

Raiders of Los Arch



“Raiders of Los Arch” is a Dungeons & Dragons® adventure for five characters of 1st level. The adventure can be set in any backdrop or setting in a town near an old wood. This adventure is designed to work well with beginning players and characters. Things are kept relatively simple so it is easier to focus on the rules rather than on complex portions of the adventure.

By James Holloway

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The small city of Los Arch has been having trouble with bad crops, and now traders are being harassed by what they describe as demons when visiting. The demons have gotten so bold they even raid the Forest Gate at times. By the time the guards get to the Forest Gate the demons are gone.

The villagers are demanding something be done. They blame the elders of Los Arch for the infestation of demons and for the loss of crops because of a new trade treaty with North Bermhold.

What are the elders to do? The answer is to seek out the help of courageous adventurers. The worst case scenario, they don't return. The elders decide to risk it.

Background

The town of Los Arch lies on the southwest corner of the remains of the ancient Eladrin city of Tsorath. This city was once an ancient stronghold of the Eladrin long before the goblin wars of the area.

The goblin wars didn't so much consist of the goblins fighting under one banner as to not fighting each other and raiding small towns and cities. Unfortunately for Tsorath which was a middle sized city they were literally surrounded by many large tribes of goblins who attacked at the same time, not by any coordination, but because the full moon was out and everyone knows that a full moon is an omen to goblins to attack. Of course having a son in childbirth, killing a large boar when hunting and anything else of even minor importance is an excuse for a goblin to go to war.

Because all of the tribes attacked at the same time Tsorath was easily overrun raided and then fought over by the victorious goblin tribes. The

ruins were even inhabited by the most powerful of the goblin tribes for a short time before they tapped into the sewers of the city and were killed by a virulent plague. After that the forest swallowed Tsorath and it lay dormant for many years until the town of North Bermhold was founded.

A rich vein of iron was found and a mining town was founded by the name of North Bermhold (since most of the settlers came from Bermhold to the south). A small well from ancient Tsorath was found about half-way to Bermhold (now known as South Bermhold). The town of Los Arch was raised up around this watering hole.

Adventure Synopsis

Kobolds and goblins have been raiding traders along the route from North Bermhold to South Bermhold. Many have stopped traveling because of the danger. Without the traders from North Bermhold traveling to South Bermhold to sell their iron and ore Los Arch will not be able to prosper and will eventually be abandoned.

The lieutenant of the Lion Sentry who watches over the Forest Gate is seeking out anyone willing to investigate what the traders are calling "demons" and deal with the problem. Little do the characters know that one of the elders of Los Arch wants the village abandoned for his own nefarious purposes. They are also willing to do anything to ruin the town.

Once the PCs have accepted the mission or learned about the raiders. The raiders attack the Forest Gate. After defeating the monsters the PCs must travel to the Old Wood, and explore until they find the lair of the "demons".

Here they find that the “demons” are actually kobolds that have been raiding and hoarding the wealth of the traders and villagers. After defeating the kobold king, they may unwittingly unleash a self made flaming skull. This skull will harry the town, and thus the PCs must once again defeat the menace.

After this they get rewarded, and are approached by Solian Brilliant Edge who, while trying to conceal his identity, lets the PCs know about the corrupt Elder. After some investigation on the PCs part they find that the Elder Ian has been buying up large portions of the city. He very nearly owns the city by the time the PCs discover what is going on.

The PCs must then find evidence to show that he is doing this. One way is to listen in on the thugs that are destroying property. If they do this they can find the next victim. Then the PCs ambush them in the act and call the Lion Sentries. Because of their previous success at stopping the raiders, the Lion Sentries believe them and imprison the vandals. Another way to find evidence is to break into the Elders home. Since the elder is an ex-adventurer he knows the value of hired thugs and traps.

After getting the evidence the PCs present it to the other Elders. They call a council meeting and show the evidence to the corrupt Elder and hold a trial. With the PCs help they are all convinced of his guilt. He is then imprisoned.

Adventure Hooks



Wandering Adventurers: The characters can wander in while on their way looking for adventure. In this case they can find a raided

merchant cart outside the city. With a DC 10 nature or dungeoneering check they can tell that kobolds were responsible.

A pillar of smoke draws you to a wrecked and burned wagon filled with boxes and crates that have been smashed and looted. The remains of a couple of guards are lying next to the wagon. A merchant is doubled over with arrows protruding out of their back.

A DC 15 nature check will reveal tracks leading from the wagon to the Old Wood. All of the people were killed and have nothing of value on them.

Rumors of Reward: They can be traveling to Los Arch because of rumors of rewards for getting rid of the raiders. In this case start with encounter A.

Seeing a crude notice on the wall you step closer to read, and surprisingly it is simple and short. “Reward for stopping raiders between North Bermhold and Los Arch.”

In this case the encounter in wandering adventurers can be used.

Rumors of Ruins: Rumors of unexplored ruins of the Eladrin city Tsorath in the woods to the north east of Los Arch can draw characters in.

You overhear a man in a green coat talking to his lady about a lost city of the Eladrin, “... was a grand city with tall spires, and huge castles, they supposedly stored their treasure in a vast underground warren of tunnels. The city fell hundreds of years ago, but they say Los Arch was built around one of the wells that served the city. If I only knew where it was I would bring you back a gem the size of my fist.” He holds his fist up, and his lady almost swoons from the thought of a gem of that size.

The City of Los Arch

Los Arch: Los Arch is a small town between North and South Bermhold. It is mainly a stopover on the way. It was grown up around an ancient well that once belonged to the ancient Eladrin city of Tsorath.

Population: 129 people live in Los Arch. They come from all races, but mainly dwarves and humans due to the extensive mining and trading that takes place in nearby towns.

Government: The council of Elders rules Los Arch. When a position opens up the remaining members vote a new person in to take the open place. They make the decisions that affect the entire town of Los Arch, otherwise wealthy merchants and the Lion Sentries decide the outcome of most situations.

Defense: There is a small set of people known as the Lion Sentries. They number 36, and they patrol the town constantly. Their numbers are stretched too thin to investigate the raiders.

Commerce: Most of the businesses are closed outside of the trader season. The reason is there is very little travel between North and South Bermhold except during the mining season. General goods can be had year round, but weapons and magical items are only available during the trade season.

Organizations: there is a small group of merchants that meet to set prices during the trade season, but there are only six of them this year, and very little trade has come by so there has been no reason to change the prices or open closed shops.

Important NPCs: Several NPCs live in or around Los Arch. Several of the more important NPCs that the characters may interact with and get quests from are listed below.



Quest: bring the raids to an end

"I'll present you a sacred treasure handed down by my family for generations if you can stop the raids."

Level: 2

Start: The quest is given by Shelia Coppice and begins after the battle when the Forest Gate is attacked.

Goal: To succeed the party must defeat the leader of the raiders and disband the remaining raiders.

Outcome: If the party succeeds they will be granted access to the inside of Los Arch past the forest gate. In addition the party will receive 300 xp. Shelia will also give the party the portable statue.

1. The raiders have caused havoc and made many people want to leave Los Arch.
2. The Elders usually run things fairly though some more fairly than others.
3. The merchants and travelers keep describing the raiders as "demons", but they have been known to describe bandits as "demons" too.

She will approach them after the battle in *L3 First Raid* and offer the quest "bring the raids to an end"

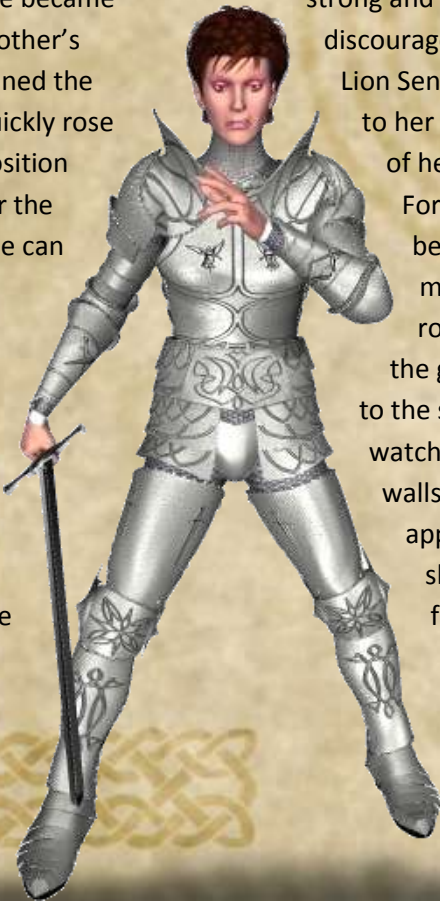
Portable Statue **Level 2**

This statue with a word enlarges from fist size to human size, and with another it shrinks back to fist size.

Wondrous Item **1000gp**

Power (Daily): Minor Action. The statue has a unique command word that causes it to grow in size. It also has a command word to shrink it. Both of these powers can be used once per day. The statue when enlarged is 5' and weighs 100 pounds.

Shelia Coppice is a half-elf level 2 warlord. She is a no-nonsense Lion Sentry of Los Arch. Her father died before she was born, and her mother became bitter and raised her with a heavy hand. From this she became strong and despite her mother's discouragement she joined the Lion Sentries and quickly rose to her leadership position for the Forest Gate. She can be found making her rounds from the gate sentries to the sentries watching the walls. If approached she knows following:



Quest: Find and rescue Evelia Willent's brother
"Please I'm willing to pay you to find him and bring him back safely."

Level: 1

Start: The quest is given by Evelia Willent when she spots the party.

Goal: To successfully complete this quest the party must find the wagon, and track and down where the younger brother went, and bring him back safely.

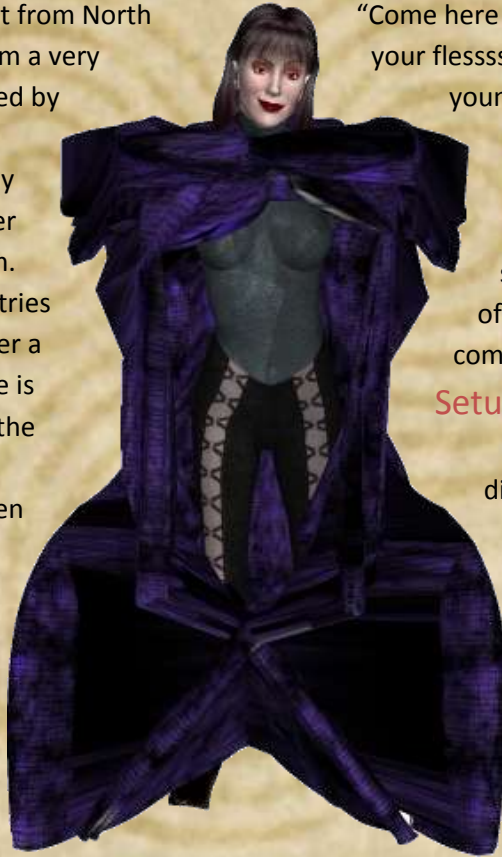
Outcome: If the party rescues the young man they will receive 100gp each, free high quality clothes worth 50gp each, and 500 xp split among the party. If they later return the velvet she will pay an additional 50gp each.

