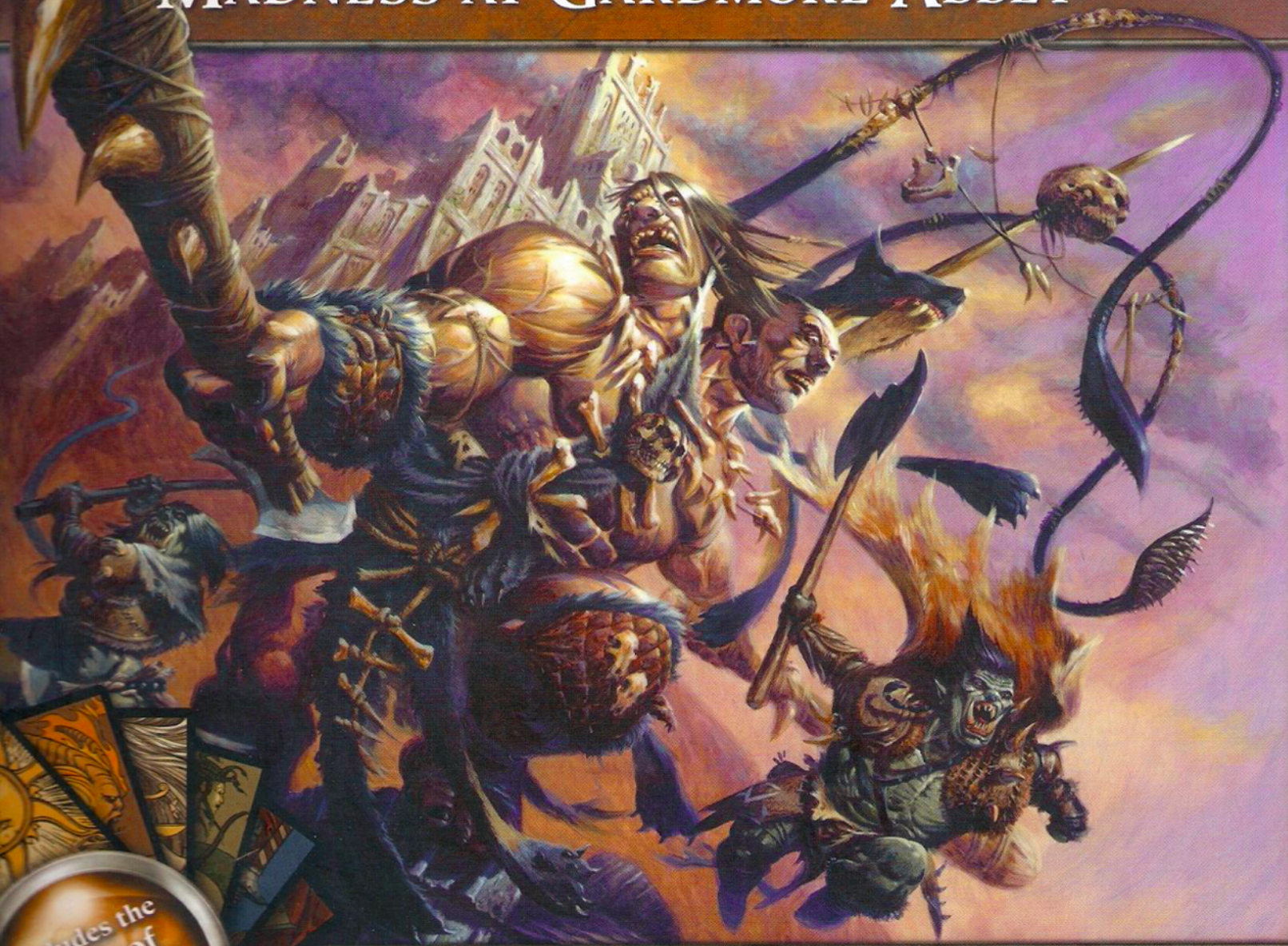


AGE 12+

A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS[®]

MADNESS AT GARDMORE ABBEY™



Includes the
Deck of
Many
Things!

AN ADVENTURE FOR CHARACTERS OF 6TH-8TH LEVEL

James Wyatt ♦ Creighton Broadhurst ♦ Steve Townshend

AGE 12+

ADVENTURE BOOK



MADNESS AT GARDMORE ABBEY™

BOOK 1: GARDMORE ABBEY

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Chaos runs wild through the ruins of Gardmore Abbey, warping reality and threatening its utter dissolution. The legendary *Deck of Many Things*, an artifact scattered long ago in a titanic clash between good and evil, seeks to reassemble itself and spread chaos through the world.

Madness at Gardmore Abbey is a superadventure for five characters of 6th–8th level. The adventure features numerous quests that might lead the adventurers on many expeditions into the ruined abbey over the course of two or three experience levels of play.

This boxed set includes the following components.

- ◆ **Book 1: Gardmore Abbey.** This book introduces the adventure, provides an overview of how to use the material in this box, and describes the physical location of the abbey. You'll also find rules and advice for using the other components in the adventure.
- ◆ **Book 2: Enemies and Allies.** Book 2 focuses on the story of the adventure. It describes patrons, quests, rivals, villains, and the monstrous factions within the abbey that adventurers might interact with and play against each other.
- ◆ **Book 3: Encounters 1 and Book 4: Encounters 2.** These two books present a wide variety of encounters to challenge adventurers in the abbey, including combat situations, skill challenges, and roleplaying interactions.
- ◆ **Two poster maps.** These double-sided maps depict locations for certain key encounters.
- ◆ **One sheet of tokens.** In conjunction with the tokens included in *Monster Vault™*, these tokens give you everything you need to represent the monsters in this adventure, as well as unique terrain and special effects created by the *Deck of Many Things*.
- ◆ **One sheet of Dungeon Tiles.** The tiles on this sheet, combined with those in the *Dungeon Tiles Master Set* products, let you represent encounter areas in this adventure other than those depicted on the poster maps.
- ◆ **Deck of Many Things.** This deck of twenty-two cards is a classic artifact from DUNGEONS & DRAGONS® history and one of the driving forces behind the adventure. You'll find rules for using the cards of the *Deck* beginning on page 22 of this book.
- ◆ **Treasure Cards.** These provide statistics for two unique items: the *torc of justice* and the ancestral longsword *Moonblade*.

ABBREVIATIONS

This adventure refers to other DUNGEONS & DRAGONS® Roleplaying Game books, abbreviated as follows.

DMK: *Dungeon Master's Book* (in the *Dungeon Master's Kit™* boxed set)

FK: *Heroes of the Forgotten Kingdoms™*

FL: *Heroes of the Fallen Lands™*

MV: *Monster Vault™*

ADVENTURE BACKGROUND

Gardmore Abbey was one of the first settlements in the Nentir Vale, established during the rise of the empire of Nerath around 350 years ago. Along with Fastormel, the combined village and abbey defined the northern frontier of Nerath until the founding of Winterhaven three decades later.

The abbey was built as a defensive fortification, combining the natural slope of the land and a strong stone wall to protect the village and the home of the monastic knights in the abbey proper. A prosperous settlement grew up between the outer wall and the cloister of the abbey, supporting the knights and enjoying their protection.

Unknown to most outside the inner cloister, the hill on which the abbey stands conceals the ancient ruins of a grand temple built by minotaurs centuries earlier. This Golden Temple was an outpost or colony from the mighty city of Saruun Khel (located within Thunderspire Mountain), dedicated to the glory of Bahamut, Erathis, Kord, Moradin, and Pelor. However, like many such minotaur sites, the temple was eventually corrupted by the worship of the demon prince Baphomet, leaving a stain of evil that survived the temple's destruction.

During the height of Nerath's rule, the holy knights of Gardmore Abbey fought valiantly in Bahamut's name against any monstrous and evil forces that encroached into the Nentir Vale, and on occasion launched campaigns to bring down bastions of evil in the world beyond the vale. They destroyed thousands of orcs in the Stonemarch, brought low a temple of Zehir in the depths of the Witchlight Fens, and journeyed to the Dragondown Coast, far to the south, to sack the Infernal Bastion of the terrible hobgoblin warlord Hur-Tharak.

That southern campaign ultimately spelled the doom of Gardmore Abbey. One of the treasures the knights brought back from their plunder of the Infernal Bastion was the ancient artifact known as the *Deck of Many Things*. (See page 22 for more on this artifact.) The *Deck* is an instrument of chaos, apparently dedicated to bringing low the mighty and exalting the humble, overturning the order of the world and upending the structures of power. And whether because of the artifact or because of changing fortunes, Gardmore Abbey was soon brought low.

About 150 years ago, a resurgent force of orcs from the Stonemarch descended on Gardmore Abbey. Aided by ogres, hill giants, and demonic embodiments of chaos, the orcs laid siege to the abbey, but even against such terrible foes the knights held firm. The knights could well have held the abbey until the invaders exhausted their strength, were it not for the folly of one person: the captain of the knights, Havarr of Nenlast.

Fearing the attackers and unable to trust in Bahamut's deliverance, Havarr turned to the *Deck of Many Things* for

aid in the siege. Deep in the vaults beneath the abbey, he unwrapped the ivory cards, spread them out before him, and selected one. His hand trembling, Havarr turned the card over—then screamed in horror when he beheld the face of death, the Skull card.

In a roar of infernal wind, a new wave of attackers was unleashed upon the abbey, this time from inside its mighty walls. Scores of undead monsters, from skeletal legions and sword wraiths to nightwalkers and fire demons, emerged from the space between worlds and spread throughout the abbey, bringing terror and destruction in their wake. The walls were breached, the Stonemarch forces spilled inside, and a titanic battle among knights, undead, and orcs left the abbey in ruins.

During the battle, another catastrophe occurred, something that had never before happened in the long history of the *Deck of Many Things*. Typically, when a card is drawn, it and the rest of the *Deck* disappear from the world for a time before reappearing in another time and place to cause chaos and confusion once more. However, the wards the knights had placed around the *Deck* remained in place when Havarr drew his fateful card, and the magic designed to prevent intruders from reaching the artifact also prevented the *Deck* from disappearing. In the tumult of the battle, its cards were scattered throughout the abbey.

Once the battle was over, a few cards of the *Deck* disappeared along with the undead that were summoned by the Skull card. Other cards were kept as trophies by orcs or giants, pretty baubles with which to commemorate the sack of Gardmore Abbey. Over the years (and particularly after the fall of Nerath), both monsters and adventurers have come and gone, scattering the cards of the *Deck* across the world. Over the years, eight of its twenty-two cards were taken from the abbey, while the other fourteen remained scattered about the ruins.

With the *Deck* so dispersed, its power was severely diminished. As long as a few cards remained far away from the Nentir Vale or on other planes of existence, the rest had little ability to alter fate or affect their surroundings in any way. Even so, sentience lurked within the scattered *Deck*—with enough will to seek to bring its cards together again and re-form the artifact. Slowly, over the course of over a century, that desire has borne fruit.

The denizens of the ruined abbey have since gathered many cards, most of them ending up with the most dangerous monsters. Outside the abbey, all but one of the scattered cards eventually wound up in the possession of collectors.

The one remaining card might alter the destiny of the world, for it has found its way into the hands of the adventurers.



The fall of Gardmore Abbey

Using the Adventure

This box contains a lot of material, enough to keep a gaming group busy for as long as three months of real time. However, it's also designed to be very flexible and open-ended, using a variety of quests to bring the party into the ruined abbey several times over the course of two or three levels' worth of play. Its nonlinear nature, combined with the random determination of certain elements, makes it well suited for a variety of different approaches, from a single session of play up to the full adventure.

Getting Started: At the start of the adventure, the adventurers should have one card from the *Deck of Many Things* (see below). They have likely accepted at least one quest from a patron in Winterhaven, and possibly other quests as well (see "Quest Patrons" on page 8 of Book 2). The following sections offer advice about how to weave these hooks into your campaign and move the party smoothly into this adventure.

When you prepare to start the adventure, you should also determine what other cards from the *Deck of Many Things* are located where. Use the checklist on the next page to parcel out the remaining cards from the *Deck* and note who has each. You might want to fill in the card names in pencil, or make a copy of this list and write on

it, so that if you reuse the adventure later you can reassign the cards for a different play experience.

In a few cases, the specific cards you draw determine certain elements of the adventure story. The first card (the one in the adventurers' possession) determines the identity and motivation of the secret collector—one of the adventurers' patrons who is secretly trying to gather the cards of the *Deck of Many Things* for his own purposes. See "The Secret Collector" on page 14 of Book 2, and note the collector's identity and motivation on the checklist, as well as the cards he holds. Similarly, four cards are in the possession of rival adventurers, and the specific cards determine when the player adventurers might encounter their rivals. See "Rival Adventurers" on page 21 of Book 2, and note the four encounters on the checklist.

Cards that appear in certain encounters have effects within those encounters but don't otherwise shape the story of the adventure. See "The *Deck of Many Things*" on page 22 for more information.

The Deck of Many Things

The ancient artifact scattered in the destruction of Gardmore Abbey is a central theme of this adventure, which assumes that the characters start with one of the cards. You can place this card in a treasure hoard near the end of the adventure immediately preceding this one. For example, if you're running the "Cairn of the Winter King" adventure from *Monster Vault* and plan to run *Madness of Gardmore Abbey* next, you could place a card from the *Deck* in the vault within the cairn (area 13 of that adventure), among the other treasure stored there.

The specific card found by the adventurers determines important elements of the adventure, as described in Book 2. The adventure works fine if you choose this card at random and let that determine those story elements. But it works equally well if you decide which of the three patrons you want to act as the secret collector, and what motivation you want to attach to that character, then select the appropriate card based on those determinations.

When the adventurers find the card from the *Deck*, make sure they understand that it's part of a larger whole, one card among many. You might encourage them to spend time researching the source of the card they've found, seeking information across the Nentir Vale—from Kharas the Just in Hammerfast to Valthrun the Prescient in Winterhaven. In fact, both those characters can serve as patrons to the adventurers while they explore Gardmore Abbey (see "The Temple of Golden Treasures" and "Tower of the Archmage" quests in Book 2). Once the adventurers have an idea of what they're dealing with, you can give them the "Deck of Many Things" quest (page 5 of Book 2).

The party doesn't need to start the adventure with one of the cards. If you prefer, you can use one of the patrons described in Book 2 to send them into the abbey for reasons that have nothing to do with the *Deck*. Once they're inside, add one card to their first encounter and let them learn more about the *Deck* as the adventure progresses.

Patrons

Book 2 introduces three major nonplayer characters who can serve as patrons for the adventurers while they explore Gardmore Abbey, as well as five minor characters who play a similar but lesser role. One of the patrons, Berrian Velfarren, resides within the abbey and should be encountered in the course of the adventure. Of the two other major patrons, Lord Padraig lives in the village of Winterhaven, and Sir Oakley has come to Winterhaven in search of heroes to help him in his quest.

Deciding how to introduce the adventurers to these patrons is up to you. If they have come to Winterhaven in search of more information about the *Deck of Many Things*, Valthrun the Prescient might arrange for them to meet Lord Padraig. In a village as small as Winterhaven, the presence of strangers and their business in the region quickly becomes common knowledge, so the adventurers might leave their interview with Padraig only to find Sir Oakley waiting for them at the village inn.

On the other hand, Sir Oakley or Lord Padraig might contact the adventurers before they have drawn any connection between the *Deck of Many Things* and the ruined abbey. If the adventurers have made a name for themselves in Fallcrest or Harkenwold, Sir Oakley might find and recruit them in that other town, then travel with them to Winterhaven to launch their exploration of the abbey.

DECK OF MANY THINGS

Initial card found by the adventurers: _____

Identity of secret collector: _____

Motivation of secret collector: _____

Cards held by secret collector (3): _____

Cards held by rival adventurers (4): _____

Encounters with rival adventurers: _____

Encounter 6: Card in the wizard's tower (1): _____

Encounter 8: Cards held by orc chieftain (2): _____

Encounter 13: Card held by Berrian Velfarren (1): _____

Encounter 16: Cards held by beholder (3): _____

Encounter 21: Card in the temple (1): _____

Encounter 27: Cards held by Vadin Cartwright (3): _____

Encounter 33: Cards held by the dragon (3): _____

In Winterhaven, Lord Padraig could hire the party to deal with the orcs in the abbey while helping Oakley on his business in the temple. The adventurers might instead hear word on their travels that the lord of Winterhaven is looking for help—the kind of help that they can provide.

You can get the adventure off to a clean start with one (or more) of three quests: “The *Deck of Many Things*” (Book 2, page 5), “Scout the Abbey” (Book 2, page 9), and “Escort Sir Oakley to the Temple” (Book 2, page 10). These quests give the adventurers plenty to do, and also plenty of latitude to choose in what order to pursue their objectives.

When the adventurers complete their initial quests, their patrons give them new ones (though they must travel back to Winterhaven to report to Padraig and receive new instructions). Eventually, Padraig sends them to speak with Berrian Velfarren in the abbey’s overgrown gardens, the Feygrove. Berrian becomes a third patron for the adventurers when they complete tasks for him to earn his trust and cooperation.

One of the minor patrons, Eriyel of the Woodsinger elves, provides an additional hook to lead the adventurers to the abbey. This hook works best if they have already played through “Reavers of Harkenwold,” the adventure included in the *Dungeon Master’s Kit*. You can also use it to hook the adventurers into a shorter adventure, as described below.

The other four minor patrons—Kharas the Just, Valthrun the Prescient, Grundelmar, and Alira Vond—can approach the adventurers at any time during the course of their expeditions. They offer higher-level quests that involve exploring the more dangerous parts of the abbey (the catacombs, the vaults, and the wizard’s tower), so you can introduce them later in the adventure to add variety.

Rivals

Another adventuring party, led by a former mercenary named Tam, has managed to gather four cards of the *Deck of Many Things*. These rival adventurers are searching the abbey for more cards at the same time the player characters are exploring the ruins. Over the course of the adventure, the party encounters these rivals—or signs of their presence—up to four times.

When you’re preparing the adventure, draw four cards randomly from the *Deck of Many Things* to represent the cards that the rival adventurers have found. These four cards determine when the two groups of adventurers meet, as described in Book 2.

Villains

Book 2 also describes the major villains and opponents of the adventure. Three characters have goals and strategies that put them in direct conflict with the adventurers, and two other, more monstrous figures are significant “boss” opponents for the party to overcome.

The first villain is also one of the adventurers’ patrons—the secret collector, whose identity is determined by the first card they find. This person hires the adventurers to

perform other tasks in the abbey with the ulterior motive of using them to complete his collection of the *Deck of Many Things*.

The second villain is Bakrosh, the chieftain of the orcs in Gardmore village (see page 25 of Book 2). Although he is hardly an evil mastermind, Bakrosh does have a plan for using the abbey to establish his power in the Gardbury Downs, which makes him a significant threat to nearby Winterhaven and its lord, Padraig. Padraig’s primary objective as patron of the adventurers is to eliminate Bakrosh and the threat he presents.

The third villain is Vadin Cartwright, a priest of Tharizdun who has established himself in the catacombs beneath the abbey’s temple (see page 27 of Book 2). He has discovered a mysterious substance he calls the Voidharrow, which he believes contains the essence of the Chained God, and is using it in vile experiments with the dead knights of the abbey.

In addition to these villains, the adventurers must contend with two monsters that hold positions of power in the abbey: the beholder at the top of the Watchtower (encounter 16) and the red dragon in the vaults (encounter 33). Book 2 discusses these powerful monsters in more detail.

Shorter Adventures

You can customize the length of time you and your players spend in Gardmore Abbey by picking and choosing among the quests presented in Book 2. If you use every quest, you’ll have the full experience of the adventure and spend roughly ten to twelve sessions playing it. If you don’t want to devote three or four months of play to a single adventure, you can be more selective about which quests to use. At the opposite extreme, you can pick and choose among the quests and encounters provided to craft a single session of play.

Here are some ideas for how to use the elements in this box to create shorter adventure experiences for your players.

Knight of Mithrendain: One or two sessions for 7th-level adventurers. Use the “Knight of Mithrendain” quest on page 5 of Book 2, and tell the players that the adventurers have heard rumors of an eladrin knight in the wooded portion of Gardmore Abbey. Use any of the encounters in the Feygrove (encounters 9-13). When the adventurers find Berrian Velfarren, he might also ask them to complete one or more tasks for him. Use as many of the quests in his “Peace with the Fey” quest chain (page 13 of Book 2) as you think the adventurers can complete in the time you have.

Priest of the Eye: Two or three sessions for 7th-level adventurers. Use the “Priest of the Eye” quest on page 6 of Book 2, the “Moonbane” quest on page 7 of Book 2, or perhaps both. The adventurers must venture up to Dragon’s Roost and down into the catacombs in pursuit of Vadin Cartwright and the ancestral sword of the Markelhays. In Dragon’s Roost, they only have to complete encounter

21 in the aboveground ruins before descending to the catacombs (encounters 23–27) to fulfill their quest.

Tower of the Archmage: One or two sessions for 8th-level adventurers. Use the “Tower of the Archmage” quest on page 5 of Book 2. The adventurers must make their way through the orc-infested village (encounters 1–4), but these encounters should be relatively easy for 8th-level adventurers. Then they enter the wizard’s tower (encounters 5–6) to complete the quest.

The Temple of Golden Treasures: Two or three sessions for 8th-level adventurers. Use the “Temple of Golden Treasures” quest on page 5 of Book 2. The adventurers take the secret stair to Dragon’s Roost and either find it deserted or avoid any encounters there, then make their way into the vaults. The party can traverse as much of the vaults (encounters 28–33) as you have time for before returning with their finds to Kharas the Just.

Cleanse the Abbey: Four or five sessions for 7th–8th-level adventurers. Use Sir Oakley’s quest chain on page 10 of Book 2. In the first session, the adventurers and Sir Oakley take the secret stair to Dragon’s Roost and make their way to the temple (encounter 21). After failing to purify the temple, Oakley receives a vision showing him where the three sacred vessels he needs are located, expediting the process of finding those items over the next three sessions. The adventurers retrieve the Brazier of Silver Fire from the garrison (encounter 4), the Bowl of Io’s Blood from the catacombs (encounter 26), and the Chalice of the Dragon from the red dragon’s hoard in the vaults (encounter 33). Retrieving each of these treasures should take about one session of play, with a few encounters leading up to the location of the final relic. In the final session, the adventurers help Sir Oakley purify the temple (encounter 22).

RESTS, RETREATS, AND REINFORCEMENTS

This adventure assumes that the party frequently pauses and retreats from the ruined abbey to take an extended rest or returns to Winterhaven to check in with a patron. A round trip to Winterhaven and back typically takes about three days, though, and the situation in the abbey can sometimes change dramatically while the adventurers are gone. Even if they retreat into the Gardbury Downs for a night’s rest, they might return to find the situation different from when they left.

Each of the descriptions of different areas of the abbey on the following pages discusses how the inhabitants of the area respond to the adventurers’ intrusion.

Concluding the Adventure

Collecting the cards of the *Deck of Many Things* creates a gradually building story arc. As the adventurers gather more cards, they have more options available to use those cards in encounters, and they should feel like they are drawing near a climax as they come closer to assembling the full *Deck*. That climax comes when the adventurers confront their rivals and the secret collector, as described in Book 2.

Once the adventurers have the complete *Deck of Many Things*, they have to decide what to do with it. Perhaps one character decides to carry it as an implement for a time. The adventurers might opt to draw from the *Deck*, taking their chances on the results of its whim. Or they might try to destroy the artifact and prevent it from further spreading chaos in the world.

If a adventurer uses the *Deck* as an implement, refer to “The Artifact” beginning on page 28. If the characters decide to draw a card from the *Deck*, you can opt to increase the odds of a beneficial effect by allowing them to draw two or three cards and choose which one they want (artificially inflating the *Deck*’s concordance; see “Concordance” on page 29). Doing this makes it more likely that the draw will grant a reward appropriate to the completion of this sprawling adventure, rather than a random punishment brought by fate.

If the adventurers decide to destroy the artifact, that quest should be the subject of future adventures. As an artifact, the *Deck of Many Things* can be destroyed only by following a specific procedure. The “Destroy the *Deck*” quest in Book 2 (page 7) suggests one possible means, but you might prefer to invent another that fits your plans for your ongoing campaign.

Further Adventures

The adventure in this box is designed as a self-contained set of quests with a definite start and end. That said, plenty of seeds for future adventures exist within these pages. Besides a possible quest to destroy the assembled *Deck of Many Things*, the adventurers might want to pursue other leads and interests introduced during their time in Gardmore Abbey. The “Quests” section of Book 2 offers ideas for future adventures.

You might also wish to devise future adventures that take place within the walls and ruins of Gardmore Abbey. If the adventurers establish an outpost in the watchtower, for example, what is the next threat that arises in the Gardbury Downs to challenge Winterhaven’s control? Perhaps more orcs from the Stonemarch move into the region, or trolls from the distant Trollhaunt. Another dragon might appear to claim the hoard in the vaults. Or a more sinister threat could appear from the shadows, perhaps making its way up from deep underground to the lowest reaches of the vaults and catacombs. The details of these future adventures are up to your imagination.

GARDMORE ABBEY

The abbey grounds cover most of a hillside in the middle of the downs. The overgrown path that leads from the King's Road ends in a gate flanked by squat, square towers. To either side of the gate stretches a curtain wall showing signs of its age, supported by occasional towers and buttresses. Above the wall, a caved-in temple yet stands proudly on the hilltop.

South of the gate, the abbey's outer wall is draped with ivy, and the canopy of a thick forest is visible beyond. A tall watchtower stands at the south end of the hill, marking the end of the curtain wall. This wall extends halfway around the hill, and nature has taken care of the rest. The hillside is so steep on the west and south sides that a military assault would be impossible, though a smaller force might be able to scale it.

The ruins of Gardmore Abbey are situated on a hill in the midst of the Gardbury Downs, about 18 miles from Winterhaven and 40 miles from Fallcrest as the crow flies. Along the King's Road (and the worn trail leading from the road to the abbey), the journey from Winterhaven is 35 miles and from Fallcrest, 55 miles.

The abbey was built as a defensive structure, though the natural features of the hill also form part of its defenses. The western and southern slopes of the hill are steep enough to serve as walls in their own right, and aside from the secret stair on the western slope, nothing is built on that sheer surface. The northern and eastern slopes of the hill are more gentle, and here lie the ruins of the village that once supported the abbey, as well as the ancient gardens now called the Feygrove—all of it enclosed by a strong stone wall.

The top of the hill is more or less level and holds the abbey proper—the temple, barracks, and trophy hall where the knights of the ancient abbey once lived and worshiped. Called Dragon's Roost, this plateau is separated from the village below by another wall with a small gatehouse. Beneath Dragon's Roost are two underground structures: catacombs for burial of the honored dead, and the ancient minotaur temple converted into vaults to store the knights' treasures and trophies.

Each area of the abbey has its own denizens, coexisting in an uneasy state of peace punctuated by occasional outbreaks of savage violence. A large band of orcs holds the ruined village, fearful of venturing into the haunted Feygrove. The undead remnant of an ancient wizard still haunts his tower in the midst of the village, while the watchtower at the southern end of the Feygrove has been corrupted by an intrusion of the Far Realm.

Dragon's Roost is a sparsely populated ruin, with a few monsters prowling the crumbling buildings. The catacombs are infested with undead, under the command of a mad priest of Tharizdun, and the vaults are home to a young dragon as well as rival factions of gnolls and minotaurs.

The following pages provide overviews, maps, and descriptions of each area of the abbey. You can use the italicized text in each entry (including this page) to introduce

the players to each region when they enter it, either reading the text directly or paraphrasing it as you desire.

Book 2 describes, in addition to Winterhaven, the various factions inhabiting the ruins and the ways adventurers might interact with them. Book 3 details encounters in the village, the wizard's tower, the Feygrove, and the watchtower. Book 4 covers encounters in Dragon's Roost, the catacombs, and the vaults.

Gardmore Village and the Keep

Encounters 1-8

In the shadow of the shattered temple on the hilltop and the abbey's deteriorating defensive wall, the ruins of Gardmore village stand like lines of broken teeth. Among the sagging roofs and toppled wrecks of houses, throngs of savage orcs make camp in filthy tents clustered around small, smoking fires.

The village clings to the slope of the hill, forming three rough tiers along a weed-choked road that winds up to the temple mount. The lower tier lies close to the outer wall of the abbey and includes four structures built into the wall. The middle tier is dominated by a tall, square tower that appears to be intact. The upper tier's buildings are in general larger than the rest and show centuries-old scars of fire and siege.

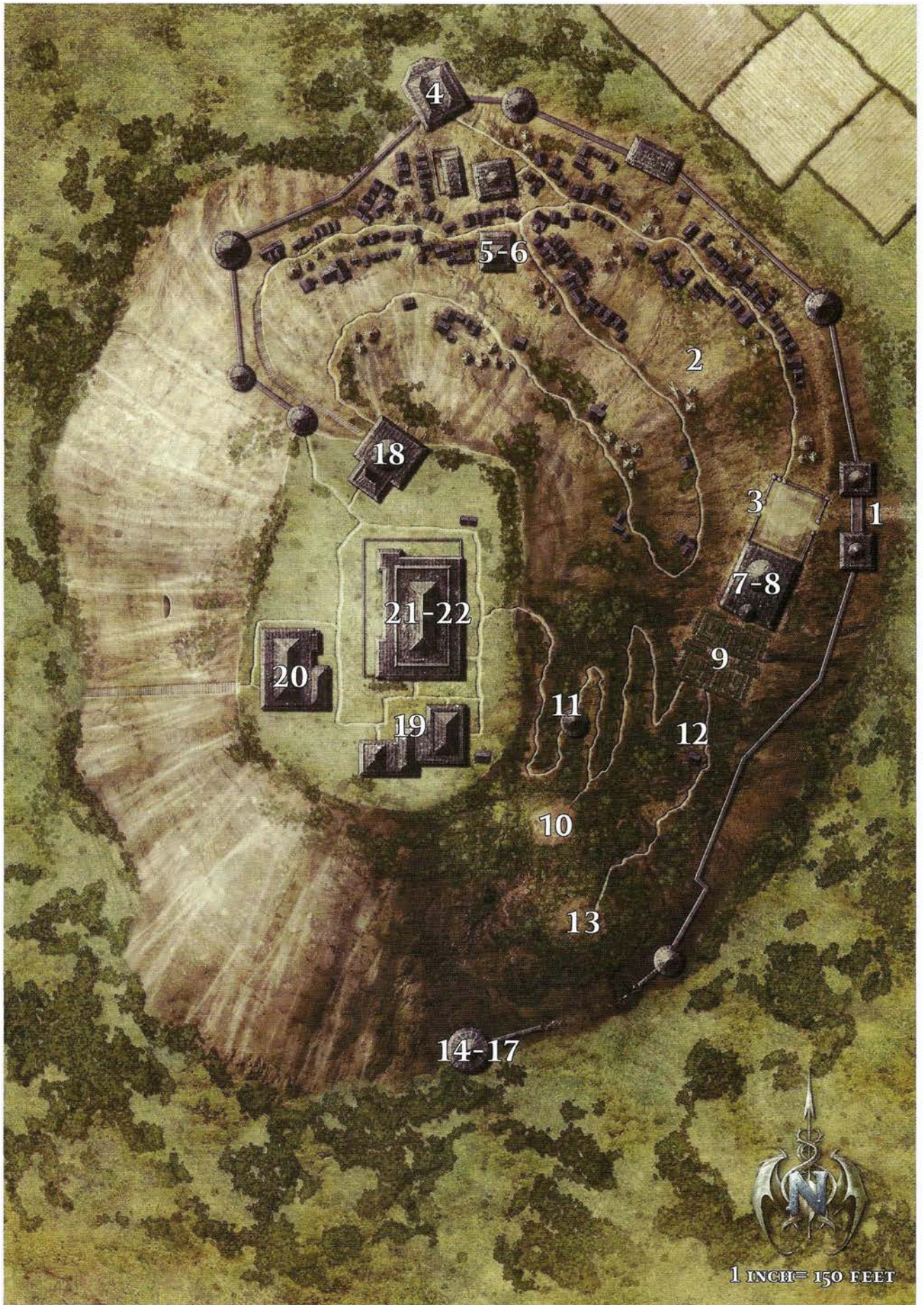
At the southern end of the village, Gardmore's squat stone keep looms over the squalor. Beyond it, a tangled expanse of forest sprawls over the hillside, wilder and far greener than the surrounding downs. A few crumbling structures poke through the growth—a bell tower near the temple mount and a taller watchtower set into the outer wall at the far southern end of the abbey.

The orc-infested ruins of Gardmore village cover the largest individual section of the abbey grounds, sprawling over the northeastern quadrant of the abbey's hill. A narrow road winds through the ruins, from the courtyard inside the main gate all the way up to the gatehouse that gives entry to Dragon's Roost. Two sharp bends in this road define the village's three tiers.

Lower Tier

The lower tier extends from the main gate to the garrison and encompasses the area along the abbey's outer wall. While the village was inhabited, this area included a tannery, a smithy, a dyer, and a handful of other businesses that required a lot of space, made a lot of noise, or produced strong odors. At the north end, past the point where the main road begins its ascent to the middle tier, an inn and stable stood outside the garrison building. Three structures built into the outer wall served primarily to store foodstuffs in the event of a siege or famine, though the village defenders also stood watch atop the towers.

Outer Wall: The curtain wall protecting the village remains mostly intact despite the siege that brought the abbey low a century and a half ago. Except for a breach in the southern extent, leading into the Feygrove, the wall still protects the ruined village as it has done for centuries.



1 INCH = 150 FEET

Breaking through the wall is an impossible task without the aid of siege engines, but climbing it is relatively simple. The wall averages about 30 feet high and requires DC 15 Athletics checks to climb.

1. Main Gate. The gatehouse at the village's single main entrance is now guarded by orcs and an ogre. See encounter 1 in Book 3 for details. A large courtyard lies inside the gate and in front of the keep (area 3).

2. Gardmore Village. Orcs make their squalid homes in the crumbling ruins of the village, with their largest concentration in the lower tier. They make little use of the existing structures, preferring to erect tents and keep campfires burning in open spaces or buildings whose roofs have collapsed. Adventurers who attempt to move through the village can use a variety of skills to blend in with the orcs and mercenaries, avoiding confrontation. Encounter 2 in Book 3 details this skill challenge.

3. Keep Entrance. The courtyard is deserted, despite offering a large open space where orcs could pitch their tents. The proximity of the ancient keep, where the orc chieftain makes his lair, is one reason; the guardian of the entrance to the keep—an ettin whose two heads are named Spike and Bruse—is the other. The orcs fear the ettin and Bruse's drunken rages, so they steer clear of the place. Encounter 3 in Book 3 describes the ettin and the keep entrance.

4. Ruined Garrison. The largest structure in the abbey's outer wall was once the garrison for the village's defenders. During the siege of the abbey, three knights carried a sacred relic, the Brazier of Silver Fire, to the garrison in its special chest, planning to use it to banish the demonic allies of the attacking orcs. However, demons attacked before the brazier could be readied. Encounter 4 in Book 3 describes the cursed garrison.

THE LOST PALADINS

Four Gardmore paladins—Engram, Dorn, Silas, and Hrom—were assigned to guard and transport the Brazier. When the abbey was attacked, Engram, Dorn, and Silas carried the relic to the rendezvous point in the garrison.

The wizard Vandomar sealed the three knights inside to protect them while they waited for their companion. However, Hrom fell in battle before reaching the others. Without him, they were unable to open the chest holding the Brazier. Driven mad by the relentless whispers of the evil spirits that invaded the place, the knights killed each other.

Vandomar was unable to save the paladins. To prevent the evil that had destroyed them from spreading, he reinforced the magical seal. So the garrison remains to this day, haunted by the mad spirits of the dead knights as well as a demon that was trapped by the ritual. The guardians still wait for Hrom to help them unlock the chest that was supposed to be their salvation.

Middle Tier

The businesses of the middle tier once included a wide variety of artisans, from cobblers and coopers to jewelers and gemcutters. In general, shops west of the wizard's tower housed common trades, while more specialized trades were situated along the road to the east. The buildings are now largely ruined, and anything of value that might once have been there has long since either been carried away or incorporated into larger treasure hoards.

The road to the east winds upward to the upper tier. West of the tower, it ends at a stairway that bypasses the upper tier and leads directly to the gate that gives access to Dragon's Roost.

5-6. Wizard's Tower. At the time of the abbey's fall, this tower was the home of the wizard Vandomar, who inherited it from his mentor, to whom it had passed down through generations of master and apprentice. Like the story of the abbey, Vandomar's tale is tragic. The wizard loved one of the paladins of the abbey, a female human named Elaida, who returned his love. He urged her to abandon her calling and live with him in his tower, far from the dangers of the war. She refused, so he turned his attention instead to crafting wards and protective spells to keep her safe in battle. When the abbey came under siege, all of Vandomar's wards could not save Elaida. Turning from the defense of the abbey, Vandomar sealed himself in his tower with the body of his beloved, seeking a way to restore her to life.

His desperate experiments failed, and the more he searched for the power of life, the more fragile his grieving mind became. In his last attempt to revive Elaida, he unleashed a mighty spell that simultaneously animated her corpse as a flesh golem and transformed him into an undead monster—an arcanian that still haunts the upper level of his tower.

The wizard's tower encompasses encounters 5 and 6 in Book 3.

Upper Tier

The wealthiest citizens of the village made their homes in its upper tier. These citizens were usually former paladins of the order who claimed a small fortune in their retirement and became patrons of the abbey and the village, living in luxurious splendor in the shadow of their former home on Dragon's Roost.

7-8. The Keep. The knights of the abbey were the sworn protectors of the village, but they did not govern it or maintain order within its streets. That responsibility fell to the lord mayor. This dignitary was often a retired knight of the abbey from a noble family, but at other times a mayor was a noble from a distant part of Nerath appointed by the emperor. Such nobles viewed this appointment as akin to banishment, because the abbey was far from the capital and its climate was not hospitable. The keep was the residence of this lord mayor, and was appointed with all the splendor he or she could afford, to soften the blow of exile.



Death of Elaida

Once the horrors of the *Deck of Many Things* were unleashed on the abbey, the keep quickly fell. Now it lies partially in ruins. Even so, Bakrosh, the chieftain of the orcs, makes his home in the keep, separate from the tents and campfires of the other orcs. Only a relatively small retinue, as well as the ettin guard, protects the chieftain's residence.

Encounters 7 and 8 in Book 3 detail the interior of the keep. For more information about the orc chieftain, see "Bakrosh" on page 25 of Book 2.

Scouting and Entering the Village

The orcs have little in the way of an organized defense of the village. They do not expect any threat from outside the abbey grounds, so they maintain a watch at the main gate and no other defenses. Adventurers can easily scout the village and get a sense of the orcs' positions and defenses without exposing themselves to serious danger. Lord Padraig's first quest (see "Scout the Abbey," page 9 of Book 2) charges the party to do this.

Scaling the Walls: Climbing the walls to gain access to the village is relatively straightforward (see "Outer Wall" on page 7). No guards or archers are stationed atop the walls or towers except at the main gate. As long as the adventurers remain out of sight of the gate, they can scale

the walls with impunity and perch on top to survey the village below. If they move around on the walls or towers, orcs in the village below might spot them. Compare the adventurers' Stealth check results to a typical orc's passive Perception of 13. If they're detected, orcs attack. See "Orc Campsite" on page 12 for details of the orcs in the initial attack as well as the possibility of additional combatants if the fight goes on too long.

Survey from Above: If the adventurers use the secret stair to reach Dragon's Roost without going through the village, they can get a good look at the grounds from above. There's no meaningful chance of detection by the orcs—only the threats that lurk on Dragon's Roost.

Through the Feygrove: The single breach in the wall leads into the Feygrove. If the adventurers make their way through this overgrown area, they emerge at the southern edge of the village. They can climb the hillside and arrive in the upper tier with a good view of the rest of the ruins. Wherever they enter the village, they need to be careful to avoid orc detection. Use the skill challenge in encounter 2 to measure their success at remaining out of sight and the consequences of failure.

The Direct Approach: The adventurers can enter the village by way of the main gate, if they can fight their way past the defenders (encounter 1). If they defeat the ogre quickly, they might be able to bluster their way past the

remaining orc guards, then attempt to move through the village unmolested (encounter 2).

Results: If the adventurers successfully scout the ruined village, they can report to Pdraig on the strength of the orc presence. At a rough estimate, 150 humanoids inhabit the village: mostly orcs with associated human, half-orc, and hobgoblin mercenaries. A handful of ogres, hill giants, and dire wolves support them. The orcs and other creatures are scattered throughout the village, with the highest concentration in the lower tier. They're clustered into sixteen camps, with eight to ten orcs at each site. The only fortified positions are the main gate and the chieftain's keep.

Orc Reinforcements

The village holds a lot of orcs—enough that the adventurers could fight their way through the main gate twenty times and not kill all the defenders.

The orcs constantly defend the main gate, slowly increasing the number of guards stationed there whenever a group is killed.

Each time the adventurers return to encounter 1, add one orc to the numbers there, to a maximum of six additional orcs. The “Main Gate Reinforcements” table summarizes the changes in that encounter on successive visits.

MAIN GATE REINFORCEMENTS

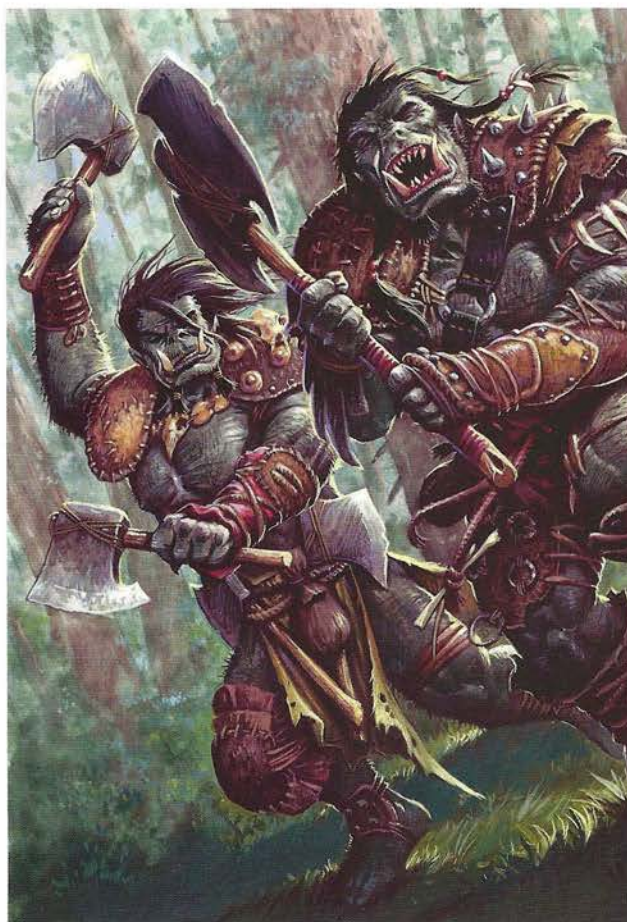
Visit	Orcs	Encounter Level
1	As written	6 (XP 1,400)
2	+1 archer	7 (XP 1,575)
3	+1 reaver	6 (XP 1,775)
4	+1 archer	8 (XP 1,950)
5	+1 reaver	9 (XP 2,150)
6	+1 archer	9 (XP 2,355)
7	+1 reaver	10 (XP 2,525)

The ettin (encounter 3) might admit the adventurers to the keep without a fight—but only once, regardless of which head lets them in. Once the ettin is defeated, it is not replaced.

If the adventurers enter the keep and don't defeat the chieftain (completing encounter 7 but not encounter 8), the guards in encounter 7 are replaced once; there aren't any more dire wolves and storm shamans after that.

The death of the chieftain (encounter 8) throws the orcs into chaos as various warriors begin to vie for the vacant position. The keep is not repopulated until that power struggle settles down—if the adventurers have not driven the remaining orcs from the village.

If the adventurers successfully defend the watchtower (encounter 17 in Book 3), the surviving orcs flee the abbey, never to return. If the adventurers fail, the orcs receive reinforcements from kindred tribes in the Stonemarch, solidifying their position and reversing the losses they suffered in previous encounters.



You can use “Orc Campsite” on the next page framework to improvise an encounter in the village if the adventurers attack an orc campsite or are discovered lurking near one.

The orcs are confident in their ability to deal with what they see as a minor threat and don't initially call for help, but if the fight drags on too long, more orcs join the fray. Designate the last adventurer in the initiative order the timekeeper. At the end of each of that adventurer's turns, have the player make a saving throw. If the saving throw fails, one or more additional combatants appear at the start of the next round, rolling initiative and taking their place in the order. Roll 1d4 and consult the following table. The new combatants arrive on any map edge.

Roll	Additional Combatants	Encounter Level
1-2	1 orc rampager	7 (XP 1,514)
3	1 orc rampager and 1 orc pummeler	8 (XP 1,764)
4	1 ogre (see encounter 1 in Book 3)	7 (XP 1,514)

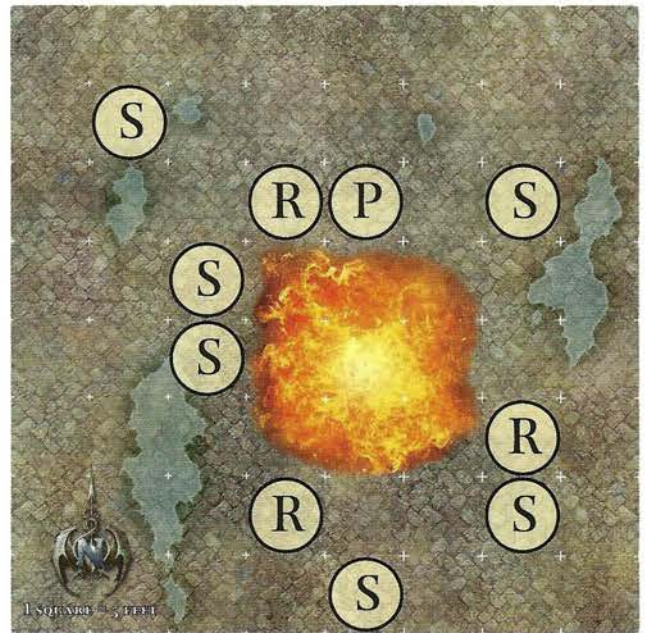
Orc Campsite

Encounter Level 6 (1,264 XP)

- 1 orc pummeler (P)
- 3 orc rampagers (R)
- 6 orc savages (S)

Orc Pummeler (P)	Level 6 Controller	
Medium natural humanoid	XP 250	
HP 76; Bloodied 38	Initiative +5	
AC 20, Fortitude 20, Reflex 17, Will 16	Perception +3	
Speed 6	Low-light vision	
STANDARD ACTIONS		
⊕ Stone Maul (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, and the target falls prone.		
↵ Earthshaking Slam ♦ Encounter		
Attack: Close burst 2 (creatures in the burst); +9 vs. Fortitude		
Hit: 3d6 + 5 damage, and the target is dazed until the end of the orc's next turn.		
Effect: The orc pushes each target up to 2 squares.		
TRIGGERED ACTIONS		
⊕ Intercepting Swat ♦ Recharge ☞ ☞ ☞ ☞ ☞ ☞		
Trigger: An enemy makes an opportunity attack against the orc.		
Effect (Free Action): The orc uses <i>stone maul</i> against the triggering enemy.		
Savage Demise		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 21 (+8)	Dex 14 (+5)	Wis 10 (+3)
Con 20 (+8)	Int 8 (+2)	Cha 8 (+2)
Alignment chaotic evil		Languages Common, Giant
Equipment scale armor, stone maul		

3 Orc Rampagers (R)	Level 6 Brute	
Medium natural humanoid	XP 250 each	
HP 90; Bloodied 45	Initiative +5	
AC 18, Fortitude 20, Reflex 18, Will 16	Perception +3	
Speed 6	Low-light vision	
TRAITS		
Berserk Flailing		
While the orc is bloodied and can take opportunity actions, any enemy that starts its turn adjacent to the orc takes 5 damage.		
STANDARD ACTIONS		
⊕ Heavy Flail (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage.		
⊕ Rampage ♦ At-Will		
Effect: The orc shifts up to 3 squares and can use <i>heavy flail</i> against three enemies during the shift.		
↘ Handaxe (weapon) ♦ At-Will		
Attack: Ranged 10 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.		
TRIGGERED ACTIONS		
Savage Demise		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 21 (+8)	Dex 14 (+5)	Wis 10 (+3)
Con 20 (+8)	Int 8 (+2)	Cha 8 (+2)
Alignment chaotic evil		Languages Common, Giant
Equipment leather armor, 4 handaxes, heavy flail		



6 Orc Savages (S)	Level 4 Minion Brute	
Medium natural humanoid	XP 44 each	
HP 1; a missed attack never damages a minion.	Initiative +3	
AC 16, Fortitude 16, Reflex 14, Will 12	Perception +1	
Speed 6	Low-light vision	
STANDARD ACTIONS		
⊕ Handaxe (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 8 damage, or 12 with a charge attack.		
⊕ Handaxe (weapon) ♦ At-Will		
Attack: Ranged 5 (one creature); +9 vs. AC		
Hit: 6 damage.		
TRIGGERED ACTIONS		
Savage Demise		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 16 (+5)	Dex 13 (+3)	Wis 9 (+1)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)
Alignment chaotic evil		Languages Common, Giant
Equipment hide armor, 4 handaxes		

Tactics

The pummeler wades into the party, using *earthshaking slam* right away if it acts before the others. Otherwise, it waits until it can catch at least three enemies in the burst without hurting its allies.

The rampagers use *rampage* to shift into tactically advantageous positions, making multiple attacks along the way. The savages try to gang up on single enemies, trying to gain combat advantage for themselves or grant it to a rampager.

The Feygrove and the Watchtower

Encounters 9-17

The entire hillside, from the lip of the temple plateau to the outer wall, is covered in a thick, riotous tangle of trees, bushes, vines, and ferns. The wood seems ancient, undisturbed by the presence of humans and dwarves since the dawn of time, though the abbey wall hems it in and has checked its spread.

Closer examination reveals that the forest's seemingly pristine state is an illusion. At the northern end of the wood, rotting trellises and moss-covered paths suggest that this wild grove was once a cultivated garden. From a higher vantage point, the remains of other structures are visible amid the trees, though they seem in danger of submerging beneath the vibrant green sea. A bell tower lifts its head above the canopy a short distance down the slope from the temple. The remains of a small cottage lie near the outer wall toward the northern edge of the grove. And a small stone building—a shrine or tomb, perhaps—stands in a small clearing near the south end of the forest. At its southern extreme, where the outer wall meets the steep cliff of the hillside, a lone watchtower rises above the trees.

Everywhere among the greenery, the forest teems with life. Squirrels and birds chatter and chirp in the branches, bees drift amid blossoms, and the tracks of larger creatures crisscross the wood. Clouds of flies swarm in the air, and iridescent butterflies float on the gentle breezes.

Slightly smaller than the ruined village, the Feygrove covers the southeastern part of the abbey grounds, where the gardens of the old abbey became overgrown and then infused with energy from the Feywild. Two old, overgrown trails lead from the outer garden behind the keep to other features in the grove. A gently sloping trail leads from near the outer wall to a tumbled groundskeeper's cottage and on to the Font of Ioun. The other trail winds back and forth up the steep slope to Dragon's Roost, passing a bell tower, with a short branch leading off to the Whispering Grove.

Outer Wall: The abbey's curtain wall extends south and west from the gate to encircle the Feygrove before it ends in the natural cliff face of the southern slope of the hill. The orcs that besieged the abbey 150 years ago breached the wall in its southernmost segment, near the watchtower, providing one point of entry through the Feygrove. Adventurers can also climb over other parts of the wall, which averages about 30 feet high (DC 15 Athletics checks to climb).

9. Outer Gardens. Situated on the hillside behind the keep, what once formed the private gardens of the lord mayor is now as overgrown as the rest of the Feygrove—and haunted with monstrous spiders. The spiders alone would be sufficient deterrent, but the few encounters the orcs have had with the fey of the woods have convinced them to keep their distance from the trees. Encounter 9 in Book 3 describes the challenge of getting past the spiders into the deeper forest.

10. Whispering Grove. This copse is the heart of the Feygrove. When the abbey was inhabited, eladrin from the Feywild took a hand in establishing the garden, and their influence was strongest here. Taking advantage of a natural affinity between the world and the Feywild at this location, the eladrin created a magic spring, allowing fey energy and influence to bubble into the world. While the gardens were maintained, the fey influence was limited to this single grove of trees, but since the death of its groundskeepers, it has spread through all of the abbey's gardens, creating the Feygrove. Now the Whispering Grove, the source of that magic, is home to a group of autumn nymphs. See encounter 10 in Book 3 for more information.

11. Bell Tower. The bells that once summoned the knights to their prayers and meals were housed in this slender tower near the temple mount, overlooking the beauty of the Whispering Grove. Though the tower still stands, its stairs and upper stories are unsafe, the floor having collapsed in some places and threatening to do so in others. A swarm of stirges nests at the top of the tower, and a pack of displacer beasts hunts nearby. Encounter 11 in Book 3 describes the bell tower.

12. Groundskeeper's Cottage. This small wooden cottage was home to generations of hard-working groundskeepers who maintained the extensive gardens of the abbey. Journals that remain inside the cottage explain the role of eladrin in establishing the gardens, evidence that Berrian Velfarren wants to use to persuade Lord Pdraig of his claim to a portion of the abbey grounds. To secure that evidence, however, the adventures must deal with a pair of owlbears. Encounter 12 in Book 3 describes the challenge of driving off or killing the owlbears.

13. Font of Ioun. This bubbling spring provided both water and spiritual sustenance for the knights of the abbey in its prime. A shrine surrounding the font was dedicated to Ioun, and drinking from the waters was said to offer visions of divine guidance and inspiration. The font is now the base of Berrian Velfarren's operations in the Feygrove, where he camps with his knights and dryad allies. Encounter 13 in Book 3 details the Font of Ioun.

14-17. Watchtower. This towering spire at the south end of the abbey grounds allowed the knights to keep watch over the King's Road from miles away, thanks to both its great height and magical aids to distant viewing in the topmost chamber. This feature makes the watchtower a site of strategic importance in Lord Pdraig's mind, and he is determined, once the abbey is secure, to claim the watchtower and use it to defend Winterhaven.

When the *Deck of Many Things* was scattered throughout Gardmore Abbey, the resulting chaos seemed to concentrate in the watchtower. The interior was suffused with the energy of the Far Realm, transforming it into a bizarre projection of that alien environment. Anyone who peers into the watchtower through its high windows views the interior as it existed on the night the *Deck* was scattered, preserving an image of Gardmore in the past.



Watchtower interior

However, creatures that manage to enter are in for a surprise. The tower interior is trapped between the Far Realm and the exact moment in time when the *Deck* was scattered, and it echoes features from both dimensions. Manifestations of three cards inside the tower guide the party through the Far Realm toward them. Encounters 14–16 in Book 3 take place inside the watchtower. For more information about the beholder and other aberrant monsters that lurk within, see pages 28 and 29 of Book 2.

Should the adventurers manage to stabilize the tower and return to the world safely, Lord Padraig sends them to defend it against the orcs. Encounter 17 in Book 3 describes this challenge.

Scouting the Feygrove

Adventurers who wish to scout the Feygrove can enter the forest in one of three ways. The siege of the abbey years ago resulted in a breach in the curtain wall near the watchtower, which provides direct access to the Feygrove near the Font of Ioun. Adventurers who have already made their way into the village (see “Scouting and Entering the Village” on page 10) can enter the Feygrove through the outer gardens. They can also scale the outer wall to enter the Feygrove near the groundskeeper’s cottage or the Font of Ioun.

Results: Adventurers surveying the Feygrove from a distance can discern its major features: the outer gardens, the groundskeeper’s cottage, the bell tower, and the Font of Ioun (but not the Whispering Grove). Aside from a general sense of the vibrant life of the Feygrove, the adventurers gain no insight into its denizens until they encounter them.

There is one exception: An adventurer who notices the tracks of larger predators in the woods can attempt a DC

16 Nature check to identify the tracks. A successful check reveals that both displacer beasts and owlbears hunt in the Feygrove.

Reinforcements

In contrast to the numerous and resilient orcs of the village, the denizens of the Feygrove have little ability to respond to adventurer attacks. Creatures killed in the Feygrove aren’t replaced within the time frame of this adventure.

If the adventurers drive off the owlbears in encounter 12 rather than killing them, the owlbears return within a few hours.

Dragon's Roost

Encounters 18-22

The ruined husk of the abbey's glorious temple stands forlorn at the top of the hill, a monument to its former majesty. Hints of silver and platinum ornamentation still gleam here and there through a coat of black soot that covers the entire structure.

The arched roof of the temple is half collapsed and its windows shattered, but it still manages to convey something of its original purpose—to remind the viewer of the power and glory of Bahamut and the other gods of good.

The other structures on the hilltop have fared worse than the temple with the passage of centuries and the devastation of war. To the west of the temple is a squat stone building ringed by crumbling columns that must once have suggested grandeur and elegance, but now seem tawdry. To the south of both buildings stands the ruin of a long, low structure, now little more than heaps of rubble and debris scattered among skeletal posts and beams. Only the gatehouse, guarding the road that runs up from the village, stands more or less intact, though its doors hang from their hinges.

Dragon's Roost, the plateau at the top of the hill, was the heart of the abbey, the home of its monastic knights and the center of their worship. When the abbey fell, this area took the brunt of the damage. Fire consumed the wooden buildings that stood on the plateau and destroyed the roofs of the others, leaving the majestic temple gutted and scarred. Now only four structures remain.

