTER 7: KENNEL STATISTICS (LOW LEVEL)

Barghest Battle Lord		Level 7 Controller
Medium natural humanoid (shapechanger)		XP 300
Initiative +5 Senses Perception +12; low-light vision		
HP 82; Bloodied 41		
AC 21; Fortitude 19, Reflex 19, Will 19		
Resist 5 psychic		
Speed 6 (8 in wolf form)		
m Bite (standard; usable only in wolf form; at-will)		
+12 vs. AC; 2d6 + 4 damage and the target is knocked prone.		
m Greatsword (standard; usable only in hobgoblin form; at-will)◆		
Weapon		
+12 vs. AC; 1d10+5 damage, and the barghest battle lord is invisible to the target until the end of the battle lord's next turn.		
r Psychic Howl (standard; at-will)◆ Fear, Psychic		
Ranged 10; +11 vs. Will; 1d8 + 5 psychic damage, and the target is dazed until the end of the barghest battle lord's next turn.		
<i>Aftersight.</i> The target takes a -2 penalty to attack rolls (save ends).		
C Life Feed (standard; usable only in wolf form; encounter)		
Healing, Necromantic		
Close blast 5; +11 vs. Fortitude; 1d8 + 1 necrotic damage, and ongoing 5 necrotic damage (save ends). When a target takes the ongoing damage, the barghest battle lord regains 5 hit points.		
Change Shape (minor 1/round; at-will) Polymorph		
A barghest battle lord can alter its physical form to appear as a wolf or a hobgoblin (see Change Shape, MM 280).		
Get Some Distance (immediate reaction, when hit by a melee attack; encounter)		
The barghest battle lord shifts 2 squares.		
Alignment Evil		Languages Common, Goblin
Skills Intimidate +11		
Str 16 (+6)	Dex 15 (+5)	Wis 18 (+7)
Con 18 (+7)	Int 19 (+7)	Cha 16 (+6)
Equipment greatsword		

Barghest Savager		Level 4 Brute
Medium natural humanoid (shapechanger)		XP 175
Initiative +4 Senses Perception +9; low-light vision		
HP 63; Bloodied 31		
AC 16; Fortitude 17, Reflex 15, Will 15		
Speed 6 (8 in wolf form)		
m Bite (standard; usable only in wolf form; at-will)		
+7 vs. AC; 2d8 + 4 damage		
m Battleaxe (standard; usable only in bugbear form; at-will)◆		
Weapon		
+7 vs. AC; 1d10 +6 damage		
M Jump Strike (standard; recharge 5-6)		
The barghest savager shifts 3 squares before and after the attack; +7 vs. AC; 3d8 + 5 damage		
M Power Feed (standard; usable only in wolf form; encounter)◆		
Psychic, Reliable		
+5 vs. Will; 2d6 + 5 psychic damage, and the barghest savager gains one use of an at-will or encounter attack power that it has seen the target use during this encounter. The savager must use the gained power while in its bugbear form and before the end of the encounter. The attack bonus for the power is +7 vs. AC and +5 vs. any other defense.		
Change Shape (minor 1/round; at-will) Polymorph		
A barghest savager can alter its physical form to appear as a wolf or a bugbear (see Change Shape, MM 280).		
Alignment Evil		Languages Common, Goblin
Skills Stealth +9		
Str 18 (+6)	Dex 15 (+4)	Wis 14 (+4)
Con 13 (+3)	Int 12 (+3)	Cha 11 (+2)
Equipment battleaxe		

Hyena		Level 2 Skirmisher
Small natural beast		XP 125
Initiative +5 Senses Perception +7; low-light vision		
HP 37; Bloodied 18		
AC 16; Fortitude 14, Reflex 13, Will 12		
Speed 8		
m Bite (standard; at-will)		
+7 vs. AC; 1d6 + 3 damage; see also <i>pack attack</i>		
Pack Attack		
A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena's allies.		
Harrier		
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.		
Alignment Unaligned		Languages -
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 13 (+2)	Int 2 (-3)	Cha 5 (-2)