Evelia Willent is one of the merchants stranded in Los Arch. She dresses well in silks and satins of many colors. She seems friendly and open. On first meeting her she will immediately see the PCs as being capable of helping her with her problem. She would have been an only child, except that when she was an adult her parents had a second child. They died shortly after of plague. She has been taking care of her little brother for the past twelve years. She sent him on his first trade run alone to retrieve some high grade velvet from North Bermhold. On his way back from a very successful trade he was attacked by the raiders, and left for dead. While he is still alive, he is badly injured and waiting for his sister to send someone to rescue him. Evelia has begged the Lion Sentries to look for her brother, but after a few attempts they gave up. She is frequently seen wandering by the equipment shops that cater to warriors and mercenaries. When the PCs first meet her read or paraphrase the following:

A strikingly attractive woman smiles at you across the way and catches your eye. She says with pleading glances "I was wondering if you would be kind enough to help me. I sent my young brother to North Bermhold to pick up some velvet for my shop in the Central Arch [the inner city]. It has been five days and he hasn't returned, I miss him, and I worry about his safety. Please I'm willing to pay you to find him and bring him back unharmed, I also wouldn't mind getting my velvet back, but my brother is most important to me."

She will do everything but beg the party to find her brother. Her brother is hiding in a cave that

is not far from the road. If the party looks for the young man, they will find the cart from the adventure hook *wandering adventurers*. From there they can find the tracks that lead from the road with a perception or nature check of DC 17. Once the tracks have been found they can be followed to the cave. On the way to the cave the party will surprise some kobolds that look like they are looking for something or someone. They will occasionally shout out something in common like "Come here young one we want to taste your flesssh." or "Where hassss the young one gone."



Kobold Search

Encounter Level 1 (100xp)

The kobolds are in search of the younger brother of Evelia Willent. They are completely surprised by the party.

Setup

The kobolds will be disorganized and the party will get a surprise round. If any kobolds are still standing after the surprise round, they will move away from the nearest character and then throw their javelins. They will use shifty to get away from pursuing characters.

4 Kobold Minions

When rescued the boy who is scared out of his wits will accompany the party back to Evelia who will gladly give the party the reward.

Elder Ian is on the Elder Council and is trusted by the other Elders. He is an older man, but in his

youth he was an adventurer. His plan is to own Los Arch. He plots to get rid of the Elders altogether and rule Los Arch as a king. To this end he has already bought up all but a few shops and parcels of land. By the time the PCs are approached about finding him, he is down to just two properties.

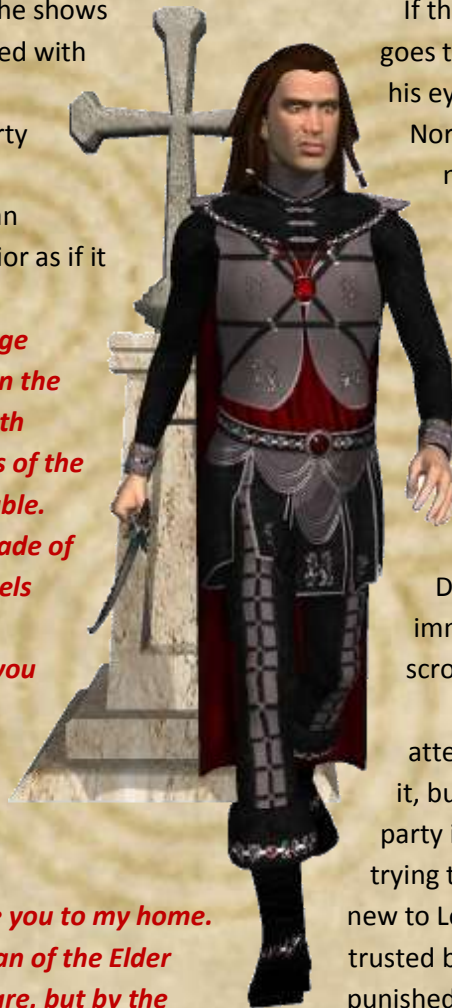
He sees the party as an opportunity to get rid of one of the council members. He will have them sent for. When they arrive he shows them into a meeting chamber filled with lavish comforts and exotic decorations. He then tells the party of his “woes” about suspecting Jermigian Gravel Razor of being an imposter citing his normal behavior as if it were abnormal.

You are shown into a large room with a polished oak table in the center with the walls covered with expensive and detailed paintings of the man sitting at the head of the table. Everything seems to either be made of gold or to be encrusted with jewels and precious stones.

The man stands up and you see he is wearing expensive silk clothes and he has many gold and silver rings on his fingers. He radiates confidence as he addresses you.

“I would like to welcome you to my home. As you may already know I am Ian of the Elder council. I do not know who you are, but by the look you seem to be exactly what I need. I suspect Jermigian Gravel Razor another council member of being an imposter. He does not act himself lately. He strokes his beard and gets an evil glint in his eye whenever anyone talks of the profits of the mines in North Bermhold. I wish you to confront him and if he is an imposter I wish you to expose him. I would do this myself, but I’m afraid that I

would be seen as disrupting the council. So I am forbidden to interfere. I will give you an enchanted scroll that will reveal his true nature. If you read it in his presence he will be exposed. I know that you cannot be expected to do this for free, but I can only promise that I will be very appreciative in the future.” He sits back and looks at you contemplatively.



If the party accepts the scroll, and goes to Jermigian, he will have a glint in his eye when talking of the mines in North Bermhold, however this is his normal behavior, and anyone that knows him will readily agree. The scroll is a ritual scroll that will put an illusion on the dwarf to make him look like a goblin. It can be read by anyone. It is specifically targeted to work on Jermigian.

If a character reads the scroll, and succeeds on a DC 21 arcana check they will immediately recognize what the scroll does.

If it is brought to Jermigian’s attention he will confront Ian about it, but Ian will say he never saw the party in his life, and that they must be trying to set him up. Since the party is new to Los Arch and Ian is generally trusted by the Elder council, he will not be punished. The PCs can talk their way out of it without too much problem, but they will be distrusted by the Lion Sentries throughout their stay in Los Arch. During Ian’s trial, they will get a -2 to any diplomacy checks due to the distrust.

If they succeed Jermigian is locked up by his own guard, and cannot participate in Ian’s trial. If this happens the party will lose a valuable ally.



Jermigian Gravel Razor is a very stout Dwarf that is middle aged. He lives comfortably enough, but always reminisces about his time as the Dwarf that founded the North Bermhold mines. It was he that dug out the first shaft and found the iron ore that is rare for this area. Whenever he talks about this he gets a gleam in his eye and strokes his beard. Though he personally dislikes Elder Ian, he doesn't care enough to do anything about it. He mostly goes with whatever the other council members want. If he is present at Ian's trial he will attempt to help the party to convict him of the crimes.

Verin Shimmer Stream is an elf that has risen through the ranks of the Lion Sentries. She became



an Elder because she had a passion for helping people. She is always ready to believe that someone is good and kind. She thinks everyone deserves to be happy. She is willing to defend anyone if she thinks they are not guilty. Ian has her completely fooled. They have had an off and on flirtatious relationship for several years. Ian uses her to help convince other council members to vote his way. Verin will try to defend Ian at the trial. She will completely refuse to believe that he is guilty.

L1. Rumors

Rumors have been spreading of the lost traders. Any character that makes a streetwise check overhears one of the following:

DC 10

1. *"...heard that the traders won't even come down this way. They say the traders are bein' attacked by some kind of yappin' demon"*
2. *"I saw something glimmering down at the bottom of the well. It's said the well never went dry so no one has been down there since the fall of Tsorath."*

3. *"Some of those Elders don't seem to remember what it was like during the old days. All they want is to tax us and make trade deals to line their own pockets with gold."*

DC 15

1. *"... Was travelin' through the ol' wood when they were attacked by short fiendish things, all howlin' and yappin' like dogs."*
2. *"At night I hear strange noises coming from Elder Ian's house on the way home from the tavern."*
3. *"There used to be a house right next to mine, but they tried to build onto it and the entire thing fell through into one of those old tunnels*

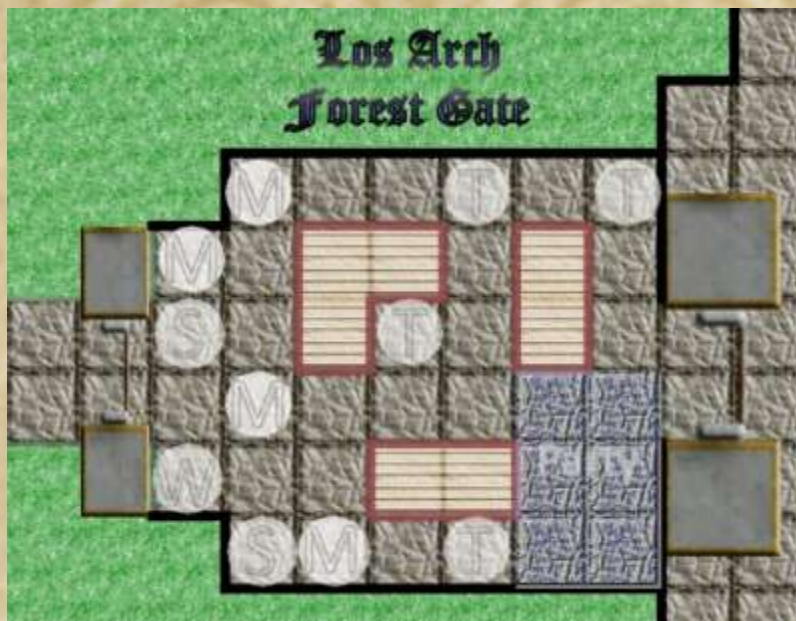
that run through these parts. The Elders had it covered over so as not to scare too many people.”

DC 20

- 1. “... Treasure ... ruins of Tsorath ... sewer ... overrun with monsters ...”*
- 2. “... Are monsters that roam the night that are the remains of powerful wizards. Care should be taken if...”*
- 3. “No one knows what really happened but on a hunting trip when Elder Ian was younger his guest who had been arguing with him over a plot of land a week before ended up dying of arrow wounds.”*

merchant sitting in the front of the wagon clutches an arrow jutting from his shoulder. He seems to be yelling at the guard to let them in.

The merchant was attacked by the “demons”. He knows little except that they were short and scaly green demons with horns. They ambushed from a copse of trees and proceeded to riddle the group with arrows before closing and stealing most of the merchants goods while the rest fought off the escorts. The merchant is from North Bermhold, and he was bringing forged weapons to sell in the market.



