

FROM ONE DWARF TO ANOTHER

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A *Living Forgotten Realms* adventure set in Tymrather for characters levels 1-4.

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

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By sanctioning 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 sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your 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

Melnar, a dwarven explorer and member of the Gem Assayers Union (see **Appendix 3**), traveled to the village of Ruinspoke a few months ago. A fellow dwarf and resident of the area named Dirnth told Melnar of the many ruins that fill the countryside of Tymanther, remnants of the old Untheric Empire. Melnar eagerly

began exploring, finding several sites of interest. However, during his days in Ruinspoke, Melnar's rough demeanor and near-total lack of social skills have not endeared him to the residents of the village. After telling Dirnth that he was on to a big find, but not where this big find was located, Melnar went missing two days ago. Perhaps not surprisingly, no one except for Dirnth is concerned about his whereabouts.

Dirnth, whom the PCs might have met in previous Tymanther regional adventures, contacts the PCs and asks them if they would be willing to help him look for his friend. The townsfolk and even Lord Tuanek do not seem particularly interested in Dirnth's fears that something bad has happened to Melnar. There's no evidence, for one thing, and for another, Melnar is disliked by pretty much everyone who has met him. Dirnth can't mount a rescue operation by himself, and that's where the PCs come into the picture.

DM's INTRODUCTION

Once the PCs have connected with Dirnth, he wastes no time in asking for their help. He acknowledges that Melnar isn't the most socially acceptable individual, but that doesn't mean he deserves to be abandoned to a possibly dire fate. Dirnth explains that Melnar told him that he was on the verge of a "really big find" just before his disappearance. He offers to pay the PCs for their trouble, but thinks that if Melnar really did stumble onto something big, it could be worth even more.

From Melnar's notes and their conversations, Dirnth has some ideas about where Melnar might have gone, but he's not sure exactly which direction his fellow dwarf went. The PCs will need to talk to the various shopkeepers and other people in Ruinspoke to try and figure out what Melnar was doing right before he left town. This is a skill challenge. Eventually, the PCs learn that Melnar purchased a number of items that would suggest he was worried about dealing with undead. With that information Dirnth is able to guide the party to an ancient burial ground not far from Ruinspoke.

The journey to the burial ground is uneventful. The PCs might notice that the area resonates with powerful necromantic energy, much stronger than would be expected even for a graveyard. However, before they can explore very far, they are attacked by zombies. Depending on how well they did in the skill challenge, the PCs will either be surprised in this encounter, or they will have a favorable tactical position and get a surprise round on the zombies.

After defeating the zombies, the PCs find Melnar's tracks and follow them through the graveyard to an ancient tomb. This appears to be the source of the

necromantic energy that is seeping through the entire area. Exploring the tomb, the PCs discover a group of dire rats and other vermin that must be exterminated. They also see signs of a struggle, indicating that Melnar was waylaid at some point during his investigation of the area. Part of the area is also warded by a Skull Watch ritual (see the **New Rules** appendix) which allows the necromancer to spy on the PCs if they do not notice and deal with the skull.

After cleaning out the vermin, the PCs discover a secret passage leading deeper into the tomb. The passage opens into a larger room filled with half-finished skeletons and zombies. This is the lair of a necromancer who is trying to perfect his art. In order to do this he has been casting the Undead Servitor ritual on a daily basis, which consumes a lot of expensive ritual components. The necromancer has also excavated most of the tombs and burial sites in this area in search of body parts for his undead servants.

As it turns out, there is a vein of onyx in the ruins, which is what the necromancer has been tapping for his ritual components. This is the “big find” that Melnar was telling Dirnth about. Melnar didn’t know about the necromancer, but the necromancer spotted him via the Skull Watch ritual and had his servants subdue the dwarf and drag him to the ritual chamber. After all, living subjects are always better for experiments than dead ones...

The PCs must defeat the necromancer and his undead servants in order to rescue Melnar. On the journey back to Ruinspoke, the PCs have the chance to interact with Melnar directly. They can find out firsthand why he is so unpopular with the people of Ruinspoke. He lacks any social graces, but he isn’t really a bad person.

The PCs return to Ruinspoke and make their report to Dirnth. Lord Tuanek of House Jalt will also be interested in their report, and will reward them for putting a stop to the necromancer before he could become a threat to Ruinspoke. Although Melnar isn’t popular, he does have a valid claim on the onyx vein in the ruins, so if the PCs support him in front of Lord Tuanek, Melnar will be awarded the mineral rights to that area. If the PCs don’t support Melnar, then Lord Tuanek asserts that the vein is rightfully the property of House Jalt and Melnar loses the deed.

PLAYER’S INTRODUCTION

The adventure assumes that the PCs have all come to Ruinspoke for reasons of their own. Those PCs who have played previous Tymanther regional adventures likely already have favors of House Jalt. Those who

haven’t been to Ruinspoke before were told by their other contacts that Lord Tuanek (Ruinspoke’s leader) usually is in need of adventurers for various tasks.

Upon arriving in the village, those PCs who are known to the residents are recognized for their past deeds (good or ill). Strangers are treated with courtesy, but are not embraced wholeheartedly until they have proven themselves. If time permits, you could set up an extended roleplaying introduction that takes all the PCs’ various Tymanther story objects into account. See **Appendix 1** for more details about Ruinspoke.

A few days travelling dirt roads and camping under cool night skies have brought you to the village of Ruinspoke around mid-morning. For those of you who have journeyed here before, not much has changed. The smell of a well prepared meal emanates from the Home Cookin’ Inn and boisterous conversations can be heard from the Full Mugs tavern. Citizens of all races, but predominantly dragonborn, scurry through the streets on their daily business, while the watchful soldiers of the Platinum Cadre keep an eye on things.

This is a good opportunity for the players to introduce their characters. Allow the PCs to do any shopping they might want to do in town before continuing with Encounter 1.

The adventure truly begins when one or more of the characters are approached by Dirnth, a dwarven explorer. PCs who have met Dirnth in previous Tymanther regional adventures will be recognized immediately. Dirnth is on his way to Lord Tuanek’s headquarters to plead for the assistance of House Jalt in locating his missing friend Melnar. However, Dirnth is well aware that nobody in Ruinspoke likes Melnar, including Lord Tuanek, and so his expectations are low. But when he sees the player characters, suddenly he is filled with new hope.

If none of the PCs have ever met Dirnth, then it makes more sense for them to meet him by way of Lord Tuanek instead of having him randomly approach them on the street. The PCs go to the headquarters of the Platinum Cadre in search of work, and are offered an audience with the leader of Ruinspoke. Just before the PCs enter the room, they see Dirnth coming out of the audience chamber, looking dejected. Lord Tuanek is pleasant and courteous, but he regretfully informs the PCs that he does not have any work for adventurers at the current time. However, he knows someone who might be interested in employing them, and gives them directions to Dirnth’s house.

ENCOUNTER 1: CHASING MELNAR

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 2 (200/300 XP)

SETUP

Important NPCs: Dirnth (a dwarven explorer and Melnar's only friend in Ruinspoke), various shopkeepers and other NPCs around town

The first part of the encounter is meeting Dirnth and getting what information he has and the second part is the skill challenge to find out where Melnar went.

Role-playing Dirnth: Dirnth is an honorable dwarf. He possesses all of the good qualities of dwarves (strong, lawful, good, hard-working, and generous). He does not brag about what he has accomplished, but lets his actions speak for him.

Dirnth seeks to hire adventurers to find his friend, Melnar. The way the PCs get introduced to Dirnth depends on whether they have met him previously or not (see the **Player's Introduction**). Dirnth will either introduce himself or acknowledge those who are familiar to him from previous adventures. Improvise were needed. He will ask to have a meeting with them at his house. He doesn't want to discuss the subject of Melnar in town, because he knows that the townsfolk dislike Melnar and would probably try to bias the PCs against going to find him.

The path leading to Dirnth's house ends at a small farmhouse flanked by a low stone fence. The baying of dogs heralds your approach. The dogs run up to Dirnth and begin to play with him.

"You can always tell what type of person someone is by how they treat a dog," Dirnth comments to no one in particular. "Do you like dogs?"

Dirnth will move into the housing area while waiting on the response from the PCs regarding the question about the dogs. This is really just a pretext to see if any of the PCs are particularly hostile or cruel. He doesn't actually care if the PCs specifically like dogs or not. However, Dirnth knows that Melnar's lack of social graces will cause him to get anyone's nerves, and in that regard, sending the PCs to find Melnar is not that different from asking them to find a lost dog and bring it home.

Dirnth invites the PCs to sit down while he gets some food and drink. His house is sturdy and utilitarian, lacking much in the way of creature comforts.

Dirnth's kitchen table is covered in maps depicting the area around Ruinspoke, including the surrounding ruins. Several areas are marked with circles and X's while others have question marks and scribbled notes next to them.

Dirnth sets frothy mugs of strong ale before you and passes around a plate containing a hearty meat pie. "Thank you for meeting with me. I won't waste any time: I need your help. I have a friend named Melnar, a fellow Gem Assayers Union member and fellow dwarf. Melnar went missing a couple of days ago. Because of his... somewhat peculiar nature... the people of Ruinspoke aren't really interested in finding out what has happened to him. Not that I really blame them, mind you. Melnar has a gift for rubbing people the wrong way, even by dwarven standards.