ENCOUNTER 7: KENNEL STATISTICS (HIGH LEVEL)

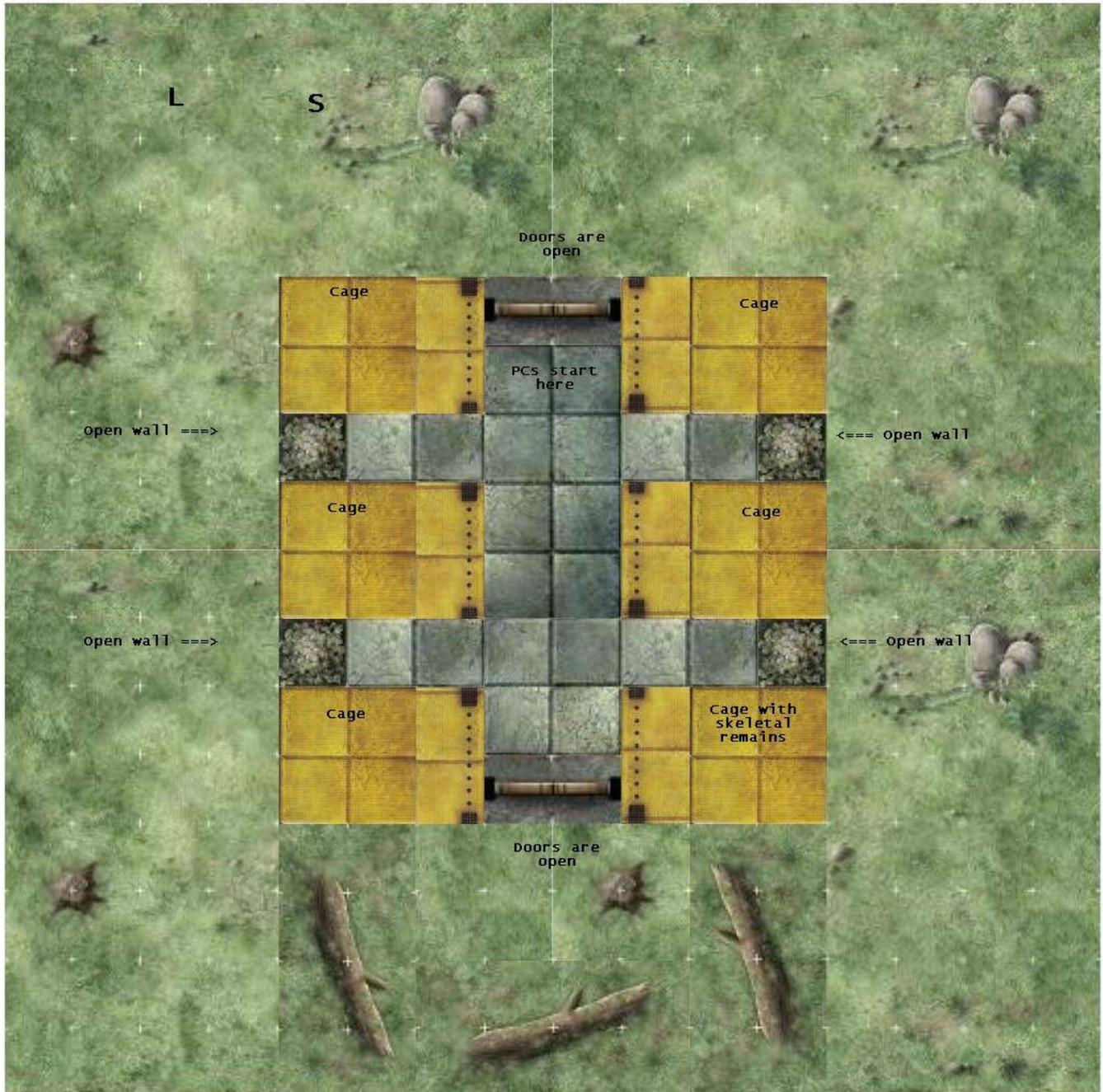
Barghest Battle Lord	Level 7 Controller
Medium natural humanoid (shapechanger)	XP 300
Initiative +5 Senses Perception +12; low-light vision	
HP 82; Bloodied 41	
AC 21; Fortitude 19, Reflex 19, Will 19	
Resist 5 psychic	
Speed 6 (8 in wolf form)	
m Bite (standard; usable only in wolf form; at-will)	
+12 vs. AC; 2d6 + 4 damage and the target is knocked prone.	
m Greatsword (standard; usable only in hobgoblin form; at-will)◆	
Weapon	
+12 vs. AC; 1d10+5 damage, and the barghest battle lord is invisible to the target until the end of the battle lord's next turn.	
r Psychic Howl (standard; at-will)◆ Fear, Psychic	
Ranged 10; +11 vs. Will; 1d8 + 5 psychic damage, and the target is dazed until the end of the barghest battle lord's next turn.	
<i>Aftereffect.</i> The target takes a -2 penalty to attack rolls (save ends).	
C Life Feed (standard; usable only in wolf form; encounter)	
Healing, Necromantic	
Close blast 5; +11 vs. Fortitude; 1d8 + 1 necrotic damage, and ongoing 5 necrotic damage (save ends). When a target takes the ongoing damage, the barghest battle lord regains 5 hit points.	
Change Shape (minor 1/round; at-will) Polymorph	
A barghest battle lord can alter its physical form to appear as a wolf or a hobgoblin (see Change Shape, MM 280).	
Get Some Distance (immediate reaction, when hit by a melee attack; encounter)	
The barghest battle lord shifts 2 squares.	
Alignment Evil	Languages Common, Goblin
Skills Intimidate +11	
Str 16 (+6)	Dex 15 (+5) Wis 18 (+7)
Con 18 (+7)	Int 19 (+7) Cha 16 (+6)
Equipment greatsword	

