

TYMA2-1

# OLD ENEMIES ARISE

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

BY MIKE MCTEE

REVIEWED BY JEFF HERTEL AND M. SEAN MOLLEY  
PLAYTESTED BY PAT SMITH, STACEY TURNER, JARED BARGER,  
CAMEY JOHNSON, AND TERRY JOHNSON

The life of a typical kobold is nasty, brutish, and short. They breed like rabbits and have a tendency to fight anything and everything they come into contact with – including each other. So why are the various kobold tribes near the town of Ruinspoke suddenly so well organized? This adventure is the first part of the “Rise of Darkness” Major Quest to be continued in TYMA2-2 and concluded in TYMA2-4. A *Living Forgotten Realms* adventure set in Tymander 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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit [www.wizards.com/d20](http://www.wizards.com/d20).

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.wizards.com/dnd](http://www.wizards.com/dnd), and click on “Events.”

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2010 Wizards of the Coast LLC

For rules questions specific to this document, visit [www.wizards.com/customerservice](http://www.wizards.com/customerservice).

Permission is granted to photocopy this document for personal use..

## 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](http://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](http://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

Recently, the local kobold tribes around Ruinspoke have been uniting to perform a series of attacks and raids.

The kobolds have been tricked into believing that they are working for a dragon when in actuality they are being deceived by a doppelganger. The doppelganger is just the first part of a larger threat facing Ruinspoke.

The doppelganger has taken refuge in a cave previously inhabited by a dragon (the dragon was driven away in the adventure TYMA1-2 *Taking Stock of the Situation*). The doppelganger has impersonated a powerful priest of Tiamat to convince the tribal leaders that they are working for the dragon. The "dragon" sends the tribes on raids, forcing them to cooperate in order to create a sizeable kobold army. This manipulation of the kobolds is a test to feel out and weaken the defenses of Ruinspoke in preparation with the eventual goal of wresting control of the area from Tymanother.

The initial series of raids were successful, so the doppelganger is proceeding with final stages of its plan: carefully orchestrating attacks on the town in such a way that the townsfolk believe that a dragon has indeed come to menace Ruinspoke.

## DM's INTRODUCTION

Lord Tuanek has called the adventurers to deal with the rumors of the kobolds uniting. Tuanek does not believe that a true dragon is uniting the kobold tribes. He wants the PCs to investigate and hopefully take care of the problem.

The "power" behind the kobolds is a doppelganger working for a higher authority. The doppelganger's purpose is to see if it is feasible to turn the kobolds into an army that can weaken or destroy Ruinspoke. The doppelganger knows that this goal might not be feasible right now, but creating a cohesive force out of the fractious kobolds may lead to something bigger in the future. The doppelganger also feels comfortable that it can slip away if the situation gets too dire, since everyone will be focused on finding the "dragon."

On the way to Ruinspoke, the PCs encounter a bickering group of kobolds from different tribes who unexpectedly join forces and attack the PCs. Even more surprising, the kobolds work well together in combat, as if they have fought on the same side before. The PCs have a chance to convince the kobolds to surrender during the combat if they wish and might even be able to goad the kobolds into attacking each other.

After reaching Ruinspoke and meeting with Lord Tuanek, the PCs investigate to find the lair of the "dragon." Besides various locations in town, there are two farms that the PCs can visit in order to gain information. One of the farms belongs to the local explorer Dirnth, who knows the general location of the dragon's cave because he befriended a previous group of adventurers who went to that location. The residents of other farmstead (House Ibeig) can share information regarding the power of the united kobolds. After

gathering information, the PCs enter a skill challenge to determine the exact location of the cave where the doppelganger is located. (It is highly unlikely, but not completely impossible, for a PC to play TYMA1-2 before playing this adventure. The character would need to be 4<sup>th</sup> level exactly. If such a character is in the party, he or she knows the cave's location assuming the character was successful in TYMA1-2.)

At the cave, the PCs navigate through a trapped room defended by kobold adversaries. From there, the PCs move deeper into the cave, finally facing the doppelganger and its retinue.

## PLAYERS' INTRODUCTION

Read or paraphrase the following to the players:

*The small town of Ruinspoke is in need of help. It seems that some powerful evil creature has taken residence in the area and is uniting the various tribes of kobolds. Whispers of dragons circulate among the people, for what manner of creature other than a true dragon could compel the allegiance of the warring kobold tribes?*

*A call for help has arisen from Tuanek of House Jalt, Lord of Ruinspoke and you find yourself heeding that call in the hopes of fame, fortune, or just to do the right thing.*

## QUEST CARD OPPORTUNITY

In the final encounter, the PCs may discover a book that fulfills Task #1 of the "In Slumber Remain" Quest.

# ENCOUNTER 1: MEET THE TRIBES

## ENCOUNTER LEVEL 1/3 (705/1,048 XP)

### SETUP

This encounter includes the following creatures at the low tier:

**3 Dragonkin Sentries (Level 1) (S)**

**2 Dragonkin Defenders (Level 2) (D)**

**5 Kobold Cleavers**

This encounter includes the following creatures at the high tier:

**3 Dragonkin Sentries (Level 3) (S)**

**2 Dragonkin Defenders (Level 4) (D)**

**8 Kobold Cleavers**

The PCs come upon a group of kobolds. If any of the PCs speak Draconic, they can tell that the kobolds are arguing about who is in charge of this “mission.” Since the kobolds are not paying too much attention, the PCs should be able to surprise them.

As the adventurers approach, read the following:

*Trudging through the rolling hills near Ruinspoke, you see a small group of creatures bickering amongst themselves in the small valley below.*

Perception DC 15:

*You notice from their outfits that the creatures appear to be from two different tribes. One group wears wooden, skull-like masks. The other group wears boots that are overly large, with various dangerous-looking pieces of metal and glass jutting out at odd angles.*

A DC 10 History check (automatic for a PC from Tymanther) reveals the identities of the two kobold tribes present here. The kobolds wearing the masks (the Dragonkin Sentries) are members of the Skullbiter tribe and the ones wearing the boots (the Dragonkin Defenders) are members of the Kneekickers. The Cleavers are split evenly between the two tribes. If possible, use visually distinct miniatures to represent the kobolds from each tribe, to reinforce the fact that these are multiple tribes working together.

Each round during combat, once per round as a minor action, any PCs who speak Draconic can make a DC 15/16 Bluff, Diplomacy, or Intimidate check to try and convince the kobolds to surrender. If the PC uses a standard action to make the check, he or she gains a +5 bonus. This is a Complexity 1 skill challenge. If the PCs

get 4 successes before 3 failures, the kobolds will surrender.

On the other hand, if the PCs want to try to make the kobolds attack each other, this is also possible, but the DCs are higher (DC 20/21) because the kobolds are currently allies. They are more afraid of the dragon than they are of the PCs, so getting them to turn on one another is difficult, but not impossible. The skill challenge is otherwise identical (Complexity 1).

As always, feel free to give bonuses and penalties to individual skill checks based upon how well the players role-play the situation.

### FEATURES OF THE AREA

**Illumination:** It is mid-morning, brightly lit.

**Rocks:** These features can provide cover to Medium or Small creatures, and count as blocking terrain.

**Bushes:** These squares count as difficult terrain and can provide cover to a Small creature.

### TACTICS

The kobolds, while angry at each other, fight well as a group. They quickly set their argument aside to unite against the PCs. Anyone using the Martial power source who has a passive Insight score of 15 or higher notices that the kobolds seem to have received at least some formal combat training, which is quite unusual.

The sentries act as hit-and-run combatants. They try to keep the defenders between themselves and the PCs. They use *mighty dragon strike* as soon as they are able to.

The defenders move straight up to the PCs. They want to get close to any missile users or controllers right away. They attempt to use *none shall pass* as soon and as much as possible.

The cleavers charge fearlessly into melee, hoping to get multiple PCs in reach so that they can take advantage of their *spinning slash*.

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one dragonkin defender.

**Six PCs:** Add another dragonkin defender.

### ENDING THE ENCOUNTER

After defeating the kobolds, the PCs are able to travel the rest of the way to Ruinspoke unhindered. If interrogated, the kobolds say nothing other than to curse and threaten the PCs with the “wrath of the great dragon.”

### EXPERIENCE POINTS

The characters receive 141 / 210 experience points each for defeating the kobolds.

### TREASURE

Among the kobolds' equipment the PCs can find a pair of *boots of jaunting* and a *warmage's uniform* +1.