"Melnar came here just over a month ago. He's been spending most of his time exploring some local ruins and other sites of interest that nobody has catalogued yet. In the morning two days ago, before setting out, he told me that he was on the verge of finding something big. I did not press him for more information. Knowing what I know about some of these ruins, I guess I should have."

"Melnar didn't come back that afternoon, but I wasn't worried. He often stays out for a night. But now it's been two days, and he has yet to return. The ruins he's been exploring aren't safe - nobody has visited them before, so they aren't part of any of the patrol routes for the local soldiers. I have a bad feeling that he has fallen into trouble. Would you be willing to help find Melnar?"

Dirnth is willing to pay 20 / 40 gold pieces per PC if they agree to help. If the PCs refuse to help Dirnth, he continues their conversation for a few minutes before asking the PCs to leave. The adventure ends for those who do not wish to assist Dirnth, unless the PCs decide to just go out exploring on their own, in which case by the miracle of circumstance they could end up discovering the same ruins where Melnar disappeared.

If the PCs accept the offer, Dirnth thanks them and continues with the following:

"As you can see, there are many places Melnar could have gone." Dirnth points to the map and the surrounding ruins. Three of the ruins have been circled. "These are Melnar's notes. I'm not sure what some of these scrawls mean, but of the many unexplored sites that surround Ruinspoke, I have identified three that

might be the 'big find' he was talking about. The problem is figuring out which one.

"Melnar usually stops off in Ruinspoke for supplies before beginning an expedition. He doesn't like to carry a lot of extra gear, so he just buys what he thinks he will need right before setting out. Maybe if you were to ask around the village, you could find out something that will help pin down which site to search. We could visit all these sites, but that would take several days, and I'm afraid if Melnar is really in trouble, we don't have much time. I've already lost two days."

At this point, the PCs can ask Dirnth questions. Here are some of the information he has regarding Melnar, the ruins, and the Gem Assayers Union.

- The ruins around Ruinspoke are from the various empires and such that existed before the arrival of Tymanther during the Spellplague. Many of the ruins hold treasures for those brave enough to search them, but they are also filled with hazards and monsters of all sorts.
- Ruinspoke has grown because of the ruins and the many treasure seekers who journey to them. House Jalt often employs adventurers to explore specific sites that nobody has visited yet. There are hundreds and hundreds of such sites, so it will be a long time, if ever, before the area is fully explored.
- Melnar has failed to endear himself to the people of Ruinspoke in pretty much every way possible. He's not a bad person, but he has always been blunt with his words, not understanding how they will be interpreted by others. He also has a real knack for offending people unintentionally. His bathing habits are much less than admirable. Basically, he's socially inept, but his heart is good.
- The Gem Assayers Union is a group of explorers, of which both Dirnth and Melnar are members. The society is based out of Djerad Thymar and is dedicated to cataloguing all of the strange flora and fauna that came to the world with the arrival of Tymanther. They are also interested in gems and valuable items of all sorts, of course. They are a small but close-knit group.

When the PCs are done eating and getting information from Dirnth, they are able to return to Ruinspoke and begin the search for information about Melnar. Dirnth explains that the different sites on the map would have required different types of equipment. If the PCs can get an idea of what Melnar took with him, Dirnth should be able to figure out which site is the most likely to have been his destination.

SKILL CHALLENGE: TRACKING MELNAR

Goal: The PCs attempt to find out where Melnar went (an ancient burial ground) and then to track his movements within the ruins.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Streetwise, Endurance, Intimidate, Nature, Perception

Victory: The PCs make it to the graveyard and discover the zombies without being spotted themselves.

Defeat: The PCs arrive at the right place, but they are surprised by the zombies.

This skill challenge is divided into two scenes. In the first scene (which requires 4 successful skill checks to complete) the PCs gather information about Melnar's activities and the equipment he purchased before leaving town. This enables Dirnth to direct the PCs to a specific set of ruins. The second scene (which requires another 4 checks to complete) involves the PCs exploring the graveyard and discovering Melnar's tracks, which lead to a zombie-infested mausoleum.

The **Hand of Fate** ritual would be especially useful here, as it can point the PCs in the direction Melnar was going. The use of this ritual is worth 2 automatic successes in either scene.

If at any point the PCs accumulate 3 total failures, continue with the encounter, especially if they haven't yet gotten all the clues to Melnar's destination. When the PCs arrive at the burial ground, they will be surprised by the zombies if they failed the overall skill challenge.

SCENE 1: RUINSPOKE

Melnar visited several establishments in Ruinspoke to purchase supplies for his journey. (Although the townsfolk don't like him, his gold spends the same as anyone else's.) Reveal the following clues as the PCs accrue successes in this scene of the skill challenge. (You can either run the skill challenge in a completely abstract fashion, in which each success just gives the next clue, or you can tailor the scene so that the PCs decide where they want to visit and then make the appropriate checks to learn whatever information would logically be available at that location.)

- **Clue 1:** Melnar visited the Spoke in 'Spoke (general store) on the morning he disappeared. He purchased a set of wooden stakes and a mallet from Jiran and Kelsa, the halfling couple who runs the place.
- **Clue 2:** Melnar visited the Temple of Bahamut and asked Dauret, the head priest, whether or

not he would be willing to sell some of the holy water.

- **Clue 3:** Melnar stopped off at the Full Mugs for a tankard of Temget's special extra-stout ale. He showed Temget a chip of shiny black onyx, and boasted that there was going to be a lot more where that came from.
- **Clue 4:** A patrol of the Platinum Cadre spotted Melnar heading out of town to the east on the morning of his disappearance. They went out of their way to avoid him, knowing that his "greeting" would be unpleasant.

At each of these sites, Melnar managed to offend the residents of Ruinspoke in some fashion. Have fun with this. You can invent various mishaps for Melnar to have committed (knocking over the shelves at the Spoke in 'Spoke and spilling equipment all over the floor, mistaking the holy water fountain for a drinking fountain at the Temple of Bahamut, spilling ale all over a wealthy patron at the Full Mugs, and so forth). The NPCs at each location will gladly tell the PCs their stories about all the awful things Melnar did and how they couldn't wait to get him out of their establishments. The goal is to portray Melnar as being totally inept, but not in a malicious way. It just seems that no matter how hard he tries, he isn't able to make a good impression on people.

The following social skill checks are suggested for the PCs to obtain the above clues. As always, feel free to reward the usage of different skills or clever usage of powers and rituals to gain this information.

Bluff (DC 10/11, 2 successes maximum): The PCs lie about why they are interested in Melnar, or they make up their own stories about horrible things he's done in their presence, winning the sympathy of the people of Ruinspoke.

Diplomacy (DC 10/11, 2 successes maximum): The PCs are very polite in asking for information, or they attempt to make amends for some of Melnar's mishaps (helping clean up a mess, for example).

Intimidate (DC 10/11, 2 successes maximum): The PCs attempt to browbeat information about Melnar's activities out of the people of Ruinspoke. Behaving in this fashion will not endear the PCs to the villagers, but they will conclude that the PCs are kindred spirits of Melnar and give the PCs the information they want in hopes that they will quickly join their nasty friend and go away!

Streetwise (DC 10/11, 2 successes maximum): The PCs ask around on the street to find out if anybody saw Melnar, or what sorts of goods he might have purchased recently.

SCENE 2: THE GRAVEYARD

Once the party gets all the clues, it should be pretty obvious that Melnar was worried about dealing with undead, and the direction in which he was traveling. When the PCs return to Dirnth, he studies the map and decides that there is only one place where Melnar could reasonably have been headed: an ancient burial ground to the east of Ruinspoke. Dirnth knows little about the burial site, but he knows that it has not yet been explored, so there's no telling what sorts of monsters might be found within. Melnar obviously thought that there was at least some danger based on the precautions he took.

Dirnth's map allows the PCs to reach the burial ground without incident. Once they get to the site, they need to search for signs of where exactly Melnar might have gone and what happened to him. Read or paraphrase the following:

The burial ground is quite large, perhaps a remnant of a mid-sized city that once existed in this area. It is surrounded by a tall stone wall. Archways provide entrance, each sealed with a rusty gate. One of the gates has been pulled open, and by the look of the rust flakes, someone has been here recently.

This is the second scene of the skill challenge. Only two successes are needed in this scene for the PCs to discover the correct mausoleum.

As the PCs move through the graveyard, they notice that a number of the graves seem to have been disturbed (no check necessary). Someone is digging up the bodies in this area, but for what purpose (whether simple grave robbing or something more sinister) is not clear.

The following skills might be useful in this scene:

Arcana (DC 10/11, 1 success maximum): The PC detects a strong aura of necromantic energy. The aura gets stronger as the adventurers move through the graveyard, getting closer to the mausoleum. This helps provide a sense of direction as well as some more information about what might be causing the plant life in the area to wither.

Nature (DC 10/11, 1 success maximum): The flora throughout this area look sickly, but there is no obvious reason (such as mold or disease) for what is causing the trees and other plant life to wither. This might suggest that another PC should attempt an Arcana or Religion check to try and sense the source of the blight.