Secret Stair: The western side of the hill rises too steeply for horses, wagons, or armies to climb, forming a natural barrier supplemented by the wall on the eastern side. One narrow stairway does provide direct access to Dragon's Roost from outside the abbey's walls, however. The stair is well hidden, particularly since it has fallen into disuse and is clogged with rubble in places.

Finding the stair for the first time requires an hour of searching and a DC 23 Perception check. Sir Oakley knows that the stairway exists but not its exact location, so he can urge the adventurers to search (and help them look) but can't lead them directly to it. If the adventurers fail the Perception check, they can try again, with each check requiring another hour of searching.

The stairway is steep and partially blocked in places, so climbing to the top requires significant effort. However, the adventurers don't need to make Athletics checks—there's no real chance of failure, just a question of time.

Garden Path: A winding, overgrown path leads to Dragon's Roost from the outer gardens in the Feygrove, by way of the bell tower.

18. Heroes' Gate. This large gatehouse was designed to strike awe into the hearts of those who came to visit the knights. Statues set into niches high on the interior walls represent the greatest heroes of the order, and they stare down at visitors as if searching their souls. An enormous statue of the abbey's founder, Gardrin the Hammer, dominates the floor inside. However, the gatehouse did

not escape the ravages of siege and scourge that brought the abbey to ruin. Its outer doors have nearly fallen off their hinges, though the portcullis that blocked the inner gate remains intact. Parts of the roof have collapsed, and a couple of the guardian statues have fallen from their places of honor to lie in pieces on the ground. Encounter 18 in Book 4 describes the gatehouse.

19. Barracks. The long, low building that served as barracks, kitchen, and mess hall for the knights is now little more than a stone floor surrounded by fire-charred posts and beams, with heaps of rubble strewn about from the collapsed walls. This building was one of the first to fall during the siege of the abbey, torched by saboteurs who discovered the secret stair and entered Dragon's Roost undetected. While the siege dragged on, the knights heaped up the rubble and made camp within the ruin, a reminder of both their humility and constant vigilance. The heaped rubble also served another purpose: It artfully concealed the stairway leading down into the vaults. Encounter 19 in Book 4 details the creatures that haunt the ruined barracks.

20. Hall of Glory. Serving as both a trophy room for the knights of the abbey and a memorial to their fallen members, the Hall of Glory was designed to be a smaller echo of the majesty of the temple. A pool—once filled daily with pure water from the Font of Ioun but now green with algae—welcomes visitors in the entrance hall. A statue depicting Bahamut as an armored human warrior stands proudly in the hall beyond, and an altar set into the wall in the north wing was a place to offer sacrifices in honor of the abbey's fallen heroes. A stairway at the back of the building gives access to the vaults, leading down to area B on the overview map. Swarms of spiders have made this hall their lair, as detailed in encounter 20 in Book 4.

21-22. Temple. The abbey's grand temple gave a Bahamut a special place of honor, with a huge statue of the Platinum Dragon occupying the center of the sanctum and his altar standing at one end. Altars to Kord, Moradin, Pelor, Erathis, and Ioun line the edges of the sanctum as well. A pool of water from the Font of Ioun, miraculously clear despite the passage of years, stands in the entrance hall. A cluster of tiny rooms in the northeast part of the temple building was home to the temple's priests and acolytes but now houses crazed harpies and maddened angels, detailed in encounter 21 of Book 4. The temple is also the starting point for a ritual of purification, described in encounter 22 of Book 4. A stairway near the priests' cells leads down into the catacombs.

Development

The monsters that haunt Dragon's Roost do not present an organized defense—they are scavengers that lurk in the ruins. If they're slain, new monsters might eventually move in to take their place, but none are likely to do so within the time frame of this adventure.

The Catacombs

Encounters 23-27

These low, dark tunnels reek of decay. Heavy stone sarcophagi presumably mark where the fallen paladins of the abbey were interred. Niches in the wall hold other bones, perhaps belonging to servants, priests, or knights who fell short of the ultimate glory—to die fighting in Bahamut's service.

A winding network of burial tunnels starts beneath the temple and extends under the upper tier of the village. Knights who fell in battle, whether defending the abbey or on distant campaigns, are laid to rest in stone coffins spread throughout the tunnels. Niches reminiscent of pantry shelves line the interior walls, holding the exposed bones of the less-honored dead, including other knights, priests, those who served the knights, and citizens of the village. Bones are piled in the shelves indiscriminately, making the most of the limited space available.

The catacombs are tainted by the presence of Vadin Cartwright, a priest of Tharizdun. In the abbey's vaults, Vadin discovered a red crystalline substance he calls the Voidharrow, which he believes contains a fragment of the Chained God's essence. He has taken up residence in the catacombs, experimenting with how his own power to create undead interacts with the Voidharrow.

23. Altar of Glory. The outermost chamber of the catacombs was a place to offer sacrifices to Bahamut and the Raven Queen for the safe passage of departed souls. An altar in the north wing of the chamber depicts both gods in the form of dragons, Bahamut as a glorious platinum dragon and the Raven Queen as a stern shadow dragon. The four sarcophagi in the room are the resting places of the handful of knights in the order who were devoted to deities other than Bahamut. Encounter 23 in Book 4 describes the undead monsters that haunt this chamber now and the effect of the altar.

24. Font of Divine Health. A spring of pure water bubbles up from the ground and fills a slender font in this chamber. Three knight-healers, members of the order who carried particular gifts for healing, are interred here. An elaborate mosaic depicting Bahamut adorns the floor near the entrance to the Great Hall. Encounter 24 in Book 4 details the skeletal guardians that Vadin created and placed here to guard his work in the Great Hall.

A. Secret Shrine. Secret doors in areas 24, 25, and 26 lead to this hidden shrine. An unusual mosaic covering the north wall depicts Bahamut as a dracolich. The knights believed that spending time in prayer and meditation here, before the image of an undead god and surrounded by the mortal remains of companions and forebears, would steel them to face death and help transform them into something closer to the ideals of their religion.

When the adventurers enter this room, read:

A striking mosaic, its colors still stark despite the passage of years, covers one wall of this square chamber. Each of the other three walls holds a door like the one you came in, presumably hidden on the other side. Three sets of gleaming plate mail lie sprawled on the floor, each containing a set of bleached bones. Swords lie beside the skeletons, still sheathed and attached to half-rotted leather belts.

Perception DC 16: *In the midst of a small pile of bones that must have once been a hand, you see a glint of yellow.*

When the abbey came under attack from within as well as being besieged from without, three young knights fled to this shrine to hide from the danger and regain their courage. Slowly growing resigned to their fate in the presence of the Bahamut-dracolich image, the three knights starved to death, one by one.

One of the three, desperate with fear and planning to flee from the abbey, stole three gemstones from the temple above before retreating to the catacombs. The glint of yellow visible in the remains of his hand comes from these (three topazes, 500 gp each).

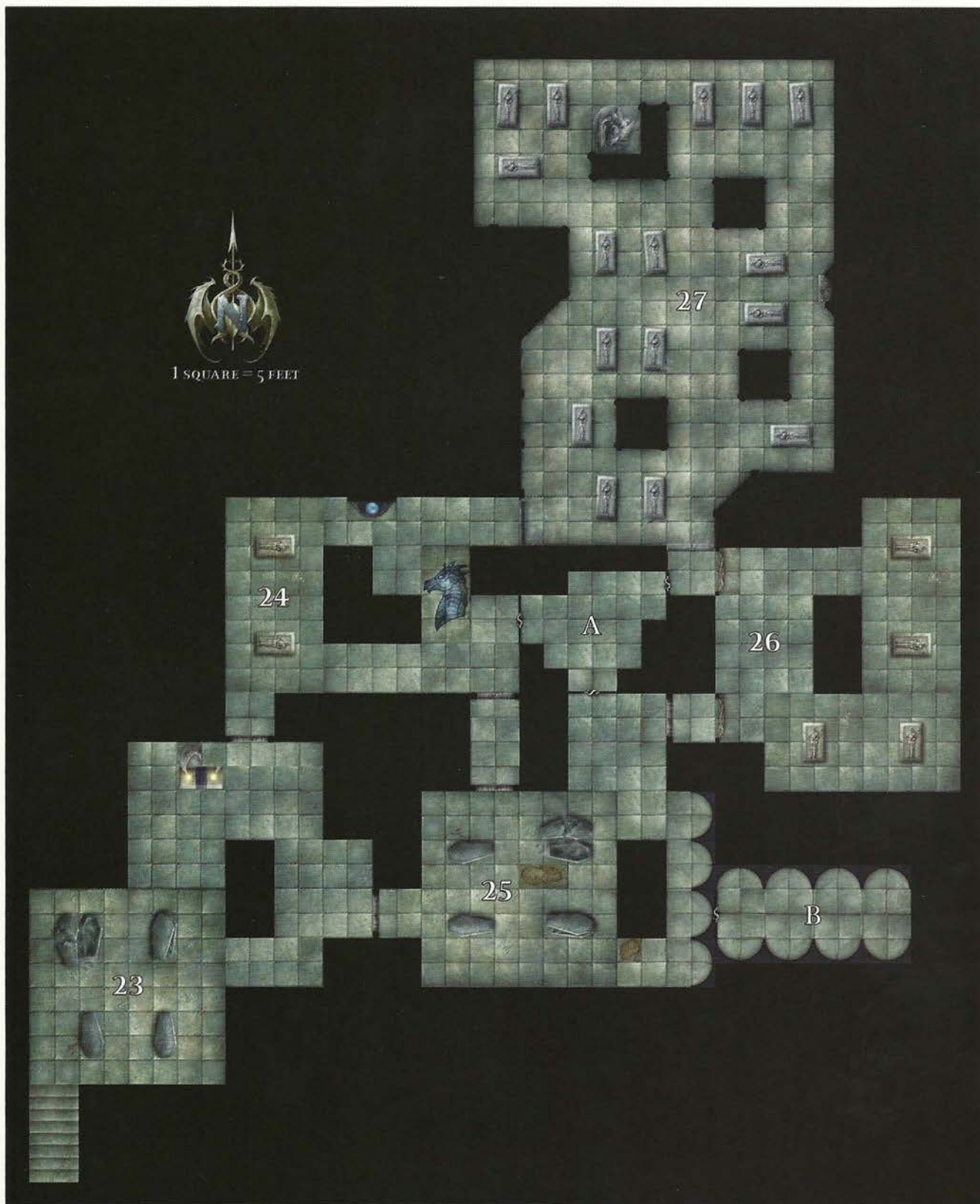
Any character who spends a short rest in this chamber gains 5 temporary hit points at the end of the rest. Each adventurer can gain this benefit once per day. The chamber is also a safe place for an extended rest, since the denizens of the catacombs have not discovered the secret doors leading in.

25. Memorial Chamber. A mosaic running around all four walls of the inner rectangle in this chapter depicts scenes and moments of heroism from the campaigns of the knights of Bahamut. Four of the greatest knights in the abbey's history are interred in this room's sarcophagi—one from each of the order's four great crusades. In the alcoves behind the mosaic are carved the names of knights lost on each: the Crusade of Conquest, the Stonemarch Crusade, the Serpent Crusade, and the War of the Infernal Bastion.

A character studying the mosaic or the memorial alcoves can attempt a DC 23 History check for each of these crusades. On a successful check, the character recalls the following information.

Crusade of Conquest: The knights of Gardmore Abbey, led by Gardrin the Hammer, were among the first soldiers of Nerath to reach the Nentir Vale and begin settling it. The Crusade of Conquest is what they termed their campaign of pacification. They fought orcs, lizardfolk, and the minotaur remnants of Saruun Khel, killing thousands of the monsters before establishing the abbey as a safe bastion in the north. This campaign is believed to have paved the way for the settlement of the Nentir Vale.

Stonemarch Crusade: A few decades after the founding of the abbey, the orcs of the Stonemarch became a significant threat. After the orcs launched several attacks on the abbey, the knights ventured into the Stonemarch to wipe them out and put an end to the raids. It took a full century for the orcs to recover from the losses they suffered.



Serpent Crusade: When a temple dedicated to Zehir arose in the depths of the Witchlight Fens, the problem quickly warranted the abbey's attention. The knights suffered devastating losses in this campaign, primarily because the cult of Zehir was so adept at recruiting converts to their faith from within the ranks of the knights, creating highly effective spies.

War of the Infernal Bastion: The greatest threat to the empire of Nerath before its eventual downfall was the hobgoblin warlord Hur-Tharak, the greatest in a long line of goblin leaders to arise in the southern lands. Aided by devils and powerful priests of Asmodeus, Hur-Tharak gained a strong foothold in the empire's southern lands, in

the region called the Dragondown Coast. When Nerath launched a counterassault to take back those lands and sack the warlord's Infernal Bastion, the knights of Gardmore Abbey marched alongside other paladins and armies in what is heralded as one of Nerath's most glorious moments of unity and victory.

Encounter 25 in Book 4 describes the monsters that now haunt this tomb.

B. Forbidden Tomb. A secret door in the alcove dedicated to the Serpent Crusade in area 25 leads to this hidden tomb, built to hold the remains of knights who were seduced into Zehir's service.

When the adventurers enter this room, read:

This low, narrow hall seems to repel your light, and deep shadows clot in the recesses of the shelves that line the walls. One stone sarcophagus stands in the center of the room, its lid open a crack. The lid bears the carved image of a female human clad in plate mail. She holds a long bastard sword atop her body, her gauntleted hands crossed over its pommel.

If the adventurers have already encountered the snake-tongue vampire in encounter 27, they recognize the woman depicted on the sarcophagus. Her name is engraved near her head on the stone lid: Zarel Gardrin's Daughter. If the vampire Zarel manages to flee encounter 27 in mist form, she returns to her sarcophagus here to regenerate until she reaches full health once more. If the adventurers can find this room while she is recuperating, they might be able to destroy her in her coffin.

Sir Oakley is taken aback if he sees Zarel's name on the sarcophagus. As the daughter or descendant of Gardrin the Hammer, founder of the abbey, she is an ancestor of or at least related to Oakley, who also traces his descent from Gardrin. But her interment in this hidden tomb—and her existence as a vampire—suggests that she was also a traitor to the abbey, seduced to the worship of Zehir. Oakley is simultaneously pleased to fill in his family history and disturbed to learn such a shameful piece of it.

26. Dragonslayers' Tomb. Although they were devoted to Bahamut, the knights of Gardmore Abbey gave special honor to members of their order who slew evil dragons, the spawn of Tiamat. The four sarcophagi in this chamber all hold the remains of knights who carried the honorific title of Dragonslayer. Heavy curtains made from the scales of chromatic dragons separate the tomb from the antechamber, testimony to the glory these warriors achieved in life. Encounter 26 in Book 4 describes the wraiths that now haunt this tomb.

27. Great Hall. This enormous chamber holds the remains of the leaders of the abbey, including Gardrin the Hammer. Blasphemously, it is now also the lair of Vadin Cartwright, the priest of Tharizdun. Through the influence of the Voidharrow, Zarel Gardrin's Daughter has risen as a snaketongue vampire, along with five lesser knights. Zarel was corrupted by the yuan-ti during the Serpent Crusade and thus has characteristics of both

vampires and yuan-ti. A venom-eye basilisk also defends Vadin in this hall. See encounter 27 in Book 4.

Undead Reinforcements

Once Vadin is dead, trouble in the catacombs quickly fades away. Until that time, however, the priest takes advantage of any retreat by the adventurers to reinforce his undead guardians. He can't replace every monster the adventurers destroy, however. His ability to create undead is limited to the skeletal guardians in encounter 24 and the flameskull in encounter 25.

Given an opportunity, Vadin places these reinforcements in area 23, since that chamber controls access to the rest of the catacombs. The following creatures represent an encounter there after the adventurers return from an extended rest.

Encounter Level 8 (XP 1,900)

2 skeletal tomb guardians (see encounter 24)

2 flameskulls (see encounter 25)

1 bonecrusher skeleton

Bonecrusher Skeleton		Level 7 Soldier
Large natural animate (undead)		XP 300
HP 80; Bloodied 40	Initiative +10	
AC 23, Fortitude 19, Reflex 20, Will 18	Perception +6	
Speed 5	Darkvision	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Threatening Reach		
The skeleton can make opportunity attacks against creatures within 2 squares of it.		
STANDARD ACTIONS		
⚔ Greatclub (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d10 + 4 damage.		
⚔ Crushing Blow (weapon) ♦ Recharge [1]		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 3d10 + 6 damage, and the skeleton pushes the target up to 1 square and knocks it prone.		
Str 20 (+8)	Dex 21 (+8)	Wis 16 (+6)
Con 16 (+6)	Int 3 (-1)	Cha 3 (-1)
Alignment unaligned		Languages –
Equipment greatclub		

The Vaults

Encounters 28-33

Arched ceilings and elaborate mosaics make these chambers seem spacious and majestic despite lying deep underneath the abbey grounds. They seem far more ancient than any part of the abbey you've seen so far, and the mosaics feature minotaurs prominently, suggesting that the knights who founded the abbey took over a preexisting structure to house their treasures.

The abbey's vaults were once a grand temple built by the minotaurs of Saruun Khel. That city, located beneath Thunderspire Mountain, was the seat of a minotaur kingdom whose relics and ruins are scattered across the Nentir Vale. This temple was dedicated to Bahamut, Erathis, Kord, Moradin, and Pelor, but it also held a secret shrine to the Horned King, the demon prince Baphomet. The secret worship of Baphomet spread and corrupted the entire temple, turning it into a place of terrible evil.

A pack of gnolls settled in the ruined vaults roughly a hundred years ago, during the fall of Nerath. A few years ago, a band of minotaur warriors came in search of the ancient temple and also took up residence in the vaults. After a few bloody skirmishes with the gnolls, a leader appeared who was able to unite the two groups into an uneasy alliance. Strangely, the minotaurs think of this leader as a minotaur, while the gnolls imagine it to be one of their kind. In truth, the leader is an oni night hunter that uses its *deceptive veil* ability to alter its appearance, combining features of a vicious, demonic gnoll with those of a similarly monstrous minotaur.

The oni's careful leadership, imposing a rough balance of power between the minotaurs and gnolls, has been threatened by the arrival of a young red dragon that now makes its lair in the great temple. The dragon's demands for tribute from the other denizens of the vaults has made the situation volatile, and the arrival of adventurers is likely to make it more so.

More information appears in Book 2 about the dragon (page 28) and the oni with its allies (page 30).

A. Western Entrance. Stairs down from the Hall of Glory lead into a great hall originally built to create a sense of awe and grandeur appropriate to those entering the presence of the gods.

When the adventurers enter this area, read:

The stairs lead far underground to a spacious chamber with a high, vaulted ceiling. A wide hall to the left leads to a gigantic pair of double doors plated with brass, and a narrower hallway on the wall opposite the stairs ends in a smaller set of doors. The walls are decorated with carvings of minotaur warriors and mystics set into arched niches flanked by decorative columns. The carvings are worn and some are broken beyond recognition, showing the signs of great age, vandalism, or perhaps both.

This entry hall is uninhabited and serves as a buffer between the oni and its allies and the dragon in area 33.

28. Hall of Erathis. Though the ancient minotaurs offered sacrifices to all their gods in the Great Temple, the other rooms that now make up the vaults were used to pay respect to the various deities in ways unique to each god's worship. In this hall, the minotaurs played strategic games ranging from a version of chess to more elaborate simulations of warfare. It is once again inhabited by minotaurs, but these fierce warriors are dedicated to the Horned King and have no concern for the hall's former purpose. Encounter 28 in Book 4 describes these minotaurs.

29. Arena of Kord. The minotaurs of old honored Kord with mock battles and tests of strength. The floor in the larger chamber here, with its pattern of red and blue tiles, was used for ceremonial combats that combined the need for great strength with a call for careful strategy. The minotaurs that inhabit the chamber now, led by a magus named Leralix, enjoy pitting their demon allies against captive orcs (and the occasional groll) in death matches on the checkered floor. See encounter 29 in Book 4 for more information.

30. Feast-Hall of Moradin. The minotaurs honored the god of community with great feasts in this banquet hall, which is now claimed by the oni and bodyguards of both factions. See encounter 30 in Book 4 for more details.

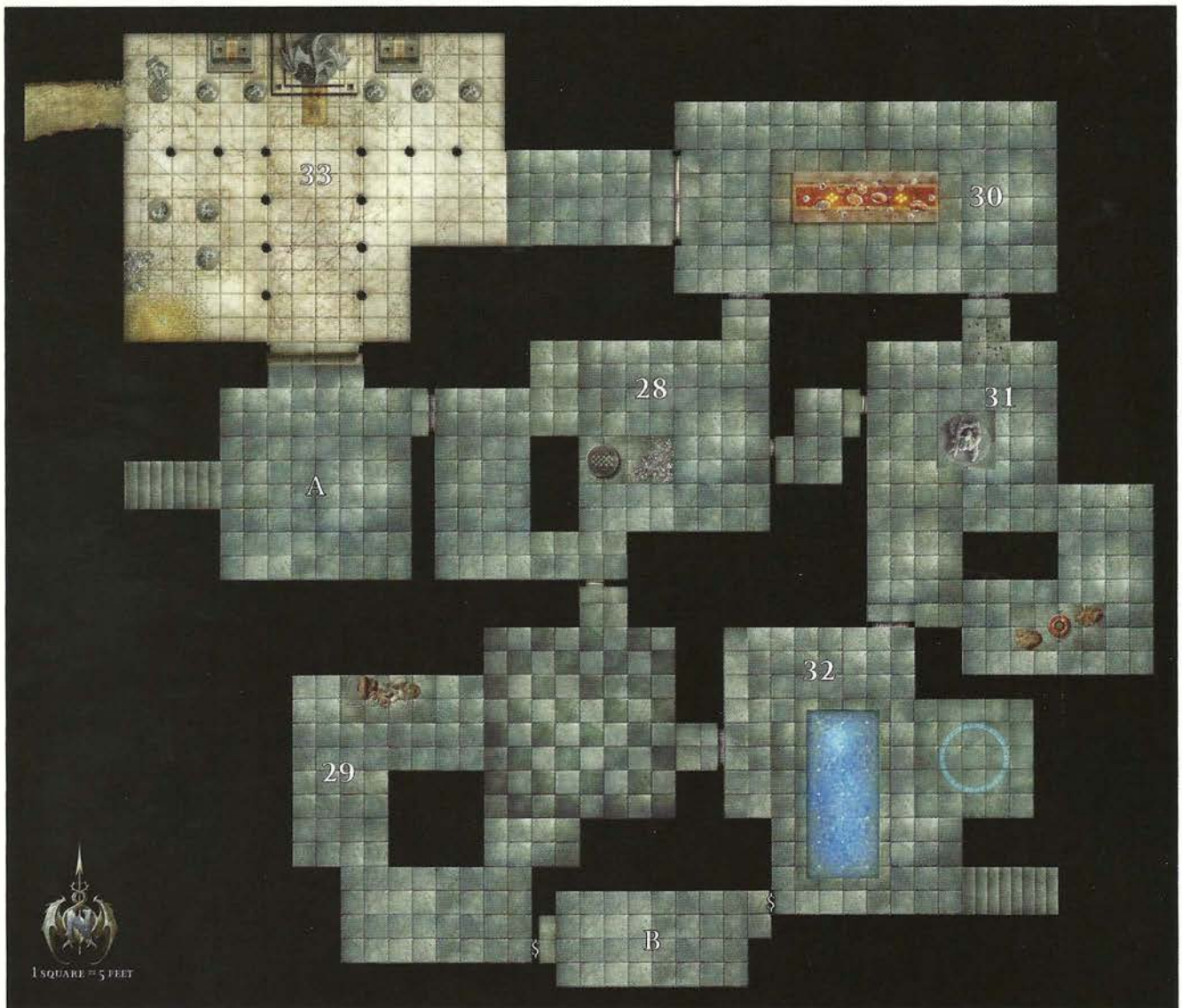
31. Hall of Bahamut. Part of the gnoll faction now inhabits this grand chamber, once dedicated to the glory of Bahamut (see encounter 31 in Book 4). The knights of Gardmore Abbey recognized their patron's presence in this chamber and preserved the original ornamentation, though they incorporated their own symbolism for the Platinum Dragon in the form of a grand statue in the center of the room. However, the evil influence of Baphomet's dark cult polluted this hall while it was still under minotaur control, and that influence tainted the knights of the abbey as well. In this chamber Havarr made his fateful draw from the *Deck of Many Things*, and it still shows signs of the horror that was unleashed in the wake of that event.

The first adventurer in this hall to use the power associated with a card from the *Deck* sees a brief vision of Havarr drawing his card.

Everything goes dark for a moment, then you see a knight in gleaming armor kneeling in prayer before the statue, apparently oblivious to the battle raging around you. He stands and draws a deck of cards from a pouch at his belt. Hands trembling, he spreads the cards before him. He reveals one—then recoils in horror. Chaos erupts around the knight, plunging the room into darkness once more. Your sight clears, and you are back in the midst of battle.

This vision also fulfills "The Knights' Artifact" quest (page 14 of Book 2).

32. Sun Hall of Pelor and Eastern Entrance. At one time, a shaft in the ceiling of this hall allowed light from the sun to reflect off the pool that dominates the chamber. The shaft has long since collapsed, and the pool is corrupted by the evil spreading from the secret shrine (area



B). The gnoll leader inhabits this chamber (see encounter 32 in Book 4 for details). The staircase in the southeast leads up to the knights' old barracks.

B. Secret Shrine of the Horned King. A peculiarity of minotaur society is that their temples usually include hidden shrines to Baphomet, in the midst of a grander structure dedicated to the gods of good and law. This temple is no exception. Secret doors in areas 29 and 32 lead into this narrow shrine.

When the adventurers discover the shrine, read:

The air in this chamber is stifling and oppressive, as though the doors had not been opened in centuries. You see no sign of creatures within, but you can feel a presence in the room as if you were close to an enormous sleeping beast, its slow, heavy breathing just below the threshold of hearing. In contrast to the elegant artwork that adorns the other chambers in this area, the walls here are carved with leering demonic faces and depictions of minotaurs engaging in brutal acts of savagery, wallowing in gore and drinking blood. A large idol of a horned god or demon sits

against the south wall, holding a bowl on its lap. Golden topazes gleam in its eyes.

If an adventurer sets foot inside the room, a magic fire springs to life in the bowl on the idol's lap. The bowl was used to collect sacrifices to Baphomet.

The glittering topazes that form the idol's eyes are worth 300 gp each. However, when anyone touches them or tries to pry them out, flames from the bowl lick out to punish the thief, dealing 15 fire and necrotic damage.

33. Great Temple. This enormous chamber was the heart of the minotaurs' temple, and it remained a place of worship for the knights of the abbey in addition to the larger temple above ground. Statues depicting saints and heroes—both human and minotaur—offer eternal praise to a great statue of Bahamut installed by the knights. The abbey's greatest treasures were displayed in this room for Bahamut's glory, but those treasures were an irresistible lure for the young red dragon that now makes its lair here. Treasure stripped from the walls and given in tribute by the gnolls and minotaurs is now heaped on the floor to

make the dragon's bed. Encounter 33 in Book 4 details the dragon and the features of the chamber.

A rough tunnel leads from the chamber to a cave mouth on the western slope of the abbey's hill, allowing the dragon an easy way to enter and leave its lair without navigating the narrow stairway from area A. The cave entrance is visible from the ground, but reaching it requires either flight or a very difficult climb of several hundred feet (Athletics DC 25).

Balance of Power

Monsters killed in the vaults can't easily be replaced, and if the adventurers clear a room there and then withdraw, their actions can shift the balance of power.

When the adventurers enter the vaults, six minotaurs (plus their two bargura allies) and nine gnolls inhabit the chambers, including the oni's bodyguards. Although the minotaurs are fewer in number, they are on average slightly higher level than the gnolls, putting the two forces on a more or less equal footing. If the adventurers shift that balance, the side that finds itself suddenly in a position of strength quickly moves to exterminate the other side, then spreads out over the five chambers.

The result is a thinner concentration of creatures in the vaults, but that doesn't necessarily mean easier encounters. Alert to the danger the adventurers pose, the survivors respond quickly to a second incursion, quickly sending reinforcements to the site of a new attack. Only the oni and its remaining bodyguards hold back from that battle.

For example, imagine the adventurers enter the vaults by the eastern stair into area 32 and kill all the gnolls in that room before withdrawing, leaving all the other inhabitants of the vaults alive. While the adventurers are resting, the minotaurs band together and kill all the remaining gnolls. When the adventurers return, they find the minotaurs spread throughout the vaults like this.

28. Encounter Level 3 (XP 750)

- 1 minotaur charger
- 1 minotaur soldier

29. Encounter Level 3 (XP 750)

- 1 minotaur magus
- 1 bargura

30. Encounter Level 6 (XP 1,300)

- 1 oni night haunter
- 1 demonic savage minotaur

31. Encounter Level – (XP 400)

- 1 minotaur charger

32. Encounter Level – (XP 350)

- 1 minotaur soldier

If the adventurers return by the east stair and area 32, they find a ridiculously easy encounter—that is, until the minotaurs in areas 29 and 31 arrive. Creatures in adjacent rooms move to help their allies as described in the adventure. To determine when more distant reinforcements arrive, roll 1d6 for each other room at the start of each round of combat after the first. On a result of 4 or higher, the inhabitants of that room act on that round.

If the adventurers instead kill some of the minotaurs before retreating, they return to find the gnolls spread throughout the vaults as shown below. Reinforcements arrive from other rooms in the same way as for the minotaurs, as described above.

28. Encounter Level – (XP 250)

- 1 gnoll blood caller

29. Encounter Level 1 (XP 550)

- 1 gnoll blood caller
- 1 demon-eye gnoll

30. Encounter Level 7 (XP 1,500)

- 1 oni night haunter
- 2 gnoll demon spawn

31. Encounter Level 3 (XP 750)

- 1 gnoll blood caller
- 1 gnoll huntmaster
- 1 demon-eye gnoll

32. Encounter Level 3 (XP 800)

- 1 gnoll pack lord
- 1 gnoll blood caller
- 1 gnoll huntmaster

Killing the Dragon: If the adventurers kill the dragon, any surviving creatures in the Great Temple flee the abbey grounds. If the oni survives, it moves into area 33 with its bodyguards, leaving area 30 vacant. However, cognizant of the danger, it works with the minotaur magus to summon additional demons to help protect the vaults from intruding adventurers. If the adventurers return to that chamber, they find the normal residents of encounter 30 plus one bargura, making a more challenging 9th-level encounter (XP 2,450).

THE DECK OF MANY THINGS

The twenty-two cards of the *Deck of Many Things* are more than just the object of the adventurers' quest, treasure to be won and collected for a big final payoff. In every encounter in which one or more cards are present, the cards have a significant effect. These effects fall into two categories: environmental effects and villain encounters.

Environmental effects manifest automatically at the start of any combat encounter where at least one card is present, whether it's in the adventurers' possession or located in the encounter area. Cards are present and manifest environmental effects in encounters 6, 13, and 21, as well as any encounter in which the adventurers are carrying cards. If the adventurers begin their exploration of Gardmore carrying one of the cards, its environmental effect manifests in every encounter unless the adventurers lose the card or otherwise do not have it with them.

In villain encounters, the adventurers face enemies who have also collected a number of cards. These specific battles are encounters 8, 16, 27, and 33, as well as the confrontations with the rival adventurers and the secret collector. The card's effect is triggered at the start of the encounter and at certain stages during it.

Environmental Effects

When a combat encounter begins and more than one card is present, collect all the cards present and shuffle them into a single deck. Draw one card from the deck. Place a token corresponding to the card drawn (from the token sheet included in this adventure) in a random square adjacent to the card's position, whether an adventurer or monster carries it or it is present elsewhere in the area. (If only one card is present, place that card's token in a square adjacent to the card, as above.) For example, if one of the adventurers is carrying the card whose effect is active, place the token in a random square adjacent to that adventurer. The token represents a visual manifestation of the card's power, typically appearing as a pattern of light and shadow on the floor that resembles the illustration on the card. The token remains in play until the end of the encounter, unless it is replaced by another card effect.

A creature in the same square as a card token gains access to a power associated with the magic of the card. These powers are described on the following pages. Many of these powers are at-will and usable by any creature. If a card's power is an encounter power, it can be used only once in the encounter, by whatever creature uses it first. (The powers associated with the Gem, Moon, and Sun cards are exceptions: They're encounter powers that each creature can use once per encounter.) Once a card's encounter power is expended, the token takes on a new property described after the power's statistics.

Forced Manifestation: A creature holding a card can attempt to force that card's effect to manifest, replacing

the effect of another card, such as one that manifested at the start of the encounter. The creature makes a DC 18 Arcana check as a minor action. If the check is successful, the previous environmental effect ends, its token is removed from play, and the new effect begins. The user of the card can place the new token in a square adjacent to that creature or in the creature's square (granting immediate access to the card's power). The new effect likewise persists until the end of the encounter, unless it is replaced.

It should be obvious to the players that the cards of the *Deck of Many Things* are manifesting an effect in the encounter. Place the card whose effect is in play face up near the battle grid and describe the associated power for the players. As they learn the effects of the various cards, they're more likely to try to manipulate them to their advantage, which can also help them in climactic battles with the adventure's major villains.

Villain Encounters

In specific encounters, the enemy the adventurers face has collected multiple cards from the *Deck* and has forged a magical bond to them. These enemies are the orc chieftain in encounter 8, the beholder in encounter 16, Vadin Cartwright in encounter 27, the dragon in encounter 33, the rival adventurers described on page 21 of Book 2, and the secret collector detailed on page 14 of Book 2).

These encounters work differently than ones where cards are in the adventurers' possession or present in the room. The villain's collection of cards enhances that creature's power and alters its capabilities, exerting a powerful and dynamic effect on the battle.

When a combat encounter with one of these creatures begins, do not shuffle all the cards present together, and don't determine an environmental effect as described in the previous section. Instead, determine the cards in the villain's possession (by random draw or in advance, as you desire), and choose one of those cards at random.

The villain uses the power associated with the revealed card, ignoring the requirement of the power and any trigger it might have; doing so takes no action. Any power effect that refers to a token does not apply. After resolving the power, the villain gains a lingering benefit specified in the "Villain Encounter" entry for each card. That benefit lasts until the villain draws a new card.

Bound to the Deck: Each villain has a number of hit point thresholds determined by the number of cards in its possession, as specified in the villain's statistics for the encounter. (For example, a villain carrying three cards has hit point thresholds corresponding to two-thirds of its hit point total and one-third of the total.) The first time the villain's hit point total crosses each of these thresholds, the villain draws a new card from among the cards in its possession and uses its power.

For example, imagine Sir Oakley is the secret collector and the adventurers have finally confronted him. At the start of the encounter, you draw the Balance card from

among the cards in Oakley's possession. Oakley immediately uses *balance of power* (see below) to attack one of the adventurers, and then gains regeneration 2 until he draws his next card. When Oakley takes damage that reduces his hit points to 269 or below, he draws the Fool card. He ignores the power's trigger and uses *fool's vengeance* (page 25), taking no action to do so, against any adventurer within range. His regeneration ends, and he instead gains the power to knock a target prone when he hits with a melee basic attack. He draws another new card when his hit points drop to 134 or below, again using the associated power without taking an action and then gaining the benefit associated with that card.

Although an environmental effect doesn't manifest by default in villain encounters, adventurers with cards in their possession can still force their cards to manifest environmental effects with successful Arcana checks, as described in the previous section. The environmental effects of the cards don't affect the powers or capabilities derived from the villain's cards in any way, and the villain can make use of the environmental effect the same way as other monsters can in ordinary encounters.

Card Effects

Each card's entry below describes the power that a creature in a token's square can use, which is the same power that a villain who draws that card can use right away.

If the card's power is an encounter power, the entry typically goes on to describe the lingering effect of the card's token after the power is expended.

Villain Encounter: This section mentions any special considerations that apply when the villain uses the card's power. It also describes the benefit gained after the villain uses the power, which lasts until the villain draws a new card.

Balance

Any creature in the Balance token's square can use *balance of power*.

Balance of Power Deck of Many Things Attack

Calling on the power of the Balance card, you draw on your own weakness to wreak havoc on a strong opponent.

Encounter ♦ **Healing**

Standard Action Close burst 2

Requirement: You must be in the Balance token's square.

Target: One creature in the burst

Attack: +11 vs. Fortitude

Hit: 4d12 damage. If you are bloodied and this damage bloodies the target, you can spend a healing surge.

Effect: The Balance token pushes you as far as possible up to 2 squares in a random direction.

Once the power is expended, any bloodied creature in the Balance token's square gains a +2 bonus to all defenses.

Villain Encounter: The villain gains regeneration 2 (it regains 2 hit points whenever it starts its turn and has at least 1 hit point).

Comet

Any creature in the Comet token's square can use *comet's challenge*.

Comet's Challenge Deck of Many Things Utility

Calling on the power of the Comet card, you set yourself a simple challenge to injure one of your foes. If you succeed, you reap the reward.

At-Will

Minor Action Close burst 10

Requirement: You must be in the Comet token's square.

Target: One creature in the burst

Effect: You mark the target (save ends). The next time you hit the target with an attack before the mark ends, you gain 10 temporary hit points. The Comet token moves to a random square adjacent to the target.

Villain Encounter: The villain gains 5 temporary hit points every time it hits the target of the initial attack.

Donjon

Any creature in the Donjon token's square can use *donjon of despair*.

Donjon of Despair Deck of Many Things Attack

Calling on the power of the Donjon card, you imprison one of your foes in a cell between the worlds.

Encounter

Standard Action Close burst 5

Requirement: You must be in the Donjon token's square.

Target: One creature in the burst

Attack: +11 vs. Will

Hit: The target is removed from play (save ends).

Miss: The target is removed from play until the end of your next turn.

Effect: The Donjon token pushes you as far as possible up to 5 squares in a random direction.

Once the power is expended, the Donjon token's square and all squares adjacent to it are difficult terrain.

Villain Encounter: The villain gains the following aura.

☼ **Aura of Despair** ♦ **Aura 1**

Enemies within the aura take a -2 penalty to attack rolls.

Euryale

Any creature in the Euryale token's square can use *Euryale's gaze*.

Euryale's Gaze Deck of Many Things Attack

Calling on the power of the Euryale card, you turn an opponent to stone.

Encounter

Standard Action Close blast 5

Requirement: You must be in the Euryale token's square.

Target: One creature in the blast

Attack: +11 vs. Fortitude

Hit: The target is petrified (save ends).

Afterside: The target is immobilized (save ends).

Miss: The target is petrified until the end of your next turn.

Effect: The Euryale token pushes you as far as possible up to 5 squares in a random direction.



Comet's challenge

Once the power is expended, creatures within 3 squares of the Euryale token take a -3 penalty to saving throws.

Villain Encounter: The villain gains the following aura.

☼ **Glare of Euryale** ♦ Aura 3

Enemies within the aura take a -3 penalty to saving throws.

Fates

Any creature in the Fate token's square can use *fate's warding*.

Fate's Warding

Deck of Many Things Utility

Calling on the power of the Fates card, you ward yourself from harm.

At-Will

Immediate Interrupt

Personal

Requirement: You must be in the Fates token's square.

Trigger: An attack hits you.

Target: The triggering enemy

Effect: The target rerolls the triggering attack with a -2 penalty to the attack roll and uses the second result. The Fates token moves to a random square adjacent to the target.

Villain Encounter: Using this power might negate the attack that dropped the villain's hit point total to a new threshold and caused it to draw this card. In that case, the villain does not draw a new card when its hit point total again crosses that threshold. After using the *fate's warding* power, the villain gains a +2 bonus to all defenses.

Flames

Any creature in the Flames token's square can use *flames of torment*.

Flames of Torment

Deck of Many Things Attack

Calling on the power of the Flames card, you engulf your enemies in searing fire.

Encounter ♦ **Fire**

Standard Action

Close blast 5

Requirement: You must be in the Flames token's square.

Target: Each creature in the blast

Attack: +11 vs. Reflex

Hit: 4d6 fire damage, and ongoing 5 fire damage (save ends).

Miss: Half damage.

Effect: The Flames token pushes you as far as possible up to 5 squares in a random direction.

Once the power is expended, any creature in the Flames token's square gains resist 5 fire.

Villain Encounter: The villain gains resist 5 fire.

Fool

Any creature in the Fool token's square can use *fool's vengeance*.

Fool's Vengeance Deck of Many Things Attack

Calling on the power of the Fool card, you make an enemy suffer indignity in revenge for the wound dealt to you.

Encounter ♦ **Psychic**

Immediate Reaction **Melee 3**

Requirement: You must be in the Fool token's square.

Trigger: An enemy hits you with a melee attack.

Target: The triggering enemy

Attack: +11 vs. Will

Hit: 2d10 psychic damage, and the target falls prone.

Effect: The Fool token pushes you as far as possible up to 3 squares in a random direction.

Once the power is expended, any creature that starts its turn in the Fool token's square falls prone.

Villain Encounter: Whenever the villain hits with a melee basic attack, it also knocks the target prone.

Gem

Any creature in the Gem token's square can use *gem's riches*.

Gem's Riches Deck of Many Things Utility

Calling on the power of the Gem card, you grant yourself the most precious resource—more time.

Encounter (Special)

Minor Action **Personal**

Requirement: You must be in the Gem token's square.

Effect: You can take an extra action this turn, as if you had spent an action point. The Gem token teleports up to 3 squares in a random direction.

Special: A creature cannot use this power more than once in an encounter, but multiple creatures can use the power multiple times.

Villain Encounter: When the villain uses the power, it can take a standard action immediately, even if it is not the villain's turn. After using the power, the villain can take an extra minor action each round and can take two immediate actions between each of its turns.

Idiot

Any creature in the Idiot token's square can use *touch of idiocy*.

Touch of Idiocy Deck of Many Things Attack

Calling on the power of the Idiot card, you assault your opponent's mind, reducing the creature to babbling idiocy.

Encounter

Standard Action **Close burst 3**

Requirement: You must be in the Idiot token's square.

Target: One creature in the burst

Attack: +11 vs. Will

Hit: The target is stunned (save ends).

Miss: The target is dazed until the end of your next turn.

Once the power is expended, any creature that ends its turn in the Idiot token's square is dazed until the end of its next turn.

Villain Encounter: Whenever the villain hits with a basic attack, the target is also dazed until the end of the villain's next turn.

Jester

Any creature in the Jester token's square can use *jester's reward*.

Jester's Reward Deck of Many Things Utility

Calling on the power of the Jester card, you prance and tumble out of the way of an attack.

At-Will

Immediate Interrupt **Personal**

Requirement: You must be in the Jester token's square.

Trigger: An attack hits you.

Effect: You shift up to 2 squares.

Villain Encounter: The villain can shift 1 square as a minor action.

Key

Any creature in the Key token's square can use *key of passage*.

Key of Passage Deck of Many Things Utility

Calling on the power of the Key card, you open a path through space to teleport across the room.

At-Will ♦ **Teleportation**

Move Action **Personal**

Requirement: You must be in the Key token's square.

Effect: You teleport up to 5 squares. The Key token teleports to a random square adjacent to your destination square.

Villain Encounter: The villain can use *key of passage* at will.

Knight

Any creature in the Knight token's square can use *knight defender*.

Knight Defender Deck of Many Things Utility

Calling on the power of the Knight card, you conjure an ally to aid your next attack.

At-Will ♦ **Conjuration**

Minor Action **Close burst 2**

Requirement: You must be in the Knight token's square.

Effect: You conjure a spectral knight that occupies 1 square in the burst and lasts until the end of your next turn. It counts as an ally to you and your allies for purposes of flanking. The Knight token moves to the conjuration's square.

Villain Encounter: The villain can sustain the conjuration as a minor action.

Moon

Any creature in the Moon token's square can use *wish on the moon*.

Wish on the Moon Deck of Many Things Utility

Calling on the power of the Moon card, you refresh your ability to draw on your knowledge and powers.

Encounter (Special)

Minor Action Personal

Requirement: You must be in the Moon token's square.

Effect: You regain the use of one expended encounter attack or utility power, or recharge one power with a random recharge. The Moon token moves to a random square adjacent to you.

Special: A creature cannot use this power more than once in an encounter, but multiple creatures can use the power multiple times.

Villain Encounter: The villain gains a +1 bonus to rolls to recharge powers.

Rogue

Any creature in the Rogue token's square can use *rogue's incitement*.

Rogue's Incitement Deck of Many Things Attack

Calling on the power of the Rogue card, you turn an enemy against its friends.

Encounter ♦ Charm

Standard Action Close burst 10

Requirement: You must be in the Rogue token's square.

Target: One creature in the burst

Attack: +11 vs. Will

Hit: The target is dominated until the end of your next turn.

Effect: The Rogue token pushes you as far as possible up to 5 squares in a random direction.

Once the power is expended, any creature in the Rogue token's square deals 1d6 extra damage to any creature granting combat advantage to it.

Villain Encounter: The villain deals 1d6 extra damage to any creature granting combat advantage to it.

Ruin

Any creature in the Ruin token's square can use *touch of ruin*.

Touch of Ruin Deck of Many Things Attack

Calling on the power of the Ruin card, you turn a hardy enemy into a decrepit weakling.

Encounter ♦ Teleportation

Standard Action Close burst 3

Requirement: You must be in the Ruin token's square.

Target: One creature in the burst

Attack: +11 vs. Fortitude

Hit: The target is slowed and weakened (save ends both).

Miss: The target is slowed until the end of your next turn.

Effect: You and the target teleport, swapping places.

Once the power is expended, any creature that ends its turn in the Ruin token's square is weakened until the end of its next turn.

Villain Encounter: When the villain uses *touch of ruin*, it can choose not to swap places with the target. After using the power, whenever the villain hits with a basic attack, the target is also slowed until the end of the villain's next turn.

Skull

Any creature in the Skull token's square can use *skull's demise*.

Skull's Demise Deck of Many Things Attack

Calling on the power of the Skull card, you point at an enemy and cause its death.

Encounter ♦ Necrotic

Standard Action Close burst 5

Requirement: You must be in the Skull token's square.

Target: One creature in the burst

Attack: +11 vs. Fortitude

Hit: The target falls unconscious (save ends).

Third Failed Saving Throw: The target dies.

Aftereffect: The target takes 4d6 necrotic damage.

Miss: 2d6 necrotic damage.

Once the power is expended, any creature that ends its turn in the Skull token's square or a square adjacent to it takes 5 necrotic damage.

Villain Encounter: The villain gains the following aura.

⚙ Skull Aura ♦ Aura 2

Any enemy that ends its turn in the aura takes 5 necrotic damage.

Star

Any creature in the Star token's square can use *star's blessing*.

Star's Blessing Deck of Many Things Utility

Calling on the power of the Star card, you enhance your natural attributes to improve your next attack.

At-Will

Minor Action Personal

Requirement: You must be in the Star token's square.

Effect: You gain a +1 bonus to attack rolls until the end of your turn. The Star token moves to a random square adjacent to you.

Villain Encounter: The villain gains a +1 bonus to attack rolls.

Sun

Any creature in the Sun token's square can use *sun's refreshment*.

Sun's Refreshment Deck of Many Things Utility

Calling on the power of the Sun card, you cloak yourself in a nimbus of brilliant light that refreshes you and dazzles your enemies.

Encounter (Special) ♦ Healing

Minor Action **Personal**

Requirement: You must be in the Sun token's square.

Effect: You can spend a healing surge, and you gain concealment from enemies adjacent to you until the end of your next turn.

Special: A creature can't use this power more than once in an encounter, but multiple creatures can use the power multiple times.

Villain Encounter: The villain gains concealment from enemies adjacent to it.

Talons

Any creature in the Talons token's square can use *grasping talons*.

Grasping Talons Deck of Many Things Attack

Calling on the power of the Talons card, you root a foe to the ground.

Encounter

Standard Action **Close burst 5**

Requirement: You must be in the Talons token's square.

Target: One creature in the burst

Attack: +11 vs. Fortitude

Hit: The target is immobilized (save ends).

Miss: The target is immobilized until the end of your next turn.

Once the power is expended, any creature that ends its turn in the Talons token's square is immobilized until the end of its next turn.

Villain Encounter: Whenever the villain hits with a basic attack, the target is also immobilized until the end of the villain's next turn.

Throne

Any creature in the Throne token's square can use *throne's injunction*.

Throne's Injunction Deck of Many Things Utility

Calling on the power of the Throne card, you direct your enemies' attacks as you choose.

At-Will

Minor Action **Close burst 5**

Requirement: You must be in the Throne token's square.

Target: One or two creatures in the burst

Effect: Until the end of your next turn, the target is marked by you or a willing ally you choose. Each target can be marked by a different creature, if you desire. The Throne token moves to a random square adjacent to a random target.

Villain Encounter: The villain gains the following aura.

☼ Aura of Injunction ♦ Aura 3

Squares within the aura are difficult terrain for enemies.

Vizier

Any creature in the Vizier token's square can use *vizier's insight*.

Vizier's Insight Deck of Many Things Utility

Calling on the power of the Vizier card, you gain a flash of insight into an enemy's weaknesses.

At-Will

Minor Action **Close burst 5**

Requirement: You must be in the Vizier token's square.

Target: One creature in the burst

Effect: Your next attack against the target uses the target's lowest defense and deals 5 extra damage if you hit. The Vizier token moves to a random square adjacent to the target.

Villain Encounter: The villain's basic attacks use the target's lowest defense and deal 5 extra damage if the villain hits.

Void

Any creature in the Void token's square can use *fate of the void*.

Fate of the Void Deck of Many Things Attack

Calling on the power of the Void card, you remove an enemy's soul from its body.

Encounter

Standard Action **Close burst 5**

Requirement: You must be in the Void token's square.

Target: One creature in the burst

Attack: +11 vs. Fortitude

Hit: The target is stunned (save ends).

Miss: The target is stunned until the end of your next turn.

Effect: You are dazed until the start of your next turn. The Void token pushes you as far as possible up to 5 squares in a random direction.

Once the power is expended, any creature that ends its turn in the Void token's square is dazed until the end of its next turn.

Villain Encounter: When the villain uses *fate of the void*, it is not dazed. After using the power, it gains the following aura.

☼ Harrowing Void ♦ Aura 3

Any creature that ends its turn in the aura is dazed until the start of its next turn.

The Artifact

This version of the *Deck of Many Things* is appropriate for heroic-tier adventurers. A version more appropriate to adventurers of paragon tier originally appeared in *DUNGEON*® #177 (April 2010), but this version has been adjusted so that its rewards and ruins are suited to the adventurers who complete this adventure. Perhaps multiple versions of the *Deck of Many Things* exist in the cosmos, or the one *Deck* adjusts its powers and properties according to the status of its wielder.

The *Deck of Many Things* holds within it the potential for both great ruin and great reward. Though its true origins have been lost to the ages, many historians believe that the artifact was originally a gift from a powerful and ancient archfey to a long-forgotten emperor. The archfey knew that the emperor was extremely superstitious and could not resist reading his own fortunes within the cards. The *Deck of Many Things* might be responsible for shattering that ancient empire and giving rise to powerful warlords that vied for control of its remnants.

The *Deck* passes from hand to hand, bringing low the mighty and elevating the meek (or the other way around). While each of its cards grants its user certain powers, when the twenty-two cards are brought together, the complete *Deck* is an artifact implement that imbues its possessor with many benefits.

The Deck of Many Things

Heroic Tier

This ornate deck of twenty-two cards is a tool of the forces of chaos and anarchy. It frequently appears when the world has grown too calm, or when someone has grown too powerful, and it sows chaos wherever it lands.

The *Deck of Many Things* is a +3 *magic tome* implement with the following properties and powers.

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +3d12 damage

Property: Sorcerers with the Chaos Power class feature can use the *Deck of Many Things* as an implement for sorcerer powers and sorcerer paragon path powers.

Property: You cannot be dominated.

Power (Encounter): Free Action. You alter the fortunes of your enemies, forcing an enemy to reroll one attack roll, skill check, or saving throw it just made, taking the result you choose.

Power (Daily): Minor Action. Roll a d20. Once before the end of the encounter, you can replace any d20 roll made by an ally or an enemy within 5 squares of you with your d20 roll.

Goals of the *Deck of Many Things*

- ◆ Sow chaos and discord throughout the world.
- ◆ Be present at events of great importance, and then add a chaotic element to the proceedings of those events to alter everyone's fortunes.
- ◆ Topple powerful leaders (good or evil) and cause far-reaching organizations to crumble.

Roleplaying the *Deck of Many Things*

The *Deck of Many Things* is an agent of chaos that does its work subtly, through those who possess it. The *Deck* wants to use its owner as its agent, making temptation its greatest weapon. Whenever the owner is contemplating a risky action, it might try to tempt that character with the suggestion that taking the risk would be a good idea—even if the chances of success are slim.

The *Deck* never communicates overtly, but occasionally the top card might flip over on its own to reveal whether the artifact is pleased or displeased (this action does not trigger the *Deck's* drawn card effect).

Additionally, while the owner is holding the *Deck*, that character occasionally sees visions of multiple possible outcomes of any given action, showing the way luck will affect the outcome.

Concordance

An artifact's concordance score measures its attitude toward its owner. The *Deck of Many Things* starts with a concordance of 5 when an adventurer takes possession of it, with a likely modifier of +5 because the adventurers have just reassembled its scattered cards. Various actions and events increase or decrease its concordance as long as the adventurer possesses the *Deck*. When the artifact is pleased with its owner's actions, its concordance goes up. When the owner acts contrary to the *Deck's* desires, its concordance decreases.

The *Deck's* concordance determines its general attitude toward the owner, from angered (concordance 0 or lower) to pleased (concordance 16 or higher). Its attitude, in turn, determines some of its properties and powers, as described below.

The owner knows of the factors that alter the *Deck's* concordance—it's in the artifact's best interests to communicate its desires and expectations. But keep the *Deck's*

CASTING FORTUNES

At the Dungeon Master's discretion, the complete *Deck of Many Things* can invite its owner to perform a reading for individuals for whom a turn of fortune can influence the fate of worlds. How might things turn out if a beggar draws the Sun or Gem, or an emperor in the midst of a vast war draws the Void or Donjon? The *Deck* desires these twists of fate, although it prefers to be used by persons of great power and influence.

When you see an opportunity to do so, you can nudge the owner of the *Deck* toward performing a reading—though the adventurer must willingly agree to so. Performing a reading increases the *Deck's* concordance by 2. The lucky (or unlucky) person whose fortune is cast must also consent, but need not know fully what the reading means. The player draws a single card on that person's behalf, with the result of that card taking place as if the person had drawn it, except the *Deck* does not disappear.

actual concordance score a secret, telling the player only if its powers or properties change. The player shouldn't ever know exactly how close the artifact is to changing its attitude.

DECK OF MANY THINGS CONCORDANCE

Starting score	5
Owner has reassembled the cards of the Deck	+5
Owner gains a level	+1d10
Owner is unaligned	+1
Owner has the fey origin	+1
Owner is reduced to 0 hit points	+1
Owner overthrows a ruler or powerful leader	+2
Owner obtains a magic item	-1
Owner goes a day without using an arcane power	-1

Pleased (16–20)

"Hmm, seems like the cards are falling in my favor these days."

When the owner has finally done the Deck's bidding, or enough of it anyway, the Deck gives the owner the chance to draw from it with better-than-average odds of avoiding the more ruinous cards.

Property: Any time you roll a result of 1 on any die, reroll that die until you roll a result other than 1.

Power (Daily): Standard Action. You draw three cards from the Deck of Many Things and then choose any one card you drew, resolving the effect of that card as described below. The Deck then vanishes and is lost (see "Moving On," below).

Satisfied (12–15)

"There's wisdom in the cards, if only you could see it."

The Deck is pleased with the chaos that the owner is sowing, and begins trying to tempt that character into drawing from it by sweetening the deal.

Property: Any time you roll a result of 1 on any die (except a d20), reroll that die until you roll a result other than 1.

Power (Daily): Standard Action. You draw two cards from the Deck of Many Things and then choose any one card you drew, resolving the effect of that card as described below. The Deck then vanishes and is lost (see "Moving On," below).

Normal (5–11)

"Curious—the cards show me how big a role luck plays in our lives."



The Skull is drawn!

When first drawn from its container, the *Deck* conveys little more than a sense that much in the world is a matter of luck and not skill.

Power (Daily): Standard Action. You draw a card from the *Deck of Many Things* and then resolve the effect of that card as described below. The *Deck* then vanishes and is lost (see “Moving On,” below).

Unsatisfied (1–4)

“I’m afraid that this might not be a lucky time for me.”

An owner who rejects the *Deck*’s desires soon experiences a streak of bad, if harmless, luck. The bad luck is an inconvenience for now, but the *Deck* wants to make sure the owner knows it is displeased.

Property: Any time you roll the maximum result on a die (except a d20), treat the result as a 1 instead.

Power (Daily): Standard Action. You draw two cards from the *Deck of Many Things* and then choose any one card you drew. You must choose a card with the Ruin descriptor, if one was drawn. Resolve the effect of the chosen card, as described below. The *Deck* then vanishes and is lost (see “Moving On,” below).

Angered (0 or Lower)

“The Deck shows me dark portents; my future is looking grim.”

An angered *Deck of Many Things* can be a dangerous item indeed. Anyone drawing from the *Deck* at this point is extremely likely to suffer ill luck.

Property: Any time you roll the maximum result on a die, treat the result as a 1 instead.

Power (Daily): Standard Action. You draw three cards from the *Deck of Many Things* and then choose any one card you drew. You must choose a card with the Ruin descriptor, if one was drawn. Resolve the effect of the chosen card, as described below. The *Deck* then vanishes and is lost (see “Moving On,” below).

Moving On

“It’s gone! Vanished into thin air!”

The *Deck of Many Things* fades in and out of history, wreaking havoc and upsetting the order of things from time to time. It is an agent of chaos in an otherwise ordered world, and once someone has drawn from the complete *Deck* it vanishes, never to be seen again by that person.

