

# NIGHTMARES

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

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Citizens of Hammergate are suffering sleepless nights, with visions of undead horrors invading their dreams. To one gnome, these nightmares have a special meaning. You must discover the secret of her visions or no one will ever sleep peacefully again. A *Living Forgotten Realms* adventure set in the East Rift for characters levels 11 - 14.

**Note:** This adventure takes place chronologically before EAST2-2 *Sibilant Whispers* and serves (in part) as a prequel to that adventure. The storylines are not directly connected, so the two adventures can be played in either order, but events that occur in this adventure do help explain some later events that occur in EAST2-2.

Version 1.1 (23 February 2011)

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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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears 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 a WPN event (see above), 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. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, 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 11 - 14. 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.

This 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

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM

must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the

dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest.

Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters.

After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone 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 automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the

character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may 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. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

## ADVENTURE BACKGROUND

Martak Ironwall, faithful gnomish servant of Gaerdal Ironhand (a pre-Spellplague gnome deity), began serving as a holy warrior in the year 1380 DR, five years before the Spellplague engulfed Faerûn. Martak made the difficult decision to leave his wife, Breenella, to devote his life to the cause of Gaerdal Ironhand. Though he did not divorce her, both knew that their time together would be limited; a role that Breenella was

willing to suffer in humble respect for her husband and his mission.

Martak left home and enlisted as a warrior at the Shield of the Rathgaunt Hills Abbey. There he rose quickly in the ranks not only because of his faithfulness to Ironhand, but because of his great skill as a warrior and his wisdom in the ways of his deity. It wasn't long before Martak ascended to the top of his order and took over leadership of the forces stationed at the abbey.

Martak was instrumental in forging new alliances with the gold dwarves of the region. In a very recent negotiation, Martak formed a mutually beneficial pact with the gold dwarves. As a gesture of goodwill, both sides exchanged priceless artifacts. The gnomes received the Haggemaule, a great golden hammer that was once wielded by an ancient dwarven hero. As the hammer is the symbol of their god, Gaerdal Ironhand, the item was well received and cherished by the gnomes.

In 1385 DR, the abbey suffered a series of attacks via a portal breach to the Shadowdark within the abbey catacombs. As the battle raged, giants, ogres, and other forces began assaulting the abbey from without. Soon the warriors of the abbey fought against the greatest force it had ever encountered. During the battle's climax, the Spellplague descended upon Toril and a blue fire consumed the land. The abbey and the area surrounding it were ripped from the very earth as the crushing forces of the Spellplague collapsed it into the underchasm. Miraculously, the abbey, and surrounding lands, floated free into space. The newly formed earthmote drifted safely away.

After the forming of the Rathgaunt Mote, the invading forces were destroyed. The warriors of the abbey were spared their fate, but they passed away into a state of undead, becoming ghost legionnaires; forever haunting their fortress. By that time visions had sent Martak into the catacombs with the Haggemaule to protect it from being destroyed. Martak completed his mission, but unusual magical forces caused the fusion of his soul with that of the Haggemaule. While Martak essentially passed into a state of undeath, like the warriors under his command, his essence has forever been tied to the Haggemaule.

Recently, a rift from the Shadowdark and Shadowfell has opened within the catacombs of the Rathgaunt Hills Abbey. The breach let in a shadow puppeteer and caused the formation of icespawned skeletons that now lurk in the vicinity of the Haggemaule. With this new threat of invasion, Martak's ghost has been stirred to action. Fearing the trespassers will steal the priceless golden hammer, Martak has issued warnings in the form of nightmare visions to anyone within range and his ghostly legion now believes

their final battle has never ended. Until the invaders from the Shadowdark/Shadowfell are vanquished, they remain vigilant and battle ready.

## DM's INTRODUCTION

The PCs have been hastily summoned to the Peacehammer headquarters for an audience with Captain Hammerheim. A problem has risen that has been growing for the past week and is threatening the sanity of the citizens of Hammergate, Earthheart and surrounding lands. Strange nightmares have been plaguing the citizenry. A single gnome has come forward with information in connection with these nightmares. Now the PCs have been sought out to help solve the mystery.

During questioning the elder gnome, the PCs learn important details regarding the nightmares that lead them on a journey to the Rathgaunt Mote via a Linked Portal. Their mission, though they do not fully understand it yet, is to defeat the *trespasser* and strike the shield with hammer in order to stop the nightmares.

Arriving on the Rathgaunt Mote, the PCs proceed toward the remains of the Shield of the Rathgaunt Hills Abbey. Along the way, a pair of hill giants, an ogre, and their manticores attack them.

Surviving the pesky pair of giants, the PCs make their way to the abbey where they face Gaerdal's faithful warriors who now haunt the building as ghost legionnaires. In the abbey courtyard they discover the shield that was indicated in the gnome's visions.

A secret passage in the abbey church leads the PCs to the catacombs where they discover a cross-rift to the Shadowdark and Shadowfell. The rift has turned the catacombs into a confusing and dangerous maze of passageways that are impossible to navigate without the aid of an *icegloom chart* that may be found at the catacombs entrance. The PCs must participate in a skill challenge to navigate the deadly maze.

After making their way through the maze, a violent tremor unseals a collapsed passageway leading to a mammoth chamber that has become a prison for a shadow puppeteer and two icespawned skeletons. Within the final chamber also rests the ancient Haggemaule hammer.

After the shadow puppeteer and icespawned skeletons are destroyed, the PCs must return to the courtyard and strike the shield with the hammer. The sounding of the shield will trigger a vision of Martak Ironwall who thanks the PCs for their help in defeating the trespasser and retrieving the Haggemaule.

## REVISION HISTORY

Version 1.0 (18 February 2011): Initial public release.

Version 1.1 (23 February 2011): Changed several of the maps to clarify terrain; updated stat blocks to MM3 formatting guidelines and fixed errors in several stat blocks (such as the manticore striker). Added the *icegloom* chart as an available Treasure.

## PLAYER'S INTRODUCTION

Find out which characters in the party have earned fame (or infamy) in the East Rift, and use that information to guide your roleplaying of the city's residents.

This adventure begins as the PCs are visiting the city of Eartheart for reasons of their own devising. Perhaps they have recently completed another adventure in the area of the East Rift, or for those who call this region home, perhaps they are returning after some time on the road. No matter their business, it will have to wait, as the city is currently in a state of unrest.

Read or paraphrase the following to the players:

***Bards often say that Eartheart embodies the strength of the dwarven people. It is a stout city, perhaps not the prettiest thing to look at, but always steadfast and loyal. Your business here is your own; perhaps you seek rest and recuperation, or trade with the legendary merchants of the East Rift. As any adventurer knows all too well, even the best-laid plans are so often spoiled. No sooner have you entered the Hammergate district than an armed patrol rushes to greet you.***

The patrol was sent specifically to meet the PCs. For those characters who have earned previous Story Awards and favors pertaining to the East Rift, their names and faces are well-known in Eartheart, and they are given a welcome befitting local heroes. For those who are previously unknown in this area, the arrival of Paragon adventurers is unusual enough to warrant attention from the authorities. Roleplay the introduction as those PCs who are well-known are greeted by name and hailed warmly, while those who do not have a favorable history receive a more formal welcome, respectful and stoic after the typical dwarven fashion.

No matter what, however, anybody who doesn't have a negative Insight modifier can tell that the dwarves seem completely exhausted. They don't appear to have been fighting, or even exerting themselves; they just seem dead tired... and a little bit jumpy, as any passing shadow or sudden noise leads to hands on hilts and sharp stares.

***The patrol has been sent to escort you to a meeting with Captain Hammerheim of the Peacehammers. Trouble has arisen in Eartheart over the past week and your help is needed. The soldiers are reluctant to say more, preferring to let the Captain explain the situation, but you can't help but notice that they look haggard and tired. In fact, as you accompany the patrol through the city, everyone you see looks as though they haven't had a decent night's sleep for days. Vendors hawk their wares half-heartedly, while passers-by shuffle listlessly down the street. Even the children seem listless and dispirited. Eartheart is normally a calm and reserved place, but even by dwarven standards, the city is uncannily quiet.***

Whatever other business the characters had intended to transact will have to wait, as the patrol is under strict orders. The PCs are politely but firmly taken to meet with Captain Hammerheim in the main hall of the Peacehammers' headquarters. Any questions along the way are postponed until they meet with the Captain. Proceed to Encounter 1.

# ENCOUNTER 1: VISIONS

## SETUP

### Important NPCs:

**Captain Nourek Hammerheim**, self-assured commanding male dwarf.

**Breenella**, shy, distracted elderly female gnome.

Upon arriving at the Peacehammers' headquarters, the PCs are greeted by Captain Hammerheim (who some of them may have met in previous adventures) and an elderly female gnome. Hammerheim apologizes for his sudden "invitation" but the situation is urgent. He offers food and drink while he explains the situation.

*"My sword has cut down many an enemy in defense of these lands. Set a foe before me and I will never run! But what we are facing now is not something physical. There is no monster standing before us to strike. This enemy attacks us in our sleep and in our minds. I fear it will drive us insane if we do not uncover the source of this menace."*

*"We all have nightmares of undead horrors, terrifying battles, and feelings of indescribable dread. We've all had these night terrors, but one person in particular has come forward with more than just vague and disconnected images. I want you to hear her story."*

At this point Captain Hammerheim indicates the aging female gnome who sits nearby. She is slightly hunched over and walks with the slow shuffling gait of age. She has spiky, grayish green hair and a wrinkled face. The Captain introduces her as Breenella, an elderly gnome (more than 100 years old). She approached the Captain when she realized her visions were different, more focused, than those of the others. She is absent-minded, and tends to ramble. The Captain has not been able to make head or tail of her stories. Maybe the PCs will have more luck.

Breenella is quiet, easily distracted, and withdrawn. She needs coaxing to tell everything that she knows. Her visions consist of 4 parts:

1. Terrifying images of holy warriors in ghost form that haunt the Shield of the Rathgaunt Hills Abbey.
2. Her long-lost husband on his knees with the floating form of Gaerdal Ironhand above his head.
3. An image of strange patterns etched onto a circular stone slab on the plateau.
4. The voice of her husband saying *"To silence the dread and bring peace to the land, strike the shield when the trespasser has been vanquished."*

In addition to describing her visions, Breenella reveals the following information:

- The nightmares started about 4 days ago.
- Her husband's name was Martak. He left to serve as a holy warrior at the Shield of the Rathgaunt Hills Abbey. This occurred before the Spellplague struck (yes, Breenella is that old).
- Martak quickly rose in the ranks, becoming the abbey commander. Breenella missed him terribly but she was very proud of him.
- Just before the Spellplague, monsters besieged the Abbey. When the Spellplague struck, the Abbey and its surrounding lands vanished. She never saw or heard from her husband again.
- Breenella is able to recall the patterns that are etched on the circular stone (part 3 of her vision). She can draw them for the PCs. The patterns are the markings for a teleportation circle (Arcana DC 20 to recognize this).