L2. Last Trader of the Season

The gates open creakily and shouting and arguing can be heard near the gates.

If the party goes to check it out they find that several wagons are being stopped from entering the city at the western gate

As you approach the gate a broken wagon comes into view. One corner is still smoldering and charred, and several coarse arrows are sticking out of it. A few wounded mercenaries with swords drawn are reining in their injured horses. A

L3. First Raid

Encounter Level 1 (400 XP)

As you go about your business you have a weird feeling and then a scream pierces the air. The guards at the gate have been felled by arrows. Horrible yellow and green tinged scaly short impish looking humanoids burst in through the gate. The townsfolk standing around are frozen in fear.

Setup

The kobolds race to surround anyone that looks like they are a threat. If they cannot reach anyone that is a threat they will attack the townspeople.

The townspeople will try to flee to whichever gate is closest; however, the east gate is closed and locked.

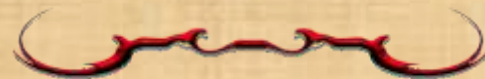
4 Kobold Minions (M)

2 Kobold Skirmishers (S)

1 Kobold Warriors (W)

4 Townsfolk (T)

Townsfolk	Level 1 Minion	
Medium natural humanoid	XP 0	
Initiative -1	Senses Perception -1	
HP 1; (See minion in the Monster Manual)		
AC 12, Fortitude 10, Reflex 9, Will 10		
Speed 3		
Unarmed Strike (standard; at-will) Melee -1 vs. AC; 2 damage Effect: Provokes an opportunity attack from target.		
Alignment Unaligned	Languages Common	
Str 8 (-1)	Dex 9 (-1)	Wis 10 (+0)
Con 10 (+0)	Int 9 (-1)	Cha 10 (-1)
Equipment cloth armor		



Quest: Save the Townsfolk

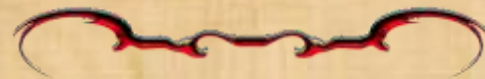
The townsfolk of the Forest Gate don't know how to react to this kind of attack. Save as many as you can and the patrons of Los Arch will look favorably upon you.

Level: 1

Start: The quest begins when the combat starts. The players can rescue the townsfolk in whatever manner they want.

Goal: To succeed on this quest the PCs must save at least one of the townsfolk from being killed by the raiders. The raiders will attempt to hit any PC first, if there are not any PCs within range, they will approach a PC, and if they can't do that they will attack the nearest townsfolk.

Outcome: If the party saves one or more of the townsfolk they get a +2 to diplomacy checks with the Elders and anyone that knows of the deed in Los Arch. For each townsfolk that is left standing at the end of the battle the party shares 100xp.



L4. Approached by the Guard Captain

A powerfully built woman wearing tattered chain mail with short braided black hair approaches and says "You look capable enough. My name is Shelia Coppice and I am lieutenant of the Lion Sentries. My job is to guard the Forest Gate. I can't spare any of the defenders to seek out the heart of this raider problem. This is the fourth time this week they have raided the Forest Gate, and by my dead mother they will not do it again. I'll present you a sacred treasure handed down by my family for generations if you can get rid of them."

Shelia Coppice won't overlook minor crimes in the hopes the party will help, though she might be

bargained with to throw in a few gold with the “sacred treasure”.

Increase Shelia's Reward **Level 1**
Skill Challenge XP 200

In order to increase your reward you must convince Shelia to part with extra gold for stopping the raids.

Complexity 2 (6 successes before 4 failures)

Primary Skills Diplomacy, Bluff, Intimidate

Secondary Skills Streetwise, Perception

Victory Shelia reluctantly agrees to part with gold pieces in the amount of the successes - the failures * 25.

Defeat Shelia gets mad and storms off. She begins to tell the guards under her command to watch the outsiders carefully. Any attempt to use streetwise or thievery while within the Forest Gate by the party has a -2 until the end of the adventure. Several guards shadow the party.

Diplomacy DC 14 (1 success, no maximum). Shelia, while having a hard exterior, really likes it when people defer to her expertise and tactics. The PC asks for advice on how she would go about stopping the raiders. This check can be assisted.

Bluff DC 16 (1 success, no maximum). The PC deceives Shelia into thinking they are more competent than they appear, this might be by exaggerating past exploits, or by making some up. This check can be assisted.

Intimidate DC 12 (1 success, no maximum). While Shelia herself is not personally intimidated by anyone, the more intimidating the PC looks the more she is willing to pay. The pc appears menacing or threatening. This check can be assisted.

Streetwise DC 20 (0 successes, grants bonus). The PC has overheard or knows of a rumor that Shelia comes from a poor background, and knows that she despises the poor. The PC mentions how something about how they dislike the poor people of Los Arch. On a success the PC gains a +5 to

their next Diplomacy or Bluff check. This skill can only be attempted once by each character.

Perception DC 25 (0 successes, grants bonus, 1 maximum). By carefully observing her reaction to what is being said the PC can better gauge what Shelia likes and dislikes. On a success this grants the PC a +2 to all further checks during the skill challenge. This skill can only be attempted once by each character, and only after the first round of checks.

Old Wood

The old wood is known to be a spooky place. Not always but sometimes people go missing in the forest. It covers most of what used to be the Eladrin city of Tsorath. What little hasn't been overgrown and destroyed by time is hidden by layers of forest growth. The forest itself seems to be trying to cover up the mistakes of the Eladrin.

A history check made against DC 16 will reveal the history information in the background section about the forest and the Eladrin city. Since the Old Wood is not often traveled by anything but animals and kobolds, the forest floor is littered with broken branches, rocks, mud, and dead leaves. Stealth checks get a -2 while within the wood, and unless a character is on a trail or in a clearing it is considered to be difficult terrain.



O1. Ambush

Encounter Level 1 (380)

The trees allow a soft light to penetrate to the leafy forest floor. Small tufts of grass still wet with dew stick out of the endless brown and gold leaves that carpet the ground. As you are taking in the natural beauty arrows seem to fly out of nowhere.

Setup

There are a few small trees here. The road ends and the forest begin. The leafy ground is considered difficult terrain. The archers get a free volley of arrows off before the characters are aware. The Kobolds begin the battle hidden from the party. The closest ones shoot one arrow at each member.

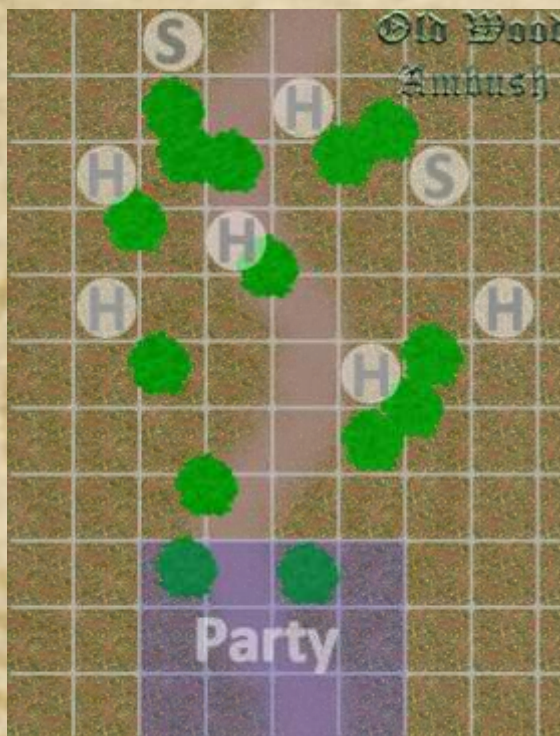
2 Kobold Slingers (S)

6 Kobold Shooters (H)

Kobold Shooter		Level 1 Minion
Small natural humanoid		XP 30
Initiative +4	Senses Perception +1; darkvision	
HP 1; (See minion in the <i>Monster Manual</i>)		
AC 15, Fortitude 11, Reflex 14, Will 11		
Speed 6		
Short Sword (standard; at-will) Weapon +4 vs. AC; 4 damage		
Short Bow (standard; at-will) Weapon Ranged 10/20; +6 vs. AC; 4 damage.		
Shifty (See Kobold Minion in the <i>Monster Manual</i>)		
Trap Sense (See Kobold Minion in the <i>Monster Manual</i>)		
Alignment Evil	Languages Common, Draconic	
Skills Stealth +5, Thievery +5		
Str 8 (-1)	Dex 18 (+4)	Wis 12 (+1)
Con 10 (+0)	Int 9 (-1)	Cha 10 (-1)
Equipment hide armor, short sword, shortbow, 10 arrows		

Kobold Shooter Tactics

Kobold shooters will use their shifty power to move away from melee combatants to allow them to attack with their bows.



O2. Tsorath Ruins

A forest glade opens before you. Lofty trees halo the outside of this dell. The ground is made up of rises swathed in verdant moss and leafy vines. A strange silence blankets the woodland.

Each character should make an insight check against DC 15. If successful they notice that the hills are too symmetrical to be natural.

If they examine the area more carefully a DC 10 perception check reveals that moss, grass, and vines have grown over the ruins of an ancient crumbled building.

If they make DC 15 or higher on their perception check they find an old wooden door seated in the ground in a corner where two walls meet. If the party is unable to find the entrance one of them while searching or walking around falls

through the old door. They take no damage, but start the next encounter prone.

Tsorath Ruins



The ruins of ancient Tsorath were once a large and bustling city. It had great spiral towers and large castles. The city itself spanned the entire forest including Los Arch. Here and there dotting the landscape are the ruined buildings and castles of the primeval town.

A history check may reveal some information about the ancient city.



Knowledge

DC 15 – The ancient city fell to an enemy about 300 years ago.

DC 20 – The enemy is thought to be the many goblin hoards that lived around the city during the goblin wars.

DC 25 – The city was taken so fast no one had time to leave. In the ruins of the city there is still the treasure of knights, nobles, and even the king himself.



T1. Entryway

Encounter Level 1 (400 XP)

There is a repetitive hollow clacking sound below in the darkness.

Setup

There are three skeletons below. They are the former guards to this place. They attack intruders on sight.

2 Skeletons (S)

1 Skeletal Archer (A)

Kobold Skeletal Archer Level 2 Artillery		
Small natural animate (undead)		XP 125
Initiative +5	Senses Perception +3; darkvision	
HP 31; Bloodied 15		
AC 14, Fortitude 16, Reflex 17, Will 16		
Speed 6		
Shortbow (standard; at-will) Weapon		
Ranged 15/30; +9 vs. AC; 1d8 + 3 damage.		
Rock with the blow (reaction; at-will)		
Trigger: The skeletal archer takes damage from a melee attack.		
Effect: The skeletal archer can choose to be pushed by the attack a number of squares equal to the strength bonus of the attacker.		
Alignment Unaligned		Languages –
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)
Equipment leather armor, longbow, 10 arrows		

T2. Hallway

Encounter Level 2 (675xp)

The walls are slimy with moss, and algae run down from cracks in the ceiling.