The Complete Deck

Each card drawn from the complete *Deck of Many Things* has a special effect that triggers when it is drawn. Though the concordance score of the artifact determines how many cards are drawn, only one card is triggered each draw. The effect of the drawn card is described below. (Drawing a card from an incomplete *Deck* has a lesser effect, as described in “Card Effects” on page 23.)

Eleven of the cards have the Ruin descriptor. This helps determine which card’s effect comes into play when the *Deck of Many Things* is unsatisfied or angered. Cards with

a generally beneficial effect have the Reward descriptor, which does not affect card draws.

Balance

Ruin

You have been judged—and found wanting. You gain one of the following two minor quests, depending on your alignment. If you are unaligned, you may choose either.

If you are good or lawful good, you gain the following quest.

Minor Quest: A Walk on the Dark Side

To be truly a model for good, you must experience evil first hand. You must slay or otherwise bring ruin to a specific good or lawful good creature (chosen by the Dungeon Master) of level 11.

Reward: 600 XP, and you can choose to change your alignment to unaligned or evil.

If you are evil or chaotic evil, you gain the following quest.

Minor Quest: A Shot at Redemption

None are so vile that they cannot earn redemption if their desire is true. You must pledge yourself to the service of a powerful good or lawful good creature (chosen by the Dungeon Master) of level 11, and convince it to grant you spiritual clemency by performing a task it assigns.

Reward: 600 XP, and you can choose to change your alignment to unaligned or good.

Comet

Reward

Double the XP award for the next major quest the party completes.

Donjon

Ruin

You are imprisoned by magic—which leaves you in a state of dreamless sleep—deep beneath the earth. Though your body vanishes, your magic items and other gear remain behind. The party gains the following major quest.

Major Quest: Prison of the Donjon

The adventurers must find the location of your imprisonment. The prison is deep beneath the earth (possibly within a dungeon, or in a drow citadel in the Underdark). The adventurers must journey to that location, find your imprisoned body, and use the *holy cleansing* power (FL 92) or the Remove Affliction ritual (*Player’s Handbook* 311) to free you from the prison.

Reward: 600 XP per adventurer.

Euryale

Ruin

You take a -3 penalty to saving throws. Only the *holy cleansing* power (FL 92) or the Remove Affliction ritual (*Player’s Hand-*

book 311) can remove this effect, and you cannot undergo this cleansing until you first roll a natural 20 on a saving throw.

Fates

Reward

You gain the *shelter of fate* legendary boon.

Shelter of Fate

Level 11

You feel the hand of fate hovering above you, sheltering you thanks to the magic of the Deck of Many Things.

Legendary Boon

Power (Consumable): No Action. Choose one of the following effects:

- ◆ One attack roll just made against you becomes an automatic natural 1.
- ◆ One saving throw you just failed becomes an automatic natural 20.
- ◆ One Athletics, Acrobatics, or Endurance check you just made becomes an automatic natural 20.

Flames

Ruin

You earn the enmity of a powerful being from another plane, gaining the following minor quest.

Minor Quest: Enmity of Flames

You must defeat the creature that has sworn enmity against you, which has vowed to slay you or plague your life. The enemy is chosen by the Dungeon Master and can be any 11th-level creature from another plane that is not an elite, solo, or minion, such as a gargoyle rock hurler or a chain devil.

Reward: 600 XP.

Fool

Ruin

Any time the Fool is drawn, before any choices are made you discard the Fool and draw a card off the top of the *Deck of Many Things* until you draw a card with the Ruin descriptor. Keep only the last card drawn, then make any choices you are allowed.

A QUESTION OF ENMITY

Two of the cards in the *Deck of Many Things* earn the adventurer the enmity of another being. In the case of the Flames card, the enmity should be more overt, and the adventurer should experience this rivalry on multiple occasions. Seeking out the creature should not be a simple task, and the adventurer should clash with the creature's allies and followers a few times before the quest is resolved. In the case of the Rogue card, this enmity is secret and should come from someone once thought of as a friend or ally. The Dungeon Master should wait for a dramatically appropriate moment to reveal this enmity, leaving the adventurer guessing which of his or her allies is going to soon become a source of betrayal.

Gem

Reward

You gain 9,000 gp worth of gold and gems.

Idiot

Ruin

You take a -2 penalty to Intelligence checks and Intelligence-based attack rolls and skill checks. Only the *holy cleansing* power (FL 92) or the Remove Affliction ritual (*Player's Handbook* 311) can remove this effect, and you cannot undergo this cleansing until you roll a natural 20 on an Intelligence-based attack roll or skill check.

Once this effect begins, you draw another card and gain its effect.

Jester

Reward

Draw two more cards from the *Deck of Many Things*. If either of them has the Ruin descriptor, that card replaces the Jester as your chosen card (if both do, you must select one of those two cards). Otherwise, you can choose any other card from this draw (including the two you just drew) to replace the Jester as your chosen card.

Key

Reward

You gain a magic weapon of your choice, which must be of level 11 or lower.

Knight

Reward

You gain the service of a human duelist. The duelist has 70 hit points and 10 healing surges but is otherwise identical to that presented in *Monster Vault* (page 173). This duelist is summoned from elsewhere in the world, appears instantaneously, and knows that it has been summoned by powerful forces to aid you.

Moon

Reward

When you draw the Moon card, you can choose one of the following effects.

- ◆ One dead creature that has been dead no more than 30 days returns to life.
- ◆ One effect or affliction (such as a lingering curse, a disease, petrification, or the harmful effects of Ruin cards) immediately ends.
- ◆ You and your allies are immediately transported to a location you know well.
- ◆ You duplicate the effect of any utility power of level 10 or lower.

Rogue

Ruin

You earn the secret enmity of a nonplayer character—perhaps one who accompanies your party, or a

community or religious leader, chosen by the Dungeon Master. You do not know the identity of the person who holds this enmity toward you, since it is secret, but you do gain the following quest.

Minor Quest: Rogue's Curse

You must discover the person who has been turned against you by the *Deck of Many Things*, then either defeat or successfully persuade that person to cease his or her enmity toward you.

Reward: 600 XP.

Ruin

Ruin

Each of your magic items turns into *residuum* worth 80 percent of its normal value.

Skull

Ruin

Four wraiths (MV 284), a mad wraith (MV 286), and three sovereign wraiths (MV 287) appear and attack you and your allies immediately.

Star

Reward

You gain the *mark of the star* legendary boon.

Mark of the Star

Level 11

The symbol of the star card from the *Deck of Many Things* is permanently emblazoned upon your body.

Legendary Boon

Power (Daily): Free Action. Choose one ability score. Until the end of the encounter, you gain a +1 bonus to attack rolls made using that ability score, and a +1 bonus to checks with skills that use that ability score.

Sun

Reward

You gain a wondrous item of your choice, which must be of level 10 or lower.

Talons

Ruin

You cannot use magic item at-will, encounter, or daily powers. Only the *holy cleansing* power (FL 92) or the Remove Affliction ritual (*Player's Handbook* 311) can remove this effect, and you cannot undergo this cleansing until you have given away a magic item of your level or higher.

Throne

Reward

Your party gains the following major quest.

Major Quest: What's Rightfully Yours

The adventurers have been rewarded with a keep somewhere in the world to claim as their home. However, the

keep is currently in the hands of other creatures. The adventurers must go to the keep and claim it as their own, ousting those that currently inhabit it.

Reward: 600 XP per adventurer.

Vizier

Reward

You gain the *vision of the vizier* legendary boon.

Vision of the Vizier

Level 11

The *Deck of Many Things* has blessed you with knowledge well beyond that possessed by other mortals.

Legendary Boon

Power (Consumable): Free Action. You instantly gain the ability to learn the answers to three questions that can be answered with a single word or a brief phrase. You can gain this knowledge only if at least one creature knows the information you seek, even if that creature is no longer alive. You can't gain knowledge of the future. You know the answer to one question before you ask the next, so you can adapt your questions based on what you learn. Once you have learned the answers to your allotted questions, you lose this legendary boon.

Void

Ruin

You fall unconscious and cannot be awakened. The party gains the following major quest.

Major Quest: Recovering the Prison

The adventurers must find the object in which your psyche is imprisoned. The prison is on another plane, and the adventurers must journey to that plane, find the object containing your psyche and recover it, and then break the object to release your psyche. Once the prison object is broken, you are no longer unconscious.

Reward: 600 XP per adventurer.

DONJON/VOID

Two of the cards in the *Deck of Many Things*, the Donjon and the Void, remove an adventurer from the party, either physically or mentally. If a character gains the effect of one of these cards, you should allow the player to create a new adventurer (at the same level as the one who drew from the *Deck*) who joins the party soon after. This event can be a good chance to experience a race, class, or character archetype not played before, so don't be afraid to encourage the player to try something radically different from the adventurer who is imprisoned. When the party completes the major quest and rescues the imprisoned adventurer, give the player the option of continuing to play the surrogate or resuming play as the former prisoner. If the player chooses the latter, apply any XP gained since the imprisonment to that character, in addition to any XP earned from the quest. That way, the player isn't punished for rescuing the imprisoned adventurer, and the story can continue as normal.



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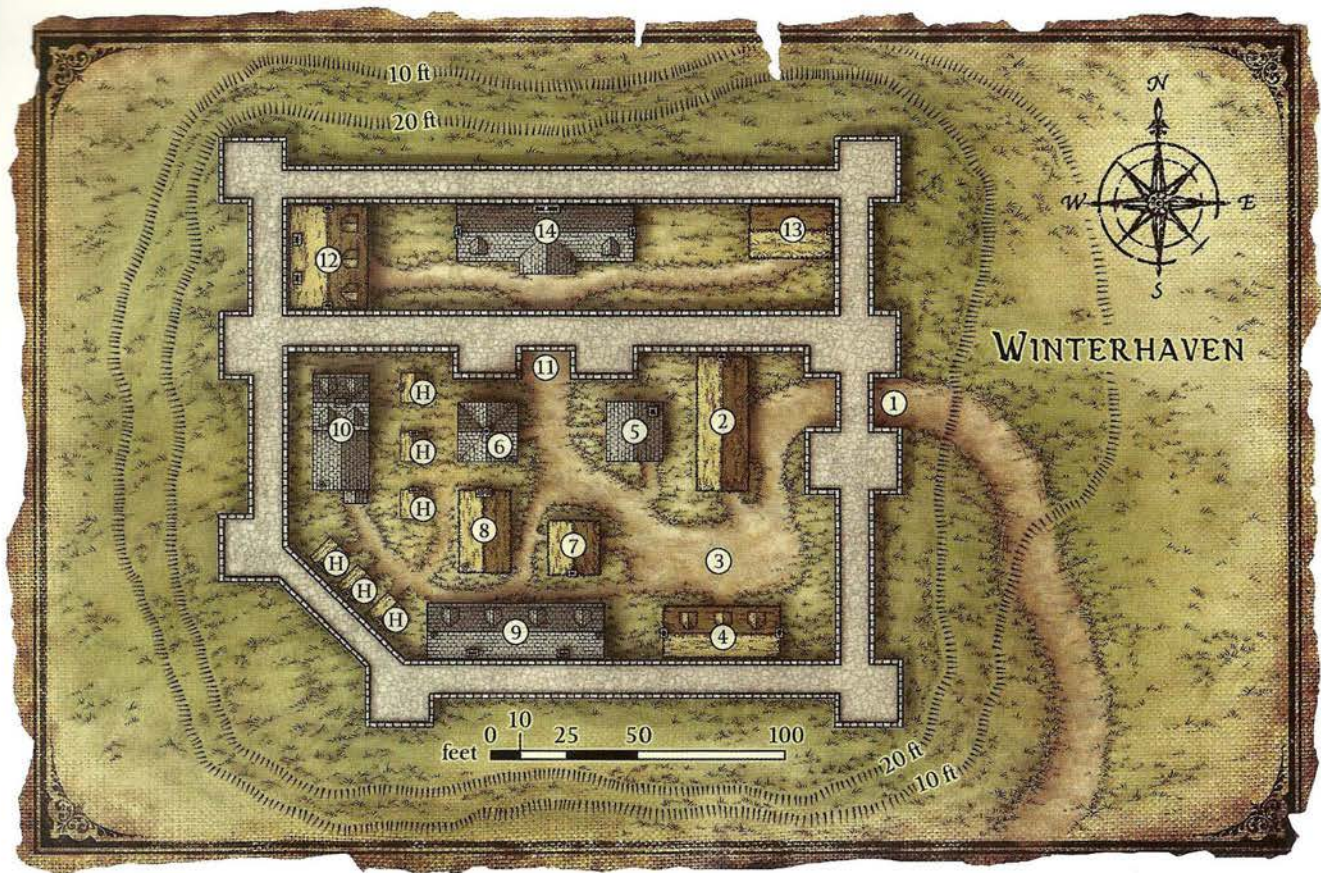
AGE 12+

ADVENTURE BOOK



MADNESS AT
GARDMORE ABBEY™

BOOK 2: ENEMIES AND ALLIES



Map Key

1. **Outer Gate and Walls.** Two guards are posted at the outer gate.
2. **Wrafton's Inn.** This spacious inn and tavern serves as the public house for the region.
3. **Market Square.** Every other day or so, carts and wagons gather in the square and offer goods to the people of Winterhaven. Once each week, the official Market Day calls villagers to shop and socialize in the square.
4. **Stables.** Travelers can stable their mounts here for 2 sp per day. Rarely (d20: 1-2), the stable master has a riding horse or wagon for sale.
5. **Smithy.** Thair Coalstriker has a ready supply of simple weapons, but military weapons require one day to complete, and superior weapons require a week of work.
6. **Valthrun's Tower.** Valthrun the Prescient is a sage and scholar who knows a great deal about the area.
7. **Bairwin's Grand Shoppe.** Bairwin Wildarson is the proprietor of this shop.
8. **Warrior Guild.** Rond Kelfem, captain of the Winterhaven Regulars, also oversees the Warrior Guild, which trains villagers in the use of weapons and shields.
9. **Tenements.** Village residents who don't own farms or who work inside the village walls live in these apartments or in homes (labeled H on the map) on the west side of the village.
10. **Temple.** This large stone structure is the village temple. Of the several deities worshiped by locals, Avandra, goddess of luck and change, is the most prominent.
11. **Inner Gate.** Two guards are stationed here and question any who seek to visit Lord Padraig in his manor.
12. **Siege Supplies.** Water, flour, and other basic foodstuffs are stored here to feed the villagers in the event of a siege.
13. **Barracks.** The Regulars bunk here.
14. **Manor House.** Staffed by five servants, the manor house where Lord Padraig lives with his wife and four sons is a beautiful example of stone architecture in a village otherwise constructed of wood and thatch.

WINTERHAVEN

The village of Winterhaven is the settlement nearest to Gardmore Abbey and therefore is a likely base of operations for adventurers to launch expeditions into the ruins. Two of the three possible major patrons to the adventurers live in Winterhaven, making the village an even more important place for a visit over the course of their exploration of the abbey.

Winterhaven Characters

In a village of under a thousand souls, only a handful of exceptional people have information or merchandise of interest to adventurers.

Bairwin Wildarson: The halfling proprietor of Bairwin's Grand Shoppe (area 7 on the map) traveled the world, or so he claims, before setting up shop in Winterhaven ten years ago. He occasionally has common magic items for sale in his shop, with a 25% chance (d20: 1-5) that any given item the adventurers desire is available.

What do you know about Gardmore Abbey? "The old abbey? It's been in ruins for almost 150 years, ever since a force of orcs came down out of the Stonemarch. It was also the site of a battle in the more recent Bloodspear War, about ninety years ago. The armies of Fallcrest were defeated there, and the orcs swept through the Vale, leaving Fallcrest in ruins. There's a few left in Fallcrest who remember that battle, the dwarf Murgeddin for one."

Delphina Moongem: Delphina turned away from the forest of her elven family to live an urban existence. Delphina can be found in the square on Market Day selling wildflowers from her cart. She is happy to tell visitors about Winterhaven. She collects wildflowers north of the village, and she has seen orcs around the ruined abbey in the Gardbury Downs.

What do you know about Gardmore Abbey? "A few months ago, another group of travelers asked me the same thing. They were a pair of eladrin, though, traveling from the

Feywild in search of their father. But I don't know much about the abbey, except I've seen orcs in the area."

Eilian the Old: This aged human farmer is a regular customer at Wrafton's (area 2), taking a seat at a table in the corner every night. His farm is down in the valley along the King's Road. Eilian has an interest in Winterhaven's history, making him a good source for local information, and he loves to talk.

What do you know about Gardmore Abbey? "Oh, it was one of the first settlements in the Nentir Vale, you know. Almost three and a half centuries old, those ruins are. Until Winterhaven came along about thirty years later, it marked the northern extent of Nerath's expansion."

Eilian can go on to paraphrase the following information in "Adventure Background" (page 2 of Book 1): its construction as a defensive fortification on the hill to protect the village and abbey, the campaigns of the knights against the orcs of Stonemarch and elsewhere, and its ultimate sacking by orcs 150 years ago (although he doesn't know the role of the *Deck of Many Things* in the abbey's fall). He also knows about the battle at the ruins during the Bloodspear War (see Bairwin's entry above).

Ernest Padraig: The hereditary lord of Winterhaven resides in the manor house (area 14 on the map), and also frequents Wrafton's Inn (area 2). He is looking for help to secure Gardmore Abbey, so if the adventurers don't seek him out, he is certain to find them in the inn or summon them to an audience in the manor to make his offer of employment. See page 8 for more information about Lord Padraig and the quests he offers the adventurers.

Rond Kelfem: This rugged, close-lipped human soldier is the captain of the Winterhaven regulars, and he also oversees the Warrior Guild. He can be found at the guild headquarters (area 8 on the map), in the barracks (area 13), or on guard duty, depending on the time of day.

What do you know about Gardmore Abbey? "Orcs there. Padraig says they're a threat to Winterhaven, but I don't see it. They keep their distance, we keep ours. Last thing we want is to provoke 'em."

WINTERHAVEN

Nestled in the foothills of the Cairngorm Peaks, the walled village of Winterhaven is the last outpost of civilization between the Nentir Vale and the wilds of the Stonemarch.

Population: 975. Most of the villagers are human farmers with homes and lands outside the walls. A scattering of dwarf families and a handful of individuals of other common races inhabit the village as well.

Government: Ernest Padraig is Lord of Winterhaven, residing in his family's ancestral manor and enjoying the benefits of wealth and privilege in the tiny village. He has little real power despite his hereditary title.

Defense: Lord Padraig commands the Winterhaven Regulars, a group of ten soldiers serving as guards and police officers in and around the walled village. If the village is threatened, Padraig can muster about fifty civilians to aid its defense.

Inns and Taverns: Wrafton's Inn is the only public house in the region, offering beer, wine, and spirits as well as hearty meals and warm beds. A crowd of the local residents gather in Wrafton's each night to drink, gossip, sing, and play games.

Supplies: Bairwin's Grand Shoppe offers a wide array of items for sale, including adventuring gear and occasionally common magic items. The dwarf smith Thair Coalstriker is skilled at crafting weapons and armor as well as more mundane metal items. The Market Square brings merchants and artisans from the surrounding lands to sell their wares.

Temples: The village temple is dominated by a shrine to Avandra, the god of luck and patron of explorers and frontier dwellers. Several other deities have altars in the temple as well, including Bahamut, Moradin, Pelor, and the Raven Queen.



Winterhaven

Salvana Wrafton: Wrafton’s owner and proprietor is a human named Salvana Wrafton. She employs several serving staff and cooks. Salvana is friendly and open, quick with a smile and a warm welcome.

What do you know about Gardmore Abbey? “I wouldn’t know it from a hole in the ground, I’m sure. But another one of my guests is interested in it. He’s a southerner named Sir Oakley, and I’d be happy to introduce you to him. I’m sure he could answer your questions.”

Sir Oakley is looking for adventurers to accompany him into the abbey so he can purify the sacred ground from the taint of evil. See page 10 for more information about him and his quest.

Sister Linora: The temple priest, Sister Linora, performs sacrifices in the temple three times per week, but otherwise she is not present. She prefers to travel among the homes outside the walls, dispensing care to villagers and animals and helping with various farm projects. Although Linora is not a cleric, she is a non-heroic priest of Avandra. She doesn’t have access to cleric powers, but she can muster a little curative and restorative magic.

Thair Coalstriker: This dwarf owns the village smithy. His main business consists of forging and repairing farm implements and cooking pots, but he’s a skilled weapon- and armorsmith and welcomes the opportunity to take on these more challenging tasks. He can make common magic weapons and armor up to level 8.

What do you know about Gardmore Abbey? “Every once in a while, a sword or helmet will turn up that comes out of the ruins of the abbey. Most of them belonged to the soldiers from Fallcrest who fought in the Bloodspear War and fell at the battle in the ruins, but a few were the prized possessions of the knights who built the abbey and defended it for two centuries. Fine workmanship, they are, and imbued with holy power. Devout servants of Bahamut the knights were, you understand—or at least most of them. They say a taint took hold in the knights toward the end, and many of them turned to the worship of the serpent god, Zehir.”

Valthrun the Prescient: Valthrun is a sage and scholar who lives in a tower within Winterhaven’s walls (area 6 on the map). On occasion he shows up in Wrafton’s Inn (area 2) to socialize. Valthrun is a good listener, asking enough questions to keep whomever he speaks with talking. He has a particular interest in the ruins of Gardmore Abbey; see the “Tower of the Archmage” quest on page 5 for more information.

QUESTS

The eight quests detailed in this section are mostly spice you can use to enliven the adventure beyond the more significant quest lines offered by the three patrons described later in this chapter. The first quest, “The Deck of Many Things,” is an exception: If you plan to start the adventure with the adventurers in possession of a card, they should start with this quest. The other quests come from an assortment of lesser patrons—people who seek information or specific items that can be found in the abbey. See “Using the Adventure” on page 3 of Book 1 for more advice and information about using these quests.

The Deck of Many Things

Major Quest, Level 8

This card comes from a larger deck. There’s magic in the card, to be sure, and the magic of the whole is certainly greater than the combined magic of the individual parts. Collect the rest of the cards to complete the deck.

No patron lays this quest on the adventurers. Because they have found one card of the Deck, they have a clear incentive to collect the rest.

Objective: Acquire the twenty-two cards of the *Deck of Many Things* and assemble them into a complete deck.

Reward: 350 XP per character, and the adventurers gain possession of the *Deck of Many Things*. Because they have assembled the Deck from its scattered pieces, its starting concordance is 10.

The Temple of Golden Treasures

Major Quest, Level 8

Kharas the Just, a scholarly dwarf cleric of Erathis, is an expert on the history of the Nentir Vale, with a particular focus on the minotaurs that ruled the vale centuries before the arrival of the humans of Nerath. He lives in the city of Hammerfast, but the adventurers might find him in Winterhaven seeking to recruit adventurers to explore Gardmore Abbey for him.

“According to my research, Gardmore Abbey was established on the site of an ancient temple built by minotaurs hundreds of years before humans ever settled these lands. I am in search of hardy souls, such as yourselves, who are willing to explore the abbey and unearth the ruins of that temple. If you bring me useful knowledge or relics of the minotaur civilization, I will pay you handsomely.”

The area of the abbey known as the vaults (see page 19 in Book 1) is essentially the ancient minotaur temple. As the adventurers explore the area, they can collect enough information and relics to complete this quest.

If you ran the “Twisting Halls” adventure included in the *DUNGEONS & DRAGONS Roleplaying Game Starter Set*, you can tie this quest to the vision of a golden temple that

the adventurers might have received while exploring the dragon’s lair in that adventure. Perhaps the adventurers, seeking more information about the temple in their vision, find Kharas the Just, who offers a likely location.

Objective: Bring information about the ancient Golden Temple and any relics discovered in the ancient minotaur empire to Kharas the Just.

Reward: 350 XP per character, and Kharas pays the characters 1,100 gp.

Tower of the Archmage

Minor Quest, Level 8

Valthrun the Prescient is a sage and scholar whose tower stands in the center of Winterhaven. He is fascinated by arcane lore, and once the adventurers bring back word of a wizard’s tower in Gardmore Village, he asks them to investigate it further.

“Lord Padraig tells me that you found some kind of mystic tower in the village connected to the abbey. I wonder if you’d do me a favor. If you find yourself inside that tower, keep your eyes peeled for a tome bound in white dragon scales. It’s called the Winterbole Codex, and I’d sure like a look inside its pages before I die.”

The *Winterbole Codex* is at the top of the tower, in encounter area 6.

Objective: Find the *Winterbole Codex* and bring it to Valthrun the Prescient in Winterhaven.

Reward: 350 XP. Valthrun can’t pay the adventurers, but he owes them a favor, which he is happy to repay by conducting research or performing rituals on their behalf.

Knight of Mithrendain

Major Quest, Level 6

Use this quest if the adventurers previously completed the adventure “Reavers of Harkenwold” (which appears in the *Dungeon Master’s Kit*). The quest doesn’t directly point the adventurers to Gardmore Abbey, but its objective does lie within the abbey’s walls.

Eriyel is the chief of the Woodsinger elves of the Harken Forest, and the adventurers probably dealt with her in the course of winning Harkenwold’s freedom from the Iron Circle. She contacts the adventurers and asks them a favor.

“A few months ago I welcomed travelers from our distant kin in the Feywild—an eladrin knight named Berrian Velfarren, his sister Analastra, and a small entourage. They had been traveling for seven years in search of their father. We fed them and sent them on their way with blessings. Last night I received a message from a friend in their home city of Mithrendain asking if I had any news of their whereabouts. Berrian mentioned a place called Gardmore Abbey, which I believe lies in the north, near Winterhaven. Please, as you travel in the Nentir Vale, send me word if you encounter Berrian and Analastra. And tell them they are missed.”

The adventurers can complete this quest either by sending a messenger back to Eriyel after they find Berrian, or by returning to the Harken Forest with news of the knight's whereabouts.

Objective: Find the eladrin knight Berrian Velfarren and send news of his whereabouts to Eriyel in the Harken Forest.

Reward: 250 XP per character, and Eriyel owes the adventurers her gratitude. Although not likely to result in concrete benefits, this favor increases the adventurers' leverage in any future negotiations with the Woodsingers.

Priest of the Eye

Major Quest, Level 7

Grundelmar is the priest of Pelor in Fallcrest's House of the Sun. Troubled by visions in his dreams and filled with the fire of his convictions, he seeks out the adventurers.

"Pelor urges all people of good heart to be constantly on guard against the encroachment of evil. Among the most insidious evils are those that take root in the hearts of our communities and grow like a canker. Years ago, down in the barony of Therund, a group of right-thinking adventurers such as yourselves rooted out one of those cankers, a cult of the Elder Elemental Eye that had spread through a certain stratum of society. The cult leader escaped, though: a man named Vadin Cartwright. It was assumed that he fled the area and would pose no more danger. Well, Pelor has spoken in my dreams to let me know that Cartwright is still a danger. He's dabbling with forces beyond mortal

understanding, and the results could be disastrous. I don't know any more than that, except to seek him among the dead in old Gardmore Abbey."

Vadin Cartwright is indeed in the catacombs of the abbey (see page 27 in this book and encounter 27 in Book 4). Grundelmar doesn't know what "forces beyond mortal understanding" Pelor refers to. In fact, Vadin is experimenting with a substance he calls the Voidharrow, a red crystalline liquid that carries a fragment of the will of Tharizdun.

Objective: Capture or kill Vadin Cartwright and bring him (or proof of his demise) to Grundelmar in Fallcrest.

Reward: 300 XP per character.

Ancient Heirlooms

Major Quest, Level 8

Alira Vond, a merchant from the distant south, is secretly a member of the Iron Circle. This powerful group of evil mercenaries worships Asmodeus and fights alongside various devils. Alira Vond hides her connection to this sinister group, presenting her mission as something far more innocuous.

"As you probably know, the knights who built Gardmore Abbey were overzealous crusaders who killed innocents and plundered sacred sites for treasure. Don't get me wrong—they started off as well-meaning champions of truth and justice, but the more powerful they became, the more greedy and corrupt



Kharas the Just, Alira Vond, and Valthrun the Prescient

they grew. Believe me, my ancestors witnessed their rapacious ways firsthand. Now I just want to recover the items they stole from our lands—two in particular. One is a silver dagger with a large amethyst, deep purple in color, set in the pommel. The other is a sort of rod or scepter crafted of adamantine. Bring these items to me, and I'll pay you well."

The dagger and rod are both in the vaults—the dagger in encounter 29 and the rod in encounter 32. What the adventurers do not know is that these are not harmless items plundered from innocents, but rather relics from the Infernal Bastion, sacred to Asmodeus and infused with evil power.

Objective: Find the amethyst dagger and the adamantine rod and return them to Alira Vond.

Reward: 350 XP per character, and Alira pays the adventurers 800 gp.

Development: Alira plays no further role in this adventure, but she might appear again—particularly if your campaign involves the Iron Circle later on. The adventurers might never discover the true nature of the items they recover on Alira's behalf, or they might encounter them again, wielded by powerful agents of the Iron Circle.

Moonbane

Major Quest, Level 7

Sergeant Murgeddin is the leader of a detachment of soldiers that watches Fallcrest's Wizard's Gate, through which the King's Road enters from the east. An aging dwarf, he's a veteran of the Bloodspear War—the orc invasion that resulted in the destruction of Fallcrest ninety years ago. One of the major battlefields of that war was among the ruins of Gardmore Abbey.

"Aye, I fought at Gardmore Abbey all those years ago. I stood with the forces of Fallcrest at the summit of the temple mount, and terrible things I saw, too. I watched Lord Markelhay, who was the great-grandfather of the current lord, disappear into the catacombs beneath the temple. He was clutching the ancestral sword of his line, the sword of Aranda Markelhay, called Moonbane. I don't know why he went down there—he never did emerge from those catacombs, and neither did the sword, so far as anyone knows. Imagine what Lord Markelhay would give to have that sword back in his hand! It'd be like the rebirth of Nerath, I tell you. Almost like we had an emperor again."

Moonbane is still in the catacombs, now in the possession of Vadin Cartwright, the mad priest of Tharizdun (encounter 27).

Objective: Retrieve Moonbane and bring the blade to Lord Warden Faren Markelhay in Fallcrest.

Reward: 300 XP per character, and the Lord Warden entrusts Moonbane to the adventurers' protection. "The first wielder of this blade, Aranda Markelhay, was an adventurer such as you. She used it to forge peace in the Vale, to protect the keep that is now my home. It was never meant to hang on a wall. Use it for good, as she once did."



See the *Moonbane* Treasure card included in this adventure for a description of the weapon's powers and properties.

Destroy the Deck

Major Quest, Level 12

If, after collecting all twenty-two cards of the *Deck of Many Things*, the adventurers decide to destroy the artifact, they can take on this quest.

You might construct a series of short adventures to represent the adventurers' search for a means to destroy the *Deck*. Readily accessible tomes and scrolls reveal only that a tome known as the *Libram of Galifax the White* describes this process. The *Libram* was last known to be in Kalton Manor (or another ruin of your own invention). Upon exploring that dungeon, the adventurers might find the *Libram* or a clue to its whereabouts.

Eventually, the adventurers learn that the only way to destroy the *Deck of Many Things* is to expose it simultaneously to the fiery breath of four heads of a flamekiss hydra. They must then seek out such a hydra and figure out how to provoke it into breathing four times in a single round onto the artifact.

Objective: Destroy the *Deck of Many Things*.

Reward: 700 XP per character.

QUEST PATRONS

In addition to the quests detailed on the previous pages, three individuals have a particular interest in the abbey and might serve as patrons for the party over the course of the adventure. Depending on the circumstances of your campaign and the length of adventure you plan to run, you might use one, two, or all three of these patrons and their associated chains of connected quests.

Lord Padraig

The beleaguered lord of Winterhaven holds the safety of his village above all else, but he is smart enough to look beyond the village walls and see in the surrounding area threats that could soon affect his home.

Lord Ernest Padraig is the hereditary ruler of Winterhaven, descended from a long line of pioneers and heroes who established a keep at the edge of the known world and held it for centuries against all manner of threats. He is a competent soldier and a reasonable ruler, but not a hero. He's wise enough to see the dangers lurking in the wilderness around his village, but he lacks not only the authority to send a military force beyond the walls to face such threats but also the adventurous spirit to confront them alone. Instead, he relies on adventurers to vanquish the dangers of the wilds before they can threaten Winterhaven's walls.

Appearance: Padraig is a tall, slender male human whose dark hair is liberally sprinkled with gray, though his face is still young. He dresses in aging finery and carries a longsword at his belt.

Values: Padraig's primary concern is the safety of Winterhaven. He takes his position as hereditary lord of the village seriously, and he wants to honor the memory of his ancestors and predecessors who defended the tiny outpost of civilization from the encroaching wilderness for centuries. He respects Winterhaven's elders and leaders but grows increasingly frustrated with what he sees as their inability to look beyond their walls and the present moment to see threats that might affect the village.

Behavior: Padraig is proud, cultured, and willful. He is quick to anger when he feels he's been insulted, but equally quick to respond to an apology. As soon as the adventurers have completed their first quest for him, he treats them as close friends and confidants.

Useful Knowledge: Padraig is familiar with the broad outline of the abbey's history but knows nothing about its layout or its current inhabitants—except that he believes the orc raiders that have been troubling the King's Road are using it as a hideout. He is familiar with the rest of the Nentir Vale, and he knows Winterhaven like the back of his hand. He can secure favors from anyone in the village.

Quest Chain: Stop the Orc Raiders

Lord Padraig hires the adventurers to put a stop to the orc raids that have plagued traffic on the King's Road of late. Trouble in the Gardbury Downs means trouble in Winterhaven, even if the village militia is too short-sighted to see it. He's willing to pay well to guarantee the safety and prosperity of his village.

Although the ultimate goal is to stop the raids on the King's Road, the orcs are too numerous for the adventurers to have any real hope of exterminating them. Even killing the orc chieftain wouldn't be enough, because a new leader would rise from the ranks to replace him. The task is more complex than it initially appears, leading to a long and involved series of quests.

Padraig starts the chain by giving the adventurers the "Scout the Abbey" quest.

Scout the Abbey

Major Quest, Level 6

"Travelers on the King's Road of late have been attacked by orc raiders as they travel through the Gardbury Downs. The attacks mostly occur in the vicinity of the old ruins of Gardmore Abbey, so I suspect the orcs are using the ruins as a lair. If I could, I'd raise a militia to go root the orcs out of their holes and put them to the sword, but these folk can't see past the village walls. If it's not a threat to Winterhaven, they don't think it's our problem. Never mind that it affects caravans coming here. So in lieu of the militia, I'm hiring you to deal with these orcs. To start, I want you to go to the abbey and find out whether the orcs are lairing there. Come back and tell me what you find—as complete a picture of their lair and defenses as you can."

Padraig is a former soldier and has a keen tactical mind. His age and his responsibilities in Winterhaven prevent him from leading the adventurers into battle against the orcs, but he intends to be the general in charge of this campaign nonetheless. And like any good general, he doesn't send his troops blindly into battle—he orders them first to gather information about the enemy.

Objective: Scout the ruins of Gardmore Abbey and assess the orcs' defenses. Return to Padraig with a map of the abbey and an indication of the orcs' numbers.

To complete this quest, the adventurers need to approach the village, possibly leading to encounters 1 and 2 there (see "Scouting and Entering the Village" on page 10 of Book 1). In addition, they should visit the Feygrove and have at least one encounter with the fey there (see "Scouting the Feygrove" on page 14 of Book 1). They might also visit Dragon's Roost, where the ruins of the old temple stand.

Reward: 250 XP per character, and Lord Padraig pays the party 600 gp as incentive to keep working with him.

Development: Padraig quickly identifies the fey dwelling in the Feygrove as potential allies against the orcs, and he sends the adventurers to negotiate with them (the "Peace with the Fey" quest on the next page).

If the adventurers' report to Padraig mentions the wizard's tower standing in the midst of the ruined village, the sage Valthrun the Prescient approaches them later and asks them to investigate the tower for him. He gives them the "Tower of the Archmage" quest (page 5).

Peace with the Fey

Major Quest, Level 7

"The fey you describe living in these woods might be useful allies against the orcs and the best way to stop the raids. Find their leader and make peace with them, securing their cooperation."

The adventurers must find Berrian Velfarren, the knight of the Feygrove. Before he agrees to help them against the orcs, he asks them to perform several tasks for him. The adventurers must complete those tasks before they can complete this quest. See "Quests: Knight of the Feygrove" on page 13.

Objective: Secure a promise of peace from the leader of the fey in the Feygrove.

Reward: 300 XP per character.

Development: When the adventurers return to Padraig and report their success with the fey knight, he gives them the "Claim the Watchtower" quest.

Claim the Watchtower

Major Quest, Level 8

"Excellent. I'm glad the fey decided to listen to reason. What we need now is a good base of operations to launch an assault against the orcs. See if this Berrian will send any warriors to help you, and secure the watchtower at the south end of the forest. With a firm hold on the watchtower, we can put the orcs down and keep the Gardbury Downs safe."

Objective: Secure the watchtower so Padraig's mercenary force can occupy it to keep an eye on activity in the Gardbury Downs. The adventurers fulfill this quest once they have successfully completed encounters 14, 15, and 16 in Book 3.

Reward: 350 XP per character, and Lord Padraig pays the party 1,100 gp. Padraig also honors the adventurers as knights of Winterhaven. Though this title carries no tangible reward, the people of Winterhaven hold the adventurers in respect and might do small favors or buy them drinks in Wrafton's Inn.

Development: Once the tower has been secured, Padraig sends a force of mercenaries to occupy it. The adventurers' work is done, at least for the time being. Before long, however, the watchtower comes under attack and the party receives a cry for help, in the form of the "Defend the Watchtower" quest.



Lord Padraig

BERRIAN'S AID

Berrian is unwilling to commit many of his followers to help the adventurers claim the watchtower, but as a token of his goodwill, he sends his sister Analastra to help. (See the "Find Analastra" quest on page 13. This task assumes the adventurers brought her back alive.)

Analastra is presented here as a companion character, sort of a light version of a player-run adventurer. Her statistics are simpler than those of a normal adventurer, so you can run her as well as the party's monstrous adversaries. Alternatively, a skilled player can control her actions while also running his or her own character. Use whichever approach works best for you and your group.

Analastra Medium natural humanoid, eladrin	Level 8 Defender XP –
HP 71; Bloodied 35; Healing Surges 11 AC 25, Fortitude 23, Reflex 19, Will 19 Speed 5	Initiative +6 Perception +4 Low-light vision
STANDARD ACTIONS	
⊕ Bastard Sword (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +15 vs. AC Hit: 1d8 + 7 damage, and Analastra marks the target until the end of her next turn.	
↓ Power Strike (weapon) ◆ 2/Encounter	
Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 7 damage.	
MOVE ACTIONS	
Fey Step (teleportation) ◆ Encounter	
Effect: Analastra teleports up to 5 squares.	
Skills Athletics +12, History +12	
Str 16 (+7)	Dex 15 (+6) Wis 10 (+4)
Con 14 (+6)	Int 13 (+5) Cha 12 (+5)
Alignment unaligned	Languages Common, Elven
Equipment scale armor, heavy shield, longsword	

Defend the Watchtower

Minor Quest, Level 9

The watchtower stands like a beacon of hope in the Gardbury Downs, a symbol of Lord Padraig's authority and your own might. But now the tower is under attack—orcs swarm its walls, as though trying to tear it down stone by stone. Help defend the tower!

Objective: Help Padraig's mercenaries defend the watchtower from attack. The adventurers fulfill this quest if they successfully complete encounter 17.

Reward: 400 XP.

Development: Repelling the attack breaks the orcs' long-cherished delusion that they are the masters of Gardmore Abbey, and the surviving orcs flee the abbey grounds forever.

Sir Oakley

A devout paladin of Bahamut, the aging Sir Oakley wants nothing more from the years left to him than to see evil purged from the ruins of old Gardmore Abbey.

Sir Oakley is an aging knight who claims descent from the legendary founder of Gardmore Abbey, Gardrin the Hammer. He has lived in the half-ruined city of Nera, the former capital of the Empire of Nerath, for his entire life. However, as he grows older and confronts his mortality, he has set out on one last quest he intends to complete or die trying: to purge the evil from Gardmore Abbey and reestablish it as a bastion of good in the Nentir Vale.

Appearance: Oakley is a towering, broad-shouldered human unbowed by age, despite his white hair and beard. He wears plate armor that looks as if it's been on display in a museum, and he keeps it scrupulously clean and polished to a shine even while traveling.

Values: Oakley is a devout follower of Bahamut and lives by his god's commands to uphold the ideals of honor and justice, remain vigilant against evil and oppose its spread, and protect the weak, liberate the oppressed, and defend just order. In particular, he is haunted by the fact that evil has taken over what was once a holy place and is driven to see it reclaimed.

Behavior: Oakley is honest, forthright, and compassionate in his interactions with others. He speaks formally (for example, he says, "I shall" rather than "I'll"), and he listens politely without interrupting. He strokes his beard when he's thinking or talking.

Useful Knowledge: Oakley knows the general layout of the abbey—the village, Dragon's Roost, and the vaults and catacombs that lie beneath. He knows nothing about the specific creatures that inhabit the abbey, and he's oblivious to the existence of the *Deck of Many Things* and its connection to the abbey.

Quest Chain: Cleanse the Abbey

Sir Oakley engages the services of the adventurers to help him complete his lifelong goal of cleansing Gardmore Abbey. He has no intention of sitting in Winterhaven while they complete his holy quest for him, however. He means to accompany them into the ruins, relying on their protection while he purifies the temple built by his ancestor's hands.

Sir Oakley initially gives the adventurers the following quest.

Escort Sir Oakley to the Temple

Minor Quest, Level 6

"Our goal is the purification of the temple. Your job is to keep me alive and help me reach Dragon's Roost, the temple that stands at the highest point of the abbey. I am not helpless by any means—I can still use this sword, believe me—but I am not as young as I used to be."

Sir Oakley knows about the secret stair leading directly to Dragon's Roost, but he's willing to accompany the adventurers on a different route if they wish to pursue other quests in other parts of the abbey.

Objective: Accompany Sir Oakley into the ruins of Gardmore Abbey and to the temple on Dragon's Roost while protecting him.

Reward: 250 XP. Sir Oakley promises the adventurers a financial reward (2,000 gp), but they receive it only after they complete the "Purify the Temple" quest.

Development: Once he reaches the temple, Sir Oakley confirms his suspicion that the sacred vessels he needs to purify the temple are no longer there. He attempts the ritual anyway and fails, and then he gives the adventurers the "Gather the Sacred Vessels" quest.

Gather the Sacred Vessels

Major Quest, Level 7

"It is as I suspected. I cannot perform the ritual of purification without the temple's sacred vessels. Our next task, then, is to find them: a chalice, a bowl, and a brazier. In all my research, I have found no mention of those items appearing outside the abbey, so I believe they are still here somewhere. It is only a matter of finding them and bringing them to me."

The three vessels are still within the abbey as Oakley suspects. The Brazier of Silver Fire is located in the village, in the ruined garrison (encounter 4). The Bowl of Io's Blood is located in the catacombs (encounter 26). The Chalice of the Dragon forms part of the red dragon's hoard in the vaults (encounter 33).

Objective: Find and retrieve the three sacred vessels Sir Oakley needs to complete the purification ritual: the Brazier of Silver Fire, the Bowl of Io's Blood, and the Chalice of the Dragon. Keep Sir Oakley alive until the three vessels are gathered.

Reward: For each of the three relics recovered, each adventurer earns 75 XP. If Sir Oakley is still alive when they retrieve the third vessel, each adventurer earns another 75 XP.

Development: Once the three items are found, Sir Oakley charges the party with the "Purify the Temple" quest.

Purify the Temple

Major Quest, Level 8

"Now that we have the vessels, we can complete the purification of the temple. With Bahamut's holy presence reestablished there, no evil that remains in the abbey can stand for long! But our greatest challenge still lies ahead. You must protect me while I perform the rite of purification. You can be sure that the evil of this place will rise against me the moment I begin the ritual, but it must not interrupt me."



Sir Oakley

Sir Oakley accompanies the adventurers back to the temple by the most direct route possible. Encounter 22 describes his attempt to purify the temple and the challenges the adventurers face in protecting him.

Objective: Protect Sir Oakley while he performs the ritual of purification in the temple on Dragon's Roost.

Reward: 350 XP per character, and Sir Oakley pays the adventurers 2,000 gp for their services. In addition, the party earns Bahamut's blessing and gratitude for helping to purify the temple. Until the end of the adventure, whenever the adventurers are fighting in the abbey, they gain a +2 bonus to the damage rolls of radiant powers.

Sir Oakley as a Companion

Because he intends to venture into the abbey with the adventurers, Sir Oakley is presented here as a companion character, sort of a light version of a player-run character. His statistics are simpler than those of a normal adventurer, so you can run him as well as the party's monstrous adversaries. Alternatively, a skilled player can control Sir Oakley's actions while also running his or her own character. Use whichever approach works best for your group.

Sir Oakley		Level 6 Defender	
Medium natural humanoid, human		XP –	
HP 58; Bloodied 29; Healing Surges 10		Initiative +3	
AC 23, Fortitude 21, Reflex 17, Will 19		Perception +4	
Speed 5			
STANDARD ACTIONS			
Ⓛ Valiant Strike (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC. Sir Oakley gains a bonus to the attack roll equal to the number of enemies adjacent to him.			
Hit: 1d10 + 7 damage, and Sir Oakley marks the target until the end of his next turn.			
Ⓡ Holy Smite (radiant, weapon) ♦ 2/Encounter			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 1d10 + 9 radiant damage, and the target is dazed until the end of Sir Oakley's next turn.			
MINOR ACTIONS			
Restore Vitality (healing) ♦ Daily			
Effect: One creature adjacent to Sir Oakley regains 14 hit points and can make a saving throw.			
TRIGGERED ACTIONS			
Heroic Effort ♦ Encounter			
Trigger: Sir Oakley misses with an attack or fails a saving throw.			
Effect (Free Action): Sir Oakley gains a +4 racial bonus to the triggering roll.			
Skills Diplomacy +10, Religion +8			
Str 18 (+7)	Dex 10 (+3)	Wis 12 (+4)	
Con 13 (+4)	Int 11 (+3)	Cha 14 (+5)	
Alignment lawful good		Languages Common, Draconic	
Equipment plate armor, heavy shield, bastard sword			

ADVANCING SIR OAKLEY

If Sir Oakley accompanies the adventurers, he gains levels whenever they do. For each new level he achieves, Sir Oakley gains the following features.

- ♦ **Hit Points:** Sir Oakley gains 6 additional hit points. His bloodied value is one-half his maximum hit point total, and the hit points regained through his *restore vitality* power equal one-half Sir Oakley's new bloodied value.
- ♦ **Attack Bonus:** Sir Oakley's attack bonus increases by 1.
- ♦ **Defenses:** Each of Sir Oakley's defenses increases by 1.
- ♦ **Damage:** When Sir Oakley reaches 8th level, and again when he reaches 10th level, the damage bonuses for his attacks increase by 1.

Berrian Velfarren

A noble fey knight searching for his long-vanished father, Berrian Velfarren can be a crucial ally or a bitter foe to adventurers exploring Gardmore Abbey.

Long ago, an eladrin knight named Zandrian Velfarren left his home in the city of Mithrendain, pursuing a mysterious quest he never explained to his family. He left behind a wife and two infant children, Analastra and Berrian. His wife died soon after his departure, leaving the children in the custody of an older relative. As soon as Analastra and Berrian came of age, they left Mithrendain and set off on a long quest to find their father. Accompanied by a small group of retainers, they have scoured the Feywild and the world alike for over a century to find traces of their father's passing. Now that journey has led them to Gardmore Abbey. Berrian is sure that he is close to discovering his father's destiny, but the abbey is infested with monsters—and now Analastra has disappeared. Even though he is poised on the verge of completing his quest, he feels in danger of losing everything.

Appearance: Berrian is a tall, graceful eladrin with the ethereal beauty and wisdom of the fey. His hair is pale gold, and his eyes are solid orbs of pearlescent silver. He wears a coat of chainmail woven from mithral beneath an embroidered tunic of green and gray, and a slender sword hangs at his belt.

Values: Berrian's sole priority is his family—first his sister, then his father, and finally the retainers who have accompanied him on his journey. He defends his charges fiercely against any threat and refuses to admit any distraction from his quest to find his father. No ethical principle guides his action except the loyalty of kinship and, secondarily, the honor that derives from repaying favors done.

Behavior: Berrian is aloof and mysterious, yet passionate and mercurial. He responds quickly and angrily to any insult, though he uses harsh words before violence unless the insult is severe. His mood shifts back to calm and kindness equally quickly, accompanied by apparent changes in the light around him and even the weather. He does not readily reveal his reasons for being in the abbey's ruins, requiring the adventurers to prove their trustworthiness before he opens up to them. See encounter 13 in Book 3 for more on roleplaying interactions with Berrian.

Useful Knowledge: Berrian has traveled extensively in the Feywild and the world, but his knowledge of Gardmore Abbey is limited to the Feygrove and the orcs of the village. He also knows a little about the evil of the watchtower.



Berrian Velfarren

Quests: Knight of the Feygrove

Berrian sends the adventurers on two distinct groups of quests.

Quest Chain: Peace with the Fey

The first three quests are the tasks he requires the adventurers to complete to win his cooperation and complete Lord Padraig's "Peace With the Fey" quest (page 9).

Find Analastra

Minor Quest, Level 7

"My sister Analastra has not reported in for several hours, and I fear for her safety. She is a competent warrior, but ever since we have come here, my sister has been . . . different. I am not about to let my family fall apart on the quest to discover its past."

Objective: Locate Berrian's sister Analastra and bring her back alive. The adventurers fulfill this quest if they successfully complete Encounter 11: The Bell Tower.

Reward: 300 XP.

Development: Bringing Analastra back to the eladrin camp earns Berrian's gratitude, and he next asks them to help him establish the eladrins' rightful claim to the gardens of the abbey.

Establish a Claim

Minor Quest, Level 7

"The plants that thrive in this grove and the creatures attracted to it—they are not of this world. My ancestors had a hand in it, and this Lord Padraig will recognize our claim. We have searched the shrine here, but to no avail—the monks who tended the garden were more interested in the properties of the plants than those who set their seeds in the world."

Objective: Locate the groundskeeper's records and give them to Berrian. The adventurers fulfill this quest if they successfully complete encounter 12 and return with the records.

Reward: 300 XP.

Development: Berrian is pleased with the adventurers' work and trusts that they earnestly want to help him. He explains the reason for his presence in the abbey and asks them to help him discover the fate of his father.

A Father's Fate

Minor Quest, Level 7

"Our father's last message to us was that he was going to the Nentir Vale. For years we have attempted to learn his fate. Every clue has led us here, to Gardmore Abbey. We are close now, but we still have not discovered his whereabouts. This grove has the mark of the fey about it, so this is where we seek him. But thus far, our search has been fruitless."

Objective: Learn the fate of Berrian's father. The adventurers fulfill this quest if they successfully complete encounter 10 and learn the fate of Berrian's father from the nymphs.

Reward: 300 XP.

Development: Once the adventurers complete this quest chain, they achieve peace with the fey and also complete that quest from Lord Padraig. Although Berrian assumes his father is now dead, he entrusts Analastra with the responsibility and the gift of entering the watchtower to determine his fate for certain. He sends Analastra with the adventurers in their quests to claim the watchtower

(encounters 14–16). When they return, he charges them with a new series of quests.

Quest Chain: The Grip of Chaos

Berrian charges the adventurers with these two quests in response to what they discover within the watchtower.

Archmage's Learning

Minor Quest, Level 8

"What you found in the watchtower disturbs me. Where such a distortion in the fabric of reality exists, it often has effects that reach much farther. It's likely, for example, that the influence of the Far Realm you observed in the tower extends into the Shadowfell and my own homeland as well. We must learn more.

"A tower stands in the heart of the village, once the home of a human wizard. I do not know the extent of this wizard's knowledge or power, but if there's anything that will help us understand what happened in the watchtower, that's the first place I would check. Go to the wizard's tower and look for information about this dimensional rift, or anything you can find about the Far Realm."

Exploring the wizard's tower forms encounters 5 and 6. In the study at the top of the tower, the adventurers can search for the information Berrian seeks.

Objective: Find information about the Far Realm or dimensional disturbances in the wizard's tower and bring it back to Berrian Velfarren. The adventurers fulfill this quest if they retrieve the scroll entitled "The Southern Artifact" from encounter 6.

Reward: 350 XP.

Development: Studying the scroll suggests to Berrian that an artifact in the possession of the knights might be responsible for the chaos unleashed when the abbey fell. He sends the adventurers into the vaults to pursue this lead.

The Knights' Artifact

Minor Quest, Level 8

"If the wizard's theory is correct, the knights of the abbey brought some force of chaos back with them from one of their campaigns. It is just like humans to meddle with power they don't understand—oh, my apologies. Perhaps you could learn more of this artifact if you venture into the heart of the knights' power."

Havarr of Nenlast made his fateful draw from the *Deck of Many Things* in the Hall of Bahamut (encounter 31).

Objective: Find out what artifact is at the heart of the chaos in the abbey. When the adventurers discover the hall, they can learn the information Berrian requests.

Reward: 350 XP. In addition, if Berrian is not the secret collector, he gives the adventurers the card from the *Deck of Many Things* that he possesses, explaining that he claimed it from an orc that ventured too far into the Feygrove several years ago.

Development: The adventurers gain a deeper understanding of the nature of the artifact whose parts they

hold. What they do with that information is up to them, now that Berrian's work in the ruined abbey is done. He plans to return to the Feywild, initially working to restore any damage done where the *Deck of Many Things* ripped a tear in the fabric of space. This journey could form the basis of later adventures if the party decides to accompany him.

THE SECRET COLLECTOR

As presented in the preceding pages, none of the three patrons who send the adventurers into Gardmore Abbey has an interest in the *Deck of Many Things*. The adventurers have found one card of the *Deck* and are likely to pursue the others. However, one of those three patrons is secretly trying to acquire the full *Deck*, in addition to the other goals outlined in his description. This patron has already collected a few cards and hopes to use the party to secure the rest.

The identity of the secret collector, along with his true goals, depends on the first card the adventurers acquire. As described in "Using the Adventure," you can randomly draw the first card that they find, using that result to determine the secret collector. Alternatively, you can decide what card they possess, and the identity and motivations of the collector, based on what appeals to you.

Find the card the adventurers discovered on the table below to determine the identity of the secret collector and his motivation.

THE SECRET COLLECTOR

Card	Identity	Motivation
Balance	Oakley	Bahamut's Reward
Comet	Berrian	Son's Quest*
Donjon	Padraig	Abuse of Power
Euryale	Padraig	Abuse of Power*
Fates	Padraig	Defend Winterhaven
Flames	Berrian	Fey Revenge
Fool	Oakley	Bahamut's Reward*
Gem	Oakley	Hinder Chaos
Idiot	Oakley	Bahamut's Reward*
Jester	Oakley	Hinder Chaos*
Key	Padraig	Defend Winterhaven*
Knight	Oakley	Hinder Chaos
Moon	Berrian	Son's Quest
Rogue	Oakley	Bahamut's Reward
Ruin	Padraig	Abuse of Power*
Skull	Berrian	Fey Revenge*
Star	Berrian	Son's Quest*
Sun	Berrian	Son's Quest
Talons	Berrian	Fey Revenge*
Throne	Padraig	Defend Winterhaven
Vizier	Oakley	Hinder Chaos*
The Void	Berrian	Fey Revenge

Motivations

The secret collector has one of six possible motivations. Three of these—defend Winterhaven, hinder chaos, and son's quest—are relatively benign. The other three—abuse of power, Bahamut's reward, and fey revenge—indicate that the collector seeks to use the *Deck* for personal gain or to spread entropy in the world. The patron's motivation also determines the nature of his interaction with the party at the climax of the adventure (see “The Final Confrontation” below).

Abuse of Power: Lord Padraig wants the complete *Deck of Many Things* to increase his own power. He envisions himself as a baron or even a king, uniting the settlements of the Nentir Vale into a single nation under his rule. If the adventurers refuse to give him their cards, he orders his soldiers to seize them and confiscate any cards in their possession.

Bahamut's Reward: Sir Oakley believes Bahamut has promised him, as a reward for cleansing the temple, a draw from the *Deck of Many Things*. He demands that the adventurers give him the cards they've collected so he can claim his reward.

Defend Winterhaven: Lord Padraig believes the *Deck of Many Things* is a weapon that can protect Winterhaven and the Nentir Vale. He demands that the adventurers give him their cards so he can draw from the *Deck* and secure the future of his village.

Fey Revenge: Furious at the loss of his father, Berrian Velfarren wants to use the *Deck* to wrench the Feywild away from the world, closing the fey crossings between the two planes. He orders his knights and dryad allies to take the adventurers' cards by force.

Hinder Chaos: Sir Oakley understands that the *Deck of Many Things* is a force of chaos in the world, and he wants to destroy it or lock it away so its power can't be abused. He insists that the adventurers give him their cards so he can keep the *Deck* out of evil hands. If they refuse, he treats them as agents of chaos.

Son's Quest: Berrian Velfarren believes the *Deck* can help him undo the corruption his father suffered in the watchtower. He pleads with the adventurers to help him save his father by giving him their cards.

THE COLLECTOR AND THE RIVALS

If an asterisk (*) appears after the secret collector's motivation on the table above, the collector has also hired the rival adventurers (see page 21) to retrieve the cards of the *Deck of Many Things*. This fact doesn't much change the adventurers' interactions with the rivals or the secret collector, unless the rival adventurers have the Skull or Star card. See “Encountering the Rivals” on page 21 for more information.