Barghest Savager	Level 4 Brute
Medium natural humanoid (shapechanger)	XP 175
Initiative +4 Senses Perception +9; low-light vision	
HP 63; Bloodied 31	
AC 16; Fortitude 17, Reflex 15, Will 15	
Speed 6 (8 in wolf form)	
m Bite (standard; usable only in wolf form; at-will)	
+7 vs. AC; 2d8 + 4 damage	
m Battleaxe (standard; usable only in bugbear form; at-will)◆	
Weapon	
+7 vs. AC; 1d10 +6 damage	
M Jump Strike (standard; recharge 5-6)	
The barghest savager shifts 3 squares before and after the attack; +7 vs. AC; 3d8 + 5 damage	
M Power Feed (standard; usable only in wolf form; encounter)◆	
Psychic, Reliable	
+5 vs. Will; 2d6 + 5 psychic damage, and the barghest savager gains one use of an at-will or encounter attack power that it has seen the target use during this encounter. The savager must use the gained power while in its bugbear form and before the end of the encounter. The attack bonus for the power is +7 vs. AC and +5 vs. any other defense.	
Change Shape (minor 1/round; at-will) Polymorph	
A barghest savager can alter its physical form to appear as a wolf or a bugbear (see Change Shape, MM 280).	
Alignment Evil	Languages Common, Goblin
Skills Stealth +9	
Str 18 (+6)	Dex 15 (+4) Wis 14 (+4)
Con 13 (+3)	Int 12 (+3) Cha 11 (+2)
Equipment battleaxe	

ENCOUNTER 7: KENNEL MAP

TILE SETS NEEDED

- DT1 Dungeon Tiles x 1
- DT6 Dungeon Tiles x 1
- DT7 Dungeon Tiles x 1
- Ruins of the Wild x1



ENCOUNTER 8: STABLE

**SKILL CHALLENGE LEVEL 5 / 9,
COMPLEXITY 2 (80 / 160 XP)**

SETUP

As the PCs enter the dilapidated stables to search it, the wind causes the building to collapse on them.