Setup

Kobolds lie in wait here for intruders. They wait for the party to get into the center of the hall before rushing from the doorways to attack.

4 Kobold minions (M)

2 Kobold Slingers (L)

2 Kobold Skirmishers (K)

Treasure: Flame burst Shortbow +1

T3. Ancient Treasure

As you enter this room the door slams closed behind you and water begins to pour out of four carved lions heads one in the center of each wall.

Flooding Room

Level 3 Elite

Trap

XP 500

Water begins to pour from holes in the walls. As it slowly rises you realize it would be a good idea to find a way out.

Trap: Water fills the room over the course of 10 rounds. Once it is full a character drowns as per the rules in the *Player's Handbook*.

Perception

- ◆ DC 20: The character notices the lion heads on the walls, and the green paths water has made flowing down them.
- ◆ DC 25: The character notices knobs on the lion's heads, and water lines on the walls. **Additional Skill:** History
- ◆ DC 15 The character knows that the symbols around the knob are the ancient

symbols for north, south, east, and west.

Trigger

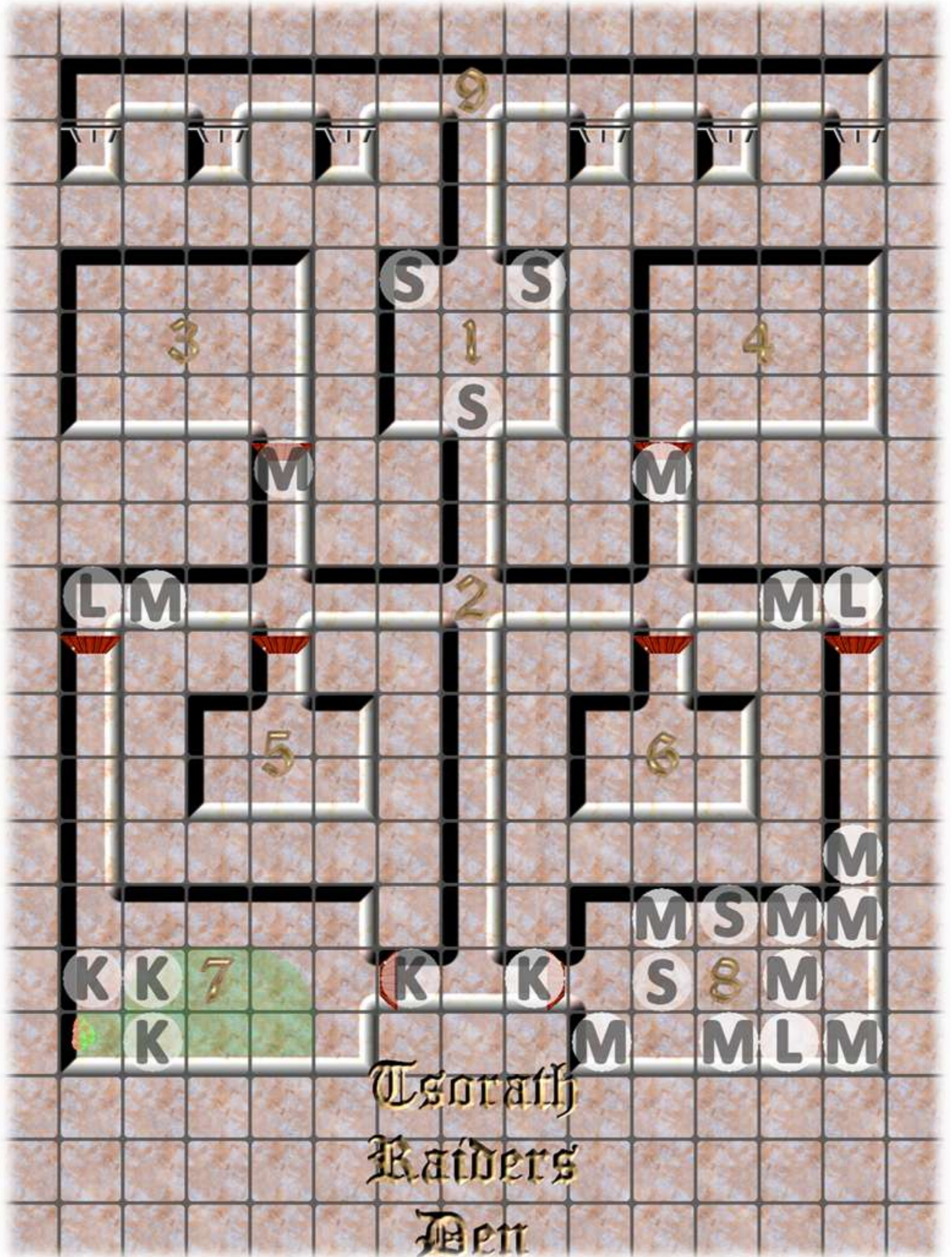
When at least one character enters the room and steps on the center tile the door locks and the lion's heads begin to fill the room with water.

Countermeasures

- ◆ Turning the symbols to the proper directions north for the north wall, south for the south wall, and so on will stop the water from coming out of that lion head. If all four are turned to the proper direction, the water drains out.

Once all of the knobs are in the right positions the water drains, the door opens, and the floor rises in the center of the room revealing a chest.

Treasure: 200gp, symbol of battle +1, gloves of piercing



Tsorath
Raiders
Den

T4. Crumbling Wall

The east wall of this room has fallen downward. Rubble has tumbled down forming a pile of rocks and debris over what seems to be a large chest.

Dig Out the Chest

Level 2

Skill Challenge

XP 650

Dig out the chest to open it and collect the treasure inside, but be careful if you remove the wrong stones it will cave in the wall and make it impossible to dig it out.

Complexity 1 (4 successes before 2 failures)

Primary Skills Athletics, Endurance

Secondary Skills Dungeoneering, Insight

Victory You removed the correct stones first, and were able to uncover the chest, you open the lid a crack, and reach in to pull out a potion of healing, a bag with 130gp, and a suit of bloodcut leather +1.

Defeat You remove the wrong stone, and the wall begins to collapse you throw yourself out of the way as stones and debris pelts you. Each character that participated loses 2 healing surges.

Diplomacy DC 14 (1 success, no maximum).

Athletics DC 15 (1 success, no maximum). You try to push the rocks out of the way by brute strength and physical exertions.

Endurance DC 15 (1 success, no maximum). You continually push and move rocks out of the way in order to get to the larger rocks.

Dungeoneering DC 20 (0 successes, 1 maximum) You use your knowledge of how dungeon walls are built to know which stones to move out of the way. This can be rolled one time. On a success all subsequent athletics and endurance checks are granted a +2.

Insight DC 25 (0 successes, 1 per character maximum). By a leap of intuition you realize which stones to move. If successful your next Athletics or Endurance check is granted a +5 bonus.

T5. Sealed Evil

This door has a strange symbol on it. A hand held up with all of the fingers extended. There is a weeping cut in the middles of the hand. It seems as though wax has been melted where the door meets the wall. Written in red below the hand is the following riddle:

*When breath is gone,
The heart has stopped,
The eyes are glass,
The lips are blue,
What has passed?*

This door is sealed with an arcane lock ritual. The password to open it is "life" or any reasonable variant. A DC 23 Strength or Thievery check also opens the door.

Inside a creature stirs from its 300 year imprisonment. Not caring what let it out it rushes madly past. The party gets a glimpse of what it is:

A skull that seems to exude a transparent green flame with emeralds for eyes and archaic symbols chiseled into it flies past as you open the door. It cries "Free at last. I am free at last." What have you unleashed?

An ancient sorcerer that once lived in this ruin found an ancient book that he thought would extend his life. After performing the expensive and extended ritual he found instead that his body burst into flame and burned to ash while his skull continued to float in the air. It burst into a green flame. Since he created himself he is free willed though he lost much of his mystical power. He went on to terrorize the new inhabitants of the ruin until they forced him into this room and arcane locked it. Since the door is fireproof there was not much that the flame skull could do except wait. He leaves the ruins and begins to terrorize the village above. Inside the room is a pile of ash in the shape of a body. There is also a charred book that is written in an obscure language. If the ash is searched there is treasure.

Treasure: gem (100gp), and 20gp.

T6. False Floor pit Trap

Encounter Level (100 XP)

Something sparkles across the room on the floor. It is small enough that you can't tell what it is from the doorway.

Setup

This room is trapped with a False Floor Pit trap (see the Dungeon Master's Guide) that covers the square in front of the door. On the other side of the trap on the floor is a gem.

Treasure: gem (100gp), 200sp, and 100xp.

T7. Slime Fight

Encounter Level 1 (143 XP)

The floors of this room are covered in a thin blue slime. The walls are wet with moisture and several broken tables and chairs litter the floor. In the southwest corner a group of rounded slime covered eggs begins to stir. Then a cracking sound can be heard. The eggs burst and small insect like creatures scurry at you. They have hard layered shells and their feet end in sharp points.

Setup

The floor is covered in slime.

3 Kruthik Hatchlings (K)

Among the egg shells and slime there is some treasure.

Slime Covered Floor	Level 1 Obstacle
Hazard	Xp 50

A layer of translucent green slime covers the floor making it slick.

Perception

No check needed the slime is plainly visible

Additional Skill: Insight

◆ DC 15: The character realizes where the slime is thinnest. This grants a +2 to acrobatics checks used to avoid falling prone.

Trigger

The hazard attacks when a character enters a square filled with slime.

Attack

Opportunity Action

Melee

Target: Creature in the slime

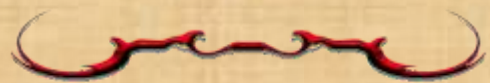
Attack: +4 vs. Reflex

Hit: the target creature falls prone and must succeed on a DC 10 acrobatics check to stand up.

Countermeasures

- ◆ With a DC 8 Acrobatics check a character can remain still and avoid being attacked by the hazard, they may use standard and minor actions normally.
- ◆ With a DC 12 Acrobatics check a character can move at half speed and avoid attacks from the hazard.
- ◆ With a DC 15 Acrobatics check a character can move at normal speed and avoid attacks from the hazard.

Treasure: healing potion, 10gp, and a skull key (opens room 8).



Gergelic Wyrmpriest,

While I may not be as profitable as a dragon, I also don't require sacrifices. The only thing I require is that you steal from travelers between North Bermhold and South Bermhold which shouldn't be too hard. I will not tolerate any more complaints; I also will not pay you a single silver piece more for your services as you have already disrupted trade well enough.

Your benefactor,
Blood Flame

My Dear Wyrmpriest,

I see that your last raid of the Forest Gate was repelled by some adventurers. I suggest you prepare for them, as they will surely be asked by that twit Shelia to investigate.