Perception (DC 10/11, 2 successes maximum): Upon the first successful Perception check the PCs spot Melnar's tracks heading through the graveyard. They are

boot tracks, the right size and shape for a heavyset dwarf, and are about two or three days old. Fortunately there has not been any rain in the area in the last few days.

On a second success with this skill, the PCs are able to follow the tracks through the graveyard and come in sight of the mausoleum where Melnar disappeared. They also find some more tracks, these of bare feet, and the shambling, shuffling gait indicates that the creatures making those tracks are probably not among the living.

Religion (DC 10/11, 1 success maximum): A strong sense of evil permeates this area, as if someone has been conducting necromantic rituals. This can lead the characters to make Arcana and/or Nature checks, or can substitute for those checks, as you see fit.

ENDING THE ENCOUNTER

Whether the PCs succeed or fail the skill challenge does not affect whether they reach the mausoleum or not. If the PCs fail the challenge while still in Ruinspoke, they might initially go to the wrong location, losing time before finally discovering the burial ground. If they fail the skill challenge while they are in the burial ground, they spend time wandering around looking for tracks and other clues before stumbling into a zombie ambush.

EXPERIENCE POINTS

The characters receive 40 / 60 experience points each for succeeding in the skill challenge.

TREASURE

There is no treasure in this encounter.

OPTION: HOLY WATER

If you think that the PCs are likely to have a difficult time with the final battle in this adventure, or if they specifically ask Dauret (the priest of Bahamut in Ruinspoke) about the possibility of acquiring some holy water once they learn that Melnar seemed to think that he was likely to encounter undead, consider allowing them to each purchase a single vial of holy water (20 gp per vial). The ritual used to create holy water is detailed in the *Divine Power* sourcebook. Consumables that are purchased but not used during the adventure should be noted on the character's logsheet.

Holy Water

Undead and demons react poorly to the touch of this liquid.

Lvl 1 (20 gp)

Alchemical Item

Power (Consumable ♦ Radiant) Minor Action. Make an attack: Ranged 3/6; +4 vs. Reflex; on a hit, the attack deals 1d10 radiant damage to an undead creature or a demon.

Reference: *Divine Power*, page 157.

ENCOUNTER 2: GRAVEYARD LURKERS

ENCOUNTER LEVEL 1/2 (400/600 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 Zombie Grave Digger (Level 2) (ZG)

4 Rot Hounds (RH)

1 Lasher Zombie (Level 4) (LZ)

This encounter includes the following creatures at the high tier:

1 Zombie Grave Digger (ZG)

4 Rot Hounds (RH)

1 Lasher Zombie (LZ)

This encounter starts as soon as the PCs enter the cemetery. If the PCs failed the skill challenge, read the following section labeled “Arrived too late.”

If the PCs succeeded at the skill challenge, read the following section:

Strewn about the grounds of this ancient cemetery are dry weeds and other dead vegetation. Staggering about among the headstones, statues, and dead trees are walking corpses.

The PCs are granted a surprise round against the undead. Proceed with combat.

Arrived too late:

Strewn about the grounds of this ancient cemetery are dry weeds and other dead vegetation. Headstones and other burial markers are engraved with names from a long-forgotten civilization. Suddenly, walking corpses attack!

The PCs are ambushed by the undead guarding the graveyard. The undead gain a surprise round.

FEATURES OF THE AREA

This area has a few important features.

Illumination: It is still daylight when the PCs arrive, so the area is brightly illuminated.

Trees: Any square that contains the trunk of a tree counts as blocking terrain.

Grave mound: Grave mounds count as difficult terrain. The cost to move over a grave mound is 2 squares.

Statue: The statues are blocking terrain. They stand an average of 6 feet in height.

Bush: Bushes count as difficult terrain. The cost to move through a bush is 2 squares.

Rock: Rocks count as difficult terrain. The cost to move over a rock is 2 squares.

TACTICS

The zombie grave digger will move up to the closest PC and attempt to pummel them to death.

The lashier zombie will attempt to reel in the closest PC and devour that character with its viscera.

The rot hounds will attempt to gang up on a single target so that their aura comes into play.

SCALING THE ENCOUNTER

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

Four PCs: Remove the rot hounds.

Six PCs: Add another zombie grave digger or 4 more rot hounds.

ENDING THE ENCOUNTER

Once the PCs defeat the undead, they will notice the mausoleum's door is ajar. When the PCs enter, proceed to Encounter 3.

EXPERIENCE POINTS

The characters receive 80/120 XP each for defeating the undead.

TREASURE

The undead have no treasure.

ENCOUNTER 2: “GRAVEYARD LURKERS” STATISTICS (LOW LEVEL)

Zombie Grave Digger (Level 2)		Level 2 Brute
Medium natural animate (undead)		XP 125
Initiative +1 Senses Perception +1; darkvision		
HP 45; Bloodied 22		
AC 14; Fortitude 16, Reflex 12, Will 12		
Speed 4		
m Shovel (standard; at-will) ♦ Weapon		
+5 vs. AC; 2d8 + 3 damage.		
M Dirt in the Eye (standard; encounter) ♦ Necrotic		
+3 vs. Reflex; the target is blinded and takes ongoing 5 necrotic damage (save ends both).		
Alignment Unaligned Languages --		
Str 18 (+4)	Dex 10 (+1)	Wis 10 (+1)
Con 15 (+3)	Int 2 (-3)	Cha 3 (-3)
Equipment shovel		

The zombie gravedigger is dressed in dark-colored work attire, complete with a hefty shovel that serves both as primary tool of the trade and weapon. Everything about it, from its tools to its decaying flesh, is encrusted with dirt and filth from despoiling the graves.

Rot Hound		Level 1 Minion
Small natural beast (undead)		XP 25
Initiative +3 Senses Perception +2; darkvision		
Rotting Stench aura 1; any enemy that starts its turn in the rotting stench aura of at least three rot hounds takes a -2 penalty to attack rolls, skill checks, and ability checks until the start of its next turn.		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 11, Reflex 17, Will 11		
Immune disease, poison; Resist 10 necrotic		
Speed 8		
m Gravebite (standard; at-will) ♦ Necrotic		
+4 vs. Reflex; 5 necrotic damage.		
Alignment Unaligned Languages --		
Str 8 (-1)	Dex 16 (+3)	Wis 14 (+2)
Con 14 (+2)	Int 3 (-4)	Cha 3 (-4)

Lasher Zombie (Level 4)		Level 4 Soldier
Medium natural animate (undead)		XP 175
Initiative +4 Senses Perception +2; darkvision		
HP 56; Bloodied 28		
AC 20; Fortitude 16, Reflex 13, Will 13		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Viscera Lash (standard; at-will)		
Reach 2; +9 vs. AC; 1d8 + 4 damage, and the target is pulled 1 square and grabbed.		
M Burrowing Entrails (minor; at-will)		
Grabbed target only; +11 vs. AC; 1d6 + 4 damage.		
Threatening Reach		
The lasher zombie can make opportunity attacks against all enemies within its reach (2 squares).		
Alignment Unaligned Languages --		
Str 19 (+6)	Dex 10 (+2)	Wis 10 (+2)
Con 16 (+5)	Int 2 (-2)	Cha 1 (-3)

Lasher zombies, as they are colloquially known, bear the ravished frame and emaciated body of someone who obviously succumbed to starvation. Their flesh has withered and dried, leaving little but skin stretched over brittle bones. The lower torso, however, has swollen and burst open to reveal seemingly healthy organs contained within it. Disturbingly, these exposed organs writhe and pulse with a predatory intent all their own. Glistening ropes of intestine sway to and fro like snakes searching out prey, which is an image chillingly reinforced by the snapping maws adorning each.

ENCOUNTER 2: “GRAVEYARD LURKERS” STATISTICS (HIGH LEVEL)

Zombie Grave Digger		Level 5 Brute
Medium natural animate (undead)		XP 200
Initiative +2 Senses Perception +2; darkvision		
HP 75; Bloodied 37		
AC 17; Fortitude 19, Reflex 15, Will 15		
Speed 4		
m Shovel (standard; at-will) ♦ Weapon		
+8 vs. AC; 2d8 + 4 damage.		
M Dirt in the Eye (standard; encounter) ♦ Necrotic		
+6 vs. Reflex; the target is blinded and takes ongoing 5 necrotic damage (save ends both).		
Alignment Unaligned Languages --		
Str 18 (+5)	Dex 10 (+2)	Wis 10 (+2)
Con 15 (+4)	Int 2 (-2)	Cha 3 (-2)
Equipment shovel		

The zombie gravedigger is dressed in dark-colored work attire, complete with a hefty shovel that serves both as primary tool of the trade and weapon. Everything about it, from its tools to its decaying flesh, is encrusted with dirt and filth from despoiling the graves.