The Final Confrontation

The adventurers' final showdown with the secret collector is the climax of the adventure, the moment when the madness spawned by the *Deck* claims a patron the adventurers have come to respect and trust. By necessity, it's the last significant encounter, occurring only after the adventurers have collected eighteen of the *Deck's* twenty-two cards (or fourteen, if they have not yet overcome the rival adventurers) by defeating the villains of the abbey. Ideally, this confrontation comes during what should be the story's denouement, when the adventurers return to their patron to report their success.

Making this encounter effective relies on the relationship between the adventurers and the secret collector. Keep the secret collector's motivation in mind as the adventurers interact with him. They should never doubt the patron's sincerity in sending them on quests—his interest in the *Deck of Many Things* doesn't make Sir Oakley's desire to purify the abbey any less genuine, for example—but it's all right if they suspect he has other interests in the abbey or the *Deck* as well.

Regardless of the identity of the secret collector or his motivation, this is a villain encounter (see page 22 of Book 1). The secret collector has three cards from the *Deck of Many Things* in his possession (or four, if he is Berrian Velfarren). When combat is joined, choose one of those cards at random; the collector uses its power immediately.



Abuse of Power/ Defend Winterhaven

Encounter Level 10 (XP 2,650)

Setup

Lord Padraig (P)

3 human duelists (D)

8 human thugs (T)

The encounter takes place in the audience hall of Lord Padraig's manor in Winterhaven, like every other audience the adventurers have had with their patron. With a successful DC 16 Insight check, an adventurer notices that more guards are present than usual, and both Padraig and the guards seem very serious—even grim.

This encounter assumes that the adventurers have successfully completed each of Padraig's quests, including "Defend the Watchtower." If the adventurers failed to stop the orcs from taking the watchtower, the lord's attitude is

more surly—he has had to ransom them back from the orcs and has lost his foothold in the abbey.

The lord listens to the adventurers' report of events and commends them for their victory. Then he asks them whether they have found any cards in the abbey. If they confirm that they have, he asks how many they found and asks them to give the cards to him. If they lie and say they have not, he erupts in anger, commanding his guards to seize the adventurers and the cards they carry.

Padraig wants the complete *Deck* so he can claim power in the vale or use it to defend Winterhaven, so he's unwilling to back down. However, he'd rather have the adventurers as allies than adversaries, and he can reward them with positions in his service in exchange for their cards. If they try to drive a bargain, he can offer them noble titles and even grants of land. He points out that he has paid the adventurers well for their services and will continue to do so if they remain in his good graces.

Lord Padraig feels that his offer is fair, and he honestly believes that the Nentir Vale will benefit from his use of the *Deck of Many Things*. If the adventurers willingly hand over the cards, the encounter ends without bloodshed. If they refuse, or insist on a price Padraig isn't willing to pay, he orders his soldiers to attack them.

Tactics

Padraig and his guards fight well together, taking up flanking positions while covering each others' backs to make flanking them difficult. The thugs remain spread out in the chamber to reduce their susceptibility to close and area attacks.

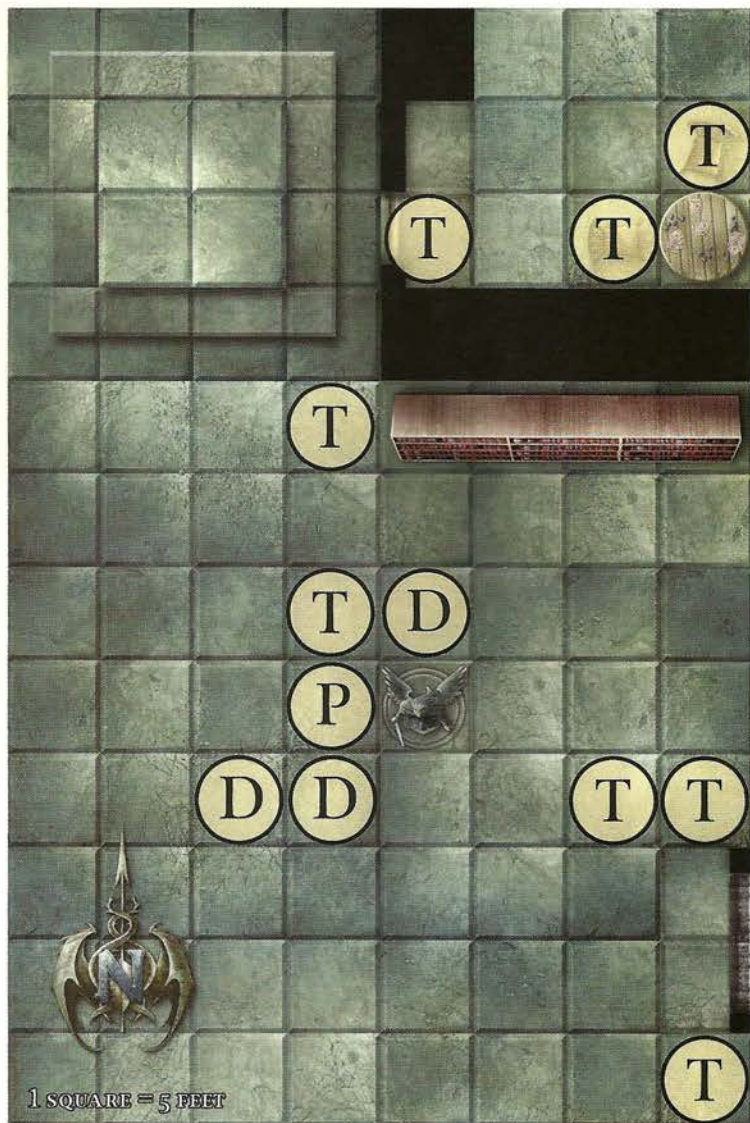
Padraig and the guards do not fight to kill—they attempt to knock adventurers unconscious, and they don't attack those who have fallen.

Development

If the adventurers kill Lord Padraig, any surviving guards flee and spread the word. Even if no guards escape, Padraig's death is quickly discovered and connected to the adventurers. Accused as criminals, they are no longer welcome in Winterhaven.

Padraig's death leaves his young daughter in the position of ruler, though a regent is appointed to ward the village until the girl comes of age. The village is vulnerable during the next several years, and its people grow increasingly nervous and hostile to outsiders.

If the adventurers defeat Padraig without killing him, his aspirations are crushed and a semblance of sanity returns to his mind. He grows withdrawn, spending more time in his manor and less in Wrafton's Inn, but he does not call for the arrest of the adventurers or drive them out of the village.



Lord Padraig (P) **Level 10 Elite Soldier (Leader)**
Medium natural humanoid, human XP 1,000

HP 208; Bloodied 104 **Initiative +9**
AC 26, Fortitude 23, Reflex 22, Will 21 **Perception +7**
Speed 5
Saving Throws +2; Action Points 1

TRAITS

Threatening Reach
Lord Padraig can make opportunity attacks against enemies within 2 squares of him.

STANDARD ACTIONS

⊕ **Halberd (weapon) ♦ At-Will**
Attack: Melee 2 (one creature); +16 vs. AC
Hit: 2d10 + 7 damage, and the target is slowed (save ends).

⊕ **Wheeling Halberd ♦ At-Will**
Effect: Lord Padraig uses *halberd* twice, targeting two different creatures.

⊕ **Savage Assault (weapon) ♦ Recharge ☼ ☼**
Requirement: Lord Padraig must be flanking the target.
Attack: Melee 2 (one creature); +17 vs. AC
Hit: 3d10 + 7 damage, and each ally adjacent to the target can make a melee basic attack against the target as an opportunity action.

TRIGGERED ACTIONS

↶ **Call to Arms ♦ Encounter**
Trigger: Lord Padraig is first bloodied.
Effect (Free Action): Close burst 10 (allies in the burst); the target makes a melee basic attack or shifts up to 3 squares as a free action.

Bound to the Deck ♦ 3/Encounter
Trigger: Lord Padraig rolls initiative or his hit point total first drops to 139 or 69.
Effect (No Action): Lord Padraig draws a new card from among the cards in his possession and uses the power associated with that card.

Skills Athletics +15, History +14, Insight +12
Str 21 (+10) Dex 14 (+7) Wis 15 (+7)
Con 16 (+8) Int 18 (+9) Cha 19 (+9)

Alignment unaligned Languages Common
Equipment chainmail armor, heavy shield, longsword

In either case, the adventurers can claim Padraig's cards, which should complete the *Deck of Many Things*. See "The Artifact" (page 28 of Book 1) for details about the completed *Deck*.

3 Human Duelists (D) **Level 8 Soldier**
Medium natural humanoid XP 350 each

HP 85; Bloodied 42 **Initiative +11**
AC 24, Fortitude 20, Reflex 22, Will 20 **Perception +7**
Speed 6

TRAITS

Duelist's Poise
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.

STANDARD ACTIONS

⊕ **Longsword (weapon) ♦ At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage.
Effect: The duelist marks the target until the end of the duelist's next turn.

TRIGGERED ACTIONS

⊕ **Advantageous Jab (weapon) ♦ At-Will**
Trigger: An enemy marked by the duelist makes an attack that doesn't include it as a target.
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +13 vs. AC
Hit: 1d8 + 8 damage.
Effect: The target takes a -2 penalty to attack rolls until the end of this turn.

Skills Athletics +12
Str 16 (+7) Dex 20 (+9) Wis 17 (+7)
Con 13 (+5) Int 10 (+4) Cha 9 (+3)

Alignment unaligned Languages Common
Equipment leather armor, longsword

8 Human Thugs (T) **Level 7 Minion Skirmisher**
Medium natural humanoid XP 75 each

HP 1; a missed attack never damages a minion. **Initiative +5**
AC 21, Fortitude 20, Reflex 17, Will 18 **Perception +4**
Speed 6

TRAITS

Rush into Battle
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.

STANDARD ACTIONS

⊕ **Club (weapon) ♦ At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.

Str 14 (+5) Dex 11 (+3) Wis 12 (+4)
Con 13 (+4) Int 10 (+3) Cha 13 (+4)

Alignment unaligned Languages Common
Equipment club

Fey Revenge/Son's Quest

Encounter Level 10 (XP 2,800)

Setup

Berrian Velfarren (B)
5 eladrin fey knights (E)
2 dryad hunters (D)

The encounter takes place at the Font of Ioun in the Feygrove (area 13), where the adventurers first met Berrian and to which they return each time they report to him. With a successful DC 18 Insight check, an adventurer notices that the eladrin and dryads gathered at the font are even more reserved and aloof than usual.

This encounter assumes that the adventurers have completed each of Berrian's quests up to and including discovering the truth of the knights' artifact (page 14). When they report what they learned about the *Deck of Many Things* while pursuing that quest, he demands that they hand over to him the cards they have collected.

"As I suspected," Berrian says. "These cards represent a tremendous source of power."

He reaches into a pouch at his belt and produces four cards of his own. "I would hold the complete Deck in my hands, friends. With it, I could accomplish much. Give me the cards you have found."

Fey Revenge: Berrian rants about the human tendency to abuse power, blaming the knights for the loss of his father. If the adventurers refuse to give him their cards, he accuses them of the same crime and orders his knights and dryads to attack. If they do hand over their cards, he still orders the adventurers bound so they can't interfere with his attempt to sunder the Feywild from the world.

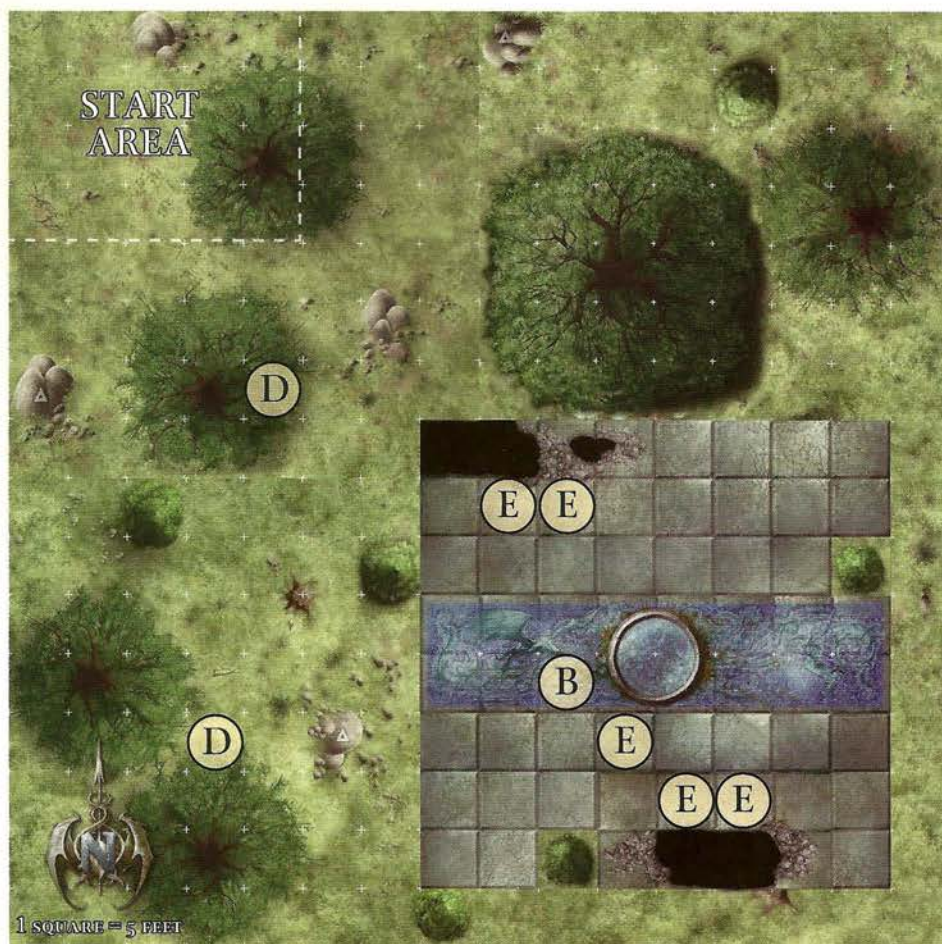
Son's Quest: Berrian's tone is more pleading than imperious, and he begs the adventurers to help him retrieve his father from the corruption of the watchtower. His pleading is tinged with madness, though, and he launches an attack if they refuse him. If they do hand over their cards, the encounter ends without bloodshed.

Tactics

The dryads use *tree stride* to gain combat advantage against enemies whenever possible, then attack with *luring feint* to move them into positions that grant combat advantage to their allies.

The fey knights focus on enemies they mark, preferably those granting combat advantage, and use *harvest's sorrow* to protect Berrian.

Berrian exploits his attack powers to move enemies into advantageous positions for his allies, using *beguiling glance* against nearby threats.



Berrian Velfarren (B) Level 8 Elite Controller

Medium fey humanoid, eladrin XP 700

HP 172; Bloodied 86 Initiative +9
AC 22, Fortitude 19, Reflex 22, Will 20 Perception +6
Speed 5 low-light vision
Saving Throws +2 (+7 against charm effects); Action Points 1
STANDARD ACTIONS
⊕ Longsword (weapon) ◆ At-Will

 Attack: Melee 1 (one creature); +13 vs. AC
 Hit: 2d8 + 6 damage and Berrian can slide the target 1 square.

◀ Spirit Vines ◆ Recharge ☼ ☼ ☼

 Attack: Close burst 3 (enemies in the burst); +11 vs. Fortitude
 Hit: 2d8 + 7 damage, Berrian slides the target up to 6 squares, and the target is restrained (save ends).
 Miss: Berrian slides the target up to 3 squares.

MOVE ACTIONS
Fey Step (teleportation) ◆ Encounter

Effect: Berrian teleports up to 5 squares.

MINOR ACTIONS
◀ Beguiling Glance (charm) ◆ At-Will 1/round

 Attack: Close blast 3 (one creature in the blast); +11 vs. Will
 Hit: The target makes a melee basic attack against a creature adjacent to it of Berrian's choice.

TRIGGERED ACTIONS
Bound to the Deck ◆ 4/Encounter

 Trigger: Berrian rolls initiative or his hit point total first drops to 129, 86, or 43.
 Effect (No Action): Berrian draws a new card from among the cards in his possession and uses the power associated with that card.

Skills Nature +11

Str 17 (+7) Dex 20 (+9) Wis 14 (+6)
Con 14 (+6) Int 16 (+7) Cha 18 (+8)

Equipment chainmail, light shield, longsword

Alignment unaligned Languages Common, Elven

2 Dryad Hunters (D) Level 7 Skirmisher

Medium fey humanoid (plant) XP 300 each

HP 82; Bloodied 41 Initiative +9
AC 21, Fortitude 20, Reflex 20, Will 18 Perception +10
Speed 8 (forest walk)
STANDARD ACTIONS
⊕ Claw ◆ At-Will

 Attack: Melee 1 (one creature); +12 vs. AC
 Hit: 2d8 + 6 damage, or 3d8 + 8 if no other enemy is adjacent to the dryad.

† Luring Feint ◆ At-Will

 Effect: The dryad uses *claw*. If the attack hits, the dryad shifts up to 4 squares, pulling the target with it. If the attack misses, the dryad shifts up to its speed.

MOVE ACTIONS
Treestride (teleportation) ◆ At-Will

 Requirement: The dryad must be adjacent to a tree or a Large plant.
 Effect: The dryad teleports up to 8 squares to a square adjacent to a tree or a Large plant.

MINOR ACTIONS
Deceptive Veil (illusion) ◆ At-Will

 Effect: The dryad disguises itself to appear as a Medium humanoid (usually a beautiful elf or eladrin) until it uses *deceptive veil* again or until it drops to 0 hit points. Other creatures can make a DC 28 Insight check to discern that the form is an illusion.

Str 16 (+6) Dex 18 (+7) Wis 15 (+5)
Con 18 (+7) Int 10 (+3) Cha 13 (+4)

Alignment unaligned Languages Elven

5 Eladrin Fey Knights (E) Level 7 Soldier (Leader)

Medium fey humanoid XP 300 each

HP 77; Bloodied 38 Initiative +11
AC 23, Fortitude 19, Reflex 21, Will 17 Perception +4
Speed 5 Low-light vision
Saving Throws +5 against charm effects
TRAITS
☼ Feywild Tactics ◆ Aura 5

Fey allies can score critical hits on rolls of 19-20 while in the aura.

STANDARD ACTIONS
⊕ Longsword (weapon) ◆ At-Will

 Attack: Melee 1 (one creature); +12 vs. AC
 Hit: 2d8 + 6 damage.

⊕ Stab of the Wild (weapon) ◆ Recharge ☼ ☼ ☼

 Attack: Melee 1 (one creature); +12 vs. AC
 Hit: 3d8 + 8 damage, and the target is restrained until the end of the eladrin's next turn.

MOVE ACTIONS
Fey Step (teleportation) ◆ Encounter

Effect: The eladrin teleports up to 5 squares.

MINOR ACTIONS
Feywild Challenge (radiant) ◆ At-Will

Effect: Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.

TRIGGERED ACTIONS
Harvest's Sorrow ◆ At-Will

 Trigger: An attack damages an ally.
 Effect (Immediate Interrupt): Close burst 5 (triggering ally in the burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.

Skills Athletics +12, Nature +9

Str 18 (+7) Dex 22 (+9) Wis 13 (+4)
Con 13 (+4) Int 14 (+5) Cha 16 (+6)

Alignment unaligned Languages Common, Elven

Equipment chainmail, light shield, longsword

Development

If the adventurers defeat Berrian without killing him, his dreams are crushed but his mind seems restored. His work in the Feygrove done, he plans to return to the Feywild and make his way home.

If the adventurers kill Berrian, they can no longer earn the reward for completing the "Knight of Mithrendain" quest (page 5), but the rest of the adventure is otherwise unaffected.

In either case, the adventurers can claim Berrian's cards, which should complete the *Deck of Many Things*. See "The Artifact" (page 28 of Book 1) for details about the completed *Deck*.

Bahamut's Reward/ Hinder Chaos

Encounter Level 10 (XP 2,500)

Setup

Sir Oakley

The encounter takes place in the temple on Dragon's Roost in Gardmore Abbey, after Sir Oakley finishes purifying the temple (encounter 22). When the rite is complete, he spends several minutes in prayer at the altar to Bahamut in the temple, then turns to the party.

"I am deeply grateful for your assistance," the old knight says, "and I think Bahamut has shown his gratitude as well. Only one task now remains. I must ask you to give me the cards you have collected from the Deck of Many Things."

Bahamut's Reward: "A draw from the Deck is the reward Bahamut has promised for me for my faithful service. You must not deny me this."

Hinder Chaos: "The Deck is a force of chaos, the cause of all the evil that we have just purged from this place. It cannot be allowed to persist in the world."

Oakley is absolutely convinced of what he tells the adventurers, and he can't understand why they might refuse him. He doesn't want to fight, but he's insistent, either believing that he deserves the reward Bahamut has promised him, or fearing that the adventurers have already become corrupted by the artifact.

If the adventurers hand over the cards willingly, the encounter ends without bloodshed. If they refuse, Oakley erupts in divine wrath and tries to take the cards from them by force. In his fury, he is far more powerful than when he fought alongside the adventurers, as presented in his statistics here.

Tactics

Sir Oakley starts with *angelic assault* to bring a distant enemy (such as a controller or striker) into melee range. He follows up with *holy smite*, then spends an action point to batter dazed enemies with *valiant strike*. He uses *angelic assault* each round, and when *holy smite* recharges, he repeats the opening tactics. He otherwise fights methodically, finishing the most injured opponents before turning his attention to others.

Sir Oakley	Level 10 Solo Soldier	
Medium natural humanoid, human	XP 2,500	
HP 404; Bloodied 202	Initiative +5	
AC 27, Fortitude 25, Reflex 21, Will 23	Perception +6	
Speed 5		
Saving Throws +5; Action Points 2		
STANDARD ACTIONS		
⊕ Valiant Strike (weapon) ◆ At-Will		
Attack: Melee 1 (one, two, or three creatures); +15 vs. AC		
Hit: 2d10 + 6 damage.		
⚡ Holy Smite (radiant, weapon) ◆ Recharge ☼ ☼ ☼		
Attack: Close burst 2 (enemies in the burst); +13 vs. AC		
Hit: 2d10 + 8 radiant damage, and the target is dazed until the end of Sir Oakley's next turn.		
MINOR ACTIONS		
⚡ Angelic Assault (radiant) ◆ At-Will 1/round		
Attack: Close burst 10 (one creature in the burst); +11 vs. Fortitude		
Hit: 2d10 + 8 radiant damage, and Sir Oakley pulls the target up to 3 squares.		
TRIGGERED ACTIONS		
Bound to the Deck ◆ 3/Encounter		
Trigger: Sir Oakley rolls initiative or his hit point total first drops to 269 or 134.		
Effect (No Action): Sir Oakley draws a new card from among the cards in his possession and uses the power associated with that card.		
Divine Vengeance (radiant) ◆ At-Will		
Trigger: A creature adjacent to Sir Oakley shifts or makes an attack roll that doesn't include him as a target.		
Effect (No Action): The triggering creature takes 10 radiant damage.		
Skills Diplomacy +12, Religion +10		
Str 18 (+9)	Dex 10 (+5)	Wis 12 (+6)
Con 13 (+6)	Int 11 (+5)	Cha 14 (+7)
Alignment lawful good		Languages Common, Draconic
Equipment plate armor, heavy shield, bastard sword		

Development

If the adventurers defeat Sir Oakley without killing him, he accepts his defeat as a sign of Bahamut's disfavor and adopts a more humble attitude. He pays the adventurers their reward for helping him and turns the cards he has already collected over to them for safekeeping. Then he sets about his work of rebuilding the knighthood of Gardmore Abbey.

If the adventurers kill Sir Oakley, they can claim his cards and the 2,000 gp he planned to pay them for their services. However, without his presence in the temple as he restores the ancient knighthood, chaos is bound to creep back into Gardmore Abbey before long.

Acquiring Oakley's cards should complete the *Deck of Many Things*. See "The Artifact" (page 28 of Book 1) for details about the completed *Deck*.

RIVAL ADVENTURERS

Another group of rough-and-tumble adventurers has acquired four cards of the *Deck of Many Things* and is trying to complete it. The player adventurers might encounter these rivals—or signs of their passing—as many as four times over the course of the adventure, but the specifics of those encounters depend on which cards the rivals possess.

These adventurers are a party of five: a female human named Tam, a male half-orc called Grosh, a male drow named Arvan, a male dwarf named Kurik, and a female human named Lenna. Tam serves as the official leader of the group, negotiating contracts with patrons and doing most of the talking in any interaction with the player adventurers.

Encountering the Rivals

Before starting the adventure, randomly draw four cards from the *Deck of Many Things* and set them aside. These are the cards in the rival adventurers' possession, representing four potential encounters with the group.

Find each card on the "Rival Adventurers" table below, and make a note on the page in Book 3 or Book 4 corresponding to each indicated encounter. Each time the players' adventurers would normally begin one of the encounters you've marked, consult this page to determine what they find instead.

First Encounter

The first time the adventurers reach a marked encounter, they find the threat already removed and the monsters' bodies scattered about. Whatever objective the player adventurers are trying to achieve was instead accomplished by the rivals, who also removed any treasure from the area.

Second Encounter

The second time the player adventurers reach a marked encounter, they find the rivals locked in combat. One monster and one rival adventurer (determined randomly) are bloodied, but the rest of the combatants are unharmed. The rivals ask the adventurers to help them deal with this threat, but they withdraw from the fight as soon as they can once the player adventurers are engaged. By the time the encounter is over, the rivals are nowhere to be found.

Third Encounter

The third time the player adventurers reach a marked encounter, they find the threat defeated and the rival adventurers resting in the encounter area. The rivals have just finished the encounter and are too weak to fight. If the player adventurers try to engage them in combat, the rivals flee. Any treasure remains in the encounter area.

Fourth Encounter

The fourth time the player adventurers reach a marked encounter, they find the threat overcome and the rivals fully rested. By this time the rivals are eager to confront the player adventurers and take the cards of the *Deck of Many Things* they have acquired.

RIVAL ADVENTURERS

Card	Encounter	Attitude
Balance	14	Hostile
Comet	Special A	Friendly
Donjon	1	Hostile
Euryale	5	Hostile
Fates	1	Friendly
Flames	28	Hostile
Fool	Special B	Hostile
Gem	14	Friendly
Idiot	18	Hostile
Jester	Special B	Friendly
Key	5	Friendly
Knight	9	Friendly
Moon	28	Friendly
Rogue	9	Hostile
Ruin	3	Hostile
Skull	Special C	Hostile
Star	Special C	Friendly
Sun	23	Friendly
Talons	Special A	Hostile
Throne	3	Friendly
Vizier	18	Friendly
The Void	23	Hostile

Encounter 1. The rivals have fought or are fighting the guards at the main gate. If the adventurers return here, the gate is reinforced with an additional orc as described in Book 1 (page 11).

Encounter 3. The rivals have fought and defeated the ettin, or they are fighting it now. This result rules out the possibility of bypassing the ettin by other means.

Encounter 5. The rivals have fought or are fighting the gargoyles. If they have already defeated the gargoyles, the scroll has been removed from the room but the golem has not been awakened.

Encounter 9. Either the rivals are currently fighting five spiders, or they have defeated four spiders and moved on (leaving four for the player characters to kill or bypass).

Encounter 14. The rivals have fought or are fighting the creatures in the watchtower entrance, and they are trapped inside. Like the adventurers, they can leave the tower only by reuniting the cards they carry with the beholder's cards. If this is the first time the player adventurers meet the rivals, treat it as the third encounter—the rivals are still present, having not yet dared the room's exit. If this is the second encounter with the rivals, the other adventurers can't flee, so they fight alongside the party until the end of the encounter.

Encounter 18. The rivals have fought or are fighting the defenders of the Heroes' Gate.



Rival adventurers (left to right): Tam, Arvan, Kurik, Grosh, Lenna

Encounter 23. The rivals are fighting or have already defeated the pale reavers.

Encounter 28. The rivals entered the vaults by the western stair (to area A) and have defeated or are currently fighting the minotaurs in this area.

Special A. The encounter takes place the first time the adventurers take an extended rest in or outside the abbey grounds. If this is the first encounter with the rivals, the player adventurers find signs of a recent campsite in the same location they choose for their own camp. If it's the second encounter, treat it as the third instead (treat their next encounter with the rivals as if it were the second). On the second or third encounter, the player adventurers find the rivals in the midst of their own extended rest, drained of healing surges and daily powers and not willing to fight. If this is the fourth encounter, the rivals have recently completed their own extended rest and are ready for a fight, and they demand that the exhausted player adventurers hand over any cards they have collected.

Special B. This encounter takes place the first time the adventurers return to Winterhaven for any reason. If this is the first encounter with the rivals, the player adventurers overhear people in Wrafton's Inn talking about the adventurers who were in town the night before boasting of their exploits in Gardmore Abbey. If this is the second or

third encounter, they instead overhear the rivals boasting in the inn about their accomplishments (small though they might be) in the abbey. If this is the fourth encounter, the rivals accost the player adventurers behind Wrafton's or in another relatively secluded part of the village and demand that they hand over the cards they've collected.

Special C. The encounter takes place when the player adventurers would otherwise be confronting the secret collector. The circumstances of this encounter depend on whether the secret collector hired the rivals or not. If he did, then the player adventurers must face the rivals and their traitorous patron at the same time, each with their own cards. Otherwise, they arrive at a scheduled meeting with their patron, only to find the rivals standing over his corpse, gathering the cards he has collected.

Interacting with the Rivals

The player adventurers might try to cooperate with the rivals rather than battling them. In the end, however, only one group can complete the *Deck of Many Things*, and the rivals don't hesitate to fight if the player adventurers refuse to give up their cards.

In any interaction between the player adventurers and their rivals, consult the Attitude column of the "Rival Adventurers" table. The rivals can swing between

friendly and hostile from one encounter to the next, without regard to past interactions, but they aren't stupid or amnesiac—they remember past insults or favors even if present circumstances have put them in a favorable or unfavorable mood.

Tam speaks for the group, so understanding her values and motivations is important for roleplaying interactions between the rivals and the player adventurers. However, each rival's character description below includes a few key words about that character's personality, which can be helpful when first introducing the rivals or if the player adventurers try talking to any of them alone.

Tam

A former mercenary, Tam turned to a more adventurous life when she discovered the profit potential in dungeon exploration and tomb-robbing. She seeks the *Deck of Many Things* because of the fortune she believes it will bring her, though she hasn't decided yet whether she plans to draw a card or sell the assembled *Deck* to the highest bidder.

Appearance: Tam is a fit human on the short side of average height, with curly blond hair showing beneath her helmet. Her scale armor has clearly seen a lot of action, but it's clean and in good repair.

Values: Tam is driven by her desire for wealth and the comforts that money can buy. She's cautious in battle, unwilling to take risks that outweigh the rewards at stake. She is deeply loyal to her friends and adventuring companions, who have become the family she never had.

Behavior: Tam is direct, never beating around the bush or couching her opinions in pleasant words. She can

Tam	Level 8 Soldier
Medium natural humanoid, human	XP 350
HP 88; Bloodied 44	Initiative +8
AC 24, Fortitude 22, Reflex 18, Will 20	Perception +7
Speed 5	
STANDARD ACTIONS	
⚔ Bastard Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage, and Tam marks the target until the end of her next turn.	
⚔ Hobbling Strike (weapon) ♦ Recharge ☼ ☼ ☼ ☼	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage, and the target is slowed and can't shift until the end of Tam's next turn.	
TRIGGERED ACTIONS	
⚔ Defender's Reaction (weapon) ♦ At-Will	
Trigger: An enemy marked by Tam makes an attack roll that doesn't include Tam as a target.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (the triggering creature); +15 vs. AC	
Hit: 3d10 + 5 damage.	
Skills Athletics +14	
Str 20 (+9)	Dex 14 (+6) Wis 17 (+7)
Con 16 (+7)	Int 12 (+5) Cha 14 (+6)
Alignment unaligned	
Languages Common, Giant	
Equipment scale armor, heavy shield, bastard sword	

be brusque with strangers, but she has a talent for inspiring her friends to their best performance.

Useful Knowledge: Tam knows the general layout of the abbey, as well as a fair amount about the history and purported powers of the *Deck of Many Things*. She speaks of the properties of each card in terms of what it says about the future, rather than describing the effect of drawing the card from the *Deck*. For example, she might describe the Gem card as "signifying great wealth in your future," rather than explain that drawing it causes riches to appear.

Grosh

Grosh served as a mercenary under Tam's command, and he stays with her out of fierce loyalty to the only person who's ever shown him an ounce of respect. He's a burly half-orc with a brutal appearance, but he's smarter than he looks and resents being treated like a savage or a fool. He enjoys the comforts of wealth but isn't driven by them—instead he values the friendship and loyalty of his companions. Grosh feels and expresses emotions on a large scale, from his loud, hearty laugh to equally loud expressions of grief and anger.

Grosh	Level 8 Brute
Medium natural humanoid, half-orc	XP 350
HP 106; Bloodied 53	Initiative +7
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +6
Speed 6	
STANDARD ACTIONS	
⚔ Greataxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d12 + 7 damage, and Grosh can push the target 1 square.	
⚔ Roaring Sweep (weapon) ♦ Recharge ☼ ☼ ☼ ☼	
Attack: Close burst 1 (enemies in the burst); +13 vs. AC	
Hit: 2d12 + 2 damage, and Grosh can push the target 1 square.	
Skills Athletics +14	
Str 20 (+9)	Dex 17 (+7) Wis 14 (+6)
Con 16 (+7)	Int 14 (+6) Cha 9 (+3)
Alignment unaligned	
Languages Common, Giant	
Equipment hide armor, greataxe	

Arvan

Arvan is a drow, originally from the Underdark outpost of Phaervorul. He fled his home when his mother's house fell from its position of rulership and eventually found his way to the surface world. He isn't bothered by the distrust of surface-dwellers—he's used to not being trusted, and he's not particularly trustworthy. He seeks greater power and is delighted to be in a society where his gender isn't an impediment to that quest.

Arvan wears sleek leather armor dyed as black as his skin and has long, white hair. He's quiet and reserved, with a tendency to stare hard at people or objects that interest him.

Arvan		Level 8 Lurker	
Medium fey humanoid, drow		XP 350	
HP 71; Bloodied 35		Initiative +11	
AC 22, Fortitude 19, Reflex 19, Will 21		Perception +5	
Speed 6			
STANDARD ACTIONS			
⊕ Eldritch Blade (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +11 vs. Fortitude			
Hit: 2d8 + 7 damage, or 4d8 + 7 if Arvan was invisible when he made the attack.			
Cloak of Darkness ◆ At-Will			
Effect: Arvan becomes invisible until he attacks or until the end of his next turn.			
TRIGGERED ACTIONS			
Eldritch Escape (teleportation) ◆ At-Will			
Trigger: Arvan is hit by an attack.			
Effect (Immediate Reaction): Arvan teleports up to 5 squares and becomes invisible until the end of his next turn.			
Skills Arcana +11, Insight +7			
Str 12 (+5)	Dex 16 (+7)	Wis 12 (+5)	
Con 17 (+7)	Int 14 (+6)	Cha 20 (+9)	
Alignment unaligned		Languages Common, Elven	
Equipment leather armor, longsword			

Kurik

Kurik is a cleric of Tiamat, taking the stereotypical dwarven love of gold and wealth to its worst extreme. He's the only truly evil member of his adventuring group, and his blatant avarice and disregard for the welfare of others bring out the worst in his companions.

Kurik is stocky even for a dwarf. His skin is pale gray and his hair and eyes are coal black. He's gruff and blunt, prone to interrupting and asking rudely probing questions.

Kurik		Level 8 Controller	
Medium natural humanoid, dwarf		XP 350	
HP 89; Bloodied 44		Initiative +4	
AC 22, Fortitude 20, Reflex 18, Will 21		Perception +9	
Speed 5			
STANDARD ACTIONS			
⊕ Mace (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d8 + 7 damage.			
⚡ Divine Wrath ◆ Recharge ☼ ☼			
Attack: Close burst 1 (enemies in the burst); +13 vs. AC			
Hit: 2d6 + 5 damage, and the target is dazed (save ends).			
⚡ Frightful Presence (fear) ◆ Encounter			
Attack: Close burst 3 (enemies in the burst); +11 vs. Will			
Hit: The target is stunned until the end of Kurik's next turn.			
MINOR ACTIONS			
Healing Word (healing) ◆ Encounter			
Effect: One ally within 5 squares of Kurik can spend a healing surge.			
Skills Religion +11			
Str 14 (+6)	Dex 11 (+4)	Wis 20 (+9)	
Con 17 (+7)	Int 14 (+6)	Cha 16 (+7)	
Alignment evil		Languages Common, Dwarven	
Equipment chainmail, light shield, mace			

Lenna

Lenna is a young human student of arcane magic, a former apprentice of Nimozaran, the High Septarch of Fallcrest. She wears her long, black hair loose, sometimes hanging in her face but swirling wildly around her head when she channels her magical power. Her only desire is to increase her knowledge and mastery, but she finds it increasingly difficult to sleep at night as she thinks about the greed and amoral attitudes of her companions. She is beginning to wonder if perhaps there's something more important in life than acquiring more wealth and power.

Lenna		Level 8 Artillery	
Medium natural humanoid, human		XP 350	
HP 69; Bloodied 34		Initiative +6	
AC 22, Fortitude 18, Reflex 21, Will 20		Perception +7	
Speed 6			
STANDARD ACTIONS			
⊕ Striking Staff (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +11 vs. Fortitude			
Hit: 2d8 + 5 damage, and Lenna pushes the target up to 3 squares.			
⚡ Arcane Volley (force) ◆ At-Will			
Attack: Ranged 20 (one, two, or three creatures); +13 vs. Reflex			
Hit: 2d6 + 5 force damage.			
⚡ Flaming Burst (fire) ◆ Encounter			
Attack: Area burst 2 within 10 (creatures in the burst); +13 vs. Reflex			
Hit: 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends).			
MOVE ACTIONS			
Arcane Step (teleportation) ◆ Encounter			
Effect: Lenna teleports up to 10 squares.			
Skills Arcana +14			
Str 11 (+4)	Dex 15 (+6)	Wis 17 (+7)	
Con 15 (+6)	Int 20 (+9)	Cha 13 (+5)	
Alignment unaligned		Languages Common, Draconic	
Equipment cloth armor, staff			

The Rivals in Combat

Tam's team fights like a group of adventurers: Tam and Grosh, the defenders, form a front line, with Kurik backing them up as a melee-oriented leader. Arvan attacks only every other round, preferring to spend the rest of his time invisible and away from the center of the battle. Lenna, the group's controller, hangs back and dishes out damage from a distance.

When the player adventurers are fighting alongside their rivals, you might consider allowing each player to run one of the rivals as a second character, reducing your burden of managing different creatures in the fight. However, remember to have the rivals flee from the fight before it's over.

Deck of Many Things: When the player adventurers and rivals fight each other, the cards in the rivals' possession come into play the same way they do in a villain encounter (see page 22 of Book 1). At the start of the encounter, draw one of the cards. Any one of the rivals can use the card's associated power immediately. Each time one of the rivals drops to 0 hit points, draw a new card. One of the surviving rivals then uses the power associated with the new card.

VILLAINS AND FACTIONS

As outlined in Book 1, three major villains occupy the abbey, along with two powerful monstrous leaders and a few minor factions of enemies. This situation creates a complex political landscape that the adventurers must navigate if they wish to do anything other than plunge through one deadly combat encounter after another. Every villain has certain goals and desires that clever adventurers can manipulate, perhaps playing factions off against each other to ensure their own success in the adventure.

Bakrosh and the Orcs

The village of Gardmore and the old keep are occupied by descendants of the orcs that helped to sack the abbey 150 years ago. They are a single clan of the Bloodspear tribe, called the Vile Rune Clan (Urkesk Rakh in the Giant tongue), and their chieftain is Bakrosh, whose lair is in the keep (encounter 8).

The orcs think of themselves as the lords of Gardmore Abbey, even though more powerful monsters live deeper in the ruins. They control most of the surface area of the abbey's hill, and their influence extends beyond the ruined walls into the Gardbury Downs and the King's Road. Naturally, that influence also makes them the most visible threat as far as Lord Padraig of Winterhaven is concerned, and orc raids on the King's Road eventually drive Padraig to hire adventurers to deal with the situation at the abbey by ousting the orcs for good.

From time to time, the orcs have tried to solidify their claim on the entire abbey, with little success. They have made several attempts to take the wizard's tower, but the combined might of the creatures there proved too strong for them. The orcs have little use for the Feygrove and rarely ventured within, even before Berrian Velfarren

took up residence there—and since orcs that dare enter the “haunted woods” never emerge, the rest are unlikely to claim it. Similarly, the orcs don't want to claim Dragon's Roost—the ruined buildings of the abbey proper hold little appeal for them. Thus they rarely venture past the Heroes' Gate, and the monsters of the Roost leave the orcs alone.

The orc chieftain, Bakrosh, prefers to focus his attention beyond the abbey grounds rather than dwell on the parts of the village he doesn't control. However, he's smart enough (barely) to recognize an opportunity, and adventurers who are willing to talk rather than fight (and who haven't been slaughtering their way through the orcs in the village to get to Bakrosh) might be able to negotiate a deal with him. It's unlikely to be satisfactory in the long run, at least from Lord Padraig's point of view, but it might help the adventurers accomplish their short-term goals.

Bakrosh

The orc chieftain has a grand vision for the Gardbury Downs—a vision that would put the entire region under his control, cutting off trade along the King's Road and establishing a direct competitor to Winterhaven in the northwest of the Nentir Vale.

Bakrosh is the chieftain of the Vile Rune Clan, a position he attained partly by bloodline and partly by brute strength, combined with slightly more intelligence than his kin.

Appearance: Bakrosh is a mighty orc warrior, rippling with muscles beneath gray hide that is as much scar as skin. The shimmering black pelt of a displacer beast forms his cloak, with its two long tentacles hanging down over his chest. A mane of thick black hair is knotted and braided with teeth and slivers of bone from his enemies.



Bakrosh

Two huge tusks jut from his lower jaw, one broken roughly in half. His armor is a piecemeal assortment of blood-red leather, dark iron chainmail, and a few steel scales. He wields a notched greataxe.

Values: Bakrosh is concerned first with his own power and authority, and second with the success and prosperity of his clan. He would rather live as the chieftain of a dying clan than lose his position while his kin prospered. He has no moral concerns or honor, valuing only physical strength and the power to seize what he desires. He enjoys rich food, strong drink, and fierce combat.

Behavior: Bakrosh is a bully, pushing around those he knows are weaker than him but quick to placate those who might be stronger—as long as he can do so without appearing to lose face in front of his subordinates. He never acknowledges that the adventurers could be his equals or superiors, but he might flatter them by declaring that they might be “almost as mighty as the great Bakrosh.”

Useful Knowledge: Bakrosh knows everything about Gardmore village, including the fact that the old garrison is haunted, and that the wizard’s tower is guarded by gargoyles and a flesh golem. He knows that the Feygrove is inhabited by displacer beasts (he claimed his cloak from one), but he suspects that intelligent fey have moved into the wood in recent years.

Negotiating with Bakrosh

If the adventurers demonstrate their strength by killing either the ogre at the guardhouse (encounter 1) or the ettin outside the keep (encounter 3), Bakrosh is willing to talk to them as near equals. He doesn’t back down from a challenge, but if the adventurers approach from a position of strength and ask to negotiate, he consents.

Bakrosh would reward adventurers for accomplishing any of the following tasks.

- ◆ Drive the fey from the Feygrove.
- ◆ Clear the wizard’s tower.
- ◆ Clear the garrison.
- ◆ Kill the rage drakes in the Heroes’ Gate (encounter 18).

Bakrosh is willing to offer any of the following rewards.

- ◆ The adventurers can keep any treasures they find in the abbey, though it “rightfully” belongs to the orcs.
- ◆ Bakrosh has a pair of *sending stones* (see encounter 8 in Book 3), which he hands over in exchange for completing one of these tasks.
- ◆ Bakrosh also has two cards of the *Deck of Many Things* he is willing to part with, one at a time.

Manipulating Bakrosh

Aside from the rewards described above, the adventurers have a hard time getting anything useful out of Bakrosh. Even though he is opposed to every other faction within the abbey, he doesn’t have the power to do anything about the others, so pitting him against them isn’t a productive course of action.

Initially, Bakrosh knows nothing about the inhabitants of the watchtower, the catacombs, or the vaults. If the adventurers bring him news about the denizens of these places, his initial response is to ask them to drive the interlopers away. However, clever characters might persuade Bakrosh to send one or more orc warriors to help them clear these areas.

To earn Bakrosh’s help, the adventurers must have completed all the other tasks the orc chieftain requested and claimed each of the rewards he has to offer. They must also emphasize the strength of the orcs compared to their own meager powers. They can slyly suggest that Bakrosh might gain more information and more treasure by sending representatives along with them. If the adventurers are successful in this course of action, Bakrosh appoints an agent to accompany the party into the ruins. (If your group of adventurers is particularly small, he might send more than one to help the party face the challenges of the ruins.)

The orc presented here is a companion character, similar to Sir Oakley (the companion) and Analastra described earlier in this book.

Orc Agent of Bakrosh		Level 6 Striker
Medium natural humanoid, orc		XP –
HP 57; Bloodied 28; Healing Surges 11		Initiative +5
AC 20, Fortitude 20, Reflex 19, Will 17		Perception +3
Speed 6		Low-light vision
STANDARD ACTIONS		
⊕ Heavy Flail (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage.		
⊕ Rampage ◆ At-Will		
Effect: The orc shifts up to 3 squares and can use <i>heavy flail</i> against up to three enemies during the shift.		
↘ Handaxe (weapon) ◆ At-Will		
Attack: Ranged 10 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.		
TRIGGERED ACTIONS		
Savage Demise		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 21 (+8)	Dex 14 (+5)	Wis 10 (+3)
Con 20 (+8)	Int 8 (+2)	Cha 8 (+2)
Alignment chaotic evil		Languages Common, Giant
Equipment leather armor, 4 handaxes, heavy flail		

Vadin Cartwright

The priest of Tharizdun is mad, and he revels in the presence of the undead—signs of the annihilation he believes will soon come. He has no sweeping plan for taking over or destroying the world, just a twisted devotion to the Chained God—and an obsession with the liquid he believes contains a fragment of his god's will.

Vadin was a commoner from the Barony of Therund, southwest of the Nentir Vale, when he received a vision from the Elder Elemental Eye. Following the instructions in his dreams, he established a cult that grew unusually large, appealing primarily to laborers and serfs in the barony. The cult spread through the countryside like a plague, and it took a long, concerted effort to root it out. Vadin fled the barony once his identity as the leader of the cult was discovered, and he took refuge first in Fallcrest, then Winterhaven, briefly in the Keep on the Shadowfell near Winterhaven, and finally in the catacombs beneath Gardmore Abbey.

When Vadin first came to the abbey, he delved into the vaults before retreating from the fury of the dragon there. Among the trophies of the knights he found a tiny vial that held a red liquid, glittering like crystal, streaked with gold and flecked with silver. He was surprised to discover that the liquid could move of its own accord, and he took it with him into the catacombs to experiment with its properties.

Over the course of his experiments, Vadin has grown convinced that the liquid, which he calls the Voidharrow, contains a fragment of the will of Tharizdun—who is, he now realizes, the true identity of the Elder Elemental Eye.

Appearance: Vadin is a middle-aged human who would not seem imposing in the least were it not for the madness in his eye and the unmistakable evil around him. He is gaunt and hunched, with a bald pate and sharp features.

Values: Vadin doesn't seek power in any meaningful way. He believes that a means will soon be found to release Tharizdun, and that the Voidharrow is the key to that release.

Behavior: Vadin is insane. He rarely speaks in complete sentences, having trouble finishing one thought before another spills from his mouth. He reserves his most intense vitriol for worshipers of the other gods, who imprisoned Tharizdun and keep him chained.

Useful Knowledge: Vadin knows the catacombs well, and he's seen enough of the vaults to know that it's inhabited by gnolls, minotaurs, and a red dragon. However, he's not likely to share that information—not willingly.

The Abyssal Plague

The Voidharrow is a substance of raw evil from the dead universe that is Tharizdun's prison. Its touch has the potential to horribly transform a creature, though it's more likely to kill the victim after a long and debilitating illness. Vadin is infected with this plague, and any adventurer who touches the Voidharrow (see encounter 27 in Book 4) might contract it as well.

Vadin is at stage 1 of the illness. Crystal growths spread across his chest and shoulder, hidden by his clothing.



Vadin Cartwright

Abyssal Plague

Level 8 Disease

Those infected by this disease develop oozing sores and growths that look like crimson crystal laced with veins of gold and flecks of silver.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target exhibits sores and growths across 10 percent of the body and loses a healing surge.

Stage 2: While affected by stage 2, the target has sores and growths over 50 percent of the body and loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex, and is slowed.

Check (Stage 1 or Stage 2): At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

11 or Lower: The stage of the disease increases by 1.

12-15: No change.

16 or Higher: The stage of the disease decreases by 1.

Stage 3: While affected by stage 3, the target has sores and growths over 90 percent of the body. The target also takes a -2 penalty to AC, Fortitude, and Reflex, and is slowed. In addition, the target becomes increasingly disoriented and chaotic as the demonic nature of the disease takes hold.

Check (Stage 3): At the end of each extended rest, the target makes an Endurance check if it is at stage 3.

11 or Lower: The target dies.

12 or Higher: No change.



Mekkelath

Mekkelath the Red Dragon

A young dragon, Mekkelath is interested only in amassing treasure and establishing a territory. Two principles guide his life: Everything valuable that he lays eyes on should belong to him, and no threat to his power can be allowed to survive.

Mekkelath only recently established his lair in the vaults of the old abbey. His presence is a dangerous threat to the balance of power between the minotaurs and the gnolls of the vault, so far enforced by the will of the oni night haunter, Kashatri (see “Kashatri, Minotaurs, and Gnolls” on page 30).

Appearance: Mekkelath has the typical features of a young red dragon: scarlet scales on his body fading to pale gold on his chest, a high crest down his neck, and two large horns sweeping back from his head. Gold rings pierce his frill and crest. His chest is studded with gemstones.

Values: Mekkelath desires treasure and territory, and little else matters to him. He has a small hoard that forms his bed in the temple vaults (area 33) and a tribe of kobolds devoted to serving him, which he views as a mark of his territory. He demands tribute from the gnolls and minotaurs of the vaults, which both helps him grow his hoard and solidifies his hold on his territory. He hunts in the Gardbury Downs and considers the whole region his territory, though his claim on it is tenuous.

Behavior: Mekkelath is arrogant and refuses to even look directly at creatures he deems inferior. He demands deference from those who would talk to him, using his *breath weapon* to punish any who neglect to bow before him or dare to stare directly at him. Notwithstanding, he responds well to flattery and gifts, and he is more than willing to let intruders into his lair survive if they grovel before him and pay him tribute.

Useful Knowledge: Mekkelath knows the layout of the vaults perfectly, and he’s well aware of the tension between the gnolls and the minotaurs under Kashatri’s leadership. He likes having Kashatri in power over those two groups, because the oni brings him tribute. Without the oni, he suspects, the gnolls and minotaurs would kill each other off and no one would remain to honor him. Mekkelath is also familiar with the overall layout of the abbey and the surrounding terrain. He knows the location of every treasure in the vaults, including those hidden away by the gnolls and minotaurs.

The Beholder

The lord of a tiny pocket dimension located within the physical confines of the watchtower, the beholder is trapped and desperate to escape. It is filled with grandiose dreams of domination but is reduced to being the warden of a small prison—in which it is also a prisoner.

When Havarr made his fateful draw from the *Deck of Many Things*, chaotic energy swept through Gardmore Abbey. One consequence of that explosive event was that the

watchtower at the southern edge of the abbey, where three paladins fought alongside the eladrin Zandrian Velfarren (Berrian's father), became infused with the alien energy of the Far Realm. In a sense, the watchtower entered the Far Realm and was rapidly transformed in accordance with the new physical laws that held sway over its substance. The beholder appeared in the tower, a manifestation of an alien will, hungry to enter the world and transform the entire plane into a mirror of the Far Realm.

Unfortunately for the beholder, the defensive magic of the watchtower prevented the chaotic energy of the Far Realm from extending outside. The building became a pocket dimension, a prison that would allow nothing to enter or leave. The beholder's dreams of domination came to nothing, its only subjects the transformed husks of the tower's former defenders. Now its only desire is escape.

If it has a name, the beholder does not share it with inferior beings.

Appearance: The beholder is typical of its kind, though its long proximity to the raw energy of the Far Realm has given it an unstable appearance, as if it might transform into something else with a moment's notice. It is a floating globule of flesh with rubbery eyestalks and one staring central eye, to the side of which is a long scar. This mark is a souvenir of Zandrian Velfarren's blade in the last, desperate act of the eladrin's life before he succumbed to the chaotic energy of the tower.

Values: The beholder's first priority is its freedom. It would prefer to be released and set about trying to extend its rule while slowly transforming the world into the image of its home dimension, but it would settle for returning to its alien home. It is willing to negotiate with adventurers it thinks might be able to liberate it (and they have found their way into its prison, so perhaps they know a way out)—see "Bargaining for Freedom," below.

Behavior: The beholder is utterly alien—not mad like Vadin Cartwright—and accustomed to a completely different way of thinking. It considers itself superior to any natural creature, not because it's more powerful or more intelligent, but because it doesn't think of them as real. However, if the adventurers are disrespectful or arrogant, it views them as amusing but ignorant rather than insulting. It uses as few words of the Common tongue (which it finds distasteful) as it can manage to make its wishes known, while it stares intently at those it addresses (with multiple eyestalks as well as its large central eye), as if willing them to understand and obey.

Useful Knowledge: The beholder knows nothing about the abbey beyond the watchtower, which has been its prison for more than a century. It does know the name of one of its wretched servitors—Zandrian Velfarren, who gave it the scar—which could be useful to adventurers who are working with the eladrin's son, Berrian. It also does not know how to escape the tower, though it has an inkling that the three cards of the *Deck of Many Things* in its possession might hold the key to its freedom.



The beholder

Bargaining for Freedom

If adventurers try to negotiate with the beholder, or if it defeats them in combat, it offers them a chance at escaping with their lives.

"Perhaps you hold the key to what I am seeking," the beholder says suddenly, training its multitude of eyes on you. "You found a way into this place; perhaps you know a way out? If you can transport me out with you, I will allow you to survive."

The beholder doesn't care about the cards it has collected from the *Deck of Many Things*, so it is willing to turn them over as part of a deal to be freed. However, it doesn't offer any information about its cards—the adventurers must figure out that they are the key to escaping the tower.

If the adventurers free the beholder, they must face it again eventually. Liberated from the tower, the aberrant creature seeks out a new lair somewhere in or beneath the Nentir Vale, where its desire to corrupt the world brings it back into conflict with the adventurers later in their careers.

Kashatri, Minotaurs, and Gnolls

As described in Book 1, the gnolls of the vaults were the first to arrive, part of the larger infestation that contributed to the fall of Nerath. The minotaurs are more recent, though their ancestors built the vaults, arriving in the last few years in search of the ancient treasures of the minotaur temple. On their heels came Kashatri, the oni night hunter that has united the gnolls and minotaurs in a tenuous alliance.

Kashatri

A creature of the night, Kashatri feeds on the lingering echoes of Baphomet's worship in the vaults—and the hatred the minotaurs and gnolls under his command hold for him and for each other.

Appearance: Kashatri is a hulking humanoid with green skin, white hair, and two long horns jutting from his forehead. His face is a monstrous caricature of a human's, with gleaming eyes set deep in dark sockets, a flat nose, and a huge mouth full of dagger-sharp teeth. He wears a fine robe and wields a massive morningstar when he must rely on physical combat.

Kashatri has the ability to alter his appearance to look like any other humanoid. Among the minotaurs and gnolls, he usually wears a shape that suggests features of both races, a shaggy, bestial form that resembles those of the demon princes both races revere.

Values: Kashatri eats meat like other natural creatures, but what he craves is the psychic energy he can drain from the minds of intelligent beings. He's adept at entering the dreams of sleeping creatures and devouring their souls, but he also draws sustenance and energy from the lingering psychic residue of the vaults—a place with a rich history of demon worship, internecine conflict, and chaotic magic. He appreciates the gnolls and minotaurs as slaves (a significant measure of status among oni), but thoroughly enjoys the tension of their mutual hatred.

Behavior: Despite his monstrous appearance and vile feeding habits, Kashatri speaks and acts like a sophisticated noble, addressing adventurers politely and expecting the same treatment in response.

Useful Knowledge: Kashatri is familiar with every part of the vaults, including the secret chambers. He knows Mekkalath's name and what the dragon desires (see page 28).



Kashatri keeps the peace



Negotiating with Savages

If the adventurers attempt to negotiate with either the gnolls or the minotaurs (or both) in the vaults, they have a straightforward task. The gnolls and minotaurs are more concerned about each other than about any other threat, and each group's greatest fear is being so weakened in a fight with the adventurers that the other group can exterminate it. If either side starts to believe that it can kill the adventurers without taking significant losses, the monsters attack immediately.

Either group is willing to talk if the adventurers approach from a position of strength. A successful DC 16 Intimidate check is sufficient, as is proof that they have killed a member of the opposing faction. The monsters are willing to cooperate with the adventurers to exterminate the other faction or kill Kashatri.

Either of the following two scenarios is acceptable to the gnolls.

- ◆ The adventurers kill the minotaurs, and the gnolls help the adventurers kill Kashatri.
- ◆ The adventurers kills Kashatri and his entourage, and the gnolls help the adventurers kill the minotaurs.

Either of the following two scenarios is acceptable to the minotaurs.