Your benefactor,
Blood Flame



T8. Locked Raider Boss

Encounter Level (550 XP)

Once the door to this room is open you see several kobolds lounging around a large padded chair. They are examining coins which they have recently raided from the Los Arch village. An imposing Kobold seated in the chair sees you and cries "Get them!"

Setup

This is the climactic fight between the raiders and the players. The goblin and kobold minions swarm through both doors attempting to trap the party between them. The leader is willing to stand back and watch, occasionally attacking or shouting orders to his minions. When more than half of his minions are down, he runs for his life through the back door.

- 8 Kobold Minions (M)
- 2 Kobold Skirmishers (S)
- 1 Kobold Wyrmpriest (L)

Treasure: 30gp, 100 sp, several large rolls of velvet (25 lbs.), and some letters from Elder Ian.

Return to Los Arch



R1. Flaming Skull Rampage

Encounter Level 1 (350)

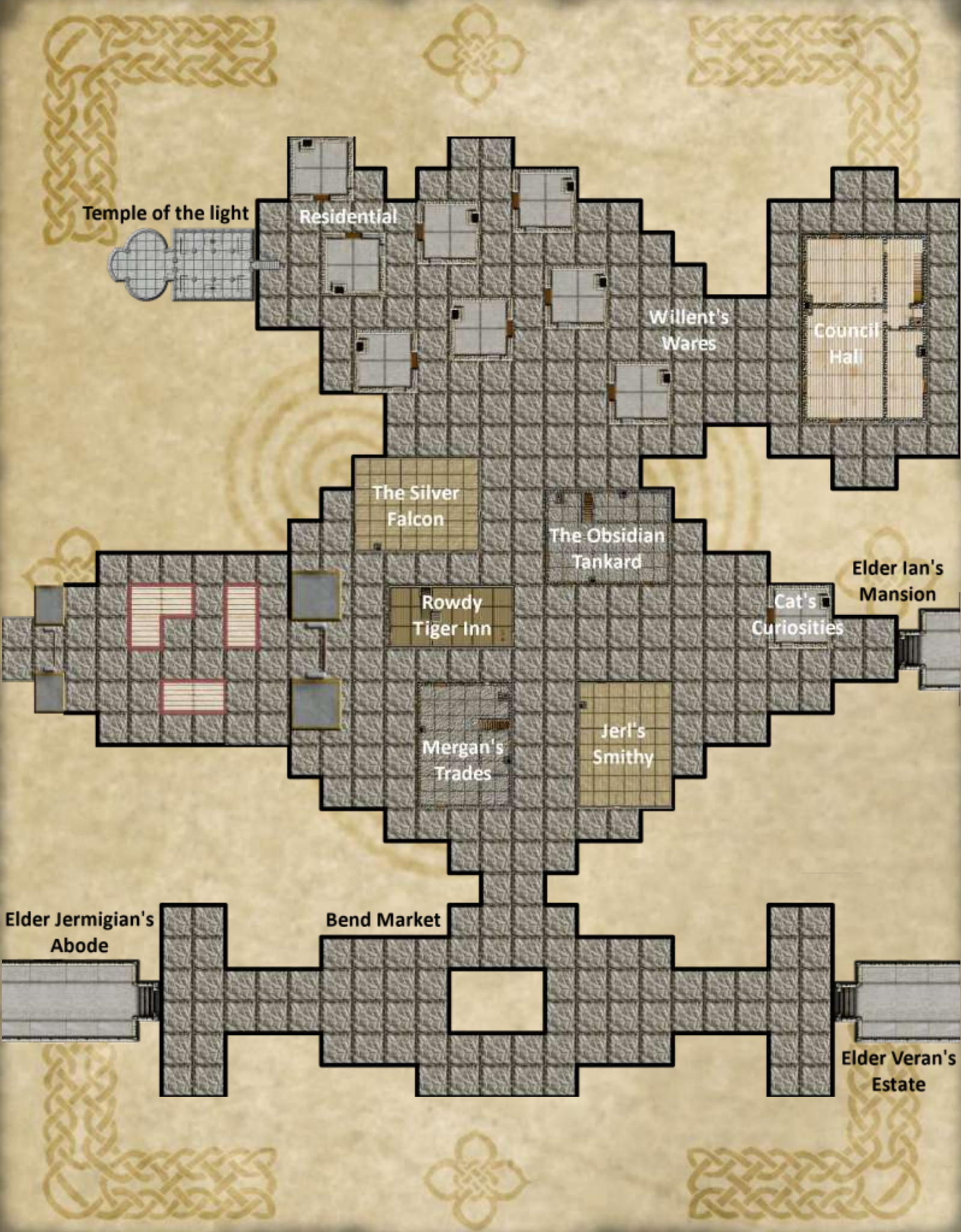
Upon returning to Los Arch the party finds the skull chasing people around. Several buildings are on fire and the guards are nowhere to be seen.

Several buildings are full of green flames. The sound of windows being smashed out can be heard in the distance. A village resident runs around the side of a building into your sight. They see you and shout "Run, it'll get you if you don't". They run past just as a beam of flame shoots out from the side of the building and catches them square in the back. They crash to the ground a smoldering heap. A floating rune carved skull rounds the corner wreathed in clear jade flames. You hear it cackle madly as it chases the villager.

1 Flameskull

When the skull is defeated or flees Elder Verin comes out of the Inner Arch through the east gate and offers the party a reward for stopping the carnage. She also gives them a notice that allows them free passage into the Inner Arch.

Treasure: 200gp and notice of passage.



Temple of the light

Residential

Willent's Wares

Council Hall

The Silver Falcon

The Obsidian Tankard

Elder Ian's Mansion

Cat's Curiosities

Rowdy Tiger Inn

Jerl's Smithy

Mergan's Trades

Bend Market

Elder Jermigian's Abode

Elder Veran's Estate

Inner Arch

The Inner Arch is the main part of the city where the wealthy merchants relax and enjoy their stay in Los Arch. There are several expensive inns and taverns, a few weapon smiths and armories, a curiosity shop, the council building and the main living quarters for the wealthier residents of Los Arch.

Key Locations

The inner arch is home to many residents, they have become wealthier because of the trade routes. Due to this inhabitants of the Inner Arch are above average in appearance, knowledge, and wealth. The party gets a -2 when attempting to bluff or intimidate anyone that lives or does business in the Inner Arch.

Bend Market

The open air of this market is filled with the smells of exotic foods, raw fish, raw meat, spices, and many other unidentified smells.

Pavilions are jammed together filling every available space except for the roadway. Oddly enough there doesn't seem to be many people walking the street.

This market is usually a rich mix of the culture of the area. Due to the traders and travelers from north and south Bermhold, the prices in this market are +5%. Since the traders have stopped traveling here many of the market stalls are closed others have run out of merchandise to sell. There is a 25% chance that any specific item the players want will just not be available in this market.

Cat's Curiosities

Catrina Keleria resides here in her shop. She rarely leaves. She is an old Tiefling. Back in her youth it was considered a bad thing to be a Tiefling so she spent her life covering up who she was.

Since she has started this shop many strangers travel here in search of the magic she collects and because of this she has relaxed her guard. If the party treats her cordially they can buy any of her wares at normal price, but if they try to haggle they end up annoying her and she charges them +10%. Due to the loss of trade her stock (other than trinkets that would be of no use to the party) includes 3 Healing Potions, Magic Cloth +1, Holy Symbol of Battle +1, Wand of (vampiric Embrace) +1, Shield of Protection (heroic tier), Safewing Amulet +1, and Everlasting provisions.

Council Hall

The council hall is guarded. It is where the records of past decisions, and proposals for future council meetings are stored. Each entrance has two level 1 fighters (Lion Sentries). They will not let the party in unless they have an appointment or they convince the Lion Sentries to let them talk to one of the council members. At least one of the Lion Sentries will accompany the party regardless of their reasons for being in the council hall.

Elder Ian's Mansion

The mansion of Elder Ian is a large imposing building ringed by tall iron barred fences. Vines and plants grow up the bars hiding whatever is inside. A large gate with what was probably two angles pouring water out of vases onto a large tree now rusted look like a couple of Erinyes pouring blood onto a fire.

Ian's mansion is well guarded. Inside the gate there are two human guards (see *Monster Manual*). Once the party enters the gate the sky seems to cloud over and the outer courtyard is filled with gloom. Elder Ian likes to keep private. He does all of his dealings here. Unless he invited the party to visit him, he turns them away.

Elder Jermigian's Abode

Two tall stone pillars rise up out of the rough ground. Large reliefs of dwarven kings and heroes

line the walls behind the pillars. A rounded stone door with dwarven script stoops in the center of the wall.

Elder Jermigian lives in a grand stone building that is carved to resemble the entrance of the North Bermhold mines that he founded. Long ago he was injured and sent to Los Arch as the representative. He liked it so much he lived there ever since. The only thing he misses from North Bermhold is the mine he founded. He is an old dwarf and enjoys guests as long as they are cordial. If they act up he will call for the Lion Sentries. The Lion Sentries will come running, because while he is an old dwarf and set in his ways, he is kind to them, and helps them out whenever he can.

Elder Verin's Estate

The open gate leads to a large garden. Slim trees that seem impossibly tall rise indiscriminately from the ground. Birds and small animals flit here and there. Lush plants filled with colorful flowers line the walls. A light elven voice can be heard singing near a large house that seems at first glance to be molded of trees. At second glance it seems that wood has been carved to look like the edge of a dense forest.

Verin lives here and she practices her singing during most of her free time. She loves spending time tending her massive garden. Her house is simple. It was designed to fit in with the gardens décor. She also enjoys visitors especially those that can enjoy her singing or garden. During any conversation with the party she brings up Ian and how kind he is. She will not listen to any negative talk about Ian. If the party talks about Ian in a negative manner, she will ask them to leave.

Jerl's Smithy

A large building surrounded by fire pits, anvils, and apprentices hammering away loudly at chunks of formless metal stands in front of you. A

burly yellow and gold Dragonborn can be seen directing the apprentices.

Jerl is a master smith. He can create anything that is made of metal. Some of the heavier armors will take a day or two to forge, but other than that he can have anything else out in a few hours. If the party shows honorable intentions the Dragonborn will reduce the price of anything they buy by 5%.

Mergan's Trades

Upon entering the lofty building you see from floor to ceiling shelves full of rope, picks, shovels, lanterns, candles, and many other mundane implements. A greedy looking dwarf rubs his hands together and says "Ah more customers, please come this way." He motions you over to a large shelf full of adventuring gear.

Mergan is a wily trader. If the party tries to haggle him down on price for anything he will haggle back using his +14 insight, +12 diplomacy, and + 10 bluff. The party can assist, but it is unlikely that they will come out ahead. If the party wins the price is reduced by a percent equal to the difference between the two checks. If Mergan wins it is increased by that percent. Regardless of the outcome he counts his coins with a greedy smile. The party gets the feeling that they were swindled.