PCs succeeding at a DC 25 History check know that there is an earthmote floating above the Underchasm. The mote contains the ruins of the Abbey. No expeditions on record have gone there.

Captain Hammerheim is interested in discovering what deeper threat is behind these visions. He makes it clear to the PCs that he reserves the right to take possession of anything they find that may have significant implications for the security of the East Rift.

## ENDING THE ENCOUNTER

Once the PCs have gathered all the information they desire, they may depart Hammergate via a Linked Portal ritual or other means. If the PCs remain in Hammergate for the evening, they all suffer nightmares with visions of undead ghosts and feelings of impending dread.

As the PCs prepare to leave, Breenella rushes to them and asks for a favor. Ever since her husband disappeared, she has never been at peace. She is concerned that her husband is among the undead that haunt the abbey. She wants the PCs to discover whether or not her husband is among the undead. She can provide a hand-drawn sketch of her husband.

## EXPERIENCE POINTS

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

## TREASURE

Captain Hammerheim agrees to pay each PC 500/750 gp for putting an end to the nightmares.

## ENCOUNTER 2: LOCAL DENIZENS

### ENCOUNTER LEVEL 10/12 (2450/3600 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 2 hill giants (H)
- 1 manticore striker (M)
- 1 ogre hunter (level 8) (O)

This encounter includes the following creatures at the high tier:

- 2 hill giants (level 15) (H)
- 1 manticore striker (level 12) (M)
- 1 ogre hunter (level 10) (O)

This setup assumes that the PCs have transported to the Rathgaunt Mote via a Linked Portal ritual. If the PCs have made other arrangements, feel free to adjust the circumstances of their arrival to suit their method of transport. (For example, the PCs might have flying mounts, in which case the combat probably begins with a barrage of flying rocks from the giants as the PCs conduct aerial reconnaissance of the earthmote.)

*After a moment of disorientation, you regain your senses. You are standing on a circular stone slab atop a low-lying plateau. A faint path leads toward the hills. In the far distance is a large plateau with what appears to be a fortified stone structure resting on it. Behind you, the ground abruptly ends at the edge of a cliff. You are on some sort of huge, floating island that hovers several hundred feet above the ground below.*

The PCs have arrived on the Rathgaunt Mote. The stone slab they are standing on is etched with the same patterns described by Breenella from her visions. The stone is large enough for all the PCs to be on at the same time.

Moments after arriving, the PCs hear a deep, resonating grinding noise. An instant later, the ground shakes from an earth tremor. About sixty heartbeats later, the noise is followed by another tremor. This pattern continues every minute (10 rounds) until the PCs strike the courtyard shield with the golden hammer recovered in Encounter 7. It serves as a constant reminder of the forces at war here.

#### Using the Tremors

The grinding sound grows ever louder the closer the PCs get to the abbey and the tremors seem to increase in strength. Use this information to give the players a sense of urgency. They should feel that the grinding noise and tremors are caused by an instability that may rip the earthmote apart at any moment. Whenever a tremor occurs, all PCs and NPCs standing on the ground must make a DC 13/14 Acrobatics check or fall prone.

A couple of local hill giants (male and female), their ogre companion, and their manticore pet are just north of the plateau collecting water and fruit. They notice the PCs' arrival and immediately stop what they are doing to defend their domain. The giants react with violence, attempting to defend their territory.

#### FEATURES OF THE AREA

**Small Pond:** In the lower left section of the area is a small pond covering about 8 squares. The pond is about 5 feet deep and is difficult terrain.

**Trees:** Trees provide superior cover for medium-sized and smaller creatures and cover for larger creatures.

**Large Rocks:** Several sections of the terrain are covered with large rocks and rubble. Entering these areas costs 2 squares of movement and is considered difficult terrain. Creatures at the center of these areas are on elevated ground at least 5 feet above the ground. This terrain provides superior cover for medium sized and smaller creatures and cover for large sized creatures. The hill giants can use rocks within these areas as projectiles.

**Hill Giant Lair:** Off the map to the northwest can be found the lair of the hill giants. After the battle is finished, the PCs may locate the lair and search it. See treasure below for what they find there.

#### TACTICS

The manticore fights from the air, bombarding enemies with *tail spike* before landing to finish them off. If faced with a dangerous foe on the ground, the manticore takes to the air again, but it fights to the death as long as its hill giant masters are still engaged in combat. If the giants flee, the manticore follows them (it is their pet).

The hill giants move to the nearest rock pile and remain there. They use their *hurl rock* attack until their opponents close to melee range. They then use their *greatclub* for the remainder of combat. They flee back to their lair if they are hopelessly overmatched, or if that is impossible, they surrender.



The ogres ride a mantichore mount and throw their javelins. If their mount is bloodied, they land, dismount, and continue to fight on foot with their clubs.

to their lair, they offer this treasure to the PCs in exchange for their lives.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove the mantichore and ogre. (For a strong table, you could just remove the ogre; on the other hand, for a table without a leader, you could remove one of the two hill giants instead of removing the mantichore and the ogre.)

**Six PCs:** Add another mantichore and another ogre.

## ENDING THE ENCOUNTER

The hill giants and their companions do not fight to the death. If overmatched, they flee to their lair and remain there in hiding. If followed back or when it is impossible to escape they surrender. They have information that might interest the PCs, assuming the PCs speak Giant or have other means of communication:

- The tremors have been active for the past four days and are centered on the Abbey.
- They fear going to the Abbey because they know that it is haunted and because they believe the tremors are a portent of something far more nefarious.
- They considered mounting a larger force from others living in the hills and attacking the abbey, but they are too frightened.
- The giants have also experienced the invasive nightmares. For them, the nightmares have more meaning. These giants are descendents of giants that participated in the final battle of the Abbey. They can relate stories of that final, great battle in which their ancestors escaped alive by the narrowest of margins.

If the PCs flee the area, the creatures do not follow unless the PCs are headed in the direction of their lair. Otherwise, proceed to Encounter 3.

## EXPERIENCE POINTS

The characters receive 490/720 experience points each for defeating the monsters.

## TREASURE

If the PCs discover and search the giants' lair, they find the following treasure: +3 *orb of spatial contortion* and some gold (100/275 gold per PC). If the monsters surrender, or if they flee and the PCs chase them back

## ENCOUNTER 2: “LOCAL DENIZENS” STATISTICS (LOW LEVEL)

Manticore Striker		Level 10 Skirmisher
Large natural magical beast		XP 500
HP 106; Bloodied 53		Initiative +12
AC 24; Fortitude 23, Reflex 23, Will 20		Perception +13
Speed 6, fly 8		
STANDARD ACTIONS		
m Claw ♦ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d10 + 7 damage, or 2d10 + 10 with a charge attack.		
Effect: After the attack, the manticore shifts up to 2 squares.		
R Tail Spike ♦ At-Will		
Attack: Ranged 10 (one creature); +15 vs. AC		
Hit: 2d8 + 4 damage.		
Effect: After the attack, the manticore shifts up to 2 squares.		
TRIGGERED ACTIONS		
R Spike Counterattack ♦ At-Will		
Trigger: An enemy hits the manticore.		
Effect (Immediate Reaction): The manticore uses <i>tail spike</i> against the triggering enemy. This attack does not provoke opportunity attacks.		
Str 20 (+10)	Dex 20 (+10)	Wis 16 (+8)
Con 18 (+9)	Int 4 (+2)	Cha 11 (+5)
Alignment chaotic evil		Languages Common

<b>Hill Giant</b>		<b>Level 13 Brute</b>
Large natural humanoid (giant)		XP 800
<b>HP 159; Bloodied 79</b>		<b>Initiative +5</b>
<b>AC 25; Fortitude 27, Reflex 23, Will 25</b>		<b>Perception +7</b>
<b>Speed 8</b>		
<b>STANDARD ACTIONS</b>		
<b>m Greatclub ♦ At-Will</b>		
<i>Attack:</i> Melee 2 (one creature); +18 vs. AC		
<i>Hit:</i> 3d10 + 11 damage.		
<b>R Hurl Rock ♦ At-Will</b>		
<i>Attack:</i> Ranged 10 (one creature); +18 vs. AC;		
<i>Hit:</i> 2d10 + 8 damage.		
<b>M Sweeping Club (weapon) ♦ Encounter</b>		
<i>Attack:</i> Melee 2 (one or two creatures); +18 vs. AC		
<i>Hit:</i> 3d10 + 11 damage, and the giant pushes the target 2 squares and knocks it prone.		
<b>Str 21 (+11)</b>	<b>Dex 8 (+5)</b>	<b>Wis 12 (+7)</b>
<b>Con 19 (+10)</b>	<b>Int 7 (+4)</b>	<b>Cha 9 (+5)</b>
<b>Alignment</b> chaotic evil		<b>Languages</b> Giant
<b>Equipment</b> greatclub, 5 rocks		

Ogre Hunter (level 8)			Level 8 Skirmisher		
Large natural humanoid (giant)			XP 350		
HP 92; Bloodied 46			Initiative +9		
AC 22; Fortitude 21, Reflex 19, Will 18			Perception +6		
Speed 8					
STANDARD ACTIONS					
m Club (weapon) ♦ At-Will					
Attack: Melee 2 (one creature); +13 vs. AC					
Hit: 2d8 + 7 damage.					
R Javelin (weapon) ♦ At-Will					
Attack: Ranged 20 (one creature); +13 vs. AC					
Hit: 1d8 + 10 damage.					
R/M Hurling Charge ♦ Recharge (4 5 6)					
Effect: The ogre uses javelin. If its attack hits, the ogre charges as a free action.					
MOVE ACTIONS					
C Clear the Ground ♦ At-Will					
Attack: Close burst 2 (creatures in the burst); +11 vs. Fortitude					
Hit: The ogre pushes the target up to 2 squares.					
Effect: If the attack hits any of the targets, the ogre moves up to its speed.					
Str 21 (+9)	Dex 16 (+7)	Wis 15 (+6)			
Con 20 (+9)	Int 4 (+1)	Cha 7 (+2)			
Alignment chaotic evil			Languages Giant		
Equipment club, 6 javelins					

## ENCOUNTER 2: “LOCAL DENIZENS” STATISTICS (HIGH LEVEL)

Manticore Striker (level 12)		Level 12 Skirmisher
Large natural magical beast (mount)		XP 700
HP 122; Bloodied 61		Initiative +13
AC 26; Fortitude 25, Reflex 25, Will 22		Perception +14
Speed 6, fly 8		
STANDARD ACTIONS		
m Claw ♦ At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d10 + 9 damage, or 2d10 + 12 with a charge attack.		
Effect: After the attack, the manticore shifts up to 2 squares.		
R Tail Spike ♦ At-Will		
Attack: Ranged 10 (one creature); +17 vs. AC		
Hit: 2d8 + 6 damage.		
Effect: After the attack, the manticore shifts up to 2 squares.		
TRIGGERED ACTIONS		
R Spike Counterattack ♦ At-Will		
Trigger: An enemy hits the manticore.		
Effect (Immediate Reaction): The manticore uses <i>tail spike</i> against the triggering enemy. This attack does not provoke opportunity attacks.		
Str 20 (+11)	Dex 20 (+11)	Wis 16 (+9)
Con 18 (+10)	Int 4 (+3)	Cha 11 (+6)
Alignment chaotic evil		Languages Common