- ◆ The adventurers kill Kashatri and his gnoll servants, leaving the demonic savage minotaur alive (unconscious is acceptable), then leave the vaults. The minotaurs then take care of the gnolls.

- ◆ The adventurers kill the gnolls, and the minotaurs help the adventurers kill Kashatri and his gnoll attendants.

The gnolls and minotaurs are not willing to help the adventurers attack the dragon, a course they see as suicidal.

Neither the gnolls nor the minotaurs offer the adventurers any reward for their aid. They believe that allowing them to live is sufficient. However, if the adventurers drive a hard bargain (DC 24 Diplomacy or Intimidate), they can secure a promise of a share of the enemy's treasure from whichever group they're dealing with.

The gnolls and minotaurs are demon-worshipping savages, the epitome of chaotic evil. At the point when either group has gained undisputed mastery of the vaults (except the dragon, of course), the monsters quickly turn on their erstwhile allies.



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AGE 12+

ADVENTURE BOOK



MADNESS AT GARDMORE ABBEY™

BOOK 3: ENCOUNTERS PART 1

This book and Book 4 contain encounters for all the areas in Gardmore Abbey. Some use the poster maps provided with this adventure, but many feature smaller areas, which are represented by tactical maps.

The smaller tactical maps can all be created using published *Dungeon Tiles* products and the special *Dungeon Tiles* included in this box. To create the map, lay out the tiles as shown.

Monsters are indicated with labeled circles whose letters match those in the encounter setup. If the map includes a Start Area, the adventurers set up within the indicated squares.

ENCOUNTER 1: MAIN GATE

Encounter Level 6 (1,400 XP)

Setup

1 ogre (O)
2 orc archers (A)
4 orc reavers (R)

The gatehouse defends the perimeter of Gardmore Abbey. It is guarded by orcs and an ogre, all of which are hungry, bored, and eager to fight and eat anything that comes their way.

When the adventurers approach the gatehouse, read: *The smoke-blackened gatehouse squats at the end of the path like a demonic skull. Eroded battlements form a ghastly crown, arrow slits stare like evil eyes, and the central arch is fanged with a raised wooden portcullis. Skeletons dangle from the battlements, and the ground is littered with bones.*

From atop the crumbling ramparts, two orcs bark threats as they draw their bows, while in the gatehouse interior more of the creatures take up crude javelins and jagged battleaxes. Behind them, next to a rusty winch, a massive ogre moves into position. Licking its lips, it hefts a huge chunk of broken masonry and prepares to hurl it at you.

From their vantage points atop the battlements, the orcs can easily see anyone approaching from outside, even at night. The area around the gatehouse is clear of vegetation, making a concealed approach nearly impossible.

Tactics

The orcs use the structure's defenses to maximum advantage. They try to divide the party by luring melee combatants into the gatehouse and then dropping the portcullis. Unless the adventurers are besting them at ranged combat, the monsters stay inside the gatehouse. The archers on the roof keep to the battlements.

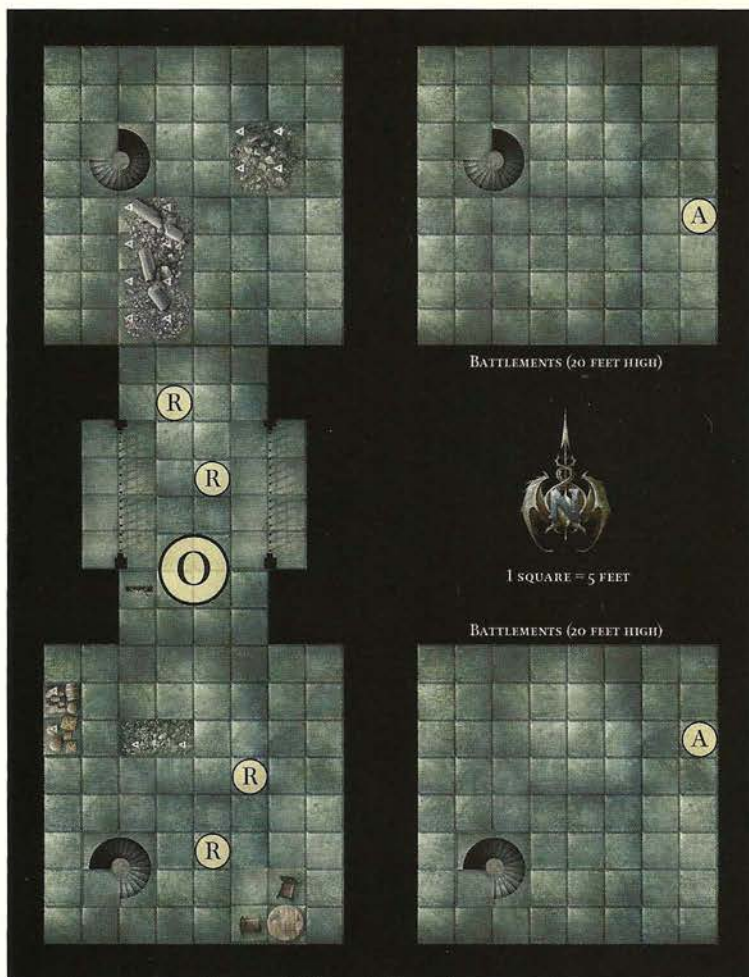
Ogre (O)		Level 6 Brute
Large natural humanoid (giant)		XP 250
HP 90; Bloodied 45		Initiative +5
AC 18, Fortitude 20, Reflex 17, Will 16		Perception +3
Speed 8		
STANDARD ACTIONS		
⊕ Greatclub (weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d10 + 6 damage.		
➤ Rock (weapon) ◆ At-Will		
Attack: Ranged 10 (one creature); +11 vs. AC		
Hit: 2d6 + 5 damage.		
⊕ Grand Slam (weapon) ◆ Encounter		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 4d10 + 4 damage, and the ogre pushes the target up to 2 squares and knocks it prone.		
Miss: Half damage, and the target falls prone.		
Str 21 (+8)	Dex 14 (+5)	Wis 11 (+3)
Con 20 (+8)	Int 4 (+0)	Cha 6 (+1)
Alignment chaotic evil		Languages Giant
Equipment greatclub, 4 rocks		

2 Orc Archers (A)		Level 4 Artillery
Medium natural humanoid		XP 175 each
HP 42; Bloodied 21		Initiative +6
AC 16, Fortitude 16, Reflex 18, Will 14		Perception +2
Speed 6		Low-light vision
STANDARD ACTIONS		
⊕ Handaxe (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 6 damage.		
➤ Longbow (weapon) ◆ At-Will		
Attack: Ranged 30 (one creature); +11 vs. AC		
Hit: 1d10 + 6 damage, and the orc can push the target 1 square.		
✱ Clustered Volley (weapon) ◆ At-Will		
Attack: Area burst 1 within 20 (creatures in the burst); +9 vs. AC		
Hit: 1d10 + 6 damage.		
TRIGGERED ACTIONS		
Savage Demise		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 15 (+4)	Dex 18 (+6)	Wis 10 (+2)
Con 12 (+3)	Int 8 (+1)	Cha 9 (+1)
Alignment chaotic evil		Languages Common, Giant
Equipment leather armor, handaxe, longbow, 30 arrows		

When the battle begins, all of the orcs and the ogre attack at range (from cover whenever possible) until at least two opponents are inside the gatehouse. (The orc reavers and the ogre stay at least 1 square inside the portcullis, leaving room for adventurers to enter.) At that point, an orc moves to the winch and uses a minor action to drop the portcullis. While the monsters within try to overwhelm the trapped adventurers, the orc archers concentrate their fire on those left outside.

The ogre uses *grand slam* against the first foe to engage it in melee, and both the orcs and the archers use their forced movement abilities whenever possible to divide the party.

The creatures inside keep to the south of the gate, since they don't trust the roof on the other side.



Features of the Area

Illumination: Bright light illuminates the area during the day. At night, torches shed bright light within 5 squares of the gatehouse.

Battlements: Creatures adjacent to battlements gain partial cover against attacks crossing the battlements. Spiral stairs on each side of the gatehouse interior lead up to the battlements. The stairs count as difficult terrain for creatures moving up them.

Portcullises: Each side of the gate has a wooden portcullis, allowing the guards within the gatehouse to defend against attackers from either direction. Both portcullises are open at the start of the encounter. The defenders leave the inner portcullis open unless adventurers attack from the abbey interior.

Using the winch inside the gatehouse, a creature can lower the portcullis as a minor action or raise it as a standard action.

A creature can force open a lowered portcullis as a standard action with a successful DC 15 Strength check. Up to three other creatures can aid in the check. The portcullis can also be attacked (AC/Reflex 4, Fortitude 12; 40 hit points).

Walls: The rough stone wall of the gatehouse is 20 feet high and requires a DC 15 Athletics check to climb.

Rubble: Three patches of rubble mark places where the roof of the gatehouse has begun to crumble, but there is no imminent danger of collapse.

Storage: A pile of crates and barrels contains mostly mundane supplies stolen from caravans, but searching through the goods reveals a tusk carefully carved and stained to form an idol of Melora, worth 250 gp for its artistic value. The adventurers can also find enough scraps of clothing and armor to assemble a convincing disguise, allowing them to pass as mercenaries or bandits in the orc village (see encounter 2).

INTIMIDATING THE GUARDS

If the adventurers slay the ogre within the first 3 rounds of combat, the orcs are impressed by this show of strength. A character with a passive Insight of 15 or higher can discern this fact. Once before the end of the encounter, as a standard action, each character can make an Intimidate check vs. the Will of an orc he or she can see without adding modifiers for unfriendly or hostile attitude. If the party intimidates at least half of the survivors, the orcs grant passage through the gatehouse.

Story and Roleplaying Notes: The orcs are savage and brutal, but bored. They hate gatehouse duty. They would rather surrender to superior strength, risking their chieftain's wrath, than die for the sake of a dull posting.

4 Orc Reavers (R) Level 5 Skirmisher

Medium natural humanoid XP 200 each

HP 63; Bloodied 31 Initiative +7

AC 19, Fortitude 18, Reflex 18, Will 16 Perception +3

Speed 6 (8 when charging) Low-light vision

TRAITS

Charging Mobility

While charging, the orc gains a +4 bonus to all defenses.

STANDARD ACTIONS

⊕ Battleaxe (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d10 + 8 damage.

Effect: After the attack, the orc can shift 1 square.

↘ Javelin (weapon) ◆ At-Will

Attack: Ranged 20 (one creature); +10 vs. AC

Hit: 2d6 + 6 damage, and the orc can push the target 1 square.

TRIGGERED ACTIONS

⊕ Blood-Crazed Charge ◆ Encounter

Trigger: The orc hits an enemy.

Effect (Free Action): The orc charges an enemy.

Savage Demise

Trigger: The orc drops to 0 hit points.

Effect (Free Action): The orc takes a standard action.

Str 18 (+6) Dex 17 (+5) Wis 13 (+3)

Con 15 (+4) Int 8 (+1) Cha 8 (+1)

Alignment chaotic evil Languages Common, Giant

Equipment hide armor, battleaxe, 4 javelins

ENCOUNTER 2: GARDMORE VILLAGE

Encounter Level 1 (XP 500)

Setup

This encounter takes place once per day whenever the adventurers enter the orc-infested streets of the ruined village.

The adventurers must complete a skill challenge to traverse Gardmore, using disguise, avoidance, or a combination of both to bypass the orcs without provoking an attack.

Once the party has overcome encounter 17 (page 30) and driven the orcs from the village, they can pass through without opposition.

Skill Challenge: Traversing the Village

Level: 6

Complexity: 2 (requires 6 successes before 3 failures).

Time Frame: Unless otherwise noted, each character can make a check in this challenge once every 10 minutes.

Primary Skills: Acrobatics, Athletics, Bluff, History, Insight, Intimidate, Perception, Stealth, Streetwise.

Success: The adventurers navigate the village without provoking an attack or arousing too much suspicion, and they arrive safely at their destination.

Failure: When the adventurers rack up their third failure, a group of orcs spots the intruders or sees through their disguise and attacks. Use the "Orc Campsite" information on page 12 in Book 1 for this encounter. If the adventurers defeat the orcs and any additional combatants that appear during the fight, they encounter no more after the fight is over and reach their destination safely.

Disguise

The adventurers can attempt to move through the village in disguise, passing themselves off as part of the occupying force.

Bluff (DC 11, group check, 3 successes maximum): The adventurers can don scraps of armor, rags, and weapons from the gatehouse (see "Storage," page 3) to disguise themselves as orcs, bandits, or mercenaries.

History or Streetwise (DC 23, 2 successes maximum): The character calls on his or her knowledge of orc culture (such as it is) and behavior to lend verisimilitude to the disguise.

Insight or Perception (DC 23, 1 success maximum): The character watches for trouble and carefully gauges the reactions of the orcs to help adjust the party's behavior and avoid confrontations.

Intimidate (DC 15, 3 successes maximum): The character assumes the orcs' aggressive demeanor, shoving through crowds and blustering to deflect questions about the travelers' identity.

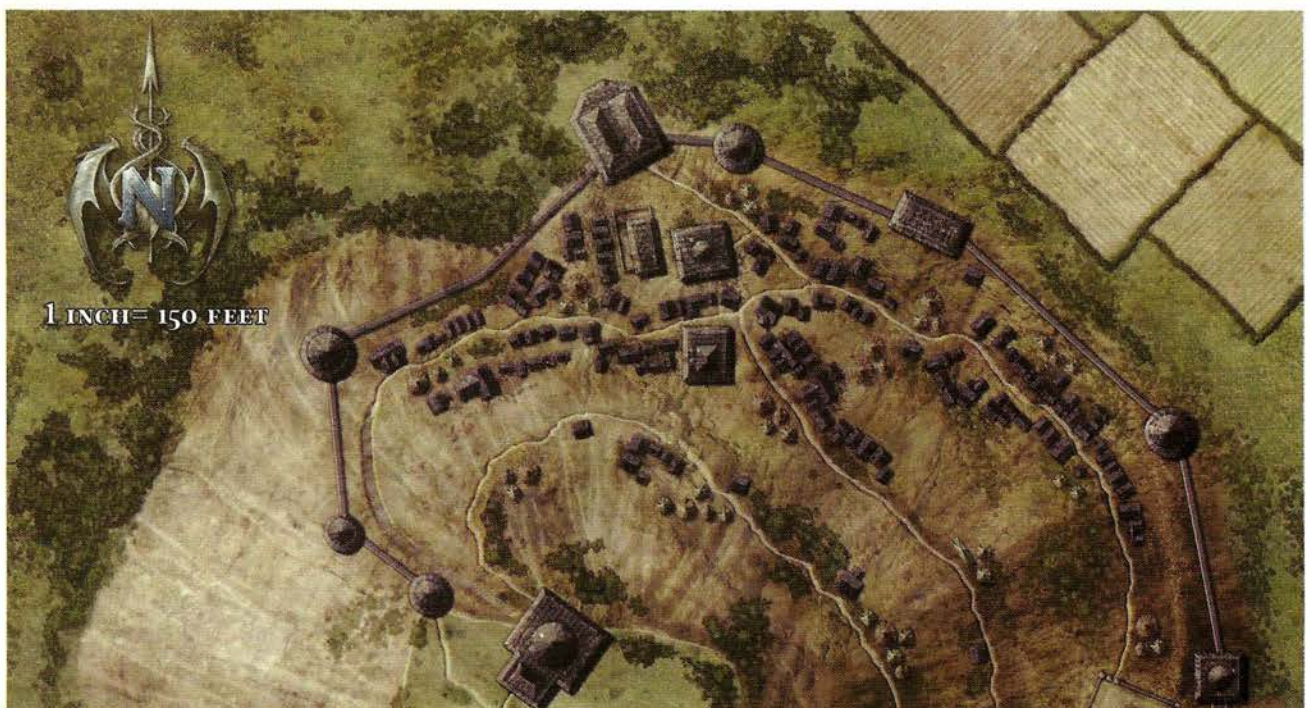
Avoidance

The party attempts to slip past the village inhabitants and avoid violent confrontation.

Stealth (DC 11, group check, 3 successes maximum): The party tries to creep through the rubble of the ruined village, keeping close to alleys and empty buildings to avoid notice.

Acrobatics or Athletics (DC 23, 2 successes maximum): The character helps the party climb over walls and clamber along rooftops and thus avoid encountering the inhabitants.

Streetwise (DC 15, 3 successes maximum): The character calls on intimate knowledge of the ways of the streets to help the party travel through the village without confronting the orcs.



ENCOUNTER 3: DOUBLE TALK

Encounter Level 5 (1,000 XP)

Setup

1 ettin marauder (E)

A slothful ettin guards the doors to the ruined keep. How it interacts with the adventurers depends on whether both its heads are awake when they encounter it or, if just one is, which head. The left head (Spike) is greedy and conniving, while the right head (Bruse) is lazy and brutish.

The ettin is suspicious of the adventurers but either assumes they work for the orc chieftain or doesn't care why they are here, as long as they further its ends.

When the adventurers encounter the ettin, read:

An enormous two-headed giant sits with its back against the doors to the ruined keep. The eyelids of one of its heads are half-closed, and it picks its teeth with the grisly bone of a recent kill.

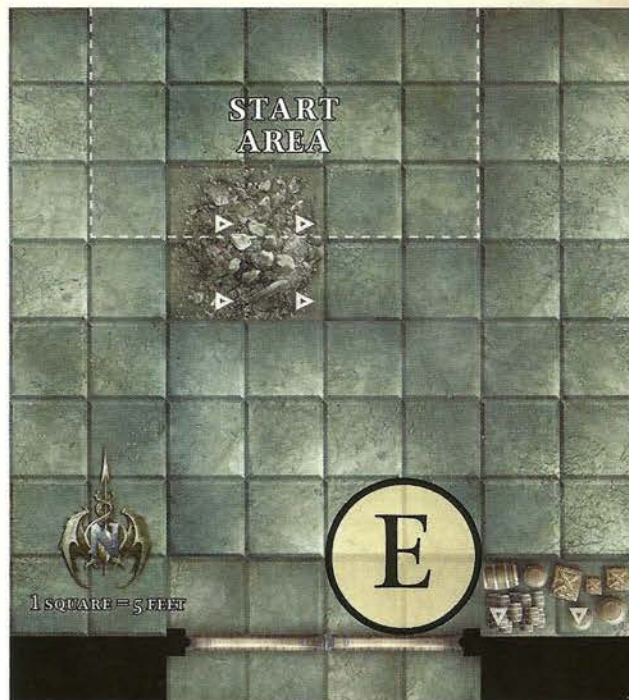
"What's the password?" it grumbles through a yawn.

Roll 1d6 to determine the ettin's state.

1-2: Both heads are awake. Read:

The ettin rises to its feet, challenging you.

"Just give 'em the reminder, Spike," the right head says, "so's we can get back to our nappin'."



ENCOUNTER 3: DOUBLE TALK

"Fine, Bruse," Spike grunts, then recites: "A box of white bones, never empty nor full, though it ever leaks the treasure inside."

"It holds safe all you've got, unless you're a sot, when its locks with wine may be plied," Bruse says.

"Smash it in like an egg, but what do you know?" says Spike, "They'll not find the treasure you hide."

The answer to the riddle, and the password, is "skull." The adventurers can converse with the ettin, perhaps trying to confuse it or trick it into giving up the password, but must eventually answer. If they are correct, the ettin allows them to enter the ruined keep. Otherwise it attacks.

3-4: The left head (Spike) is awake. Read:

"Can't remember?" the ettin says. "Maybe we barter for it then... But don't you tell Bruse about our arrangement. It's none of his affair, after all."

Spike offers to let the party pass in exchange for the *sending stones* from the orc chieftain's lair (encounter 8), which it has long coveted. If the adventurers agree to this bargain, the ettin approaches them right after that encounter and demands its reward. Should they refuse to honor the deal, the ettin becomes enraged and attacks. It has 1 additional action point at the start of that fight and gains 1 more action point when it is first bloodied.

5-6: The right head (Bruse) is awake. Read:

"Don't remember, eh? No matter. You bring me a bottle o' the good stuff from that fairy grove, and I forget I sees ya. And don't tell Spike about our arrangement. It ain't his concern."

If the adventurers can procure a bottle of feywine from the eladrin of the Feygrove (encounter 13), Bruse thanks them for it and nods off, allowing them to pass. Should they refuse to honor the deal, the ettin attacks.

Ettin Marauder (E)		Level 10 Elite Soldier
Large natural humanoid (giant)		XP 1,000
HP 222; Bloodied 111	Initiative +8	
AC 26, Fortitude 24, Reflex 20, Will 20	Perception +12	
Speed 6		
Saving Throws +2; Action Points 1		
TRAITS		
Double Actions		
The ettin makes two initiative checks and takes a full turn on each initiative result. The ettin can take two immediate actions per round but only one between one turn and the next.		
Dual Brain		
At the end of each of its turns, the ettin automatically ends any dazing, stunning, or charm effect on itself.		
STANDARD ACTIONS		
⚔ Smash ♦ At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 1d12 + 12 damage, and the ettin can push the target 1 square.		
Effect: The ettin marks the target until the end of the ettin's next turn.		
TRIGGERED ACTIONS		
⚔ Swat ♦ At-Will		
Trigger: An enemy enters a square where it flanks the ettin.		
Attack (Immediate Reaction): Melee 2 (one creature flanking the ettin); +13 vs. Fortitude		
Hit: The ettin pushes the target up to 3 squares.		
Str 28 (+14)	Dex 12 (+6)	Wis 15 (+7)
Con 23 (+11)	Int 8 (+4)	Cha 9 (+4)
Alignment chaotic evil		Languages Giant

ENCOUNTER 4: RUINED GARRISON

Encounter Level 6 (1,400 XP)

Setup

1 **barlgura demon** (B)
3 **mad wraiths** (W)
Glyph of warding trap

This encounter takes place in the village's old garrison, a place with a tragic past still embodied in the spirits that haunt it. The orcs fear this spot and do not come near it.

This encounter uses the "Ruined Garrison" poster map.

When the adventurers first approach, read:

The ruined garrison lies shrouded in gloom. No orcs come here, and not even the ravens dare draw near. As you approach, even the air feels somehow heavier.

Two massive wooden portals engraved with twin reliefs of rampant dragons stand closed. Each dragon bears two swords, one held aloft and one pointing downward. Above the door, an inscription reads: "Ever vigilant the dragon."

A vague black silhouette of an armored figure materializes outside the door, accompanied by an otherworldly cold.

"Only the bearer of the lonely sword passes this way unharmed," it says. "Vandomar must open the seal."

If the adventurers try to converse with the wraith, it warns them vaguely of ominous doom and also hints at its history, whispering random, nonsensical hints relating to its tale. See "The Lost Paladins" on page 9 of Book 1.

The door to the garrison is sealed with a glyph of warding trap. A character can use Vandomar's scroll (found at the bottom of the wizard's tower, encounter 5) to bypass the trap. A character wielding the sword of Hrom (found in a spider web in encounter 9) can also open the doors without triggering the trap.

Whether or not the adventurers manage to deactivate or bypass the glyph, when they open the doors the demon is released and the wraiths attack.

Tactics

As soon as the doors open or the trap is triggered, the barlgura and the wraiths attack. The barlgura uses *double attack* as much as it can. The wraiths coordinate their attacks, one lowering a target's defenses with *touch of madness* while the others follow up against the same target with *touch of chaos*. They hope to drive their victims to death at the hands of their own companions.

Barlgura (B)		Level 8 Brute
Large elemental beast (demon)		XP 350
HP 108; Bloodied 54		Initiative +7
AC 19; Fortitude 20, Reflex 17, Will 17		Perception +12
Speed 8, climb 8		Low-light vision
STANDARD ACTIONS		
⊕ Slam ♦ At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d8 + 3 damage, or 3d8 + 3 damage if the barlgura is bloodied.		
† Double Attack ♦ At-Will		
The barlgura uses <i>slam</i> twice.		
TRIGGERED ACTIONS		
Savage Howl ♦ Encounter		
Trigger: The barlgura is first bloodied.		
Effect (Free Action): The barlgura and all allies within 5 squares of it gain a +2 bonus to attack rolls until the end of the barlgura's next turn.		
Variable Resistance ♦ 1/Encounter		
Trigger: The barlgura takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The barlgura gains resist 10 to the triggering damage type until the end of the encounter.		
Skills Athletics +15		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 18 (+8)	Int 6 (+2)	Cha 12 (+5)
Alignment chaotic evil		Languages Abyssal

Features of the Area

Illumination: During the day, enough light filters through the arrow slits to provide dim light. The magical gloom mutes light sources, reducing the illuminated radius to one-half the normal number of squares, rounded down.

Statues: Four human-sized statues of knights in plate armor stand in the outer room. Though they and their armor are stone, three of them hold metal swords—two pointing down, the third pointing up. The swords can be easily removed from the statues' hands, and they fit perfectly into the slots in the sacred chest (see below).

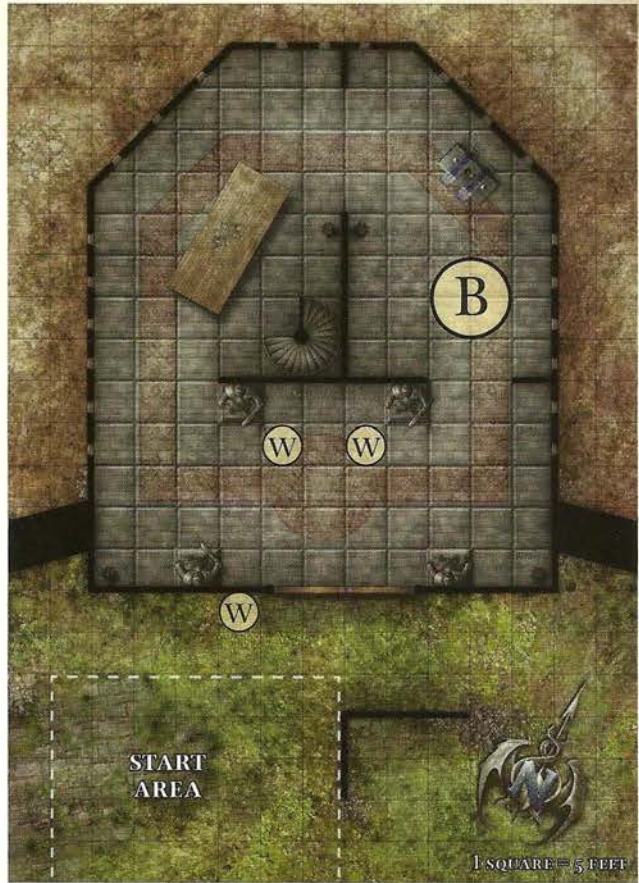
Table: The long table is an obstacle and grants partial cover. Jumping up onto it costs 1 extra square of movement and requires a DC 12 Athletics check. A creature can also drop prone and crawl underneath.

Stairs: A spiral staircase leads up to what was the second floor of the garrison. The stairs are choked with rubble, and the level above is utterly collapsed.

Sacred Chest

This reliquary, decorated as an altar, holds the Brazier of Silver Fire. Sturdy wooden poles can be inserted through metal rings affixed to it, allowing four guardians to carry the heavy chest to wherever the relic's power was needed.

The chest is decorated with inlays of dragons breathing silver fire. It bears the inscription, "The just shall lay down their arms and bask in the light of justice." A careful examination reveals four slots about the width and thickness of a sword blade, two in each end of the chest. Inserting the four paladins' swords point-first into the slots causes the chest to spring open.



3 Mad Wraiths (W) **Level 6 Controller**
 Medium shadow humanoid (undead) XP 250 each

HP 73; Bloodied 36 **Initiative +8**
AC 20, Fortitude 16, Reflex 19, Will 18 **Perception -1**
Speed 0, fly 6 (hover); phasing **Darkvision**
Immune disease, poison; Resist 10 necrotic

TRAITS

☞ **Mad Whispers (psychic) ♦ Aura 3**
 Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 2 squares.

Insubstantial
 The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.

Spawn Wraith
 When the wraith kills a humanoid, that humanoid becomes a wraith figment (MV 287) at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.

STANDARD ACTIONS

☞ **Touch of Madness (psychic) ♦ At-Will**
Attack: Melee 1 (one creature); +9 vs. Will
Hit: 2d6 + 7 psychic damage, and the target takes a -2 penalty to all defenses (save ends).

☞ **Touch of Chaos (charm, psychic) ♦ Recharge ☞ ☞**
Attack: Melee 1 (one creature); +9 vs. Will
Hit: 2d6 + 7 psychic damage, and the wraith slides the target up to 5 squares. The target must then use a free action to make a basic attack against its nearest ally.
Miss: Half damage, and the wraith slides the target up to 2 squares.

Skills Stealth +13
Str 6 (+1) **Dex** 20 (+8) **Wis** 3 (-1)
Con 17 (+6) **Int** 11 (+3) **Cha** 19 (+7)
Alignment chaotic evil **Languages** Common

Brazier of Silver Fire

TRIGGERED ACTIONS

☞ **Silver Fire (radiant) ♦ Daily**
Trigger: The chest containing the brazier is opened.
Attack: Close burst 3 (each undead or elemental creature in the burst); +11 vs. Fortitude
Hit: 2d6 + 5 radiant damage, and the target is blinded (save ends).
Effect: The burst's area becomes a zone that lasts until the end of the encounter. Any undead or elemental creature that ends its turn in the zone takes 5 radiant damage.

The brazier must be kept in the sacred chest in order to use this power, but for purposes of the "Gather the Sacred Vessels" quest (page 11 of Book 2), the chest is not required. Beneath the brazier in the chest are six pearls (100 gp each), a fine silk priestly vestment (250 gp), and a silver pendant adorned with the holy symbol of Bahamut (a +2 symbol of hope; DMK 259).

Glyph of Warding **Level 7 Trap**
 Object XP 300

Detect Perception DC 27, Arcana DC 23 **Initiative -**
Immune attacks

TRIGGERED ACTIONS

☞ **Attack (varies) ♦ Encounter**
Attack: Close burst 3 (creatures in burst); +10 vs. Reflex
Hit: The glyph is designed with one of the following effects:
 ♦ 3d6 + 4 cold damage, and the target is immobilized (save ends).
 ♦ 3d6 + 4 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).

COUNTERMEASURES

☞ **Disable:** Thievery DC 23. *Failure (18 or less):* The glyph is triggered. Allies can use Thievery or Arcana to aid the Thievery check, using the aid another action.

Three of the swords are held by the statues inside the garrison; the fourth was lost with the paladin Hrom in the Feygrove (see encounter 9). With a successful DC 23 Thievery check, the characters can manipulate the chest to replace one sword. Even with no swords, four successful checks can open the chest. When the chest is opened for the first time each day, the Brazier of Silver Fire erupts in brilliant light.

ENCOUNTER 5: ARCANIAN'S LAB

Encounter Level 10 (2,700 XP)

Setup

- 1 flesh golem (F)
- 2 gargoyles (G)
- 1 warped magic trap (T)

In this encounter the adventurers enter the wizard's tower, a dangerous area where magic has gone awry. Several guardians still inhabit the ruined building. However, the adventurers might be able to enter and explore the lower level without alerting any of the monsters.

When the adventurers approach the tower, read:

The wizard's tower broods above the murky fog of Gardmore Abbey like a gray giant. The only sounds are the raucous calls of the ravens roosting on its spire.

The tower doors lean off their hinges, the old wood charred and splintered, yet also frosted with rime. Two dragon-headed statues stand to either side of the doorway, streaked with the droppings of the ravens.

Perception DC 18: *Dark stains mar the clawed hands of the statues.*

Perception DC 26: *The statues are actually alive—gargoyles!*

When the adventurers can see inside, read:

The chill interior of the tower glows with a flickering radiance. Faint tongues of fire glide along sections of the stone floors and walls, crossing paths with webs of silver lightning that spark and vanish; puddles of water form, then suddenly harden into ice—which melts into stinking pools of acid.

The light of the shifting elements illuminates a large fallen obelisk at the center of the entry chamber. A bloodstained sheet covers the stone. The rounded shape beneath the sheet suggests it drapes a large, recumbent humanoid form. Atop the covered body rests a rolled scroll.

Scattered about the room are the gory remains of at least a dozen orcs.

If the adventurers detect the gargoyles outside the tower, draw or place a large city street tile (found in the *Dungeon Tiles Master Set: The City*) beside the tower entrance. Then have the players place their characters on that tile, adjacent to the gargoyles.

The 5 squares marked with "T" on the map trigger the warped magic trap. Use the Warped Magic tokens on the token sheet included in this adventure to represent the trapped squares.

Tactics

If the adventurers detect the gargoyles and attack them before entering, the gargoyles retreat into the tower at the first opportunity. If the characters enter the tower without detecting or attacking them, the gargoyles wait until the flesh golem awakens and then fly in to attack the party from behind.

The flesh golem sleeps on the fallen obelisk until one of the following occurs: The adventurers uncover any part of the golem, any creature makes an attack within the room, or a character sets off the ward on the arcanian's door (encounter 6). Once awakened, the golem takes its turn immediately, using that initiative count until the end of the encounter.

The tower's guardians are aware of the areas of warped magic and use them to their advantage. Whenever the gargoyles use *flyby attack*, they land so as to interpose as many squares of warped magic between themselves and the adventurers as possible. The flesh golem stands adjacent to warped magic squares and uses its reach to attack characters on the opposite side.

A square of warped magic is triggered when a creature enters it. Then the trap rolls initiative.

Flesh Golem (F)	Level 12 Elite Brute	
Large natural animate (construct)	XP 1,400	
HP 304; Bloodied 152	Initiative +4	
AC 24, Fortitude 26, Reflex 21, Will 21	Perception +5	
Speed 6 (cannot shift)	Darkvision	
Resist 10 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Primal Fear		
When the golem takes fire damage from an attack, it takes a free action to move up to its speed, and each square it moves must place it farther from the attacker. If it cannot move at least half its speed, it grants combat advantage until the end of its next turn.		
Life-Giving Jolt		
When the golem takes lightning damage, it can make a basic attack as a free action.		
STANDARD ACTIONS		
⬇ Slam ♦ At-Will		
Attack: Melee 2 (one creature); +17 vs. AC, or +19 vs. AC while the golem is bloodied		
Hit: 3d10 + 9 damage.		
⬇ Double Attack ♦ At-Will		
Effect: The golem uses <i>slam</i> twice. Each attack knocks the target prone if it hits.		
⬇ Golem Rampage ♦ Recharge ☼ ☼		
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters a creature's space, it uses <i>slam</i> against that creature.		
TRIGGERED ACTIONS		
⬇ Berserk Attack ♦ At-Will		
Trigger: An attack damages the golem while it is bloodied.		
Effect (Immediate Reaction): The golem uses <i>slam</i> against a random target within its reach.		
Str 20 (+11)	Dex 7 (+4)	Wis 8 (+5)
Con 22 (+12)	Int 3 (+2)	Cha 3 (+2)
Alignment unaligned		Languages —

2 Gargoyles (G) Medium elemental humanoid (earth)	Level 9 Lurker XP 400 each
HP 77; Bloodied 38 AC 23, Fortitude 21, Reflex 19, Will 19 Speed 6, fly 8	Initiative +11 Perception +12 Darkvision
STANDARD ACTIONS	
⊕ Claw ♦ At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 2d6 + 5 damage.	
⊕ Swoop Attack ♦ At-Will Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.	
Stone Form ♦ At-Will Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the end of its next turn.	
Skills Stealth +12	
Str 21 (+9)	Dex 17 (+7) Wis 17 (+7)
Con 17 (+7)	Int 5 (+1) Cha 17 (+7)
Alignment evil Languages Primordial	

Warped Magic (T) Object	Level 10 Trap XP 500
Detect Perception or Arcana DC 18 Immune attacks	Initiative +5
STANDARD ACTIONS	
⚡ Attack (varies) ♦ At-Will Effect: A random square of warped magic makes the following attack. The burst's area becomes difficult terrain until the end of the trap's next turn. Attack: Close burst 2 (each creature in the burst); +13 vs. Reflex Hit: 2d6 + 6 damage of a type determined randomly. Roll 1d6: 1–acid, 2–cold, 3–fire, 4–force, 5–lightning, 6–thunder. In addition, the target is slowed (save ends).	
TRIGGERED ACTIONS	
⊕ Attack (varies) ♦ At-Will Trigger: A creature enters a square of warped magic. Attack (Opportunity Action): Melee 1 (triggering creature); +13 vs. Fortitude Hit: 2d8 + 9 damage of a type determined randomly. Roll 1d6: 1–acid, 2–cold, 3–fire, 4–force, 5–lightning, 6–thunder. In addition, the target is slowed (save ends).	
COUNTERMEASURES	
♦ Disable: Thievery or Arcana DC 26. <i>Success:</i> One square of warped magic disappears. <i>Failure (21 or less):</i> The trap is triggered, attacking the attempting creature.	



Features of the Area

- Illumination:** The areas of warped magic shed bright light.
- Stairs:** Stone stairs line the inside of the tower's entry chamber, leading up to the arcanian's private quarters and laboratory (encounter 6).
- Fallen Obelisk:** The obelisk is 4 feet high. It grants partial cover and blocks movement, but it does not hinder lines of sight or effect. The flesh golem lying on the obelisk has the head of a once-beautiful woman—the paladin Elaida. The monstrosity is the result of the wizard Vandomar's attempt to revivify this woman (see the "Vandomar" sidebar in encounter 6).
- Scroll:** The scroll atop the flesh golem contains a magical ritual. Reading the scroll aloud before the door to the ruined garrison (encounter 4) deactivates the glyph of warding trap on the door. A DC 16 Thievery check is required to remove the scroll without waking the golem.

ENCOUNTER 6: ARCANIAN'S STUDY

Encounter Level 10 (2,500 XP)

Setup

Vandomar, blue arcanian (V)
4 coldspawned mummies (M)

The adventurers face Vandomar, the undead wizard responsible for creating the flesh golem and sealing the garrison.

Perception DC 20: *The door to the upper level is protected by some sort of magical ward.*

If the adventurers have not fought the flesh golem in encounter 5, they might awaken it if they trigger the ward. The door is frozen shut and requires a DC 18 Strength check to open.

When the adventurers open the door, read:

The door yields after a sharp shove, shattering an interior sheet of ice. A freezing gust sweeps across the stairs. Inside the room stand four long tables that hold the frosty, mummified remains of four humanoids. Square blocks of ice line the walls, each trapping the frozen form of some preserved creature.

A humanoid thing in white robes emblazoned with the platinum dragon symbol of Bahamut stoops over one of the tables. Its withered face is pale blue, and dozens of tiny icicles hang from its beard. Whenever it moves, its body crackles as layers of frost break and freeze again. The creature looks up as the door opens.

"Visitors at last!" it says. Its words form no steam in the bitter air. "Let us remember this moment forever."

Vandomar talks with the adventurers for as long as they wish, but he has no intention of letting them go. He wants to seal them in ice to preserve their meeting forever. When they try to leave, he commands the coldspawned mummies on the tables to rise up and attack. The tower guardians from encounter 5 also join the fight, if they still live.

VANDOMAR

The blue arcanian was created when the wizard Vandomar reached for power beyond his means in his attempt to resurrect the paladin Elaida, who perished in the siege of Gardmore. The wizard's ritual succeeded only in animating a golem, destroying Vandomar in the process.

Story and Roleplaying Notes: If the adventurers converse with him, Vandomar displays the logic of a mad scientist and the enthusiasm of an obsessive collector. He laments that the present moment shall soon pass. He shares his story with the heroes, but the more he talks the more obvious becomes his wish to preserve everything he sees, as evidenced by the frozen and mummified creatures in his lab.

Tactics

The coldspawned mummies defend Vandomar. Each one chooses one adventurer to target with its *freezing curse* for the duration of the encounter.

From behind the mummies, Vandomar first uses *swirling blizzard* on the party's ranged attackers or spellcasters. He follows up with *bolt of frost*, first targeting enemies likely to get past the mummies, then any ranged attackers and spellcasters. When an enemy engages Vandomar in melee combat, he uses *frost staff* to push that attacker back toward a mummy.

Deck of Many Things

One card from the *Deck of Many Things* is frozen in the block of ice that occupies 1 square in the far corner of the room, along with a long-dead apprentice of Vandomar. The card's power manifests during the encounter as described in Book 1. After the encounter, the adventurers can extract the card by breaking the ice block, which requires a few minutes of chipping and smashing.

Vandomar, Blue Arcanian (V)	Level 10 Controller
Medium natural humanoid (undead)	XP 500
HP 105; Bloodied 52	Initiative +5
AC 24, Fortitude 22, Reflex 21, Will 19	Perception +6
Speed 5	
STANDARD ACTIONS	
⊕ Frost Staff (cold, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 cold damage, and Vandomar pushes the target 2 squares. The target is immobilized until the end of Vandomar's next turn.	
⊗ Bolt of Frost (cold, implement) ◆ At-Will	
Attack: Ranged 5 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 cold damage, and the target's space and all squares adjacent to it are difficult terrain until the end of Vandomar's next turn.	
❄ Swirling Blizzard (cold, implement) ◆ Encounter	
Attack: Area burst 2 within 5 (enemies in the burst); +13 vs. Reflex	
Hit: 2d8 + 9 cold damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
⚔ Staff of Shielding ◆ Encounter	
Trigger: An attack hits Vandomar.	
Effect (<i>Immediate Interrupt</i>): Vandomar gains a +4 bonus to all defenses against the triggering attack.	
⚡ Arcane Surge ◆ Encounter	
Trigger: Vandomar hits an enemy with an implement attack.	
Effect (<i>Free Action</i>): The attack deals maximum damage to the enemy.	
Skills Arcana +14	
Str 10 (+5)	Dex 11 (+5)
Con 17 (+8)	Int 19 (+9)
	Wis 13 (+6)
	Cha 10 (+5)
Alignment chaotic evil	
Languages Common	
Equipment +2 staff of winter	

Features of the Area

Illumination: Torches of ice-blue flame shed bright light.

Door: The door is protected by a ward that awakens the flesh golem in the lower level (encounter 5). The ward can be removed with a successful DC 26 Arcana check; failing this check by 4 or more awakens the golem unless it has been destroyed. Opening the door requires a DC 18 Strength check.

Tables: The four low tables in the room count as difficult terrain and grant partial cover to prone creatures.

Blocks of Ice: The ice blocks contain the preserved remains of paladins of Gardmore, as well as an orc general from the invasion of the abbey, a bargura demon, and two of Vandomar's former apprentices, Talen and Rubor.

Scrolls: A bundle of scrolls lies on the floor beside the frozen bargura (the 4-square block). Most of these contain abstract notes on arcane

formulas and magical rituals, but one might be of interest to the adventurers. Titled "The Southern Artifact," the scroll contains Vandomar's musings on the fall of Gardmore Abbey and the devastation that swept through it on that fateful day. It suggests that an artifact in the knights' possession was responsible for the chaos unleashed, and through its agency the Far Realm somehow intruded into the watchtower. Retrieving this scroll and bringing it to Berrian Velfarren completes the "Archmage's Learning" quest (page 14 of Book 2).

Winterbole Codex: A heavy tome bound in white dragon scales lies atop the table near the southwest corner of the room. This is the *Winterbole Codex*, the tome sought by Valthrun the Prescient (see "Tower of the Archmage," page 5 of Book 2). The tome describes lines of magical power flowing between the Feywild and the world in the region of the Winterbole Forest, and describes some of the techniques used by the Tigerclaw barbarians to channel that power. It also discusses the primal spirits revered by the barbarians, including the mighty tiger spirit called Hunter of Winter, the World Tree, and the mischievous trickster called Whisper. If not given to Valthrun, the tome is worth 50 gp to a collector or scholar.

Treasure: After defeating Vandomar, the adventurers can claim his +2 staff of winter (DMK 262).



4 Coldspawned Mummies (M) Level 10 Soldier

Medium natural animate (undead) XP 500 each

HP 103; Bloodied 51 Initiative +6

AC 26, Fortitude 23, Reflex 20, Will 22 Perception +6

Speed 5 Darkvision

Immune disease; Resist 10 cold, 10 necrotic, 10 poison;

Vulnerable 5 radiant

TRAITS

☼ Bitter Aura ◆ Aura 2

A slowed enemy that ends its turn in the aura is immobilized (save ends) instead of slowed.

Frozen Corpus

When the mummy takes fire damage, it also takes a -2 penalty to all defenses (save ends).

STANDARD ACTIONS

④ Icy Grasp (cold) ◆ At-Will

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 2d8 + 9 cold damage, and the target is slowed and cannot shift (save ends).

MINOR ACTIONS

☞ Freezing Curse ◆ At-Will

Effect: Ranged 10 (one creature). The target is slowed until the mummy curses a different creature or the mummy is destroyed.

Str 22 (+11) Dex 8 (+4) Wis 12 (+6)

Con 15 (+7) Int 6 (+3) Cha 19 (+9)

Alignment unaligned Languages Common

ENCOUNTER 7: THE CHIEFTAIN'S RETINUE

Encounter Level 7 (1,650 XP)

Setup

- 1 orc storm shaman (S)
- 2 dire wolves (W)
- 4 orc rampagers (R)

The orc chieftain's retinue guards the place where their lord holds court. These orcs are the some of the chieftain's toughest warriors, under the command of the tribe's storm shaman.

Two wooden gates open into the lower level of the keep where Bakrosh has established his headquarters.

When the adventurers open the gates, read:

Beneath the arched and columned galleries overlooking the keep's great hall, the emblazoned shields of its mighty defenders once lined the walls. Now some are missing, others are pierced by raven-fledged arrows, and yet others defaced by gobs of filth or scrawled graffiti.

At the far end of this reeking chamber, two curving stairways rise to either side of a landing where the galleries meet. An ornate door leads off from the landing.

Before the stairways stand two orcs armored in the piecemeal remnants of Gardmore's former defenders, a crude mockery of the paladins' solemnity. Beside them stand two dire wolves—steeds for these savage knights of the orc chieftain. Two more orc warriors stand at the ready.

An orc sporting thick dreadlocks beaded with humanoid finger bones leans over the balustrade at the far end of the hall. Raising a totem capped with a human skull, it barks an order.

Tactics

As soon as the battle begins, two rampagers take a move action to mount their dire wolves and then a standard action to charge the party (acting on the riders' initiative count). If a dire wolf can end this charge with combat advantage, it makes the melee attack instead of its rider.

All the rampagers attempt to keep the heroes from reaching the storm shaman. The mounted ones gang up on dangerous opponents, allowing their dire wolves to attack with combat advantage whenever possible. The others use *rampage* to shift into tactically advantageous positions, making multiple attacks along the way.

The shaman uses *vengeful whirlwind* at the first opportunity when enemies are clustered in a group. It exploits the staircases and galleries to keep away from the heroes while bombarding them with *lightning strike* from behind the columns and balustrades above. Once the shaman is bloodied, it relies on *wind walk* to fly between the side galleries or to the end of the hall, forcing melee combatants to give chase while it concentrates on eliminating ranged

attackers. If the shaman drops to 10 hit points or fewer, it attempts to flee through the door on the landing and join the chieftain in area 8.

Orc Storm Shaman (S) Level 6 Artillery

Medium natural humanoid XP 250
HP 54; Bloodied 27 **Initiative +7**
AC 20, Fortitude 16, Reflex 19, Will 18 **Perception +6**
Speed 6 **Low-light vision**

STANDARD ACTIONS

- ⊕ **Scimitar** (weapon) ♦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d8 + 8 damage.
- ⊕ **Lightning Strike** (lightning) ♦ **At-Will**
Attack: Ranged 30 (one creature); +11 vs. Reflex
Hit: 1d10 + 8 lightning damage, and one enemy within 5 squares of the target takes 5 lightning damage.
- ⚡ **Vengeful Whirlwind** (lightning, thunder, zone) ♦ **Recharge** when first bloodied
Attack: Area burst 1 within 10 (enemies in the burst); +11 vs. Fortitude
Hit: 2d10 + 4 lightning and thunder damage, and the target falls prone. Then the shaman slides the target up to 2 squares.
Miss: Half damage, and the shaman can slide the target 1 square.
Effect: The burst creates a zone that lasts until the end of the shaman's next turn. Any enemy that ends its turn in the zone takes 10 thunder and lightning damage.

TRIGGERED ACTIONS

- Wind Walk** ♦ **Encounter**
Trigger: The shaman is first bloodied.
Effect (Free Action): Until the end of the encounter, the shaman gains a fly speed of 8 but must land or fall at the end of each move.
 - Savage Demise**
Trigger: The shaman drops to 0 hit points.
Effect (Free Action): The shaman takes a standard action.
- Str 16 (+6)** **Dex 19 (+7)** **Wis 16 (+6)**
Con 12 (+4) **Int 8 (+2)** **Cha 9 (+2)**
Alignment chaotic evil **Languages** Common, Giant
Equipment hide armor, scimitar

2 Dire Wolves (W) Level 5 Skirmisher

Large natural beast (mount) XP 200 each
HP 67; Bloodied 33 **Initiative +7**
AC 19, Fortitude 18, Reflex 17, Will 16 **Perception +9**
Speed 8 **Low-light vision**

TRAITS

- Pack Harrier**
The wolf has combat advantage against any enemy that is adjacent to two or more of the wolf's allies.
- Pack Hunter** (mount)
The wolf's rider has combat advantage against any enemy that is adjacent to one of the rider's allies other than the wolf.

STANDARD ACTIONS

- ⊕ **Bite** ♦ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d8 + 4 damage, or 3d8 + 4 against a prone target. The target falls prone if the wolf has combat advantage against it.
- Str 19 (+6)** **Dex 16 (+5)** **Wis 14 (+4)**
Con 19 (+6) **Int 5 (-1)** **Cha 11 (+2)**
Alignment unaligned **Languages** —

Features of the Area

Illumination: Bright light. Torches burn in wall sconces beneath the galleries' columns.

Ceiling: The vaulted ceiling in the great hall is 25 feet high; along the galleries, it is 15 feet high. A hole in the ceiling opens into the chieftain's lair above (encounter 8).

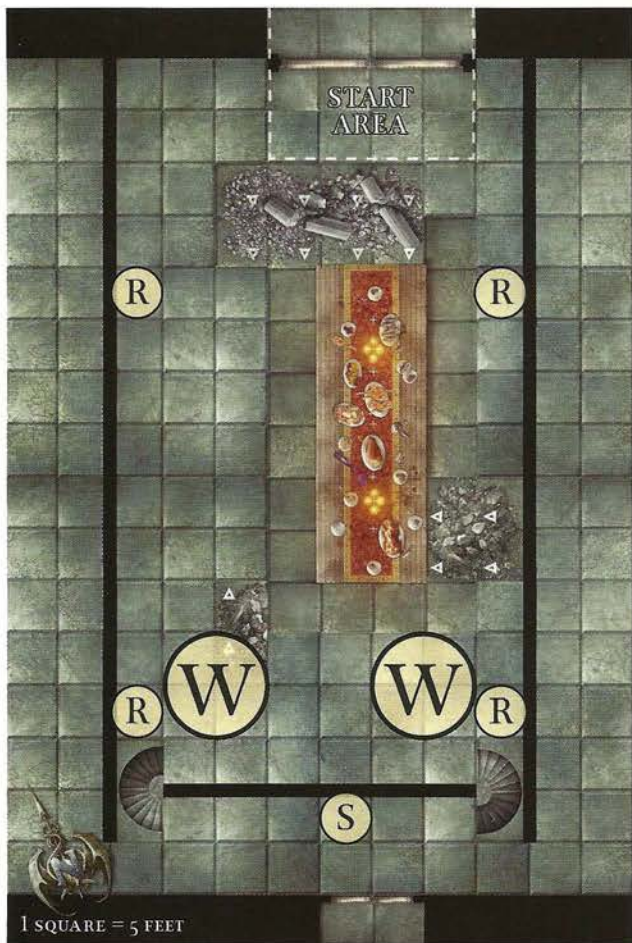
Debris: Small piles of broken tables and chairs, campfire ashes, dung, dented armor, and bones are strewn about the hall, creating patches of difficult terrain.

Galleries: Balustraded galleries run along three walls. Each gallery's ceiling is a series of rounded arches supported by columns that rise from the gallery below; the columns and the balustrades provide partial cover to creatures within. Creatures can ascend to the gallery level using the staircases or try to climb (Athletics DC 20), jump, or use some other method.

Shields: Decorated kite shields hang just beneath the galleries, although they are missing in places. Though dented and defaced, they are still functional heavy shields. A character who succeeds at a DC 16 History check can identify the griffon shield of Sir Tuvald the Pure, a paladin of renown. Sir Tuvald's shield, like his reputation, was never tarnished, and it remains spotless despite the orcs' desecration of the hall.

Staircases: The two staircases at the far end of the hall meet on the landing that intersects the galleries. The stairs count as difficult terrain for ascending creatures.

Table: The long table is an obstacle and grants partial cover. Jumping up onto the table costs 1 extra square of movement and requires a DC 12 Athletics check. A creature also drop prone and crawl underneath.



4 Orc Rampagers (R)

Medium natural humanoid

HP 90; Bloodied 45
AC 18, Fortitude 20, Reflex 18, Will 16
Speed 6

Level 6 Brute

XP 250 each

Initiative +5
Perception +3
Low-light vision

TRAITS

Berserk Flailing

While the orc is bloodied and can take opportunity actions, any enemy that starts its turn adjacent to the orc takes 5 damage.

STANDARD ACTIONS

⚔ Heavy Flail (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d6 + 6 damage.

⚡ Rampage ♦ At-Will

Effect: The orc shifts up to 3 squares and can use *heavy flail* against three enemies during the shift.

⚔ Handaxe (weapon) ♦ At-Will

Attack: Ranged 10 (one creature); +11 vs. AC
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.

TRIGGERED ACTIONS

Savage Demise

Trigger: The orc drops to 0 hit points.
Effect (Free Action): The orc takes a standard action.

Str 21 (+8) Dex 14 (+5) Wis 10 (+3)
Con 20 (+8) Int 8 (+2) Cha 8 (+2)

Alignment chaotic evil Languages Common, Giant

Equipment leather armor, 4 handaxes, heavy flail

ENCOUNTER 8: THE ORC CHIEFTAIN

Encounter Level 8 (1,750 XP)

Setup

Bakrosh, orc chieftain (B)
Khavra, orc pummeler (K)
4 orc reavers (O)

The upper level of the keep is where the orc chieftain Bakrosh holds court, surrounded by his favored bodyguards and his consort, Khavra. Bakrosh is aware of the party's intrusion, having heard the noise of combat from below through the hole in the floor.

This area is depicted on one of the poster maps included in this adventure.

When the adventurers open the doors, read:

Alcoves line the walls of this dark hall, each one holding crossed weapons and a shield like those in the galleries outside. More rubble chokes the floor, and a gaping hole opens to the lower level of the keep. A great throne stands at the far end, a majestic piece of furniture now bearing savage ornamentation of bone, fur, and horn. A fierce-looking male orc reclines on the throne, his yellow eyes fixed on you. A female orc beside him smiles cruelly, hefting a stone maul as four other warriors advance to repel your intrusion.

"Don't kill them yet," the chieftain says from the throne. "I want to hear them plead for their pathetic lives."

If the adventurers try to bargain with Bakrosh, refer to "Bakrosh and the Orcs" on page 25 in Book 2. The orc chieftain is willing to make a deal if doing so advances his own goals.

Tactics

This is a villain encounter (see page 22 in Book 1). Bakrosh has two cards from the *Deck of Many Things* in a pouch at his belt. As soon as combat is joined, choose one of Bakrosh's cards at random. He activates its power immediately.

Bakrosh focuses his attacks on the character he judges to be most dangerous, using *inspire ferocity* to get a little extra damage out of his bodyguards.

Khavra wades into the party, using *earthshaking slam* right away if she acts before the reavers. Otherwise, she waits until she can catch at least three adventurers in the burst without hurting her allies. The reavers charge from enemy to enemy, never staying in one place.