# ENCOUNTER 1: MEET THE TRIBES STATISTICS (LOW LEVEL)

Dragonkin Defender (Level 2)	Level 2 Soldier
Small natural humanoid (reptile)	XP 125
<b>Initiative</b> +3 <b>Senses</b> Perception +1; darkvision	
<b>HP</b> 36; <b>Bloodied</b> 18	
<b>AC</b> 18; <b>Fortitude</b> 14, <b>Reflex</b> 12, <b>Will</b> 15	
<b>Resist</b> 5 fire	
<b>Speed</b> 5	
<b>m Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d8 + 2 damage, and the target is marked until the end of the defender's next turn.	
<b>M None Shall Pass</b> (standard; recharge 5 6) ♦ <b>Weapon</b>	
Requires longsword; +9 vs AC; 2d6 + 2 damage, and the target is immobilized and takes a -2 penalty to all defenses (save ends both).	
<b>For the Master</b>	
The defender gains a +1 bonus to attack rolls while it is within 5 squares of a dragon.	
<b>Shifty</b> (minor; at-will)	
The defender shifts 1 square.	
<b>Trap Sense</b>	
The defender gains a +2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +3, Thievery +3	
<b>Str</b> 15 (+3)	<b>Dex</b> 10 (+1) <b>Wis</b> 11 (+1)
<b>Con</b> 12 (+2)	<b>Int</b> 9 (---) <b>Cha</b> 14 (+3)
<b>Equipment</b> scale armor, longsword	

Dragonkin Sentry (Level 1)	Level 1 Skirmisher
Small natural humanoid (reptile)	XP 100
<b>Initiative</b> +3 <b>Senses</b> Perception +3; darkvision	
<b>HP</b> 29; <b>Bloodied</b> 14	
<b>AC</b> 15; <b>Fortitude</b> 12, <b>Reflex</b> 11, <b>Will</b> 12	
<b>Resist</b> 5 fire	
<b>Speed</b> 5	
<b>m Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 1d8 + 2 damage.	
<b>M Mighty Dragon Strike</b> (standard; encounter) ♦ <b>Fire, Weapon</b>	
Requires spear; +6 vs AC; 1d8 + 2 damage, and ongoing 5 fire damage (save ends).	
<b>Telepathic Warning</b> (standard; encounter)	
The sentry sends a warning to its dragon master, which cannot be more than 1 mile away. The sentry automatically sends out its warning when it is reduced to 0 hit points, whether or not it has previously used this power.	
<b>Shifty</b> (minor; at-will)	
The sentry shifts 1 square.	
<b>Trap Sense</b>	
The sentry gains a +4 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +8, Thievery +3	
<b>Str</b> 14 (+2)	<b>Dex</b> 12 (+1) <b>Wis</b> 16 (+3)
<b>Con</b> 13 (+1)	<b>Int</b> 9 (-1) <b>Cha</b> 8 (-1)
<b>Equipment</b> scale armor, spear	

Kobold Cleaver	Level 2 Minion
Small natural humanoid (reptile)	XP 31
<b>Initiative</b> +4 <b>Senses</b> Perception +1; darkvision	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 14, <b>Will</b> 11	
<b>Speed</b> 6	
<b>m Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 5 damage.	
<b>Spinning Slash</b>	
If a kobold cleaver hits with a short sword attack, it deals 2 damage to one other enemy adjacent to it.	
<b>Shifty</b> (minor; at-will)	
The kobold shifts 1 square.	
<b>Trap Sense</b>	
A kobold cleaver gains a +2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +6, Thievery +6	
<b>Str</b> 8 (+0)	<b>Dex</b> 16 (+4) <b>Wis</b> 10 (+1)
<b>Con</b> 14 (+3)	<b>Int</b> 9 (+0) <b>Cha</b> 10 (+1)
<b>Equipment</b> leather armor, short sword (2)	



# ENCOUNTER 1: MEET THE TRIBES STATISTICS (HIGH LEVEL)

Dragonkin Defender (Level 4)	Level 4 Soldier
Small natural humanoid (reptile)	XP 175
<b>Initiative</b> +4 <b>Senses</b> Perception +1; Darkvision	
<b>HP</b> 53; <b>Bloodied</b> 26	
<b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 14, <b>Will</b> 17	
<b>Resist</b> 5 fire	
<b>Speed</b> 5	
<b>m Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 1d8 + 3 damage, and the target is marked until the end of the defender's next turn.	
<b>M None Shall Pass</b> (standard; recharge 5 6) ♦ <b>Weapon</b>	
Requires longsword; +11 vs AC; 2d8 + 3 damage, and the target is immobilized and takes a -2 penalty to all defenses (save ends both).	
<b>For the Master</b>	
The defender gains a +1 bonus to attack rolls while it is within 5 squares of a dragon.	
<b>Shifty</b> (minor; at-will)	
The defender shifts 1 square.	
<b>Trap Sense</b>	
The defender gains a +2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +4, Thievery +4	
<b>Str</b> 16 (+5)	<b>Dex</b> 11(+2) <b>Wis</b> 12(+3)
<b>Con</b> 13 (+3)	<b>Int</b> 10 (+2) <b>Cha</b> 15 (+4)
<b>Equipment</b> scale armor, longsword	

Dragonkin Sentry (Level 3)	Level 3 Skirmisher
Small natural humanoid (reptile)	XP 150
<b>Initiative</b> +4 <b>Senses</b> Perception +3; Darkvision	
<b>HP</b> 46; <b>Bloodied</b> 23	
<b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 14	
<b>Resist</b> 5 fire	
<b>Speed</b> 5	
<b>m Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+8 vs. AC; 1d8 + 2 damage.	
<b>M Mighty Dragon Strike</b> (standard; encounter) ♦ <b>Fire, Weapon</b>	
Requires spear; +8 vs AC; 1d8 + 2 damage, and ongoing 5 fire damage (save ends).	
<b>Telepathic Warning</b> (standard; encounter)	
The sentry sends a warning to its dragon master, which cannot be more than 1 mile away. The sentry automatically sends out its warning when it is reduced to 0 hit points, whether or not it has previously used this power.	
<b>Shifty</b> (minor; at-will)	
The sentry shifts 1 square.	
<b>Trap Sense</b>	
The sentry gains a +4 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +9, Thievery +4	
<b>Str</b> 15 (+3)	<b>Dex</b> 13 (+2) <b>Wis</b> 16 (+4)
<b>Con</b> 14 (+3)	<b>Int</b> 10 (+1) <b>Cha</b> 9 (---)
<b>Equipment</b> scale armor, spear	

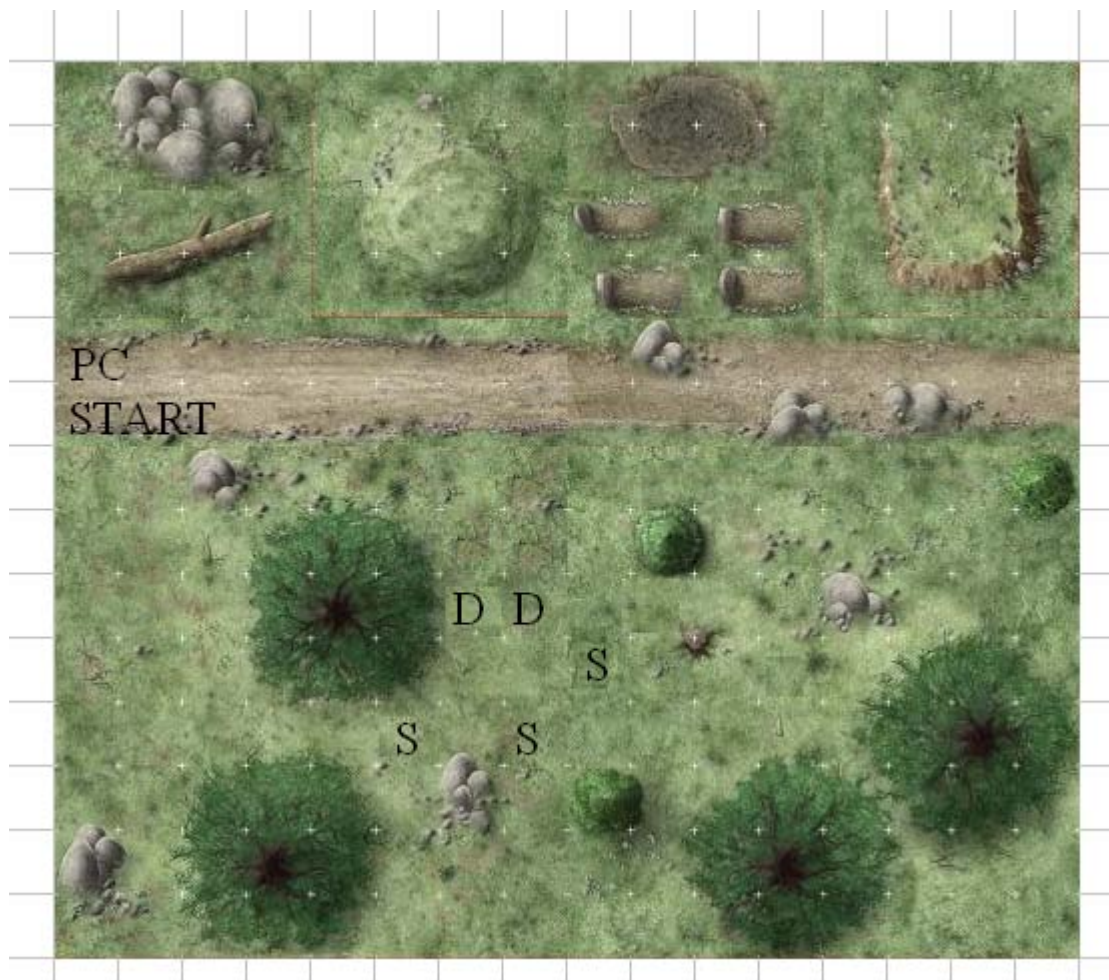
Kobold Cleaver	Level 2 Minion
Small natural humanoid (reptile)	XP 31
<b>Initiative</b> +4 <b>Senses</b> Perception +1; darkvision	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 14, <b>Will</b> 11	
<b>Speed</b> 6	
<b>m Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 5 damage.	
<b>Spinning Slash</b>	
If a kobold cleaver hits with a short sword attack, it deals 2 damage to one other enemy adjacent to it.	
<b>Shifty</b> (minor; at-will)	
The kobold shifts 1 square.	
<b>Trap Sense</b>	
A kobold cleaver gains a +2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +6, Thievery +6	
<b>Str</b> 8 (+0)	<b>Dex</b> 16 (+4) <b>Wis</b> 10 (+1)
<b>Con</b> 14 (+3)	<b>Int</b> 9 (+0) <b>Cha</b> 10 (+1)
<b>Equipment</b> leather armor, short sword (2)	

# ENCOUNTER 1: MEET THE TRIBES MAP

## TILE SETS NEEDED

*Ruins of the Wild* x1

*Note:* The kobold cleavers are not shown on the map. Simply spread them out in the area as you see fit.