The Obsidian Tankard

As you approach this building the sounds of gruff mirth can be heard emanating from within. As you enter a layer of smoke covers your face for a moment and you cough. When the smoke clears the building is silent. Everyone stares at you. Some have their hands on their weapons, others look ready to bolt. Then one says "Hey isn't that the group that ran off those demons? Drinks are on me!" He claps you on the back and leads you to his table.

This tavern is for serious drinkers only. They don't serve food, they don't have music, but they

have the finest selection of fermented beverages this side of North Bermhold. All of the mugs are made of obsidian. Some say this enhances the flavor, others say it causes will damage. This tavern is noisy and loud. Many of the lower citizens can be found here. It is literally a rumor mill. Each hour the party stays here there is a chance to overhear a rumor.

Rowdy Tiger Inn

This inn has gold filigree trimming the ceiling. Expansive landscape portraits hang on the walls. A smiling well dressed page stands ready to take your coats and show you to your rooms. An elaborate staircase leads upward to the higher levels.

This is the most expensive inn in the entire town. It costs 5 gold to stay here per night. This inn has room service and can get anything that the players want (within reason). They don't tolerate any kind of rough housing or monster races. The first offense gets the party banned from the inn.

The Silver Falcon

A large metallic falcon is perched in the center of the room. It appears to stare at you wherever you go. You see many armored people drinking here. Apparently this is the favored place of the Lion Sentries.

If the party has offended Shelia word will have gotten back to the other Lions, and a fist fight will break out during the party's time here. Run the following skill challenge in that case:

Tavern Brawl
Skill Challenge

Level 3
XP 725

The party is attacked by drunken Lion Sentries. In order to not get locked up you must fight your way out of the tavern.

Complexity 2 (6 successes before 3 failures)
Primary Skills Acrobatics, Athletics, Insight, and Intimidate

Secondary Skills Endurance, Heal, and Streetwise

Victory *You manage to slip out the door during the brawl, you quickly round a corner and hear an armored group of people leave the tavern. You slip away before they can arrest you. If there was a Lion Sentry assigned to follow the party they no longer follow the party.*

Defeat *They finally beat you down enough that they can tie your hands and gag you. They throw you into a dark cell that smells of mildew and bile. In the morning they bring you before Shelia who tells you "You are free to go...if you pay your fine. You owe 30gp for assaulting a Lion Sentry in the line of duty."* If the PCs pay they are let go, otherwise the party must spend another day in the cell. Regardless the party is now trusted even less and they get a -2 to any diplomacy checks. This stacks with any other modifiers they may have previously achieved in the town.

Acrobatics DC 17 (1 success, no maximum). *You weave and dodge out of the way of punches and blows. They are barely able to hit you.*

If the character has any at-will powers that are dexterity based they gain a +2 to all acrobatics checks. If they have an encounter power that is dexterity based they can gain a +5 to one check if they use it. If they have a daily power that is dexterity based they can gain +7 to one check if they choose to expend it. This can be done after the checks are rolled. If a character fails one of these checks they lose a healing surge

Athletics DC 16 (1 success, no maximum). *You slam your fists and feet into anything that moves. You hear the crunch of bone and see the spray of blood. Cries of pain reach your ears from all sides.*

If the character has a strength based power they gain a +2 to all athletics checks. If they have a strength based encounter power they can expend it to gain a +5 to one check. If they have a strength based daily power

they can expend it to gain a +7 to one check. This can be done after the checks are rolled. If a character fails one of these checks they lose a healing surge

Insight DC 18 (1 success, no maximum). *Uncannily you seem to know exactly where strikes are coming from, you know exactly when to dodge and when to punch.* If the character has an at-will wisdom based power they gain a +2 to all insight checks. If the character has an encounter power based on wisdom and they expend it they can add +5 to a single check. If they have a daily wisdom based power and expend it, they can gain +7 to one check. This can be done after the checks are rolled. If a character fails one of these checks they lose a healing surge

Intimidate DC 20 (1 success, 2 maximum per character) *Growling and roaring you smash as many tables and chairs as you do Lion Sentries. They get the message and try to avoid you.* If the character has an at-will charisma based power they gain a +2 to all intimidate checks. If the character has an encounter power based on charisma and they expend it they can add +5 to a single check. If they have a daily charisma based power and expend it, they can gain +7 to one check. This can be done after the checks are rolled.

Endurance DC 25 (0 successes, 1 per character maximum). *Taking blows left and right you continue to move forward not fazed by the injuries you have sustained.* A successful check will gain a character back one healing surge.

Heal DC 23 (0 successes, no maximum). *You quickly tear off a corner from a tablecloth and tie it around your allies wound.* An ally of your choice restores a healing surge.

Streetwise DC 19 (0 successes, 1 per character maximum). *You understand exactly where to hit city guardspeople, and you also know their tactics.* The character gains a +1 to any one primary check for the rest of the challenge.

Temple of Light

Many altars and priests roam around talking quietly and piously to everyone. You see symbols above each altar of many different priesthoods.

This is a large temple that has been sectioned up so that everyone can pay tribute to whatever religion they want. Los Arch is not a very religious village. The main draw to Los Arch is the mining and trading.

Basic services for players can be had here. Prices are especially high because many people have been attacked lately.

Willent's Wares

A smallish building, Willent's Wares caters to the adventurer. The few shelves and tables have alchemical, arcane, and religious reagents in bottles as well as tents, torches, bedrolls, rope, chains, and chests positioned on them. A short halfling looks up at you and says "Welcome to Willent's Wares, I'm Torren Twidlefingers.", he pauses and sees your questioning look, "No I'm not Willent. He had, let us say, an unfortunate accident with an angry paladin and their mount involving a bag of oats three and a half years ago and had to retire as a result. Well anyway none of that is important. Can I help you find anything? We have lower prices than Mergan's Trades."

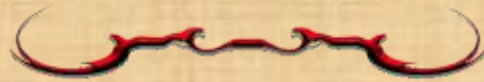
Willent's Wares has also been suffering since the trade has gone down. There is a 12% chance that he doesn't have what the party is looking for, but the prices are 5% cheaper and he can be bargained down to 10% by making a bluff, diplomacy, or intimidate check at DC 20. He sells exclusively adventurer gear.

11. Approached by a Stranger

A stranger with his cowl pulled low over his head approaches. One hand holds his hooded cloak closed, while the other hand gestures for you to follow him into a murky alley. His fleece lined buckskin boots, and silk brocaded pants tell you this individual has affluence.

Solian Brilliant Edge approaches the party because he lives in Los Arch and up until recently his profits were extremely good, he is a merchant that trades with North and South Bermhold, lately though they have been falling rapidly. He investigated and found rumors and evidence that pointed at Elder Ian's buying up of all of the property in the town. Since he lives here he doesn't want to risk future profitability because his reputation was ruined. So he decides to tell the party about it. He explains that Elder Ian owns all but a few of the buildings in Los Arch. He also owns the surrounding farms and countryside. He explains that he thinks Ian is setting himself up to become king. He also relates the "hunting accident" Ian had with the merchant, which shows while he appears to be a nice person, in reality he is a power hungry ruler. He also hints that maybe he was involved

with the raiders.



Quest: Find out if Elder Ian is guilty

Is Elder Ian guilty of buying up the land to become king? Is he behind the frequent raids? You must find out.

Level: 3

Start: The quest begins when Solian tells the party about Ian's supposed guilt.

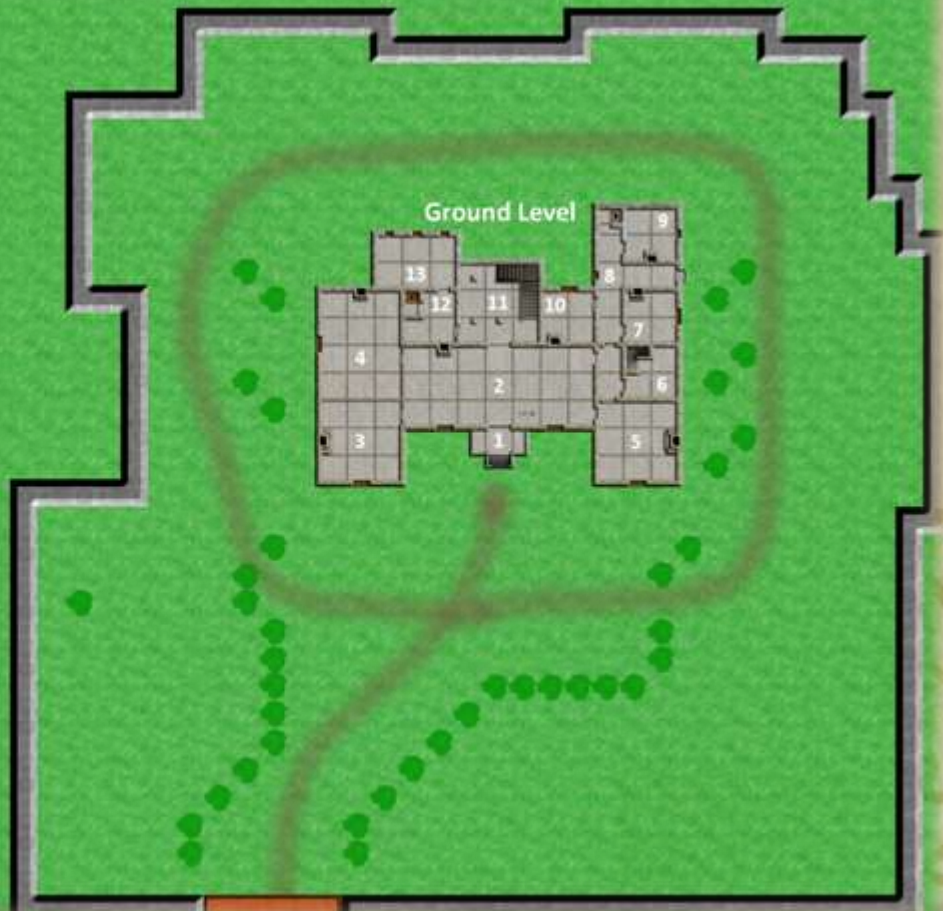
Goal: Find evidence that will prove Ian's guilt or innocence.

Outcome: If the party is able to get evidence and show it to the other members of the council, they will have completed the quest. The Elders will hold a trial against Ian. The party will receive 600 XP.



12. Elder Ian's Mansion

Elder Ian's mansion is a large building that



Elder Ian's
Mansion

was designed to be difficult to get into and out of. Ian love's his privacy, and he doesn't want anyone to know what is going on. If the party is discovered trying to break in they will be driven out or captured and locked up. After that any chance of getting Ian's diary (evidence) will vanish. The letters can still be gathered and the trial can be started that way. If they don't manage to find the diary or are caught they will not get the bonus to the trial skill challenges.

a. Sneaking past the gate guards

Two burly looking guards stand just inside the gates. They scan the area for a few minutes and then begin to talk about what they are going to do with the gold Ian gives them.

