

FORGOTTEN CRYPTS, HIDDEN DANGERS

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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A collapse in the famous Lady's College of Silverymoon reveals a network of forgotten catacombs. Engineers are sent down to ensure the stability of the university building, but more broods in the tunnels below than wood rot and crumbling walls. A *Living Forgotten Realms* adventure set in Luruar for character levels 1-4. First part of the *Forbidden Lore* series, ending in LURU2-4 (levels 4-7).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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OFFICIAL D&D PLAY

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

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

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

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

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5–4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1–4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Silverymoon is a center of learning, a meeting ground between human ambition, elven patience and dwarven dedication. It is widely known in the Realms for its universities and libraries, both mundane and magical.

This has been the case since its founding in the days of ancient Myth Drannor centuries ago. As with all ancient cities, many new buildings have been built on the foundations of older constructions and many a cellar, dungeon, or crypt lies forgotten under existing structures. Lost, that is, until a collapse or excavation reveals its sometimes deadly secrets.

It is at the Lady's College of Silverymoon, an institution famous for its lore on history and magic, which a recent collapse opened up an extensive network of catacombs below the school. Though no one was hurt in this case, the headmaster and board of regents fear that a subsequent collapse may cause much more damage, so the time has come to map these catacombs and repair them where necessary. While it is unlikely that there is going to be some kind of nasty surprise hidden in the dark, there is always a chance of such in a world filled with magic.

As a precaution the board has hired a band of heroes (the PCs) to protect the surveyors sent down into the catacombs. The stories about hauntings and disappearing students may be no more than just tales, but the school board does not have the gold to hire well established adventurers (a fact they are careful not to mention within hearing of the heroes hired, as it may come off as patronizing).

As it happens, something dangerous is lurking in the catacombs. A small group of kobolds thieves under the leadership of the shadar-kai wizard Xorval has set up its lair in these catacombs. For the past few months, they have been 'borrowing' books from the restricted sections of the Vault of Sages, Silverymoon's most famous library. They copy these books before returning the originals, delivering the copies to a few high paying collectors who prefer to keep their interest in these subjects secret. The thieves do not take kindly to being disturbed, and are forced to dispose of unexpected intruders to buy time to hide all evidence of their presence so that they can keep going on with their profitable enterprise.

One book the thieves stole proved impossible to copy, due to a strange enchantment on its contents. The huge price it could fetch meant that Xorval eventually sold it entirely. He assumed one missing book would go unnoticed.

Of course, this book's disappearance *did* get noticed. When Blaynden Darhunson, a librarian at the Vault of Sages, investigated, he discovered that several books dealing with shadow magic have been disappearing for short periods of time, as well as the one tome that has never reappeared. The librarian is affiliated with the Harpers, and informed them of the events. Just before the collapse, the thieves learned about the nosy librarian

and kidnapped him. They need him to verify what he has told the outside world, and for now he is still alive.

DM's INTRODUCTION

Encounter 1: One of the administrators at the University–Yluandrial–hires the PCs as bodyguards for a pair of engineers while they survey the recently (re)discovered catacombs below the university grounds.

Encounter 2: Curious PCs who wish to investigate the catacombs can track down Ande Rygis, a student who sometimes roams the crypts. Ande can tell them various rumors, including one concerning a librarian that has gone missing. There are no complete maps of the catacombs. The PCs may hire Ande as a guide.

Encounter 3: The exploration of the catacombs starts uneventfully, but the PCs soon come across a recent partially collapsed area. A full collapse is imminent. The PCs also find a long forgotten secret library that connects to the Vault of Sages.

Encounter 4: The PCs run across a band of thieves sent out to investigate. Realizing the threat the adventurers pose, the thieves immediately attack. During the attack, an old magical construct activates.

Encounter 5: Having dealt with the thieves, they learn more is going on. The construct, Coura, desires the thieves that steal the library books to be stopped. It hopes it can get the PCs to follow the trail, and provides information on getting there.

Encounter 6a: The PCs face the guards and traps at the entrance to their lair. The fight is not as much about defeating the opponents, but about the speed and silence in which the PCs dispose of the guards to determine whether those inside realize what is going on and can take the necessary precautions.

Encounter 6b: Rather than a direct assault, the PCs can try to evade any guards by using an older tunnel system. This is a skill challenge to determine whether Xorval and the kobolds become aware of the PCs before the final confrontation.

Encounter 7: Once past the entrance, the PCs have to deal with the remainder of the gang. The PCs learn more about them and how they "robbed" the library. Such information is highly sought after by the PCs' employers. The rescue of the librarian is appreciated both by the University and the Harpers.

QUEST2-1 Stir Not the World's Doom: This adventure contains an opportunity to fulfill task 1 of QUEST2-1 *Stir Not the World's Doom*. Check whether any PCs have the card, and make sure they are able to find the tome in Encounter 3 or Encounter 5.

PLAYER'S INTRODUCTION

Yluandrial [ee-loo-AN-dree-al], the Mistress of Secrets (a fancy name for the head of administration), has sent out a call for adventurers to aid in 'subterranean exploration'.

The PCs may learn of this assignment from various sources:

- Halaskar is a fighter some of the PCs may have met in LURU1-1 *Slivers of Aerlann*. He has been offered the job, but he does not want it, and sends a message to the PCs.
- A student of the university may be a friend to a PC.
- Yluandrial also asked Reydrich Sharn, the owner of the Son of the Goat inn, to look out for adventurers. Reydrich approaches the PCs directly with the offer.

The PCs are given a time and place at which they are expected to show. Exact details are unavailable, but they learn the expected pay is 50/65 gp per PC.

Once the PCs have decided to appear, read or paraphrase the following:

The Lady's College is a collection of buildings in the southern part of Silverymoon. A great white building with turrets and gracefully curved towers houses its administration. It stands partly covered in blossoming clematis and surrounded by slender trees.

It is here you have been told to report to Mistress of Secrets, the moon elf Yluandrial. On your inquiries, a young student guides you through the great white marble atrium then through a gallery with many columns, and onto stairs going down. Without commenting he lifts a burning lantern from a hook, and then leads you into the depths.

Most educated PCs know that the Lady's College is part of the great University of Silverymoon. It teaches the history of magic and caters to all arcane casters. Those who enter the Lady's College agree to serve defending the city for a period equaling the amount of time spent studying at the school.

ENCOUNTER 1: THE LADY'S COLLEGE

SETUP

Important NPCs: Yluandrial, Lady's College Mistress of Secrets, female moon elf; Gervard, surveyor, male human; Amra Drohmberg, surveyor, female dwarf.

Among rubble and pools of foul smelling water, a large hole, twenty feet across, opens up into what looks to be a network of tunnels.

An eladrin woman turns toward you. Next to her stand a thin man with a balding pate and graying beard, and a broad shouldered dwarf woman with sleek black hair tied into a ponytail.

The eladrin is Yluandrial. The two people are Gervard and Amra Drohmberg, surveyors of rival companies who are here to draft a plan for closing up the hole and securing the university against further collapses. See Appendix I for descriptions and backgrounds.

Yluandrial introduces herself and the surveyors, and asks the PCs to introduce themselves. She then explains:

"We recently had a collapse. A student discovered a secret entrance opened from this room into the catacombs, but the construction has suffered and it came down a tenday ago, taking a section of the room with it. It is a wonder no one was hurt.

"We aim to prevent such a thing from happening again, and have employed these surveyors to come up with a plan. However, rumors say the catacombs are haunted and full of monsters. We have promised our surveyors some protection; this is where you come in."

Yluandrial gives the PCs three tasks:

- Their main task is to protect Gervard and Amra as they inspect the damage and the threat of any other collapses.
- Their secondary task is to assist the two surveyors in setting up measures to prevent further collapses.
- Their tertiary task is to investigate any potential threats. It is known that the catacombs house undead and other creatures. Should any of those pose a threat to the university, these should be isolated and dealt with when possible.

Yluandrial does not expect the PCs to clean out the catacombs entirely—that is something the Knights in Silver can't even manage. They should only deal with creatures that might immediately invade the university grounds.

For their efforts, Yluandrial is willing to pay 50/65 gp per PC.

PCs who make a DC 15 Insight check realize that Amra and Gervard (who cast angry glares at one another when they think no one's looking) are not on the best of terms. They are competitors, who have different ideas on how to fix the situation, and they bicker a lot. While Yluandrial believes that two sets of eyes see more than one, the two surveyors are more concerned with earning the university's business than with cooperation.

ENDING THE ENCOUNTER

Amra and Gervard do not desire to enter the catacombs at night. They want to start in the morning, using the intermediate time to assess the damage to the Room of Commons.

While the two get to work (with much discussion and disagreements in the background), Yluandrial suggests the PCs return in the morning. She has arranged rooms for them at the Son of the Goat inn.

Before she leaves, she adds:

"We have some works in the library on the systems underneath, but as few people ever enter them, they are likely woefully inaccurate. However, sometimes students enter the tunnels on a dare. You could try to ask the student who 'found' the collapse if she knows more: Aryande Rygis"

A DC 12 Insight check reveals that when Yluandrial says 'found,' she really means 'caused.' She can direct the PCs to this student, a half-elf girl named Ande Rygis (see Encounter 2).

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: A LOVE STORY IN PARTS

SETUP

Important NPCs: Ande Rygis, female half-elf wizard.

There is little accurate information to be found on the catacombs. While tomes abound about Silvermoon's history, the catacombs have been avoided, due to suspected monsters and hauntings. The Silver Knights and Spellguard periodically scour it, but they are tightlipped with information. The few adventuring parties that go down there in search of fame hardly ever leave reports. Searching the library therefore does not reveal much news.

The one person who might be of help for the PCs is a student named Aryande "Ande" Rygis. Ande has an unhealthy interest in necromancy, and rumors abound over her trips into the crypts below to seek out undead. See Appendix I for information and statistics for Ande Rygis.

PCs desiring to track her down find her in one of the college libraries.

A young woman, with pale skin and midnight black hair, is poring over various dusty books. She sits alone, given a wide berth by other students.

A large black tome is in her lap, which she peruses to cross-reference it with the pile of books and scrolls in front of her.

Ande Rygis is busy deciphering an old tome. When approached, she is initially wary, as students and mentors alike have suggested that she caused the recent collapse in the catacombs (not true). If the PCs do not try to blame her for it, she is eager to tell them about the crypts below, hoping to find kindred souls interested in her macabre studies of the dead.

What Ande can tell:

- The catacombs are mostly avoided. They are said to be teeming with monsters. The reports are exaggerated, but hold some truth.
- There is a cause for the monster presence. The Spellplague opened up a number of entry points. The crypts were suddenly connected the city to deeper, older catacombs that held a whole horde of undead and newly-plaguechanged monsters. The Spellguard and the Knights in Silver were largely successful in turning the horrors back. Most of the portals have been sealed or at least walled up.

- Many secret tunnels still lead into the catacombs some providing hidden back entrances to various buildings in the city.
- She is unsurprised that parts have collapsed. The catacombs have been neglected for long.
- Of the monsters down there most are undead! The last time she was chased off by kobolds.
- There is also an old sewer system, as well as various tunnels of the Underdark.
- The sewer system is very old. Ande believes they are not sewers, but a set of underground canals whose original purpose is a mystery.
- Over the years, many have claimed people gone missing. Ande believes most of these claims are exaggerations.
- One truly missing person Ande knows of is Blaynden Darhunson, a librarian at the Vault of the Sages and a friend of her. Some say he is off to his family in Sundabar, but Blaynden had promised to lend Ande a tome about shadow magic to aid her research, and she finds it odd that he left before leaving it for her.
- Blaynden was reclusive and worked in the lower floors of the Vault.

Hiring Ande as a Guide: Ande knows a lot of the catacombs—specifically the crypts. It is easy to see that she has an interest to join the PCs. If the PCs don't catch on, she proposes it herself:

Ande does not need pay, but asks a small share of any treasure found (this does not actually affect the gold earned per PC). If the PCs hire her, she is elated.

She grants a +2 bonus on any Arcana or Dungeoneering checks on which a PC consults her. Not taking her as a guide may make navigation through the catacombs difficult, which may have other side effects (see Encounter 3).

Ande does not fight in the combats the PCs enter. A statblock is provided in Appendix I just in case.

ENDING THE ENCOUNTER

Move to Encounter 3 once the PCs are done with Ande.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: DUNGEONEERING

**SKILL CHALLENGE LEVEL 2/4,
COMPLEXITY 1 (125/175 XP)**

SETUP

Important NPCs: Gervard, surveyor, human male; Amra Drohmborg, surveyor, dwarven female; Ande Rygis, female half-elf wizard (optional).

The initial travel through the catacombs is uneventful. The surveyors take stock of the situation as they examine the catacombs. They track the source of the collapse: a large, widening crack in the foundation of the college, leading the group ever deeper. The tunnels are tight. Some places are dusty and cold, while others areas that connect to the sewer system through large iron grates are wet and smell of refuse.

If present, Ande proves a good guide. She knows some of the more hazardous areas and can point out the best routes. Without her, PCs and NPCs run into a lot more dead ends, stagnant pools and hard to pass passages, and their progress is much slower.

After about an hour of trudging around, you enter an area filled with rubble. The wall here has collapsed, revealing another tunnel sloping steadily down. A faint light can be seen about two hundred feet into the tunnel.

If present, Ande recalls that this area was in good shape 'last she was here.' The surveyors agree that the collapse must be recent—in the last days or so.

Once the PCs continue towards the light, read:

Your lights reveal a large room, filled with the dust of ages and debris that must have come from the cracked ceiling, which is pitted with holes. As you enter, magical glowballs light up, illuminating the chamber. Simultaneously, a sudden tremor runs through the room.

The arcane wards that detect people and also lit up the lights have grown unstable. With every passing of the kobolds, and now the PCs, the room's magical supports grow weaker, and the room becomes more unstable.

Large hard wooden bookcases line the walls all the way to the ceiling. Small bookcases are lined up in two rows. All are packed with books, some moldering, some whole. Some bookcases have been partly cleared, with books casually left on the floor.

Against one wall, opposite a set of double doors, stands a large metal box. Strange glowing sigils crawl over its surface, casting an eerie glow over the library.

Place the PCs in the library room that is the site of Encounter 4. They enter through one of the passages in the north wall.