## ENCOUNTER 2: LORD TUANEK

Once the PCs have finished the previous combat encounter they may travel unhindered to Ruinspoke. Once in Ruinspoke they should report directly to Tuanek. He will want to know about the encounter the PCs had on their way. Read the following:

*You arrive in Ruinspoke without further incident. After a brisk walk through the crowded village, you are ushered quickly into Lord Tuanek's office.*

*An elder dragonborn sits behind a large desk. The desk is covered with various papers and maps. He pores over these writings, a grim look on his face. When you enter, he seems to relax a bit, a hint of a smile appearing on his face.*

*He rises to greet you. "Thank you for arriving so quickly. For those of you I have not had the pleasure of meeting previously, I am Lord Tuanek of House Jalt. The reason I have asked for you to be here today relates to the protection of Ruinspoke, which is my highest responsibility. I believe someone or something is unifying the various kobold tribes of the region. I would like you to investigate to determine why the tribes are uniting and deal with the threat if possible."*

*Tuanek pauses for a moment, looking you over for signs of battle damage. "I heard that you had a little run-in with the kobolds on the way here. If you would indulge me, I would like to know what happened."*

Here the PCs can tell Tuanek about their encounter with the united tribes. Should they do so, read this:

*When you finish your story, Lord Tuanek's brow furrows. "Hmm. I feared as much. The recent attacks on our townsfolk have been well-coordinated and have involved too many kobolds to be coming from a single tribe. This is not good news. The power of the combined tribes could prove difficult for us to defeat without aid from Djerad Thymar."*

*"And yet, with kobolds there is always hope. Only a strong leader could force them to act in concert. Eliminate the leader and they will go back to their usual squabbling ways. I hereby request that you investigate these attacks, find the root of the problem, and eliminate it. As guests of House Jalt and as a token of our appreciation, your meals will be provided during your stay, as well as a small stipend of gold upon completion of the task."*

*Tuanek pauses for a moment before continuing.*

*"I must ask that your investigations be conducted with some level of secrecy. I fear that if the townsfolk learn the extent of the growing kobold threat, they may begin to panic or otherwise behave rashly. Subtlety would also keep our enemies unaware of what we know about them, giving us an advantage. For all these reasons I ask you to please approach this issue with a ... lighter touch than you may perhaps be used to."*

The PCs might have questions for Tuanek. He will share the following information:

- Ruinspoke has kobold problems from time to time; it's a hazard of living in this region. Normally, the kobolds' activities are uncoordinated and any raids are easily turned aside. Recently though, the attacks have been direct and vicious, as if a single, highly tactical individual has begun training and organizing the kobolds.
- Kobolds usually spend at least as much time fighting each other as they do fighting other types of creatures. Certainly it is not in the nature of the various tribes to cooperate. Tuanek has only seen this kind of single-minded dedication from kobolds when a dragon is involved.
- The PCs are authorized to deal with whatever threat they find. If the threat is too great for them to handle, they should report back so that the appropriate forces may be called in. Information is the priority.
- Should the PCs ask for suggestions as to where to start, Tuanek will give them some notes and a map of the most recent attacks, a likely place to begin looking for clues. He suggests they visit Dirnth and House Ibeig and then go from there.
- Lord Tuanek wants to use the PCs because they might have a fresh outlook on the situation as well as their excellent skills. The local forces are stretched a little thin at the moment as they are constantly patrolling the outlying areas.
- If the PCs ask about the stipend, Tuanek will be slightly offended, but will concede that the amount is 20/30 gold pieces per PC.

*After you are through asking questions, Lord Tuanek regards you silently for a moment before speaking. "May I count on you to assist us in this endeavor?"*

If the PCs refuse, Tuanek will simply nod. He then taps three times on a nearby wooden block, summoning a servant to usher the PCs out. He thanks them for their time, but says that he must get back to work, finding some adventurers who are willing to help. This ends the

adventure unless the PCs subsequently decide to go on a reconnaissance mission of their own accord.

Assuming the PCs accept the offer, continue:

***Lord Tuanek smiles. “Thank you for accepting this assignment. I wish you speed and safety. Please report back to me with whatever you are able to discover.” Tuanek taps three times on a wooden block, and an elderly dragonborn servant shows you out.***

## ENDING THE ENCOUNTER

The encounter ends when the PCs accept the mission and leave the office. The PCs may continue to either Encounter 3 or 4. The order in which the encounters are done is up to the PCs.

## 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: DIRNTH'S HOUSE

### SETUP

Run this encounter if the PCs decide to talk with the dwarven explorer Dirnth (one of the leads given to them by Lord Tuanek). The PCs may have met one or both of these NPCs during previous Tymanthor regional adventures, so check for those relationships (and appropriate story objects) and adjust accordingly.

**Dirnth:** Dirnth is a quirky, yet honorable dwarf. He possesses all of the good qualities of dwarves (strong, lawful, good, hard-working, community-minded, and generous). He does not brag about what he has accomplished, letting his actions speak for themselves. He prefers not to talk about himself, but loves to hear stories from adventurers, especially over a hearty meal.

**Melnar:** Melnar is dwarf who possesses many of the same good qualities as Dirnth. However, Melnar is completely lacking in social graces. Melnar is not comfortable around people and is frequently known to say whatever comes into his head, diplomatic or not.

*You travel along a path that leads up to small farmhouse surrounded by a large stone fence. To the west, a broken section of the fence shows signs of battle damage, and two dwarves are working to repair it. One dwarf accidentally spills an entire wheelbarrow of mortar, muttering words better left untranslated, while the other notices you and waves.*

*"Welcome to my home travelers! We're just about to stop for lunch, would you care to join us?"*

The speaker is Dirnth, a local farmer, trader, and member of the Gem Assayer's Union. He stands roughly four and a half feet tall and has a reddish color to his skin, likely due to being in the sun all the time. His red and grey streaked beard is missing in some places due to scars, which, if asked about, he changes the subject.

If any PCs have the *Recognition of Dirnth* story award from TYMA1-1 *Elder Wisdom*, or other regional story objects involving Dirnth, he will recognize them and remember details of their meeting.

The other dwarf is Melnar, a crass and frankly unlikeable dwarf who generally means well, but tends to go about it the wrong way. He is a friend of Dirnth's and generally stays at his place due to his unpopular reputation around the town. He is also a member of the Gem Assayer's Union. The PCs may have met Melnar during TYMA1-5, and either helped or hindered his efforts to earn the rights to a valuable mine some

distance outside of Ruinspoke. That mine has no bearing on this adventure, but Melnar will certainly remember any PCs who helped him (or thwarted his ambition).

Dirnth will try to get the PCs to take a short break and talk with him about their exploits. He loves hearing stories and tales of adventure. While the PCs tell him stories, or just get straight to business, he will make for them nearly any meal a standard farm could provide. Melnar, on the other hand, will try to help, stay out of the way and try not to insult any PC... too much. If Melnar becomes too much of a problem, Dirnth will suddenly 'remember' that the mortar needs to be constantly stirred and will send Melnar out to handle it while he finishes in the house.

If asked about the kobold attacks, Dirnth and Melnar will share the following information:

- The recent attacks have been focused and organized; something is causing the kobolds to work together in an extremely efficient manner
- This usually only happens when a dragon is involved, but Dirnth doesn't think this is the case
- Dirnth believes that if a dragon were to be involved, the kobolds would be warring over which tribe is the best, to gain the dragon's favor.
- He does not know what might be uniting the kobolds, but thinks that whatever it is, it resides somewhere to the west of here.
- His house and House Ibeig (a nearby farm) have both been attacked recently.
- He does not know if there is a reason for the houses being attacked. He knows that House Ibeig is having its livestock replaced by the town every time some are taken. Dirnth says he might be getting attacked for some valuable trade goods he's been known to deal in, or perhaps just to drive him out of the area.
- During the most recent attack, there was one kobold in particular who was quite skilled at eliminating Dirnth's "special precautions" against trespassers. Perhaps, the kobolds have a skilled trap master.

### ENDING THE ENCOUNTER

The encounter ends when the PCs learn all they can from Dirnth and are ready to move on.

### 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 4: HOUSE IBEIG

### SETUP

#### Important NPCs:

**Etoek and Simdet:** Husband and wife, dragonborn ex-military, now farmers

It is possible that the PCs have met the residents of House Ibeig in previous Tymanther regional adventures (there are no specific story objects to check for these NPCs, however). When the PCs approach House Ibeig (if they haven't been here before, the name may cause them to expect something more grandiose than a simple farm), read the following:

*Up the road you see a small farmhouse that seems to be built more like a barracks than a farmer's abode. It seems just as capable as withstanding a harsh winter as it does a small siege. The homeowners are outside at the moment, looking over a broken chicken cage when they notice you approaching.*

"House" Ibeig is made up of only a young couple, Etoek and Simdet, former members of the local military that have taken their savings, as well as a gift from their parents, and started this small farm. Despite the stereotypical dragonborn military background, they are welcoming and offer refreshments (tea, bread, and their famous peach jam) to the PCs.