The party can try to sneak past the guards, or they can try to disguise themselves and get in that way. If they use any kind of force the Lion Sentries rush in and overwhelm them with numbers (level 1 human minion see *Monster Manual*).

The guards are level 3 Human Guards (see *Monster Manual*). Being distracted with their conversation their perception checks get a -2.

Elder Ian's Mansion

Elder Ian's mansion is a large house that while not heavily guarded is guarded like any house. If the PCs don't convince or evade the various members of Ian's household they will call Ian's guards on the party, which will in turn call the Lions. At this point it is simply a matter of how much resistance the PCs want to give. If they are caught they are thrown into jail and must pay a fine of 200gp or stay in jail for a week.

E1. Foyer

The walls are covered in fancy artwork depicting a young Elder Ian fighting off various threats including goblins, orcs, and even a white dragon. A decorative archway leads to the next room.

There is nothing of real interest in this room; however, the party can see the next room from here. The people in the next room are not paying attention to the foyer as they are not expecting any guests.

E2. Greeting Room

The ceiling raises upward displaying gem encrusted chandeliers. Candles burn brightly lighting up the room. A couple of servants are here cleaning off the walls and various tables and chairs. The few book shelves around the walls have old books in them.

The tables and bookshelves offer enough concealment to allow several party members to use stealth to sneak past. If the party is dressed in fancy clothes and they try to sneak past and are caught, the two servants ask what they are doing. The party at this point can try to bluff the servants into thinking they are guests, other servants, visiting family members, or any other plausible idea. The servants are considered to be distracted as they clean. The DC is 10.

E3. Library

Tall bookshelves line the walls. Most books look old and musty, but here and there a gold leaf spine can be seen. There are several tables with open books on them, as if someone has been researching something.

While Elder Ian was once a warrior in an adventuring band, he has since devoted his life to political intrigue. He collects books about politics and especially about how others succeeded in manipulating other politicians to their ends.

Recently Ian has been taking a greater interest in books that describe the ancient Eladrin city of Tsorath. This is because he believes he can fool some adventurers into finding him some treasure. If the party searches this room and the open books they will find an obscure map that

leads into the heart of the ancient city. This can be used as an adventure hook for a later adventure.

E4. Furniture Storage

Sheets are strewn over shapeless mounds that fill the room. Dust covers everything.

Originally Ian wanted to have a dining hall here, but he began to put unused furniture in here and has since converted it into a storage room. There is nothing of interest in here.

E5. Dining Hall

A long table lined with gold and silver candelabra sits in the center of this room. An elaborate fireplace is embedded in the east wall. A window to the south shows the mansions yard.

The 5 candelabra are worth 75gp each. If the party makes a perception check (even if it's to search the room) they can overhear Ian upstairs in room 24 giving orders to the servants. He is telling them that no one is to touch the desk that has his personal correspondence in it. He tells them that there will be severe consequences if they do.

E6. Pantry

The walls are lined with small plants hung upside down. Shelves full of bottles and boxes contour each wall. The smell of expensive spices and dried and pickled food is powerful here.

The pantry is full of storable food. What cannot be stored here is stored in cold storage in area 7 or the smoke room in area 9. For the most part there is nothing of value here. If the party takes the time to search the area they are interrupted by a servant boy that paying them no mind retrieves some spices and a box from one of the shelves. The whole time he's mumbling about how the cook keeps sending him to "do this" or "do

that". The stairway leads down to the basement which is the servant's quarters and storage.

E7. Cold Storage

The walls, ceiling, and floors of this room are covered in brightly glowing azure runes. The room is extremely cold. In the center of the room a man sized metal box covered in the same glowing figures emits a pleading noise that sounds of broken ice. Frozen meats and other food sit in piles on the floor.

This room is home to a Minor Rime Raver. It was summoned and put into the box so that it couldn't hurt anyone. Its cold aura is diffused throughout the room. If anyone touches or tries to open the box, the Minor Rime Raver immediately breaks free of its imprisonment.

As soon as the rune covered box is touched it explodes into small shards of ice. A creature that looks like a moving mass of lucid ice points its crystalline claw at the door and a colorless fluid spurts forth. The door is now covered in six inches of ice.

As a readied action the Minor Rime Raver covers the escape route with ice using its Frost Slam attack. The Minor Rime Raver cannot leave the room because of the runes. The walls of this room were intentionally made extremely thick so that the cold would not affect other areas of the mansion. Due to this no one can hear anything outside of the room. A DC 27 athletics check can open the door as a standard action, otherwise the door has 40hp, resist all 10, and vulnerable fire 3.

Minor Rime Raver		Level 3 Solo Brute	
Small elemental magical beast (air, water)		XP 625	
Initiative +2	Senses Perception +2		
Frost Shard (Ice) aura 1; any enemy that ends its turn in the area must make a save or they are dazed until the end of their next turn.			
HP 144; Bloodied 72			
AC 19, Fortitude 18, Reflex 19, Will 19			
Resist 10 Ice; Vulnerable 5 Fire, 5 Sonic			
Saving Throws +5			
Action Points 2			
Speed 4;			
Rime Blade (standard; at-will) Melee +6 vs. AC; 1d10 + 3 damage. <i>See ice fury</i>			
Ice Fury (reaction; at-will) Trigger: when the Minor Rime Raver becomes bloodied. Effect: All attacks do an additional + 1d4 points of ice damage until the end of the encounter. If the Minor Rime Raver is no longer bloodied then there is no additional damage.			
Frost Slam (standard; at-will) Close Blast 1; All enemies in blast. Effect: The area is considered difficult terrain for the rest of the encounter. Any enemy that starts its turn in this area must make a save or fall prone. If the enemy is already prone they make an additional save. If they fail this save they stay prone until the beginning of their next turn.			
Hoarfrost reave (standard; recharge [6]) * Ice Close blast 2; +2 vs. Reflex; 3d6+3 damage. <i>See ice fury</i> Effect: All creatures in the area are stunned (save ends).			
Alignment Unaligned		Languages Primordial	
Str 17 (+3)	Dex 14 (+2)	Wis 14 (+2)	
Con 11 (+0)	Int 9 (-1)	Cha 9 (-1)	

E8. Kitchen

The strong smell of food fills the air. Pots and pans hang from hooks that run along a rope. Several stoves have pots full of some thick liquid that bubbles. A plump dwarven woman stands

over an even larger pot both hands on a wooden spoon stirring the goo within. You can hear her mumbling "...toil and trouble..."

Because of the noise in this room anyone trying a stealth check gains a +2 circumstance bonus. Stealth checks in this room are made against DC 8 because the dwarf is distracted. If she detects the party, she scolds them and beats them with her spoon until they are out of the kitchen, then she slams the door in their face and says "dinner will be ready when it's ready".

E9. Smoke Room

As the door opens steam and smoke bursts out causing your eyes to tear up, and your breath to get caught in your throat. When the smoke clears you see various meats hanging on large metal hooks from the rafters. A box of red coals covered in wet wood lies beneath each slab of meat.

Beyond some excellently smoked beef there is nothing of interest in this room.

E10. Water Supply

Empty wooden buckets are thrown unceremoniously on the floor in piles. A large vat of water is in the center of the room. A young man is sitting with his eyes closed relaxing in the water. He doesn't notice you yet.

This is obviously the room that holds the water supply for the entire mansion. The boy is forced to lug water from one of the Los Arch's main wells and bring it back a few buckets at a time to fill this vat every day. Today is the day that he decided that it wasn't worth it. He is relaxing in the vat before he is going to sneak off and find a better job somewhere else.

If the PCs interrupt him he will try to make excuses as to why he's in the water. With a bluff check of DC 12 or higher the PCs can convince him that they won't tell on him if he helps them out. He

knows that Ian keeps a detailed diary of everything he does. He keeps it upstairs in the south east bedroom.

E11. Stairwell 1st Floor

This stairwell leads up to the second floor, otherwise there is nothing remarkable.

E12. Guards Barracks

Simple cots line the walls of this small room. There is a small chest at the foot of each cot. Clothes and playing cards are strewn across the floor. This room looks like it was either ransacked or it belongs to some very cheap mercenaries.

This room is the place where the cheap thugs Ian pays to guard his mansion sleep and spend their time off when they are not out drinking the night away. If the chests are searched the party finds dirty clothes broken weapons, and various worthless trinkets.

Treasure: 17cp and 12sp.

E13. Armory

Racks of weapons line the walls, many of which look to be in fine condition. There are a few that have seen better days though. Several suits of armor also lie in piles here.

The armory is where Ian keeps all of his weapons from his glory days as an adventurer. Most of them have either lost their enchantment or were kept for sentimental reasons. If the party searches and makes a DC 18 perception check they find that there is a locked secret panel that opens with a DC 19 thievery check. Inside is Ian's most prized weapon.

A DC 16 history check reveals that this is the weapon that Ian slew Irixital the white dragon with. Originally it was simply a magical sword, but after a long and drawn out battle with the dragon Ian

managed to slip it between two scales and slammed it into the dragon's heart. The dragon slashed and flailed around, but Ian wouldn't let go and eventually the creature died. Its powerful icy will was transferred to the weapon. Of course this is all legend.

Treasure: Frost Falchion +1.

E14. Play Room

This room is filled with cheap toys that seem to be in very bad shape. As the PCs enter a grimy servant girl looks up from playing with a wooden doll without arms. She holds her finger to her mouth and makes a shhhh noise.

This is the servant's daycare center. Children are left here alone while their parents work for Ian.

E15. Sleeping Quarters

Pallets of simple design lay all over the floor. Small bundles of cloth near each signify the personal possessions of the servants that live here.

There are no servants here, and there is nothing of value either.

E16. Storage

Crates and boxes fill this room from floor to ceiling and back again.

There is nothing of value in these crates, just mundane objects that have no real value to an adventurer.

E17. Storage

Crates and boxes fill this room from floor to ceiling and back again.

There is nothing of value in these crates, just mundane objects that have no real value to an adventurer.

E18. Laundry Room

Water filled tubs stand in rows here. Wet clothing lines ropes strung from wall to wall.

The only thing worth noting in this room is that Ian's clothing can be stolen from this room. The bad thing is that Ian has a peculiar taste in clothes so anyone wearing these clothes would be seen as copy Ian's odd style.

E19. Storage

Crates and boxes fill this room from floor to ceiling and back again.

There is nothing of value in these crates, just mundane objects that have no real value to an adventurer.

E20. Storage

Crates and boxes fill this room from floor to ceiling and back again.

There is nothing of value in these crates, just mundane objects that have no real value to an adventurer.

E21. Stairwell 2nd Floor

As you round the corner of the stairwell you see a large fully armored warrior swinging a large two handed sword directly for your head.