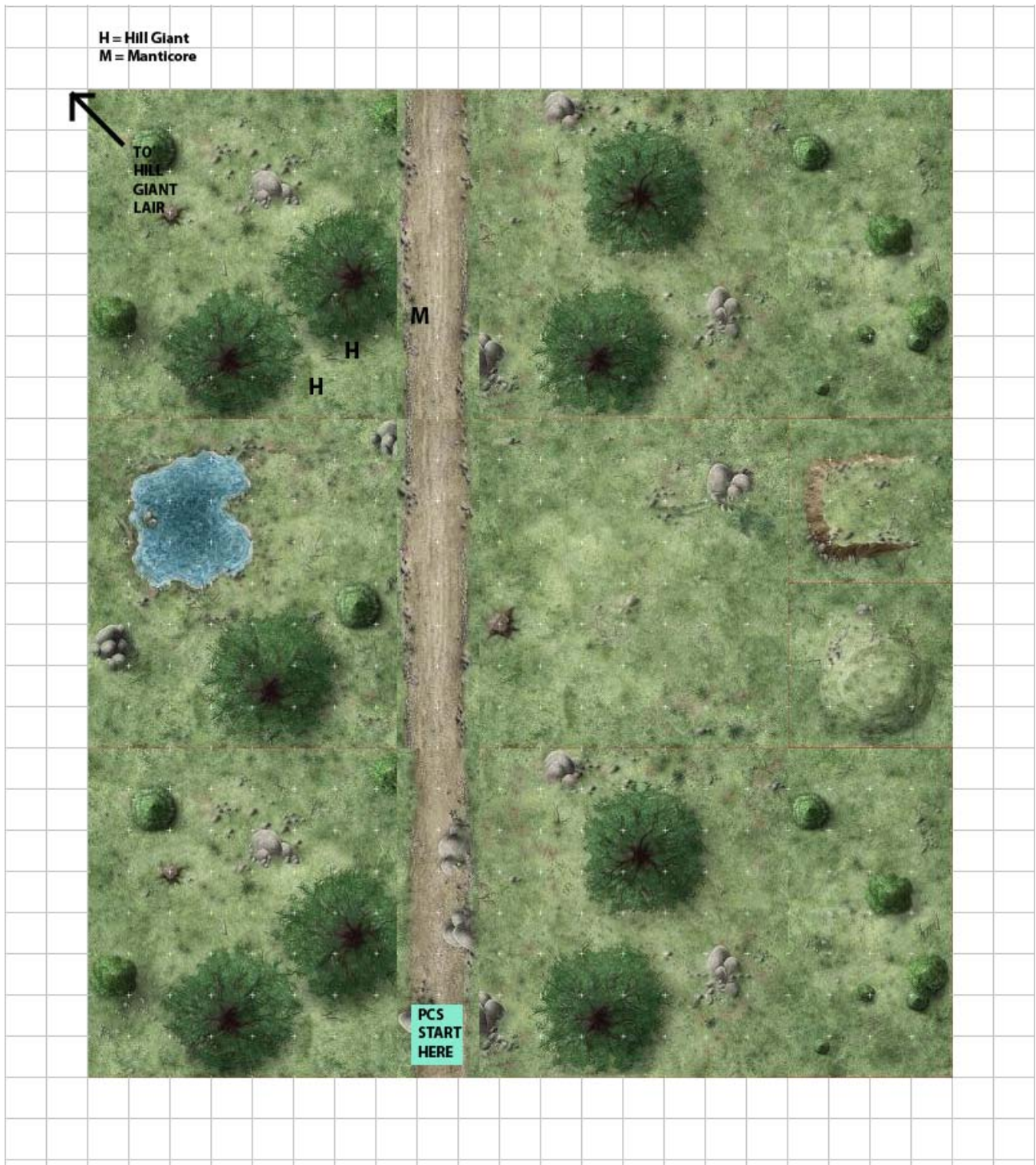
<b>Hill Giant (level 15)</b>			<b>Level 15 Brute</b>		
Large natural humanoid (giant)			XP 1,200		
<b>HP 175; Bloodied 87</b>			<b>Initiative +6</b>		
<b>AC 27; Fortitude 29, Reflex 25, Will 27</b>			<b>Perception +8</b>		
<b>Speed 8</b>					
<b>STANDARD ACTIONS</b>					
<b>m Greatclub (weapon) ♦ At-Will</b>					
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC					
<i>Hit:</i> 3d10 + 13 damage.					
<b>R Hurl Rock (standard; at-will)</b>					
<i>Attack:</i> Ranged 10 (one creature); +20 vs. AC					
<i>Hit:</i> 2d10 + 10 damage.					
<b>M Sweeping Club (weapon) ♦ Encounter</b>					
<i>Attack:</i> Melee 2 (one or two creatures); +18 vs. AC					
<i>Hit:</i> 3d10 + 13 damage, and the giant pushes the target up to 2 squares and knocks it prone.					
<b>Str 21 (+12)</b>	<b>Dex 8 (+6)</b>	<b>Wis 12 (+8)</b>			
<b>Con 19 (+11)</b>	<b>Int 7 (+5)</b>	<b>Cha 9 (+6)</b>			
<b>Alignment</b> chaotic evil			<b>Languages</b> Giant		
<b>Equipment</b> greatclub, 5 rocks					

Ogre Hunter (level 10)			Level 10 Skirmisher		
Large natural humanoid (giant)			XP 500		
HP 108; Bloodied 54			Initiative +10		
AC 24; Fortitude 23, Reflex 21, Will 20			Perception +7		
Speed 8					
STANDARD ACTIONS					
m Club (weapon) ♦ At-Will					
Attack: Melee 2 (one creature); +15 vs. AC					
Hit: 2d8 + 9 damage.					
R Javelin (weapon) ♦ At-Will					
Attack: Ranged 20 (one creature); +15 vs. AC					
Hit: 1d8 + 12 damage.					
R/M Hurling Charge ♦ Recharge (4 5 6)					
Effect: The ogre uses javelin. If its attack hits, the ogre charges as a free action.					
MOVE ACTIONS					
C Clear the Ground ♦ At-Will					
Attack: Close burst 2; +13 vs. Fortitude					
Hit: The ogre pushes the target up to 2 squares.					
Effect: If the attack hits any of the targets, the ogre moves up to its speed.					
Str 21 (+10)	Dex 16 (+8)	Wis 15 (+7)			
Con 20 (+10)	Int 4 (+2)	Cha 7 (+3)			
Alignment chaotic evil			Languages Giant		
Equipment club, 6 javelins					

## ENCOUNTER 2: “LOCAL DENIZENS” MAP

TILE SETS NEEDED

*Ruins of the Wild* x2



## ENCOUNTER 3: IRONHAND'S PROPHECY

### SETUP

As the PCs are coming up the final rise to the abbey entrance, a tremor shakes the earth even more violently than before. This time, the grinding sound is replaced by the sound of a hammer crashing against stone. All PCs on the ground must make a DC 18/20 Acrobatics check or fall prone. When the tremor is at its peak, the ground splits open and a wide crack forms down the path, ending at the abbey entrance. The tremor subsides after about half a minute.

Continuing onward, nothing out of the ordinary can be seen from a distance. The building was obviously heavily fortified and built for war. Parapets along the walls are clearly visible and arrow slits in the upper walls can be seen as well. Otherwise, there is no activity and it appears that the place is abandoned.

When the PCs get closer to the main entrance, read or paraphrase the following:

***On the ground are the skeletal remains of hundreds of creatures along with the remnants of their arms and armor; fragments of a great battle from ages past.***

***A small statue of a warrior gnome stands beside the entrance to a pair of huge, iron-banded wooden doors. The gnome rests with his hands on the head of an ornate warhammer and he wears a most stern countenance.***

As soon as anyone approaches the statue or the abbey doors, a Magic Mouth on the statue activates and speaks the following in a deep, powerful voice:

***“Hold fast the battle lines, for the enemy is not yet defeated. Do not fear when the blue fire comes to purge the lands. Have faith when all faith seems lost. I shall leave you for a time, but I will not be lost forever. Look to the faithful one for he is my caretaker.”***

When the prophecy has been spoken, a strong wind kicks up, swirling around the entryway. In that moment, the PCs begin to hear faint voices on the wind. At first it sounds like incoherent murmuring, but then it grows in intensity and can be identified as singing. The song is a battle hymn that was sung by the gnome warriors of the abbey when preparing to make war upon their enemies.

*With unswerving vigilance, we shall defend  
With dedication and devotion, we shall serve  
In war we shall protect against all invaders  
In peace we shall preach to our brethren  
We shall defend  
We shall serve  
We shall protect  
And we shall preach...*

While the PCs are outside, the singing remains faint and the source cannot be determined. It seems to be coming from everywhere and yet nowhere. See Encounter 4 for more information on the battle hymn.

### ENDING THE ENCOUNTER

The encounter ends when the PCs enter the abbey. The doors are heavy and require multiple characters with a minimum combined Strength of 30 to open. You should quickly transition to Encounter 4.

### EXPERIENCE POINTS

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

### TREASURE

No treasure can be found in this encounter.



## ENCOUNTER 4: FAITHFUL LEGION

### ENCOUNTER LEVEL 14/17 (5450/8050 XP)

#### SETUP

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

5 ghost legionnaires (G)

5 lich claws (L)

Debilitating battle hymn

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

5 ghost legionnaires (level 15) (G)

5 lich claws (level 16) (L)

Debilitating battle hymn

When the PCs enter the courtyard, they can immediately see 2 ghost legionnaires standing guard at the entrance to the church on the far side of the area. Floating just inches off the ground, these ghosts do not react immediately.

*The double doors swing open to reveal a large courtyard open to the sky. Dominating the central area hanging from a thick wooden pole is a massive shield. Alcoves on either side of the courtyard hold the remains of weapons and armor. Across the courtyard, a stairway leads up to a church. Standing guard at the doors are two ghostly figures arrayed in full battle gear.*

The PCs can perform a cursory investigation of the central courtyard area, including the shield. However, if the ghost legionnaires are attacked or approached, or the alcoves are approached, the lich claws and all ghost legionnaires initiate an attack on the intruders.

Note that the battle hymn continues to be sung during this encounter. Only defeating the ghost legionnaires causes the hymn to cease. As soon as combat begins, the battle hymn starts increasing in intensity and volume. See debilitating battle hymn in the Encounter Statistics for more information.