Bakrosh, Orc Chieftain (B)		Level 8 Elite Brute
Medium natural humanoid		XP 700
HP 216; Bloodied 108	Initiative +5	
AC 20, Fortitude 20, Reflex 17, Will 19	Perception +3	
Speed 5 (7 while charging)	Low-light vision	
Saving Throws +2; Action Point 1		
TRAITS		
☼ Blood of the Enemy ◆ Aura 5		
Bloodied allies in the aura deal 2 extra damage with melee attacks.		
STANDARD ACTIONS		
⊕ Greataxe (weapon) ◆ At-Will		
Attack: Melee 1 (one or two creatures); +11 vs. AC		
Hit: 1d12 + 11 damage, or 1d12 + 23 on a critical hit.		
TRIGGERED ACTIONS		
⬅ Inspire Ferocity ◆ Recharge ☼ ☼ ☼		
Trigger: An ally within 10 squares of Bakrosh is first bloodied.		
Effect (Immediate Reaction): Close burst 10 (triggering ally in the burst). The target makes a melee basic attack as a free action.		
Bound to the Deck ◆ 2/Encounter		
Trigger: Bakrosh rolls initiative or is first bloodied.		
Effect (No Action): Bakrosh draws a new card from among the cards in his possession and uses the power associated with that card.		
Savage Demise		
Trigger: Bakrosh drops to 0 hit points.		
Effect (Free Action): Bakrosh takes a standard action.		
Str 20 (+9)	Dex 14 (+6)	Wis 12 (+5)
Con 18 (+8)	Int 10 (+4)	Cha 19 (+8)
Alignment chaotic evil		Languages Common, Giant
Equipment chainmail, greataxe		

Khavra, Orc Pummeler (K)		Level 6 Controller
Medium natural humanoid		XP 250
HP 76; Bloodied 38	Initiative +5	
AC 20, Fortitude 20, Reflex 17, Will 16	Perception +3	
Speed 6	Low-light vision	
STANDARD ACTIONS		
⊕ Stone Maul (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, and the target falls prone.		
⬅ Earthshaking Slam ◆ Encounter		
Attack: Close burst 2 (creatures in the burst); +9 vs. Fortitude		
Hit: 3d6 + 5 damage, and the target is dazed until the end of Khavra's next turn.		
Effect: Khavra pushes each target up to 2 squares.		
TRIGGERED ACTIONS		
⬇ Intercepting Swat ◆ Recharge ☼ ☼ ☼ ☼		
Trigger: An enemy makes an opportunity attack against Khavra.		
Effect (Free Action): Khavra uses <i>stone maul</i> against the triggering enemy.		
Savage Demise		
Trigger: Khavra drops to 0 hit points.		
Effect (Free Action): Khavra takes a standard action.		
Str 21 (+8)	Dex 14 (+5)	Wis 10 (+3)
Con 20 (+8)	Int 8 (+2)	Cha 8 (+2)
Alignment chaotic evil		Languages Common, Giant
Equipment scale armor, stone maul		

4 Orc Reavers (O)		Level 5 Skirmisher
Medium natural humanoid		XP 200 each
HP 63; Bloodied 31	Initiative +7	
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +3	
Speed 6 (8 when charging)	Low-light vision	
TRAITS		
Charging Mobility		
While charging, the orc gains a +4 bonus to all defenses.		
STANDARD ACTIONS		
⚔ Battleaxe (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d10 + 8 damage.		
Effect: After the attack, the orc can shift 1 square.		
✂ Javelin (weapon) ♦ At-Will		
Attack: Ranged 20 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.		
TRIGGERED ACTIONS		
⚡ Blood-Crazed Charge ♦ Encounter		
Trigger: The orc hits an enemy.		
Effect (Free Action): The orc charges an enemy.		
⚔ Savage Demise		
Trigger: The orc drops to 0 hit points.		
Effect (Free Action): The orc takes a standard action.		
Str 18 (+6)	Dex 17 (+5)	Wis 13 (+3)
Con 15 (+4)	Int 8 (+1)	Cha 8 (+1)
Alignment chaotic evil		Languages

Features of the Area

Illumination: Bright light. Torches burn in wall-sconces above the shields in the alcoves.

Hole: Any creature that falls through the hole in the floor drops 30 feet to the floor of the lower level (encounter 7), taking 3d10 falling damage.

Rubble: Gravel and stones from the keep's ceiling litter the floor, creating areas of difficult terrain.

Throne: The orc chieftain's throne obstructs movement and provides partial cover. A creature can hop up to stand on the throne with a successful DC 12 Athletics check. Doing so costs 1 extra square of movement.

Treasure

Bakrosh and Khavra have a pair of *sending stones* they keep as a curiosity and rarely use; see below for details. (If the party has made a deal with the ettin to trade it these items, it approaches them after the fight and demands its reward.)

In addition, a locked chest behind the throne contains a silver-plated sword worth 250 gp, a garish gold necklace worth 250 gp, three tiny jade statuettes (100 gp each), and coins totaling 350 gp. The key is in Bakrosh's pouch; otherwise, a DC 24 Thievery check is needed to open the chest.

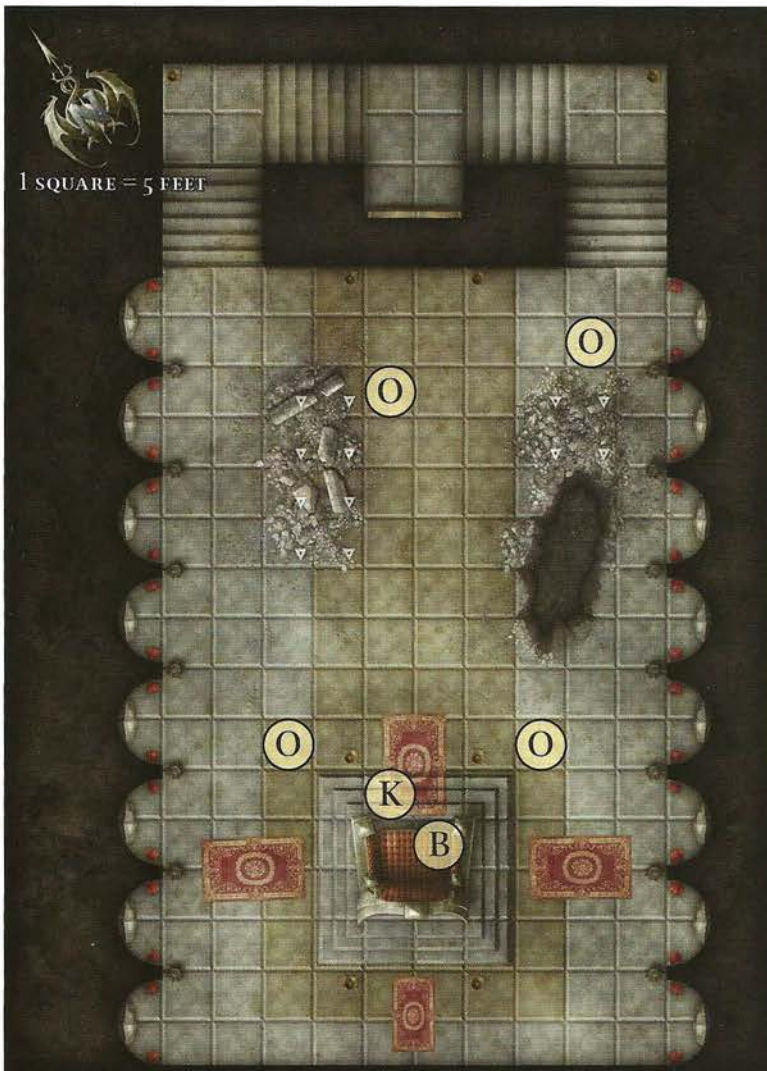
Sending Stones (pair)

Level 11

Each fist-sized round stone bears a Dwarven rune that translates as "Speak."

Wondrous Item 9,000 gp

Power (At-Will): Standard Action. Until the end of your next turn, any person speaking into one stone can be heard by those near the other stone as though he or she were standing in the other stone's place. At the end of your next turn, both stones are exhausted. With a minor action, any character touching a single stone renews the set.



ENCOUNTER 9: OUTER GARDENS

Encounter Level 7 (variable XP)

Setup

8 deathjump spiders (S)

In this encounter, the adventurers cross the spider-infested outer gardens to reach the Feygrove. The encounter ends when the party gets past eight spiders.

The adventurers can fight the spiders or bypass them by successfully completing a skill challenge.

When the adventurers enter the outer gardens, read: *Brambles and vines clutch the boles of trees and, overhead, thick branches draped with silver webs hide the sky. In the foliage, you can see immense spiders lurking. The vague path through the garden forks a short way in, one way leading off to the south and the other starting up the hill to the southwest.*

Place eight web tokens in the squares labeled “S.” (They are on the token sheet included with this adventure.) Each web contains a spider. Have the players roll initiative normally, and put the spiders at the end of the initiative order. On each character’s turn, he or she can attempt to avoid a spider by sneaking past or disabling a web.

Skill Challenge: The Webs

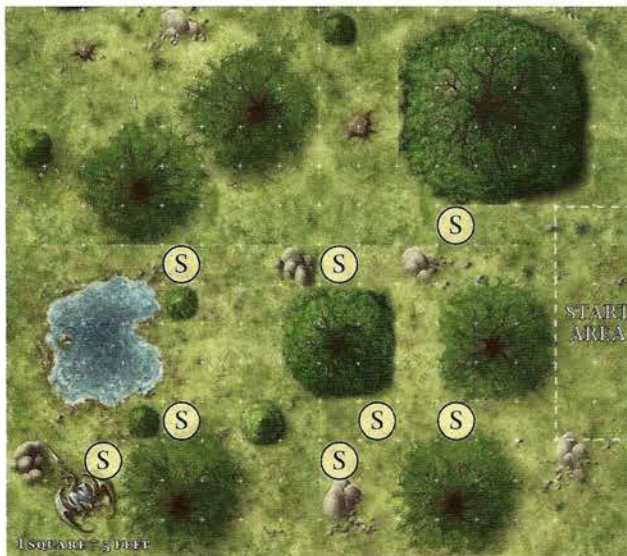
Level: 7

Complexity: 3 (requires 8 successes before 3 failures).

Time Frame: Each character makes a check in this challenge once per round.

Primary Skills: Acrobatics, Nature, Stealth, Thievery.

Acrobatics or Stealth (DC 11): The character moves 4 squares without disturbing a web or its spider. A check result of 23 or higher earns 2 successes in the challenge.



On a failed check, the character doesn’t move and the nearest spider is alerted (see “The Spiders’ Turn” below).

Nature or Thievery (DC 23): The character disables a web, removing its token and its spider from the encounter. On a failed check, the character is restrained (escape DC 16). Escaping doesn’t contribute successes or failures to the challenge. Failing to disable a web also alerts its spider.

The Spiders’ Turn: Each round, after all the adventurers have acted, any spiders that were alerted attack. In addition, if the party accrued any failures during that round, one additional spider activates and attacks.

If no failures accrued during that round, remove one unalerted spider and its web token from the encounter.

Success: The adventurers pass through the outer gardens and can move on to their chosen destination. The southwest trail leads toward the bell tower (encounter 11), passing near the Whispering Grove (encounter 10). The southern trail passes the groundskeeper’s cottage (encounter 12) on its way to the Font of Ioun (encounter 13).

Failure: If the adventurers attack the spiders, or accrue 3 failures in the challenge, the remaining spiders attack.

Experience: If the adventurers complete the skill challenge, whether they succeed or fail, they earn 900 XP plus 175 XP for each spider defeated in combat.

Deathjump Spider (S)	Level 4 Skirmisher
Medium natural beast (spider)	XP 175 each
HP 52; Bloodied 26	Initiative +5
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
⊕ Bite (poison) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and ongoing 5 poison damage (save ends).	
⊕ Death from Above ♦ Recharge ☼ ☼ ☼	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses bite, knocking the target prone on a hit.	
MOVE ACTIONS	
Prodigious Leap ♦ Encounter	
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +9, Stealth +8	
Str 14 (+4)	Dex 12 (+3)
Con 12 (+3)	Int 1 (-3)
	Wis 10 (+2)
	Cha 8 (-1)
Alignment unaligned	Languages –

Features of the Area

Webs: A character who ends his or her turn in a web square is restrained (escape DC 16).

One web (determined at random) contains the remains, armor, and sword of the lost paladin Hrom (see encounter 4), all of which can be retrieved by disabling the web.

ENCOUNTER 10: THE WHISPERING GROVE

Encounter Level variable

Setup

5 autumn nymphs (N)

The party arrives in the Whispering Grove, a haven for secret-loving autumn nymphs. The nymphs are fascinated by newcomers and wish to play with them. This encounter presents a roleplaying challenge in which the players can trade secrets for hints about the adventure.

When the adventurers enter the grove, read:

Soft music drifts from this part of the grove, its strains combining happiness and melancholy. Beautiful and otherworldly voices accompany the melody, singing of golden summers passed and the bitter loss of winter.

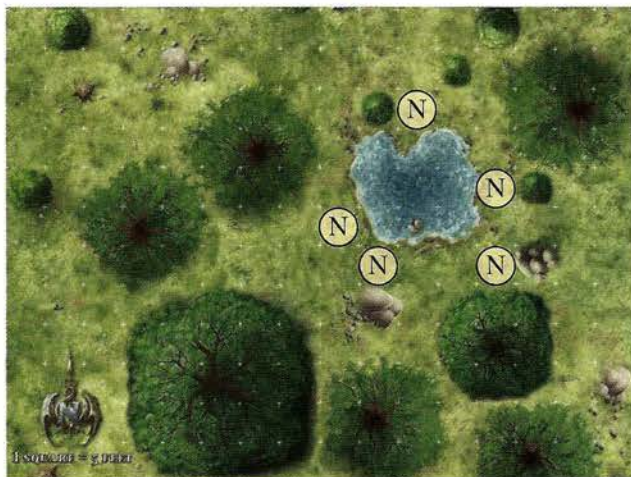
The music seems to light the boughs above with the golden fire of autumn. Ahead, five gorgeous women dressed in gowns of autumn leaves sing beside a clear pond. They giggle and whisper to one another as you approach.

“Welcome, mortals,” one says. “Will you play our game?”

Roleplaying Challenge: Whisper Game

Keep a timer handy for this encounter. For every 15 minutes the adventurers spend in meaningful interaction with the nymphs, award experience points as if they had defeated one monster of their level (to a maximum of 1,200 XP). Don't count time spent in idle chatter or conversations that don't advance either the characters' personal stories or the plot of the adventure.

Each player can tell a nymph one dramatic secret about his or her character that none of the others knows. This secret cannot be trivial. If necessary, hint that it should reveal one of the following: a secret regret or shame; an unknown vulnerability, fear, or weakness; or a hidden selfish desire.



Autumn Nymph (N)	Level 8 Skirmisher	
Medium fey humanoid	XP 350 each	
HP 89; Bloodied 44	Initiative +11	
AC 22, Fortitude 21, Reflex 19, Will 20	Perception +7	
Speed 6, fly 6 (clumsy)	Low-light vision	
STANDARD ACTIONS		
⊕ Oaken Strength ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 9 damage, and the nymph can push the target 1 square.		
⊕ Dark Revelation (charm, psychic) ◆ Recharge [E]		
Attack: Melee 1 (one creature); +11 vs. Will		
Hit: 1d8 + 4 psychic damage, and the target is stunned (save ends).		
⊕ Whisper Game (psychic) ◆ Recharge if the power misses		
Attack: Ranged 10 (one creature); +11 vs. Will		
Hit: 1d8 + 4 psychic damage, and ongoing 5 psychic damage (save ends). Until the end of the encounter or until the nymph drops to 0 hit points, whenever any creature saves against this ongoing damage, the nearest ally within 10 squares of it gains the ongoing damage. When the nymph drops to 0 hit points, the effect ends and the creature currently affected by the ongoing damage takes 15 psychic damage.		
MOVE ACTIONS		
⊕ Autumn Wind ◆ At-Will (1/round)		
Effect: The nymph either shifts 1 square or moves up to its speed and then uses <i>oaken strength</i> .		
TRIGGERED ACTIONS		
Secret of Autumn Leaves ◆ At-Will		
Trigger: An enemy misses the nymph with a melee attack.		
Effect (Immediate Reaction): The nymph shifts 3 squares.		
Skills Acrobatics +14, Bluff +14, Nature +12		
Str 16 (+7)	Dex 20 (+9)	Wis 17 (+7)
Con 17 (+7)	Int 22 (+10)	Cha 21 (+9)
Alignment unaligned		Languages Common, Elven

The players can reveal information from their characters' histories or, if they have not created detailed backgrounds, make up stories on the fly.

Success: A character who shares a secret that satisfies the nymphs receives a useful piece of information.

- ◆ General, seemingly innocuous gossip about the secret collector (see Book 2). This information should call attention to the patron without naming that person.
- ◆ Details about an upcoming encounter (such as monster names and location).
- ◆ The location of a clue, a magic item, or a card from the *Deck of Many Things*.
- ◆ One of the other characters' secrets or a campaign secret of the DM's choice.

If a character asks about Berrian's father, the nymph replies that Zandrian Velfarren was last seen defending the watchtower, and that he can be found there yet.

Failure: If the adventurers fail to entertain the nymphs, the fey try to keep them in the grove for song and dance. If the adventurers stay, the nymphs' play causes each to lose 2 healing surges, which cannot be regained until the party reaches a milestone.

If the adventurers refuse to stay, or if they start a fight, the nymphs use *whisper game* at the first opportunity. They only want to play, so they try to incapacitate the adventurers long enough to slip away.

ENCOUNTER 11: BELL TOWER

Encounter Level 7 (1,700 XP)

Setup

Analastra, eladrin maid (A)

2 displacer beasts (D)

3 dire stirges (S)

The adventurers have a chance to earn the support of Berrian Velfarren, the eladrin fey knight who is camped by the Font of Ioun (encounter 13).

Berrian's sister, Analastra, is being chased by displacer beasts as the encounter begins, and the pursuers drag her to the ground. To complicate matters, the hunt disturbs a nest of stirges in the bell tower. If the adventurers decide to intervene, they must fend off the displacer beasts while keeping the unconscious eladrin safe from the stirges attempting to drain her.

As the adventurers approach the bell tower, read:

A pale, slender figure with long silver hair flees through the dark grove, her desperate footfalls making hardly a whisper. Behind her and to either side, two feline monsters pursue her in eerie silence toward a ruined bell tower. Their black, six-legged forms are hard to focus on clearly.

Spiny tentacles whip forward from the back of one of the beasts and lash the fleeing figure, who drops with an agonized shriek. A rustling at the top of the tower signals a nest of stirges, awakened to the scent of blood. On the ground, the tentacled beasts move in for the kill.

In addition to Analastra and the displacer beasts, place one dire stirge as shown on the map at the start of the encounter. On the stirges' turn in rounds 2 and 3, one new dire stirge appears in the indicated space and acts.

Analastra has fallen unconscious and does not awaken until after the end of the encounter.

Tactics

The displacer beasts want to bring down the intruders as quickly as possible so they can enjoy their meal. They attack with *cunning blitz* whenever possible, seeking combat advantage even if doing so means ignoring marks on them. Whenever an adventurer misses a displacer beast, it uses *shifting tactics* to position itself for combat advantage, if possible.

Each stirge begins by moving adjacent to the fallen eladrin and draining her blood, but thereafter it might instead attack any bloodied adventurer within 5 squares of it. One always remains to feed on Analastra, however. The stirges do not attack the displacer beasts.

2 Displacer Beasts (D) Large fey magical beast	Level 9 Skirmisher XP 400 each
HP 97; Bloodied 48	Initiative +11
AC 23, Fortitude 21, Reflex 22, Will 20	Perception +12
Speed 12	Low-light vision

TRAITS

Displacement (illusion)

When a melee or a ranged attack hits the displacer beast, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the beast loses this trait until the start of its next turn.

Threatening Reach

The displacer beast can make opportunity attacks against enemies within 2 squares of it.

STANDARD ACTIONS

⊕ Tentacle ◆ At-Will

Attack: Melee 2 (one creature); +14 vs. AC
Hit: 2d6 + 7 damage.

⊖ Bite ◆ At-Will

Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d10 + 6 damage.

⊖ Cunning Blitz ◆ At-Will

Effect: The displacer beast shifts up to half its speed. At any point during that movement, it uses *tentacle* once, or two times against different creatures.

TRIGGERED ACTIONS

Shifting Tactics ◆ At-Will

Trigger: An attack misses the displacer beast.
Effect (Free Action): The displacer beast shifts 1 square.

Skills Stealth +14

Str 18 (+8)

Dex 20 (+9)

Wis 17 (+7)

Con 17 (+7)

Int 4 (+1)

Cha 10 (+4)

Alignment unaligned

Languages –

3 Dire Stirges (S)

Small natural beast

Level 7 Lurker

XP 300 each

HP 60; Bloodied 30

Initiative +10

AC 21, Fortitude 18, Reflex 20, Will 17

Perception +3

Speed 2, fly 6

Darkvision

TRAITS

Nimble Bloodsucker

While the stirge has a creature grabbed, the stirge gains a +2 bonus to AC and Reflex.

STANDARD ACTIONS

⊕ Bite ◆ At-Will

Attack: Melee 1 (one creature); +12 vs. AC. While the stirge has a creature grabbed, it can use *bite* only against that creature, and it hits automatically.

Hit: 1d6 damage, and the stirge grabs the target (escape DC 16).

Until the grab ends, the target takes ongoing 10 damage.

Skills Stealth +11

Str 10 (+3)

Dex 16 (+6)

Wis 10 (+3)

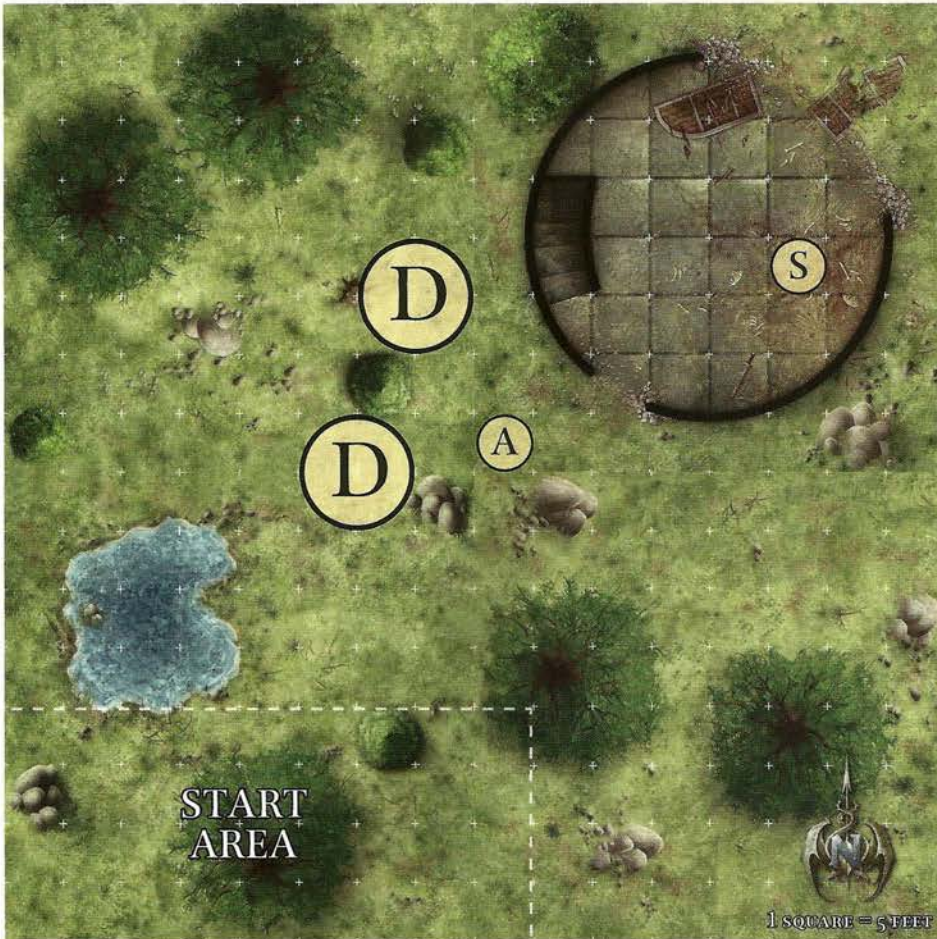
Con 12 (+4)

Int 1 (-2)

Cha 4 (+0)

Alignment unaligned

Languages –



Features of the Area

Illumination: During the daytime this part of the Feygrove is brightly lit. At night, the moon's radiance illuminates the area with dim light.

Ruins: An old, ruined old tower stands here. The iron bell has long fallen and now lies rusting on its side at the bottom of the tower. In its place at the top roost dozens of stirges.

Trees: The trees in the area provide partial concealment to creatures beneath their leaves and partial cover to creatures hiding behind them.

Saving Analastra

At the beginning of the encounter, the stirges are attracted to the bleeding eladrin.

Keep track of every round that begins with at least one stirge adjacent to Analastra. If the heroes do not attack such a stirge, tell the players that it has attached itself to the eladrin, draining her lifeblood. Analastra moves one step closer to death. (She also moves one step closer to death if she takes damage from an adventurer's attack.) After 3 rounds have passed in which Analastra moves closer to death, she dies at the start of the next round.

In addition to preventing the stirges from draining Analastra, the adventurers can reverse the effects of the blood drain. Whenever a character uses a healing power on the eladrin or makes a successful DC 15 Heal check to

stabilize her, she moves one step further from death.

If Analastra survives the encounter, the heroes can revive her after a short rest.

If the adventurers fail to save Analastra, read:

The corpse of the young eladrin lies still and bone-pale among the roots and climbers of the grove. A star-shaped ring on her finger flares once and then falls dull as plain steel, as though a bright spirit has departed.

If the adventurers save Analastra, read:

The eladrin awakens, blinking.

"Thank you," she says in a voice bright as silver. "You have saved my life, and I am deeply in your debt. Come, follow me to my brother in the grove. He too will be grateful for your heroism."

Escorting Analastra to the grove completes the "Find Analastra" quest (page 13 of Book 2) if the adventurers have already met Berrian Velfarran. If she accom-

panies the party, use her statistics presented on page 10 of Book 2.

Story and Roleplaying Notes: Analastra is brave and compassionate, listening with interest to the heroes' tales. Against her brother's wishes, she had been patrolling the Feygrove alone, hunting for orc intruders, but instead she stumbled upon the displacer beasts. Analastra secretly wishes to match her brother in bravery and skill, and she feels deeply ashamed of her brush with death. Up until now, the eladrin in the Feygrove had been avoiding the displacer beasts, since the monsters seemed to have acquired a taste for orc flesh.

ENCOUNTER 12: GROUNDSKEEPER'S COTTAGE

Encounter Level 6 (1,400 XP)

Setup

2 owlbears (O)

Two owlbears inhabit the cottage of the abbey's former groundskeepers. Rumors say that the groundskeepers had received the aid of an eladrin when planting the grove and gardens. The fey knight Berrian Velfarren seeks proof that his ancestor was the one to do so. The eladrin suspects that the cottage might contain such evidence.

The eladrin explorers want to search the cottage but bear no ill will toward the owlbears. They had been planning to wait until the end of the season, when the beasts are likely to leave the cottage, before searching it. Nevertheless, they're willing to allow crafty heroes to expedite their search.

Berrian asks the party to drive off the owlbears, preferably without killing them. He warns that the monsters fear nothing except displacer beasts, the scent of which sends the owlbears into a panic.

When the adventurers approach the cottage, read: *An overgrown cobblestone path leads up a small hill to the shell of an old fieldstone cottage. The dilapidated roof is punctured by an oak tree, which grows up through the middle of the structure and spreads its broad branches like a canopy over the frame. Shutters and a door hang open, forced from their hinges by the wild growth.*

Just beyond the dim entrance to the cottage rests a massive, feathered beast the size and shape of a bear. Its short, curved beak rests upon another of its kind. The creature's great golden eyes open wide as it raises its head to sniff the air.

The heroes can attempt to fight the owlbears or drive them away.

Skill Challenge: Driving Off the Owlbears

The adventurers can use the owlbears' fear of the displacer beasts to their advantage if they wish to drive off the creatures. Doing so requires the adventurers to kill the displacer beasts near the ruined bell tower (encounter 11) and then follow a three-stage process: cover themselves with the scent of the beasts, sneak up on the owlbears, and finally scare the owlbears away.

If they complete the skill challenge, they earn full experience points for the encounter without having to fight at all. In the unlikely event that the adventurers capture a displacer beast, they might be able to bring it close enough to frighten off the owlbears without revealing themselves. Use the strategies in this skill challenge as guidelines in that case.

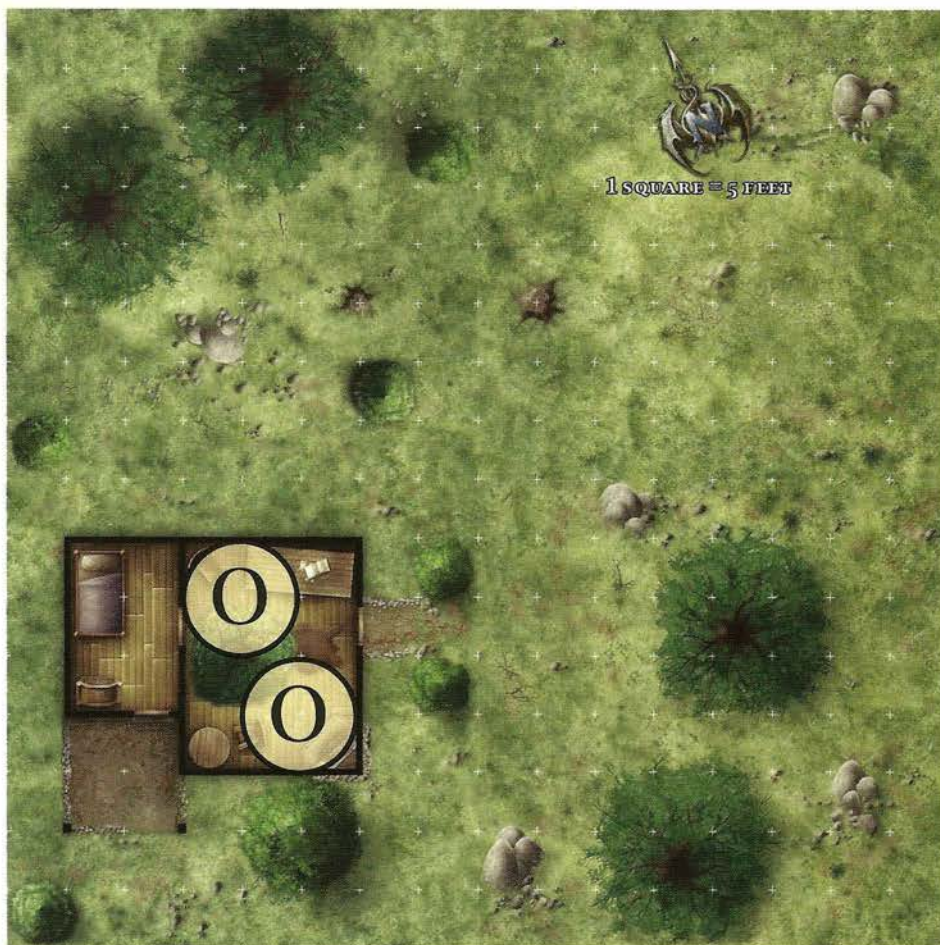
Level: 6

Complexity: 3 (requires 8 successes before 3 failures).

Time Frame: Unless otherwise noted, each character can make a check in this challenge once per minute.

Primary Skills: Bluff, Intimidate, Nature, Stealth.

Secondary Skills: Bluff, Insight, Nature, Perception.



Stage 1: Disguise

If the adventurers have defeated the displacer beasts in encounter 10, they can disguise their scent to approach the owlbears.

Primary Skill: Nature.

Nature (DC 16, 1 success per character, 3 successes maximum): The character skins a displacer beast to wear its hide. Alternatively, the character extracts musk from the beast's scent glands and applies it to him- or herself.

Success: If the adventurers accumulate three successes in this stage, they move on to stage 2.

Failure: The displacer beast corpses are ruined and useless, leaving the characters no choice but to attack.

Stage 2: Sneak Up

Once the adventurers have covered their own scent, they need to get close to the owlbears without being detected.

Primary Skill: Stealth.

Stealth (DC 11, group check): The characters are able to approach under their disguise. Succeeding on this group check earns 2 successes toward the challenge.

Secondary Skills: Insight, Nature, Perception.

Insight, Nature, or Perception (DC 16, 1 success maximum): The character can attempt to read the creatures' behavior. Successfully observing the beasts cancels 1 failure in the challenge or grants a +2 bonus to the first skill check in stage 3.

Success: If the adventurers pass the group Stealth check, they move on to stage 3.

Failure: The owlbears are not fooled by the disguise. They notice the characters' approach and attack.

Stage 3: Scare Off

When the disguised adventurers have crept up close to the owlbears, they need to scare them off.

Primary Skills: Bluff, Intimidate.

Bluff or Intimidate (DC 23): The character uses the scent of the displacer beasts to terrify the owlbears.

Secondary Skills: Bluff, Nature.

Bluff or Nature (DC 16, 1 success maximum): The character can attempt to further terrify the owlbears by imitating the displacer beast's hunting cry. Success cancels 1 failure in the challenge or earns 1 success, as the players choose.

Success: If the adventurers accrue a total of 8 successes in the skill challenge, they drive off the owlbears without a fight.

Failure: The owlbears are infuriated by the party's approach and attack.

Combat Encounter

If the adventurers fail the skill challenge, or simply attack the owlbears, set up the combat encounter as shown on the tactical map.

Tactics

Each owlbear protects its mate, keeping its back to the cottage when possible to avoid being flanked. When either is bloodied, the other uses its action point on its next turn and attempts to grab and use *beak snap* against the character who injured its mate. Both owlbears fight to the death.

2 Owlbears (0)		Level 8 Elite Brute
Large fey beast		XP 700 each
HP 212; Bloodied 106		Initiative +6
AC 20, Fortitude 22, Reflex 18, Will 20		Perception +12
Speed 7		Darkvision
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⚔ Claw ♦ At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 4d6 + 6 damage.		
⚔ Double Attack ♦ At-Will		
Effect: The owlbear uses <i>claw</i> twice. If both attacks hit the same creature, the owlbear grabs it (escape DC 16) if the owlbear has fewer than two creatures grabbed.		
⚔ Beak Snap ♦ At-Will		
Effect: Melee 1 (one creature grabbed by the owlbear). The target takes 4d8 + 22 damage.		
TRIGGERED ACTIONS		
⚡ Stunning Screech ♦ Encounter		
Trigger: The owlbear is first bloodied.		
Attack (Free Action): Close blast 3 (creatures in the blast); +11 vs. Fortitude		
Hit: The target is stunned (save ends).		
Str 20 (+9)	Dex 14 (+6)	Wis 16 (+7)
Con 16 (+7)	Int 2 (+0)	Cha 10 (+4)
Alignment unaligned		Languages –

Features of the Area

Illumination: During the day this part of the Feygrove is brightly lit. At night, moon and stars shed dim light.

Ruined Cottage: A search through the remains of the cottage yields ancient books and journals, including an original plot of the grove and gardens with detailed information on each plant variety and the secrets of its cultivation. The first groundskeeper's journal describes a friendship with Siravus Ardonelle, an eladrin who donated plants from the Feywild to start the abbey garden. The paladins of Gardmore, in turn, dedicated a portion of the grove to Siravus and his descendants forever. The heroes can return this journal to Berrian to complete the "Establish a Claim" quest (page 13 of Book 2) and gain his support.

Trees: The trees in the area provide partial concealment to creatures beneath their leaves and partial cover to creatures hiding behind them.

ENCOUNTER 13: FONT OF IOUN

Encounter Level variable

Setup

The path south from the outer gardens leads to the clearing that surrounds the Font of Ioun, where the eladrin fey knight Berrian Velfarren makes camp with his host. See “Berrian Velfarren” on page 12 of Book 2 for more information about this character.

In this roleplaying encounter, the adventurers can establish contact with Berrian and try to win this formidable warrior over to their cause. The fey knight is cagey and distrustful, however, so they must earn his respect.

Berrian’s host also guards the Font of Ioun, a magical source of visions and healing that the fey knight can grant access to if he trusts the party.

When the adventurers enter the clearing, read:

A font bubbles in the middle of this clearing, its water sparkling in the light. Encircling its broad base is a mosaic depicting a platinum dragon and a silver stag in eternal chase; the tiles that define the beasts’ shapes are marked with miniature runes.

Along the mosaic’s perimeter, toppled walls form a broken stone shell bounding what once must have been some manner of shrine. A host of eladrin camps amid the fallen walls, hair and mail shimmering like quicksilver.

The male leader, tall and silver-eyed, scowls as you approach and brandishes a gleaming longsword. “What is your business here?” he says. “Speak quickly or fall where you stand.”

In the blink of an eye the other eladrin suddenly surround you, their own bright swords instantly drawn. The trees around the font seem to whisper and shift, although there is no wind to blow them.

Roleplaying Challenge: Treating with the Fey Knight

Keep a timer handy for this encounter. For every 15 minutes the adventurers spend in meaningful interaction with Berrian, award experience points as if they had defeated one monster of their level (to a maximum of 1,200 XP). Don’t count time spent in idle chatter or conversations that don’t advance either the party’s or Berrian’s goals or the plot of the adventure.

Berrian faces a number of problems within the grove, and he seeks assistance from those he can trust. He parlays as long as the adventurers do not display aggression or challenge him. If they continue such confrontational behavior, he orders his followers to march the party out of the eladrin camp. The adventurers can try to mollify him through further roleplaying or by succeeding at a group skill check using Diplomacy (DC 11) or Bluff (DC 14).

If the adventurers engage Berrian in respectful conversation, or they have been sent to contact him through

the Knight of Mithrendain quest (see page 5 of Book 2), he is willing to tell them of his problems. He motions for an attendant to offer the heroes some feywine as Berrian addresses them.

(This feywine is the “good stuff” the ettin head Bruse refers to in encounter 3. Once the adventurers are on good terms with Berrian, he willingly parts with a bottle, which the heroes can use to placate the ettin and gain access to the keep.)

Read:

The fey knight gazes upon the clear waters of the font as he contemplates your words.

“I am called Sir Berrian, and my house is Velfarren. For two human lifetimes I have searched the wide world over in a quest to discover the mystery of my father’s fate and pay a son’s proper tribute to his memory.

“All roads have led me here, to this human ruin. But once again they diverge and lose themselves in the fog of time, and though I near their ends I cannot see them clearly. Do they lead to dishonor? Vengeance? Death? It is impossible to see.

“The dark abbey crawls with perils, and orcs and giants infest the grounds. A frozen thing in white robes sometimes lingers near the font, staring into the memories its waters contain. And in the shadow of yon doorless evil tower this place confounds us with its mysteries and its dangers.

“The grove thrums with the life of the Feywild . . . of home. But the closer we come, the farther we fall away. Fey beasts lair in the ruins. Gossiping nymphs tantalize us with secrets. And now my sister Analastra too has vanished, thus halting our sacred quest until she can be found.”

These situations correspond to the three quests contained in the “Peace with the Fey” quest chain described in chapter 2, as well as the nymphs of the Whispering Grove (encounter 10). Berrian might not reveal all of them at once but disclose more information as the adventurers earn his trust.

Once he has come to trust them, Berrian allows the adventurers to drink from the Font of Ioun. However, he warns that any who thirsts too greedily is a disgrace in the eyes of the god.

Berrian’s host includes five eladrin fey knights like himself and two dryads who lurk among the trees. They have no wish to harm the party and refuse to fight unless deliberately attacked. In that event, use the tactical map and the monster statistics presented in “Fey Revenge/Son’s Quest” (page 18 of Book 2).

Story and Roleplaying Notes: Berrian is at once distrustful, defensive, proud, and stubborn. His camp is surrounded by hostile creatures, and he doesn't trust the humans in Winterhaven. He believes they will attempt to reclaim Gardmore Abbey and then force his own people out in spite of any rightful claims of the eladrin. Berrian is intent on establishing his authority within the grove. He expects proper deference and responds well to respect, humility, honor, and sincerity. Once he becomes more friendly to the party, he opens up about the difficulties he faces.

For every one of Berrian's quests the heroes complete, replace one of his negative characteristics with one of these positive traits: courteous, friendly, generous, loyal. Then begin roleplaying the new personality trait in his character.

Features of the Area

Illumination: During the day, this clearing is brightly lit. At night, moon and stars suffuse the area with dim light.

Mosaic: The tiles of the mosaic contain the runic instructions required to perform a Remove Affliction ritual upon all creatures immersed in the font. No components are required. The ritual removes lingering effects: curses, diseases, or other long-lasting or permanent conditions such as petrification. It can also cleanse the Far Realm's corruption from any infected adventurers and other creatures rescued from the watchtower (see encounters 15 and 16).

Trees: The trees in the area provide partial concealment to creatures beneath their leaves and partial cover to creatures hiding behind them.

Font of Ioun

This blessed font is said to grant knowledge through visions to those who partake without avarice. Anyone who drinks from the font experiences a vision of the abbey's past. The imbiber gains a bit of magical potential, whose benefit that character can activate as a free action. Once activated, the benefit is expended.

A character who drinks from the fountain more than once before advancing a level is afflicted with the disfavor of Ioun. The character still receives the font's benefit, but he or she also loses a healing surge and takes a -2 penalty to all knowledge checks. These penalties are cumulative and remain until the character reaches three milestones.

When a character drinks from the font, roll 1d6 and consult the following list. You can also use the various quests and ally or adversary motivations presented in this adventure to improvise or create specific visions, perhaps revealing additional story information that hints at future events or sheds light on past encounters.

1. Vision of Past Valor: The character witnesses a scene from the last battle at Gardmore.

Benefit: As a free action, the character can claim this benefit to take an additional action as if he or she expended an action point.

2. Vision of Inspiration: This vision shows Gardmore at the height of its glory, just before the fall.

Benefit: As a free action, the character can claim this benefit when he or she uses his or her second wind. The character spends one healing surge but regains hit points as though he or she had spent two healing surges.

3. Vision of Purpose: Gardmore's builders are seen constructing parts of the abbey over many years.

Benefit: As a free action, the character can claim this benefit to gain a +1 bonus to speed until the end of his or her next turn.

4. Vision of Heroism: The character watches a Gardmore paladin performing an awe-inspiring deed.

Benefit: As a free action, the character can claim this benefit to take an additional minor action during his or her current and next turns.

5. Vision of Endurance: Gardmore stands firm against sieges through the ages.

Benefit: As a free action, the character can claim this benefit to gain temporary hit points equal to his or her healing surge value.

6. Vision of Enlightenment: The character observes Gardmore monks laboring at their craft.

Benefit: As a free action, the character can claim this benefit when making a skill check to gain a +5 bonus to that check.

BERRIAN'S CARD

Berrian Velfarren carries one card from the *Deck of Many Things*. To him, it is an object of curiosity and nothing more. He shows the adventurers the card if they ask him about it; if they complete all of the tasks he asks of them, he freely offers it as a reward.

If Berrian is the secret collector, his attitude toward questions about the *Deck* is quite different. He denies any knowledge while pumping the adventurers for information about it. Once the party has acquired nearly all the cards, he attempts to seize them by force (see "The Final Confrontation," page 15 in Book 2).

ENCOUNTER 14: WATCHTOWER ENTRANCE

Encounter Level 8 (1,750 XP)

Setup

2 object mimics (M)
1 black pudding (B)
4 black pudding spawn (S)

The party begins to experience the strangeness that has overtaken the watchtower. This encounter is part trap, part puzzle, and part battle.

Entering the Tower

The tower cannot be breached by any normal means. The windows and doors appear real but allow no entry.

Arcana DC 20: *The exterior features of the tower are only a "psychic echo." They no longer exist physically.*

The party might try to break through the tower's walls. However, the weird infusion has changed its structure, so that dealing damage to it instead causes it to "bleed" unnaturally. For every 5 damage that would be dealt to the tower, it instead loses 1d6 black pudding spawn in the attacked square and squares adjacent to it. The adventurers do not earn experience for defeating these spawn, and they cannot penetrate the walls in this way.

The only way a creature can enter the watchtower is to touch it with one of the cards from the *Deck of Many Things*. The slightest contact causes the structure to melt away from the card, creating a temporary portal. Once

the wielder of the card has entered the tower, the opening disappears and cannot be recreated from within. The only way out is to reunite the cards in the beholder's nest (encounter 16) with the others carried by the adventurers.

When the adventurers can see the interior, read:

The inside of the watchtower is a warped reflection of the outside. In place of a column of stone is a twisting conical dimension of unnatural shapes. Instead of walls, a thick, globular slime slowly oozes up, then down. Sometimes the goo strains inward in clusters of wriggling strands whose bright colors mock the penants that once hung here.

The floor is elastic and membranous, bowing slightly beneath your weight. Large, bubble-like nodes resembling flagstones shift beneath the filmy surface and gradually slide toward a dark crevice, at the bottom of which oozes a sinister black lake. From time to time, the lake emits globules that drift up through the still, stinking air.

Set in the membrane on the opposite side of this twisted realm is a luminescent door in the shape and design of one of the cards from the Deck. The card-shaped portal opens and closes, morphing at intervals to resemble an oaken door. The floating globules slowly slide up to disappear into the opening. The chasm is spanned by a footbridge composed of two more large glowing cards, somehow joined end to end.

A high, barely audible screech rings constantly from everywhere and nowhere, and nothing seems able to silence it.

Crossing the Chasm

The "lake" is a black pudding spread thin across the bottom of the crevice. Occasionally, bits of its body die and become inert spawn, floating upward toward the exit and the next encounter. The bridge consists of two object mimics working together to span the area.

Perception DC 12: *What appears to be a lake is actually some sort of living creature.*

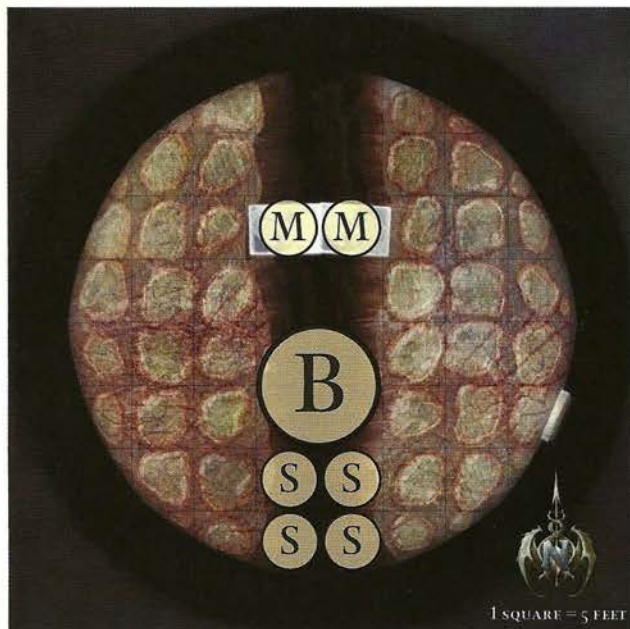
Nature DC 16: *The slimy creature is a black pudding!*

Perception DC 24: *The bridge of cards seems to follow movement. On close inspection, you realize it is formed by two object mimics.*

Have the players place their characters on the map where shown, but do not place the monsters until they are identified.

Tactics

If undetected, the mimics delay until at least one adventurer has finished crossing the chasm. They then shift onto solid ground, one on each side of the gap, and attack the closest character with *ravens maw*, taking advantage of surprise if possible. As soon as the mimics attack or are attacked, the black pudding and its living spawn crawl up the drop-off and use *engulf*.



2 Object Mimics (M)	Level 8 Lurker	
Medium aberrant magical beast	XP 350 each	
HP 71; Bloodied 35	Initiative +11	
AC 23, Fortitude 21, Reflex 19, Will 21	Perception +14	
Speed 5	Darkvision, tremorsense 5	
Resist 5 acid		
TRAITS		
Ambush		
The mimic deals 2d6 extra damage against surprised creatures.		
STANDARD ACTIONS		
⊕ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage.		
† Crushing Tendrils (acid) ♦ At-Will		
Attack: Melee 3 (one creature); +13 vs. AC		
Hit: 1d8 + 4 damage, and the mimic grabs the target (escape DC 21).		
Sustain Standard: The mimic sustains the grab, and the target takes 15 acid damage.		
† Ravaging Maw ♦ Recharge ☼ ☼		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d8 + 11 damage, and the target is slowed (save ends).		
MINOR ACTIONS		
Shapeshift (polymorph) ♦ At-Will (1/round)		
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.		
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 24 Perception check to notice that the mimic is a living creature.		
Skills Bluff +11, Stealth +12		
Str 20 (+9)	Dex 16 (+7)	Wis 21 (+9)
Con 17 (+7)	Int 19 (+8)	Cha 15 (+6)
Alignment unaligned		Languages Common, Deep Speech

Black Pudding (B)	Level 8 Elite Brute	
Large natural beast (blind, ooze)	XP 700	
HP 218; Bloodied 109	Initiative +6	
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4	
Speed 4, climb 3	Blind, tremorsense 10	
Immune blinded, gaze effects; Resist 15 acid		
Saving Throws +2; Action Points 1		
TRAITS		
Ooze		
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
⊕ Slam (acid) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: 4d6 + 6 acid damage.		
Effect: Before or after the attack, the pudding shifts up to its speed.		
◀ Engulf (acid) ♦ At-Will		
Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude		
Hit: 4d6 + 6 acid damage, and the pudding grabs the target (escape DC 16).		
† Melt (acid) ♦ At-Will		
Effect: Melee 1 (one creature grabbed by the pudding). The target takes 2d6 + 15 acid damage and loses a healing surge. It takes 10 extra acid damage if it has no healing surges.		
TRIGGERED ACTIONS		
Split ♦ At-Will		
Trigger: An enemy hits the pudding with a weapon attack.		
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.		
Str 15 (+6)	Dex 14 (+6)	Wis 11 (+4)
Con 19 (+8)	Int 1 (-1)	Cha 1 (-1)
Alignment unaligned		Languages –

4 Black Pudding Spawn (S)	Level 8 Minion Brute	
Medium natural beast (blind, ooze)	XP 88 each	
HP 1; a missed attack never damages a minion.	Initiative +6	
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4	
Speed 4, climb 3	Blind, tremorsense 10	
Immune blinded, gaze effects; Resist 15 acid		
TRAITS		
Ooze		
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
⊕ Slam (acid) ♦ At-Will		
Attack: Melee 1 (one creature); +12 vs. Fortitude		
Hit: 10 acid damage, and the pudding shifts up to its speed.		
Str 15 (+6)	Dex 14 (+6)	Wis 11 (+4)
Con 19 (+8)	Int 1 (-1)	Cha 1 (-1)
Alignment unaligned		Languages –

Features of the Area

Illumination: The interior is utterly dark.

Card Portal: The door at the opposite end of the room leads to encounter 15. Inert black pudding spawn that pass through it trigger the black pudding in the chasm to spread (see “Inert Spawn” below).

Chasm: The chasm is 15 feet deep, ending in a long, narrow fissure that “bleeds” inert black pudding spawn. Climbing the slick walls requires a DC 25 Athletics check. Creatures in the chasm can grab hold of an inert black pudding spawn to float up and out.

Inert Spawn: Whenever a black pudding spawn is killed during this encounter, do not remove it from the map. It instead becomes inert. Every subsequent round on its initiative check, an inert spawn floats up and toward the card portal with a fly speed of 3. Whenever four inert spawn have passed through the exit, four new living spawn appear in the bottom of the chasm at the start of the following round.

Membranous Walls: The goopy walls of the interior are very sticky. Any creature that ends its turn adjacent to

a wall is grabbed (escape DC 16). The mimics and black puddings ignore this effect.

Moving Floors: At the start of every round, each creature standing on the membranous floor slides 1 square toward the lip of the chasm. Any creature that would be pulled over the edge can make a saving throw to fall prone in its square instead. The mimics and black puddings ignore this effect.

ENCOUNTER 15: FAR REALM SOJOURN

Encounter Level 8 (1,750 XP)

In this encounter, the adventurers pass through the card portal into a Far Realm version of the tower. To find the armory containing the three cards from the *Deck* (and their guardian), they must resist the Far Realm's influence on their bodies and minds. Failure means transformation into monstrosities.

This encounter is a sequential skill challenge consisting of three stages. The adventurers must succeed at each stage to avoid becoming aberrant horrors. Even if they fail, they can move on, but they incur more and more psychic and physical corruption.

Each stage resembles a complexity 1 skill challenge, requiring 4 successes before 3 failures to pass. However,

completing all three stages is the equivalent of a complexity 5 challenge.

No tactical map is provided for this encounter; if necessary, refer to the Watchtower poster map for details of the area.

Level: 8

Complexity: 5 (requires 12 successes before 3 failures).

Time Frame: Each stage takes a few minutes for the group to complete.

Primary Skills: Acrobatics, Athletics, Endurance, Insight, Nature, Perception.

After any character makes a successful DC 16 skill check in a stage, later attempts to use the same skill during that stage require a DC 24 check.

Reshaping Reality: Instead of making a skill check during any stage of the challenge, a character trained in Arcana or Dungeoneering can attempt to perceive the truth behind the Far Realm weirdness. Doing this requires

CHAOS POINTS

As the characters traverse the Far Realm intrusion, they are exposed to its reality-warping influence. Chaos points represent this effect on their bodies and minds.

Whenever a character fails a skill check in this encounter, he or she gains 1 chaos point as well as accruing a failure in the challenge. In addition, whenever the party fails any stage in this challenge, each character gains 1 chaos point.

This pocket of the Far Realm is devoid of gods and their influence. Any attempts to make Religion checks or use divine powers during this challenge automatically fail, and the attempting character gains 1 chaos point.

Any character who gains 3 chaos points is transformed into a Far Realm monstrosity until he or she enters the armory (encounter 16) or cleanses the pollution of the Far Realm. The Font of Ioun (encounter 13) allows characters to perform the Remove Affliction ritual, which ends this effect permanently.

A transformed character's appearance changes dramatically. Skin might peel away or change color; extra limbs, eyes, mouths, or even heads sprout up; bones soften or dissolve. The character gains one of the following powers, determined at random. Although horrible, the transformation does not otherwise alter his or her capabilities.

Whispers of Madness

This power replaces the character's highest-level encounter attack power.

Whispers of Madness Attack

Encounter ♦ Psychic

Standard Action Ranged 5

Target: One creature

Attack: +10 vs. Will

Hit: 4d6 + 3 psychic damage, and the target is slowed (save ends).

If the target is already slowed, it is dazed instead (save ends).

Distortion Blast

This power replaces the character's highest-level daily attack power.

Distortion Blast Attack

Daily

Standard Action Close blast 5

Target: Each creature in the blast

Attack: +12 vs. Fortitude

Hit: 2d8 + 6 damage, and the target is dazed (save ends).

Aberrant creatures take half damage.

Bend Space

This power replaces the character's highest-level utility power.

Bend Space Utility

Encounter ♦ Teleportation

Immediate Interrupt Personal

Trigger: You are hit by an attack.

Effect: You teleport up to 3 squares.

Gibbering

This power replaces one of the character's at-will attack powers, chosen at random.

Gibbering Attack

At-Will ♦ Psychic

Minor Action Close burst 5

Special: You can use this power only once per round.

Target: Each enemy in the burst

Attack: +12 vs. Will

Hit: The target is dazed until the end of your next turn.

a DC 16 check with either skill as a standard action. Only other characters trained in Arcana or Dungeoneering can aid in this check. A character who gets a check result of 24 or higher earns 2 successes in the stage. However, any character who fails the check gains 1 chaos point (see the “Chaos Points” sidebar).

Stage 1: The Rising Stair

When the adventurers enter this area, each must make a DC 12 Endurance check to withstand the physical and mental pressures of the Far Realm. Each character that fails the check gains 1 chaos point but does not incur a failure for this stage.

Once each character has made the check, read:

As soon as you pass through the door, it vanishes into a diaphanous, pulsating ochre wall. Still, black globules steadily permeate the membrane and drift up through the column in which you now stand, vanishing into a vast star-filled sky.

Everything in this area seemingly is drawn toward that sky. Even the walls flow upward, their surfaces randomly broken by enormous eyeballs that boil through in spiral patterns like curving stairs, staring madly at you before being reabsorbed. This place seems to retain some semblance of the old watchtower, as though it were trapped somewhere . . . beyond.

The weird keening rises in pitch and intensity.

The adventurers must discover a way to ascend to the top.

Acrobatics or Athletics (DC 16): The character leaps or grabs onto a rising globule. However, the inert spawn begin to quiver again with life as they approach the top of the tower. A successful check means the character dodges or damages the coalescing globules. Any character who fails this check is covered in the black substance and gains 1 chaos point.

Athletics (DC 24): The character climbs up the churning walls. Any character who fails this check is absorbed into the wall and drawn upward, gaining 1 chaos point.

Reshape Reality: The character perceives the true form of the spiral staircase ascending to the second level.

Special: A character who can fly or has some other mode of transport to the top automatically earns 1 success during this stage.

Success: If the adventurers accumulate 4 successes in this stage, they advance safely to stage 2.

Failure: The characters are borne to the top of the tower by the flowing masses. They move on to the next stage, but they each gain 1 chaos point.

Stage 2: Alien Space

In this stage, the adventurers must find their way to the third level of the tower.

When the adventurers reach the apparent top of the tower, read:

The tower melts away beneath you, collapsing into an ocean of terrible amoeboid shapes—perhaps a single life form, perhaps a million beings. The black globules continue to drift up, becoming

one with the sky. The unearthly shrieking finally ceases. Now from the darkness begins an endless nonsensical babble. You float in the void, alone but for the cold, ageless order of distant stars.

The adventurers must navigate a path through the weird space of the Far Realm to reach the next stage.

Nature or Perception (DC 16): The character navigates by sighting on familiar stars.

Insight (DC 24): The character uses his or her best judgment to guess the correct path. Any character who fails this check is disoriented and gains 1 chaos point.

Reshape Reality: The character perceives the true form of the spiral staircase ascending to the third level.

Special: Performing a ritual or using powers to discern the proper direction allows the party to automatically pass this stage, earning 4 successes.

Success: If the adventurers accumulate 4 successes in this stage, they advance safely to stage 3.

Failure: The adventurers wander aimlessly through space until they find familiar stars. They move on to the next stage, but they each gain 1 chaos point.

Stage 3: The Final Door

In this stage, the party must resist the forces of chaos and madness to reach the center of the tower, where rest the three cards of the Deck.

When the adventurers reach familiar stars, read:

The stars grow larger and clearer, resolving into bright rectangular shapes. Cards. Millions upon millions of cards. Three, larger than the rest, are clustered at the center of the vast starscape.

In one sweeping motion, all the other cards simultaneously turn like doors on a hinge, and a cosmic wind howls through the void. Inside each dark doorway lurks some horrific, tentacled thing that jabbars idiot rhymes as it reaches forth. The three cards at the center still glow, doors waiting to open.

The adventurers must make it to the manifestations of the three cards. First, they must resist the otherworldly wind that blows them toward the waiting beasts.

Endurance (DC 12, group check): The characters withstand the wind. If the party passes the group check, the characters earn 1 success in the challenge. Otherwise, the party accrues 1 failure and each character gains 1 chaos point.

Each character who fails the Endurance check is grabbed by a monster and must try to escape.

Athletics or Acrobatics (DC 16): The character avoids the beasts or breaks the tentacles' grip. Any character who fails this check is drawn into a doorway and driven mad, gaining 1 chaos point.