Rot Hound		Level 1 Minion
Small natural beast (undead)		XP 25
Initiative +3 Senses Perception +2; darkvision		
Rotting Stench aura 1; any enemy that starts its turn in the rotting stench aura of at least three rot hounds takes a -2 penalty to attack rolls, skill checks, and ability checks until the start of its next turn.		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 11, Reflex 17, Will 11		
Immune disease, poison; Resist 10 necrotic		
Speed 8		
m Gravebite (standard; at-will) ♦ Necrotic		
+4 vs. Reflex; 5 necrotic damage.		
Alignment Unaligned Languages --		
Str 8 (-1)	Dex 16 (+3)	Wis 14 (+2)
Con 14 (+2)	Int 3 (-4)	Cha 3 (-4)

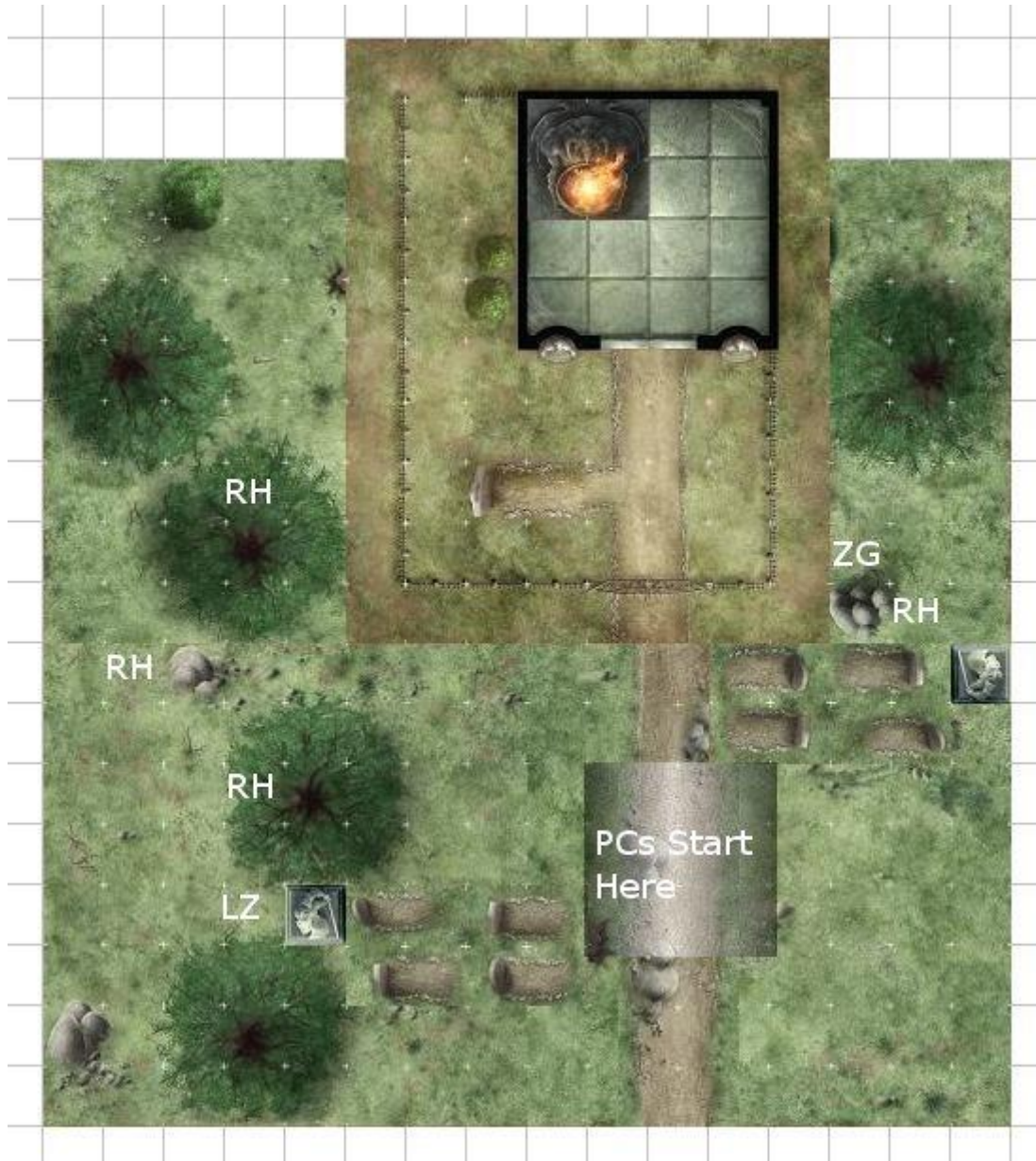
Lasher Zombie		Level 7 Soldier
Medium natural animate (undead)		XP 300
Initiative +5 Senses Perception +3; darkvision		
HP 80; Bloodied 40		
AC 23; Fortitude 19, Reflex 16, Will 16		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Viscera Lash (standard; at-will)		
Reach 2; +12 vs. AC; 1d8 + 5 damage, and the target is pulled 1 square and grabbed.		
M Burrowing Entrails (minor; at-will)		
Grabbed target only; +14 vs. AC; 1d6 + 5 damage.		
Threatening Reach		
The lasher zombie can make opportunity attacks against all enemies within its reach (2 squares).		
Alignment Unaligned Languages --		
Str 19 (+7)	Dex 10 (+3)	Wis 10 (+3)
Con 16 (+6)	Int 2 (-1)	Cha 1 (-2)

Lasher zombies, as they are colloquially known, bear the ravished frame and emaciated body of someone who obviously succumbed to starvation. Their flesh has withered and dried, leaving little but skin stretched over brittle bones. The lower torso, however, has swollen and burst open to reveal seemingly healthy organs contained within it. Disturbingly, these exposed organs writhe and pulse with a predatory intent all their own. Glistening ropes of intestine sway to and fro like snakes searching out prey, which is an image chillingly reinforced by the snapping maws adorning each.

ENCOUNTER 2: “GRAVEYARD LURKERS” MAP

TILE SETS NEEDED

Ruins of the Wild x2



ENCOUNTER 3: RODENTS

ENCOUNTER LEVEL 2/3 (625/850 XP)

SETUP

This encounter includes the following creatures at the low tier:

4 Giant Rats (G)

4 Dire Rats (D)

1 Rat Swarm (S)

This encounter includes the following creatures at the high tier:

4 Giant Rats (G)

4 Dire Rats (Level 2) (D)

1 Rat Swarm (Level 3) (S)

The encounter starts as soon as the PCs descend to the bottom of the mausoleum. This section consists of a large chamber with several smaller crypts. All the crypts contain sarcophagi, which have obviously been tampered with. Behind one of the sarcophagi, as shown on the map, the stone walls have been chipped away by a pickaxe or similar instrument to reveal a vein of black onyx. When the PCs enter the main chamber, read:

The mausoleum consists of a single, large chamber with smaller crypts off to the sides. The floor is littered with debris and a handful of well-gnawed humanoid bones. The doors on each of the smaller burial niches have been broken open, perhaps by tomb robbers.

Give the PCs a moment to spread out and examine the various features of the room. If at least one of the characters has a passive Perception score of 17/18 or better, they hear the scrabbling of claws and scratching coming from cracks and crevices in the walls and floor. When you are ready to spring the combat encounter, read the following:

High-pitched squeaking alerts you to danger as a number of giant rats emerge from the shadows, hungry for a snack.

FEATURES OF THE AREA

This area has a few important features.

Illumination: There is no illumination in the mausoleum save what light the PCs bring with them.

Sarcophagus: A sarcophagus counts as blocking terrain. It stands 4 feet high. A character can climb or jump onto a sarcophagus with a DC 15 Athletics check.

Stairs: The stairs are treated as difficult terrain because of all the debris.

Rubble: Areas of rubble shown on the map are difficult terrain, costing 2 squares of movement to enter.

Crypt Doors: Although the individual crypts are shown as having closed doors, the doors were broken open long ago and no longer serve as an impediment. These squares are treated as normal terrain.

Hallway Doors: The double doors shown across from the staircase actually represent a secret door, so do not draw or describe them initially. This is the exit that leads to the next section of the mausoleum.

A DC 15 Perception check allows the PCs to notice signs of a struggle and drag marks leading to the secret door. The marks were made during Melnar's encounter with the undead.

TACTICS

The idea here is to present a scene where the PCs are assailed from all sides by the giant rats, which come squeaking and squealing out of every part of the mausoleum. This is why the initial positions of the rats are scattered all over the map. Bring the enemies in waves so that the PCs can't quite be sure how many total rats they have to fight.

The rats are not very bright, but they prefer unarmored targets to armored targets (metal skin is hard to bite through). The rat swarm crawls from behind a sarcophagus and goes after the nearest PC, but it will change targets to pursue any PC that attacks it with an area or close power.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the dire rats.

Six PCs: Add another rat swarm, which starts behind a different sarcophagus (well away from the first swarm).

THE CRYPTS

Once the PCs defeat the rats, they can examine the crypts in more detail. The area on the map where the onyx vein is indicated also contains the only sarcophagus that hasn't been completely looted. Read the following:

On the north wall is a sarcophagus with its lid removed. The wall behind the sarcophagus shows obvious signs of some sort of mining activity. The stone wall has been hacked away to reveal a vein of glittering black gems.

Aged and faded images painted on the walls show a man shrouded in heavy white robes carrying a staff crowned with a symbol of gold.

The sarcophagus contains some dusty and brittle human bones. The wall behind the sarcophagus has been destroyed. Mounds of dirt and stones lie around the sarcophagus. The combination of weather over the years and Melnar using a pick brought down the stone wall to reveal a vein of onyx.