The PCs can get the following information from House Ibeig:

- They have been targeted recently by numerous attacks from the local kobold tribes. Interestingly, the tribes seem to be working together, something the dragonborn have not seen before.
- Every time there is an attack, only livestock is taken. The kobolds seem to strike just when the family lets its guard down or goes to bed for the night, and they only damage what is necessary to take animals.
- Etoek suspects the kobolds' cattle rustling has a specific purpose: to feed something with a large appetite. The dragonborn aren't worried about their own safety for the moment. As long as Ruinspoke keeps restocking their livestock, the kobolds seem content with just taking that. Etoek feels that even Ruinspoke's animal reserves will no longer be available to them soon however.
- They have done everything they can imagine to protect their animals: traps, guards, better cages, even having a local mage cast an Alarm ritual. It

seems like the kobolds are able to foresee these precautions and plan raids around them.

- All the attacks have come from the west, a likely place for the kobolds to hole up.
- If someone asks why they would call a farm with two people a "House", they will explain that since they are a family unit and maintain a residence, it is traditional to refer to their home as House Ibeig. They plan to expand their family and grow the farm, hopefully one day becoming the main supplier to Ruinspoke. They have cordial relations with House Jalt - who encouraged them to relocate here.

If asked about the other farmers around town:

- Dirnth is a nice dwarf, though a bit odd in that he keeps a lot of company with adventurers (no offense intended). He seems kind enough though and is knowledgeable and always willing to lend a hand with whatever comes up. They are very glad to have him as a neighbor. He also must be very wealthy, being a gem trader.
- Melnar, on the other hand, is a walking disaster. Everything he touches falls apart and every other word out of his mouth insults someone. If he can't learn to be civil, it would be best if he just moved on to another town.

### ENDING THE ENCOUNTER

The encounter ends when the PCs learn all they can from House Ibeig and are ready to move on.

#### 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 5: DRAGON HUNTING?

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

### SKILL CHALLENGE: DRAGON HUNTING?

**Goal:** The PCs attempt to find out the location of the force behind the kobolds, whether it be a dragon or something else.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Arcana, Bluff, Diplomacy, Streetwise, Endurance, Intimidation, Nature, Perception

**Victory:** The PCs make it to the cave and are able to surprise the kobolds within.

**Defeat:** The PCs arrive at the cave but the kobolds know the PCs are coming and therefore are able to surprise the PCs.

This skill challenge is divided into two scenes. In the first scene (which requires 4 successful skill checks to complete), the PCs gather information from other townsfolk about a possible location of the disturbances. This narrows down the area to search. The second scene (which requires another 2 checks to complete) involves the PCs exploring a specific area and locating the exact cave where the kobolds and doppelganger are hiding.

The Hand of Fate ritual would be especially useful here, as it can always lead the PCs in the right direction. The use of this ritual is worth 2 automatic successes.

If at any point the PCs accumulate 3 total failures, you should still continue with the encounter, especially if they haven't found the cave yet. When the PCs finally arrive at the right cave, they will be surprised by the kobolds if they failed the overall skill challenge.

#### SCENE 1: RUINSPOKE

Several townsfolk have experienced the raids by the kobolds or have seen signs of kobolds or "other creatures". 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: Jiran and Kelsa, the halfling couple who own the Spoke in 'Spoke (general store), know a rumor that kobolds (in years past) used to meet at a cave system a few hours travel to the west of Ruinspoke to conduct trade and hold council meetings. These would normally always result in the kobold tribes fighting and killing each other.
- Clue 2: Dauret, the head priest at the Temple of Bahamut, knows that kobolds/dragons like to lair in caves. He also knows that the only set of caves that would be large enough to house many kobolds and a dragon is a cave system a few hours travel to the west of Ruinspoke.
- Clue 3: Temget, the proprietor of the Full Mugs, has seen some herbs that came from some killed kobolds. The only place that he knows that these herbs grow is a cave system a few hours travel to the west of Ruinspoke. After swearing the PCs to secrecy, he reveals that the reason he knows this is because this is where he gets some of his "secret ingredients" for his special extra-stout ale.
- Clue 4: A patrol of the Platinum Cadre last saw some retreating kobolds heading to the west. They were not able to follow the kobolds because a group of kobolds stayed behind and fought to the death, allowing the rest to escape.

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, 1 success, 2 maximum):** The PCs lie about why they are interested in the caves/dragon/kobolds, or they make up their own stories about horrible things that's been done to them by kobolds/dragons, winning the sympathy of the people of Ruinspoke.

**Diplomacy (DC 10/11, 1 success, 2 maximum):** The PCs are very polite in asking for information, or they attempt to repair some of the damage done in the attacks (help rebuild, for example).

**Intimidate (DC 10/11, 1 success, 2 maximum):** The PCs attempt to browbeat information about kobolds/dragons out of the people of Ruinspoke. Behaving in this fashion will not endear the PCs to the villagers.

**Streetwise (DC 10/11, 1 success, 2 maximum):** The PCs ask around on the street to find out if anybody saw anything out of the ordinary.

As the PCs visit the various sites around town, the townsfolk will ask questions. Some examples are below:

- What type of dragon do you think it is? Are you powerful enough to handle a dragon?
- Do you have supplies for the night? Would you like to buy some?
- If you do capture kobolds and/or a dragon, what do you plan on doing with them?

The townsfolk are nice people. They do not try to con the PCs. They want to talk and talk and talk. The reason is that they haven't seen many travelers recently and they are worried about the kobold attacks on Ruinspoke. They are inquisitive but friendly helpful. Play up any and all story awards that the PCs have earned in previous Tymanthor regional adventures. These PCs are low level, so they probably don't have more than a few, but try to convey the sense that by spending time in Tymanthor, they are already building up a reputation.

If some or all of the players have higher-level characters who have played other Tymanthor regional adventures and earned lots of story awards, it might be amusing to have the townsfolk ask about those "local heroes." Asking a low-level PC if he knows how to get in touch with the same player's high-level PC, because the townsfolk are skeptical that the low-level PC can handle the threat of a dragon, could lead to some fun roleplaying (just don't let it get too meta-gamey).

Once the PCs have a good idea where they need to go, they are ready to proceed to Scene 2.

## SCENE 2: THE CAVES

Once the party gets all the clues, it should be pretty clear that the caves lie to the west of Ruinspoke and they should have the area narrowed down. The PCs are able to reach the cave system without incident. Once they get to the site, they need to search for signs of where exactly the kobolds/dragon might be.

**Special Note:** It is unlikely, but not completely impossible, that a group of 4<sup>th</sup>-level PCs will play TYMA1-2 *Taking Stock of the Situation* and then immediately play this adventure (due to the one-level overlap between the 1-4 and 4-7 level bands). If this happens, those PCs who have played TYMA1-2 will already know where the "dragon cave" is located because they have already been there. Feel free to skip directly to this scene if any PC in the party already knows how to find the cave, awarding two automatic successes as the outcome of Scene 1.

The cave system is quite large, and has obviously been expanded recently by the growing kobold tribes, with over 20 different openings and tunnels that could lead

to the dragon's lair. This is the second scene of the skill challenge. Only two successes are needed in this scene for the PCs to discover the right cave.

If the PCs decide to just go cave by cave without doing the skill challenge, the right cave is the 13th one no matter which one they start with. This counts as an automatic failure of the overall skill challenge.

As the PCs explore the area and check out the various caves, they notice that a number of them seem to have been searched and in some cases cleaned (as much as a cave can be). The purpose for this is not clear.

The following skills might be useful in this scene:

**Arcana (DC 10/11, 1 success, 1 maximum):** The PC detects an aura of illusory energy. The aura gets stronger the closer the PCs come to the correct cave.

**Nature (DC 10/11, 1 success, 1 maximum):** The flora throughout this area look strangely healthy and in some cases planted. It appears that someone or something is actively growing and cultivating vegetables and medicinal herbs. The exact purpose is unknown.

**Perception (DC 10/11, 1 success, 2 maximum):** Upon the first successful Perception check the PCs spot kobold tracks heading through the caves. On a second success with this skill, the PCs are able to follow the tracks through the area and come in sight of the correct set of caves.

**Religion (DC 10/11, 1 success, 1 maximum):** A strong sense of evil permeates this area. 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 caves 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 cave, giving the kobolds surprise. If they fail the skill challenge while they are in the area of the cave, they spend time wandering around checking out the wrong set of caves before stumbling upon the correct set of caves. This also gives the kobolds surprise, as they hear the PCs coming.

## EXPERIENCE POINTS

The characters receive 40/60 XP each for succeeding in the skill challenge, or half that if they fail.

## TREASURE

There is no treasure to be found in the outlying caves.



## ENCOUNTER 6: CAVE ENTRANCE

### ENCOUNTER LEVEL 2/4 (525/700 XP)

#### SETUP

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

**1 Hobbler Trap Savant (Level 3) (S)**

**2 Hobbler Decoys (Level 2) (D)**

**1 Spear Gauntlet (G)**

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

**1 Hobbler Trap Savant (Level 5) (S)**

**2 Hobbler Decoys (D)**

**1 Spear Gauntlet (Level 3) (G)**

The path into the dragon's cave is protected by a trap savant and some traps he has laid out.

As the PCs enter the area, read the following, being sure to adjust depending on the results of the skill challenge from Encounter 5:

*You were able to find the cave easily enough by following the directions provided by the farmers and tracking the kobolds. The cave entrance itself is fairly large, certainly large enough for a creature of massive size to enter and exit with no problem at all.*

*As you take a closer look inside the cave, near the rear of it, you see one lone kobold looking like he is ready to bolt. It appears that the kobolds are not as stupid as one might expect as they have posted a lookout.*

The trap savant and his decoys are expecting the PCs. The savant and one of the decoys are hiding out of sight of the entrance. The second decoy is standing in sight of the entrance. This decoy will try to get the PCs to rush into the cave and hopefully setting off the traps.