Reshape Reality: The character perceives the true form of the door to the armory.

Success: If the adventurers accumulate 4 successes in this stage, they arrive safely in the armory (encounter 16).

Failure: The adventurers become Far Realm monstrosities (see the “Chaos Points” sidebar) but move on to the next encounter.

ENCOUNTER 16: THE LAST DEFENDERS

Encounter Level 9 (2,400 XP)

Setup

1 beholder (B)
4 aberrant wretches (W)

Having made their way to the armory, the adventurers must battle the tower's original defenders, who have been stranded in time and transformed into horrors of the Far Realm. (Any adventurers who accumulated 3 chaos points in the previous encounter have also become Far Realm monstrosities.) Trapped with them is their aberrant master—the beholder of the watchtower.

The area is influenced by three zones of chaotic Far Realm energy that continually change and move.

When the adventurers arrive in this area, read:
The three cards grow larger and larger until their cold radiance seems to fill the universe. The light grows brighter until it overwhelms vision, then all is suddenly dark.

Slowly, a room comes into view. You stand in a round chamber encircled by a short flight of stairs leading up to a landing, upon which stand three glowing doors in the shapes of cards. Four suits of armor decked in tabards of Bahamut stand at attention. For a brief moment the environment seems stable . . .

Then the suits of armor rip open as if made of paper. Twisted humanoid creatures emerge as the room shifts and morphs like a mad dream. An unearthly wail erupts from the darkness as a floating horror of eyes looms up before you.

Any adventurers corrupted by the Far Realm return to their normal forms in this area. Until the end of the encounter, they transform back into Far Realm monstrosities only if they have no action points left.

Tactics

This is a villain encounter (see page 22 in Book 1). The beholder has three cards from the *Deck of Many Things*. As soon as combat is joined, choose one of its cards at random. It activates that card's power immediately.

All the aberrant creatures manipulate the morphic zones to their advantage whenever possible. The wretches fight mindlessly while the beholder tries to keep them between itself and the adventurers. As much as possible, it keeps near the landing at the top of the

Beholder (B) **Level 9 Solo Artillery**
Large aberrant magical beast XP 2,000

HP 392; Bloodied 196 Initiative +9
AC 23, Fortitude 21, Reflex 22, Will 22 Perception +11
Speed 0, fly 4 (hover) All-around vision, darkvision
Saving Throws +5; Action Points 2

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the beholder.

STANDARD ACTIONS

⊕ Bite ◆ At-Will

Attack: Melee 1 (one creature); 14 vs. AC

Hit: 2d8 + 8 damage.

☞ Eye Rays ◆ At-Will

Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.

1. *Charm Ray* (charm): Ranged 10; +14 vs. Will; the target is dominated until the end of its next turn.
2. *Wounding Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d10 + 6 necrotic damage.
3. *Sleep Ray* (charm): Ranged 10; +14 vs. Will; the target is immobilized (save ends).
First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).
4. *Telekinesis Ray*: Ranged 10; +14 vs. Fortitude; the beholder slides the target up to 4 squares.
5. *Slowing Ray* (necrotic): Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic damage, and the target is slowed (save ends).
6. *Brilliant Ray* (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).
7. *Terror Ray* (fear, psychic): Ranged 10; +14 vs. Will; 2d8 + 5 psychic damage, and the beholder pushes the target its speed.

8. *Petrifying Ray*: Ranged 10; +14 vs. Fortitude; the target is petrified (save ends).

Aftereffect: The target is immobilized (save ends).

9. *Death Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).

First Failed Saving Throw: The target is dazed and weakened (save ends both).

Second Failed Saving Throw: The target dies.

10. *Disintegrate Ray*: Ranged 10; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).

☞ Eye Ray Frenzy ◆ Recharge [E]

Requirement: The beholder must be bloodied.

Effect: As eye rays above, except the beholder makes three eye ray attacks.

MINOR ACTIONS

☞ Central Eye ◆ At-Will (1/round)

Attack: Close blast 5 (enemies in the blast); +12 vs. Will

Hit: The target cannot use encounter or daily attack powers until the end of its next turn.

TRIGGERED ACTIONS

☞ Random Eye Ray ◆ At-Will

Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.

Effect (No Action): The beholder uses one random eye ray against the triggering enemy.

Bound to the Deck ◆ 3/Encounter

Trigger: The beholder rolls initiative or its hit point total first drops to 262 or 132.

Effect (No Action): The beholder draws a new card from among the cards in its possession and uses the power associated with that card.

Str 18 (+8) Dex 20 (+9) Wis 15 (+6)

Con 18 (+8) Int 19 (+8) Cha 20 (+9)

Alignment evil

Languages Deep Speech

4 Aberrant Wretches (W)		Level 9 Minion Soldier
Medium aberrant humanoid		XP 100 each
HP 1; a missed attack never damages a minion.		Initiative +9
AC 25, Fortitude 23, Reflex 21, Will 20		Perception +6
Speed 6		Darkvision
TRAITS		
☼ Maddening Moans ◆ Aura 1		
Any enemy that starts its turn in the aura is dazed until the start of its next turn.		
STANDARD ACTIONS		
⚡ Touch of Madness (psychic) ◆ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 8 psychic damage.		
TRIGGERED ACTIONS		
Bend Space (teleportation) ◆ Encounter		
Trigger: An attack hits the wretch.		
Effect (Immediate Interrupt): The wretch teleports up to 3 squares.		
Pitiful Wail		
Trigger: The wretch drops to 0 hit points.		
Effect (No Action): Each enemy adjacent to the wretch is dazed (save ends).		
Str 20 (+9)	Dex 16 (+7)	Wis 5 (+1)
Con 15 (+6)	Int 9 (+3)	Cha 13 (+5)
Alignment unaligned		Languages Common, Deep Speech

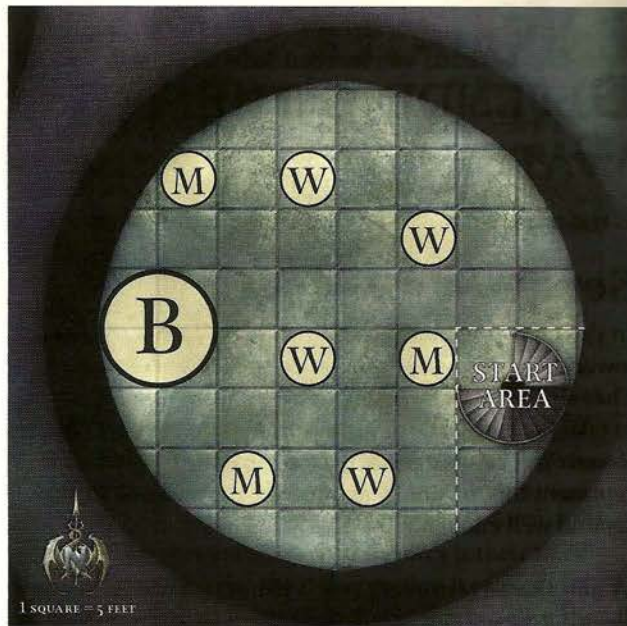
stairs, flying to remain within 5 squares of potential *random eye ray* targets.

Morphic Zones

Use Warped Magic tokens to mark these areas of shifting reality, shown with “M” on the tactical map. Each zone of morphic energy fills a burst 1 centered on its token. At the start of each round, move each token 1d4 squares toward the nearest creature, adjusting its path as necessary so that no two morphic zones overlap.

After moving a token, roll 1d6 to determine the effect of that token’s zone for that round.

Die Roll	Effect
1	A rocky spur springs up, raising the area 20 feet.
2	A mouthlike pit opens. Any creature standing in the zone falls 30 feet, reappearing through the ceiling 1d4 squares away (3d10 damage and prone).
3	Tentacles explode outward. Attack: Close burst 1 (creatures in the zone); +11 vs. Reflex. Hit: The target is restrained until the start of its next turn.
4	A dimensional hole forms. Any creature in the zone can make melee attacks against any other creature within 10 squares of it.
5	Alien brain tissue sprouts up. Attack: Close burst 1 (creatures in the zone); +11 vs. Will. Hit: 2d8 + 7 psychic damage, and the target is dazed until the end of its next turn.
6	A mass of paralytic jelly appears (difficult terrain). Any creature that ends its turn in the zone is immobilized until the end of its next turn.



Affecting the Zones: As a minor action, any aberrant creature or anyone trained in Arcana can attempt a DC 24 Arcana check. On a success, the creature can affect one morphic zone in one of the following ways.

- ◆ Move the zone 1d4 squares in any direction.
- ◆ Reroll the zone’s effect.
- ◆ Cancel the zone’s effect for the rest of that round.

The beholder’s death breaks the connection to the Far Realm, and the tower and its inhabitants return to their normal forms. Corrupted creatures must still be cleansed of their aberrant nature; until then, however, the curse manifests only if they have no healing surges left.

Features of the Area

Illumination: The glowing doors shed bright light.

Ceiling: The ceiling is 30 feet high.

Treasure: One of the former morphic zones becomes a *handy haversack* containing the beholder’s cards.

THE LAST DEFENDERS

During the final siege of Gardmore, Zandrian Velfarren and three paladins of the abbey defended this area. When the *Deck of Many Things* was scattered, they were trapped in this timeless prison.

The adventurers might realize the true nature of the aberrant wretches. Alternatively, a character can make a DC 24 Insight check to understand the situation.

When the heroes reunite the beholder’s three cards with the rest they have gathered, the tower and all the mutated creatures within (including any transformed adventurers) return to their original forms. Immersion in the Font of Ioun gradually restores their minds. As well, the Remove Affliction ritual permanently restores their physical forms.

ENCOUNTER 17: DEFENDING THE WATCHTOWER

Encounter Level variable

Setup

In this encounter, the adventurers must defend the watchtower against the orcs and giants inhabiting Gardmore. They slip by or battle through the gathering enemy forces to take their stand with the mercenary force guarding the tower. (You can use the skill challenge in encounter 2 to represent this, or simply assume the party knows its way around well enough.)

When the adventurers reach the watchtower, read: *Gathered around the tower is seemingly every orc in the ruins. Ordinarily brutal and uncooperative, these are driven by a leader bent on eliminating any human foothold in the territory their savage forebears captured. Within the rapidly closing ring of orcs, enormous wolves strain at leather harnesses and massive ogres stomp across the grounds wielding the trunks of trees as clubs. High in the tower the outnumbered mercenaries fire down on their attackers.*

Skill Challenge: Bolstering Defenses

Level: 9

Complexity: 5 (requires 12 successes before 3 failures).

Time Frame: Unless otherwise noted, each character can make a check in this challenge once per round.

Primary Skills: Athletics, Diplomacy, Endurance, Heal, Insight, Intimidate, Perception, Thievery.

Secondary Skills: Bluff, History, Perception.

The adventurers must hold off the orcs, using the tower's defenses in a variety of ways. Each of these possibilities is shown in a separate summary. As the challenge progresses, narrate the way they affect the ebb and flow of the siege.

Success: If the adventurers earn 12 successes before 3 failures, they break the orc army and drive the invaders from Gardmore for good. Thereafter, encounter 2 no longer applies—people can move freely through the village streets.

Failure: Whenever the party incurs a failure, the orc army takes a level of the tower. Once the orcs claim three levels, they seize the tower, killing the mercenaries and capturing the adventurers. Bakrosh ransoms the party to Lord Padraig (who pays the price). The orcs gain a definitive foothold in Gardmore and are unlikely to be driven away for a long time.

Reconnaissance

The adventurers can try to observe and deduce the enemy's strategy to help the defenders hold off the attack.

Primary Skills: Insight, Perception. In addition to earning a success, with a successful check using either skill the character reduces one DC 17 skill check in the challenge to DC 12. However, a failure with either check instead increases the next DC 17 skill check to DC 25, in addition to incurring a failure in the challenge.

Insight (DC 25, 1 success maximum): The character discerns the enemy's likely attack plan.

Perception (DC 25, 1 success maximum): The character surveys the enemy's troops, leaders, and positions.

Secondary Skill: History.

History (DC 12): The character calls on his or her knowledge of the earlier orc invasion to advise those studying Bakrosh's attack plan, granting a +2 bonus to the next Insight or Perception check.

Infantry Support

The orcs attempt to break into the tower. The heroes can help the infantry hold the horde at bay.

Primary Skills: Athletics, Endurance. After each successful check with either skill, the DC of the next check using either skill increases by 4. However, failing either check by 4 or more causes each character to lose a healing surge as the line is overwhelmed, in addition to incurring a failure in the challenge.

Athletics (DC 12): The character steps into formation to help battle back the attackers.

Endurance (DC 12): The character lends his or her physical support to bolster the line.

Artillery Support

Taking cover behind the tower's crenellated walls, Padraig's forces use arrow fire to reduce the enemy's superior forces. However, mounting casualties among the archers, depleted ammunition, and the sheer numbers of orcs are wearing down the defenders. The party can try to use the two ballistas mounted on the tower to aid the defense, but the weapons are damaged and must first be repaired.

Primary Skills: Perception, Thievery.

Thievery (DC 25, 1 success maximum, after succeeding on the secondary Perception check): The character uses scavenged materials and improvised tools to effect field repairs.

Perception or Thievery (DC 17): Once the ballistas have been repaired, one character per round can make this check to fire them. Only one other character can aid in this check. Each success earns 2 successes in the challenge.

Secondary Skill: Perception.

Perception (DC 25, 1 success maximum): The character examines the machinery and identifies the damage. A successful check allows a character to make the primary Thievery check.

Bolstering Morale

As the orc horde encroaches, the defenders within the tower begin to lose hope. The adventurers can help the mercenaries take heart and fight on.

Primary Skills: Diplomacy, Intimidate.

Diplomacy or Intimidate (DC 17): The character gives a rousing speech or whips up the mercenaries' fury to make them fight harder. In addition to earning a success, the character grants a +2 bonus to the next skill check in the challenge. A check result of 30 or higher instead grants a +5 bonus to the next skill check. However, a failed check, in addition to accruing a failure in the challenge, imposes a -2 penalty to the next skill check.

Secondary Skills: Bluff.

Bluff (DC 17): The character projects an air of confidence, canceling a failed Diplomacy or Intimidate check.

Tending the Injured

The orc surge leaves a trail of broken allies, but the tower needs every warrior that lives.

Primary Skills: Heal. After the first successful check, the DC of the next check increases by 10 as the tower defenders are slowly worn down.

Heal (DC 17, 2 successes maximum): The character patches up minor wounds and can get some injured warriors on their feet again. The second successful check grants the party the ability to reroll a subsequent failed skill check in this challenge.

Facing the Champion (Optional) Encounter Level 11 (3,000 XP)

6 orc pummelers
2 ogre mercenaries
1 hill giant

The hill giant that marches with the orcs is their most powerful weapon. The sheer destruction it causes excites them and drives them on. If the adventurers defeat the hill giant champion, they strike a significant blow against the enemy. Fighting the hill giant is an optional combat encounter that can earn the party up to 3 successes in the skill challenge.

The battle is difficult and occurs in three waves, which begin on rounds 1, 3, and 5. It ends either when three separate adventurers drop to 0 hit points, or when the giant is killed.

Setup: Place the party on the level of the tower the orcs next threaten to occupy (use the poster map).

Tactics: The hill giant is the key to the assault, so the other monsters try to keep it away from the party as long as possible.

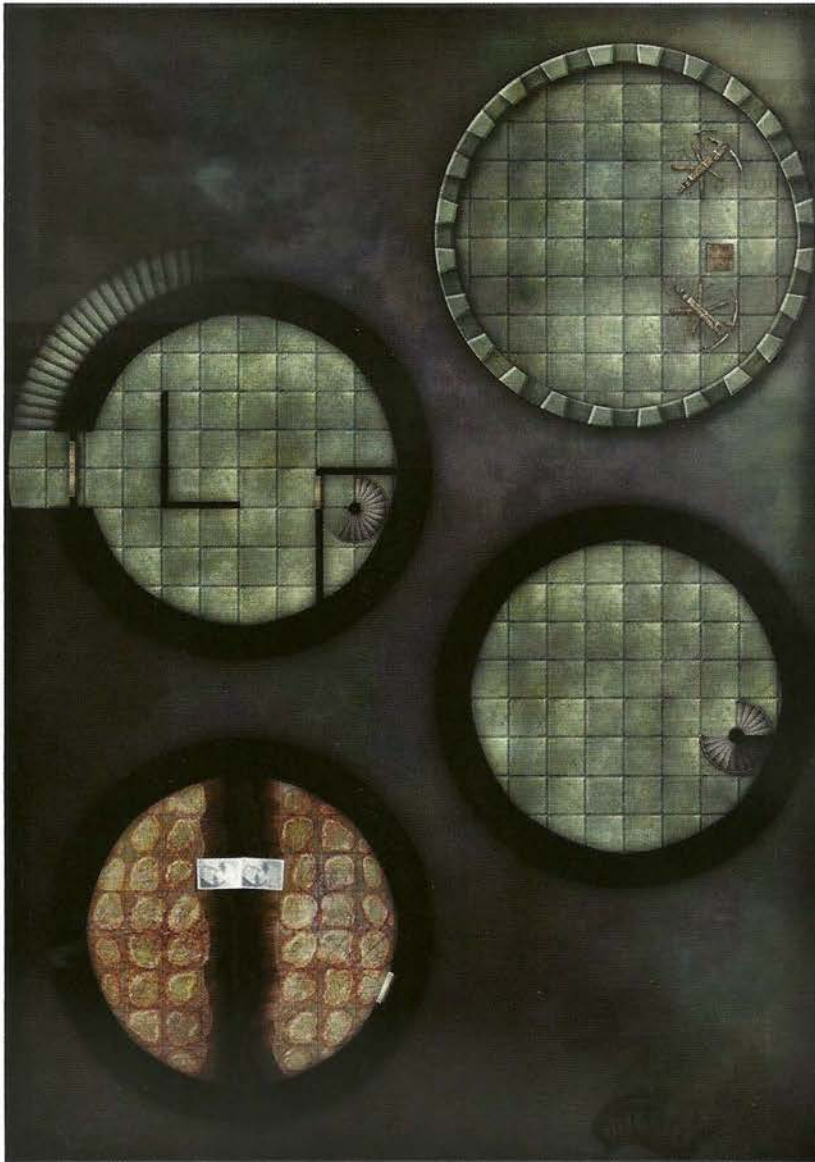
Round 1: The pummelers move to surround their enemies. They try to push back anyone blocking the stairs.

Round 3: Two ogre mercenaries join the fray. They make ranged attacks until they can move into melee, saving *brutal sweep* to attack more enemies than allies.

Round 5: The hill giant arrives but uses *hurl rocks* until forced into melee.

Success: The heroes defeat the hill giant, demoralizing the orcs and causing some to leave the battlefield. Doing so earns up to 3 successes in the challenge in addition to the combat XP award; reduce the number of success by 1 for each different adventurer who dropped to 0 hit points in the battle.

Failure: If three different adventurers are reduced to 0 hit points during the battle, the party accrues 1 failure.



6 Orc Pummelers **Level 6 Controller**Medium natural humanoid XP 250 each

HP 76; Bloodied 38	Initiative +5
AC 20, Fortitude 20, Reflex 17, Will 16	Perception +3
Speed 6	Low-light vision

STANDARD ACTIONS⊕ **Stone Maul (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d6 + 7 damage, and the target falls prone.

↵ **Earthshaking Slam ♦ Encounter**

Attack: Close burst 2 (creatures in the burst); +9 vs. Fortitude
Hit: 3d6 + 5 damage, and the target is dazed until the end of the orc's next turn.
Effect: The orc pushes each target up to 2 squares.

TRIGGERED ACTIONS‡ **Intercepting Swat ♦ Recharge** ☹ ☹ ☹

Trigger: An enemy makes an opportunity attack against the orc.
Effect (Free Action): The orc uses *stone maul* against the triggering enemy.

Savage Demise

Trigger: The orc drops to 0 hit points.
Effect (Free Action): The orc takes a standard action.

Str 21 (+8)	Dex 14 (+5)	Wis 10 (+3)
Con 20 (+8)	Int 8 (+2)	Cha 8 (+2)

Alignment chaotic evil Languages Common, Giant

Equipment scale armor, stone maul

2 Ogre Mercenaries **Level 8 Soldier**Large natural humanoid (giant) XP 350 each

HP 93; Bloodied 46	Initiative +8
AC 24, Fortitude 22, Reflex 19, Will 19	Perception +6
Speed 8	

STANDARD ACTIONS⊕ **Morningstar (weapon) ♦ At-Will**

Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage.
Effect: The ogre marks the target until the end of the ogre's next turn.

↘ **Handaxe (weapon) ♦ At-Will**

Attack: Ranged 10 (one creature); +13 vs. AC
Hit: 1d8 + 7 damage.

↵ **Brutal Sweep (weapon) ♦ At-Will**

Attack: Close blast 2 (creatures in the blast); +13 vs. AC
Hit: 1d8 + 7 damage, and the target falls prone.

Str 22 (+10)	Dex 15 (+6)	Wis 15 (+6)
Con 21 (+9)	Int 7 (+2)	Cha 8 (+3)

Alignment chaotic evil Languages Giant

Equipment 2 handaxes, morningstar

**Hill Giant** **Level 13 Brute**Large natural humanoid (earth, giant) XP 800

HP 159; Bloodied 79	Initiative +5
AC 25, Fortitude 27, Reflex 23, Will 25	Perception +7
Speed 8	

STANDARD ACTIONS⊕ **Greatclub (weapon) ♦ At-Will**

Attack: Melee 2 (one creature); +18 vs. AC
Hit: 3d10 + 11 damage.

↘ **Hurl Rock (weapon) ♦ At-Will**

Attack: Ranged 10 (one creature); +18 vs. AC
Hit: 2d10 + 8 damage.

‡ **Sweeping Club (weapon) ♦ Encounter**

Attack: Melee 2 (one or two creatures); +18 vs. AC
Hit: 3d10 + 11 damage, and the giant pushes the target up to 2 squares and knocks it prone.

Str 21 (+11)	Dex 8 (+5)	Wis 12 (+7)
Con 19 (+10)	Int 7 (+4)	Cha 9 (+5)

Alignment chaotic evil Languages Giant

Equipment greatclub, 5 rocks



AGE 12+

ADVENTURE BOOK



MADNESS AT GARDMORE ABBEY™

BOOK 4: ENCOUNTERS PART 2

ENCOUNTER 18: HEROES' GATE

Encounter Level 5 (1,100 XP)

Setup

- 1 rage drake (D)
- 2 gargoyle rakes (G)
- 2 rust monsters (R)

The adventurers must battle their way into Dragon's Roost by besting the monsters that haunt the Heroes' Gate. Attracted to the spot by the occasional appearance of orc looters or other treasure-hunters, these creatures prey on any intruders.

The gargoyles lair atop the ruined battlements while the other creatures lurk in the dim coolness of the gatehouse.

When the characters approach the Heroes' Gate, read:

The long, winding road through the ruined village ends at the top of the hill, leading to a decrepit gatehouse. One of its great doors has collapsed and lies in a splintered heap on the ground while the other hangs crazily from one hinge. Several statues in heroic poses set high up in niches guard the gloomy passageway beyond.

Perception DC 22: *A couple of the statues on the front of the building are moving ever so slightly.*

Tactics

Once they are aware of intruders, the rust monsters and rage drake move to attack. The drake races headlong into battle using *raking charge* and fights until killed.

The rust monsters target the characters wearing the most metal (likely heavy armor). They are hungry and have not fed for a while, so they continue to fight until all large sources of metal have been consumed. If the iron portcullis is lowered (see "Portcullis" below), the rust monsters rush to feast on it instead, even if doing so triggers opportunity attacks. This distraction lasts for 2 rounds.

The gargoyles observe the battle for several rounds, waiting for one intruder to become separated. They then use *swoop attack* to terrorize their chosen prey while keeping their distance from the rest of the fight. If no such opportunity arises, the gargoyles remain atop the battlements and drop rocks and rubble on the party.

If reduced to 13 hit points or fewer, a gargoyle flies away and uses *stone form*. The gargoyles view the rage drake and rust monsters as expendable chattels and make no effort to help them.

Rage Drake (D)		Level 5 Brute
Large natural beast (mount, reptile)		XP 200
HP 77; Bloodied 38		Initiative +3
AC 17, Fortitude 18, Reflex 15, Will 16		Perception +4
Speed 8		
TRAITS		
Raging Mount (mount)		
While the drake is bloodied, its rider gains a +2 bonus to attack rolls and damage rolls with melee attacks.		
STANDARD ACTIONS		
⊕ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC, or +12 vs. AC while the drake is bloodied		
Hit: 2d10 + 5 damage, or 2d10 + 7 while the drake is bloodied.		
⊕ Raking Charge ♦ At-Will		
Effect: The drake charges and makes the following attack twice against the target of its charge in place of a melee basic attack.		
Attack: Melee 1 (one creature); +10 vs. AC, or +12 vs. AC while the drake is bloodied		
Hit: 1d6 + 4 damage, or 1d6 + 6 while the drake is bloodied.		
Str 19 (+6)	Dex 13 (+3)	Wis 14 (+4)
Con 17 (+5)	Int 3 (-2)	Cha 12 (+3)
Alignment unaligned		Languages –

2 Gargoyle Rakes (G)		Level 5 Lurker
Medium elemental humanoid (earth)		XP 200 each
HP 52; Bloodied 26		Initiative +8
AC 19, Fortitude 17, Reflex 15, Will 15		Perception +9
Speed 6, fly 8		Darkvision
STANDARD ACTIONS		
⊕ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d10 + 4 damage plus 2 extra damage for each one of the gargoyle's allies adjacent to the target.		
⊕ Swoop Attack ♦ At-Will		
Effect: The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks.		
⤵ Hurl Rubble ♦ At-Will		
Requirement: The gargoyle must be on a ruined battlement.		
Attack: Ranged 10 (one creature); +9 vs. Reflex		
Hit: 2d6 + 7 damage.		
Stone Form ♦ At-Will		
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 20 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +15 bonus to its next damage roll before the end of its next turn.		
Skills Stealth +9		
Str 19 (+6)	Dex 15 (+4)	Wis 15 (+4)
Con 16 (+5)	Int 5 (-1)	Cha 13 (+3)
Alignment evil		Languages Primordial

2 Rust Monsters (R)		Level 6 Skirmisher	
Medium natural beast		XP 250 each	
HP 66; Bloodied 33		Initiative +10	
AC 20, Fortitude 16, Reflex 21, Will 17		Perception +5	
Speed 8		Low-light vision	
TRAITS			
Rusting Defense			
Whenever an attack using a metal weapon hits the rust monster, the weapon used in the attack is rusting until the end of the encounter. While the weapon is rusting, attacks with the weapon take a -1 penalty to attack rolls. If the weapon used to attack the rust monster is already rusting, the penalty to attack rolls worsens by 1 (to a maximum penalty of -5).			
STANDARD ACTIONS			
⊕ Bite ◆ At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d8 + 5 damage. If the target is wearing heavy armor, the armor is rusting until the end of the encounter. While the armor is rusting, the target takes a -1 penalty to AC. If the target is wearing armor that is already rusting, increase the penalty to AC by 1 (to a maximum penalty of -5).			
Effect: The rust monster shifts 1 square.			
⊕ Devour Metal ◆ Recharge if the power misses			
Attack: Melee 1 (one creature wearing or wielding a rusting item); +9 vs. Reflex			
Hit: The rusting item is destroyed. If the item was magical, residuum worth the item's market value can be retrieved from the rust monster after the creature is slain.			
Str 8 (+2)	Dex 20 (+8)	Wis 15 (+5)	
Con 10 (+3)	Int 2 (-1)	Cha 12 (+4)	
Alignment unaligned		Languages –	

Features of the Area

Illumination: During the day, the area outside the gatehouse is brightly lit; the interior is dim. At night, the place is dark.

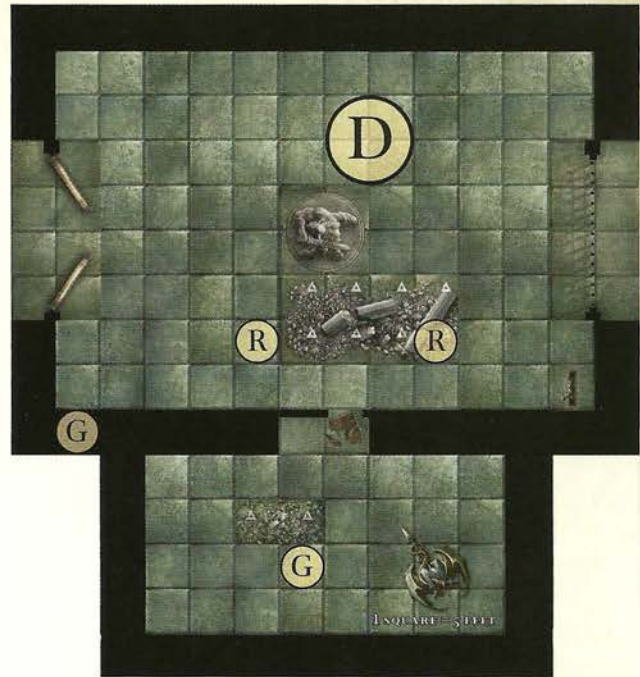
Damaged Double Doors: These large doors once barred access to Dragon's Roost. Damaged in the final battle for the abbey, one lies shattered on the ground. The other remains upright, but hangs on only by its top hinge (which the rust monsters have thus far failed to reach).

A character can knock the door down with a DC 12 Strength check.

Damaged Door	Single-Use Terrain
STANDARD ACTION	
⊕ Topple ◆ Encounter	
Requirement: You must be adjacent to the door.	
Attack: Melee 1 (one creature adjacent to the door); +9 vs. Reflex	
Hit: 2d6 + 7 damage, and the target is immobilized (save ends) and falls prone.	
Miss: The falling door pushes the target up to 4 squares.	

Portcullis: The gatehouse's iron portcullis is still raised, though the cable that holds it is frayed and weak. A character can lower the portcullis using the winch (a standard action) or by cutting the cable with a successful attack (AC/Reflex 10). If the cable is not cut, another standard action raises the portcullis again.

If the cable is cut, any creature beneath the portcullis when it falls is subject to the following attack.



Portcullis	Single-Use Terrain
TRIGGERED ACTION	
⊕ Pinning Grate ◆ Encounter	
Trigger: The portcullis cable is cut.	
Attack (Immediate Reaction): Melee 1 (each creature in a portcullis square); +9 vs. Reflex	
Hit: 1d8 + 6 damage, and the target is immobilized (save ends).	
Miss: The portcullis slides the target 1 square. Roll a d6: On a 1-3, the target slides to the right; on a 4-6, to the left.	

Statues: Lifelike statues of humanoids in heroic poses stand in niches high up in the walls. A character can squeeze behind a statue to gain partial cover. Alternatively, a character behind a statue can topple it over onto a creature in an adjacent square with a successful DC 15 Athletics check.

Statue	Single-Use Terrain
STANDARD ACTION	
⊕ Topple ◆ Encounter	
Requirement: You must be adjacent to the statue.	
Attack: Ranged 5 (one creature adjacent to or below the statue); +9 vs. Reflex	
Hit: 2d6 + 7 damage, and the target is immobilized (save ends) and falls prone.	
Effect: The square where the statue fell becomes difficult terrain until the end of the encounter.	

Walls: The walls are 20 feet high. The mortar between their once well-dressed blocks is crumbling. Characters can scale a wall with a DC 20 Athletics check.

Treasure: An orc skeleton beneath the portcullis is clad in scraps of ancient leather. It also wears an amulet made of bone and hide (a level 6 common neck slot item).

ENCOUNTER 19: BARRACKS

Encounter Level 6 (1,400 XP)

Setup

1 bulette (B)
2 carrion crawlers (C)

When the adventurers enter the area, read:

The crumbling remnants of stone walls and a rubble-strewn floor are all that was left of what was once a building. A few ramshackle bunks remain, marking this place as a barracks. At the opposite end a well reaches down to unknown depths.

Perception DC 15: *Something slithers in the rubble.*
Perception DC 23: *A heap of rubble in the eastern hall mostly conceals a descending stairway.*

Tactics

The carrion crawlers attack as soon as an intruder enters the building, swarming toward the nearest target.

The bulette starts underground, arriving on its turn in the second round of combat. It erupts from the ground near the greatest concentration of creatures and attacks the nearest character.

The bulette and carrion crawlers do not fight each other, but they also do not coordinate their attacks.

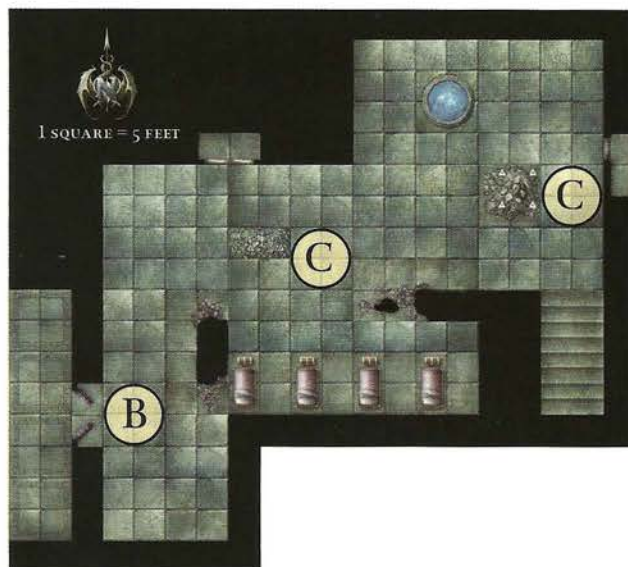
Features of the Area

Bunks: If a Medium or larger creature climbs onto a bunk (1 extra square of movement), the bunk collapses. A character adjacent to a bunk can also push it over. Either way, the squares it occupied become difficult terrain.

2 Carrion Crawlers (C)		Level 7 Soldier
Large aberrant beast		XP 300 each
HP 81; Bloodied 40	Initiative +8	
AC 23, Fortitude 19, Reflex 18, Will 17	Perception +5	
Speed 6, climb 6 (spider climb)	Darkvision	
STANDARD ACTIONS		
⊕ Tentacles (poison) ♦ At-Will		
Attack: Melee 2 (one creature); +10 vs. Fortitude		
Hit: 2d4 + 5 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).		
Miss: The target is slowed until the end of the carrion crawler's next turn.		
↓ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d10 + 4 damage.		
Str 20 (+8)	Dex 16 (+6)	Wis 14 (+5)
Con 17 (+6)	Int 2 (-1)	Cha 16 (+6)
Alignment unaligned		Languages –

Bulette (B)	Level 9 Elite Skirmisher	
Large natural beast	XP 800	
HP 200; Bloodied 100	Initiative +10	
AC 24, Fortitude 22, Reflex 20, Will 19	Perception +7	
Speed 6, burrow 6	Darkvision, tremorsense 20	
Saving Throws +2; Action Points 1		
TRAITS		
Ground Eruption		
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.		
STANDARD ACTIONS		
⊕ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 3d6 + 7 damage, or 5d6 + 7 against a prone target.		
↓ Leaping Bite ♦ At-Will		
Effect: The bulette jumps up to 5 squares and then uses <i>bite</i> . This movement does not provoke opportunity attacks.		
↖ Rising Burst ♦ At-Will		
Requirement: The bulette must be underground.		
Effect: The bulette moves up to its speed to a square above-ground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.		
Attack: Close burst 2 (creatures in the burst); +14 vs. AC		
Hit: 2d8 + 5 damage.		
Miss: Half damage.		
MOVE ACTIONS		
↓ Earth Furrow ♦ At-Will		
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.		
Attack: Melee 1 (one creature); +12 vs. Fortitude		
Hit: The target falls prone.		
Skills Athletics +15, Endurance +14		
Str 22 (+10)	Dex 18 (+8)	Wis 16 (+7)
Con 20 (+9)	Int 2 (+0)	Cha 8 (+3)
Alignment unaligned		Languages –

Well: This 30-foot-deep pit is surrounded by a low stone wall. Any creature that falls in takes 3d10 falling damage and lands in water 5 feet deep. The walls require a DC 15 Athletics check to climb.



ENCOUNTER 20: HALL OF GLORY

Encounter Level 6 (1,250 XP)

Setup

- 3 bloodweb spider swarms (B)
- 2 deathjump spiders (D)

When the adventurers enter the hall, read:

This small building has partially collapsed. Rubble and other debris choke the inside. Faded frescoes decorate one wall, and a mass of webs cloaks what remains of the roof.

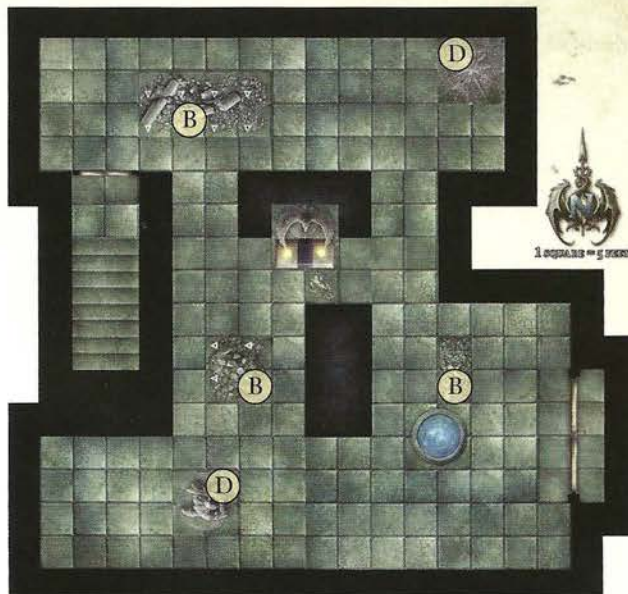
Perception DC 15: Spiders pour out of the rubble!

Perception DC 23: Larger spiders lurk in webs near the ceiling.

Tactics

The spiders attack anyone entering their domain. They keep moving, targeting the most vulnerable character.

The swarms try to get in the midst of the party and attack the nearest target, avoiding only those carrying visible flame. The deathjump spiders wait until most of the adventurers have entered the chamber and then pounce, attacking the smallest target with *death from above*. They use *prodigious leap* to escape a flanked position. Spiders do not pursue fleeing characters.



ENCOUNTER 20: HALL OF GLORY

3 Bloodweb Spider Swarms (B) Medium natural beast (spider, swarm)	Level 7 Soldier XP 300 each
HP 80; Bloodied 40 AC 23, Fortitude 16, Reflex 20, Will 16 Speed 4, climb 4 (spider climb) Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks	Initiative +12 Perception +6 Tremorsense 5
TRAITS	
☼ Swarm Attack ◆ Aura 1 Any enemy that starts its turn in the aura is slowed until the start of its next turn.	
Swarm The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
Web Walk The swarm ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
⊕ Swarm of Fangs (poison) ◆ At-Will Attack: Melee 1 (one creature); +10 vs. Reflex Hit: 2d6 + 3 damage, and ongoing 5 poison damage (save ends).	
Skills Stealth +15	
Str 14 (+5)	Dex 24 (+10) Wis 16 (+6)
Con 16 (+6)	Int 1 (-2) Cha 8 (+2)
Alignment unaligned	Languages –

2 Deathjump Spiders (D) Medium natural beast (spider)	Level 4 Skirmisher XP 175 each
HP 52; Bloodied 26 AC 18, Fortitude 17, Reflex 16, Will 15 Speed 6, climb 6 (spider climb) Resist 5 poison	Initiative +5 Perception +7 Tremorsense 5
TRAITS	
Web Walk The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
⊕ Bite (poison) ◆ At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d6 + 3 damage, and ongoing 5 poison damage (save ends).	
⊕ Death from Above ◆ Recharge ☼ ☼ ☼ Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.	
MOVE ACTIONS	
Prodigious Leap ◆ Encounter Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +9, Stealth +8	
Str 14 (+4)	Dex 12 (+3) Wis 10 (+2)
Con 12 (+3)	Int 1 (-3) Cha 8 (-1)
Alignment unaligned	Languages –

Features of the Area

- Illumination:** The fallen roof allows daylight inside, providing bright light.
- Frescoes:** Faded frescoes depict Bahamut striking down his enemies. In some places they have been defaced, while elsewhere splatters of blood and dirt obscure them. A character examining the frescoes who succeeds on a DC 23 Arcana or Religion check realizes that faint echoes of Bahamut's glory linger within the images. Anyone who spends at least 5 minutes cleaning the frescoes regains a spent healing surge and gains a +1 bonus to the damage rolls of radiant and fire powers in his or her next battle.
- Treasure:** An especially thick tangle of webs in the northeast corner of the hall contains three small pearls, each worth 100 gp.

ENCOUNTER 21: TEMPLE

Encounter Level 7 (1,550 XP)

Setup

3 angels of valor (A)
2 harpies (H)

The once-grand temple that stood at the pinnacle of the abbey's hill is now, like most of the rest of the abbey, a crumbling ruin haunted by monsters. A pair of harpies, drawn by the lingering chaotic power in the place and driven mad by it, make it their lair. Now thoroughly insane, they believe themselves to be Bahamut's Chosen Ones, draping themselves in the slashed and bloodied raiment of the god's priests.

They are not the only mad servants of Bahamut here. Three angels, summoned to defend the temple during the siege of the abbey, were likewise crazed by the magic of the *Deck of Many Things*. There they remain, driving away any (other than the harpies) who dare to trespass on the once-sacred ground.

When the adventurers enter the temple, read:

Though the roof is half collapsed and the building is blackened with soot and decay, some hint of its ancient grandeur still shines through in the abbey's great temple. Mighty columns rise into the shadows beneath the crumbling roof, lifting the eye toward the heavens. Smaller pillars of graceful shape and elegant decoration hint at the temple's lost beauty. Altars to several different gods surround a towering statue of Bahamut, depicted as a human knight in armor.

A croaking voice calls from overhead, "All the faithful of Bahamut, come and pay him worship!" A flutter of feathers draws your eye to two wretched shapes, like hideous women with wings and talons, draped in bloodied holy vestments.

Insight DC 16: *The creatures are obviously insane.*

The adventurers can try to talk to the harpies, but the monsters are quick to take offense at any perceived insult, whether intended or not. As well, hostile acts, such as drawing weapons, immediately initiate combat and summon the angels to the harpies' aid.

In contrast to the harpies, the three angels that dwell in the temple do not speak. They are implacable foes, intent on driving out intruders. They do not respond to any attempts to communicate or bargain. Once the angels attack, the harpies join the fight against the presumed enemies of the faith.

Tactics

Once combat is joined, the harpies use *alluring song* right away and sustain the effect as long as possible. They wait

2 Harpies (H)		Level 6 Controller
Medium fey humanoid		XP 250 each
HP 71; Bloodied 35		Initiative +5
AC 20; Fortitude 17, Reflex 17, Will 19		Perception +5
Speed 6, fly 8 (clumsy)		
Resist 10 thunder		
STANDARD ACTIONS		
⊕ Claw ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d8 + 2 damage.		
⚡ Alluring Song (charm) ♦ At-Will		
Attack: Close burst 10 (creatures in the burst); +9 vs. Will		
Hit: The harpy pulls the target 3 squares, and the target is immobilized (save ends). Deafened creatures are immune to this effect.		
Sustain Minor: The harpy repeats the effect against any target that has not yet saved against it.		
⚡ Deadly Screech (thunder) ♦ Recharge ☼ ☼ ☼		
Attack: Close burst 4 (creatures in the burst); +9 vs. Fortitude		
Hit: 2d6 + 4 thunder damage, and the target is dazed (save ends).		
Skills Stealth +10		
Str 15 (+5)	Dex 15 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 10 (+3)	Cha 19 (+7)
Alignment evil		Languages Common

3 Angels of Valor (A)		Level 8 Soldier
Medium immortal humanoid (angel)		XP 350 each
HP 88; Bloodied 44		Initiative +10
AC 24; Fortitude 22, Reflex 20, Will 19		Perception +6
Speed 6, fly 9 (hover)		
Immune fear; Resist 10 fire, 10 radiant		
TRAITS		
Angelic Presence		
Attacks against the angel take a -2 penalty until the angel is bloodied.		
STANDARD ACTIONS		
⊕ Longsword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d8 + 6 damage.		
⚔ Dagger (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d4 + 6 damage.		
⚔ Blade Flurry ♦ At-Will		
The angel uses <i>longsword</i> once and <i>dagger</i> once.		
⚡ Lightning Strike (lightning) ♦ Encounter		
Attack: Close burst 1 (enemies in the burst); +11 vs. Fortitude		
Hit: 2d8 + 4 lightning damage, and the target is dazed until the end of the angel's next turn.		
MINOR ACTIONS		
Fiery Blades (fire) ♦ At-Will		
Requirement: The angel must be bloodied.		
Effect: Until the start of the angel's next turn, the angel's weapon attacks deal fire damage and target Reflex instead of AC.		
Skills Intimidate +12		
Str 23 (+10)	Dex 18 (+8)	Wis 14 (+6)
Con 16 (+7)	Int 11 (+4)	Cha 16 (+7)
Alignment unaligned		Languages Supernal
Equipment chainmail, longsword, dagger		

to use *deadly screech* until the power can target at least two characters.

Whenever a harpy's song brings two or more characters within range of an angel's *lightning strike*, the angel attempts to get into position and launch that attack.

Story and Roleplaying Notes: Each harpy has a distinct appearance and personality, as described below. Both invoke the name of Bahamut repeatedly as they rave.

Anthar: Convinced that she is a great speaker, Anthar spouts her own unique gibberish. Her white robes are blood-splattered and cut off jaggedly above the knee. Her *alluring song* is a twisted distortion of hymns to Bahamut; characters affected by it hear heavenly strains that call them to worship. Her *deadly screech* is a sudden burst of invective, condemning the targets as unworthy of standing in the god's temple.

Calaun: The proximity of the *Deck* has crushed Calaun's sanity. She rants and dribbles, and can manage only the most basic speech. She appears confused and distracted. Calaun has woven a half-dozen battered and tarnished holy symbols into her filthy, tangled hair. Her *alluring song* is an almost childlike babble that moves listeners to draw near and offer her comfort, while her *deadly screech* is a wordless wail of torment that instills despair.

Deck of Many Things

A hidden niche in Bahamut's altar contains a card from the *Deck of Many Things*. The card's power manifests during the encounter as described in Book 1. A character searching the altar can find the hidden niche with a successful DC 23 Perception check.

Features of the Area

Illumination: Daylight enters the temple through holes in the roof and walls, providing bright light.

Altars: Altars set in niches on the side walls of the temple were devoted to Kord, Moradin, Pelor, Erathis, and Ioun (clockwise from the lower left). The altar at the north end of the temple is dedicated to Bahamut. A vestige of holy power still lingers in all these altars. A character who is a worshiper of the deity an altar is dedicated to gains a +1 bonus to attack and damage rolls while standing within 3 squares of that altar (or +2 with divine powers). Bonuses from multiple altars do not stack.

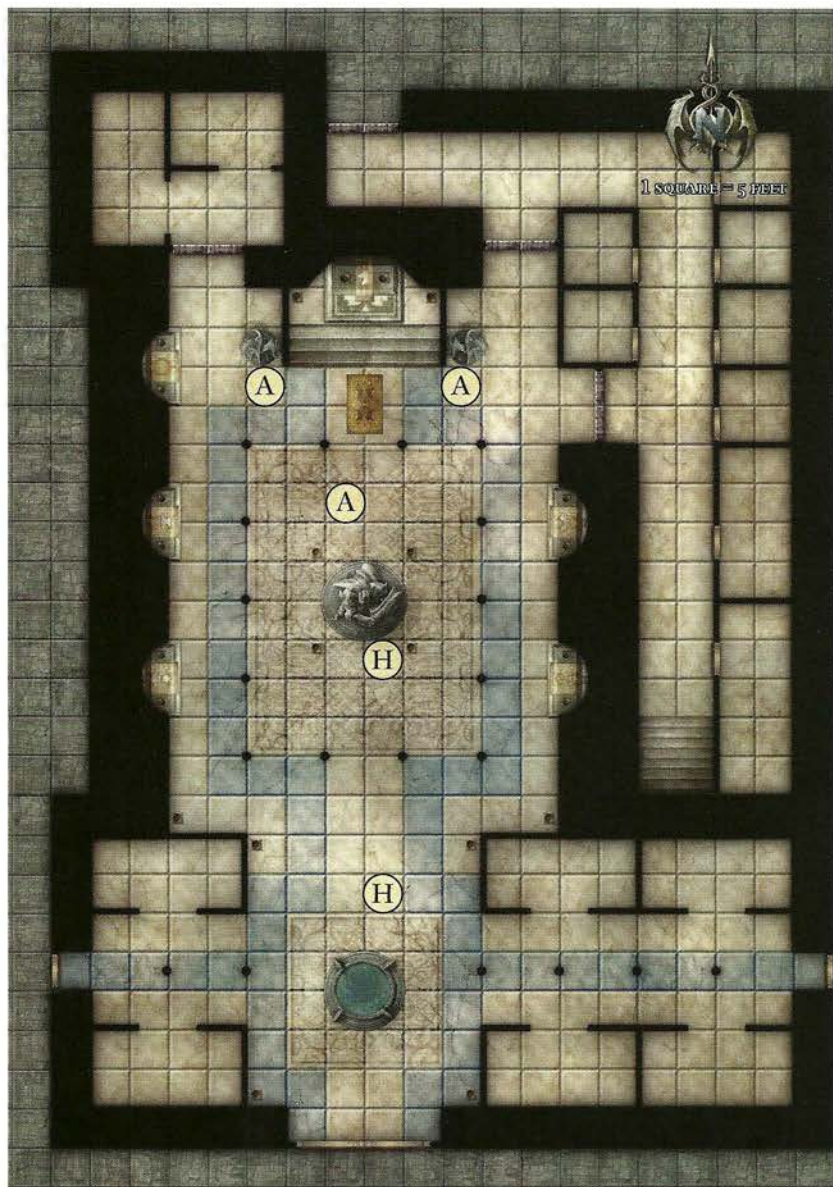
Pillars: Squares containing pillars are difficult terrain and grant partial cover.

Pool: A pool of clear water stands near the south entrance of the temple. The water is bitterly cold, like the freezing breath of Bahamut, dealing 5 cold damage to any creature that ends its turn in the pool. A character who drinks of the water, however, gains a temporary blessing of clarity: Once before the character takes an extended rest, as a free action, he or she can reroll a single d20 roll with a +2 bonus. The character must use the result of the reroll. A character can gain this benefit from the pool only once.

Stairs: A low flight of worn stairs leads up to the altar. The stairs are difficult terrain to creatures ascending them.

Harpy Lair

Heaps of filthy cloth and fur fill the northeastern suite of chambers. The harpies have decorated the area by pushing gold coins into the gaps between bricks (1,600 gp in all). The whole area glimmers when lit, creating the impression that the walls are made of gold. Tucked in among the piles of fur is a trophy claimed from the corpse of a valiant knight who fell defending the temple (a level 9 or 10 rare weapon of the player's choice).



ENCOUNTER 22: BRINGING LIGHT TO THE DARKNESS

Encounter Level 7 (1,500 XP)

Setup

Once Sir Oakley has recovered all three of the sacred vessels, he must perform a complicated ritual to purge the abbey of the aura of evil and death hanging over it.

Evil does not give up without a struggle, however. As Sir Oakley brings the cleansing light to this broken place, the forces of darkness struggle to push it back. The adventurers must keep the paladin alive while he is preoccupied with the ritual.

When the adventurers arrive at the temple grounds, read:

Sir Oakley raises his arms high in the air and begins to intone the first words of the ritual that will drive the darkness from this sacred place. As he does so, something seems to stir at the edge of your senses. The air grows still and wisps of shadow leach from the walls.

Skill Challenge: Purging Evil

Because Sir Oakley must expel the darkness from every corner of Dragon's Roost, he must visit each building. He can do so in any order. Moving to each location begins the next stage of the skill challenge. The party can earn a maximum of 2 successes in each stage.

Level: 7.

Complexity: 3 (requires 8 successes before 3 failures).

Primary Skills: Acrobatics, Arcana, Athletics, Diplomacy, Endurance, Religion, special.

Secondary Skills: Insight, Perception.

Success: If the party earns 8 successes before 3 failures, Sir Oakley completes the ritual and cleanses the abbey. Bahamut is grateful for their efforts. Each character (including Sir Oakley) immediately gains the benefits of an extended rest.

Failure: If the party accrues 3 failures before 8 successes, Sir Oakley still completes the ritual, but at a terrible cost. As he speaks the final words, the necrotic energy suffusing the abbey strikes him down. Suddenly darkness falls over the group, and the adventurers hear the paladin scream. When they again produce light, they see Sir Oakley lying dead.

Stage 1: Gathering of the Light

As Sir Oakley begins the ritual, the malign entity filling the abbey becomes aware of him and his purpose. Necrotic energy begins to coalesce around the group as the source of the ritual, and a low whispering comes from all about, unsettling Sir Oakley.

Primary Skills: Diplomacy, Endurance, Religion.

Diplomacy (DC 16): The character convinces Sir Oakley that the spirits of the dead cannot harm him.

Endurance (DC 16, group check, 1 success maximum): The characters attempt to resist the whispering evil. If the group check fails, in addition to incurring a failure in the challenge, each character (including Sir Oakley) loses one healing surge.

Religion (DC 16): The character chants hymns to keep the darkness at bay and to counteract the whispers.

Secondary Skill: Perception.

Perception (DC 11): The character determines that the whispers are the voices of those who died here venerating dark gods. Success grants a +2 bonus to the next primary skill check during this stage.

Stage 2: Malevolent Darkness

As Sir Oakley continues his ritual, the evil presence tries a new tactic, animating the stones of the abbey. The ground begins to buck and writhe, and a whirling cloud of debris batters the party.

Primary Skills: Acrobatics, Arcana, Athletics, Religion.

Acrobatics or Athletics (DC 16, group check, 1 success maximum): The characters manage to keep their feet and to protect Sir Oakley from the debris using their shields and bodies. If the group check fails, in addition to incurring a failure in the challenge, Sir Oakley loses 2 healing surges.

Arcana (DC 16): Using protective magic, the character forms a mystic barrier around the group that deflects most of the debris.

Religion (DC 16): Chanting litanies of goodness and light, the character holds back the worst of the chaos.

Stage 3: Servants of Darkness

Once the adventurers have made two skill checks (successful or not) during the previous stage, the evil filling the abbey manifests spectral horrors to destroy Sir Oakley.

Primary Skills: Arcana, Endurance, Religion, special.

Arcana (DC 16): Using protective magic, the character forms a mystic shield around the group that keeps the evil at bay.

Endurance (DC 23, group check): As Sir Oakley continues with the ritual, the chill of death settles about the group. If the group check fails, in addition to incurring a failure in the challenge, each character (including Sir Oakley) loses one healing surge.

Religion (DC 16): Chanting holy litanies, the character holds back the fell aura. If the check result is 23 or higher, he or she can also cancel one previously accrued failure.

Special: The party must defeat the attackers and protect Sir Oakley. Victory earns the adventurers 1 success in the challenge as well as the XP reward for overcoming the monsters. If Sir Oakley is killed, the adventurers incur 2 failures. Furthermore, one character who is trained in Religion must complete the ritual in the paladin's

stead and can make no further skill checks during the challenge.

1 trap haunt 4 wraith figments

Set up this encounter using the appropriate tactical map for the building in which it takes place.

Trap Haunt		Level 8 Lurker
Medium shadow humanoid (undead)		XP 350
HP 68; Bloodied 34	Initiative +12	
AC 22, Fortitude 18, Reflex 21, Will 20	Perception +9	
Immune disease, poison; Resist insubstantial	Darkvision	
Speed fly 6 (hover); phasing		
TRAITS		
Insubstantial		
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.		
Trapped		
The haunt cannot voluntarily move more than 20 squares from the place where it died. If it is forced beyond this range, it is weakened and unable to use <i>ghostly possession</i> until it moves back within range.		
STANDARD ACTIONS		
⊕ Grave Touch (necrotic) ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: 2d6 + 7 necrotic damage.		
⊖ Ghostly Possession (charm) ◆ Recharge [1]		
<i>Special:</i> The haunt can use this power against only one creature at a time.		
Attack: Melee 1 (one living humanoid creature); +13 vs. Will		
Hit: The haunt enters the target's space and is removed from play, and the target is dominated (save ends). When the target is no longer dominated, or when the haunt chooses to end this effect (a free action), the haunt reappears in a square of its choice adjacent to the target.		
Str 10 (+4)	Dex 18 (+8)	Wis 11 (+4)
Con 14 (+6)	Int 11 (+4)	Cha 16 (+7)
Alignment unaligned		Languages Common

4 Wraith Figments		Level 6 Minion Skirmisher
Medium shadow humanoid (undead)		XP 63 each
HP 1; a missed attack never damages a minion.	Initiative +7	
AC 18, Fortitude 16, Reflex 20, Will 17	Perception +2	
Immune disease, poison; Resist 10 necrotic	Darkvision	
Speed fly 6 (hover); phasing		
STANDARD ACTIONS		
⊕ Shadow Caress (necrotic) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. Reflex		
Hit: 7 necrotic damage, and the target is slowed until the end of the figment's next turn.		
MOVE ACTIONS		
Shadow Glide ◆ Encounter		
Effect: The figment shifts up to 6 squares.		
Skills Stealth +10		
Str 3 (-2)	Dex 17 (+5)	Wis 10 (+2)
Con 13 (+3)	Int 4 (-1)	Cha 15 (+4)
Alignment chaotic evil		Languages –

Tactics

The trap haunt uses *ghostly possession* on the character wearing the heaviest armor and directs him or her to attack Sir Oakley. It ignores all others and voluntarily ends its possession only when Sir Oakley is dead. If its target throws off its domination, the trap haunt moves to a safe position and waits for *ghostly possession* to recharge.