Only tattered white robes are found within the sarcophagus. The remains that once rested within the sarcophagus are long since destroyed. Etched into the stone lid is the name “Jagress Dawnlion.” The symbol depicted in the mural is Lathander, the ancient sun god who is now known as Amaunator (Religion DC 15).

This sarcophagus also has a false bottom (see the Treasure section for details).

SOMEBODY’S WATCHING ME

Among the human remains scattered around the main chamber is a skull that has been enchanted with the Skull Watch ritual (from the *Open Grave* sourcebook). The skull is positioned so that it has a good view of both the staircase leading into this area and the hallway leading deeper into the dungeon.

The ritual allows the necromancer to watch intruders enter and move around the crypt. However, this is not automatic; the skull makes Perception checks each round there are PCs in the crypt. If the PCs remove the skull from the crypt or destroy it before it spots them, they can surprise the necromancer in the next encounter. The PCs might even try to trick the necromancer by moving the skull so that it observes an empty chamber, or pointing it away from the secret door.

If the PCs are cautious in their initial explorations of this area, they might discover the skull before it notices them. One way to do this would be via the Arcana skill. It takes one minute to detect the presence of magical auras. A DC 22 Arcana check would sense the magical effect on the skull, and a second DC 22 Arcana check made as a standard action would identify the specific ritual. (See page 181 in the *Player’s Handbook* for more details on sensing the presence of magic and identifying rituals.)

Including the +5 bonus from the Skull Watch ritual, the skull makes Perception checks at +11/+13. It does not automatically see the PCs; for example, if they send a scout into the crypt, that character may make a Stealth check against the skull’s Perception check to avoid its notice. Make Perception checks for the skull

surreptitiously (or use its passive Perception of 21/23) so that the players don’t necessarily realize something is observing the area.

The necromancer has designated undead and beasts as creature types for the Skull Watch ritual to ignore (he does not need to watch his own servitors and he got tired of the skull constantly alerting him to the presence of giant rats in the crypt). Thus, it ignores undead PCs, beastmaster ranger animal companions, and other creatures of the appropriate types.

If the necromancer perceives the PCs via the skull, he will use the ritual’s ability to see through the skull and observe the PCs to learn what he can about their capabilities. The enemies will be prepared for the PCs’ arrival as detailed in the next encounter. If the PCs do not deal with the skull at all before entering the secret passage to the necromancer’s lab, then assume it definitely spots them. Give the PCs a chance to discover and deal with the skull before the fight with the rats, because the odds of the skull not noticing any of the PCs over the course of an entire fight in the mausoleum are basically nil.

For full details on the Skull Watch ritual, see the New Rules appendix.

ENDING THE ENCOUNTER

The encounter ends when the PCs find the secret door (Perception DC 15) and move through it. Proceed to Encounter 4.

EXPERIENCE POINTS

The characters receive 125/170 XP each for defeating the rats.

TREASURE

The sarcophagus has a false bottom (Perception DC 20). It contains 5/10 gold pieces per PC, an *amulet of mental resolution* +1, and a *symbol of turning* +1.

ENCOUNTER 3: “RODENTS” STATISTICS (LOW LEVEL)

Giant Rat		Level 1 Minion
Small natural beast		XP 25
Initiative +3 Senses Perception +5; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 6, climb 3		
m Bite (standard; at-will)		
+6 vs. AC; 3 damage.		
Alignment Unaligned		Languages --
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 2 (-4)	Cha 6 (-2)

Dire Rat		Level 1 Brute
Medium natural beast		XP 100
Initiative +2 Senses Perception +5; low-light vision		
HP 38; Bloodied 19		
AC 15; Fortitude 15, Reflex 13, Will 11		
Immune filth fever		
Speed 6, climb 3		
m Bite (standard; at-will) ♦ Disease		
+4 vs. AC; 1d6 + 2 damage, and the target contracts filth fever.		
Alignment Unaligned		Languages -
Skills Stealth +7		
Str 14 (+2)	Dex 15 (+2)	Wis 10 (+1)
Con 18 (+4)	Int 3 (-4)	Cha 6 (-2)

Rat Swarm		Level 2 Skirmisher
Medium natural beast		XP 125
Initiative +6 Senses Perception +6; low-light vision		
Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 36; Bloodied 18		
AC 15; Fortitude 12, Reflex 14, Will 11		
Resist half damage from melee and ranged attacks;		
Vulnerable 5 damage from close and area attacks		
Speed 4, climb 2		
m Swarm of Teeth (standard; at-will)		
+6 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends)		
Alignment Unaligned		Languages -
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)
Con 12 (+2)	Int 2 (-3)	Cha 9 (+0)

ENCOUNTER 3: “RODENTS” STATISTICS (HIGH LEVEL)

Giant Rat		Level 1 Minion
Small natural beast		XP 25
Initiative +3 Senses Perception +5; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 6, climb 3		
m Bite (standard; at-will)		
+6 vs. AC; 3 damage.		
Alignment Unaligned		Languages --
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 2 (-4)	Cha 6 (-2)

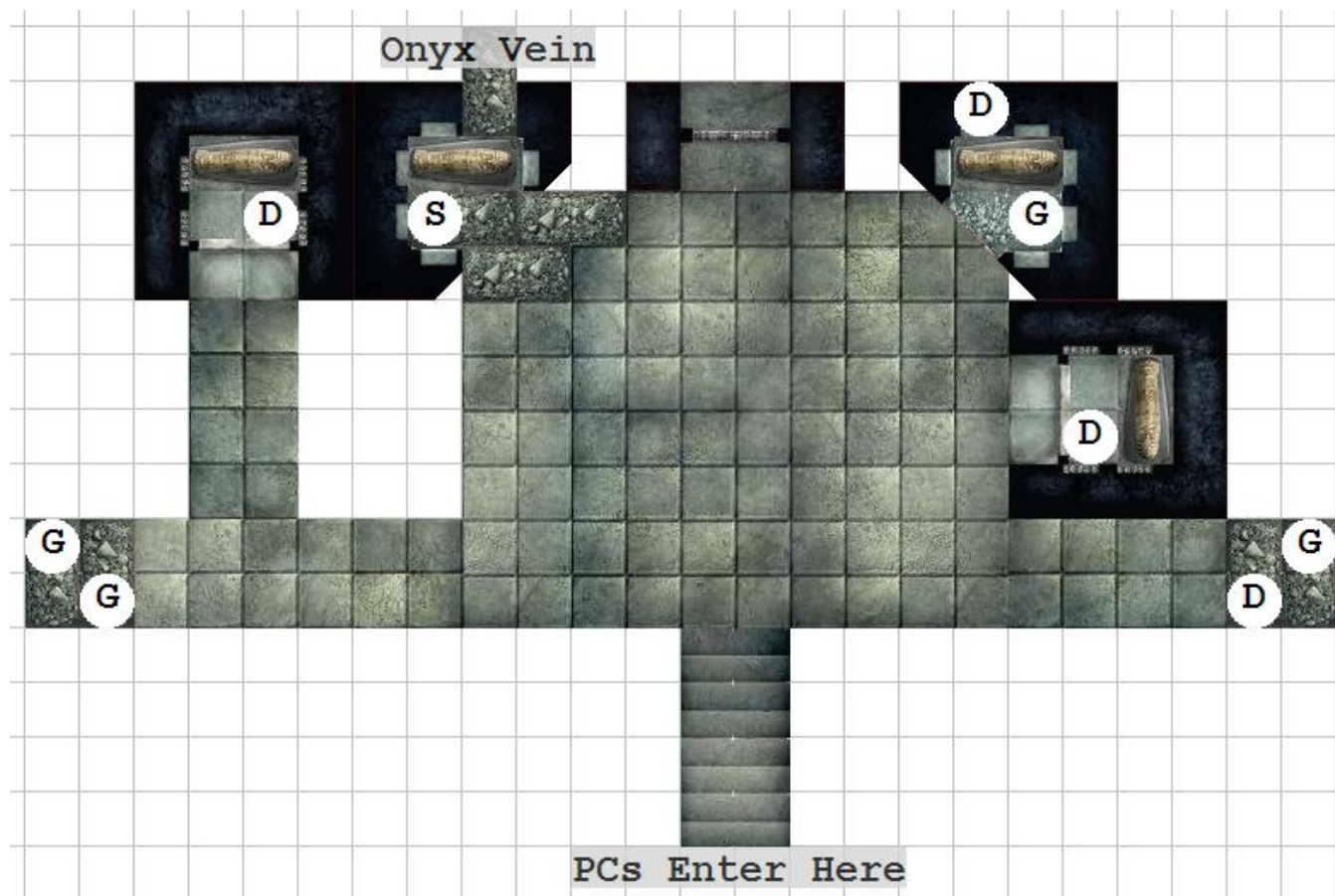
Dire Rat (Level 2)		Level 2 Brute
Medium natural beast		XP 125
Initiative +3 Senses Perception +6; low-light vision		
HP 48; Bloodied 24		
AC 16; Fortitude 16, Reflex 14, Will 12		
Immune filth fever		
Speed 6, climb 3		
m Bite (standard; at-will) ♦ Disease		
+5 vs. AC; 1d6 + 3 damage, and the target contracts filth fever.		
Alignment Unaligned		Languages -
Skills Stealth +8		
Str 14 (+3)	Dex 15 (+3)	Wis 10 (+2)
Con 18 (+5)	Int 3 (-3)	Cha 6 (-1)

Rat Swarm (Level 3)		Level 3 Skirmisher
Medium natural beast		XP 150
Initiative +6 Senses Perception +6; low-light vision		
Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 44; Bloodied 22		
AC 16; Fortitude 13, Reflex 15, Will 12		
Resist half damage from melee and ranged attacks;		
Vulnerable 5 damage from close and area attacks		
Speed 4, climb 2		
m Swarm of Teeth (standard; at-will)		
+7 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends)		
Alignment Unaligned		Languages -
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)
Con 12 (+2)	Int 2 (-3)	Cha 9 (+0)

ENCOUNTER 3: “RODENTS” MAP

TILE SETS NEEDED

Dungeon Tiles x2, Hidden Crypts x2



Note: The rats are not initially visible. They emerge through cracks in the stone walls and floor when combat begins as described in the text.