The Box: The box is a magical construction that holds Coura, a named construct, which, in older times, functioned as the librarian for this lost section of the library. Coura is aware of her surroundings and the kobolds' activities, but is incapable of acting as her box was magically sealed long ago and she can't open it herself. See Encounter 5 for info on Coura.

With a DC 20 Arcana check, a PC senses an arcane aura on the large iron box. The box is a magical construction, and seems to be impervious to damage. It does not allow itself to be opened in any way—the construction is in magical stasis. Finding the key is impossible, though magical force might open it.

The PC knows that casting an arcane attack power (Encounter or Daily spell) at the box "activate" it (a similar effect occurs in the combat as described under 'activating Coura' in Encounter 4). However, using any attack power in the room when it is not yet stabilized weakens the room and earns a failure. Coura does not participate in the combat in Encounter 4.

Arcane wards: The shelves of the bookcases on the walls have wards on them. They shock anyone who takes a book from those shelves (see Encounter 5). The wards' aura can be detected with a DC 21 Arcana check. There are also auras on the ceiling and walls. These strengthen the structure and also dampen sounds from outside, to create a quiet reading room.

Tracking: With a DC 15 Perception, the PCs find tracks of many small creatures, as well as the tracks of a medium sized person. It appears a struggle took place recently, but most details have been erased by sand and dust that drifted down in the last day. On a DC 20 Perception check, the tracks are revealed to be those of kobolds, who were fighting a human male (a handprint can be found in the dust). The kobolds won the fight, and dragged off the human, who was then still alive.

Bookcase: Even though the lower shelves of the cases have mostly been looted by the kobolds, the upper shelves contain many tomes and books of lore that a collector would consider priceless. Obviously, the box is also beyond value.

However, the room is very unstable:

Debris and dust drop down even as you look on. A minor tremble makes the bookcases shudder.

Amra claims that the whole room is coming down. She offers a plan to put supports in place to hold the room up. Gervard, however, interrupts her. He feels supports are not going to help, but thinks a controlled collapse could prevent the room's destruction. The dwarf sputters incredulously, and within moments the surveyors are in each other's faces.

Both agree that the room is about to collapse; threatening to bury the rich treasures of tomes and the magic box, and with dire consequences for whatever lies above. A DC 15 Dungeoneering check reveals the ceiling will hold up for a few more hours, but that won't be enough to get reinforcements to shore everything up.

A DC 12 Dungeoneering check makes PCs realize that both approaches have a chance of success, but neither sound entirely secure either. The two plans cannot be executed together, and need different skills to succeed.

Ande, if present, informs the PCs that above them lies the Vault of the Sages, the great library.

Behind the double doors is a staircase going up, littered with debris from the recent collapse. The stairs lead to a secret door into the lower Vaults (which is what the kobolds have been using for the last month).

SKILL CHALLENGE: PREVENTING COLLAPSE

Goal: Prevent the room from collapsing and destroying the precious lore.

Complexity: 1 (5 successes before 3 failures)

Primary Skills: Athletics, Diplomacy, Dungeoneering, Thievery

Other Skills: Arcana or History, Perception

Victory: The room is stabilized, and no major collapses occur.

Defeat: A collapse occurs, destroying books, harming the PCs and giving them a disadvantage in Encounter 4.

Gervard and Amra both have different ideas of how to stabilize the room. Gervard believes a controlled collapse can stabilize the place. He wants to move the most valuable material out of the way, and then trigger the collapse.

Amra instead believes she can find key points in the structure and fashion supports. She needs to determine any weak points in the structure that was originally re-enforced by magic.

Neither wants to listen to each other's ideas, so the PCs need to determine what plan to follow.

While each plan is solid, neither is perfect and the stubborn surveyors ignore each other's advice, causing them to make mistakes.

Ande does not show much interest. She sets herself on the staircase, and starts leafing through a tome as the PCs set out to stabilize the room. She gives advice (granting a +2 bonus on Arcana or Dungeoneering) if asked, but does not otherwise participate.

SCENE 1: ASSESSMENT [MAXIMUM 1 SUCCESS]

PCs first need to determine the course. They can either try to get them to cooperate OR determine for themselves which advice is right.

Diplomacy or Intimidate DC 15/17 (1 success, 1 maximum)

The PC manages to get Amra and Gervard to cooperate and listen to each other's ideas, eliminating any flaws in the plan the PCs have decided to follow.

Dungeoneering DC 15/17 (1 success, 1 maximum)

The PC is able to determine which ideas of the surveyors are good and which are flawed. Both plans have merit, but it allows them to prevent mistakes due to either surveyor's stubbornness.

On a DC 20/23, a PC can also set up his own plan. The PC may need preparations depending on the plan they come up with. Both surveyors refuse to help if the PCs' plan is carried out.

SCENE 2: PREPARATION [MAXIMUM 1 SUCCESS]

The PCs need to aid the surveyor in preparing the area to execute the plan. Amra asks the PCs to help her check the strength of the arcane wards, so she knows where the ceiling needs most support. Gervard hopes that saving the most valuable books lend him some favor with the Vault. He does not know which books these are, and asks the PCs to help him.

If the PCs follow their own plan, they may make either an Arcana check or a History check, or skip this step.

A success in this scene also grants a +2 bonus on the first Athletics or Thievery check in the next scene.

Arcana DC 10/12 (if the PCs follow Amra's plan; 1 success; 1 maximum)

The PC detects an arcane aura which shows where the ceiling is best supported. The magical supports are deteriorating and now mostly gone, which is what is causing the ceiling to collapse. It is beyond the PCs to restore the aura, but it is possible to seek out places where mundane supports help the most.

History DC 10/12 (if the PCs follow Gervard's plan; 1 success; 1 maximum)

There is not enough time to make sure all tomes are safe from a triggered collapse. With a successful check, the PC can determine what books are most valuable, and can shift several out of harm's way, making placing the collapse easier for Gervard – a failure causes him to fuss too much over avoiding the destruction of any shelves.

Bluff DC 15/17 (if the PCs follow Gervard's plan; 1 success; 1 maximum)

The PC pretends to know which books are most valuable, and convinces Gervard of it.

SCENE 3: EXECUTION [2 SUCCESSES]

The PCs need to execute the plan. The surveyor orders a PC to place (Amra) or remove (Gervard) a support until the room is secure (4 or 5 successes are reached) or it goes wrong and the roof collapses (when 3 failures are reached).

Since every person gets assigned his or her own task, and since the PCs have to keep things in place until all supports are removed or placed, PCs cannot aid each other in this scene.

Ande is present (1 success)

If the PCs hired Ande, they got her quickly, and the room is a bit more stable. This grants them one success in this part of the skill challenge.

Perception DC 15/17 (after a failure, by a PC that has not acted yet; no successes; useable only once)

The PC sees the beginning of a tear or an unstable section, and points out that something went wrong. This allows the surveyor to correct the mistake, and removes one failure.

Athletics DC 10/12 (1 success; 2 maximum)

Following Gervard's plan, the PC removes a supporting pillar. On a failure, the action damages other supports.

Following Amra's plan, the PC places a wooden beam to support the ceiling. On a failure, this action dislodges something.

Athletics DC 15/17 (when moving the box to use it as a support; 2 successes; 2 maximum)

If the PCs use the box as a support, they earn 2 successes rather than 1, due to it being impervious to damage. The box is quite heavy though, and is harder to move safely than other supports.

Thievery DC 10/12 (1 success; 2 maximum)

Following Gervard's plan, the PC manages to remove a support.

Following Amra's plan, the PC manages to position a wig to provide support at a crucial place.

Ritual or Martial Practice (1 success; 1 maximum)

The ritual Make Whole or the martial practices Master Artisan or Temporary Fix can be used to repair a specific part of the ceiling or a support. The temporary fix lasts long enough to aid in stabilizing the room. There is time for only one use of a ritual.

No check is needed. The component cost for Make Whole or Master Artisan is 20 gp for nails, iron thread, and other materials not available in the room. If the PCs have not brought these materials with them, they can purchase the items from the surveyors (who are shrewd businessmen and would rather not have the PCs do their job for them). A DC 15/17 Diplomacy check convinces the surveyors to lower the cost to 10 gp.

ENDING THE ENCOUNTER

The PCs succeed in stabilizing the room if they gather 4 successes (or 5, if they did not hire Ande as a guide in Encounter 2). If they gather 3 failures, the effort fails. Move to Encounter 4.

Success: The room is stabilized.

Failure: A part of the ceiling collapses. Various valuable books are destroyed. Everyone in the room loses a healing surge (Gervard and Amra have only one healing surge, so they won't have any left in the next encounter). Also, the roar and dust caused by the collapse allow the kobolds in Encounter 4 to approach without being detected, and gives them a surprise round.

EXPERIENCE POINTS

The characters receive 25/35 experience points for successfully completing the skill challenge.

TREASURE

One of the shelves contains a moldy tome. It is titled 'Descend to Dark Turrent'. The book stands out as it is incredibly old but has a stark blue cover. The tome looks like it is crumbling, yet magical wards prevent it from falling apart – even if the PCs fail the skill challenge. The book describes how a party of adventurers wandered a distant land named Abeir. It describes a location named Dark Turrent, a prison of a powerful extraplanar being. A PC who reads this tome fulfills **task 1** of QUEST2-1 *Stir Not the World's Doom*.

ENCOUNTER 4: THIEVES!

ENCOUNTER LEVEL 2/4 (650/900 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 kobold wild mage (level 3) (W)

2 kobold slinger (level 2) (H)

1 kobold ratmaster (level 2) (R)

This encounter includes the following creatures at the high tier:

1 kobold wild mage (W)

2 kobold slinger (level 4) (H)

1 kobold ratmaster (R)

All tiers:

Amra (A)

Gervard (G)

Ande Rygis (optional)

The PCs' efforts have drawn the attention of a set of kobolds. The kobolds are part of a gang that has been stealing books from the Vault of the Sages in order to copy them and sell the copies.

The kobolds are eager to keep their activities secret, and have already captured Blaynden Darhunson when he came to investigate why books seemed to be disappearing from the Vault.

The kobolds believe the PCs are mercenaries sent to rescue Blaynden, and they move quickly to eliminate the threat.

If the PCs succeeded in Encounter 3: The PCs hear the kobolds arrive. Let the PC with the highest passive Perception know:

You hear a soft scraping sound, like metal on rock. It appears to come from one of the tunnels.

The kobolds come in through one of the corridors to the north (pick a tunnel that allows a stealthy approach—do not split the kobolds). The kobolds can get quite near (up to the room's entrances) due to the muting effects of the wards, which dampen most sounds outside the room. If the PCs placed guards, they may spot them earlier. In that case, the kobolds charge and hope on surprise.

The rat master starts the combat just inside the room, while the slingers and the wild mage hang back in the corridor.

Roll initiative as normal, as both parties are aware of each other. The kobolds try to hide and sneak up, so the PCs still need to make Perception checks to spot them as long as the kobolds have cover.

If the PCs failed in Encounter 3: The dust and roar of collapsing ceiling covers the kobolds' arrival. A dust cloud fills the room, better hiding the kobolds. The kobolds start in the tunnel mouths, hidden, and gain surprise. Once the attack is on the way, the PCs can make Perception checks to spot the kobolds.

Don't forget the activation of Coura when the wild mage attacks.

FEATURES OF THE AREA

Illumination: The room is normally lit by magical glowballs. The corridors and staircase are in dim light.

Chest: The 'chest' is blocking terrain, and is too high to be climbed. It seems impervious to damage (if the ceiling collapsed, it is unmarked!).

The chest is, in reality, an arcane construction that holds Coura, the construct librarian—currently inactive. See Encounter 5 for info on Coura.

Coura may activate during the combat (see tactics), but does not play an active role in this encounter. If the PCs already activated Coura, she does not participate in the battle, and the kobolds do not waste attacks on her (seeing her as 'treasure'). Area attacks she gets caught in do not cause significant damage.

Dust Cloud: If the PCs failed the skill challenge in Encounter 3, a cloud of dust lingers in the entire room. Any creature inside it gains a +4 bonus on Stealth checks, and can make checks to hide as if it has concealment (though the cloud does not grant concealment in and of itself).

A *prestidigitation* spell can clear one square of the dust cloud as a minor action (revealing any creature using the cloud to hide itself). This is a deviation from the normal use of the spell, and a PC who can cast *prestidigitation* is aware of this possible use.

Book Cases: Book cases are lined up in two rows through the room. They provide cover. They still contain books and are unstable. With a standard action, an adjacent creature can push over a bookcase (letting it fall in a direction along the row of bookcases), and cause the following attack:

C Falling Book Case (standard)

Close Blast 2; +7 vs. Reflex; 1d6 damage, and the target is knocked prone and restrained (save ends). The affected area becomes difficult terrain. *Miss:* The target slides 1 square out of the area of effect. If it cannot be slid out of the area, it falls prone and is restrained until the start of its next turn.

Library Wards: Along the walls, lines of shelves hold books and tomes. These shelves cannot be toppled. The books on these shelves are warded. Anyone who takes a book from the shelf, or who is forcibly moved into one of these squares, triggers a burst of lightning.

C Library Wards (free action, when a book is touched or a creature is forcibly moved into the bookcase) ♦ **Lightning**
Close Blast 1; +5 vs. Fortitude; 1d6 + 4 lightning damage

Collapsed Area: This area is either the result of Gervard's planned collapse, or a collection of make-shift beams and supports set up by Amra. The area is difficult terrain, and provides cover for anyone inside it.

Amra and Gervard: The two surveyors try to stay out of combat. Treat them as minions with speed 6, AC 12, and all other defenses 10. They have one healing surge. When they take damage, they drop unconscious if they still have a healing surge left. They die if they take damage when unconscious or when they have no healing surges left.

Ande: If present, Ande sits on the steps of the staircase. She stays there and does not directly interfere in the battle. Note that she is particularly interested in inspecting the bodies of slain enemies (or PCs), being fascinated by death.

TACTICS

The wild mage and slingers try to avoid melee but stay in range, using the cover of the bookcases (and pushing them over if that benefits them). The wild mage prefers to use *wild magic*, but uses *wild surge* if he can set up a PC so that a slinger can push over a bookcase. Slingers use their *special shot* unless they can push over a bookcase.