#### FEATURES OF THE AREA

**Illumination:** The stairwells and other chambers with full enclosure have dim illumination during the day. At night, enclosed areas are completely dark.

**Crack and Pit:** The crack that appeared to end at the abbey entrance continues into the courtyard and

ends at a gaping pit. The 2 x 2 square pit is 30 feet deep. Characters adjacent to the pit must make an DC 18/20 Acrobatics check to avoid falling in whenever a tremor occurs, which is once every 10 rounds during combat.

**Battle Remains:** The entire courtyard is riddled with skeletal remains, broken weapons and armor, and bloodstains. The skeletal remains can be identified as gnomes, goblins, orcs, and ogres with a DC 15 Nature check.

**Stone Columns:** Several stone columns are evenly spaced throughout the courtyard. These four foot diameter stone columns are roughly 30 feet high and were mostly for decorative purposes. They are carved with images of gnomes battling against common enemies such as orcs and goblins. The tops of these columns are flat and are large enough for a single creature to stand safely on. Some of the columns are broken and their remains are scattered in a pile of rubble. Areas of broken masonry are considered difficult terrain and cost 2 squares of movement.

**Vines and Overgrowth:** The entire courtyard is heavily overgrown with weeds and thick vines. The vines grow very thick on the walls and columns throughout the area. Creatures can climb the vines using a DC 15 Athletics check.

**Stairwells:** Two stairwells are located each on the southwest and southeast corners of the abbey courtyard. These enclosed stairways allow access to two upper levels of the abbey. The first level is a narrow and dark corridor that runs around the entire perimeter of the abbey. Along the walls of this corridor are arrow slits that were used by archers to attack invading forces both outside the abbey and within the courtyard. The second level is a parapet that extends around the entire perimeter of the abbey. At all four corners of the parapet are siege weapons.

**Shield:** At the center of the courtyard, above a raised stone platform, hangs a massive shield. Followers of Gaerdal used the golden hammer (the Haggemaul found in Encounter 7) to strike the metal shield to mark the passing of a day.

**Alcoves:** Wooden weapon racks are in all the alcoves. Most of these are empty, but a few still contain useable weapons.

#### TACTICS

The lich claws remain hidden in the alcoves until someone approaches their hiding place. Otherwise, they emerge and join the battle when the ghost legionnaires attack. They fight until destroyed. In combat, lich claws gang up on a single enemy, surrounding it and attempting to immobilize it.

Ghosts legionnaires first use soul link to combine their hit points into one sum total. Subsequently they use *ghost arrow* attacks when at range and *devastating cut* in melee. Remember that although their hit points form a common pool, status effects and conditions still affect each creature individually (for example, just because one of the legionnaires is stunned or dazed, doesn't mean that they all are, and they make separate saving throws). If the PCs are able to inflict ongoing damage on a number of the legionnaires simultaneously, they can burn down the shared hit-point pool quickly.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the ghost legionnaires and one of the lich claws.

**Six PCs:** Add a sixth ghost legionnaire and a sixth lich claw.

## ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the monsters. Proceed to Encounter 5 to handle any further investigations of the Abbey.

## EXPERIENCE POINTS

The PCs earn 1090/1610 experience points each for defeating the abbey ghosts and lich claws.

## TREASURE

Amongst the remains of the fallen warriors, the PCs can find the following: *thunderburst weapon* +3, *inner warmth armor* +3, and 200 / 400 gp per PC.

## ENCOUNTER 4: “FAITHFUL LEGION” STATISTICS (LOW LEVEL)

Ghost Legionnaire	Level 13 Soldier
Medium natural humanoid (undead)	XP 800
HP 100; <b>Bloodied</b> 50	<b>Initiative</b> +13
AC 30; <b>Fortitude</b> 28, <b>Reflex</b> 26, <b>Will</b> 27	<b>Perception</b> +6
<b>Speed</b> 6	
<b>Resist</b> 10 necrotic	
TRAITS	
<b>Soul Link</b>	
At the start of the encounter, ghost legionnaires' hit points combine into one sum. Damage to a legionnaire deducts from that total. When that total is reduced to 0, all legionnaires are destroyed simultaneously.	
<b>Call of History</b>	
Any character can make a DC 20 History check as a minor action to attempt to learn more about the ghost legionnaire. If the check succeeds, the legionnaire gains vulnerable 10 to that character's next attack.	
STANDARD ACTIONS	
<b>m Devastating Cut</b> ♦ <b>At-Will</b>	
<b>Attack:</b> +18 vs. AC	
<b>Hit:</b> 2d10 + 10 damage.	
<b>r Ghost Arrow</b> (necrotic) ♦ <b>At-Will</b>	
<b>Attack:</b> Ranged 10/20; +18 vs. AC	
<b>Hit:</b> 2d8 + 6 necrotic damage.	
<b>R Battle Visions</b> (psychic, reliable) ♦ <b>Encounter</b>	
<b>Attack:</b> Ranged 10/20; +16 vs. Will	
<b>Hit:</b> 3d8 + 6 psychic damage, and the target is deafened and dominated (save ends both). While the target is dominated, the ghost legionnaire merges with the target, disappearing from sight. The legionnaire cannot attack or be attacked during this time. When the target saves, the legionnaire appears in a square adjacent to the target. Until the end of the encounter, the target gains a +5 bonus to History checks for <i>call of history</i> .	
<b>Skills</b> Acrobatics +16, Athletics +18	
<b>Str</b> 25 (+13)	<b>Dex</b> 21 (+11)
<b>Con</b> 18 (+10)	<b>Int</b> 11 (+6)
	<b>Wis</b> 11 (+6)
	<b>Cha</b> 26 (+14)
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven

Lich Claw	Level 14 Minion
Tiny natural animate (undead)	XP 250
HP 1; a missed attack never damages a minion.	<b>Initiative</b> +16
AC 29; <b>Fortitude</b> 27, <b>Reflex</b> 29, <b>Will</b> 26	<b>Perception</b> +8
<b>Speed</b> 8, <b>Climb</b> 4	<b>Tremorsense</b> 10
TRAITS	
<b>Anchoring Claws</b>	
A creature that starts its turn adjacent to three or more lich claws is immobilized until the start of its next turn.	
STANDARD ACTIONS	
<b>m Death's Touch</b> ♦ <b>At-Will</b>	
<b>Attack:</b> +17 vs. Fortitude	
<b>Hit:</b> 5 necrotic damage, and the target is weakened until the end of the lich claw's next turn.	
<b>Str</b> 8 (+6)	<b>Dex</b> 25 (+14)
<b>Con</b> 15 (+9)	<b>Int</b> 5 (+4)
	<b>Wis</b> 12 (+8)
	<b>Cha</b> 12 (+8)
<b>Alignment</b> Unaligned	<b>Languages</b> --

Debilitating Battle Hymn	Level 5 Blaster
Hazard	XP 200
<b>Hazard:</b> A rousing, ghostly battle hymn assaults the senses, causing attackers to lose heart and weakening their attacks.	
<b>Perception</b>	
Characters can't use Perception to detect this hazard.	
<b>Trigger</b>	
A living creature starts his or her turn within the Abbey.	
<b>Attack</b>	
<b>Standard Action</b>	<b>Ranged</b> 20
<b>Targets:</b> Living creatures in range	
<b>Attack:</b> +10 vs. Will	
<b>Hit:</b> Target suffers -2 to attacks and defenses (save ends)	
<b>Countermeasures</b>	
♦ A character can cover their ears (which leaves their hands unavailable for holding items) or put something in their ears (which requires a standard action and a suitable earplug, such as a ball of wax) to block out the sound of the battle hymn. This gives the character the deafened condition, but renders the character immune to attacks from the battle hymn. However, once someone is under the effects of the hazard, only a save will end it.	



## ENCOUNTER 4: “FAITHFUL LEGION” STATISTICS (HIGH LEVEL)

Ghost Legionnaire (level 15)	Level 15 Soldier
Medium natural humanoid (undead)	XP 1,200
HP 110; <b>Bloodied</b> 55	<b>Initiative</b> +14
AC 32; <b>Fortitude</b> 30, <b>Reflex</b> 28, <b>Will</b> 28	<b>Perception</b> +7
<b>Speed</b> 6	
<b>Resist</b> 10 necrotic	
TRAITS	
<b>Soul Link</b>	
At the start of the encounter, ghost legionnaires' hit points combine into one sum. Damage to a legionnaire deducts from that total. When that total is reduced to 0, all legionnaires are destroyed simultaneously.	
<b>Call of History</b>	
Any character can make a DC 20 History check as a minor action to attempt to learn more about the ghost legionnaire. If the check succeeds, the legionnaire gains vulnerable 10 to that character's next attack.	
STANDARD ACTIONS	
<b>m Devastating Cut</b> ♦ <b>At-Will</b>	
<b>Attack:</b> +20 vs. AC	
<b>Hit:</b> 2d10 + 12 damage	
<b>r Ghost Arrow</b> (necrotic) ♦ <b>At-Will</b>	
<b>Attack:</b> Ranged 10/20; +20 vs. AC	
<b>Hit:</b> 2d8 + 8 necrotic damage.	
<b>R Battle Visions</b> (psychic, reliable) ♦ <b>Encounter</b>	
<b>Attack:</b> Ranged 10/20; +18 vs. Will	
<b>Hit:</b> 3d8 + 8 psychic damage, and the target is deafened and dominated (save ends both). While the target is dominated, the ghost legionnaire merges with the target, disappearing from sight. The legionnaire cannot attack or be attacked during this time. When the target saves, the legionnaire appears in a square adjacent to the target. Until the end of the encounter, the target gains a +5 bonus to History checks for <i>call of history</i> .	
<b>Skills</b> Acrobatics +17, Athletics +19	
<b>Str</b> 25 (+14)	<b>Dex</b> 21 (+12)
<b>Con</b> 18 (+11)	<b>Int</b> 11 (+7)
	<b>Wis</b> 11 (+7)
	<b>Cha</b> 26 (+15)
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven

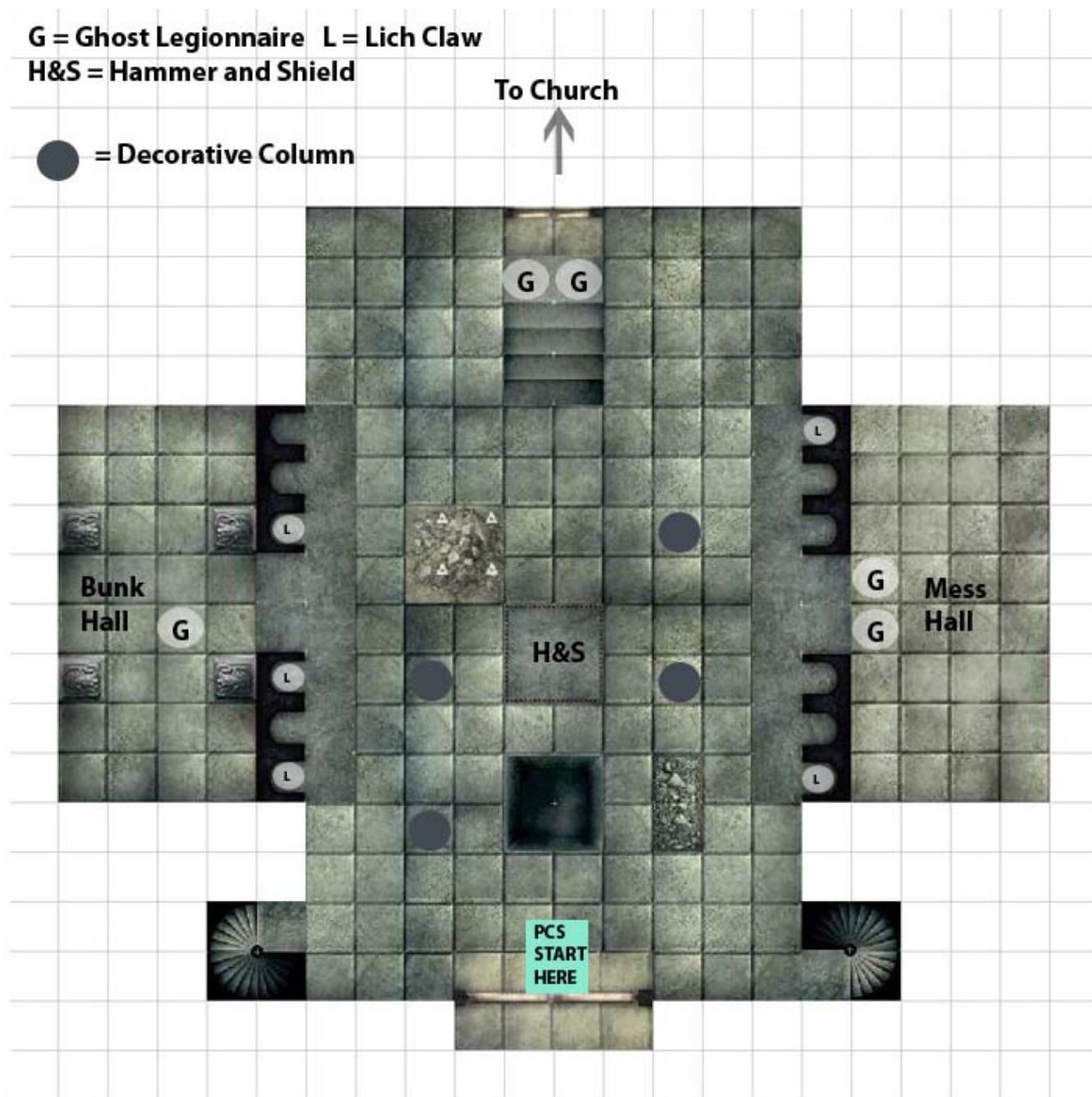
Lich Claw (level 16)	Level 16 Minion
Tiny natural animate (undead)	XP 350
HP 1; a missed attack never damages a minion.	<b>Initiative</b> +17
AC 31; <b>Fortitude</b> 29, <b>Reflex</b> 31, <b>Will</b> 28	<b>Perception</b> +9
<b>Speed</b> 8, <b>Climb</b> 4	<b>Tremorsense</b> 10
TRAITS	
<b>Anchoring Claws</b>	
A creature that starts its turn adjacent to three or more lich claws is immobilized until the start of its next turn.	
STANDARD ACTIONS	
<b>m Death's Touch</b> ♦ <b>At-Will</b>	
<b>Attack:</b> +19 vs. Fortitude	
<b>Hit:</b> 6 necrotic damage, and the target is weakened until the end of the lich claw's next turn.	
<b>Str</b> 8 (+7)	<b>Dex</b> 25 (+15)
<b>Con</b> 15 (+10)	<b>Int</b> 5 (+5)
	<b>Wis</b> 12 (+9)
	<b>Cha</b> 12 (+9)
<b>Alignment</b> Unaligned	<b>Languages</b> --

Debilitating Battle Hymn	Level 7 Blaster
Hazard	XP 300
<b>Hazard:</b> A rousing, ghostly battle hymn assaults the senses, causing attackers to lose heart and weakening their attacks.	
<b>Perception</b>	
Characters can't use Perception to detect this hazard.	
<b>Trigger</b>	
A living creature starts his or her turn within the Abbey.	
<b>Attack</b>	
<b>Standard Action</b>	<b>Ranged</b> 20
<b>Targets:</b> Living creatures in range	
<b>Attack:</b> +12 vs. Will	
<b>Hit:</b> Target suffers -2 to attacks and defenses (save ends)	
<b>Countermeasures</b>	
♦ A character can cover their ears (which leaves their hands unavailable for holding items) or put something in their ears (which requires a standard action and a suitable earplug, such as a ball of wax) to block out the sound of the battle hymn. This gives the character the deafened condition, but renders the character immune to attacks from the battle hymn. However, once someone is under the effects of the hazard, only a save will end it.	

## ENCOUNTER 4: "FAITHFUL LEGION" MAP

### TILE SETS NEEDED

Dungeon Tiles x2  
Dungeon Tiles Master Set - The Dungeon  
Arcane Corridors x2  
Hidden Crypts x2



## ENCOUNTER 5: ABBEY CHAMBERS

### SETUP

Once the PCs have defeated the ghost legionnaires and lich claws, they can explore the abbey. They may investigate the chambers, gather a few more clues, uncover some treasure, and discover the entrance to the catacombs.

The map from Encounter 4 also depicts areas 5.1 and 5.2 below.

#### 5.1 MESS HALL

The Mess Hall contains several long, wooden tables, chairs, a fire pit with kettle, shelves with petrified foodstuffs, cooking and eating utensils, etc.

#### 5.2 BUNK HALL

The Bunk Hall contains ranks of bunks, blankets, trunks with miscellaneous belongings, clothing racks, etc. Also in the Bunk Hall are several stone statues of gnome warriors with nameplates and inscriptions that hail them as heroes.

#### 5.3 CHURCH

When the PCs enter the church, read the following:

*The door opens to a large chamber with massive columns supporting a vaulted ceiling. Several rows of wooden pews are evenly spaced on either side of the chamber. At the end of the aisle is a raised area containing an iron-banded stone altar. Behind the altar is another statue of Gaerdal Ironhand. This second statue is roughly twice the size of the one found at the abbey entrance.*

A bluish glow from the statue of Gaerdal Ironhand provides bright light within 30 feet of the statue and dim light outside this range. The eight-foot-tall statue is an exact replica of the statue outside the abbey entrance, but on a much larger scale. It has been carved out of a single rock that was part of the landscape long before the abbey was built. The rock extends into the floor and deep into the ground below. The part of the statue that extends into the floor emanates the bluish glow and radiates a powerful magic. The glowing area around the base is cold and icy to the touch.

In pockets on the backs of the church pews are hymnals. A character looking through the hymnals can

find the words of the battle hymn that was being sung during the combat with the ghost legionnaires.

The skeleton of a single gnome kneels upon the steps leading up to the altar. His hands are clasped together as if in prayer. Perhaps he was beseeching his deity to spare him from the horror of the Spellplague.

The iron-banded, stone altar is etched with intricate patterns. A secret compartment in the underside of the altar can be found with a (passive) DC 20 Perception check. Inside the compartment the PCs find gold and a *symbol of holy nimbus* +3.

Behind the altar, the back wall of the church is covered with a large black curtain containing the symbol of a large golden warhammer. In addition to its decorative nature, the curtain also provides additional concealment for a secret passage leading down into the church catacombs. The secret passage can be found on a (passive) DC 15 Perception check once the curtain is removed from the back wall. If the PCs do not find the secret passage and are becoming frustrated with how to proceed, the next tremor causes the curtain from the back wall to collapse and the secret passage cracks open to reveal the stairway leading to the catacombs.

### ENDING THE ENCOUNTER

The encounter ends when the PCs discover the secret passage in the church and proceed into the catacombs.

#### EXPERIENCE POINTS

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

#### TREASURE

The PCs may find a *symbol of holy nimbus* +3 and 150 / 250 gp per PC in the altar's secret compartment.

## ENCOUNTER 6: CATACOMBS

### SKILL CHALLENGE LEVEL 10/12, COMPLEXITY 1 (500/700 XP)

#### SETUP

These catacombs served as the final resting place for the valiant gnome warriors who died in service to the Rathgaunt Hills Abbey. Stone coffins and burial vaults are everywhere throughout the tunnels under the abbey.

A rift from the Shadowfell has opened within the catacombs and turned the entire place into a deadly and confusing maze. Those who fail to follow the correct path may be killed or lost forever in the icy depths of the Shadowfell.

As the PCs descend into the catacombs, the temperature drops rapidly and the walls begin to ice up. The further they travel the colder and icier it becomes.

*Beyond the secret door descends a narrow stone passageway. As you continue, the temperature drops sharply and the walls and floor begin icing up. At the end of the passage, there are two rough-hewn corridors leading in different directions. On the floor lies a skeleton of a gnome warrior who clutches what appears to be some sort of tablet.*

*An iron plaque on the wall reads: "Within these halls are laid to rest brave holy warriors in eternal service to Gaerdal Ironhand. Honor these soldiers and pay them all due respect."*

The tablet is actually an *icegloom chart* (see *Underdark* and the *New Rules* section) and is quite helpful for completing this skill challenge. When the PCs are traveling in the world, the tablet is blank, but when they plane shift to the Shadowfell (which happens constantly as they move through the catacombs), the tablet suddenly displays a map of the area, allowing the PCs to more easily find their way through the extraplanar sections. Without this item, the PCs suffer a -10 penalty on all skill checks in this encounter. They can identify the tablet and discern its function with a DC 20 Arcana check.

### SKILL CHALLENGE: NAVIGATING THE CATACOMBS

**Goal:** The PCs must successfully navigate the catacombs.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Arcana, Dungeoneering, Thievery

**Other Skills:** Insight, Perception

**Victory:** The PCs successfully navigate the catacombs with minimal loss of resources and arrive at the entrance to **Encounter 7**.

**Defeat:** The PCs successfully navigate the catacombs but lose healing surges on the way. In addition they miss the final catacomb and the gnome spirit willing to part with its treasure.

As the PCs begin to explore the catacombs, read or paraphrase the following:

*The walls of the catacombs are marked with rectangular sections inscribed with names, dates, and short messages identifying the many warriors interred here. Stone coffins are spaced throughout the hallways at regular intervals.*

*As you travel through the corridors, you unexpectedly shift through space, traveling through icy caverns in unfathomable darkness. Groping forward, icy blue fire explodes randomly and strikes a coffin causing it to disintegrate into dust. Within seconds you shift back, once again finding yourself within the catacombs. Clearly it takes more than just a keen sense of direction to get safely through this maze.*

With the exception of random flashes of shadowdark fire, the catacombs are void of any light. Darkness is abnormally opaque and light sources have their radius of illumination reduced by half. All floors in the catacombs are heavily iced and very slippery. The cross-rift to the Shadowfell has created a dangerous stretch of corridors that is partially on the prime material plane and partially on the shadow plane. One stretch of terrain may be within the catacombs and the next within the dark, icy depths of the Shadowfell.