The trap savant will wait for the second row of the PCs to step on the spear gauntlets before setting them off. If the PCs notice them first, he will set them off as they are being disabled or will attack as the PCs try to move around them.

#### FEATURES OF THE AREA

**Illumination:** The area is brightly lit by day and dimly lit at night.

**Rocks:** These features can provide cover, and count as blocking terrain.

#### TACTICS

The trap savant opens combat by either firing the crossbow trap or setting off the spear gauntlets, whichever seems more appropriate. He tries to maneuver the PCs so that they take multiple attacks from his traps and will reset the traps as often as possible.

The decoys' job is to distract the PCs and lure them into pressure plates to set off one of the traps.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one hobbler decoy.

**Six PCs:** Add another hobbler decoy.

#### ENDING THE ENCOUNTER

After defeating the kobolds, the PCs can continue down the cave to the main section.

#### EXPERIENCE POINTS

The characters receive 105 / 140 XP each for defeating the kobolds.

#### TREASURE

The kobolds have gems equaling 20 / 25 gold pieces per PC. The kobolds also have a *badge of the berserker* +1 and a *totem of thunder's keeper* +1.

## ENCOUNTER 6: CAVE ENTRANCE (LOW LEVEL)

Hobblers Trap Savant (Level 3)	Level 3 Controller (Leader)
Small natural humanoid (reptile)	XP 150
<b>Initiative</b> +3 <b>Senses</b> Perception +3; darkvision	
<b>HP</b> 44; <b>Bloodied</b> 22	
<b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 15	
<b>Speed</b> 6	
<b>m Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+8 vs. AC; 1d4 + 4 damage.	
<b>r Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +8 vs. AC; 1d8 + 5 damage.	
<b>M Tactical Reset</b> (standard; at-will)	
The trap savant resets an adjacent triggered trap it is aware of. This power works even on a trap that has been disabled.	
<b>R Anticipate Snare</b> (Immediate Interrupt, when a trap within 2 squares of the trap savant is triggered; at-will)	
The trap savant shifts 2 squares.	
<b>R Bait the Hook</b> (minor; at-will)	
Ranged 10; targets one ally; the target slides 1 square.	
<b>R Trigger Trap</b> (immediate reaction, when an enemy moves; at-will)	
Ranged 5; the trap savant triggers a trap it is aware of within range.	
<b>Shifty</b> (minor; at-will)	
The trap savant shifts 1 square.	
<b>Trap Sense</b>	
The trap savant gains a +4 bonus to all defenses against traps.	
<b>Alignment</b> Evil <b>Languages</b> Common, Draconic	
<b>Skills</b> Dungeoneering +10, Stealth +12, Thievery +12	
<b>Str</b> 7 (-1) <b>Dex</b> 14 (+3) <b>Wis</b> 15 (+3)	
<b>Con</b> 12 (+2) <b>Int</b> 15 (+3) <b>Cha</b> 11 (+1)	
<b>Equipment</b> leather armor, dagger, crossbow, crossbow bolt x10	

Hobblers Decoy (Level 2)	Level 2 Skirmisher
Small natural humanoid (reptile)	XP 125
<b>Initiative</b> +7 <b>Senses</b> Perception +4; darkvision	
<b>HP</b> 39; <b>Bloodied</b> 19	
<b>AC</b> 16; <b>Fortitude</b> 12, <b>Reflex</b> 16, <b>Will</b> 13	
<b>Speed</b> 6	
<b>m Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d6 + 3 damage.	
<b>R Taunting Jeer</b> (move; at-will) ♦ <b>Charm</b>	
Ranged 10; the decoy moves 4 squares and then attacks a target within range; +5 vs Will; the target is pulled 3 squares.	
<b>Lightstep</b> (move; at-will)	
The decoy moves up to its speed. This movement does not trigger any traps of which it is aware..	
<b>Shifty</b> (minor; at-will)	
The decoy shifts 1 square.	
<b>Trap Sense</b>	
The decoy gains a +4 bonus to all defenses against traps.	
<b>Alignment</b> Evil <b>Languages</b> Common, Draconic	
<b>Skills</b> Stealth +12, Thievery +12	
<b>Str</b> 10 (+1) <b>Dex</b> 18 (+5) <b>Wis</b> 16 (+4)	
<b>Con</b> 15 (+3) <b>Int</b> 11 (+1) <b>Cha</b> 9 (---)	
<b>Equipment</b> leather armor, short sword	

Spear Gauntlet Trap	Level 2 Obstacle
	XP 125
<b>Trap:</b> Five squares in the room contain hidden spears that thrust up to attack when triggered.	
<b>Perception</b>	
♦DC 20: The character notices the trigger plates.	
♦DC 25: The character notices the hidden control panel.	
<b>Trigger</b>	
The trap, five squares placed randomly in the room, attacks when a creature enters one of the trigger squares or starts its turn on a trigger square. When the trap is triggered, all five spears thrust up at the same time, attacking anyone standing on a trigger square.	
<b>Attack</b>	
<b>Opportunity Action</b>	<b>Melee</b>
<b>Target:</b> All creatures on trigger squares when the trap activates.	
<b>Attack:</b> +7 vs. AC	
<b>Hit:</b> 1d8 + 3 damage	
<b>Countermeasures</b>	
♦A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single pressure plate square.	
♦An adjacent character can disable a trigger plate with a DC 25 Thievery check.	
♦A creature adjacent to the control panel can disable the entire trap with a DC 20 Thievery check.	
♦A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.	
♦A character can ready an action to attack the spears (AC 13, other defenses 10; hp 10). When the spears in one square are destroyed, that trigger plate becomes useless.	
♦A character can attack a trigger plate or the control panel (AC 12, all other defenses 10; hp 30; resist 5 all). Destroying a trigger plate renders it useless, and destroying the control panel disables the entire trap.	

## ENCOUNTER 6: CAVE ENTRANCE (HIGH LEVEL)

Hobblers Trap Savant (Level 5)	Level 5 Controller (Leader)
Small natural humanoid (reptile)	XP 200
<b>Initiative</b> +4 <b>Senses</b> Perception +5; darkvision	
<b>HP</b> 61; <b>Bloodied</b> 30	
<b>AC</b> 19; <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 17	
<b>Speed</b> 6	
<b>m Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+10 vs. AC; 1d4 +5 damage.	
<b>r Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +10 vs. AC; 1d8 + 6 damage.	
<b>M Tactical Reset</b> (standard; at-will)	
The trap savant resets an adjacent triggered trap it is aware of. This power works even on a trap that has been disabled.	
<b>R Anticipate Snare</b> (Immediate Interrupt, when a trap within 2 squares of the trap savant is triggered; at-will)	
The trap savant shifts 2 squares.	
<b>R Bait the Hook</b> (minor; at-will)	
Ranged 10; targets one ally; the target slides 1 square.	
<b>R Trigger Trap</b> (immediate reaction, when an enemy moves; at-will)	
Ranged 5; the trap savant triggers a trap it is aware of within range.	
<b>Shifty</b> (minor; at-will)	
The trap savant shifts 1 square.	
<b>Trap Sense</b>	
The trap savant gains a +4 bonus to all defenses against traps.	
<b>Alignment</b> Evil <b>Languages</b> Common, Draconic	
<b>Skills</b> Dungeoneering +11, Stealth +13, Thievery +13	
<b>Str</b> 8 (+1)	<b>Dex</b> 15 (+4) <b>Wis</b> 16 (+5)
<b>Con</b> 13 (+3)	<b>Int</b> 16 (+5) <b>Cha</b> 12 (+3)
<b>Equipment</b> leather armor, dagger, crossbow, crossbow bolt x10	