The rat master enters melee, trying to use reach to stay away from the area in front of the bookcases so slingers can safely push them over. It prefers to use *gnawing rats* over other powers, unless this hits its allies. It reserves *rat frenzy* and *devouring horde* for situations requiring controlled attacks or if unavailable falls back on its *whip*. If bloodied, the rat master uses its encounter attacks as soon as possible.

Activating Coura: The first time the wild mage attacks, his magic goes wild:

For a moment, the mage's small form is outlined in azure light, as its magic goes wild. Arcane flames dance around it and arc like lightning bolts in all directions.

While this does not do any additional harm and the attack proceeds as normal, it has a strange effect on the box:

The sigils on the box burn brighter as the lightning arcs into it. It almost looks as if the box sucks the magic out of the air. A tremor goes through the box, and it cracks open.

Over the course of the battle, the box continues to open slowly, revealing a creature inside, made of metal, gems, and glass. This is Coura. She does not fully activate until Encounter 5.

If the PCs move into the tunnels: PCs may lock the kobolds entry into the room, forcing a fight in the tunnels. In that case, the critters may retreat to another room, which is twenty feet from the main library room and set up in similar ways. That room does not have any magical wards and is not unstable, and its shelves are robbed clean. This allows the combat to stay more dynamic.

Even when the wild mage casts his spells in the other room, Coura activates (due to the erratic nature of wild magic). The PCs may not notice that immediately if they are not in the main room.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the attacks and defenses of the kobold ratmaster by 1, and reduce its hit points by 16.

Six PCs: Add one slinger.

ENDING THE ENCOUNTER

Once the kobolds are defeated, go to Encounter 5. If any kobolds survive as prisoners, the PCs can interrogate them, but they can reveal only the route to their hideout (Encounter 6A) and that their master is a "shadow man." They are cowardly creatures, quick to betray their masters at even the faintest hint of violence or a marginal offer of reward.

EXPERIENCE POINTS

The characters receive 130/185 experience points each for defeating the kobolds.

TREASURE

The ratmaster wears a *rat killer's coat* +1. The wild mage carries several gems with him, to the value of 25/35 gp per PC.

ENCOUNTER 4: THIEVES! STATISTICS (LOW LEVEL)

Kobold Wild Mage (level 3)	Level 3 Controller
Small natural humanoid (reptile)	XP 150
Initiative +3 Senses Perception +3; darkvision	
HP 46; Bloodied 23; see also <i>wild blast</i>	
AC 15; Fortitude 14, Reflex 15, Will 16; see also <i>trap sense</i>	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d4 + 1 damage.	
r Wild Surge (standard; at-will) ♦ Implement	
Ranged 10; +7 vs. Reflex; 1d6 + 3 damage, and the wild mage slides the target 2 squares.	
R Wild Magic (standard; at-will) ♦ Implement, Varies	
Ranged 10; +7 vs. Reflex; on a hit, roll a d4 to determine the effect:	
1—Flame Bolt (Fire): 1d8 + 3 fire damage, and ongoing 5 fire damage (save ends).	
2—Frost Bolt (Cold): 1d6 + 3 cold damage, and the target is immobilized (save ends).	
3—Lightning Arc (Lightning): 1d8 + 3 lightning damage, and the target is dazed (save ends).	
4—Venom Bolt (Poison): 1d6 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
C Wild Blast (free; when reduced to 0 hit points) ♦ Cold, Fire, Lightning	
Close burst 2; +8 vs. Reflex; 2d6 + 3 fire, cold, and lightning damage.	
Wild Teleport (immediate reaction, when the wild mage is damaged; encounter) ♦ Teleport	
The kobold wild mage teleports 1d6 squares.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Arcana +9, Stealth +10	
Str 11 (+1)	Dex 15 (+3) Wis 15 (+3)
Con 14 (+3)	Int 16 (+4) Cha 16 (+4)
Equipment dagger, wand, robes	

Kobold Slinger (level 2)	Level 2 Artillery
Small natural humanoid (reptile)	XP 125
Initiative +4 Senses Perception +2; darkvision	
HP 30; Bloodied 15	
AC 14; Fortitude 13, Reflex 15, Will 13	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 + 4 damage.	
r Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +9 vs. AC; 1d6 + 6 damage.	
R Special Shot (standard; at-will 3/encounter) ♦ Weapon	
Make a <i>sling</i> attack and add an additional effect depending on its type (roll d6):	
1-2 <i>Stinkpot</i> : The target takes a -2 penalty to attack rolls (save ends).	
3-4 <i>Firepot (fire)</i> : The target takes ongoing 2 fire damage (save ends).	
5-6 <i>Gluepot</i> : The target is immobilized (save ends).	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +9	
Str 9 (0)	Dex 17 (+4) Wis 12 (+2)
Con 12 (+2)	Int 9 (0) Cha 10 (+1)
Equipment 3 rounds of special shot, sling, dagger, leather armor, 20 sling bullets	

Kobold Rat Master (level 2)	Level 2 Elite Soldier
Small natural humanoid (reptile)	XP 250
Initiative +5 Senses Perception +2; darkvision	
Rat Horde aura 1; each enemy that begins its turns within the aura takes 5 damage. Enemies treat squares in the aura as difficult terrain. See also <i>devouring horde</i> .	
HP 82; Bloodied 41	
AC 18; Fortitude 16, Reflex 15, Will 14; see also <i>trap sense</i>	
Saving Throws +2	
Speed 6	
Action Points 1	
m Whip (standard; at-will) ♦ Weapon	
Reach 2; +9 vs. AC; 1d4 + 1 damage, and the target is pulled 1 square.	
C Gnawing Rats (standard; at-will)	
Close burst 2; +7 vs. Fortitude; 1d6 + 1 damage and ongoing 5 damage (save ends). See also <i>devouring horde</i> .	
R Devouring Horde (standard; encounter)	
Ranged 5; +7 vs. Fortitude; 1d6 + 2 damage, and the target is stunned (save ends); until the target saves, the rat master loses its rat horde aura and the use of its gnawing rats attack.	
C Rat Frenzy (standard; encounter)	
Close burst 1; +7 vs. Reflex; 2d6 + 2 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Nature +7	
Str 14 (+3)	Dex 15 (+3) Wis 12 (+2)
Con 17 (+4)	Int 12 (+2) Cha 13 (+2)
Equipment hide armor, whip	

ENCOUNTER 4: THIEVES! STATISTICS (HIGH LEVEL)

Kobold Wild Mage	Level 5 Controller
Small natural humanoid (reptile)	XP 200
Initiative +4 Senses Perception +4; darkvision	
HP 62; Bloodied 31; see also <i>wild blast</i>	
AC 17; Fortitude 16, Reflex 17, Will 18; see also <i>trap sense</i>	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d4 + 2 damage.	
r Wild Surge (standard; at-will) ♦ Implement	
Ranged 10; +9 vs. Reflex; 1d6 + 4 damage, and the wild mage slides the target 2 squares.	
R Wild Magic (standard; at-will) ♦ Implement, Varies	
Ranged 10; +9 vs. Reflex; on a hit, roll a d4 to determine the effect:	
1—Flame Bolt (Fire): 1d8 + 4 fire damage, and ongoing 5 fire damage (save ends).	
2—Frost Bolt (Cold): 1d6 + 4 cold damage, and the target is immobilized (save ends).	
3—Lightning Arc (Lightning): 1d8 + 4 lightning damage, and the target is dazed (save ends).	
4—Venom Bolt (Poison): 1d6 + 4 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
C Wild Blast (free; when reduced to 0 hit points) ♦ Cold, Fire, Lightning	
Close burst 2; +10 vs. Reflex; 2d6 + 4 fire, cold, and lightning damage.	
Wild Teleport (immediate reaction, when the wild mage is damaged; encounter) ♦ Teleport	
The kobold wild mage teleports 1d6 squares.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Arcana +10, Stealth +11	
Str 11 (+2)	Dex 15 (+4) Wis 15 (+4)
Con 14 (+4)	Int 16 (+5) Cha 16 (+5)
Equipment dagger, implement, wand, robes.	

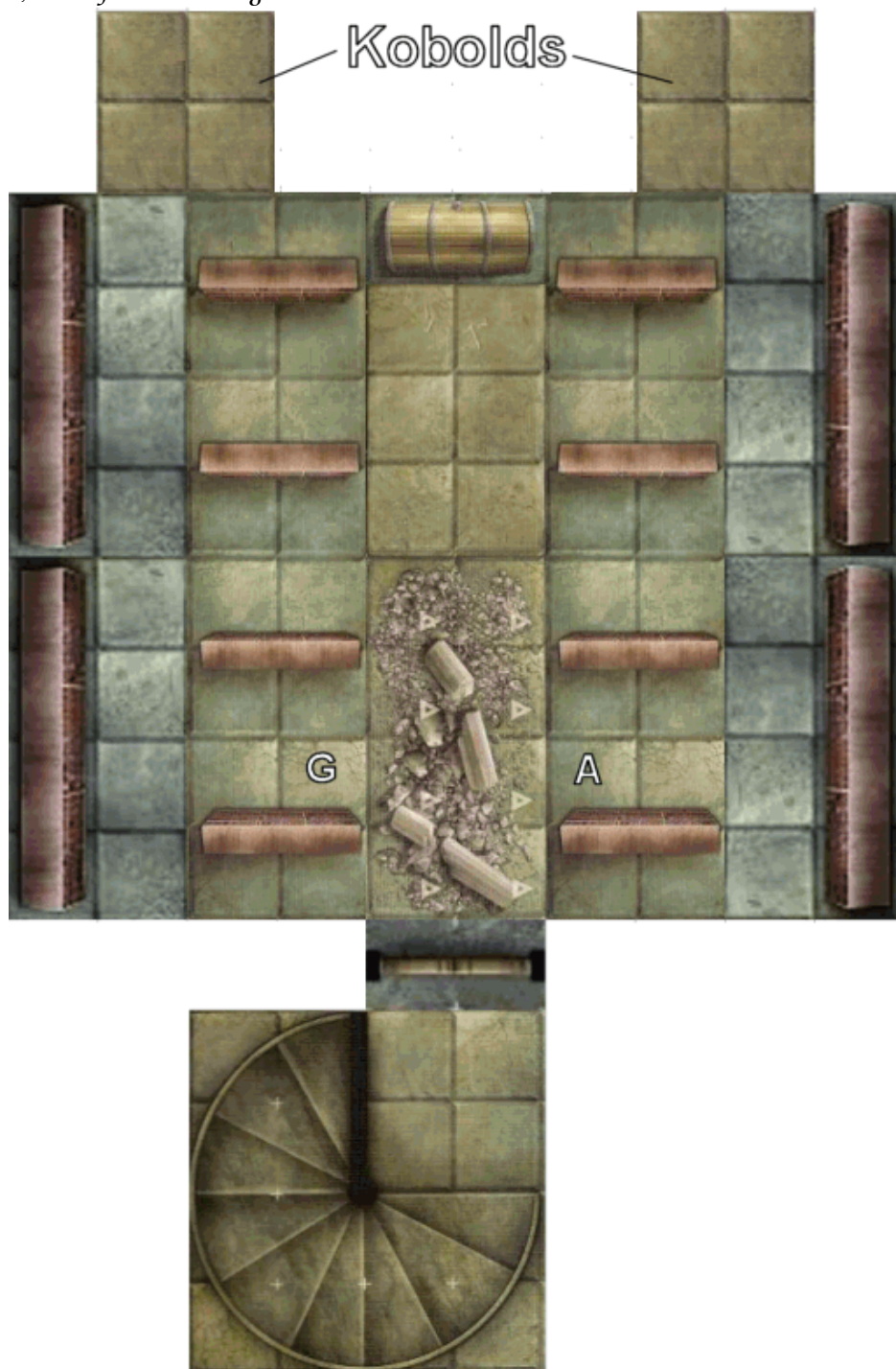
Kobold Slinger (level 4)	Level 4 Artillery
Small natural humanoid (reptile)	XP 175
Initiative +5 Senses Perception +3; darkvision	
HP 42; Bloodied 21	
AC 16; Fortitude 15, Reflex 17, Will 15	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d4 + 5 damage.	
r Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +11 vs. AC; 2d6 + 5 damage.	
R Special Shot (standard; at-will 3/encounter) ♦ Weapon	
Make a <i>sling</i> attack and add an additional effect depending on its type (roll d6):	
1-2 <i>Stinkpot</i> : The target takes a -2 penalty to attack rolls (save ends).	
3-4 <i>Firepot (fire)</i> : The target takes ongoing 5 fire damage (save ends).	
5-6 <i>Gluepot</i> : The target is immobilized (save ends).	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +10	
Str 9 (+1)	Dex 17 (+5) Wis 12 (+3)
Con 12 (+3)	Int 9 (+1) Cha 10 (+2)
Equipment 3 rounds of special shot, sling, dagger, leather armor, 20 sling bullets	

Kobold Rat Master	Level 4 Elite Soldier
Small natural humanoid (reptile)	XP 350
Initiative +6 Senses Perception +3; darkvision	
Rat Horde aura 1; each enemy that begins its turns within the aura takes 5 damage. Enemies treat squares in the aura as difficult terrain. See also <i>devouring horde</i> .	
HP 114; Bloodied 57	
AC 20; Fortitude 18, Reflex 17, Will 16; see also <i>trap sense</i>	
Speed 6	
Saving Throws +2	
Action Points 1	
m Whip (standard; at-will) ♦ Weapon	
Reach 2; +11 vs. AC; 1d4 + 2 damage, and the target is pulled 1 square.	
C Gnawing Rats (standard; at-will)	
Close burst 2; +9 vs. Fortitude; 1d6 + 2 damage and ongoing 5 damage (save ends). See also <i>devouring horde</i> .	
R Devouring Horde (standard; encounter)	
Ranged 5; +9 vs. Fortitude; 1d6 + 3 damage, and the target is stunned (save ends); until the target saves, the rat master loses its rat horde aura and the use of its gnawing rats attack.	
C Rat Frenzy (standard; encounter)	
Close burst 1; +9 vs. Reflex; 2d6 + 3 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Nature +8	
Str 14 (+4)	Dex 15 (+4) Wis 12 (+3)
Con 17 (+5)	Int 12 (+3) Cha 13 (+3)
Equipment hide armor, whip	

ENCOUNTER 4: THIEVES! MAP

TILE SETS NEEDED

Arcane Corridors x1, Halls of the Giant King x1



ENCOUNTER 5: COURA

SETUP

Important NPCs: Coura, construct librarian.