Most of the walls throughout the catacombs have burial vaults with inscriptions of the people interred there. Vaults can easily be smashed open with a weapon and the contents accessed. All vaults contain the remains of gnome warriors that died in service to the abbey. If the PCs read any of the messages on the vaults or coffins, improvise some statement of great valor.

Some of the corridors also contain stone coffins with the remains of more prominent warriors. These are sealed with heavy iron bands and can only be opened by inflicting 40 or more points of damage against AC 30. If at least 4 coffins are opened and searched, the PCs find 150/250 gp.

Each round of travel takes about 5 minutes. The leading PC must make a skill check. If the check is failed, that character somehow gets into trouble, losing a healing surge in the process. Due to the constantly

shifting terrain, assisting is hard except with a few key skills. Different characters can take the lead at different times.

**Arcana, Dungeoneering, or Thievery DC 18/20** (1 success)

The PC uses knowledge of the planes, underground settings, or dangerous areas to avoid the nastier hazards. A failed check results in the loss of a healing surge for the PC who attempted the check.

**Insight or Perception DC 18/20** (not a success or failure)

By analyzing the situation, the character discovers the best direction to proceed. Add +2 to the next Arcana, Dungeoneering, or Thievery check.

## ENDING THE ENCOUNTER

It takes roughly 20 minutes for the PCs to complete the skill challenge. When the skill challenge ends, whether successful or not, an unexpected and violent tremor strikes again. A collapsed passageway opens, allowing the PCs to travel further into the catacombs. Proceed with Encounter 7.

**Success:** When the PCs approach the entrance to Encounter 7, they come upon one final coffin that is more elaborately decorated than the others they passed.

If the PCs were respectful of the dead, did not violate the tombs, and maybe even showed some outward sign of reverence, read the following text as they approach the final coffin:

*Rising ethereally out of the coffin is the ghostly form of a gnome warrior who holds an ornate rod in his hands. As he floats above the coffin, he speaks to you as if his breath were carried on the wind. "Thank you for honoring my brethren who are laid to rest in these halls. They were warriors of great renown and deserving of the highest honors. Since you have also proven yourselves worthy of honor, I give you this rod as a symbol of our gratitude. I also offer you the coin at the base of my tomb. Use it always for good purpose."*

When one of the PCs accepts the rod, the ghost fades back into the coffin and cannot be roused again by any means. The item given to the PCs is a *rod of reaving* +3. The PCs also find 150/250 gp at the base of the coffin.

If the PCs showed disrespect for the dead or defiled the graves (for example, by breaking into them and robbing them) they are instead berated by the gnome spirit and all their ill-gotten gains vanish as if made of smoke. In this case they do not get the *rod of reaving* +3

nor the gold. If the PCs showed neither respect nor disrespect, the gnome offers the treasure; they only lose out if they have done something actively disrespectful.

**Failure:** If the PCs failed the skill challenge, they never come across the tomb of the generous gnome spirit, and on the way they have no doubt fallen victim several times to the debilitating effects of the maze.

## EXPERIENCE POINTS

The PCs earn 100/140 experience points each for completing the skill challenge.

## TREASURE

150/250 gp per PC can be found in the stone coffins if at least 4 of them are broken open and searched, or at the base of the gnome spirit's tomb. (However, if the PCs defile the graves and succeed at the skill challenge, this treasure disappears when they are berated by the gnome spirit. If they defiled the graves but failed the skill challenge, then they can keep the gold, but have no chance of discovering the rod.)

A *rod of reaving* +3 can be obtained if the PCs both succeeded at the skill challenge and showed respect and honor to the dead.

## ENCOUNTER 7: THE TRESPASSER

### ENCOUNTER LEVEL 12/14 (3800/5400 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 1 shadow puppeteer (P)
- 2 icespawned cursed guardian skeletons (level 12) (S)

This encounter includes the following creatures at the high tier:

- 1 shadow puppeteer (level 16) (P)
- 2 icespawned cursed guardian skeletons (level 14) (S)

As the adventurers enter the area, read:

*You enter a large open cavern with a vaulted ceiling. Once the largest burial chamber in the catacombs, it is now a complete ruin. The floor to the entire central area has broken away; only three large chunks of rock remain. They float in space like tiny earthmotes. Whatever tombs or monuments once stood here have been shattered. The level of destruction makes it hard to tell, but a great battle may have been fought here. Piles of broken skeletons litter the chamber, surrounded by scattered fragments of bone along the cavern walls.*

*Sitting atop the highest floating rock is a skeletal warrior, frozen in ice. Clutched in its bony hands is what appears to be a large, golden hammer. A pulse of blue energy regularly emanates from the hammer and spreads through and beyond this chamber. As each pulse forms, an immediate tremor follows.*

Each pulse of blue energy emanates from the golden hammer and spreads outward into space, ultimately dissipating, but in fact the effects extend as far as Earthheart. This item is the source of the nightmares. The artifact's pulsing is in sync with the tremors occurring every minute. The tremors feel much stronger in this chamber and cause small bits of dirt and rock to fall from the unstable roof. While the area appears to be on the verge of collapse, it remains stable during this adventure. The bits of falling rock and dirt are not significant enough to cause any damage or hindrance.

When the PCs move into the room, the skeletal remains come to life and attack. Remember that the characters not only need to collect the hammer, they are

also supposed to find out what is going on and put an end to any potential threat to the East Rift.

#### FEATURES OF THE AREA

**Illumination:** The glowing hammer provides dim illumination; the pulses of energy provide brief moments of bright illumination.

**Floating Rock Islands:** There are 3 large floating islands of rock. They float throughout the chamber at a rate of one square (5 feet) every round. The direction they move is random. At the beginning of each round, roll 1d8 to determine which way each mote moves in the horizontal plane, with 1 = north, 2 = northeast, and so forth. Also roll 1d6 to see if the mote moves in the vertical plane. On a 1-2, it floats up 5 feet; on a 3-4 it floats down 5 feet; on a 5-6 it stays at its current elevation. The islands do not crash into one another; if their movement would bring them into contact, they move in the opposite directions instead.

Characters can leap onto floating rocks if the distance is within their ability, but landing on the icy floor is risky. To successfully land without sliding off, the PC must make a DC 20/21 Acrobatics check. On a failure the PC slides off into the pit. Falling damage depends on the distance fallen and is determined by the point of the fall (see the map side view). If the PC is over the bottomless pit there is the danger of falling all the way through to the bottom of the earth mote and out into empty space. See Bottomless Pit for more information.

The icespawned skeletons do not need to make an Acrobatics check to avoid slipping.

**Sloping Floor:** The broken floor consists of a bowl shaped area that slopes down to the center of the room and into the bottomless pit. Creatures can go into and out of the bowl using a DC 14/15 Athletics check.

**Bottomless Pit:** This pit extends through the bottom of the earthmote and out into empty space. Any creature that falls the full distance and has no means of flying on its own perishes. The walls of the pit, however, are extremely rough with plenty of handholds and occasional ledges. A falling creature has 3 chances to escape a fatal ending. On 3 consecutive rounds, the PC must make a DC 14/15 Acrobatics check or continue to fall. If the PC succeeds on any of the 3 checks, he has managed to stop his fall and grab onto a natural handhold or ledge. Once secure, the PC must then make one DC 14/15 Athletics check for every Acrobatics check failure to climb back up to the bowl shaped pit (so it requires a maximum of 2 checks to climb back up).

**Icy Floors:** The floor is heavily iced and very slippery. Characters moving more than 2 squares on icy

floors must make a DC 14/15 Acrobatics check or slip and fall prone. If the check is successful, they make their full move. Note that the icespawned skeletons do not need to make this check.

## TACTICS

The shadow puppeteer strikes from around the corner and out of the shadows using *shadow puppet* in order to dominate its target. It then forces its puppet to charge across the battlefield as the shadow attacks the creature while its guard is down. When the domination ends, the shadow attempts to retreat back into the darkness until it can find another opportunity to turn an enemy into its puppet.

The icespawn skeletons do everything in their power to prevent the Haggenmaul from being taken. If someone approaches the hammer, one of the skeletons picks it up and leaps to another rock island or to another area of the cavern. The second skeleton follows to give support. If the Haggenmaul is in jeopardy, use *merge with ice* while a skeleton holds the hammer. This prevents a character from taking it until that skeleton is destroyed. The skeletons use *beckoning gaze* as a minor action to attempt to draw enemies within their aura. They do not attempt to force-move PCs off the islands and into the pit (lacking the wit to understand its effectiveness). They use *soul siphon* on the most threatening opponents as often as it recharges.

## SCALING THE ENCOUNTER

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

**Four PCs:** Reduce the hit points of the skeletons by 40/45 (new total 166/189). Optionally make the floating rock islands unmoving.

**Six PCs:** Increase the hit points of the skeletons by 40/45 (new total 246/279).

## ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the shadow puppeteer and icespawned skeletons. While the PCs search the area after the battle, another tremor strikes and opens yet another passageway that allows them to return to the surface without traversing the catacombs.

## EXPERIENCE POINTS

The PCs earn 760/1080 XP each for defeating the shadow puppeteer and icespawned skeletons.

## TREASURE

The PCs find a *warding blade* +3 and 100/275 gp each.

## CONCLUDING THE ADVENTURE

The PCs complete the adventure by returning to the abbey courtyard and striking the shield with the hammer. As soon as this happens, the pulsing cycle and tremors cease immediately. All nightmares assaulting the citizens of Hammergate and surrounding area also stop.

Once the shield is struck in the courtyard, after the shadow puppeteer is defeated, all characters in the area receive a vision. An older male gnome appears in their mind and says the following:

*“May the blessings of Ironhand be upon you. Thank you for your courage and strength in completing this most difficult task, especially for having the wisdom to understand the visions of my wife, Breenella. Oh how I long to see her once more. Tell her that I love her and that the day may yet come when we shall be together again, but the necessary conditions have not yet come to pass. I believe our alliance with the gold dwarves will one day be strengthened and that your deeds here today may have been the catalyst.”*

The characters receiving the vision recognize the gnome as being Martak Ironwall by comparing the vision to the portrait they were given by Breenella.