Ian likes to play pranks on his personal servant from time to time. This is one of them. The armor is simply a posable suit of plate mail. Allow the PCs an insight check at DC 14 if they decide to attack it. This will let them know that the armor is not moving, and that it is on a stand.

E22. Reading Room

A large desk and a comfortable chair are pushed against one wall. Several rows of ledgers and books line a shelf on the north wall next to a fireplace that is still lit. You hear somebody coming down the hall.

The personal servant of Ian is returning to do more ledger work and financial calculations. If the party makes an acrobatics check at DC 14 they can slip out of the room on the opposite side without being noticed.

E23. Practice Room

The open door reveals Ian standing with his back to you. He is using a short sword and circling around a much larger man. The man is parrying and counterattacking with a longsword. Both combatants seem so focused on the battle that they are unaware of you.

Unless the PCs cause a disturbance this is where Ian will be for the entire exploration of his mansion. He practices for several hours a day to keep his skills honed to a fine edge. The PCs must find a way to get Ian out of this room or to disable him without him knowing in order to get to room 24 where his diary is located. If Ian or his training partner escapes, Lion Sentries storm the room a couple of rounds later.

E24. Ian's Bedroom

A plush canopied bed occupies the north wall. A writing desk sits against the west wall. The room is expensively furnished with many paintings of landscapes and stunning women in provocative poses.

This is Ian's bedroom. Here in a locked door of the desk is Ian's personal diary. He knows that if anyone were to find this diary he would be ruined. Throughout the years he has set traps on the desk

that would prevent its theft. Many a thief has been caught because of previous thieves' information. Ian changes the trap every so often to catch thieves by surprise.

Poison Needle Trap	Level 2 Artillery XP 250
<i>Needles shoot from various parts of the desk in all directions.</i>	
Trap: Poisoned needles shoot out and hit everyone within a close burst 1.	
Perception	
<ul style="list-style-type: none"> ◆ DC 24: The character sees many small holes on the outside of desk. ◆ DC 25: The characters see the trigger mechanism on the bottom of the drawer. 	
Trigger	
When the drawer is opened without pushing a button on the bottom of the drawer the trap is set off.	
Attack	
Standard Action	Close Burst 1
Attack + 8 vs. AC	
Hit: 1 damage; Stunned (save ends)	
Countermeasures	
<ul style="list-style-type: none"> ◆ Pushing the button on the bottom disables the trap. ◆ DC 20: A thievery check will disable the trap even without knowing about the mechanism on the bottom. 	

If the trap is set off it will take Ian 2 rounds to get to this room. This means that each member hit by the poison needles have 2 rounds to make their saves before they are caught. If they make their saves they can escape through the window or through the north door. Ian comes through the west door.

E25. Quick Escape Route

A few simple weapons and a suit of leather armor hang on the walls of this room. A stairway leads down to the first floor and further down to the basement.

This stairwell is used by Ian as a quick way to escape should he need to leave quickly.

E26. Ian's personal Storage

Many belts, shirts, pants, and various other items of personal use by Ian are hanging in this room

Nothing of value can be found in this room beyond a few nice clothes.

E27. Temple

An altar and some incense burns on the west wall. This appears to be a personal worship room that Ian uses. It appears that he has many different types of icons on shelves in this room.

Ian worships whichever deity is willing to grant him the power to advance. These change on an almost daily basis.

E28. Personal Servants Room

A startled man looks up and says "I didn't know Elder Ian had any guests today." He looks puzzled and a little shocked.

Ian's personal servant is startled because he is in the process of writing a letter selling off some of Ian's "secrets". Ian knows his servant does this, so he tells him as much disinformation as his servant knows real information. This has devalued his servant's information value since half of the time he is wrong.

If the PCs make an insight check at DC 22 they can just make out enough words that will show them what the servant is writing about. This will put them in a great bargaining position.

If they can convince the servant to help them (DC 16 diplomacy, DC 12 Intimidate, or DC 14 Bluff) he will tell them of the location of Ian's diary. He also says he will do whatever they say to keep his secret. This will allow them to use him as a witness at Ian's Trial.

E29. War Room

A large map covered table has many small flags on it. These flags seem to mark allies and enemies as well as trade agreements between Los Arch and many other neighboring villages and towns.

Though Ian is retired from adventuring he was once a mighty warlord. He still enjoys the strategy and intrigue and planning involved with his current position. This room allows him to plan out what treaties and other diplomatic actions to do with the neighboring lands.

E30. Personal Bath

Steam rises from a large tub of water. Various oils and powders in expensive glass bottles line the floor of this room.

This is Ian's personal bath. None of the powders and oils are worth much, but the bottles are very decorative and worth 1gp each.

The Trial

If the evidence is brought before the other Elders they will all assemble without letting Ian know what is going on. They will discuss the evidence and after an argument over the legality of it they will have Ian sent for by the Lion Sentries.

When he is brought before the Elders he will flat out deny the charges. After attempting to storm out of the building (the Lion Sentries have strict orders to stop him) he will shout angrily at everyone in the room (except Verin who never accused him).

When everyone calms down he will agree to "this farce of a trial" and the trial will proceed. Since Ian is the one on trial Solian Brilliant Edge, a wealthy and respected merchant, is called on to take his place for the trial.

The PCs get a +2 on the following skill challenges for each piece of evidence that they found. They get an additional +2 if they convinced Ian's personal servant to do what they want. Each skill challenge is geared toward convincing one of the Elders that Ian is guilty. Each Elder gets a vote as to whether Ian is guilty.

Convince Jermigian Gravel Razor Level 2 Skill Challenge XP 550

It is apparent that Jermigian Really dislikes Ian and he will be easy to convince that he was up to no good.

Complexity 1 (4 successes before 3 failures)

Primary Skills Diplomacy, Bluff, Intimidate

Secondary Skills History

Victory *Jermigian Stands up after the discussion and announces "I am convinced."*

The party has earned his vote.

Defeat *Even though it appears Jermigian is disgusted with Ian. He stands up and says "I'm sorry I just don't see the evidence of Ian's guilt." Jermigian, even though he doesn't like Ian, still feels that justice must be done, and there seems to him to not be enough evidence.*

Diplomacy DC 14 (1 success, no maximum).

After describing the information you have found and patiently answering Jermigian's questions you seem to have convinced him that there may be something wrong with Ian's story.

If the party previously visited Jermigian and listened to his mine stories with interest (feigned or otherwise) they are granted a +2 bonus to all diplomacy checks with Jermigian.

Bluff DC 20 (1 success, no maximum).

Jermigian seems to believe your exaggerations of the events that led up to Ian's trial.

Intimidate DC 25 (1 success, no maximum).

Jermigian seems speechless. You have cowed him into silence. If the PCs fail one of these checks Jermigian becomes unfriendly toward them. This gives the PCs -2 on all further checks with Jermigian.

History DC 11 (0 successes, 1 maximum per character, grants bonus) *You somehow work in how useful the mine in north Bermhold is to your point of view describing how Jermigian was the founder and relate details about the mine* This check can only be made if the PCs visited Jermigian previously. If they succeed they get a +2 to all further checks with Jermigian.

Convince Verin Shimmer Stream Level 3
Skill Challenge XP 800

The party faces a very angry and outraged Verin Shimmer Stream. She has her arms crossed and she stares at them with a steely stare.

Complexity 1 (4 successes before 3 failures)

Primary Skills Diplomacy, Bluff, Streetwise

Secondary Skills Insight

Victory *Through pressed lips she utters "I cannot believe that Ian would do such a thing, but because you have the evidence to back it up I must vote against him.* She is very angry regardless of the outcome. If the PCs convince her she is extremely mad at Ian for doing those kinds of things.

Defeat *She stands up slamming her hands on the table "I knew you couldn't be trusted, and after this trial you WILL be arrested for treason. I will see to it personally."* She is angry at the PCs and if they don't convince everyone else she will follow through on her threats.

Diplomacy DC 25 (1 success, no maximum). *Verin seems as though her angry exterior is changing as she listens to what you have to say.*

If the party visited here earlier and mentioned Ian in a negative way they get a -2 to all diplomacy checks. If they visited and

were friendly and didn't discuss Ian or discussed him in a positive light they get a +2 to all diplomacy checks.

Bluff DC 16 (1 success, no maximum). *Your outrageous exaggerations seem to convince her that you are telling the truth.*

If the characters fail once at a bluff check their next check against Verin gets a -2. If they succeed their next bluff check gets a +2. Verin is very gullible (which is why Ian uses her in the first place).

Intimidated DC 40 (1 success, 1 maximum).

She backs up at the ferocity of your accusations and flinches as you describe in detail the events as they unfolded. She is so mad that she doesn't even consider her own safety. She disregards personal attacks and things of this nature, but if the characters can upset her with imagery she may be intimidated.

Insight DC 18 (0 successes, 1 maximum per character, bonus) *You realize that she is in love with Ian, and that she would do anything for him. You now know how to gain an advantage in the discussion.* Because of this insight if the PCs decide to talk about Ian seeing other women and cheating on her they will get a one time +5 bonus to a single bluff check where they describe Ian cheating on her.

Convince Solian Brilliant Edge Level 3
Skill Challenge XP 725

Solian seems sympathetic to your cause. Then in a sudden flash of insight you realize he was the one that brought you the information about Ian.

Complexity 1 (4 successes before 3 failures)

Primary Skills Diplomacy

Secondary Skills Bluff

Victory *Solian is convinced that you have enough facts to win the trial so he stands up and says "I think we have seen enough. We all know what must be done."* For appearance sake he must maintain the illusion that he is being neutral and trying to

decide Ian's guilt.

Defeat *He looks the PCs in the eyes and says "I just can't believe that someone of Ian's stature could do something like this. I am not convinced of his guilt."* Even though he would love nothing more than to convict Ian, he must make it appear that he is honestly weighing the evidence, and in this case he doesn't think the party has done it.

Diplomacy DC 10 (1 success, no maximum). *You put forth some mildly convincing arguments and Solian nods after each one in agreement.*

Bluff DC 14 (0 success, 1 maximum, bonus). *You manage to let a few words slip about the cloak, boots and gloves he was wearing when he approached you without the others understanding. He swallows a lump in his throat and begins to sweat.*

Solian knows that the party knows who he is. This grants them a +2 to all of their checks against him.

Outcome

If the Elders are convinced of Ian's guilt they immediately put him under house arrest, which he immediately breaks running away.

The party is thanked for their timely help and gets a reward of 1000gp total to split amongst them. If they refuse the reward they instead gain 1000xp to be split among them. For the next day the entire party gets a discount of 10% off of all the items in every shop on up to 1000gp worth of merchandise.

Ian can come back as a recurring villain and the map the party found can lead to another adventure.

The town of Los Arch can be used in other adventures or as a generic base of operations.

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide,® Player's Handbook 2,® Monster Manual 2,® Adventure's Guide,® core rulebooks, available from Wizards of the Coast, LLC.