The building's planks rattle in the strongly gusting wind as you search the stable, finding nothing interesting or of value.

A sudden violent gust of wind shakes the entire stable and an ominous groan echoes throughout the building. A support timber cracks in two as it gives way. In a chain reaction other beams respond the same way as they are unable to bear the sudden strain.

Before you can escape, the building comes crashing down on you, trapping you in the rubble.

Once the encounter is completed, the PCs can search.

- If the PCs have completed Encounter 5, 6, and 7 (Manor, Mews, and Kennel), the stable's collapse reveals a hidden passage that leads to Encounter 9
- If the PCs have not completed all the encounters listed above, no hidden passage is revealed
- The PCs find nothing of value or interest in or around the stable

SKILL CHALLENGE: ESCAPE

Goal: Escape from the rubble.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Dungeoneering, Endurance, Perception

Other Skills: n/a

Victory: The PCs escape from the rubble and no one loses any healing surges.

Defeat: The PCs escape from the rubble and everyone loses two (2) healing surges.

Running the skill challenge:

- Have players roll initiative for their PCs.
- Have the PCs go initiative order.
- Ensure every PC has a chance to roll a skill check at least once before allowing any PC to roll to complete the skill challenge.
- If a PC chooses to delay, it counts as a failure in the first round; tell the PC's player this.

- Once the PCs achieve two (2) successes in one of the scenes below, move to the next scene.
- On the first round the PCs may not assist one another.
- After the first round the PCs can freely assist one another with a maximum of two assists.

SCENE 1

The first scene covers a PC freeing themselves.

Splintered planks, fallen timbers, and choking dust surround you. The wind continues to gust, threatening to topple the remainder of the stable on you. You must somehow escape from the rubble before the rest of it comes down on your head!

Athletics DC 12/19 (1 success; no maximum)

The PC physically pushes and lifts the debris off of them and forces their way out to escape from the rubble. A PC can make a DC 12/19 Acrobatics check to add a +2 bonus to their Athletics check.

Acrobatics DC 12/19 (1 success; no maximum)

The PC twists, turns and wriggles their way through the debris to escape from the rubble. A PC can make a DC 12/19 Athletics check to add a +2 bonus to their Acrobatics check.

Dungeoneering DC 12/19 (1 success; no maximum)

The PC uses their knowledge of cave-ins and collapses to determine the best way to escape from the rubble. A PC can make a DC 12/19 Perception check to add a +2 bonus to their Dungeoneering check.

SCENE 2

The second scene covers a PC freeing a fellow PC.

Breaking free from the rubble and debris, you realize others are still trapped in it. Will you help them escape before they are crushed?

Athletics DC 12/19 (1 success; no maximum)

The PC physically sifts through the debris and lifts the rubble to free others still trapped. A PC can make a DC 12/19 Dungeoneering check to add a +2 bonus to their Athletics check.

Dungeoneering DC 12/19 (1 success; no maximum)

The PC uses their knowledge of cave-ins and collapses to determine where others are still trapped and how to best free them. A PC can make a DC 12/19 Perception check to add a +2 bonus to their Dungeoneering check.

Perception DC 12/19 (1 success; no maximum)

The PC searches for others trapped in the rubble and debris. A PC can make a DC 12/19 Athletics check to add a +2 bonus to their Perception check.

SCENE 3

The third scene covers a PC checking their wounds.

After freeing the others that were trapped in the rubble, you realize many of you are injured, some more than others. Rusty nails and dirty splinters pierce the skin of you and your allies.

Endurance DC 12/19 (1 success; no maximum)

The PC grits their teeth and bears through the pain of their injuries. A PC can make a DC 12/19 Heal check to add a +2 bonus to their Endurance check.

Heal DC 12/19 (1 success; no maximum)

The PC uses their medical knowledge to tend the injured and alleviate their pain. A PC can make a DC 12/19 Nature check to add a +2 bonus to their Heal check.