Back in Hammergate, Captain Hammerheim is grateful if the PCs stopped the nightmares. He rewards them 500/750 gp each for accomplishing their goals. In addition he offers access to Hammergate’s vaults, allowing the PCs to select a Common magic item of their level + 2 or lower or an Uncommon magic item of their level or lower. If a PC wants to keep the *icegloom chart*, the Captain allows this. However, he claims the Haagenmaul in the name of Eartheart, telling the PCs that the artifact must be taken to the Deep Lords for further investigation. (If the PCs attempt to abscond with the golden hammer, they are plagued by terrible, debilitating nightmares until the relic is given to the Deep Lords. Eventually the PC becomes so sleep-deprived that the Haggenmaul is able to dominate the character. The PC wakes up one morning lying face down on the cobblestone streets of Hammergate, having sleepwalked to the city, handed over the item, and then passed out.)

Finally, the PCs gain the gratitude of Breenella if they were able to tell her anything about her husband, Martak. As they are talking with the elderly gnome, a peaceful look falls across her if the PCs were respectful toward the dead and did not do anything to defile the holy sites of Gaerdal Ironhand. For a moment, her form seems to waver and shift, and faster than the PCs can

blink, it appears as though a gnome clad in full plate, carrying a warhammer, and wearing an iron band on one arm stands before them. He salutes solemnly and the PCs feel as though they have been touched by a divine power. When they blink again, it is just Breenella, peering at them in confusion. The PCs receive Story Award **EAST20 Ironhand's Blessing**. If the PCs were ever rude to Breenella, if they defiled any of the dead gnomes, or if they disrespected any of the holy sites during the adventure, this event does not occur.



## ENCOUNTER 7: “THE TRESPASSER” STATISTICS (LOW LEVEL)

<b>Shadow Puppeteer</b>	<b>Level 14 Lurker</b>
Medium shadow humanoid	XP 1,000
<b>HP 74; Bloodied 37</b>	<b>Initiative +17</b>
<b>AC 24; Fortitude 25, Reflex 26, Will 26</b>	<b>Perception +9</b>
<b>Speed 8</b>	<b>Darkvision</b>
<b>Resist</b> insubstantial; <b>Vulnerable 5</b> radiant	
<b>TRAITS</b>	
<b>Born of Shadows</b>	
The puppeteer can make a Stealth check to become hidden when it has concealment (instead of needing total concealment).	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Touch</b> (necrotic, zone) ♦ <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +17 vs. Reflex	
<i>Hit:</i> 3d6 + 12 necrotic damage, or 3d6 + 17 necrotic damage against a target that cannot see the puppeteer.	
<i>Effect:</i> The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured. It lasts until the end of the puppeteer's next turn.	
<b>M Shadow Puppet</b> (charm; necrotic) ♦ <b>Recharge</b> when the shadow hits a creature that cannot see it.	
<i>Attack:</i> Melee 1 (one creature); +17 vs. Will	
<i>Hit:</i> 2d6 + 5 necrotic damage, or 2d6 + 10 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.	
<b>Skills</b> Stealth +18	
<b>Str</b> 12 (+8)	<b>Dex</b> 22 (+13) <b>Wis</b> 14 (+9)
<b>Con</b> 17 (+10)	<b>Int</b> 12 (+8) <b>Cha</b> 19 (+11)
<b>Alignment</b> Evil	<b>Languages</b> Common

<b>Icespawned Skeleton (level 12)</b>	<b>Level 12 Elite Soldier</b>
Medium natural animate (undead)	XP 1,400
<b>HP 206; Bloodied 103</b>	<b>Initiative +12</b>
<b>AC 26; Fortitude 27, Reflex 23, Will 23</b>	<b>Perception +9</b>
<b>Speed 5</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison	<b>Tremorsense 3</b>
<b>Resist</b> 10 cold, 15 necrotic; <b>Vulnerable 5</b> radiant	
<b>Saving Throws</b> +2; +4 against fear and charm effects.	
<b>Action Points</b> 1	
<b>TRAITS</b>	
<b>O Elemental Aura</b> (cold) ♦ <b>Aura 1</b>	
While the icespawned skeleton is bloodied, any enemy that starts its turn within the aura takes 10 cold damage.	
<b>O Soul Void</b> ♦ <b>Aura 1</b>	
An enemy that starts its turn within the aura can't spend action points until the end of its next turn.	
<b>Caged Mind</b>	
A cursed guardian that is dominated is instead dazed for the same duration that the dominated effect would have.	
<b>STANDARD ACTIONS</b>	
<b>m Slam</b> • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 2d10 + 9 damage.	
<b>M Ice Shunt</b> (cold) ♦ <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +17 vs. Fortitude	
<i>Hit:</i> 3d6 + 11 cold damage, and the target is restrained (save ends).	
<b>MOVE ACTIONS</b>	
<b>Merge With Ice</b>	
The icespawned skeleton merges with an adjacent icy surface of equal or greater size and then shifts up to 3 squares. The ice blocks line of sight and line of effect to the icespawned skeleton. The skeleton can remain merged with ice indefinitely, but it can take only move actions while merged. A creature can attack a square in which the skeleton is merged with the ice, but the skeleton has resist 30 to all damage while merged.	
<b>MINOR ACTIONS</b>	
<b>R Beckoning Gaze</b> (gaze) ♦ <b>At-Will</b> (1/round)	
<i>Attack:</i> Ranged 3 (one creature); +17 vs. Will	
<i>Effect:</i> The target is pulled 3 squares and marked (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>Elemental Step</b> (cold) ♦ <b>At-Will</b>	
<i>Trigger:</i> An enemy hits this creature with an attack provoked by this creature's movement.	
<i>Effect (free action):</i> The triggering enemy takes 10 cold damage.	
<b>Soul Siphon</b> (psychic) ♦ <b>Recharge</b> 5 6	
<i>Trigger:</i> The cursed guardian hits an enemy with a ranged attack.	
<i>Effect (free action):</i> The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
<b>Skills</b> Stealth +13	
<b>Str</b> 22 (+12)	<b>Dex</b> 14 (+8) <b>Wis</b> 16 (+8)
<b>Con</b> 16 (+9)	<b>Int</b> 3 (+2) <b>Cha</b> 3 (+2)
<b>Alignment</b> unaligned	<b>Languages</b> –

**Note:** stonespawned skeleton modified with elementally infused theme and cursed guardian template.

## ENCOUNTER 7: "THE TRESPASSER" STATISTICS (HIGH LEVEL)

<b>Shadow Puppeteer (level 16)</b>	<b>Level 16 Lurker</b>
Medium shadow humanoid	XP 1,400
<b>HP 86; Bloodied 43</b>	<b>Initiative +18</b>
<b>AC 26; Fortitude 27, Reflex 28, Will 28</b>	<b>Perception +10</b>
<b>Speed 8</b>	<b>Darkvision</b>
<b>Resist insubstantial; Vulnerable 5 radiant</b>	
<b>TRAITS</b>	
<b>Born of Shadows</b>	
The puppeteer can make a Stealth check to become hidden when it has concealment (instead of needing total concealment).	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Touch (necrotic, zone) ♦ At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +19 vs. Reflex	
<i>Hit:</i> 3d6 + 14 necrotic damage, or 3d6 + 19 necrotic damage against a target that cannot see the puppeteer.	
<i>Effect:</i> The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured. It lasts until the end of the puppeteer's next turn.	
<b>M Shadow Puppet (charm; necrotic) ♦ Recharge when the shadow hits a creature that cannot see it.</b>	
<i>Attack:</i> Melee 1 (one creature); +19 vs. Will	
<i>Hit:</i> 2d6 + 7 necrotic damage, or 2d6 + 12 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.	
<b>Skills Stealth +19</b>	
<b>Str 12 (+9)</b>	<b>Dex 22 (+14)</b>
<b>Con 17 (+11)</b>	<b>Int 12 (+9)</b>
	<b>Wis 14 (+10)</b>
	<b>Cha 19 (+12)</b>
<b>Alignment Evil</b>	<b>Languages Common</b>

<b>Icespawned Skeleton (level 14)</b>	<b>Level 14 Elite Soldier</b>
Medium natural animate (undead)	XP 2,000
<b>HP 234; Bloodied 117</b>	<b>Initiative +13</b>
<b>AC 28; Fortitude 29, Reflex 25, Will 25</b>	<b>Perception +10</b>
<b>Speed 5</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison	<b>Tremorsense 3</b>
<b>Resist 10 cold, 15 necrotic; Vulnerable 5 radiant</b>	
<b>Saving Throws +2; +4 against fear and charm effects.</b>	
<b>Action Points 1</b>	
<b>TRAITS</b>	
<b>O Elemental Aura (cold) ♦ Aura 1</b>	
While the icespawned skeleton is bloodied, any enemy that starts its turn within the aura takes 10 cold damage.	
<b>O Soul Void ♦ Aura 1</b>	
An enemy that starts its turn within the aura can't spend action points until the end of its next turn.	
<b>Caged Mind</b>	
A cursed guardian that is dominated is instead dazed for the same duration that the dominated effect would have.	
<b>STANDARD ACTIONS</b>	
<b>m Slam • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 2d10 + 11 damage.	
<b>M Ice Shunt (cold) ♦ At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +19 vs. Fortitude	
<i>Hit:</i> 3d6 + 13 cold damage, and the target is restrained (save ends).	
<b>MOVE ACTIONS</b>	
<b>Merge With Ice</b>	
The icespawned skeleton merges with an adjacent icy surface of equal or greater size and then shifts up to 3 squares. The ice blocks line of sight and line of effect to the icespawned skeleton. The skeleton can remain merged with ice indefinitely, but it can take only move actions while merged. A creature can attack a square in which the skeleton is merged with the ice, but the skeleton has resist 30 to all damage while merged.	
<b>MINOR ACTIONS</b>	
<b>R Beckoning Gaze (gaze) ♦ At-Will (1/round)</b>	
<i>Attack:</i> Ranged 3 (one creature); +19 vs. Will	
<i>Effect:</i> The target is pulled 3 squares and marked (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>Elemental Step (cold) ♦ At-Will</b>	
<i>Trigger:</i> An enemy hits this creature with an attack provoked by this creature's movement.	
<i>Effect (free action):</i> The triggering enemy takes 10 cold damage.	
<b>Soul Siphon (psychic) ♦ Recharge 5 6</b>	
<i>Trigger:</i> The cursed guardian hits an enemy with a ranged attack.	
<i>Effect (free action):</i> The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
<b>Skills Stealth +14</b>	
<b>Str 22 (+13)</b>	<b>Dex 14 (+9)</b>
<b>Con 16 (+10)</b>	<b>Int 3 (+3)</b>
	<b>Wis 16 (+9)</b>
	<b>Cha 3 (+3)</b>
<b>Alignment unaligned</b>	<b>Languages -</b>