ENCOUNTER 4: LAIR OF THE NECROMANCER

ENCOUNTER LEVEL 2/5 (675/1,050 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 3 Famine Hounds (Level 1) (FH)
- 2 Corpses of Despair (Level 2) (CD)
- 1 Bleak Necromancer (Level 2) (BN)

This encounter includes the following creatures at the high tier:

- 3 Famine Hounds (Level 3) (FH)
- 2 Corpses of Despair (Level 4) (CD)
- 1 Bleak Necromancer (Level 6) (BN)

In this encounter, the PCs find the necromancer along with a number of his best creations. Melnar is lying unconscious on a table.

When the PCs enter the room, read:

The secret door leading from the crypt takes you to a well lit room. Walls are lined with various bottles, jars, and books. At the northern end of the room is a table with a dwarf splayed upon it tied down by his ankles and wrists. A human male wearing threadbare clothes and a patchwork cloak stands over the dwarf. A group of zombies stand between you and the human while sickly hounds huddle on the west wall.

The necromancer's readiness depends on whether they PCs removed the enchanted skull from the crypt before entering the secret door.

Freeing Melnar in the middle of the battle does not help the PCs as he is unconscious from blood loss. Even if healed, he is incapacitated until the end of the encounter. However, he will only die if the PCs fail to defeat the necromancer. If he defeats the PCs, the necromancer will be pleased at having so many fresh bodies to add to his collection.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Torches line the walls and a statue in the back of the room holds a brazier lit with a heavy flame. The area is brightly lit.

Table: The table counts as difficult terrain for medium size creatures or blocking for larger than medium size creatures. It stands 4 feet high.

Statues: The statues count as blocking terrain.

Stairs: The stairs count as difficult terrain.

Sarcophagus: The sarcophagus counts as blocking terrain.

Desk: The desk counts as blocking terrain.

Chair: The chair is not considered a terrain feature.

TACTICS

If the PCs failed to rid the crypt of the enchanted skull, the necromancer and his undead minions will be set up to ambush the PCs.

The bleak necromancer leads with *restless dead* and sustains it as long as it remains useful. He tries to keep the PCs pinned down with *enervating burst*. He will not retreat or surrender. He insults the PCs during each attack and promises to bring about their demise for entering his lair.

The famine hounds attack the closest PC as a pack, trying to gain combat advantage by flanking.

The corpses of despair each pick out a target and concentrate on that individual PC. They first attack with *crushing despair* so that they can daze that target and then use *death of hope* to deal ongoing damage.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the corpses of despair.

Six PCs: Add another corpse of despair.

ENDING THE ENCOUNTER

Once the PCs defeat the necromancer and his minions, they can search the room and free Melnar.

EXPERIENCE POINTS

The characters receive 135/210 XP each for defeating the necromancer and his minions.

TREASURE

Within the laboratory the PCs find a ritual book of Skull Watch, alchemy book for Beastbane, and a *staff of light* +1 (low-level) or a *staff of expansion* +1 (high-level).

Within a chest in the back room the PCs find silver, gold, and ritual components (mostly black onyx) worth a total of 50/50 gold pieces per PC.

ENCOUNTER 4: “LAIR OF THE NECROMANCER” (LOW LEVEL)

Famine Hound (Level 1)		Level 1 Skirmisher
Small natural beast (undead)		XP 100
Initiative +5	Senses Perception +2; low-light vision	
HP 30; Bloodied 15		
AC 15; Fortitude 13, Reflex 14, Will 13		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
m Gnash (standard; at-will) ♦ Necrotic		
+4 vs. Reflex; 1d4 + 1 damage, and ongoing 5 damage (save ends).		
Combat Advantage		
When a famine hound hits a target it has combat advantage against, the target is knocked prone.		
Alignment Unaligned		Languages --
Str 12 (+1)	Dex 16 (+3)	Wis 14 (+2)
Con 14 (+2)	Int 3 (-4)	Cha 8 (-1)

Corpse of Despair (Level 2)		Level 2 Brute
Medium natural animate (undead)		XP 125
Initiative +1	Senses Perception +2; darkvision	
HP 46; Bloodied 23		
AC 14; Fortitude 15, Reflex 11, Will 12		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Slam (standard; at-will)		
+5 vs. AC; 2d8 + 2 damage.		
M Crushing Despair (standard; at-will)		
+5 vs. AC; 2d6 + 2 damage, and the target is dazed (save ends).		
Death of Hope ♦ Psychic		
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends).		
Alignment Unaligned		Languages --
Str 19 (+5)	Dex 10 (+1)	Wis 13 (+2)
Con 16 (+4)	Int 2 (-3)	Cha 1 (-3)

Bleak Necromancer (Level 2)		Level 2 Controller
Medium natural humanoid		XP 125
Initiative +4	Senses Perception +6	
Grave Stench aura 1; enemies that enter or start their turns within the aura take a -2 penalty to attack rolls.		
HP 40; Bloodied 20		
AC 16; Fortitude 14, Reflex 16, Will 11		
Resist 5 necrotic		
Speed 6		
m Lantern Staff (standard; at-will) ♦ Fire, Necrotic, Weapon		
+7 vs. AC; 1d8 + 1 damage plus 1d6 fire and necrotic damage.		
R Death Bolt (standard; at-will) ♦ Necrotic		
Ranged 5; +6 vs. Reflex (+8 against bloodied targets); 1d8 + 6 necrotic damage, and slide the target 2 squares.		
A Enervating Burst (standard; at-will) ♦ Necrotic		
Area burst 1 within 10; +4 vs. Fortitude; 1d6 + 3 necrotic damage, and the target is slowed (save ends).		
A Restless Dead (standard; sustain minor; encounter)		
♦ Necrotic, Zone		
Area burst 1 within 10; flying creatures immune; +4 vs. Reflex; 1d8 + 3 damage, and the target is immobilized (save ends). The burst creates a zone that lasts until the end of the bleak necromancer's turn. Any enemy that enters the zone or starts its turn within the zone is subject to another attack. The bleak necromancer can move the zone 3 squares by spending a standard action.		
Alignment Chaotic Evil	Languages Common	
Skills Arcana +11, Intimidate +5, Religion +11		
Str 11 (+1)	Dex 16 (+4)	Wis 11 (+1)
Con 16 (+4)	Int 21 (+6)	Cha 8 (+0)
Equipment black robes, lantern staff		

ENCOUNTER 4: “LAIR OF THE NECROMANCER” (HIGH LEVEL)

Famine Hound (Level 3)		Level 3 Skirmisher
Small natural beast (undead)		XP 150
Initiative +6	Senses Perception +3; low-light vision	
HP 46; Bloodied 23		
AC 17; Fortitude 15, Reflex 16, Will 15		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
m Gnash (standard; at-will) ♦ Necrotic		
+6 vs. Reflex; 1d4 + 2 damage, and ongoing 5 damage (save ends).		
Combat Advantage		
When a famine hound hits a target it has combat advantage against, the target is knocked prone.		
Alignment Unaligned		Languages --
Str 12 (+2)	Dex 16 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 3 (-3)	Cha 8 (+0)