Nature DC 12/19 (1 success; no maximum)

The PC uses their knowledge of local plants and herbs to find ones effective in treating injuries and alleviating pain. A PC can make a DC 12/19 Perception check to add a +2 bonus to their Nature check.

ENDING THE ENCOUNTER

The encounter ends when the skill challenge is complete.

- **Success:** The PCs escape from the rubble without serious injury
- **Failure:** The PCs escape from the rubble, but they have suffered serious injuries (lose 2 healing surges)
- If the PCs have completed encounters 5, 6, and 7 (Manor, Mews, and Kennel), proceed to Encounter 9

EXPERIENCE POINTS

The PCs receive 80/160 experience points for successfully completing skill challenge encounter. This encounter counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 9: HIDDEN

SETUP

When the PCs complete all four encounters (Encounter 5: Manor; Encounter 6: Mews; Encounter 7: Kennel; and Encounter 8: Stable), run this encounter. The scene to read is based on the last of the four encounters the PCs complete.

- **Scene 1:** the last encounter was Encounter 5: Manor
- **Scene 2:** the last encounter was Encounter 6: Mews
- **Scene 3:** the last encounter was Encounter 7: Kennel
- **Scene 4:** the last encounter was Encounter 8: Stable

After reading Scene 1, 2, 3, or 4 continue with Scene 5.

SCENE 1

Read this scene if the last encounter was Encounter 5: Manor:

Your search of the fireplace reveals a hidden door leading to a passage that descends into the earth. The passage ends in a chamber where there are four magic circles in the corners and another door at the far end.

The magic circles glow brilliant red and demonic shapes begin to form inside their boundaries.

Pause for effect and continue with Scene 5.

SCENE 2

Read this scene if the last encounter was Encounter 6: Mews:

Your search of the compartment behind the door reveals a panel hiding a passage that leads down side of the building and into the earth. The passage ends in a chamber where there are four magic circles in the corners and another door at the far end.

The magic circles glow brilliant red and demonic shapes begin to form inside their boundaries.

Pause for effect and continue with Scene 5.

SCENE 3

Read this scene if the last encounter was Encounter 7: Kennel:

Your search of the pen where the human remains lie reveals a secret trap door hiding a passage that leads

into the earth. The passage ends in a chamber where there are four magic circles in the corners and another door at the far end.

The magic circles glow brilliant red and demonic shapes begin to form inside their boundaries.

Pause for effect and continue with Scene 5.

SCENE 4

Read this scene if the last encounter was Encounter 8: Stable:

The stable's collapse reveals a hidden passage that leads into the earth. The passage ends in a chamber where there are four magic circles in the corners and another door at the far end.

The magic circles glow brilliant red and demonic shapes begin to form inside their boundaries.

Pause for effect and continue with Scene 5.

SCENE 5

Read this scene after Scene 1, 2, 3 or 4 is read:

Without warning, the circles fail, sending their occupants screaming in rage back from where they came.

With no demons to oppose you, the final door succumbs to you. Behind the door are charts, diagrams, notes, plans, and journals apparently detailing Tilland's work.

The PCs have discovered Tilland's work and they can learn the following from a perusal of it:

- Key details about magical vaults Tilland created for rich and powerful families in Tarmalune, including Ildamar Yeskrel's family.
- Knowing these key details would make it easier to circumvent or defeat a vault's defenses.
- Tilland does not detail the contents of the vaults.
- There are sparse details about the vaults he created in the mansion known as Garlgarde.
- Tilland was hired through an agent for someone who desired to remain anonymous to work on Garlgarde.
- Tilland notes there were necromancers who came in toward the end of Garlgarde's construction.
- The necromancers called or created wraiths to guard Garlgarde.

- Tilland suspects both a living person and undead person are needed to open the vaults.

ENDING THE ENCOUNTER

The encounter ends when the PCs decide what to do with Tilland's work.