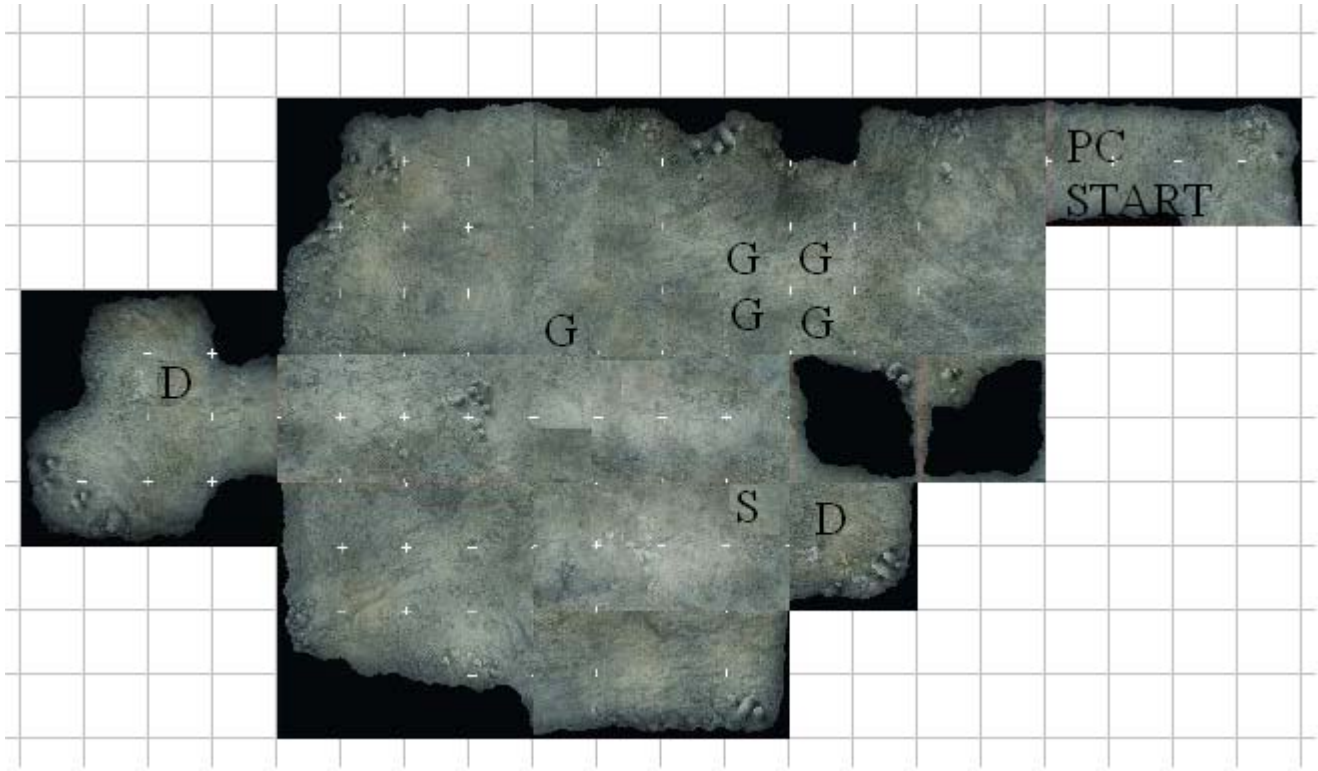
Hobblers Decoy	Level 4 Skirmisher
Small natural humanoid (reptile)	XP 175
<b>Initiative</b> +8 <b>Senses</b> Perception +5; darkvision	
<b>HP</b> 56; <b>Bloodied</b> 28	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Speed</b> 6	
<b>m Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d6 + 4 damage.	
<b>R Taunting Jeer</b> (move; at-will) ♦ <b>Charm</b>	
Ranged 10; the decoy moves 4 squares and then attacks a target within range; +7 vs Will; the target is pulled 3 squares.	
<b>Lightstep</b> (move; at-will)	
The decoy moves up to its speed. This movement does not trigger any traps of which it is aware..	
<b>Shifty</b> (minor; at-will)	
The trap savant shifts 1 square.	
<b>Trap Sense</b>	
The trap savant gains a +4 bonus to all defenses against traps.	
<b>Alignment</b> Evil <b>Languages</b> Common, Draconic	
<b>Skills</b> Stealth +13, Thievery +13	
<b>Str</b> 11 (+2)	<b>Dex</b> 19 (+6) <b>Wis</b> 17 (+5)
<b>Con</b> 16 (+5)	<b>Int</b> 12 (+3) <b>Cha</b> 10 (+2)
<b>Equipment</b> leather armor, short sword	

Spear Gauntlet (Level 3)	Level 3 Obstacle
Trap	XP 150
<b>Trap:</b> Five squares in the room contain hidden spears that thrust up to attack when triggered.	
<b>Perception</b>	
♦DC 20: The character notices the trigger plates.	
♦DC 25: The character notices the hidden control panel.	
<b>Trigger</b>	
The trap, five squares placed randomly in the room, attacks when a creature enters one of the trigger squares or starts its turn on a trigger square. When the trap is triggered, all five spears thrust up at the same time, attacking anyone standing on a trigger square.	
<b>Attack</b>	
<b>Opportunity Action</b>	<b>Melee</b>
<b>Target:</b> All creatures on trigger squares when the trap activates.	
<b>Attack:</b> +8 vs. AC	
<b>Hit:</b> 1d8 + 5 damage	
<b>Countermeasures</b>	
♦A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single pressure plate square.	
♦An adjacent character can disable a trigger plate with a DC 25 Thievery check.	
♦A creature adjacent to the control panel can disable the entire trap with a DC 20 Thievery check.	
♦A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.	
♦A character can ready an action to attack the spears (AC 13, other defenses 10; hp 10). When the spears in one square are destroyed, that trigger plate becomes useless.	
♦A character can attack a trigger plate or the control panel (AC 12, all other defenses 10; hp 30; resist 5 all). Destroying a trigger plate renders it useless, and destroying the control panel disables the entire trap.	

## ENCOUNTER 6: CAVE ENTRANCE MAP

### TILE SETS NEEDED

*Lost Caverns of the Underdark* x1



## ENCOUNTER 7: A...DRAGON?

### ENCOUNTER LEVEL 3/5 (475/675 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

**Gertos, Doppelganger Assassin (G)**

**1 Kenku Ringleader (Level 2) (R)**

**1 Kenku Warrior (Level 1) (W)**

This encounter includes the following creatures at the high tier:

**Gertos, Doppelganger Assassin (G)**

**1 Kenku Ringleader (R)**

**1 Kenku Warrior (W)**

This the main cave, where the fake “dragon” resides. Gertos and company should know of the PCs’ approach due to the sounds of the previous combat.

As the adventurers enter the area, read:

*You enter a large cave. Where you stand, the light is faint, fading to complete darkness towards the deeper part of the cave. A strange, bellowing voice echoes from the darkness.*

*“Who dares enter my domain? It is I, Gertos, scourge of the skies and greatest dragon of them all! Kneel before me and cower!”*

*The voice shakes the entire cavern, causing small rocks and dust to fall from the ceiling.*

A PC can attempt an Insight check (DC 20) to tell that the voice is not that of a dragon and is fake. Any source of illumination sent into the darkness will reveal that the “dragon” is simply a group of kenku and a doppelganger. The doppelganger is named Gertos. He is using the kenku to recreate the voice of a dragon. He has influenced the local kobold tribe leaders into following him. As soon as the ruse is revealed (which shouldn’t take long) continue with the following:

*A blank-faced, white-skinned being stands before you, flanked by strange bird-like creatures. It peers at you with pupil-less eyes.*

*“Do not let them escape!” cries the doppelganger. “We will be undone!”*

*The bird-like humanoids throw themselves forward to attack, screeching doom.*

#### FEATURES OF THE AREA

**Illumination:** Dim, as some light streams in from the cave entrance.

**Rocks:** These features can provide cover, and count as blocking terrain.

#### TACTICS

The kenku fight as a coordinated team with Gertos. All of the monsters benefit from combat advantage and make every effort to provide flanking opportunities for one another.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove the Kenku Warrior

**Six PCs:** Add another Kenku Warrior

**DME Note:** For some party compositions, increasing the total number of combatants might be more tactically interesting than having most or all of the PCs face the single higher-level doppelganger assassin. You might consider reducing the doppelganger’s level and using the resulting XP to add more Kenku Warriors.

#### ENDING THE ENCOUNTER

After defeating Gertos and his lackeys, the PCs will find notes pertaining to a “Queen Sisay” and mentioning other “dragons” around the area. It turns out that Gertos was hired by a mysterious person referred to as Masika, with instructions to gather the kobold tribes and have them organize against Ruinspoke with more details to come in a later letter.

The PCs also find among the doppelganger’s possessions a moldy tome that refers to a place called Darkturret and its connections to something called the “sleeping god.”

See Handout 2 for more information on these two items.

#### EXPERIENCE POINTS

The characters receive 95 / 135 XP each for defeating the doppelganger and kenku.

#### TREASURE

Gertos has a gold pouch containing 35 / 45 gold pieces per PC. Gertos also has the following on him: *guardian’s brand +1*, *circlet of arcane extension*, and a *Ritual Scroll of Glib Limerick*.

## ENCOUNTER 7: A...DRAGON? (LOW LEVEL)

Gertos, Doppelganger Assassin (Level 6)	Level 6 Lurker
Medium natural humanoid (shapechanger)	XP 250
<b>Initiative</b> +10 <b>Senses</b> Perception +7	
<b>HP</b> 57; <b>Bloodied</b> 28	
<b>AC</b> 20; <b>Fortitude</b> 15, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 6	
<b>Action Points</b> 1	
<b>m Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 1d4 + 4 damage.	
<b>M Shapeshifter Feint</b> (minor; at-will)	
+9 vs. Reflex; the doppelganger assassin gains combat advantage against the target until the end of the doppelganger assassin's next turn	
<b>B Cloud Mind</b> (encounter; standard; sustain minor) ♦ <b>Charm</b>	
Close burst 5; +9 vs. Will; the doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger for as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.	
<b>Combat Advantage</b>	
The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.	
<b>Change Shape</b> (minor; at-will)	
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
<b>Alignment</b> Evil <b>Languages</b> Common, Draconic	
<b>Skills</b> Bluff +14, Insight +11, Stealth +13	
<b>Str</b> 10 (+2) <b>Dex</b> 19 (+6) <b>Wis</b> 10 (+2)	
<b>Con</b> 13 (+3) <b>Int</b> 11 (+2) <b>Cha</b> 17 (+5)	
<b>Equipment</b> Dagger	