The strange metal box has opened, revealing a creature inside:

A creature stands inside the box. It looks like an intricate, but life sized delicate puppet, built from glass and metal. Head and hands are fashioned of finest white marble. They depict a woman's face. Within the body of the construct, intricate clockworks move, and strange hourglass spills sparkling sand, turning over with a whirr each time it runs out. The creature stares at you serenely. Then she raises her finger to trace patterns in the air, writing blue-burning words in the air. "I. Am. Coura."

Coura is an intelligent free-willed magical construct. Coura has no voice. She converses by projecting her words, writing in the air. She is eager to converse with the PCs in this way, though progress is a bit slow.

Coura can tell the PCs the following about herself:

- She is tied to the Vault of Sages. If taken beyond the room into the catacombs, she deactivates.
- She was originally created in secret by Ebredyrn Ramaur, a former Keeper (master librarian) of the Vault of the Sages.
- Ebredyrn created Coura to look after his wife Uahuse. Uahuse died in childbirth.
- Ebredyrn kept Coura a secret, hiding her in this room until finished. Unfortunately, before he could finish her, he met his own sudden death.
- Future Keepers knew little of Coura, being unable or unwilling to activate her. Eventually, the secret staircase leading to her room was forgotten.
- Coura was well aware of all that is happening in the Vault, the knowledge instantly coming to her through a network of enchantments. She could not, however, leave her box or interfere.

She can tell the following about recent events:

- With the recent collapses, the room became accessible from the catacombs. A group of kobolds discovered it a month ago.
- They found the stairway leading up to the Vault.
- With access to a secret entrance, they entered the Vault of Sages, taking books that were hidden away from prying eyes. Strangely, they later returned them.

- She is unsure how many kobolds there are. At least seven, but probably more.
- Blaynden Darhunson, a librarian, discovered the disappearance of one particular work, which the kobolds did not return.
- If asked about this book, Coura says it was named 'Asterwun'kaseel' (drow for 'the truth in names') an ancient tome on ritual language and true names.
- Blaynden searched and discovered the secret door. He went to investigate, but was kidnapped by the kobolds.
- Coura pierced the location of the kobolds lair together from their mutterings. She wants the PCs to stop the thieves and save Blaynden.

Coura offers the PCs two routes to the kobold lair:

- The first choice is to go directly to the lair. This is quick but likely means dealing with any guards.
- Another possibility is to go around the likely sentries. Coura gleaned information from old records in the Vault detailing the catacombs and believes she can plot a route. This circumvents the guards but may pose other difficulties.

ENDING THE ENCOUNTER

If the PCs choose to go directly to the lair, go to Encounter 6A. If they decide to sneak around, go to Encounter 6b.

The surveyors do not follow the PCs there. They plan to stay at the library and inform the librarians at the Vault of Sages of what is going on. Ande continues with the PCs if they choose to go around, but does not follow them if they plan on a frontal attack. She informs them she is not ready for battle, but may give aid in other situations.

If PCs decide to go up to the Vault of Sages they quickly run into a librarian. Once the PCs explain the situation, he shows an interest in the rediscovered secret room and in Coura. He encourages the PCs to go liberate Blaynden. He promises the Vault will reward the PCs for their efforts.

EXPERIENCE POINTS

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

TREASURE

In her box Coura has a *tome of striking lightning* +1. She has no need for it and she offers it to the PCs.

ENCOUNTER 6A: ENTRY— CONFRONTATION

ENCOUNTER LEVEL 2/4 (650/925 XP)

SETUP

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

- 1 hobbler decoy (D)
- 4 kobold miners (M)
- 1 kobold slyblade (level 2) (S)
- 2 treacherous floor traps (T)

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

- 1 hobbler decoy (level 6) (D)
- 4 kobold miners (level 3) (M)
- 1 kobold slyblade (S)
- 2 treacherous floor traps (level 4) (T)

The PCs enter the kobold's lair by descending a narrow ten foot ladder. As the kobolds are on alert, roll initiative when the first PC gets to the bottom of the ladder.

As the adventurers enter the area, read:

A dread smell comes from the sewer canals—they are full with a dark muck that can hardly be called water.

A green slime coats everything—walls, floors, and even the ceiling, from which it occasionally drips down.

The entire sewer section is in darkness. If the PCs are using stealth, they have to approach in darkness. If a PC attacks, brings or activates a light source, or is hit by one of the trapped squares, the kobolds spot the party and attack immediately.

FEATURES OF THE AREA

Illumination: The corridor that leads up to the lair (see Encounter 7) is in shadow, and the lair itself is brightly lit. The rest is dark.

Bridges: The small bridges over the sewer are unstable and count as difficult terrain. The bridges have AC 12, other defenses 10, and 30 hp. A ruined bridge collapses.

Slippery When Wet: The tiles here are slick. A creature needs to make a DC 12 Acrobatics check in order to run or charge, or when it lands after a jump. On a failed check, the creature falls prone.

Sewer Canals: The sewer canals are filled with foul sludge four feet (1 square) deep. Once in, it takes a DC

10 Athletics check to move out. A creature moving in a canal square is slowed and cannot shift. It takes a -2 penalty to attacks.

In addition, the sewer water smells horrible. Those drenched in it take a -4 penalty on Stealth checks until they can clean it off.

Treacherous Floor Trap: See the statblock. All kobolds are aware of these traps. They either avoid the tiles or rely on their abilities to minimize the chance they are affected. The trapped tile types are:

- T1: spiked flooring tile
- T2: sticky flooring tile
- T3: slippery flooring tile

TACTICS

The kobold miners initially use ranged attacks, trying to lure the PCs closer and onto the trapped tiles. They know it is not in their interest to face the PCs in melee, so they stay on the move, staying within rock-throwing range. The hobbler decoy uses *taunting jeer* to pull PCs onto trapped tiles or into a canal. The kobold slyblade delays and stays in hiding until he can enter melee. He sticks close to the miners so he can use *sly dodge*. Once the slyblade and hobbler decoy are defeated, the miners flee, retreating to their lair.

SCALING THE ENCOUNTER

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

Four PCs: Remove six tiles of the floor trap.

Six PCs: Add another kobold slyblade.

ENDING THE ENCOUNTER

With the kobolds defeated, the PCs can move onward to Encounter 7. They need be quick. One single short rest is possible, but if they rest more or conduct an extensive search, the villains escape (the PCs miss Encounter 7), leaving Blaynden behind. Give PCs a 'hunch' that their final target may make a run for it. So the PCs have time for only a few basic questions when they interrogate the kobolds. The kobolds know about the ward in Encounter 7, but not how it functions. Add any kobold miners that got away to the combat in Encounter 7.

EXPERIENCE POINTS

The characters receive 130/185 experience points each for defeating the kobolds.

TREASURE

The hobbler decoy fights with a *subtle weapon* +1.

ENCOUNTER 6A: ENTRY–CONFRONTATION STATISTICS (LOW LEVEL)

Hobblers Decoy	Level 4 Skirmisher
Small natural humanoid (reptile)	XP 175
Initiative +8 Senses Perception +5; darkvision	
HP 56; Bloodied 26	
AC 18; Fortitude 15, Reflex 18, Will 15; see also <i>trap sense</i>	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d6 + 4 damage.	
R Taunting Jeer (move; at-will) ♦ Charm	
Ranged 10; the decoy moves 4 squares and then attacks a target within range; +7 vs. Will; the target is pulled 3 squares.	
Lightstep (move; at-will)	
The decoy moves up to its speed. This movement does not trigger any traps of which it is aware.	
Shifty (minor; at-will)	
The decoy shifts 1 square.	
Trap Sense	
The decoy gains a +4 bonus to all defenses against traps.	
Subtle Weapon	
The decoy gains a +1 bonus to damage against opponents granting combat advantage.	
Alignment Evil Languages Common, Draconic	
Skills Stealth +13, Thievery +13	
Str 11 (+2) Dex 19 (+6) Wis 17 (+5)	
Con 16 (+5) Int 12 (+3) Cha 10 (+2)	
Equipment leather armor, +1 <i>subtle short sword</i>	
Note: Hobblers decoy with a +1 <i>subtle short sword</i> added.	

Kobold Slyblade (level 2)	Level 2 Lurker
Small natural humanoid (reptile)	XP 125
Initiative +9 Senses Perception +2; darkvision	
HP 30; Bloodied 15	
AC 16; Fortitude 10, Reflex 14, Will 12; see also <i>trap sense</i>	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 damage.	
R Twin Slash (standard; at-will) ♦ Implement	
Requires combat advantage; the kobold slyblade makes 2 short sword attacks. If both attacks hit the same target, the target takes ongoing 5 damage (save ends).	
Combat Advantage	
The kobold slyblade deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Sly Dodge (immediate interrupt, when targeted by a melee or a ranged attack; at-will)	
The kobold slyblade redirects the attack to an adjacent kobold minion.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Common, Draconic	
Skills Acrobatics +10, Stealth +12, Thievery +12	
Str 9 (0) Dex 18 (+5) Wis 12 (+2)	
Con 12 (+2) Int 9 (0) Cha 14 (+3)	
Equipment leather armor, short sword x2.	

Kobold Miner	Level 1 Minion
Small natural humanoid (reptile)	XP 25
Initiative +4 Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>	
Speed 6	
m Pick (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
R Small Rock (standard; at-will)	
Ranged 5; +6 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Common, Draconic	
Str 8 (-1) Dex 14 (+2) Wis 12 (+1)	
Con 12 (+1) Int 9 (-1) Cha 10 (0)	
Equipment backpack (empty), leather armor, war pick.	

Treacherous Floor	Level 2 Obstacle
Hazard	XP 125
Hazard: Six squares in the main chamber contain one of three types of hazardous terrain: spiked, sticky, and slippery.	
Perception	
♦DC 15: When adjacent to one of these squares, a character with a passive Perception of 15 or higher will notice the true texture of that square.	
♦DC 15: Any character can make an active Perception check to notice all hazardous terrain within 3 squares of him or her; DC 13 if the area is brightly lit.	
Trigger	
The hazard attacks whenever a character enters one of the hazard's six squares.	
Attack (Spiked Flooring)	
Immediate Reaction	Melee
Targets: The creature that triggered the hazard.	
Attack: +6 vs. Fortitude	
Hit: 1d6 damage, and ongoing 5 damage (save ends).	
Attack (Sticky Flooring)	
Immediate Reaction	Melee
Targets: The creature that triggered the hazard.	
Attack: +6 vs. Reflex	
Hit: The target is immobilized (save ends).	
Miss: The target is slowed until the end of its next turn.	
Attack (Slippery Flooring)	
Immediate Reaction	Melee
Targets: The creature that triggered the hazard.	
Attack: +6 vs. Reflex	
Hit: The target falls prone.	
Countermeasures	
♦Athletics DC 6 or Athletics (without a running start) DC 11: A character who makes a successful Athletics check can jump over a single square of hazardous flooring.	
♦Thievery DC 15: An adjacent character can disable a hazardous square with a Thievery check if that character has some sort of covering that can be placed over the square.	
♦A character can attack a hazardous square (AC 12, other defenses 10; Hp 20; resist 5 all). Destroying a hazardous square removes the hazard and changes it to difficult terrain.	

ENCOUNTER 6A: ENTRY–CONFRONTATION (HIGH LEVEL)

Hobblers Decoy (level 6)	Level 6 Skirmisher
Small natural humanoid (reptile)	XP 250
Initiative +9 Senses Perception +6; darkvision	
HP 72; Bloodied 36	
AC 20; Fortitude 17, Reflex 20, Will 17; see also <i>trap sense</i>	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d6 + 5 damage.	
R Taunting Jeer (move; at-will) ♦ Charm	
Ranged 10; the decoy moves 4 squares and then attacks a target within range; +9 vs. Will; the target is pulled 3 squares.	
Lightstep (move; at-will)	
The decoy moves up to its speed. This movement does not trigger any traps of which it is aware.	
Shifty (minor; at-will)	
The decoy shifts 1 square.	
Trap Sense	
The decoy gains a +4 bonus to all defenses against traps.	
Subtle Weapon	
The decoy gains a +1 bonus to damage against opponents granting combat advantage.	
Alignment Evil Languages Common, Draconic	
Skills Stealth +14, Thievery +14	
Str 11 (+3) Dex 19 (+7) Wis 17 (+6)	
Con 16 (+6) Int 12 (+4) Cha 10 (+3)	
Equipment leather armor, +1 <i>subtle short sword</i>	
Note: Hobblers decoy with a +1 <i>subtle short sword</i> added.	

Kobold Slyblade	Level 4 Lurker
Small natural humanoid (reptile)	XP 175
Initiative +10 Senses Perception +3; darkvision	
HP 42; Bloodied 21	
AC 18; Fortitude 12, Reflex 16, Will 14; see also <i>trap sense</i>	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d6 damage.	
R Twin Slash (standard; at-will) ♦ Implement	
Requires combat advantage; the kobold slyblade makes 2 short sword attacks. If both attacks hit the same target, the target takes ongoing 5 damage (save ends).	
Combat Advantage	
The kobold slyblade deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Sly Dodge (immediate interrupt, when targeted by a melee or a ranged attack; at-will)	
The kobold slyblade redirects the attack to an adjacent kobold minion.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Common, Draconic	
Skills Acrobatics +11, Stealth +13, Thievery +13	
Str 9 (+1) Dex 18 (+6) Wis 12 (+3)	
Con 12 (+3) Int 9 (+1) Cha 14 (+4)	
Equipment leather armor, short sword x2.	