Options include:

- Give the originals to Ildamar Yeskrel (or Karadandel) and do not keep a copy of them.
- Give the originals to Ildamar Yeskrel (or Karadandel) and keep a copy of them.
- Give a copy to Ildamar Yeskrel (or Karadandel) and keep the originals.
- Do not give the originals or a copy to Ildamar Yeskrel (or Karadandel) and keep the originals.

- **CORE56 Ildamar's Favor:** If the PCs give the originals or a copy to Ildamar Yeskrel
- **CORE57 Karadandel's Favor:** If the PCs give the originals or a copy to Karadandel
- **CORE58 Tilland's Work:** If the PCs keep the originals or a copy of Tilland's work

Present the players the treasure bundles and options and conclude the adventure.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter and it does not count towards a milestone.

TREASURE

The PCs find a ritual book containing a ritual for *magic circle* and an alchemical formula for *lockbust chalk*.

They receive 50/75 gp from Ildamar Yeskrel or Karadandel for investigating Tilland's estate.

CONCLUDING THE ADVENTURE

If the PCs found Tilland's work, read the following:

With Tilland's work recovered, your investigation of his ruined estate concludes.

Questions remain: who murdered Bernun, why the interest in Tilland's work and what does this have to do with Garlgarde? One thing is clear, there are more secrets to be revealed and who knows where they may lie.

If the PCs did not find Tilland's work, read the following:

Despite your attempts, you did not recover Tilland's work and your investigation of his ruined estate must conclude.

Questions remain: who murdered Bernun, why the interest in Tilland's work and what does this have to do with Garlgarde? One thing is clear, there are more secrets to be revealed and who knows where they may lie.

Determine awards based on what the PCs decide to do with Tilland's work:

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 can and should 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: Chase
80 / 160 XP

Encounter 5: Manor
185 / 255 XP

Encounter 6: Mews
120 / 170 XP

Encounter 7: Kennel
170 / 200 XP

Encounter 8: Stable
80 / 160 XP

Minor Quest: Retrieve Tilland's work
5 / 15 XP

Total Possible Experience
640 / 960 XP

Gold per PC
100 / 150 gp
(Encounter 7: 50 / 75 gp, Encounter 9: 50 / 75 gp)

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 something else of value. Each player makes one and only 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 amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character that spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *Boots of the Fencing Master* (item level 7; Adventurer's Vault) (low-level version only)
Found in Encounter #7

Bundle B: *Bracers of Bold Maneuvering* (low-level version only) (item level 8; Adventurer's Vault)
Found in Encounter #7

Bundle C: *Helm of Vigilant Awareness* (item level 7; Adventurer's Vault)
Found in Encounter #7

Bundle D: *Necklace of Keys +2* (item level 8; Adventurer's Vault 2)
Found in Encounter #7

Bundle E: *Amulet of Vigor +2* (high-level version only) (item level 9; Adventurer's Vault 2)
Found in Encounter #7

Bundle F: *Diamond Cincture* (high-level version only)
(item level 10; Adventurer's Vault 2)
Found in Encounter #7

Bundle G: ritual book for *magic circle*
Found in Encounter #9

Bundle H: alchemical formula for *lockbust chalk*
Found in Encounter #9

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add *clay of creation* plus 25 / 150 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

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. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

CORE56 Ildamar's Favor

For giving him possession of Tilland's work, you earn his favor. For an adventure taking place in Tarmalune, part or whole, the PC may call upon Ildamar for assistance. The judge adjudicates whether Ildamar assists and if he does, how much he grants.

CORE57 Karadandel's Favor

For giving her possession of Tilland's work, you earn her favor. For an adventure taking place in Tarmalune, part or whole, the PC may call upon Karadandel for assistance. The judge adjudicates whether Karadandel assists and if she does, how much she grants.

CORE59 Tilland's Work

You retain possession of Tilland's work, an original or copy, detailing his work in and around Tarmalune. For an adventure taking place in Tarmalune, the judge adjudicates if possession of this work assists the PC in their endeavor.