Kenku Warrior (Level 1)	Level 1 Soldier
Medium natural humanoid	XP 100
<b>Initiative</b> +5 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 27; <b>Bloodied</b> 13	
<b>AC</b> 15; <b>Fortitude</b> 12, <b>Reflex</b> 13, <b>Will</b> 12	
<b>Speed</b> 6	
<b>m Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 1d4 + 6 damage	
<b>r Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +6 vs. AC; 1d4 + 6 damage.	
<b>M Fluttering Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
The kenku warrior shifts 4 squares and makes a basic attack during that movement.	
<b>Combat Advantage</b>	
A kenku warrior deals 1d6 extra damage on melee attacks against any target granting combat advantage to it.	
<b>Flock Effect</b>	
A kenku ringleader gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
<b>Mimicry</b>	
A kenku ringleader can mimic sounds and voices. A successful Insight check opposed by the ringleader's Bluff check allows a listener to determine that the effect is faked.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Str</b> 13 (+1) <b>Dex</b> 16 (+3) <b>Wis</b> 13 (+1)	
<b>Con</b> 11 (---) <b>Int</b> 8 (-1) <b>Cha</b> 10 (---)	
<b>Equipment</b> Leather Armor, Dagger x 6	

Kenku Ringleader (Level 2)	Level 2 Soldier (Leader)
Medium natural humanoid	XP 125
<b>Initiative</b> +6 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 37; <b>Bloodied</b> 18	
<b>AC</b> 18; <b>Fortitude</b> 14, <b>Reflex</b> 14, <b>Will</b> 13	
<b>Speed</b> 6	
<b>m Spiked Chain</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +9 vs. AC; 2d4 + 4 damage, and the target is marked until the end of the kenku ringleader's next turn.	
<b>r Sling</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.	
<b>M Press the Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; targets and enemy marked by the kenku; +9 vs. AC; 2d4 + 4 damage, and the target is knocked prone.	
<b>B Flock Reaction</b> (minor; recharge 4 5 6)	
Close burst 3; targets kenkus; the target shifts 1 square as a free action.	
<b>Flock Effect</b>	
A kenku ringleader gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
<b>Mimicry</b>	
A kenku ringleader can mimic sounds and voices. A successful Insight check opposed by the ringleader's Bluff check allows a listener to determine that the effect is faked.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Bluff +9; Intimidate +9	
<b>Str</b> 12 (+2) <b>Dex</b> 17 (+4) <b>Wis</b> 11 (+1)	
<b>Con</b> 13 (+2) <b>Int</b> 9 (---) <b>Cha</b> 15 (+3)	
<b>Equipment</b> Leather Armor, Sling, Spiked Chain	

## ENCOUNTER 7: A...DRAGON? (HIGH LEVEL)

Gertos, Doppelganger Assassin	Level 8 Lurker
Medium natural humanoid (shapechanger)	XP 350
<b>Initiative</b> +13 <b>Senses</b> Perception +10	
<b>HP</b> 69; <b>Bloodied</b> 34	
<b>AC</b> 22; <b>Fortitude</b> 18, <b>Reflex</b> 21, <b>Will</b> 21	
<b>Speed</b> 6	
<b>m Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 1d4 + 5 damage.	
<b>M Shapeshifter Feint</b> (minor; at-will)	
+11 vs. Reflex; the doppelganger assassin gains combat advantage against the target until the end of the doppelganger assassin's next turn	
<b>B Cloud Mind</b> (encounter; standard; sustain minor) ♦ <b>Charm</b>	
Close burst 5; +11 vs. Will; the doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger for as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.	
<b>Combat Advantage</b>	
The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.	
<b>Change Shape</b> (minor; at-will)	
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
<b>Alignment</b> Evil <b>Languages</b> Common, Draconic	
<b>Skills</b> Bluff +15, Insight +12, Stealth +14	
<b>Str</b> 12 (+5) <b>Dex</b> 21 (+9) <b>Wis</b> 12 (+5)	
<b>Con</b> 15 (+6) <b>Int</b> 13 (+5) <b>Cha</b> 19 (+8)	
<b>Equipment</b> dagger	

Kenku Warrior	Level 3 Soldier
Medium natural humanoid	XP 150
<b>Initiative</b> +6 <b>Senses</b> Perception +3; low-light vision	
<b>HP</b> 44; <b>Bloodied</b> 22	
<b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14	
<b>Speed</b> 6	
<b>m Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
+8 vs. AC; 1d4 + 6 damage	
<b>r Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +8 vs. AC; 1d4 + 6 damage.	
<b>M Fluttering Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
The kenku warrior shifts 4 squares and makes a basic attack during that movement.	
<b>Combat Advantage</b>	
A kenku warrior deals 1d6 extra damage on melee attacks against any target granting combat advantage to it.	
<b>Flock Effect</b>	
A kenku ringleader gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
<b>Mimicry</b>	
A kenku ringleader can mimic sounds and voices. A successful Insight check opposed by the ringleader's Bluff check allows a listener to determine that the effect is faked.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Str</b> 14 (+3) <b>Dex</b> 17 (+4) <b>Wis</b> 14 (+3)	
<b>Con</b> 12 (+2) <b>Int</b> 9 (---) <b>Cha</b> 11 (+1)	
<b>Equipment</b> Leather Armor, Dagger x 6	

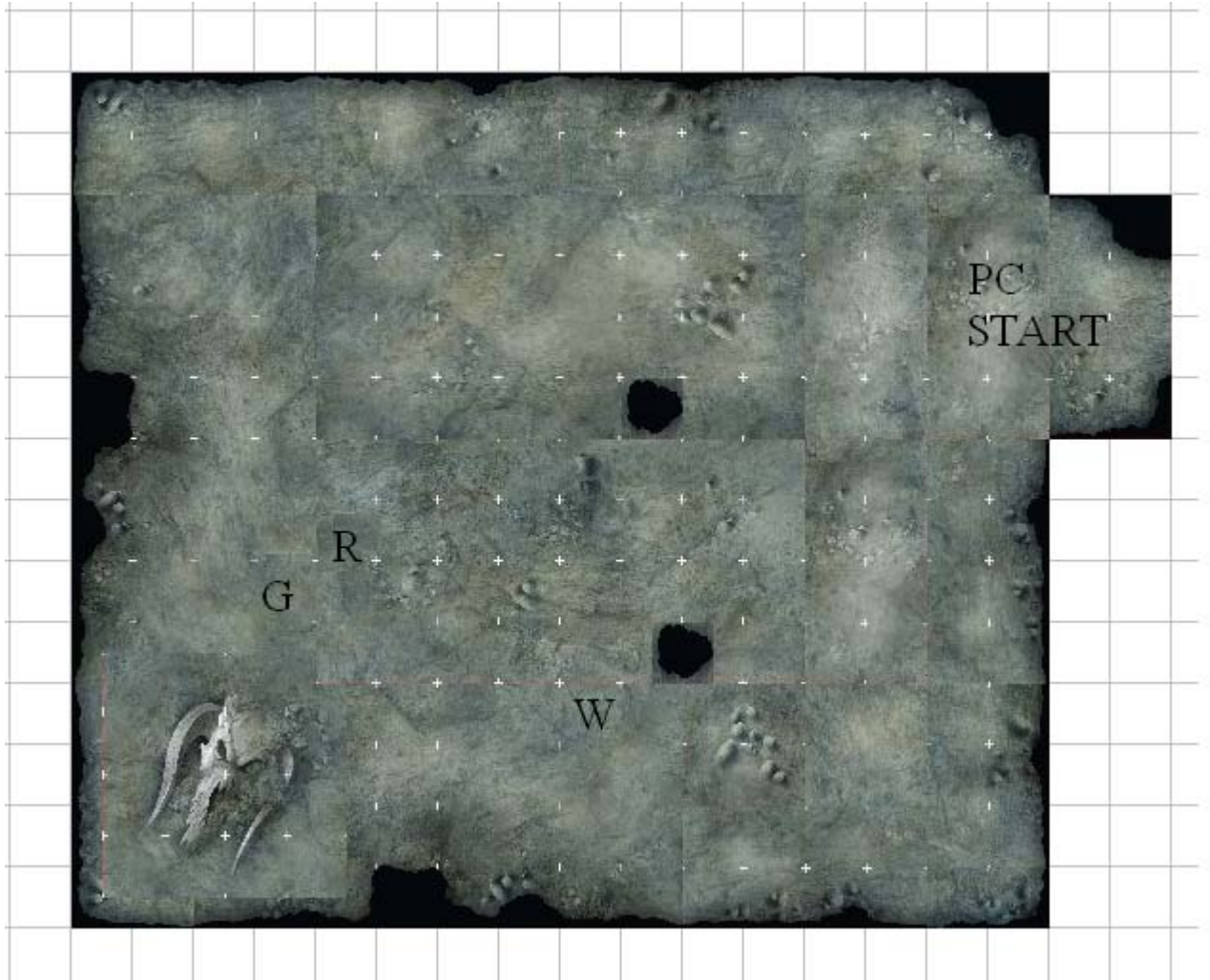
Kenku Ringleader	Level 4 Soldier (Leader)
Medium natural humanoid	XP 175
<b>Initiative</b> +8 <b>Senses</b> Perception +3; low-light vision	
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 20; <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 15	
<b>Speed</b> 6	
<b>m Spiked Chain</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +11 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the kenku ringleader's next turn.	
<b>r Sling</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 10/20; +11 vs. AC; 1d6 + 5 damage.	
<b>M Press the Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; targets and enemy marked by the kenku; +11 vs. AC; 2d4 + 5 damage, and the target is knocked prone.	
<b>B Flock Reaction</b> (minor; recharge 4 5 6)	
Close burst 3; targets kenkus; the target shifts 1 square as a free action.	
<b>Flock Effect</b>	
A kenku ringleader gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
<b>Mimicry</b>	
A kenku ringleader can mimic sounds and voices. A successful Insight check opposed by the ringleader's Bluff check allows a listener to determine that the effect is faked.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Bluff +10; Intimidate +10	
<b>Str</b> 13 (+3) <b>Dex</b> 18 (+6) <b>Wis</b> 12 (+3)	
<b>Con</b> 14 (+4) <b>Int</b> 10 (+2) <b>Cha</b> 16 (+5)	
<b>Equipment</b> Leather Armor, Sling, Spiked Chain	



## ENCOUNTER 7: A...DRAGON? MAP

### TILE SETS NEEDED

*Lost Caverns of the Underdark* x1





## ENCOUNTER 8: REPORTING BACK

### SETUP

Once the PCs have defeated Gertos and discovered the information he possesses, they should report back to Tuanek.