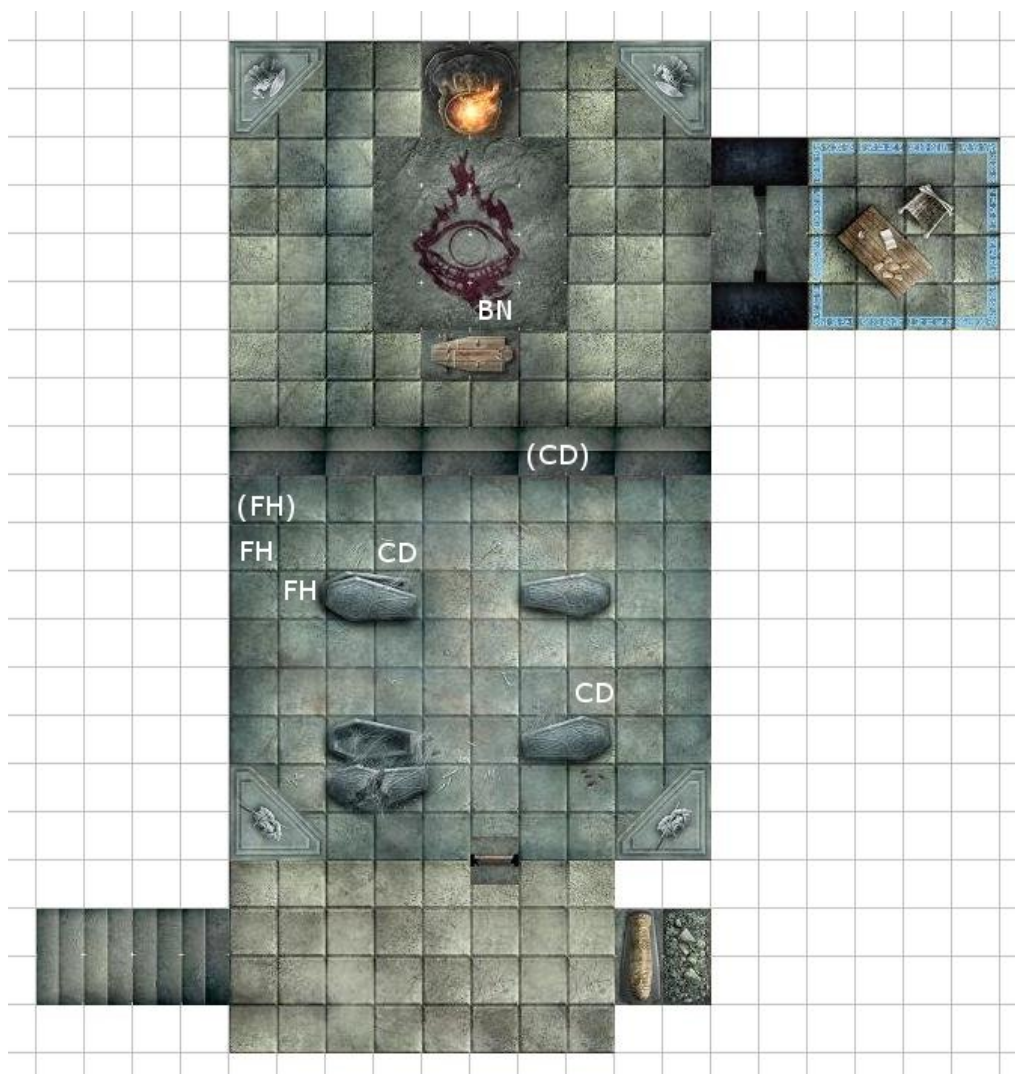
Corpse of Despair (Level 4)		Level 4 Brute
Medium natural animate (undead)		XP 175
Initiative +2 Senses Perception +3; darkvision		
HP 66; Bloodied 33		
AC 16; Fortitude 17, Reflex 13, Will 14		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Slam (standard; at-will)		
+7 vs. AC; 2d8 + 3 damage.		
M Crushing Despair (standard; at-will)		
+7 vs. AC; 2d6 + 3 damage, and the target is dazed (save ends).		
Death of Hope ♦ Psychic		
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends).		
Alignment Unaligned		Languages --
Str 19 (+6)	Dex 10 (+2)	Wis 13 (+3)
Con 16 (+5)	Int 2 (-2)	Cha 1 (-2)

Bleak Necromancer (Level 6)		Level 6 Controller
Medium natural humanoid		XP 250
Initiative +6	Senses Perception +8	
Grave Stench aura 1; enemies that enter or start their turns within the aura take a -2 penalty to attack rolls.		
HP 72; Bloodied 36		
AC 20; Fortitude 18, Reflex 20, Will 15		
Resist 5 necrotic		
Speed 6		
m Lantern Staff (standard; at-will) ♦ Fire, Necrotic, Weapon		
+11 vs. AC; 1d8 + 3 damage plus 1d6 fire and necrotic damage.		
R Death Bolt (standard; at-will) ♦ Necrotic		
Ranged 5; +10 vs. Reflex (+13 against bloodied targets); 1d8 + 8 necrotic damage, and slide the target 2 squares.		
A Enervating Burst (standard; at-will) ♦ Necrotic		
Area burst 1 within 10; +8 vs. Fortitude; 1d6 + 5 necrotic damage, and the target is slowed (save ends).		
A Restless Dead (standard; sustain minor; encounter)		
♦ Necrotic, Zone		
Area burst 1 within 10; flying creatures immune; +8 vs. Reflex; 1d8 + 5 damage, and the target is immobilized (save ends). The burst creates a zone that lasts until the end of the bleak necromancer's turn. Any enemy that enters the zone or starts its turn within the zone is subject to another attack. The bleak necromancer can move the zone 3 squares by spending a standard action.		
Alignment Chaotic Evil	Languages Common	
Skills Arcana +13, Intimidate +7, Religion +13		
Str 11 (+3)	Dex 16 (+6)	Wis 11 (+3)
Con 16 (+6)	Int 21 (+8)	Cha 8 (+2)
Equipment black robes, lantern staff		

ENCOUNTER 4: “LAIR OF THE NECROMANCER” MAP

TILE SETS NEEDED

Dungeon Tiles x1, Arcane Corridors x1, Hidden Crypts x1



ENCOUNTER 5: HOMEWARD BOUND

SETUP

This encounter takes place after the PCs defeat the necromancer. The PCs can free Melnar who is slowly awakening. Here the PCs will learn why Melnar came to the burial grounds. Melnar wishes to claim the mineral rights for the Gem Assayers Union but knows he will need help from the PCs in convincing Tuanek to allow such a precious claim just be given to them.

When the battle is over, read or adjust the text as needed:

The necromancer lies lifeless on the floor, his undead minions destroyed. The dwarf begins to groan as he tries to wake and move about.

Roleplaying Melnar: Melnar is completely and totally without social graces of any sort. He is every stereotype of the gruff, unwashed dwarf that you can imagine. He is rude, crude, and socially unacceptable. However, he is not a bad person, and he doesn't mean to give offense... it just sort of happens.

If the PCs have not done so already, Melnar will rudely call out to the PCs to free him at once. When freed, he will thank the PCs and tell them the following information.

- His name is Melnar, of the Gem Assayers Union.
- He came to the burial grounds in search of gems, artifacts from the past, and other items of interest.
- His first trip yielded a spot of onyx in the wall behind the sarcophagus. He later returned with tools to look further into the possible cache.
- Melnar didn't see any undead on his first visit. It wasn't until he opened the hole in the wall to reveal the onyx vein that he was jumped by undead and a wild-eyed human.
- He did buy items to fight undead, because you can never be too careful when exploring a graveyard, but as the PCs can tell he wasn't careful enough.

When the PCs begin to head to Ruinspoke with Melnar, read:

"Uh, so, thanks for saving me and all that stuff. Listen, the townsfolk of Ruinspoke don't seem to care much for me and that cache of onyx is worth a bit of gold. I'm sure

Lord Tuanek will claim the vein for Ruinspoke or House Jalt.

"That onyx is mine, darn it. But I'm not stupid - if I press my own case, there's no way I'll get to keep it. You seem to have a way with words. Any chance I can get you to speak on my behalf and persuade the Lord to accept my claim?"

If the PCs refuse, Melnar is not happy but does not push the issue further until he has had a chance to talk to Dirnth. He feels Dirnth might be able to convince the PCs to talk to Tuanek on his behalf.

When the PCs enter Ruinspoke, read:

Dirnth rushes out the door at your coming approach. "By Moradin's beard, Melnar!"

Dirnth shakes your hands, thanking you profusely. After a short recap by Melnar, Dirnth appears intrigued (either due to the riches to be had or something else) by the idea of the onyx vein.

RESOLVING THE CLAIM

If the PCs refuse to speak to Tuanek on the dwarves' behalf, then the Gem Assayers Union is denied its claim to the onyx. Proceed to the Failure conclusion and adjust the read-aloud text as needed.

If the PCs agree to Melnar's request or Dirnth convinces them to speak with Lord Tuanek on Melnar's behalf, read:

The following morning, Melnar and Dirnth meet you outside the headquarters of the Platinum Cadre. You are escorted into Lord Tuanek's office. Melnar stands in the back of the room, uncharacteristically quiet.

After a few polite words are conveyed Tuanek asks, "What business do you have with House Jalt this morning?"

At this point the PCs will need to convince Tuanek that the Gem Assayers Union's claim on the onyx is legitimate. The PCs will need to make a successful DC 20/21 Diplomacy check. For each different Recognition or Favor of House Jalt held by the party members, add a +1 bonus to the check.

If the PCs successfully press Melnar's claim for the vein of onyx, read the following:

Tuanek pauses for a moment as he contemplates your words. "The claim is valid and I see no reason to deny this request, but I do require some concessions." He looks over to Dirnth and Melnar before continuing. "A

levy is required from the proceeds of the dig. The revenue generated by this site will attract the attention of unsavory people. For this reason alone Ruinspoke will be required to bolster its defenses in order to protect its citizens, your excavators, and the mine.

“Second, his Lordship Vanquisher Tarhun will require taxation for the continued prosperity, growth and protection of Tymanther and its people.”

After a few minutes of deliberation, along with some choice words (some might say unwanted and unneeded) from Melnar, both sides come to an agreement. Tuanek states, “I will have the contract drawn up by morning. Now if you will forgive me, I have much work to do this day.”