ADVENTURE QUESTIONS

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

1. What happened to Gilrak?
 - a. He was captured and turned over to the authorities
 - b. He was captured and released
 - c. He escaped
 - d. He suffered another fate not listed
2. Who hired the PCs to investigate Tilland's ruined estate?
 - a. Ildamar Yeskrel
 - b. Karadandel the Sly
 - c. The PCs were not hired by either Ildamar or Karadandel
3. Did the PCs keep Tilland's work?
 - a. The PCs kept the originals of Tilland's work
 - b. The PCs kept a copy of Tilland's work
 - c. The PCs did not keep any of Tilland's work

NEW RULES

Amulet of Vigor

Level 2+

This silver amulet bears an engraved prayer for health and healing on it back.

Lvl 7 +2 2,600 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will.

Property: Your healing surge value increases by an amount equal to the amulet's enhancement bonus -1.

Power (Daily): Free Action. *Trigger:* You spend a healing surge to regain hit points. *Effect:* You regain additional hit points as if you had spent another healing surge.

Reference: *Adventurer's Vault 2*, page 63.

Boots of the Fencing Master

Level 7

You swift step befuddles your foes.

Item Slot: Feet 2,600 gp

Property: When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

Power (Encounter): Minor Action. Shift 2 squares.

Reference: *Adventurer's Vault*, page 127.

Bracers of Bold Maneuvering

Level 8+

These slick cuffs help maintain your defensive guard as you move around wary foes

Lvl 8 3,400 gp

Item Slot: Arms

Power (Encounter): Minor Action. Gain a +4 power bonus to AC against opportunity attacks until the end of your next turn.

Reference: *Adventurer's Vault*, page 115.

Diamond Cincture

Level 10+

The diamonds on this platinum band grant great fortitude, which you can sacrifice for health.

Lvl 10 +1 5,000 gp

Item Slot: Waist

Property: This belt holds one diamond and you gain a +1 item bonus to Fortitude.

Power (At-Will; Healing): Minor Action. When you use this power, one diamond on the belt cracks and darkens, becoming worthless. You regain hit points as if you had spent a healing surge, and the belt's item bonus is reduced by one. If there are no diamonds on the belt, you can't use this power. After an extended rest, each diamond destroyed by this power is restored.

Reference: *Adventurer's Vault 2*, page 75.

Helm of Vigilant Awareness

Level 7

The gems mounted above the ears and eyeholes of this steel helmet flash red when a deafening noise or blinding light appears.

Item Slot: Head 2,600 gp

Power (Daily): Immediate Interrupt. Use this power when an attack would make you blinded or deafened. The blinded or deafened condition from that attack does not affect you.

Reference: *Adventurer's Vault*, page 143.

Lockbust Chalk

Level 3+

Lvl 4 40 gp

Lvl 9 160 gp

Lvl 14 800 gp

Lvl 19 4,200 gp

Lvl 24 21,000 gp

Lvl 29 105,000 gp

When fitted within a keyhole, this thin stick of grey chalk can force open the most complicated locks.

Alchemical Item

Power (Consumable): Standard Action. Make a Thievery check on an adjacent locked object or a locked object you are holding, gaining a +7 bonus to the check instead of your normal check modifier. A successful check destroys the lock; a failed check does not damage it.

Level 9: +9 bonus.

Level 14: +12 bonus.

Level 19: +14 bonus.

Level 24: +17 bonus.

Level 29: +19 bonus.

Reference: *Adventurer's Vault*, page 29.

Necklace of Keys

Level 3+

Lvl 8 +2 3,400 gp

Each key threaded through this leather cord and necklace can unlock a portal, even one you haven't detected yet.

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to Thievery checks to open locks equal to the necklace's enhancement bonus.

Power (Daily; Teleportation): Minor Action. If you're grabbed or restrained, you can teleport 3 squares.

Reference: *Adventurer's Vault 2*, page 67.