*Upon your return to Ruinspoke, you are ushered immediately into the offices of Lord Tuanek. After being given the opportunity to clean up (the smells you've picked up after battling in a cave would make a troglodyte proud) you are shown into the inner office where Lord Tuanek stands, awaiting your report.*

*Tuanek beckons for you to be seated, then takes his customary seat behind the desk. "Welcome back. Firstly, I am glad to see your safe return." He smiles, pauses, then continues "I also hope you have some good news for me, or if not good news, good information."*

If the PCs defeated Gertos and tell Tuanek about the notes which were found, continue with the following:

*"Hmm. While your success in eliminating this current threat should bring us short-term relief from the kobold attacks, this reference to a 'Queen Sisay' disturbs me. I know of no Queen by that name, but it is obvious she holds some grudge against us."*

*He reads through the letter twice more, seeming to be looking for a hidden message or meaning behind its words. He then remembers your presence and returns his focus to you.*

*"Ruinspoke thanks you, House Jalt thanks you, and I personally thank you for your service. As promised, you will be paid for your assistance. I feel though that this threat may have many layers, of which this is just the first. If you are needed, may Ruinspoke call upon you again?"*

*After you answer, Lord Tuanek taps three times swiftly on the wooden block, and an elderly dragonborn servant brings an intricately carved stone tray, bearing a small leather pouch that jingles pleasingly with the promise of payment. Alongside the pouch are a number of small, carved wooden tokens in the shape of dragons, bearing the sigil of House Jalt.*

*Lord Tuanek presents each of you with some coin and a dragon token along with his personal thanks, and then the servant escorts you from the office, leaving the ruler of Ruinspoke alone to ponder what action to take next against this new threat to his people.*

## CONCLUDING THE ADVENTURE

This adventure begins in the *Rising Darkness* Major Quest, which will continue in TYMA2-2 and conclude in TYMA2-4. The Notice of Queen Sisay story award indicates that the PCs have begun this quest. The PCs earn this story award as long as they defeated the doppelganger and discovered Handout 2.

### TREASURE

If the PCs completed the work and made their report to his satisfaction, Lord Tuanek pays them the promised stipend of 35 / 45 gold per PC. He also gives each PC a Dragon Token of House Jalt (represented by a story object). If the PCs did not root out the true threat, or did not make a report that Lord Tuanek considered honest and comprehensive, he will withhold both payment and favor. He is stern, but fair, in his dealings with adventurers, and always insists that he (and Ruinspoke) should get what they paid for.

## 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: Meet the Tribes

141/210 XP

#### Encounter 5: Dragon Hunting?

40/60XP

#### Encounter 6: Cave Entrance

130/170 XP

#### Encounter 7: A...Dragon?

95/135 XP

#### Total Possible Experience

401/560 XP

(Yes, the PCs can keep the extra 1 XP at low tier)

#### Gold per PC

75/100 gp

(Encounter 6: 20 / 25 gp, Encounter 7: 35 / 45 gp, Encounter 8: 20 / 30 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:** *boots of jaunting* (low-level version only) (L2; AV2 pg 102)

Found in Encounter 1

**Bundle B:** *warmage's uniform +1* (L3; AV2 pg 14)

Found in Encounter 1

**Bundle C:** *badge of the berserker +1* (L2; AV2 pg 64)

Found in Encounter 6

**Bundle D:** *totem of thunder's keeper +1* (L2; AV2 pg 47)

Found in Encounter 6

**Bundle C:** *guardian's brand +1* (L3; AV2 pg 19)

Found in Encounter 7

**Bundle D:** *circlet of arcane extension* (high-level version only) (L5; AV2 pg 102)

Found in Encounter 7

**Bundle E:** *Ritual Scroll of Glib Limerick*

Found in Encounter 7

**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.

### **TYMA16 *Notice of Queen Sisay***

Your investigation and defeat of the doppelganger Gertos has earned you the notice of a certain Queen Sisay. Who is this Queen Sisay? You are not sure, but the question will probably answer itself in a short time.

This story award begins the *Rising Darkness* Major Quest, to be continued in TYMA2-2 and concluded in TYMA2-4.

### **TYMA17 *Dragon Token of House Jalt***

For your efforts in finding out what was behind the unification of the kobold tribes in Ruinspoke, you have gained favor and respect within House Jalt.

As a token of his appreciation, Lord Tuanek has given you a finely carved figurine of a small metallic dragon. The figurine is made out of petrified wood, highlighted with gold leaf, and engraved with the word “Jalt” on its outer surface. This charm can be worn on a necklace or a bracelet if you so choose.

This favor grants you a measure of notoriety in Ruinspoke. You are regarded as an ally by Lord Tuanek, and any dragonborn of House Jalt who sees 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.

If you are a native of Tymanther, or a dragonborn who is willing to relocate, and you have received other recognitions of House Jalt, then you now find yourself on the right track to receive an introduction to the Lance Defenders or the Platinum Cadre in a future adventure. Perhaps your name will someday even reach the ears of Vanquisher Tarhun himself.

## ADVENTURE QUESTIONS

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

### **1. Did the PCs defeat Gertos?**

- a. Yes, the doppelganger was killed
- b. Yes, and he was captured
- c. No, he escaped
- d. No, the PCs were defeated

### **2. Did the PCs give the notes they found to Lord Tuanek?**

- a. Yes
- b. No, they kept them hidden
- c. No, they never found the notes

### **3. As the DM, how would you rate this adventure?**

- a. 1 star (worst possible rating)
- b. 2 stars
- c. 3 stars (average)
- d. 4 stars
- e. 5 stars (best possible rating)

### **4. How do the players rate this adventure?**

- a. 1 star (worst possible rating)
- b. 2 stars
- c. 3 stars (average)
- d. 4 stars
- e. 5 stars (best possible rating)

## NEW RULES

### Warmage's Uniform +1

Level: 3

Price: 680 gp

Armor: Cloth, Leather

Enhancement: AC

**Power (Daily):** Free. *Trigger:* You hit an enemy with an arcane attack power *Effect:* Until the end of your next turn, one ally within 5 squares of that enemy gains a power bonus to attack rolls against the enemy equal to the armor's enhancement bonus.

### Guardian's Brand +1

Level: 3

Price: 680 gp

Weapon: Any Melee

Enhancement: +1 attack rolls and damage rolls

**Critical:** +1d6 fire damage, or +1d10 fire damage while you're in a guardian form

**Power (Daily \* Fire):** Free. *Trigger:* You hit an enemy with your warden's fury power using this weapon. *Effect:* That enemy takes ongoing fire damage equal to 5 + your Strength modifier.

### Circlet of Arcane Extension

Level: 5

Price: 1,000 gp

Item Slot: Head

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

### Glib Limerick

Component Cost: 10 gp, plus a focus worth 5gp

Market Price: 50 gp

Key Skill: Arcana (no check)

Level: 1

Category: Deception

Time: 1 minute

Duration: 10 minutes

Prerequisite: Bard

For the ritual's duration, whenever you make a Bluff check, you can roll twice and use either result. The ritual's effect automatically ends when you roll initiative.

Focus: A musical instrument you play as part of performing the ritual.

### Boots of Jaunting

Level: 2

Price: 520 gp

Item Slot: Feet

**Power (Daily \* Teleportation):** Minor. You teleport 1 square.

### Badge of the Berserker +1

Level: 2

Price: 520 gp

Item Slot: Neck

Enhancement: +1 Fortitude, Reflex, and Will

**Property:** When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

### Totem of Thunder's Keeper +1

Level: 2

Price: 520 gp

Implement (Totem)

Enhancement: +1 attack rolls and damage rolls

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

**Power (Daily \* Thunder):** Immediate Reaction. *Trigger:* An enemy hits your spirit companion or an ally within 5 squares of you with a melee attack. *Effect:* The triggering enemy takes thunder damage equal to your Wisdom modifier. In addition, you push it a number of squares equal to the totem's enhancement bonus.

# HANDOUT 1: RUINSPOKE

Ruinspoke is a frontier village located near the border of Tymanther and the former 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.

## HANDOUT 2: NOTES AND BOOK

Sorting through the various notes and letters, the PCs are able to piece together that Gertos was working for an entity called “Masika”. Masika had hired Gertos to try to unite the various tribes of kobolds and await further word. There is some talk of attacking Ruinspoke with the united kobolds to draw attention away from something “bigger”. Also contained in the notes are references to someone named “Queen Sisay.” Who or what she is, is not explained.

### *The Darkness and the Embers Within*

The PCs also find a book entitled *The Darkness and the Embers Within* by the noted (crazy) seer Jurgan Eelpeeler. The ancient and moldy tome is several hundred pages long and deals with various dark cults (not all of them evil). One of the main themes of the book refers to a place called Darkturret and its connections to a “sleeping god.” It is not at all obvious what exactly this is referring to and more investigation is definitely needed.

**Quest Card Note:** By retrieving this book, the PCs have fulfilled Task 1 of the Quest “In Slumber Remain” and should note the completion of this task on their logsheets.