**Note:** stonespawned skeleton modified with infused elementally infused theme and cursed guardian template.

# ENCOUNTER 7: "THE TRESPASSER" MAP

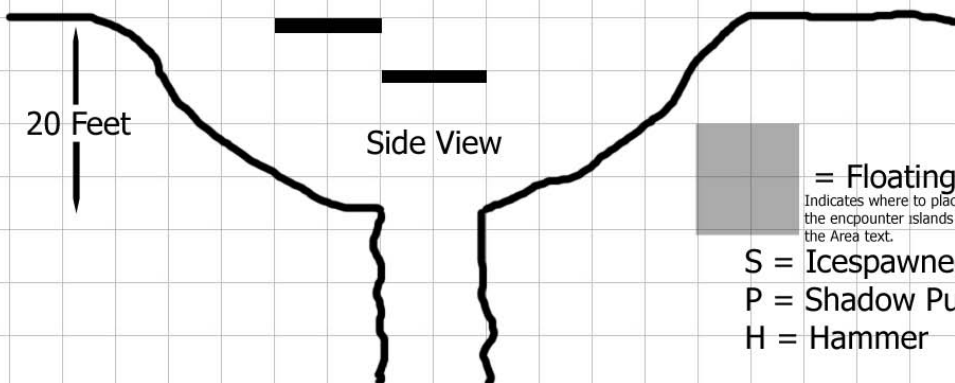
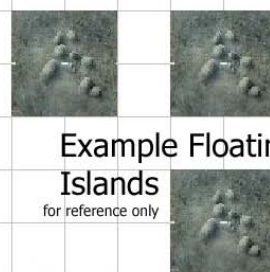
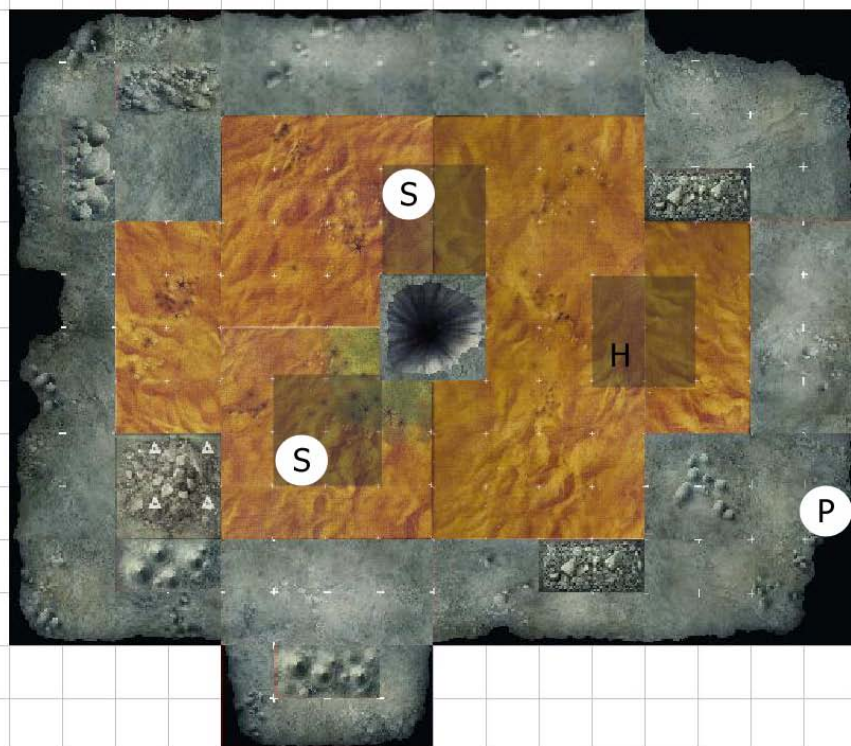
## TILE SETS NEEDED


*Desert of Athas*

*Lost Caverns of the Underdark*

*Dungeon Tiles*

*Dungeon Tiles Master Set - The Dungeon*



-  = Floating Island Initial Position  
Indicates where to place the floating island tiles at the start of the encounter. Islands are icy, but not difficult terrain. See Features of the Area text.
- S = Icespawned Skeleton
- P = Shadow Puppeteer
- H = Hammer

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, 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.

## EXPERIENCE POINTS AND BASE GOLD

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. Any character that died during the adventure earns 20% less XP than the rest of the party (unless the DM chooses to waive this penalty due to the circumstances of the character's death; see the section on "Character Death" at the beginning of the adventure for details).

### Encounter 2: Local Denizens

490 / 720 XP

### Encounter 4: Faithful Legion

1090 / 1610 XP

### Encounter 6: Catacombs

100 / 140 XP

### Encounter 7: The Trespasser

760 / 1080 XP

### Total Possible Experience

2240 / 3200 XP

(This adventure has 200 / 350 over-cap experience used to increase the challenge level. The PCs do not earn any XP above the listed maximum.)

### Base Gold per PC

1200 / 2200 gp

(Encounter 2: 100 / 275 gp, Encounter 4: 200 / 400 gp, Encounter 5: 150 / 250 gp, Encounter 6: 150 / 250 gp, Encounter 7: 100 / 275 gp, Conclusion: 500 / 750 gp)

## TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and all other monetary awards are included in the "Base Gold per PC." At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure 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; multiple players may choose the same Treasure. Some of the

listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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 Treasure, 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. In this adventure, the available Treasures are the same regardless of whether the PCs played the low-level version or the high-level version.

### THE FOLLOWING TREASURES ARE AVAILABLE:

**Treasure A:** *orb of spatial contortion +3\** (level 12; *Adventurer's Vault 1*)

Found in Encounter 2

**Treasure B:** *inner warmth armor + 3\** (level 14; *Player's Handbook 2*)

Found in Encounter 4

**Treasure C:** *thunderburst weapon +3* (level 14; *PH*)

Found in Encounter 4

**Treasure D:** *symbol of the holy nimbus\** (level 14; *Adventurer's Vault 2*)

Found in Encounter 5

**Treasure E:** *rod of reaving +3* (level 15; *PH*)

Found in Encounter 6, only if the PCs succeed on the skill challenge and did not defile the temple/tomb

**Treasure F:** *icegloom chart* (level 10; *Underdark*)

Found in Encounter 6

**Treasure G:** *warding blade* +3\* (level 13; *Adventurer's Vault* 2)

Found in Encounter 7

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Potion plus Gold):** The character finds a *potion of vitality* plus 300 / 1100 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 1300 / 2100 gp (in addition to his or her Base Gold).

## STORY AWARDS

Award these if the PC completes the condition for the award specified in the adventure. Pass out certificates to the players for their Story Awards.

If the PCs destroyed the invading creatures from the Shadowfell, retrieved the Haagenmaul, treated Breenella with respect, and did not do anything to dishonor any of the graves or holy places at the Abbey, they are granted a divine blessing. These characters earn Story Award EAST20. Those who defiled any of the dead gnomes, the burial grounds, or any of the sacred icons of Gaerdal Ironhand, or those who tried to steal the Haagenmaul instead of returning it to Eartheart, do not receive this blessing.

### EAST20 Ironhand's Blessing

Gaerdal Ironhand, Shield of the Golden Hills, was a lesser deity of the gnomish pantheon. He was known as a stern, serious protector of gnomish communities and his faithful Knights of Iron were honored by all gnomes for their service.

What became of Gaerdal when the Spellplague scoured Faerun, none can say. Some gnomes believe that he became an exarch of Garl Glittergold and continues to serve the gnomes in secret, but most

scholars are certain that he was destroyed. In any case, his worship has all but died out.

You visited a place sacred to Gaerdal's followers and retrieved a relic that was once touched by his divine power. Through your actions to cleanse this holy site and by showing respect to the honored dead of the Knights of Iron, Gaerdal's most trusted crusaders, you have earned a divine blessing. Perhaps this blessing came from Gaerdal himself; perhaps it was given by Garl Glittergold, in memory of his fallen friend; or perhaps it came from Corellon himself, who now watches over the gnomes.

This Story Award grants you the *Ironhand's Mighty Strength* divine boon. You do not need to spend a found-item slot on this boon. It fades five character levels after you gain it.

### Ironhand's Mighty Strength Level 13 Uncommon

*Gaerdal Ironhand lends his strength to those who prove their mettle in battle against his enemies.*

#### Divine Boon

**Property:** Gain a +2 item bonus to Athletics checks and a +5 item bonus to Strength checks made to break objects.

**Power (Daily):** Minor Action. Until the end of the encounter, you gain a +3 item bonus to melee damage rolls.

## APPENDIX 1: NEW RULES

### Icegloom Chart

**Level:** 10 (Uncommon)

**Price:** 5,000 gp

**Wondrous Item**

**Property:** This hunk of ice never melts, though it can burn like wood. It has 50 hit points.

**Power (Daily):** Standard Action. By closely examining the icegloom chart, you can determine a path to a desired location within the Shadowdark (the area where the Shadowfell and the Underdark overlap). The path doesn't reveal any hazards or enemies between you and the location, nor is it guaranteed to be the shortest route available. The chart details one possible path from your current site to the desired location. Once activated, this path remains apparent until you take an extended rest.

**Reference:** *Underdark*, page 121.

### Inner Warmth Armor +3

**Level:** 14 (Uncommon)

**Price:** 21,000 gp

**Armor:** Hide

**Enhancement:** +3 AC

**Property:** You gain resist 5 cold and resist 5 necrotic.

**Power (Daily):** Minor Action. Until the end of the encounter, any ally adjacent to you gains the resistances granted by this armor.

**Reference:** *Player's Handbook 2*, page 201.

### Orb of Spatial Contortion +3

**Level:** 12 (Uncommon)

**Price:** 13,000 gp

**Implement (Orb)**

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +3d6 damage

**Power (Daily):** Free Action. Use this power when you use a close blast power. It becomes a close burst of a size 2 smaller than the blast (for example, a close blast 5 becomes a close burst 3).

**Reference:** *Adventurer's Vault 1*, page 95.

### Symbol of the Holy Nimbus +3

**Level:** 14 (Uncommon)

**Price:** 21,000 gp

**Implement (Holy Symbol)**

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and you or an ally within 5 squares of you can spend a healing surge.

**Property:** When you use the healing word power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

**Reference:** *Adventurer's Vault 2*, page 32.

### Warding Blade +3

**Level:** 13 (Uncommon)

**Price:** 17,000 gp

**Weapon:** Light blade

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** While you wield this weapon in your off hand, you gain an item bonus to AC against opportunity attacks equal to the blade's enhancement bonus.

**Reference:** *Adventurer's Vault 2*, page 103.



## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A DIVINE BOON FROM:

*EAST2~3 NIGHTMARES*

### EAST20 Ironhand's Blessing

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#### Ironhand's Mighty Strength      Level 13 Uncommon

Gaerdal Ironhand lends his strength to those who prove their mettle in battle against his enemies.

##### Divine Boon

**Property:** Gain a +2 item bonus to Athletics checks and a +5 item bonus to Strength checks made to break objects.

**Power (Daily):** Minor Action. Until the end of the encounter, you gain a +3 item bonus to melee damage rolls.

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(This number was given to the organizer when the event was scheduled)

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(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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# DUNGEONS & DRAGONS

## SESSION TRACKING

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