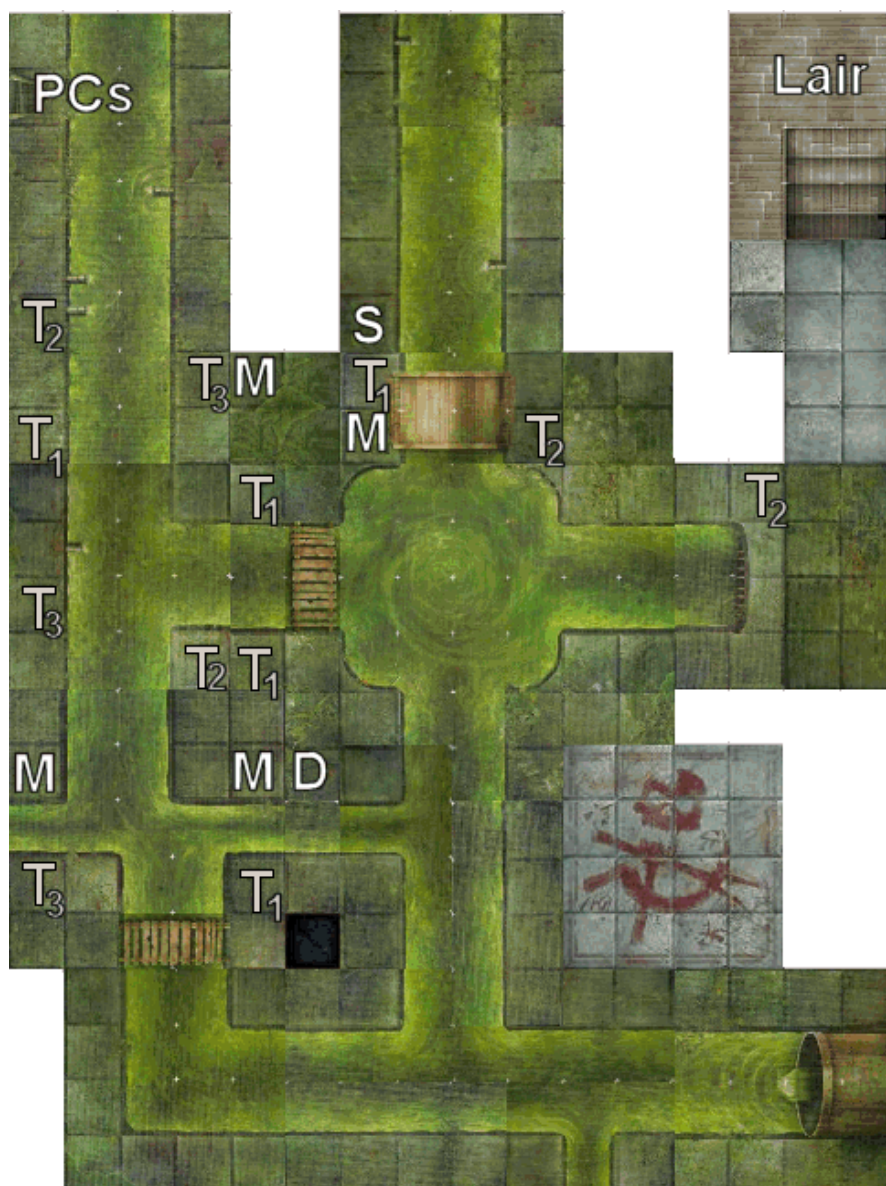
Kobold Miner (level 3)	Level 3 Minion
Small natural humanoid (reptile)	XP 38
Initiative +5 Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 13, Reflex 15, Will 13; see also <i>trap sense</i>	
Speed 6	
m Pick (standard; at-will) ♦ Weapon	
+8 vs. AC; 4 damage.	
R Small Rock (standard; at-will)	
Ranged 5; +8 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Common, Draconic	
Str 8 (0) Dex 14 (+3) Wis 12 (+2)	
Con 12 (+2) Int 9 (0) Cha 10 (+1)	
Equipment backpack (empty), leather armor, war pick.	

Treacherous Floor (level 4)	Level 4 Obstacle
Hazard	XP 175
Hazard: Six squares in the main chamber contain one of three types of hazardous terrain: spiked, sticky, and slippery.	
Perception	
♦DC 16: When adjacent to one of these squares, a character with a passive Perception of 15 or higher will notice the true texture of that square.	
♦DC 16: Any character can make an active Perception check to notice all hazardous terrain within 3 squares of him or her; DC 13 if the area is brightly lit.	
Trigger	
The hazard attacks whenever a character enters one of the hazard's six squares.	
Attack (Spiked Flooring)	
Immediate Reaction	Melee
Targets: The creature that triggered the hazard.	
Attack: +8 vs. Fortitude	
Hit: 1d6 + 1 damage, and ongoing 5 damage (save ends).	
Attack (Sticky Flooring)	
Immediate Reaction	Melee
Targets: The creature that triggered the hazard.	
Attack: +8 vs. Reflex	
Hit: The target is immobilized (save ends).	
Miss: The target is slowed until the end of its next turn.	
Attack (Slippery Flooring)	
Immediate Reaction	Melee
Targets: The creature that triggered the hazard.	
Attack: +8 vs. Reflex	
Hit: The target falls prone.	
Countermeasures	
♦Athletics DC 7 or Athletics (without a running start) DC 11: A character who makes a successful Athletics check can jump over a single square of hazardous flooring.	
♦Thievery DC 16: An adjacent character can disable a hazardous square with a Thievery check if that character has some sort of covering that can be placed over the square.	
♦A character can attack a hazardous square (AC 14, other defenses 12; Hp 30; resist 5 all). Destroying a hazardous square removes the hazard and changes it to difficult terrain.	

ENCOUNTER 6A: ENTRY-CONFRONTATION MAP

TILE SETS NEEDED

Streets of Shadow x1, *Hidden Crypts* x 1



ENCOUNTER 6B: ENTRY— STEALTH

SKILL CHALLENGE LEVEL 6/8, COMPLEXITY 2 (650/925 XP)

SETUP

This encounter includes the following creatures at the low tier:

6 tomb motes (level 1) (M)

This encounter includes the following creatures at the high tier:

6 tomb motes (M)

The PCs take this route if they wish to circumvent the sentries. Coura draws a rough map for them and sends them on their way.

SKILL CHALLENGE: SNEAKING INTO THE LAIR

Goal: Enter the kobold's lair without drawing attention.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Diplomacy, Thievery, Stealth

Other Skills: Varies

Victory: The PCs sneak into the kobold lair and gain surprise.

Defeat: The PCs are noticed, and meet with considerably more resistance.

This challenge runs in four scenes. Each scene identifies a section of the catacombs the PCs need to cross. Keep in mind that having Ande Rygis as a guide confers some benefits.

There is no time limit to this scene. However, as it is unsure how long the prisoner will survive – if he isn't dead already – PCs are encouraged to avoid taking an extended rest. Xorval won't kill Blaynden in cold blood, but the PCs have no way to know that.

SCENE 1: THE SEWERS [MAXIMUM 2 SUCCESSSES]

The first trek is through a part of the sewer system that was laid out years ago.

Everything in these tunnels is coated with a brown-green sludge. The floor is wet and slippery. Things looked bad, but now the tunnel turns wide, and the floor plunges away into a wide sewer canal that smells like a

cesspool. Only a long, narrow and above all slippery ledge leads past it.

The PCs need to safely pass the sewer canal. Failing gets them wet and smelling horribly. The area to cross is 15 feet long. The PCs need to make two group checks to cross.

Acrobatics DC 8/9 (group check – all PCs must make the check; 1 success)

Unless the PCs come up with some plan, they need to balance across the ledge. PCs that succeed pass the channel without much hindrance. If a PC fails, he or she falls in and gets soiled. The horrible stench of the foul water follows him around, making it easier for the kobolds to detect the PCs in Encounter 7. PCs who fall in must make a saving throw or contract filth fever (see MM 211; initial effect: the target loses a healing surge).

Teleport (no successes)

A PC who uses a teleport power gains a +5 bonus to one Acrobatics check, or scores an automatic success towards the group check, depending on whether or not the distance teleported is long enough to cross the distance of the ledge.

Dungeoneering DC 13/15 (no successes)

The PC knows how to use materials (such as a rope) and the sewer environment (i.e. handholds) to make crossing easier. This grants a +2 bonus to all Acrobatic checks.

Use Ritual: Fastidiousness (no successes)

The Fastidiousness ritual (*Dragon* 366) prevents a PC from getting dirty or cleans off all the stench if cast after a PC gets dirty. Treat a PC so warded as if he succeeded on the Acrobatics check (even if the PC already failed a check).

Note that *prestidigitation* is not powerful enough to completely remove the smell.

SCENE 2: THE RAT KING [MAXIMUM 2 SUCCESSSES]

Part of the catacombs the PCs have to take is the territory of a creature called the Rat King. The King is no a single creature, but seven monstrous rats, fused together at the tails, who are mind-linked and have gained intellect. They control most of the rats in the catacombs. While they do not deal much with those 'above' –except for spying on them– they do not look kindly to intruders in their territory.

The tunnels grow narrower and lower. All around you, beady eyes lit up in niches in the walls and all over the floor. The place teems with rats – thousands of the

creatures. Soon, the room looks like a carpet of mangy and smelly fur.

The rat's squeaks and hisses miraculously coalesce into a voice, a wheezing sound that grates on the nerves. "Intruders! Identify yourselves!"

The Rat King—through its minions—demands the PCs explain why they tread his territory, before he lets them pass. It identifies itself as the 'ruler' of the catacombs. If Ande is present, she can inform the PCs of who the Rat King is (the information above), having heard of it (but she has never met it). PCs who have Luruar as a home region, especially those who come from Silverymoon, may also know this (DM's ruling).

Fighting the rats is futile—there are too many and they just keep coming. If a PC attacks the rats, have him or her make an Intimidate check instead with the noted DC. They first need to calm it or cause it to retreat in fear, and then they need to convince it that it should not warn the kobolds (who on occasion feed it).

The PCs need two successes to fully placate the king. If they earn two failures, it lets them through (ending the Scene) but chases them off.

Bluff, Diplomacy, or Intimidate DC 13/15 (1 success, 2 maximum)

The PC entices the rats to let them pass. On a failure, the rats get angry and swarm the PCs, biting them several times before retreating again. This costs the PCs one healing surge.

Arcana or Nature DC 10 (no successes)

The PC recalls that a creature known as a 'Rat King' forms when a group of rats are exposed for a long time to arcane energy. Though intelligent, a Rat King is still a rat and thinks like a rat; the PCs can use this information to gain a +2 to their next skill check involving the Rat King.

Dungeoneering or Insight DC 13/15 (1 success; 1 maximum)

The PC knows what to say to placate the Rat King, based on insight or knowledge of the creature.

If the PCs incurred any failures in this skill challenge, the Rat King lets them go, but it also sends rats to the kobold lair to warn of intruders in the catacombs, hoping the kobolds will deal with the 'threat.'

SCENE 3: THE TOMB [2 SUCCESSES]

The PCs finally arrive at a tomb. The tomb is the last area to pass before the kobold's lair, but it is not

unguarded. Tomb motes are eager to attack and suck the life out of anyone who enters.

The uncomfortably low and narrow tunnel ends in dead stop. An iron grate, held in place by a heavy chain, lies just above your head. Beyond it, the dust of ages covers ancient tombs. The shadows in this place seem to move. Small motes of darkness, exuding a cold menace, slither your way. As they draw close, they resolve into bundles of old, rotting bones held together by shadow.

At least two bars need to be broken or loosened to get past, so the PCs need to gather two successes in this scene. Each skill check takes a standard action, and one a PC directly in front of the gate (within melee distance of the motes) can work on the bars.

PCs in front of the bars are subject to attacks by the motes. Other PCs may try to fight the motes if they have ways to reach them. A PC directly in front of the bars can attack with melee attacks. A PC in the mouth of the tunnel can attack with a reach weapon, and all others need ranged attacks. The motes have cover to everyone except the PC in front of the bars (who also has no cover from them).

The PCs can use most attack powers without generating too much noise. However, every attack with the **thunder** keyword contributes a failure to the skill challenge. Make sure players realize that powers with the thunder keyword make a lot of noise.

Athletics DC 13/15 (1 success; 2 maximum)

The PC uses his strength to bend the bars. On a failure, the efforts fail and make considerable noise.

Thievery DC 13/15 (requires thieves tools; 1 success; 2 maximum)

The PC dislodges one of the bars. On a failure, the efforts fail and make considerable noise.

Features of the Area (Scene 3)

Illumination: The tomb is in total darkness.

Tunnel and Grate: The PCs start the encounter in a 5 feet (1 square) wide tunnel. The end of the tunnel widens to 10 x 10 feet, with the grate on top of the tunnel (5 feet up).

The bars of the grate that blocks the tunnel grant cover to ranged attacks, but not to melee attacks.

Statues: These are blocking terrain.

Doors: The stone doors out of the tomb are closed but not locked. They can be opened with a minimum of noise.

Tactics (Scene 3)

The tomb motes are nearly mindless, and simply attack what is in front of the grate. They do not enter the tunnel, and retreat (out of view from any ranged attacks) if there is no creature they can reach.

Scaling the Scene

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

Four PCs: Remove a tomb mote.

Six PCs: Add a tomb mote.

Ending the Scene

Once the PCs break through the grate, they find an old tomb, with closed stone double doors.

In front of one of the double doors lies a dead kobold, a withered husk. Its claws still grip the guard of a blade. This kobold was caught unawares by the shadow motes when he investigated the tomb. His fellow kobolds quickly closed the doors - not bothering to save him or even retrieve his body. **The blade he clasps is magical.**

SCENE 4: THE STAIRS [1 SUCCESS]

The stairs fall steeply away. They are shrouded in an unnatural darkness and eerie silence. Skulls dangle from the ceiling, each inscribed with a foul glyph.

A ritual wards the stairs (inscribed in the skulls). It gives a silent alarm to the kobold war priest in Encounter 7. As the alarm occasionally goes off when a larger-than-normal rat disturbs it, the priest ignores the alarm unless there are other signs of the PCs' presence (i.e. if the PCs accumulate three total failures).

The darkness does not come from the ritual, but is a side effect from the tomb. It prevents anyone from seeing further than a few feet. It slightly muffles sounds: talking won't reveal the PCs to the kobolds (whose lair is now close), but shouting or loud spells (i.e. with the thunder keyword) do. Likewise, the PCs won't hear or see the kobolds, though they may guess that they are now quite close.

A PC explicitly checking for traps can use either Arcana or Perception. If the PCs do not find the trap with active checks, use a PCs passive Perception when he enters the area.