Shortly after leaving you find yourselves at the Full Mugs with Dirnth and Melnar to celebrate the successful negotiations. “On behalf of the Gem Assayers Union, Melnar and I would like to thank you all for your actions. Our reward to you goes beyond the simple gold I promised you. I will make sure others know of your deeds.”

A few hours later you find yourself back onto the road in search of your next adventure.

If the PCs attempt to press the claim but fail, or if they refuse to press the claim:

Tuanek pauses for a moment as he contemplates your words. “Unfortunately I find my hands tied. If this was simple treasure pulled from a vault or the spoils of war, I could accommodate your request, but it is not. This onyx was found in ground under the rule of his Lordship Vanquisher Tarhun. As his duly appointed representative here in Ruinspoke, I cannot allow outside entities rights to his Lordship’s resources.”

After a few minutes of deliberation, along with some choice words from Melnar, both sides fail to come to an agreement. Tuanek firmly states, “This is my final ruling. If this ruling displeases you, then plead your case to his Lordship Vanquisher Tarhun in Djerad Thymar. Good day gentlemen!”

Shortly after you leave Tuanek’s office you find yourselves at the Full Mugs. Dirnth and Melnar are visibly angered with Melnar strangely silent as he pounds his ale. Dirnth speaks, “You did your best with Lord Tuanek and that is all we can ask. Here is your payment for finding Melnar.”

After finishing your final drink you set off down the road in search of your next adventure.

CONCLUDING THE ADVENTURE

Whether or not the PCs assist Melnar and Dirnth with their claim, they set forth to their next destination with the knowledge that with so many ruins surrounding Ruinspoke, future journeys to this region may prove prosperous again.

TREASURE

Each PC receives the 20/40 gold pieces promised by Dirnth upon Melnar’s safe return.

If the PCs succeeded in persuading Lord Tuanek to recognize the Gem Assayer’s Union’s claim to the onyx vein, the dwarven explorers also offer each character their choice of a single magic item from the *Adventurer’s Vault* sourcebook of 1st level (low tier) or up to 3rd level (high tier).

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 1: Chasing Melnar

40 / 60 XP

Encounter 2: Graveyard Lurkers

100 / 120 XP

Encounter 3: Rodents

125 / 170 XP

Encounter 4: Lair of the Necromancer

135 / 210 XP

Total Possible Experience

400 / 560 XP

Gold per PC

75 / 100 gp

(Encounter 3: 5/10 gp; Encounter 4: 50/50 gp;
Conclusion: 20/40 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: *staff of expansion +1** (Level 2, AV) (low-level version only)

Found in Encounter 3

Bundle B: *symbol of turning +1** (Level 4, AV)

Found in Encounter 3

Bundle C: *amulet of mental resolution +1** (Level 2, AV)

Found in Encounter 3

Bundle D: *staff of light +1** (Level 4, AV) (high-level version only)

Found in Encounter 4

Bundle E: Ritual scroll of Skull Watch*

Found in Encounter 4

Bundle F: Alchemical book of Beastbane*

Found in Encounter 4

Bundle G: Any magic item of 1st level from *Adventurer's Vault* (Level 1, AV) (low-level only)

Found in Encounter 5

Bundle H: Any magic item of 3rd level or less from *Adventurer's Vault* (Level 3, AV) (high-level only)

Found in Encounter 5

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.

TYMA10 Onyx Medallion of House Jalt

You have gained favor with Tuanek of House Jalt for your efforts on behalf of Ruinspoke. As a token of his appreciation, the dragonborn lord has given you an amulet made of black onyx on a golden chain, engraved with “Jalt” in the center of the disc. This charm can be worn on a necklace or a bracelet if you so choose.

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

TYMA11 Appreciation of the Gem Assayers Union

You have convinced Tuanek that the Gem Assayers Union’s mineral rights are legitimate. In doing so, you have earned the admiration of the Gem Assayers Union. Documents crafted by Dirnth will let all Union members know your deeds in Ruinspoke. What exactly the Gem Assayers Union can do for you is still an open question, but it is good to have allies and resources you can count on.

ADVENTURE QUESTIONS

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

1. Did the PCs rescue Melnar?

- a. Yes
- b. No

2. What was the fate of the Bleak Necromancer?

- a. The PCs did not get this far.
- b. The PCs were unsuccessful in defeating the necromancer.
- c. The PCs killed the necromancer.
- d. The PCs captured and turned the necromancer over to the law in Ruinspoke.

3. Who ended up in control of the onyx vein?

- a. Gem Assayers Union
- b. House Jalt of Ruinspoke
- c. The PCs somehow brokered a joint arrangement between the Gem Assayers Union and House Jalt
- d. The necromancer!

NEW RULES

Beastbane

This rod of fast-burning incense creates a haze of smoke that holds beasts at bay.

Lvl 4 +1 160 gp

Power (Consumable ♦ Zone) Standard Action. Make an attack:

Close burst 1; targets beasts only; +10 vs. Fortitude; the burst creates a zone, and targets that are hit slide to the closest square outside the zone. The zone lasts until the end of the encounter, and beasts that move into an affected square or begin their turn in an affected square are subject to the same attack from the beastbane.

Reference: *Adventurer's Vault*, page 25.

Amulet of Mental Resolution +1

Level 2

Your mind is guarded when wearing this cold iron talisman.

Lvl 2 +1 520 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power: Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.

Reference: *Adventurer's Vault*, page 148.

Staff of Expansion +1

Level 2

This collapsible pole is fashioned from a corroded copper pipe.

Lvl 2 +1 520 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d4 radiant damage per plus

Power (Daily): Minor Action. Before the end of your next turn, the next close or area attack you make that has a burst area of effect gains a 1 square increase to the size of its burst.

Reference: *Dragon Magazine* 365, page 58.

Staff of Light +1

Level 4

Clerics and paladins are not the only ones with radiant powers that sear undead.

Lvl 4 +1 840 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily * Radiant): Free Action. Use this power while the wizard's light power is on this staff. Until the light spell ends, undead creatures within the radius of the light at the start of their turn take radiant damage equal to the staff's enhancement bonus.

Reference: *Adventurer's Vault*, page 105.

Symbol of Turning +1

Level 4

Clerics use this potent weapon to battle the undead.

Lvl 4 +1 840 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily): Standard Action. You must have the channel divinity class feature to use this power. Use channel divinity: turn undead, even if you've already used channel divinity in this encounter.

Reference: *Dragon Magazine* 364, page 44.

Skull Watch

As you complete the halting words of power, a light shines from the grim skull's sockets before fading again into blackness.

Level: 4

Component Cost: 80 gp

Category: Warding

Market Price: 175 gp

Time: 10 minutes

Key Skill: Arcana (no check)

Duration: 4 hours

You enchant a skull to watch over an area and alert you when something intrudes. The skull uses your Perception modifier with a +5 bonus. It cannot hear or smell, and it never considers you an intruder. In addition, you can designate any number of other individuals as nonintruders. When you perform the ritual, you can also designate one or more categories of creatures that the skull will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as hill giant), or obvious equipment (such as a creature carrying a shield with a flame emblazoned upon it).

When the skull detects an intrusion, it mentally alerts you if you are within 1 mile. At any time during the ritual's duration, you can choose to look through the skull's eyes as a standard action. While you look through the skull's eyes, you cannot see through your own and are considered blind. You can end this effect as a free action.

The skull can be moved from its original position during the ritual's duration without disturbing the effect. Destroying the skull ends the effect, and you are not magically made aware of the skull's destruction (though you might already be alerted about intruders).

Reference: *Open Grave*, page 50.

APPENDIX 1: RUINSPOKE

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

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

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

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

Inns: Several inns cater to travelers.

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

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

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

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

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

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

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

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

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

APPENDIX 2: FILTH FEVER

Filth Fever	Level 3 Disease	Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower
The target is cured.	<p>◀ Initial Effect: The target loses a healing surge.</p> <p>◀▶ The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.</p>	<p>▶ Final State: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.</p>

APPENDIX 3: THE GEM ASSAYERS UNION

Within the catacombs of Djerad Thyamar resides the headquarters for a little known group called the Gem Assayers Union. Their public charter is to appraise, catalogue, and trade in gems and other items of value. To the public, this usually means the Gem Assayers Union can be counted on to make unbiased appraisals of a piece of heirloom jewelry or to determine the provenance of a rare item up for trade. But knowledge itself is also an item of value, and beyond the public face of the Union, another, less well-known goal is for its members to devote their efforts towards studying the new flora and fauna that were brought to the world when the land of Tymanther suddenly appeared during the Spellplague. The Union's explorers also take a keen interest in items and information gained by travelers - both geographical and political.

Members of the Union can be found anywhere from the great metropolis of Djerad Thyamar to the many lowly hamlets and villages within Tymanther and the bordering countries; anywhere merchants, nobles, adventurers, or explorers are known to frequent. Most members possess a keen eye for value - especially for gems and jewelry. They tend to take a long term view of their business, and have been known to cultivate good trading relations with adventurers by offering favors or discounts during an initial interaction.

The Union is led by an aged gnomish wizard named Nebelow Skoredal Urdelen (Nebel for short). He is a master historian who specializes in the knowledge and history of what was once known as the Old Empire (Unther). Other respected members of the Union are Bolo Oakhammer, Dirnth, and Sera Bramble.