Note that the DC for the Stealth check varies depending on whether the PCs have noticed and/or disarmed the alarm. This means that PCs may have different DC targets for their Stealth check, as they may notice the trap only after someone has already passed it.

Arcana DC 13/15 (when the alarm is undetected; no successes)

The PC detects an arcane alarm set on the stairs.

Perception DC 13/15 (when the alarm is undetected; no successes)

The PC detects an arcane alarm set on the stairs.

Arcana or Thievery DC 18/20 (when the alarm is detected; no successes)

The PC successfully disarms the alarm.

Stealth DC 18/20 (when the alarm is undetected; group check – all PCs must make the check; 1 success; 1 maximum)

The PCs are stealthy enough that they do not alert the kobold nor set off the alarm (even though they did not detect it).

Stealth DC 13/15 (when the alarm detected but not disarmed; group check – all PCs must make the check; 1 success; 1 maximum)

The PCs are stealthy enough that they do not alert the kobold nor set off the alarm.

Stealth DC 8/9 (when the alarm is disarmed; group check – all PCs must make the check; 1 success; 1 maximum)

The PCs are stealthy enough that they do not alert the kobolds.

ENDING THE ENCOUNTER

Determine the result once the PCs get past the stairs. If they have accumulated 3 failures (regardless of the number of successes), they fail the challenge. Continue with Encounter 7.

Success: The PCs sneak into the kobold lair and gain surprise.

Failure: The PCs are noticed, and meet with considerably more resistance.

EXPERIENCE POINTS

The characters receive 130/185 experience points each if they succeed in the skill challenge. They earn 80/115 xp each if they fail the challenge. This includes xp for defeating the motes.

TREASURE

The blade found on the dead kobold is a *subtle weapon* +1.

ENCOUNTER 6B: ENTRY–STEALTH (LOW LEVEL)

Tomb Mote (level 1)		Level 1 Minion
Small natural animate (undead)		XP 25
Initiative +8	Senses Perception +3; darkvision	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 11, Reflex 16, Will 12		
Immune disease, poison; Resist 10 necrotic		
Speed 8		
m Bite (standard; at-will)		
+6 vs. AC; 3 necrotic damage, and ongoing 2 necrotic damage (save ends).		
Tomb Tactics		
When a tomb mote hits a target adjacent to three or more tomb motes, it instead deals 6 necrotic damage and ongoing 5 necrotic damage (save ends).		
Alignment Unaligned		Languages -
Skills Stealth +13		
Str 8 (-1)	Dex 26 (+8)	Wis 16 (+3)
Con 17 (+3)	Int 4 (-3)	Cha 14 (+2)

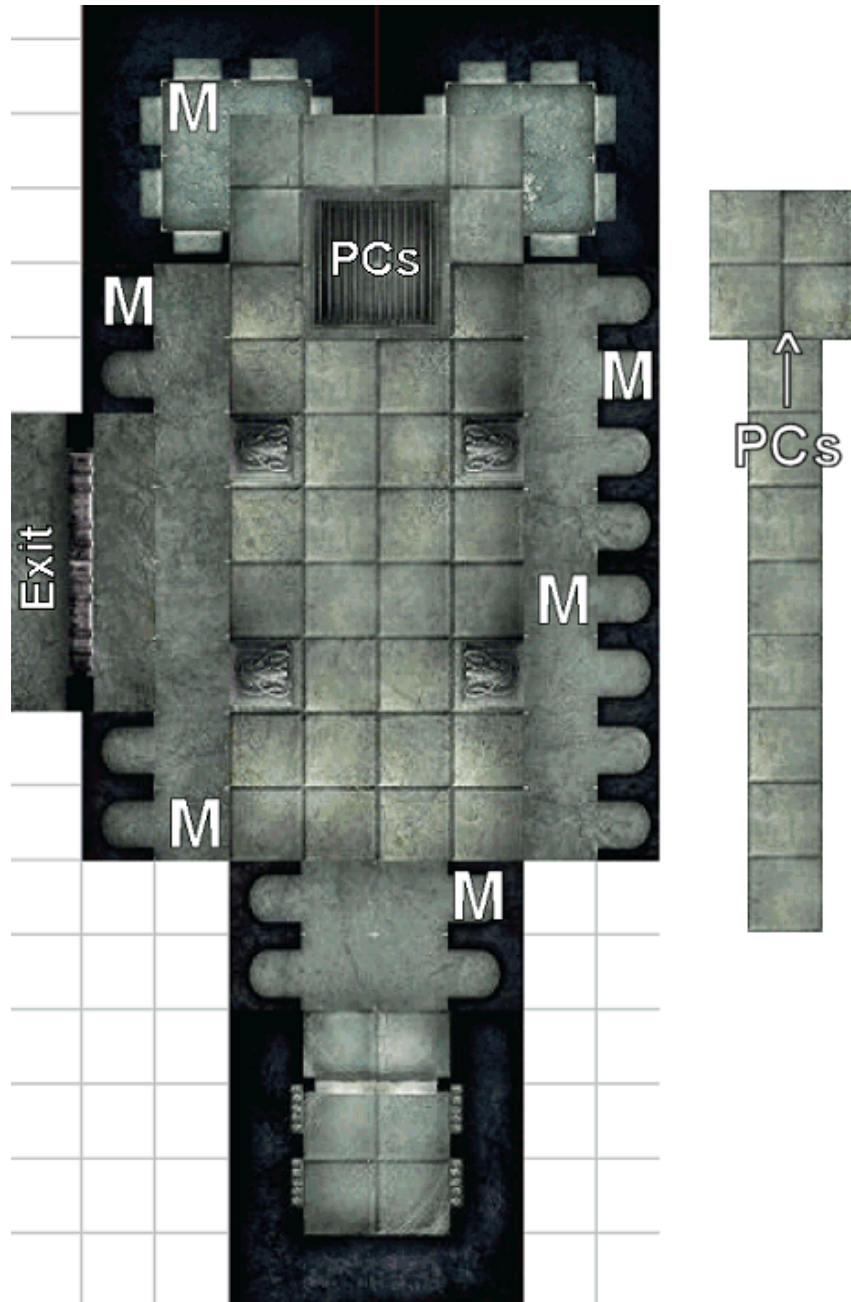
ENCOUNTER 6B: ENTRY–STEALTH (HIGH LEVEL)

Tomb Mote	Level 3 Minion
Small natural animate (undead)	XP 38
Initiative +9	Senses Perception +4; darkvision
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 13, Reflex 18, Will 14	
Immune disease, poison; Resist 10 necrotic	
Speed 8	
m Bite (standard; at-will)	
+8 vs. AC; 3 necrotic damage, and ongoing 2 necrotic damage (save ends).	
Tomb Tactics	
When a tomb mote hits a target adjacent to three or more tomb motes, it instead deals 6 necrotic damage and ongoing 5 necrotic damage (save ends).	
Alignment Unaligned	Languages -
Skills Stealth +14	
Str 8 (0)	Dex 26 (+9)
Con 17 (+4)	Int 4 (-2)
	Wis 16 (+4)
	Cha 14 (+3)

ENCOUNTER 6B: ENTRY-STEALTH MAP

TILE SETS NEEDED

Forbidden Crypts x1



ENCOUNTER 7: THE CHIEF LAIR

ENCOUNTER LEVEL 2/4 (575/800 XP)

SETUP

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

- 1 shadar-kai mage (level 4) (S)
- 1 kobold war priest (level 3) (P)
- 1 hobbler trapmaster (T)
- 1 kobold miner (M)
- 1 ward of Tiamat trap (level 2) (marked area)

If the PCs failed the skill challenge in Encounter 6b, add the following creatures somewhere on the wooden platform, in the warded area:

- 4 additional kobold miners
- 1 kobold slyblade (level 2)

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

- 1 shadar-kai mage (M)
- 1 kobold war priest (P)
- 1 hobbler trapmaster (level 4) (T)
- 1 kobold miner (level 3) (M)
- 1 ward of Tiamat trap (level 4) (marked area)

If the PCs failed the skill challenge in Encounter 6b, add the following creatures somewhere on the wooden platform, in the warded area:

- 4 additional kobold miners (level 3)
- 1 kobold slyblade

Xorval, a shadar-kai mage, is the head of the kobolds. Xorval owns the house that is on top of the cellar that functions as his base (though he lives elsewhere). He used the kobolds lairing here to aid in some of his clandestine dealings. The kobolds make good smugglers.

When his kobold allies told him of the entrance in the Vault, Xorval saw an opportunity to steal lore that would fetch a fine price. Stealing books would be too conspicuous, so instead his kobolds take the books on the subjects he wanted, copy them, and then returned again before their disappearance would be discovered.

He initially selected historical and theoretical tomes on the shadow weave and dark magic, selling the copies to some of his shadier contacts. His business took a turn when several people interested in certain specific works approached him. He set out his kobolds to retrieve these. When the PCs arrive he has just send the last of his copied work on its way.

As the adventurers enter the area, read:

The tunnels end here. A wooden staircase rises up to a platform that looks much more recent. A kobold sentry is set to guard the stairs.

If the PCs ran through Encounter 6A: The kobolds and mage are ready and have activated the ward of Tiamat. Unless the PCs somehow eluded notice in 6A and beat all the Perception checks of the enemies here, nobody has surprise.

If ran Encounter 6B and succeeded: The kobolds and mage are unaware of the PCs. The ward of Tiamat is not activated yet. The PCS may earn surprise if they are stealthy enough to avoid alerting the kobold miner on watch.

Once combat starts, the other kobolds (from Encounter 6A) become aware, but choose to flee rather than come to aid.

If ran Encounter 6B and failed: The kobolds and mage are ready. They have activated the ward of Tiamat, and added reinforcements, which enter from the area of encounter A, attempting to flank the PCs. Nobody has surprise.

FEATURES OF THE AREA

Ward of Tiamat Trap: A large section of the floor contains a ward set up by the kobold trapmaster and the kobold war priest. The ward is described in the statblock. Note that kobolds are immune to its effects (as the ward is dedicated to Tiamat, whom they serve), but the shadar-kai mage is not.

Once a PC is in the trapped area, the trap does not attack every time the PC enters the next trapped square. It only attacks on the initial entry, and when the PC starts his/her turn in the area.

Crates, Barrels, and Furniture: These features are blocking terrain. The table can be tipped over as a move action to provide cover. They can be jumped on.

Stairs: Stairs are difficult terrain. The stairs in the top right corner end up in an empty house on a block near the Mulgate. It is Xorval's escape route.

TACTICS

The kobold miners, slyblade, and trapmaster enter melee, attempting to keep the PCs on the warded area, and away from the shadar-kai mage and warpriest. If appropriate, the slyblade hides in order to attack with combat advantage, then uses its *shifty* ability to keep in flanking position.

If the trap is not active, the trapmaster starts with a move action to activate the trap. He prefers to use the

trap against its opponents, and uses *trap opportunist* if situations allow. If triggered by this ability, the trap makes an attack against every creature in its area (except the kobolds, who are immune).

The war priest prefers his ranged attacks, using his burst only if he has no choice and the PCs are leaving the warded area.

If the shadar-kai mage is bloodied, he attempts to flee up the stairs, open the door, get through and bolt the door at the top. He then leaves his house and tries to disappear in the crowds of Silvermoon's streets. You can improvise a chase. If they manage to corner him or show that they can keep up and track him, he surrenders.

Be aware that the trap can daze a lot of PCs. Try to alternate creature attacks so PCs are not continually forced into situations where they do not get to act at all (i.e. being prone while dazed).

SCALING THE ENCOUNTER

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

Four PCs: The ward of Tiamat Trap needs to be maintained with a minor action by the kobold trapmaster every round. If the kobold trapmaster dies, the trap cannot be activated any more.

Six PCs: Add one kobold slyblade (see encounter 6a for statistics) as the war priest bodyguard.

ENDING THE ENCOUNTER

Once the kobolds and shadar-kai are defeated, the PCs hear thumping coming from one of the large barrels near the wall. The front end can be swiveled open. Inside, they find Blaynden Darhunson, bound and gagged. He is bruised but alive. He expresses his gratitude and says he has 'friends' who will be happy to reward the PCs aid in the future. Unless one of the PCs is a Harper, he does not reveal his own affiliation.

On a table they find various notes and journals. A rack at the wall holds various books: some original stolen works, and various copies. There is no money or other valuables.

The PCs can return to the Lady's College or, on Blaynden's suggestion, go to the Vault of Sages.

EXPERIENCE POINTS

The characters receive 115/160 experience points each if they defeat the shadar-kai mage and his allies. They earn 165/230 xp each if they failed the skill challenge in Encounter 6b and therefore had to fight the extra kobolds.

TREASURE

Xorval wears a *circlet of arcane extension*.

The PCs receive their gold from Yluandrial, 50/65 gp each. She also makes available some resources from the College libraries, including a *final sleep ki focus*. Bayden can provide two armors: an *agile armor +1*, and a *deathcut armor +1*.

If Ande is present she thanks the PCs and expresses her hopes to work together in the future – she needs some competent adventurers to help her track down undead in the catacombs. To prove her gratitude, she pulls some strings and the College – with some reluctance due to its necromantic nature – also makes available a scroll with Last Sight Vision.

CONCLUDING THE ADVENTURE

The log the PCs found sheds some light on the past events:

- It identifies the books that were stolen, and a list of clients for those books. Some books were specifically requested.
- None of the clients are directly named, but the shadar-kai made notes on two.
- One client was a drow whose house insignia identified him as a scion of House Faen-Tlabbar from Menzoberranzan. The drow showed interest in a tome on true names, titled '*Asterwun'kaseel*'. The kobolds managed to locate and steal it, but all efforts to copy the tome failed. In the end the original was sold even though there was a risk its disappearance would be discovered.
- Another client asked for a decades-old logbook containing specific reports. The reports detail the locations and methods used for the seals with which portals in the catacombs, leading to lower and dangerous locales, were closed.
- All the books in the log that were requested were already sent on their way to the clients.

For saving Blaynden, the PCs receive the gratitude of the Lady's College, the Vault of Sages, and Coura. They gain the story award **LURU19 Coura's Lore**.

It is clear the story is not over. Blaynden is worried about the missing Spellguard reports. He bids the PCs to keep this information secret while he reports it to the proper authorities (the Spellguard), and asks if they will help him track those reports down, as knowledge of the portals could severely weaken the defenses of Silvermoon. If PCs agree, give them the story award **LURU20 Word to the Harpers**.

ENCOUNTER 7: THE CHIEF LAIR STATISTICS (LOW LEVEL)

Shadar-kai Mage (level 4)	Level 4 Artillery
Medium natural humanoid (human)	XP 175
Initiative +4 Senses Perception +5, low-light vision	
HP 43; Bloodied 21	
AC 16; Fortitude 14, Reflex 16, Will 17	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d8 + 1 damage.	
m Wand Spark (standard; at-will) ♦ Fire, Implement	
+9 vs. Reflex; 2d4 + 7 fire damage	
R Shadowfell Fire (standard; at-will) ♦ Fire, Implement, Necrotic	
Ranged 10; +9 vs. Reflex; 1d4 + 3 fire and necrotic damage, and each enemy adjacent to the target takes 3 fire damage.	
A Fireball (standard; recharge 5 6) ♦ Fire	
Area burst 2 within 10; +9 vs. Reflex; 1d6 + 3 fire damage and ongoing 5 fire damage (save ends), and the target is knocked prone.	
C Life-draining Withdrawal (immediate reaction, when an enemy enters an adjacent square, encounter) ♦ Necrotic, Teleportation	
Close burst 1; +9 vs. Fortitude; 2d6 + 3 necrotic damage, and the shadar-kai mage teleports 5 squares.	
Shadow Jaunt (move action, encounter) ♦ Teleportation	
The shadar-kai mage teleports 3 squares and becomes insubstantial until the start of his next turn	
Alignment Unaligned	Languages Common
Skills Arcana +11	
Str 16 (+5)	Dex 14 (+4)
Con 13 (+3)	Int 19 (+6)
	Cha 12 (+3)
Equipment implement, wand	

Note: Based on a cannith magewright, with the following changes:

- Added low-light vision and the *shadow jaunt* power.

Kobold Miner	Level 1 Minion
Small natural humanoid (reptile)	XP 25
Initiative +4 Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>	
Speed 6	
m Pick (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
R Small Rock (standard; at-will)	
Ranged 5; +6 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Str 8 (-1)	Dex 14 (+2)
Con 12 (+1)	Int 9 (-1)
	Cha 10 (0)
Equipment backpack (empty), leather armor, war pick.	

Kobold War Priest	Level 3 Controller (Leader)
Small natural humanoid (reptile)	XP 150
Initiative +2 Senses Perception +4; darkvision	
HP 49; Bloodied 24	
AC 17; Fortitude 16, Reflex 14, Will 17; see also <i>trap sense</i>	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 4 damage.	
r Venomous Sting (standard; at-will) ♦ Implement, Poison	
Ranged 5; +7 vs. Fortitude; 1d6 + 1 poison damage, and ongoing 5 poison damage (save ends).	
C Surge of Terror (standard; at-will) ♦ Implement, Poison	
Close burst 2; +7 vs. Will; 1d6 + 1 psychic damage, and the target is pushed 3 squares and dazed (save ends).	
R Devouring Stone (standard; encounter) ♦ Implement	
Ranged 10; +7 vs. Reflex; 2d6 + 2 damage, and the target is immobilized (save ends). Each time the target fails to save against this effect, it takes 1d6 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Intimidate +9, Religion +9	
Str 14 (+3)	Dex 13 (+2)
Con 17 (+4)	Int 14 (+3)
	Cha 16 (+4)
Equipment scale armor, mace, holy symbol	

Hobblers Trapmaster	Level 2 Skirmisher
Small natural humanoid (reptile)	XP 125
Initiative +7 Senses Perception +2; darkvision	
HP 38; Bloodied 19	
AC 16; Fortitude 13, Reflex 15, Will 12; see also <i>trap sense</i>	
Speed 6	
m Throwing Hammer (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 4 damage	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 4 damage.	
M Deft Maneuver (standard; at-will) ♦ Weapon	
Requires throwing hammer; +8 vs. AC; 1d6 + 4 damage, and the target slides 1 square.	
R Trap Opportunist (immediate reaction, when an enemy moves; at-will)	
Ranged 5; the trapmaster triggers a trap it is aware of within range.	
Shifty (minor; at-will)	
The trapmaster shifts 1 square.	
Trap Sense	
The trapmaster gains a +6 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Stealth +12, Thievery +12	
Str 9 (0)	Dex 18 (+5)
Con 14 (+3)	Int 13 (+2)
	Cha 9 (0)
Equipment leather armor, throwing hammer x 4	

Ward of Tiamat (level 2) Trap	Level 2 Obstacle XP 125
Trap: This trap consists of a field of 16 contiguous warded squares. When a creature steps into the warded area, Tiamat's unholy wrath manifests as a spectral claw of dark magic to rip and tear.	
Perception	
♦DC 19: The character notices something strange about the area ahead, as though a ghostly mist hangs just above the ground.	
Arcana	
♦DC 15: The character recognizes something strange about the ghostly mist up ahead and recognizes the trap for what it is.	
♦DC 23: The character's knowledge provides a +2 bonus to Thievery checks to disable the trap.	
Trigger	
When a creature enters or begins its turn in a trapped square, the trap attacks.	
Attack (Energy Claws)	
Opportunity Action	Melee
Targets: Creatures in trapped square (kobolds are immune).	
Attack: +7 vs. AC	
Hit: 1d10 + 4 necrotic damage, and the target is dazed until the end of the target's next turn.	
Countermeasures	
♦Acrobatics DC 19: The character can move through a trigger square without provoking the attack. The squares count as difficult terrain.	
♦Thievery DC 23: An adjacent character can disable a trigger plate (making a square safe to traverse) with a successful check.	

Based on the Spectral Tendrils trap, with the following changes:

- Kobolds are immune to the trap attacks (instead of creatures with phasing).

ENCOUNTER 7: THE CHIEF LAIR STATISTICS (HIGH LEVEL)

Shadar-kai Mage	Level 6 Artillery
Medium natural humanoid (human)	XP 250
Initiative +5 Senses Perception +6, low-light vision	
HP 55; Bloodied 27	
AC 18; Fortitude 16, Reflex 18, Will 19	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 2 damage.	
m Wand Spark (standard; at-will) ♦ Fire, Implement	
+11 vs. Reflex; 2d4 + 8 fire damage	
R Shadowfell Fire (standard; at-will) ♦ Fire, Implement, Necrotic	
Ranged 10; +11 vs. Reflex; 1d4 + 4 fire and necrotic damage, and each enemy adjacent to the target takes 4 fire damage.	
A Fireball (standard; recharge 5 6) ♦ Fire	
Area burst 2 within 10; +11 vs. Reflex; 1d6 + 4 fire damage and ongoing 5 fire damage (save ends), and the target is knocked prone.	
C Life-draining Withdrawal (immediate reaction, when an enemy enters an adjacent square, encounter) ♦ Necrotic, Teleportation	
Close burst 1; +11 vs. Fortitude; 2d6 + 4 necrotic damage, and the shadar-kai mage teleports 5 squares.	
Shadow Jaunt (move action, encounter) ♦ Teleportation	
The shadar-kai mage teleports 3 squares and becomes insubstantial until the start of his next turn	
Alignment Unaligned Languages Common	
Skills Arcana +12	
Str 16 (+6) Dex 14 (+5) Wis 16 (+6)	
Con 13 (+4) Int 19 (+7) Cha 12 (+4)	
Equipment implement, wand	

Note: Based on a cannith magewright, with the following changes:

- Added low-light vision and the *shadow jaunt* power.

Kobold Miner (level 3)	Level 3 Minion
Small natural humanoid (reptile)	XP 38
Initiative +5 Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 13, Reflex 15, Will 13; see also <i>trap sense</i>	
Speed 6	
m Pick (standard; at-will) ♦ Weapon	
+8 vs. AC; 4 damage.	
R Small Rock (standard; at-will)	
Ranged 5; +8 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Common, Draconic	
Str 8 (0) Dex 14 (+3) Wis 12 (+2)	
Con 12 (+2) Int 9 (0) Cha 10 (+1)	
Equipment backpack (empty), leather armor, war pick.	

Kobold War Priest	Level 5 Controller (Leader)
Small natural humanoid (reptile)	XP 200
Initiative +3 Senses Perception +5; darkvision	
HP 65; Bloodied 32	
AC 19; Fortitude 18, Reflex 16, Will 19; see also <i>trap sense</i>	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 5 damage.	
r Venomous Sting (standard; at-will) ♦ Implement, Poison	
Ranged 5; +9 vs. Fortitude; 1d6 + 2 poison damage, and ongoing 5 poison damage (save ends).	
C Surge of Terror (standard; at-will) ♦ Implement, Poison	
Close burst 2; +9 vs. Will; 1d6 + 2 psychic damage, and the target is pushed 3 squares and dazed (save ends).	
R Devouring Stone (standard; encounter) ♦ Implement	
Ranged 10; +9 vs. Reflex; 2d6 + 3 damage, and the target is immobilized (save ends). Each time the target fails to save against this effect, it takes 1d6 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Common, Draconic	
Skills Intimidate +10, Religion +10	
Str 14 (+4) Dex 13 (+3) Wis 17 (+5)	
Con 17 (+5) Int 14 (+4) Cha 16 (+5)	
Equipment scale armor, mace, holy symbol	

Hobblers Trapmaster	Level 4 Skirmisher
Small natural humanoid (reptile)	XP 175
Initiative +8 Senses Perception +3; darkvision	
HP 54; Bloodied 27	
AC 18; Fortitude 15, Reflex 17, Will 14; see also <i>trap sense</i>	
Speed 6	
m Throwing Hammer (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d6 + 5 damage	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +9 vs. AC; 1d6 + 5 damage.	
M Deft Maneuver (standard; at-will) ♦ Weapon	
Requires throwing hammer; +9 vs. AC; 1d6 + 5 damage, and the target slides 1 square.	
R Trap Opportunist (immediate reaction, when an enemy moves; at-will)	
Ranged 5; the trapmaster triggers a trap it is aware of within range.	
Shifty (minor; at-will)	
The trapmaster shifts 1 square.	
Trap Sense	
The trapmaster gains a +6 bonus to all defenses against traps.	
Alignment Evil Languages Common, Draconic	
Skills Stealth +13, Thievery +13	
Str 9 (+1) Dex 18 (+6) Wis 13 (+3)	
Con 14 (+4) Int 13 (+3) Cha 9 (+1)	
Equipment leather armor, throwing hammer x 4	

Ward of Tiamat (level 4) Trap	Level 4 Obstacle XP 175
Trap: This trap consists of a field of 16 contiguous squares. When a creature steps into the warded area, Tiamat's unholy wrath manifests as a spectral claw of dark magic to rip and tear.	
Perception	
♦DC 21: The character notices something strange about the area ahead, as though a ghostly mist hangs just above the ground.	
Arcana	
♦DC 17: The character recognizes something strange about the ghostly mist up ahead and recognizes the trap for what it is.	
♦DC 26: The character's knowledge provides a +2 bonus to Thievery checks to disable the trap.	
Trigger	
When a creature enters or begins its turn in a trapped square, the trap attacks.	
Attack (Energy Claws)	
Opportunity Action	Melee
Targets: Creatures in trapped square (kobolds are immune).	
Attack: +9 vs. AC	
Hit: 1d10 + 5 necrotic damage, and the target is dazed until the end of the target's next turn.	
Countermeasures	
♦Acrobatics DC 21: A character who makes a successful check can move through a trigger square without provoking the attack. The squares count as difficult terrain.	
♦Thievery DC 25: An adjacent character can disable a trigger plate (making a square safe to traverse) with a successful check.	

Based on the Spectral Tendrils trap, with the following changes:

- Kobolds are immune to the trap attacks (instead of creatures with phasing).

ENCOUNTER 7: THE CHIEF LAIR MAP

TILE SETS NEEDED

Streets of Shadow x1, *Hidden Crypts* x1



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

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

Encounter 3: Dungeoneering

25 / 35 XP

Encounter 4: Thieves!

130 / 180 XP

Encounter 6: Gaining Entry

130 / 180 XP

Encounter 7: The Chief lair

115 / 160 XP

Total Possible Experience

400 / 560 XP

Gold per PC

75 / 100 gp

(Encounter 4: 25 / 35 gp, Encounter 7: 50 / 65 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *rat killer's coat +1** (level 2; Adventurer's Vault)

Found in Encounter 4

Bundle B: *circlet of arcane extension** (level 5; Adventurer's Vault 2)

Found in Encounter 7

Bundle C: *final sleep ki focus +1** (level 3; Dragon 382)

Found in Encounter 7

Bundle D: *tome of striking lightning +1** (level 4; Arcane Power)

Found in Encounter 5

Bundle E: *subtle weapon +1** (level 3; Adventurer's Vault)

Found in Encounter 6A or 6B

Bundle F: *agile armor +1** (level 5; Adventurer's Vault 2)

Found in Encounter 4

Bundle G: *deathcut armor +1* (level 5; PHB)

Found in Encounter 7

Bundle H: *scroll of Last Sight Vision** (level 2; Open Grave: Secrets of the Undead)

Found in Encounter 7, if the PCs hired Ande

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

LURU19 Coura's Lore

You have earned the friendship of Coura, a construct who knows a great deal of the knowledge contained in the Vault of the Sages in Silverymoon.

Coura can aid you in future adventures, providing you with knowledge from the Vault if called upon. The exact effects are up to the DM, but should be significant.

LURU20 Word To The Harpers

You have given a promise to aid Blaynden in locating a series of reports with sensitive information. The harpers may call upon you in the future to help them track the reports down.

This starts the *Forbidden Lore* major quest.

NEW RULES

Agile Armor

Level 5+

Lvl 5 +1	1,000 gp	Lvl 20 +4	125,000 gp
Lvl 10 +2	5,000 gp	Lvl 25 +5	625,000 gp
Lvl 15 +3	25,000 gp	Lvl 30 +6	3,125,000 gp

Armor: Chain, Scale, plate

Enhancement: AC

Property: While you are not bloodied, you gain an item bonus to AC equal to your Dexterity modifier up to a maximum of +1.

Level 15+ : up to a maximum of +2.

Level 25+ : up to a maximum of +3.

Reference: *Adventurer's Vault 2*

Circlet of Arcane Extension

Level 5

Lvl 5 1,000 gp

Item Slot: Head

Power (Daily): Minor Action. Until the end of your turn, the range of your ranged arcane powers increases by 5 squares.

Reference: *Adventurer's Vault 2*

Final Sleep Ki Focus

Level 3+

Lvl 3 +1	680 gp	Lvl 18 +4	85,000 gp
Lvl 8 +2	3,400 gp	Lvl 23 +5	425,000 gp
Lvl 13 +3	17,000 gp	Lvl 28 +6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus

Property: Whenever you reduce an enemy to 0 hit points or fewer, you can shift 1 square as a free action.

Reference: *Adventurer's Vault 2*

Rat Killer's Coat

Level 2+

Lvl 2 +1	520 gp	Lvl 17 +4	65,000 gp
Lvl 7 +2	2,600 gp	Lvl 22 +5	325,000 gp
Lvl 12 +3	13,000 gp	Lvl 27 +6	1,625,000 gp

Armor: Cloth, Leather

Enhancement: AC

Property: You gain resist 5 against damage from swarms' attacks. In addition, you can move through a space occupied by a swarm, and your movement doesn't provoke opportunity attacks from swarms.

Level 12+: resist 10 damage.

Level 22+: resist 15 damage.

Reference: *Adventurer's Vault 2*

Subtle Weapon

Level 3+

Lvl 3 +1	680 gp	Lvl 18 +4	85,000 gp
Lvl 8 +2	3,400 gp	Lvl 23 +5	425,000 gp
Lvl 13 +3	17,000 gp	Lvl 28 +6	2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you make a damage roll with this weapon against an enemy granting combat advantage to you, you gain an item bonus to the damage roll against that enemy. The item bonus equals this weapon's enhancement bonus.

Reference: *Adventurer's Vault*

Tome of Striking Lightning

Level 4+

Lvl 4 +1	840 gp	Lvl 19 +4	105,000 gp
Lvl 9 +2	4,200 gp	Lvl 24 +5	525,000 gp
Lvl 14 +3	21,000 gp	Lvl 19 +6	2,625,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 lightning damage per plus

Property: When you use a wizard lightning attack power through this tome, you can score a critical hit on a roll of 19–20.

Property: This tome contains two wizard daily lightning powers. Both powers must be of a level equal to or lower than that of the tome. You must choose these powers when you acquire the tome; they can't be changed later. You can add these powers to your spellbook.

Power (Daily): Free. You choose a power contained in the tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power. The power is lost if you don't use it before the end of the encounter

Reference: *Adventure's Vault 2*

Last Sight Vision

Level 2

Category: Divination

Market Price: 100 gp

Component Cost: 25 gp

Time: 10 minutes

Duration: 2 or more rounds

Key Skill: Arcana or religion

When you perform this ritual in the presence of a corpse or a skull, you witness an auditory and visual replay of the moments before the death of that creature, as seen from the creature's perspective. You cannot perform this ritual on headless corpses. Once you have performed this ritual, you must wait until you have gained a level before using it again on the same remains.

Your Arcana or Religion check determines the length of time prior to the target's death that you experience.

Check Result	Time Period
19 or lower	2 rounds
20–29	4 rounds
30–39	6 rounds
40 or higher	10 rounds

Reference: *Forgotten Realms Player's Guide*

APPENDIX I

Equipment robes, dagger, implement (tome), spellbook.

AMRA DROMBERGH

[Ahm-ra Drom-berg]

Amra is a broad shouldered dwarven woman with sleek black hair tied into a ponytail.

Personality: Amra is passionate about her work and eager to prove her worth. As a newcomer to the guilds of Silvermoon, she has to build a reputation and therefore is overeager in pushing her way. She may appear stubborn, but much of that is to mask her insecurity on making it in a new town.

Background: A character knows the following about Amra with a successful Streetwise check:

DC 15: Amra is a newcomer to the city, having established a good reputation in Sundabar as a stoneworker. Competition in her hometown made it impossible to start out on her own, so she came to Silvermoon.

ARYANDE 'ANDE' VENKYR RYGIS

[Ahr-yan-day 'Anday' Ven-keer Rye-giss]

Ande is a young half-elf woman of about seventeen winters. She customarily dyes her naturally auburn hair jet-black, paints her lips and nails black, and has acquired a certain unhealthy pallor.

Ande Rygis	Level 3 Controller
Medium natural humanoid (half-elf)	XP N.A.
Initiative +2	Senses Perception +3; low-light vision
HP 44; Bloodied 22	
AC 19; Fortitude 15, Reflex 18, Will 16	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d4 damage.	
r Ray of Frost (standard; at-will) ♦ Cold	
Ranged 10; +7 vs. AC; 1d6 + 4 cold damage, and the target is slowed until the end of Ande's next turn.	
A Clawing Shadows (standard; at-will) ♦ Necrotic	
Area burst 1 within 10; +7 vs. Reflex; 1d6 + 4 necrotic damage. The power's area is filled with shadowy claws. Any creature that enters the area or starts its turn there takes 2 necrotic damage. The clawing shadows remains in place until the end of Ande's next turn.	
C Ray of Enfeeblement (standard; encounter) ♦ Necrotic	
Ranged 10; +7 vs. Fortitude; 1d10 + 4 necrotic damage, and the target is weakened until the end of Ande's next turn.	
Shield (immediate interrupt; encounter)	
Ande gains a +4 power bonus to AC and Reflex defense until the end of her next turn.	
Alignment Unaligned	Languages Common
Skills Arcana +10, Dungeoneering +8, History +10	
Str 10 (+1)	Dex 13 (+2)
Con 12 (+2)	Int 18 (+5)
	Wis 14 (+3)
	Cha 10 (+1)

Personality: Ande is obsessive, dark, of dubious morality, and has a rebellious and somewhat unhealthy fascination with necromancy. (In this, she takes after a certain dark paternal ancestor the family doesn't mention often.) She has been described as a cold fish, being a literalist without an obvious sense of humor—metaphor usually escapes her. She can, however, be very passionate when she's engaged with something—usually about the undead or one of her friends. She is not evil, but neither is she particularly good.

Background: A character knows the following about Ande with a successful Streetwise check:

DC 12: Ande attends the Lady's College, where she creeps out her professors on a regular basis—they're often more than happy to let her gallivant off to one dark crypt or another.

DC 15: She was born in 1462 to the eladrin wizard Irievalor Rygis and the human paladin Amalia Venkyr, of the Spellguard and Knights in Silver respectively.

She follows in her father's footsteps as a wizard, but has inherited mostly her mother's looks, particularly her auburn hair (which marks female members of their family).

She is betrothed to Pelnus Moorwalker, a human warlord from Everlund.

DC 20: She is extremely accustomed to the dead and impossible to gross out with any level of gore.

Her best friend is the twitchy tiefling rogue Korvo of Korbin, who's been in love with her since the day he met her—something to which Ande is oblivious.

GERVARD

[Gehr-vahrd]

Gervard is a thin man with a balding pate and graying beard.

Personality: Gervard is an old veteran, who often mulls about the past. While not overtly racist, he has no fondness of dwarves, who he feels abandoned the humans of Silvermoon when they left the alliance of the Silver Marches. He feels humans can do quite well without them, and is protective of his trade as a stonemason.

Background: A character knows the following about Gervard with a successful Streetwise check:

DC 15: Gervard is known as a good stonemason, if a bit set in his ways. He does not trust or particularly like dwarves.

YLUANDRIAL

[Ee-loo-ann-dree-all]

Yluandrial is a beautiful eladrin, a moon-elf with long dark hair decorated with feather-shaped beads. She has pale skin and silvery eyes.

Personality: Yluandrial is patient and thoughtful. She is not quick to make haste. She has little understanding for humans who ‘run through life, as if it is a race to the death,’ an attitude which sometimes makes her seem supercilious when dealing with short-lived races. While polite, she can be quite strict and does not go back on a promise made, nor give leeway once a promise is made to her.

Background: A character knows the following about Yluandrial with a successful Streetwise check:

DC 15: Yluandrial is the Mistress of Secrets of the Lady’s College of Silvermoon. As the Mistress of Secrets she is in charge of the administration and bookkeeping of the building, and supervises its maintenance. Her title refers to her ownership of all the keys in the building—being the only one besides the Headmaster who has access to all the college’s rooms.

DC 20: Yluandrial is originally from the High Forest. She left to pursue additional studies at the Lady’s College, where she has been ever since.

DC 25: Yluandrial used to be a Harper. She left the Harpers when that organization disbanded, and did not rejoin when they reformed.

BLAYNDEN DARHUNSON

[Blaine-den Dahr-uhn-son]

Blaynden is a handsome man of about forty winters, a professional but approachable librarian. Something about his sharp eye and smooth way of speaking, however, suggests there is more to him than is readily apparent.

Personality: Blaynden is a likeable teacher at the Lady’s College, becoming a surrogate father-figure to some students, particularly those far from home. He takes a special interest in students (like Ande) who don’t have many other friends among the student body—the better to keep an eye on them if their studies take them in dangerous directions (such as Ande’s interest in necromancy). He is exceptionally detail-oriented and thorough in all he does.

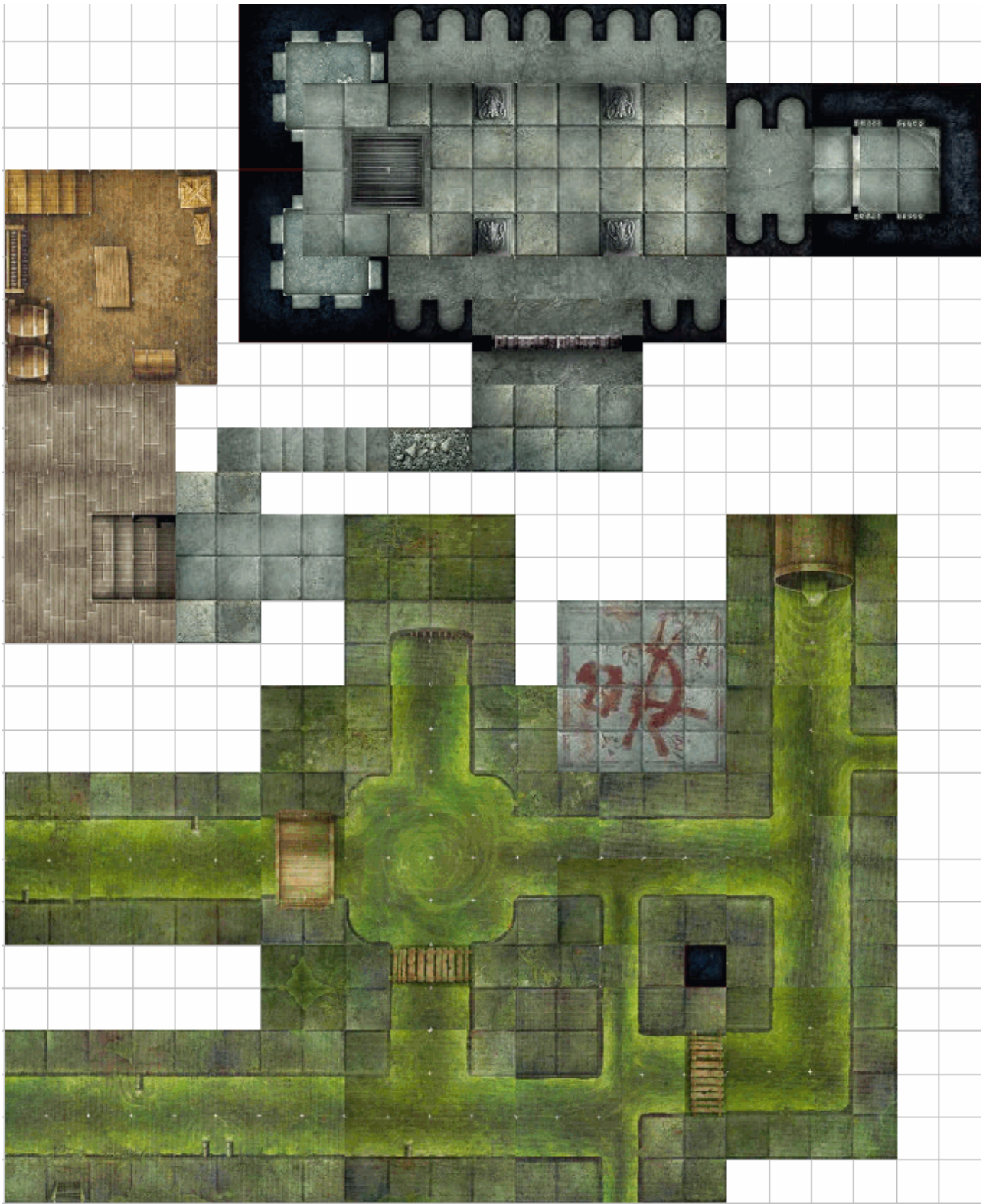
Background: A character knows the following about Blaynden with a successful Streetwise check:

DC 15: Blaynden has been a librarian at the Vault of Sages for a dozen years, having settled down from life as an adventurer before that. He also teaches at the Lady’s College, though not often. His specialty field is arcane history.

DC 20: Blaynden is rumored by students on the campus to be actively courting Mistress of Secrets Yluandrial, though her feelings regarding him are the subject of speculation.

DC 25: Blaynden is a member of the Harpers, tasked with seeking out new recruits and potential threats to the region. His courtship of Yluandrial has the secondary goal of bringing her back into the organization.

CATACOMBS OVERVIEW MAP



DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

*LURU2~3 FORGOTTEN CRYPTS,
HIDDEN DANGERS*

LURU19 Coura's Lore

You have earned the friendship of Coura, a construct who knows a great deal of the knowledge contained in the Vault of the Sages in Silverymoon.

Coura can aid you in future adventures, providing you with knowledge from the Vault if called upon. The exact effects are up to the DM, but should be significant.

LURU20 Word To The Harpers

You have given a promise to aid Blaynden in locating a series of reports with sensitive information. The harpers may call upon you in the future to help them track the reports down.

This starts the *Forbidden Lore* major quest.

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

Adventure Title: _____ Session Number: _____
(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

DUNGEON MASTER

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