The wraiths use *shadow caress* to keep the other adventurers away from the trap haunt.

Features of the Area

Use the appropriate area on Dragon's Roost, modified as described here.

Illumination: Darkness gathers as Sir Oakley performs the ritual. The degree of illumination decreases by one step during this encounter (bright light becomes dim; dim light becomes darkness).

Temperature: When the ritual begins, the temperature rapidly drops below freezing. Frost forms on the adventurers' equipment, and their breath is visible in the chill air.

Stage 4: Triumph of the Light

As Sir Oakley reaches the climax of his ritual, a wan light begins to banish the darkness. In desperation, the evil presence changes tactics in a final bid to survive. It physically enters Sir Oakley and tries to take control of his body.

Primary Skills: Diplomacy, Religion.

Diplomacy (DC 23): The character manages to get through to Sir Oakley's spirit and instills in him the strength of will to overcome the demonic presence.

Religion (DC 16): The character chants a rite of exorcism to purge the evil presence from Sir Oakley. If the check result is 23 or higher, he or she earns 2 successes.

Secondary Skill: Insight.

Insight (DC 11): The character realizes that the evil presence is now within Sir Oakley and that it must be purged from his body for the ritual to succeed. The party gains a +2 bonus on the next primary skill check in this stage.

Development

With the ritual's completion, the forces of goodness and light push the darkness from the abbey. The adventurers complete the "Purify the Temple" quest (page 11 of Book 2).

Once the temple is purified, a shining platinum neckband appears at the bottom of the pool. This is a *torc of justice*, inscribed with the symbol of Bahamut but usable by a follower of any good or unaligned god. See the Treasure card included in this adventure for details of this item.

ENCOUNTER 23: ALTAR OF GLORY

Encounter Level 6
(1,350 or 1,650 XP)

Setup

Havarr, pale reaver lord (H)
2 pale reavers (P)
4 pale reaver creepers (C)

The spirits of seven knights of the abbey haunt this chamber, drawn to the power of Bahamut's altar but also bound to the will of the mad priest Vadin Cartwright. Their leader is Havarr of Nenlast, the knight captain who sealed the abbey's fate when he drew from the *Deck of Many Things*. His companions are other knights who died beside him in battle, now linked to his fate. All have become undead spirits cursed by their betrayal of duty and their ideals.

When the adventurers descend the stairs, read:

From somewhere ahead, you hear the barely audible sound of chanting, apparently a liturgy to Bahamut.

When the adventurers can see into the chamber, read:

Four sarcophagi, one open, stand in the outer portion of this irregularly shaped room. Beyond, a few armored humans kneel in worship before an ornate altar decorated with twin rearing dragon heads. A soft light emanates from the altar, bathing the worshipers in a halo of gold.

The pale reavers are seemingly deep in prayer, using *image of life* to appear as they did while alive. They try to fool the adventurers into thinking they are living knights—or at least benign haunts.

If the adventurers attack, bypass the skill challenge.

Skill Challenge: False Faith

The pale reavers want to gain an advantage in battle by pretending to be the knights they were in life. Captain Havarr invites the adventurers to kneel and worship.

Maintaining the deception is difficult, though, because the pale reavers have forgotten much of what they once knew of proper worship and decorum.

Level: 7 (300 XP).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Diplomacy, History, Insight, Perception, Religion.

Diplomacy (DC 16): Havarr does not act like a noble and seems ignorant of proper etiquette.

History (DC 16): The character remembers that very few people have visited the abbey since its fall or that Havarr's title has not been held for a century.

Insight (DC 16): The knights seem uneasy and have their weapons close to hand.

Havarr, Pale Reaver Lord (H) Level 8 Elite Controller	
Medium shadow humanoid (undead) XP 700	
HP 170; Bloodied 85	Initiative +7
AC 22, Fortitude 18, Reflex 20, Will 21	Perception +10
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Radiant Sensitivity	
Whenever Havarr takes radiant damage, he cannot use <i>insubstantial transformation</i> until the end of his next turn.	
STANDARD ACTIONS	
⊕ Deadly Mane (necrotic) ♦ At-Will	
Attack: Melee 2 (one or two creatures); +13 vs. AC	
Hit: 2d8 + 6 necrotic damage.	
⊕ Blood Drain (healing) ♦ Recharge when a creature adjacent to Havarr becomes bloodied	
Attack: Melee 2 (one creature granting combat advantage to Havarr); +11 vs. Fortitude	
Hit: 2d12 + 10 damage, and the target loses a healing surge and is weakened (save ends). Havarr regains 42 hit points.	
⚡ Terrifying Shriek (fear, psychic) ♦ Recharge ☹️ ☹️	
Attack: Close burst 5 (enemies in the burst); +11 vs. Will	
Hit: 3d8 + 3 psychic damage, and the target is immobilized (save ends).	
Image of Life (illusion) ♦ Encounter	
Effect: Havarr disguises himself to appear as a living Medium humanoid until he attacks or is hit by an attack.	
MINOR ACTIONS	
➤ Entrapping Gaze (charm) ♦ Encounter	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: The target is dominated (save ends).	
Insubstantial Transformation (polymorph) ♦ At-Will	
Effect: Havarr becomes insubstantial and gains fly 8 (hover) and phasing until he attacks or he becomes stunned or unconscious.	
Insubstantial: Havarr takes half damage from all attacks, except those that deal force damage.	
Skills Bluff +13, Diplomacy +13, Intimidate +13, Stealth +12	
Str 8 (+3)	Dex 17 (+7) Wis 12 (+5)
Con 13 (+5)	Int 14 (+6) Cha 19 (+8)
Alignment evil Languages Common	

Perception (DC 16): The character notices that the knights cast no shadows.

Religion (DC 16): Havarr makes a glaring error while quoting holy scripture, exhorting the party, or the like.

Success: The adventurers realize that the pale reavers are not what they profess to be, gaining a +2 bonus to attack rolls for the first two rounds of battle.

Failure: The pale reavers fool the party, gaining surprise when they attack.

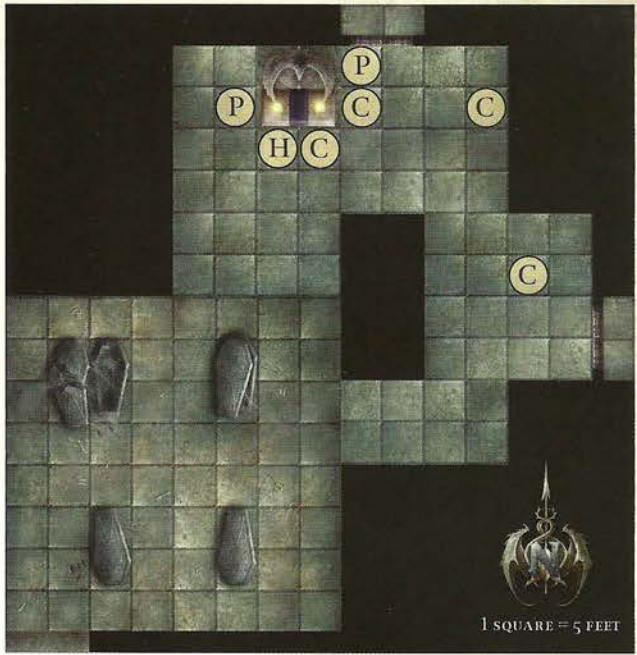
Tactics

Captain Havarr is cunning and lets his followers attack first. He uses *insubstantial transformation* until he can dominate a character with *entrapping gaze*, then uses *blood drain* when he has combat advantage. He saves *terrifying shriek* for when the minions have been slain or the situation is dire.

The other pale reavers use the creepers to gain combat advantage, maneuvering with *insubstantial transformation*. The creepers concentrate their attacks on injured opponents.

2 Pale Reavers (P)	Level 5 Lurker	
Medium shadow humanoid (undead)	XP 200 each	
HP 49; Bloodied 24	Initiative +9	
AC 19, Fortitude 16, Reflex 17, Will 18	Perception +7	
Speed 6	Darkvision	
Immune disease, poison; Resist 10 necrotic		
TRAITS		
Radiant Sensitivity		
Whenever the pale reaver takes radiant damage, it cannot use <i>insubstantial transformation</i> until the end of its next turn.		
STANDARD ACTIONS		
⊕ Deadly Mane (necrotic) ◆ At-Will		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 1d8 + 6 necrotic damage.		
⊕ Blood Drain (healing) ◆ Recharge when a creature adjacent to the pale reaver becomes bloodied		
Attack: Melee 2 (one creature granting combat advantage to the pale reaver); +8 vs. Fortitude		
Hit: 2d10 + 6 damage, and the target loses a healing surge and is weakened (save ends). The pale reaver regains 12 hit points.		
Image of Life (illusion) ◆ Encounter		
Effect: The pale reaver disguises itself to appear as a living Medium humanoid until it attacks or is hit by an attack.		
MINOR ACTIONS		
Insubstantial Transformation (polymorph) ◆ At-Will		
Effect: The pale reaver becomes insubstantial and gains fly 6 (hover) and phasing until it attacks or it becomes dazed, stunned, or unconscious.		
Insubstantial: The pale reaver takes half damage from all attacks, except those that deal force damage.		
Skills Stealth +10		
Str 6 (+0)	Dex 16 (+5)	Wis 10 (+2)
Con 13 (+3)	Int 10 (+2)	Cha 17 (+5)
Alignment evil		Languages Common

4 Pale Reaver Creepers (C)	Level 6 Minion Controller	
Medium shadow humanoid (undead)	XP 63 each	
HP 1; a missed attack never damages a minion.	Initiative +4	
AC 20, Fortitude 18, Reflex 20, Will 21	Perception +3	
Speed 6; phasing	Darkvision	
Immune disease, poison; Resist 10 necrotic		
STANDARD ACTIONS		
⊕ Deadly Mane (necrotic) ◆ At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 5 necrotic damage. If another <i>deadly mane</i> attack has hit the target since the end of the target's last turn, the target is also immobilized until the end of its next turn.		
⊕ Blood Drain (healing) ◆ Recharge when a creature adjacent to the pale reaver becomes bloodied		
Attack: Melee 2 (one immobilized creature); +9 vs. Fortitude		
Hit: The target loses a healing surge.		
Image of Life (illusion) ◆ Encounter		
Effect: The pale reaver disguises itself to appear as a living Medium humanoid until it attacks or is hit by an attack.		
Skills Stealth +9		
Str 7 (+1)	Dex 13 (+4)	Wis 10 (+3)
Con 14 (+5)	Int 10 (+3)	Cha 16 (+6)
Alignment evil		Languages Common



Features of the Area

Illumination: Dim light.

Altar: An ornate altar dominates the northern chamber, topped by twin rearing dragon heads. If a character spends 5 minutes offering a prayer to either Bahamut or the Raven Queen, the heads animate and shimmering fire arcs between them. A character who places a weapon or implement in the fire can modify the next attack made with it, dealing fire damage instead of any other damage type the attack would normally deal. Once the fire has blessed one object, it dies out.

Closed Sarcophagi: These heavy stone sarcophagi grant partial cover. All are decorated with elaborate carvings venerating Moradin, Pelor, Ioun, and Erathis. Each sarcophagus contains the remains of a knight of the abbey and bears the name of that individual: Rombert, Toren, Fror, and Sefgar. Opening a sarcophagus incurs the ire of Bahamut; see the “Closed Sarcophagi” sidebar in encounter 24.

Open Sarcophagus: The lid has been pried off, revealing a shattered skeleton amid moldering burial garments. The abbey’s corruption has infected the remains. Any character who ends his or her turn within 2 squares of the sarcophagus takes 5 necrotic damage.

The skeleton’s skull is missing (Vadin Cartwright used it to create the flameskull in encounter 25). The characters can earn Bahamut’s favor and purge the corrupting influence by returning the skull and then targeting the sarcophagus with a divine healing or radiant power. A successful DC 16 Religion check reveals this information. Purging the corruption cancels any penalty from disturbing a closed sarcophagus. In addition, the character gains a fire *breath weapon* power (usable once) equivalent to that of dragonborn of the same level. A dragonborn character who earns this boon instead gains a +2 bonus to attack rolls and deals 1d6 extra damage with his or her next two uses of *dragon breath*.

ENCOUNTER 24: FONT OF DIVINE HEALTH

Encounter Level 7 (1,700 XP)

Setup

- 2 blazing skeletons (B)
- 2 skeletal tomb guardians (G)
- 4 skeletal legionaries (L)

Vadin Cartwright has animated several skeletons of fallen knights (taken from the sarcophagi in encounter 26), which he has placed here as guardians. The skeletons have orders to keep all intruders away from the eastern double doors.

If the adventurers enter the room from area 23, read:
Two ornately carved sarcophagi occupy one side of this room. Past them, you can just see a font jutting from the opposite wall, bubbling with clean, clear water. With a clattering of bones, skeletons attack!

If the adventurers enter from area 25, 27, or A, read:
An elaborate mosaic depicting the dragon-head symbol of Bahamut adorns the floor here. Jutting out from the wall just past it, a font of clean, clear water bubbles softly. With a clattering of bones, skeletons attack!

Tactics

The skeletal tomb guardians advance toward the largest concentration of enemies. They use *cascade of steel* to cut down any who dare to battle them and *sudden strike* against foes trying to shift away.

The blazing skeletons hang back, hurling *flame orbs* at targets not in melee. They circle around the room to get cover and keep away from those trying to engage them.

The skeletal legionaries try to flank enemies, ganging up on characters who are trying to avoid melee.

Vadin Cartwright has not yet managed to corrupt the divine power infusing the font's water (see "Font" below). The undead instinctively sense the danger within and avoid moving close to the font unless they have no choice. Adventurers who watch their movements notice that they detour widely around it in battle.

2 Blazing Skeletons (B)		Level 5 Artillery
Medium natural animate (undead)		XP 200 each
HP 53; Bloodied 26		Initiative +6
AC 19, Fortitude 15, Reflex 18, Will 16		Perception +4
Speed 6		Darkvision
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant		
TRAITS		
☀ Fiery Aura (fire) ◆ Aura 1		
Any creature that ends its turn in the aura takes 5 fire damage.		
STANDARD ACTIONS		
⚔ Blazing Claw (fire) ◆ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6 + 3 damage, and ongoing 5 fire damage (save ends).		
☹ Flame Orb (fire) ◆ At-Will		
Attack: Ranged 10 (one creature); +10 vs. Reflex		
Hit: 2d4 + 4 damage, and ongoing 5 fire damage (save ends).		
Str 13 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 17 (+5)	Int 4 (-1)	Cha 6 (+0)
Alignment unaligned		Languages –

2 Skeletal Tomb Guardians (G)		Level 10 Brute
Medium natural animate (undead)		XP 500 each
HP 126; Bloodied 63		Initiative +10
AC 23, Fortitude 22, Reflex 23, Will 20		Perception +12
Speed 8		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
STANDARD ACTIONS		
⚔ Twin Scimitars (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC. The guardian makes the attack twice against the same target.		
Hit: 1d8 + 2 damage, or 1d8 + 10 on a critical hit.		
⚔ Cascade of Steel ◆ At-Will		
Effect: The guardian uses twin scimitars twice.		
TRIGGERED ACTIONS		
⚔ Sudden Strike ◆ At-Will		
Trigger: An enemy adjacent to the guardian shifts.		
Effect (Immediate Interrupt): The guardian uses twin scimitars against the triggering enemy.		
Str 18 (+9)	Dex 20 (+10)	Wis 14 (+7)
Con 16 (+8)	Int 3 (+1)	Cha 3 (+1)
Alignment unaligned		Languages –
Equipment 4 scimitars		

4 Skeletal Legionaries (L)		Level 7 Minion Soldier
Medium natural animate (undead)		XP 75 each
HP 1; a missed attack never damages a minion.		Initiative +9
AC 23, Fortitude 20, Reflex 20, Will 18		Perception +5
Speed 5		Darkvision
Immune disease, poison; Resist 10 necrotic		
STANDARD ACTIONS		
⚔ Longsword (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 7 damage.		
Effect: The legionary marks the target until the end of the legionary's next turn.		
☹ Javelin (weapon) ◆ At-Will		
Attack: Ranged 20 (one creature); +12 vs. AC		
Hit: 7 damage.		
Effect: The legionary marks the target until the end of the legionary's next turn.		
Str 18 (+7)	Dex 19 (+7)	Wis 14 (+5)
Con 16 (+6)	Int 3 (-1)	Cha 3 (-1)
Alignment unaligned		Languages –
Equipment scale armor, heavy shield, longsword, 3 javelins		

Features of the Area

Illumination: Darkness cloaks the chamber.

Closed Sarcophagi: These two heavy stone sarcophagi grant partial cover. Both are decorated with elaborate carvings venerating Bahamut. Errin of Moonstair lies to the south while Dorgia Vann lies to the north. Opening a sarcophagus incurs the ire of Bahamut; see the “Closed Sarcophagi” sidebar.

Font: Fresh, pure water yet flows from a spring deep below the abbey. Any character who drinks from the font (a minor action) regains hit points as if he or she had spent a healing surge. In addition, the character gains resist 5 necrotic until the effect has blocked 20 necrotic damage or until he or she leaves the catacombs. Each character can gain the font’s benefits only once per day.

The font’s holiness is inimical to the taint of evil in the crypts. If a skeleton starts its turn adjacent to the font, the water bursts forth and drenches the creature, dealing 10 radiant damage to it.

Mosaic: Stunningly detailed, but dusty and chipped, this mosaic depicts the dragon-head holy symbol of Bahamut. It was once richly colored, but the luster of the tiles has faded as a result of Vadin Cartwright’s actions in the catacombs.

The mosaic still holds a fragment of its patron’s divine power, however. Good or lawful good characters standing on a square of the mosaic gain a +1 bonus to attack rolls.

The first time a skeleton is destroyed, the mosaic begins to glow with a dim golden light. Every time a skeleton is destroyed, the light increases in intensity, small motes of fire burn away the dust, and the damage to the mosaic begins to magically repair itself. When the last skeleton

falls, the mosaic is once again in pristine condition. At that moment, each character in the room regains hit points as if he or she had spent a healing surge.

Secret Door

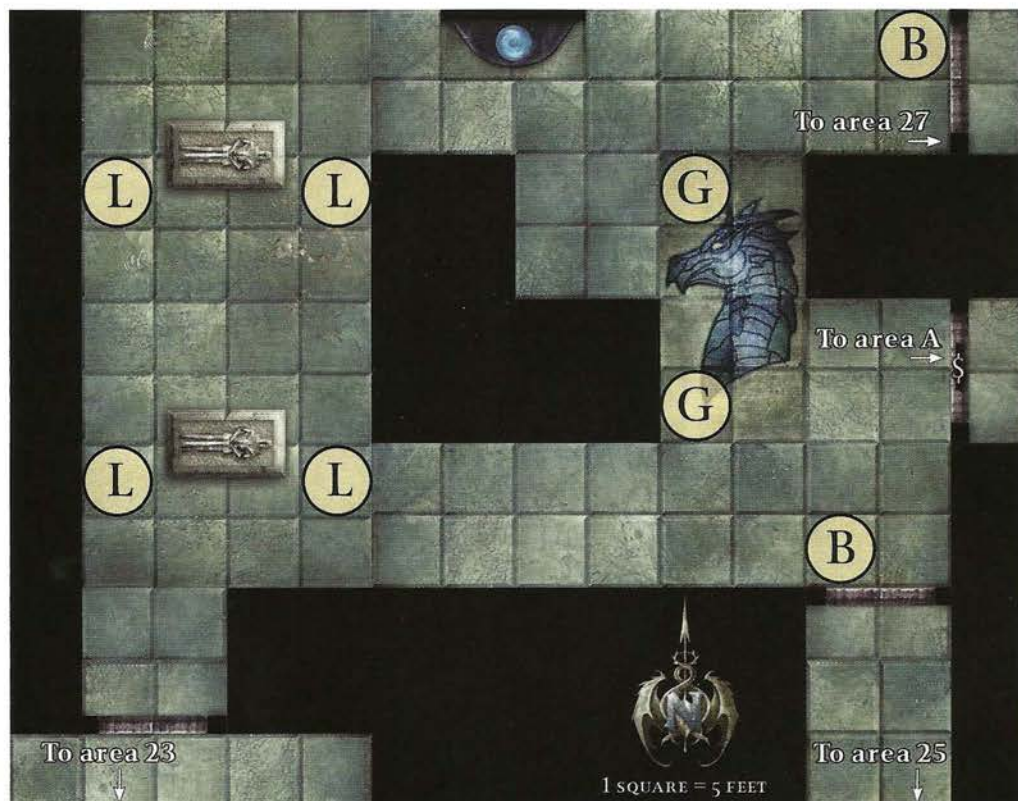
Characters searching the chamber have a chance to detect the secret door leading to area A (see page 16 of Book 1). A successful DC 16 Perception check reveals the presence of the door and the hidden latch that opens it.

CLOSED SARCOPHAGI

Areas 23 through 26 in the catacombs contain a number of closed sarcophagi, containing the remains of paladins dedicated to Bahamut or other gods of good.

Opening a sarcophagus requires a DC 16 Strength check. Doing so incurs Bahamut’s ire, and that character takes a -1 penalty to attack rolls until the catacombs are cleared of evil influence.

Once Vadin Cartwright and all his undead servants in the catacombs have been destroyed, the evil that has taken root here is greatly diminished. If the adventurers incurred Bahamut’s wrath in their exploration of the catacombs, their sins are forgiven and all ill effects end.



ENCOUNTER 25: MEMORIAL CHAMBER

Encounter Level 8 (1,750 XP)

Setup

- 1 flameskull (F)
- 2 shambling mummies (M)
- 2 rot scarab swarms (S)

Of all the rooms of the catacombs, this one has endured the most structural damage since the fall of the abbey. The cracked ceiling allows tangled roots from the Feygrove above to twine their way down into the chamber. Rainwater follows the roots through, making the air humid and the floor slick.

When the adventurers enter the room, read:

A thick coating of moss coats four sarcophagi in this chamber. A mass of thick, fibrous roots hangs down from a ceiling rife with wide cracks. The far wall seems to be covered with an elaborate mosaic, but it's hard to determine the subject through the slick green growth that covers it. Short passageways on either side of the mosaic lead to another chamber set with shadowed alcoves.

The shambling mummies are not Vadin Cartwright's creation but were formed by the unholy fusion of the restless spirits of two great champions of the order and the life-giving energy of the Feygrove. The rot scarab swarms are unnatural extensions of that same combination of forces.

However, Vadin Cartwright created the flameskull as an additional guardian to ensure that the mummies do not become a threat to him and his work. When the adventurers arrive, the flameskull is lurking in one of the eastern shadowy alcoves and has reduced its brightness to dim light; however, it is still visible to any character who has line of sight to it.

Tactics

The creatures here are not allies and do not cooperate.

The flameskull hovers above the battle using the hanging roots for cover while launching *flame rays* against targets not engaged in melee. It uses *fireball* only when it can catch at least three enemies in the area of effect.

The shambling mummies begin the encounter by using *warding curse* against strikers or controllers. They then lumber toward the nearest targets. A mummy does not use *warding curse* again unless the original target falls unconscious or a different target stands out as significantly more dangerous.

The rot scarab swarms try to position themselves in the heart of the party to catch multiple foes in their auras.

Flameskull (F)		Level 8 Artillery
Tiny natural animate (undead)		XP 350
HP 70; Bloodied 35		Initiative +7
AC 21, Fortitude 18, Reflex 23, Will 21		Perception +11
Speed fly 10 (hover)		
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant		
TRAITS		
Regeneration		
The flameskull regains 5 hit points whenever it starts its turn and has at least 1 hit point. Whenever the flameskull takes radiant damage, its regeneration does not function on its next turn.		
Illumination		
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.		
STANDARD ACTIONS		
⚔ Fiery Bite (fire) ♦ At-Will		
Attack: Melee 0 (one creature); +15 vs. AC		
Hit: 1d8 + 1 fire damage.		
☞ Flame Ray (fire) ♦ At-Will		
Attack: Ranged 10 (one creature); +15 vs. Reflex		
Hit: 2d8 + 6 fire damage.		
💣 Fireball (fire) ♦ Encounter		
Attack: Area burst 3 within 20 (creatures in the burst); +13 vs. Reflex. The flameskull can exclude two allies from the area.		
Hit: 3d8 + 8 fire damage.		
Miss: Half damage.		
MINOR ACTIONS		
✋ Mage Hand ♦ At-Will		
Effect: As the wizard power <i>mage hand</i> (FL 202).		
Skills Stealth +12		
Str 5 (+1)	Dex 16 (+7)	Wis 14 (+6)
Con 16 (+7)	Int 22 (+10)	Cha 20 (+9)
Alignment unaligned		Languages Common, one other

2 Shambling Mummies (M)		Level 8 Brute
Medium natural humanoid (undead)		XP 350 each
HP 104; Bloodied 52		Initiative +3
AC 20, Fortitude 22, Reflex 17, Will 21		Perception +5
Speed 4		Darkvision
Immune disease; Resist 10 necrotic, 10 poison		
TRAITS		
Flammable Corpus		
Whenever the mummy takes fire damage, it also takes ongoing 5 fire damage (save ends).		
STANDARD ACTIONS		
⚔ Rotting Grasp (necrotic) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: 2d8 + 8 necrotic damage, and the target can't regain hit points until the end of the mummy's next turn.		
MINOR ACTIONS		
✋ Warding Curse (necrotic) ♦ At-Will		
Effect: Ranged 10 (one creature). The target takes 5 necrotic damage whenever it attacks until the mummy uses this power again or until the end of the encounter.		
Str 19 (+8)	Dex 8 (+3)	Wis 12 (+5)
Con 14 (+6)	Int 6 (+2)	Cha 17 (+7)
Alignment unaligned		Languages Common

2 Rot Scarab Swarms (S)		Level 8 Soldier
Medium shadow beast (swarm)		XP 350 each
HP 88; Bloodied 44	Initiative +9	
AC 24, Fortitude 21, Reflex 21, Will 19	Perception +7	
Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks		
Speed 8, climb 8	Darkvision	
TRAITS		
☼ Swarm Attack (necrotic) ◆ Aura 1		
Any enemy that ends its turn in the aura takes 10 necrotic damage.		
STANDARD ACTIONS		
⊕ Swarm of Mandibles (necrotic) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. Reflex		
Hit: 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Str 20 (+9)	Dex 16 (+7)	Wis 16 (+7)
Con 16 (+7)	Int 1 (-1)	Cha 11 (+4)
Alignment unaligned		Languages –

Features of the Area

Illumination: Darkness cloaks the chamber.

Ceiling: Cracks run through the ceiling, which is 20 feet high. Water drips through these cracks and masses of roots hang down into the chamber. Any character who succeeds on a DC 11 Dungeoneering check realizes that tugging on the roots could collapse part of the ceiling.

Alcoves: Each alcove memorializes the names of knights slain on the abbey's four crusades. See "Memorial Chamber" on page 16 of Book 1 for more information.

Closed Sarcophagi: These heavy stone sarcophagi grant partial cover. All are decorated with elaborate carvings venerating Bahamut. Each sarcophagus contained the remains of one of the abbey's greatest champions, and each bears the name of the individual interred within. However, the carvings are so old and worn as to be unreadable. Opening a sarcophagus incurs

the ire of Bahamut; see the "Closed Sarcophagi" sidebar in encounter 24.

Mosaic: The mosaic covers all four walls of the rectangular block toward the east of the chamber. Characters who clear away the moss and algae have an opportunity to learn more of the abbey's history. See page 16 of Book 1 for more information.

Open Sarcophagus: The lid has been pried off this sarcophagus, revealing a shattered skeleton lying amid moldering burial garments. The corruption infesting the abbey has infected the remains within. Any character who ends his or her turn within 2 squares of the open sarcophagus takes 5 necrotic damage.

The characters can earn Bahamut's favor and purge the corrupting influence by targeting the sarcophagus with a divine healing or radiant power. A successful DC 16 Religion check reveals this information. Purging the corruption cancels any penalty from disturbing a closed sarcophagus. In addition, the character gains a fire *breath weapon* power (usable once) equivalent to that of dragonborn of the same level. A dragonborn character who earns this boon instead gains a +2 bonus to attack rolls and deals 1d6 extra damage with his or her next two uses of *dragon breath*.

Puddles: In several places the old floor has sagged and the water dripping down from above has formed fetid, muddy puddles (difficult terrain).

Roots: Thick, fibrous roots hang down to a height of 6 feet above the floor throughout the room. A character can pull on the roots in a square by making a DC 16 Strength check. With a successful check, the ceiling collapses above 1 square adjacent to that of the character. Any creature in that square takes 2d8 + 6 damage and is immobilized (save ends). The fallen rubble creates difficult terrain that lasts until the end of the encounter.

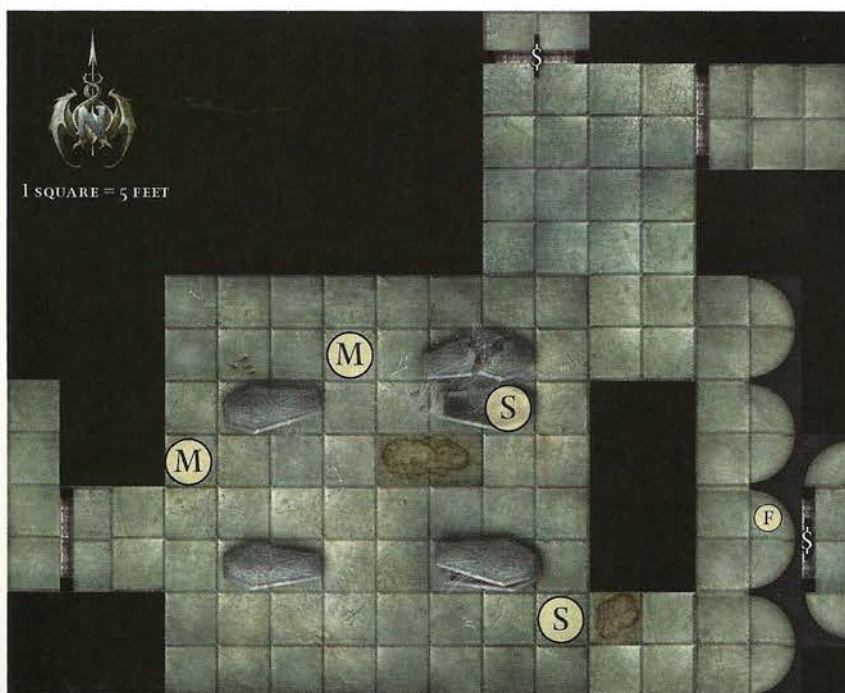
Slick Floor: Water dripping through the ceiling has slicked the floor. Any creature using a push, pull, or slide effect can choose to move the target 1 additional square.

Secret Doors

Characters searching the chamber have a chance to detect the secret doors leading to areas A and B (see pages 16-18 of Book 1).

A successful DC 16 Perception check reveals the presence of the door to area A (to the north) and the hidden latch that opens it.

The door to area B is much better hidden (Perception DC 23). A slightly raised stone in the floor at the base of the wall is the trigger. Pushing it down causes the door to swing inward. The door remains open for 1 minute and then closes. A similar mechanism exists in the chamber beyond.



ENCOUNTER 26: DRAGONSLAYERS' TOMB

Encounter Level 8 (1,950 XP)

Setup

2 vortex wraiths (V)

3 ghosts (G)

2 wraiths (W)

Both entrances to this tomb are shrouded by curtains made of dragon scales, in honor of the dragonslayers who lie interred within.

The wraiths in this place were created by the chaos of the *Deck of Many Things*, though they lay quiescent for many years after the fall of the abbey.

When the adventurers enter either corridor, read:

A dusty curtain composed of many dragon scales hangs across the corridor, blocking your vision of what lies beyond.

If the adventurers pull back the curtain, the clatter of scales echoes through the passageway.

Once the adventurers can see the chamber, continue reading:

Beyond the curtain lies a chamber containing more sarcophagi. Emaciated undead creatures stalk among them, looking at you hungrily as you push the curtain aside.

Vadin Cartwright used the remains of the knights interred in this chamber to create the skeletal tomb guardians in encounter 24. He then resealed the sarcophagi and bound the wraiths to this place. He also brought three ghosts (ghouls starved of flesh) to keep an eye on the wraiths.

When the adventurers first enter this chamber, only the ghosts are visible—the wraiths lurk in the sarcophagi.

When the wraiths reveal themselves, read:

Several creatures seemingly made of shadow rise from the sarcophagi. Two of them resemble dark whirlwinds shot through with flashes of purple lightning.

Tactics

The wraiths wait until the adventurers attack the ghosts. On the second round of combat, they emerge and attack, using their phasing and *shadow glide* abilities to split up and confuse intruders. If a vortex wraith is bloodied, it returns to a sarcophagus to regenerate.

The ghosts split up and try to immobilize as many characters as possible, then use *devouring bite* or *rabid claws*.

2 Vortex Wraiths (V) Medium shadow humanoid (undead)	Level 9 Soldier XP 400 each	
HP 97; Bloodied 48 AC 25, Fortitude 21, Reflex 23, Will 20 Speed 0, fly 6 (hover); phasing Immune disease, poison; Resist 10 necrotic	Initiative +11 Perception +7 Darkvision	
TRAITS		
☼ Vortex (force) ◆ Aura 3 Any enemy that starts its turn within the aura takes 5 force damage, and the wraith pulls it 1 square.		
Insubstantial The wraith takes half damage from all attacks, except those that deal force damage.		
Regeneration The wraith regains 5 hit points whenever it starts its turn and has at least 1 hit point. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
Spawn Wraith When the wraith kills a humanoid, that humanoid becomes a vortex wraith the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.		
STANDARD ACTIONS		
⬇ Spiral Strike (force) ◆ At-Will Attack: Melee 1 (one creature); +12 vs. Fortitude Hit: 2d8 + 6 force damage, and the target is slowed until the end of the wraith's next turn.		
⬇ Spectral Helix (force) ◆ Encounter Attack: Melee 2 (one creature); +12 vs. Reflex Hit: 3d6 + 3 force damage, and the target takes ongoing 10 force damage and is immobilized (save ends both). Miss: Half damage. Effect: The vortex wraith can shift 1 square to a square adjacent to the target.		
MOVE ACTIONS		
Shadow Glide ◆ Encounter The wraith shifts up to 6 squares.		
TRIGGERED ACTIONS		
⬅ Final Vortex (force, teleportation) Trigger: The wraith drops to 0 hit points. Attack (No Action): Close burst 5 (enemies in the burst); +12 vs. Reflex Hit: 2d8 + 6 force damage, and the wraith teleports the target up to 5 squares and knocks it prone. Miss: Half damage.		
Skills Stealth +14		
Str 15 (+6)	Dex 20 (+9)	Wis 6 (+2)
Con 17 (+7)	Int 8 (+3)	Cha 17 (+7)
Alignment chaotic evil		Languages Common

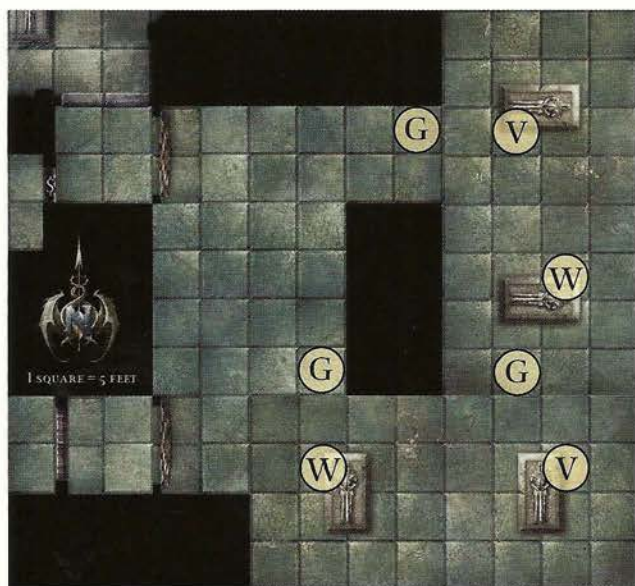
Features of the Area

Illumination: The chamber is dark.

Dragon Scale Curtain: Curtains formed of small red, blue, black, green, and white dragon scales hang across both corridors leading to this chamber. Each curtain blocks line of sight and line of effect. Crossing the curtain costs 1 extra square of movement. The curtain is dusty, but any character who makes a successful DC 23 Perception check notices that in several small areas the dust has been smudged or wiped off. (Vadin Cartwright left these marks when he drew back the curtain to explore and loot this chamber).

3 Ghosts (G)	Level 6 Brute	
Medium natural humanoid (undead)	XP 250 each	
HP 85; Bloodied 42	Initiative +6	
AC 18, Fortitude 18, Reflex 17, Will 16	Perception +5	
Speed 6	Darkvision	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
☼ Stench of Death ◆ Aura 1		
Any living creature that starts its turn within the aura is slowed until the end of the ghost's next turn.		
STANDARD ACTIONS		
⬇ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d12 + 6 damage, and the target is immobilized until the end of the ghost's next turn.		
⬇ Rabid Claws ◆ At-Will		
Effect: The ghost makes the following attack twice.		
Attack: Melee 1 (one immobilized creature); +11 vs. AC		
Hit: 1d12 + 4 damage.		
⬇ Devouring Bite ◆ Recharge if the power misses		
Attack: Melee 1 (one immobilized or unconscious creature); +11 vs. AC		
Hit: 3d12 + 7 damage.		
TRIGGERED ACTIONS		
⬅ Death Burst (necrotic)		
Trigger: The ghost drops to 0 hit points.		
Attack (No Action): Close burst 2 (living creatures in burst); +9 vs. Fortitude		
Hit: 1d12 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Skills Athletics +12, Stealth +11		
Str 19 (+7)	Dex 16 (+6)	Wis 14 (+5)
Con 15 (+5)	Int 7 (+1)	Cha 13 (+4)
Alignment chaotic evil	Languages Common	

Sarcophagi: These four heavy stone sarcophagi grant partial cover. Each is decorated with elaborate carvings venerating Bahamut and contained the remains of one of the abbey's venerated dragonslayers. Vadin Cartwright defaced the names as part of the ritual he used to make his skeletal guardians.



2 Wraiths (W)	Level 5 Lurker	
Medium shadow humanoid (undead)	XP 200 each	
HP 53; Bloodied 26	Initiative +10	
AC 19, Fortitude 17, Reflex 18, Will 15	Perception +2	
Speed 0, fly 6 (hover); phasing	Darkvision	
Immune disease, poison; Resist 10 necrotic		
TRAITS		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
Spawn Wraith		
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.		
STANDARD ACTIONS		
⬇ Shadow Touch (necrotic) ◆ At-Will		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: 2d6 + 6 necrotic damage, or 4d6 + 14 necrotic damage if the wraith was invisible to the target when it attacked.		
TRIGGERED ACTIONS		
Shadow Glide (teleportation) ◆ At-Will		
Trigger: An attack that does not deal force or radiant damage hits the wraith.		
Effect (Free Action): The wraith becomes invisible until it hits or misses with an attack or until the end of the encounter. The wraith teleports up to 6 squares and cannot attack until the end of its next turn.		
Skills Stealth +11		
Str 4 (-1)	Dex 18 (+6)	Wis 10 (+2)
Con 17 (+5)	Int 6 (+0)	Cha 15 (+4)
Alignment chaotic evil	Languages Common	

A character making a successful DC 16 Perception check notices small amounts of mortar, dust, and gravel scattered around each sarcophagus. Subsequent investigation reveals each has been opened and resealed. Opening a sarcophagus requires a DC 11 Strength check. Because they have already been defiled, opening them does not incur Bahamut's ire.

Bowl of Io's Blood

The northeast sarcophagus contains the Bowl of Io's Blood, one of the sacred vessels that Sir Oakley requires to purify the temple. If the bowl is filled with water from the font in area 24, it can make the following attack once.

Bowl of Io's Blood

STANDARD ACTION

⬅ **Io's Light** (radiant) ◆ Daily (special)

Attack: Close burst 3 (each undead or elemental creature in the burst); +11 vs. Reflex

Hit: 2d10 radiant damage, and the target is dazed (save ends).

Miss: Half damage.

Secret Door

Characters searching the chamber have a chance to detect the secret door leading to area A (see page 16 of Book 1). A successful DC 16 Perception check reveals the presence of the door and the hidden latch that opens it.

ENCOUNTER 27: GREAT HALL

Encounter Level 10 (XP 2,625)

Setup

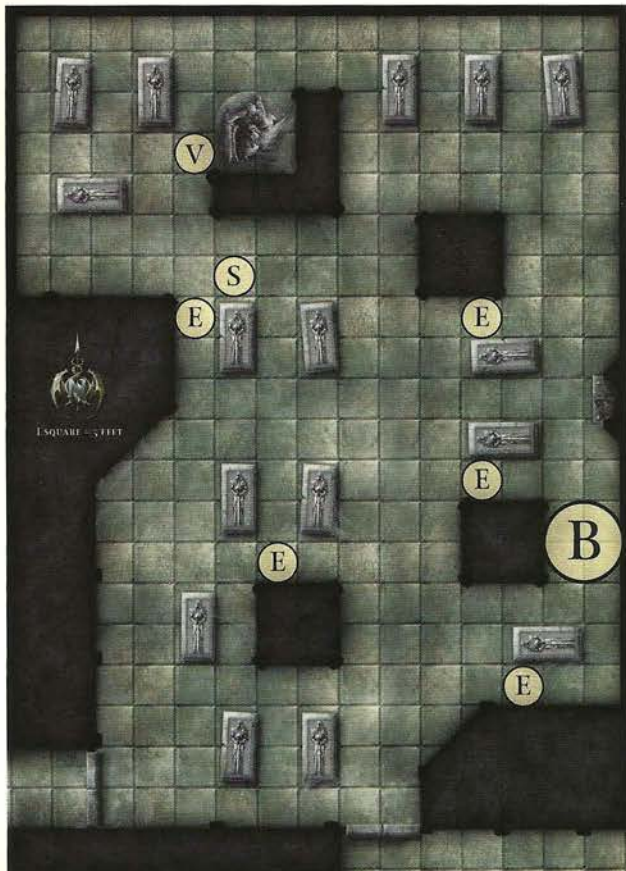
Vadin Cartwright (V)
1 venom-eye basilisk (B)
1 snaketongue vampire (S)
5 elder vampire spawn (E)

Vadin Cartwright makes his lair here among the interred remains of the abbey's leaders.

When the adventurers enter the room, read:

Your footsteps echo throughout this enormous chamber, a mansion for the dead knights of the abbey. From where you stand, you can see at least half a dozen stone sarcophagi arrayed around the shadow-draped chamber, and more probably stand in the darkness deeper inside. A strange reddish glow tinges the shadows, apparently emanating from something near the wall to your right, and in it you can see several dark figures moving stealthily toward you.

Perception DC 18: You count five quiet humanoid creatures and hear the rattle of chainmail from the rear of the hall. Something heavy drags across the floor nearby but out of sight.



Vadin Cartwright (V) Level 10 Elite Soldier (Leader)
Medium natural humanoid, human XP 1,000
HP 212; Bloodied 106 Initiative +9
AC 26, Fortitude 23, Reflex 21, Will 22 Perception +14
Speed 5
Saving Throws +2; Action Points 1

TRAITS

☼ **Maddening Barrage** (psychic) ◆ **Aura 1**
Enemies take a -2 penalty to all defenses while in the aura. Any enemy marked by Vadin takes 10 psychic damage if it leaves the aura.

STANDARD ACTIONS

⊕ **Vicious Mace** (weapon) ◆ **At-Will**
Attack: Melee 1 (one or two creatures); +15 vs. AC
Hit: 2d8 + 9 damage, or 25 + 2d12 damage on a critical hit.
Effect: Vadin marks the target until the end of his next turn.

⚡ **Howl of Madness** (psychic) ◆ **Encounter**
Attack: Close burst 3 (enemies in the burst); +13 vs. Will
Hit: 1d8 + 8 psychic damage, and the target is stunned (save ends).

TRIGGERED ACTIONS

⊕ **Crazed Retribution** (psychic) ◆ **At-Will**
Trigger: An enemy within 5 squares of Vadin bloodies an ally.
Attack (Immediate Reaction): Close burst 5 (triggering enemy in the burst); +13 vs. Will
Hit: 1d8 + 8 psychic damage.

Bound to the Deck

◆ **3/Encounter**
Trigger: Vadin rolls initiative or his hit point total first drops to 141 or 70.
Effect (No Action): Vadin draws a new card from among the cards in his possession and immediately uses the power associated with that card.

Str 22 (+11) Dex 14 (+7) Wis 19 (+9)
Con 18 (+9) Int 16 (+6) Cha 16 (+6)

Alignment chaotic evil Languages Common
Equipment chainmail, +2 vicious mace, holy symbol of Tharizdun

Venom-Eye Basilisk (B) Level 10 Artillery
Large natural beast (reptile) XP 500

HP 87; Bloodied 43 Initiative +6
AC 24, Fortitude 23, Reflex 20, Will 22 Perception +11
Speed 6
Resist 5 poison

STANDARD ACTIONS

⊕ **Bite** ◆ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d6 + 8 damage.

☼ **Venomous Gaze** (poison) ◆ **At-Will**
Attack: Area burst 1 within 10 (creatures in the burst); +15 vs. Fortitude
Hit: 2d8 + 5 poison damage, and ongoing 5 poison damage (save ends). While the target is taking ongoing poison damage from this attack, the target deals 2 poison damage to each creature adjacent to it at the start of each of its turns.
Effect: The target takes a -2 penalty to attack rolls until the end of the basilisk's next turn.

Skills Stealth +11
Str 19 (+9) Dex 12 (+6) Wis 13 (+6)
Con 21 (+10) Int 2 (+1) Cha 8 (+4)

Alignment unaligned Languages –

Snaketongue Vampire (S)		Level 10 Controller	
Medium natural humanoid (undead)		XP 500	
HP 98; Bloodied 49		Initiative +9	
AC 24, Fortitude 20, Reflex 22, Will 24		Perception +12	
Speed 7, climb 4 (spider climb)		Darkvision	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
Burned by Sunlight (radiant)			
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.			
STANDARD ACTIONS			
⊕ Claw ◆ At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 4d6 + 4 damage.			
Effect: The vampire slides the target up to 3 squares.			
⊕ Bite (healing, poison) ◆ At-Will			
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +15 vs. AC			
Hit: 2d10 + 5 damage and ongoing 10 poison damage (save ends), and the vampire regains 15 hit points.			
⊕ Serpent's Charm (charm, psychic) ◆ At-Will			
Attack: Ranged 5 (one creature); +13 vs. Will			
Hit: 3d6 + 4 psychic damage, and the target is dazed until the end of its next turn.			
Effect: The vampire pulls the target up to 3 squares.			
TRIGGERED ACTIONS			
Slither Away (polymorph) ◆ Encounter			
Trigger: The vampire takes damage while bloodied.			
Effect (Immediate Interrupt): The vampire gains a +5 bonus to all defenses and a +2 bonus to speed until the end of the encounter or until it attacks.			
Skills Acrobatics +14, Athletics +13, Bluff +16, Insight +12, Stealth +14			
Str 17 (+8)	Dex 18 (+9)	Wis 15 (+7)	
Con 10 (+5)	Int 12 (+6)	Cha 22 (+11)	
Alignment evil		Languages Common, Draconic	

5 Elder Vampire Spawn (E)		Level 10 Minion Soldier	
Medium natural humanoid (undead)		XP 125 each	
HP 1; a missed attack never damages a minion.		Initiative +11	
AC 26, Fortitude 23, Reflex 22, Will 20		Perception +12	
Speed 7, climb 4 (spider climb)		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Destroyed by Sunlight			
Whenever the vampire starts its turn in direct sunlight, it can take only a single move action during its turn. If it ends that turn in direct sunlight, it turns to ash and is destroyed.			
STANDARD ACTIONS			
⊕ Claw ◆ At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 8 damage, and the vampire grabs the target (escape DC 18) if it does not have a creature grabbed.			
⊕ Bite ◆ At-Will			
Attack: Melee 1 (one creature grabbed by the vampire); +15 vs. AC. If the target is dazed, the attack hits automatically.			
Hit: 10 damage, and the target is dazed until the grab ends.			
Str 21 (+10)	Dex 19 (+9)	Wis 15 (+7)	
Con 18 (+9)	Int 9 (+4)	Cha 12 (+6)	
Alignment evil		Languages Common	

Vadin orders his minions to attack immediately, but the party might still be able to negotiate with him. See Vadin's entry in Book 2 (page 27) for more information.

Tactics

This is a villain encounter (see page 22 in Book 1). Vadin has three cards from the *Deck of Many Things*. As soon as combat is joined, choose one of Vadin's cards at random. He activates its power immediately.

The vampire spawn try to sneak across the chamber in the darkness and divide their attacks among multiple characters. They try to avoid close or area attacks by spreading out and staying in the midst of enemies.

Vadin moves up behind the spawn, trying to catch as many adventurers as possible in his *maddening barrage* aura. He uses *howl of madness* when first bloodied, and *crazed retribution* when the basilisk and the snaketongue vampire become bloodied.

The snaketongue vampire uses *serpent's charm* and the slide effect of its *claw* to prevent adventurers from ganging up on Vadin or to bunch them up for the basilisk's gaze. It uses *bite* on any dazed character it can get to.

The basilisk keeps its distance. It has been trained not to include Vadin in its gaze.

Features of the Area

Illumination: The reddish glow of the Voidharrow bathes the room in dim light.

Closed Sarcophagi: These heavy stone sarcophagi grant partial cover. Each is decorated with elaborate carvings venerating Bahamut and contained the remains of a leader of the abbey. Gardrin the Hammer, founder of the abbey, rests in the far northwest corner. Opening a sarcophagus incurs the ire of Bahamut; see the "Closed Sarcophagi" sidebar in encounter 24.

Statue: A statue of Bahamut, depicted as a human knight in plate armor, stands near Gardrin's sarcophagus. Any adventurer adjacent to the statue gains a +1 bonus to attack rolls, and his or her radiant attacks deal 5 extra damage.

Treasure: Vadin Cartwright wields a +2 *vicious mace*. In a sack near the Voidharrow are 850 gp and *Moonbane*.

The Voidharrow

An altar to Bahamut set in the east wall is now home to the Voidharrow. Pooled around the feet of the platinum dragon icon on the altar, this strange substance catches light like crystal but flows like viscous liquid. It is pale red, with streaks of silver and flecks of gold.

If a character touches the Voidharrow, the substance moves to cover the character's skin and seep into the flesh. If the affected character takes radiant damage, the Voidharrow withdraws immediately. A successful DC 25 Heal check also removes the Voidharrow. Otherwise, the character must attempt a saving throw every round, whether or not he or she has previously saved. A character who fails three saving throws contracts the Abyssal plague disease described on page 27 of Book 2.

ENCOUNTER 28: HALL OF ERATHIS

Encounter Level 5* (1,100 XP)

Setup

1 minotaur charger (C)

2 minotaur soldiers (S)

The minotaurs in the vaults are spread out between this room and the Arena of Kord (encounter 29). Another is their representative at the table of Kashatri the oni (encounter 30). Only three minotaurs regularly patrol this hall, but the two in the arena (and their demon ally) respond quickly to the sound of combat here. Combined, all five minotaurs and the demon form a level 9 encounter worth a total of 2,250 XP.

If the adventurers enter the hall from the western entrance (area A), read:

The opposite wall of this small antechamber is finely carved with a relief showing a female minotaur in the pose of a proud warrior, leaning on a spear and holding a set of scales. Standing before you is a live minotaur warrior, clutching an axe and shield, that snarls in warning. On either side of the carving, passages lead to a larger chamber beyond. "Begone, intruders!" the minotaur growls. "This doesn't have to get ugly."

If the adventurers enter the hall from the eastern end, read:

Two fierce-looking minotaurs stand at the ready, apparently alerted by the sounds of combat. Rubble is strewn across the floor, and an ornate game set of jade and marble stands on a tall round table near a relief carving of a female minotaur. "Go back," one of the minotaurs snarls. "You are not welcome here."

Ferocious though they are, the minotaurs do not immediately attack intruders. Because they live in such a tenuous peace with the gnolls of the vaults and in the shadow of the dragon, they are reluctant to risk unnecessary losses. If the adventurers talk to the minotaurs, refer to "Negotiating with Savages" in Book 2 (page 31).

Minotaur Charger (C)		Level 9 Skirmisher
Medium natural humanoid		XP 400
HP 94; Bloodied 47		Initiative +9
AC 23, Fortitude 23, Reflex 21, Will 20		Perception +10
Speed 6		
TRAITS		
Deft Charge		
While the minotaur is charging, its movement does not provoke opportunity attacks.		
STANDARD ACTIONS		
⊕ Falchion (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 4d4 + 7 damage.		
✂ Handaxe (weapon) ♦ At-Will		
Attack: Ranged 10 (one creature); +14 vs. AC		
Hit: 2d6 + 7 damage.		
TRIGGERED ACTIONS		
↓ Goring Rush ♦ At-Will		
Trigger: An enemy adjacent to the minotaur deals damage to the minotaur.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +12 vs. Fortitude		
Hit: 1d6 + 5 damage, and the minotaur can push the target 1 square and shift 1 square to the square the target occupied.		
The minotaur can push the target and shift four more times in this way.		
Str 20 (+9)	Dex 17 (+7)	Wis 13 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 14 (+6)
Alignment unaligned		Languages Common
Equipment falchion, 4 handaxes		

2 Minotaur Soldiers (S)		Level 8 Soldier
Medium natural humanoid		XP 350 each
HP 89; Bloodied 44		Initiative +8
AC 24, Fortitude 22, Reflex 19, Will 19		Perception +11
Speed 6		
STANDARD ACTIONS		
⊕ Battleaxe (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d10 + 8 damage, and the minotaur uses <i>shield bash</i> against the same target.		
MINOR ACTIONS		
↓ Shield Bash ♦ At-Will (1/round)		
Requirement: The minotaur must be using a shield.		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: 1d6 damage, and the target falls prone.		
TRIGGERED ACTIONS		
↓ Goring Toss ♦ At-Will		
Trigger: An enemy adjacent to the minotaur shifts.		
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +11 vs. Reflex		
Hit: 1d6 + 5 damage, the target is immobilized until the end of its turn, and the minotaur slides the target up to 2 squares to a square adjacent to the minotaur.		
Str 20 (+9)	Dex 14 (+6)	Wis 14 (+6)
Con 17 (+7)	Int 10 (+4)	Cha 13 (+5)
Alignment unaligned		Languages Common
Equipment heavy shield, battleaxe		

Tactics

If the adventurers attack, the minotaurs respond fiercely and immediately summon aid from area 29. The two soldiers form a front line as they retreat in orderly fashion toward the arena, keeping as many enemies as possible from getting past them to the charger. They use *goring toss* to keep enemies next to them and *shield bash* to knock mobile characters prone.

As soon as combat breaks out, the charger runs to the door leading to area 29, opens it, and shouts for aid. It then turns back and charges the nearest enemy not engaged with the soldiers. It uses *goring rush* to drive that adventurer toward the soldiers, then charges others who are trying to stay out of melee range.

Features of the Area

Illumination: Two flickering iron braziers on heavy brass tripods provide bright light.

Ceiling: The vaulted ceiling is 30 feet high. Cobwebs cluster thickly in the archways, but only normal spiders dwell within.

Braziers: Filled with blazing coals, the two braziers are incredibly hot. A character in a square adjacent to a brazier can kick it over to make the following attack.

Brazier Single-Use Terrain

STANDARD ACTION

← Scatter Coals (fire) ♦ Encounter

Requirement: You must be adjacent to the brazier.

Attack: Close blast 2 (creatures in the blast); +11 vs. Reflex

Hit: 2d6 + 5 fire damage.

Miss: Half damage.

Effect: The blast creates a zone that lasts until the end of the encounter. The zone is difficult terrain, and any creature that enters the zone or ends its turn there takes 5 fire damage.

Carvings: Twin carvings adorn the two sides of the wall separating the antechamber from the rest of the room. Each depicts a female minotaur warrior holding a set of scales. With a successful DC 16 Religion check, a character can identify this image as the traditional minotaur depiction of the god Erathis.

Game Table: This stone table dates from the time of the vaults' original construction, when minotaur devotees of Erathis would sit here to play chesslike games of strategy. The knights of the abbey regarded the game set they found here as a treasure, and they kept it on display among their other riches. In total, the marble board and pieces of green and white jade are worth 200 gp.

The table grants partial cover.



ENCOUNTER 29: ARENA OF KORD

Encounter Level 5* (1,150 XP)

Setup

Leralix, minotaur magus (L)
1 bargura demon (B)
1 minotaur charger (C)

The creatures here are fellows of the minotaurs in the Hall of Erathis (area 28). Savage warriors dedicated to Baphomet, the Horned King, they have come here under the leadership of a magus named Leralix to reclaim this ancient temple. They respond quickly to a call for help from area 28 and are equally quick to summon aid from their allies there. Combined, all five minotaurs and the demon form a level 9 encounter worth a total of 2,250 XP.

When the adventurers enter the arena, read:

The floor of this large hall is made up of a checkered pattern of red and blue tiles. The walls carry lightning-bolt decorations and sconces sculpted to resemble powerful fists, which clutch sputtering torches. Passageways on the far sides of the room lead into smaller chambers, where the colored pattern on the floor gives way to plain flagstones. You can see a jumbled heap of furs, sacks, and weapons in that direction.

Consumed with the desire to reclaim these halls in Baphomet's name, Leralix considers any course of action—even allying with the adventurers—if it seems likely to help him reach his goals. If the adventurers talk to Leralix or the other minotaurs, refer to “Negotiating with Savages” in Book 2 (page 31).

Story and Roleplaying Notes: Leralix bears several deep red welts on his face and speaks forcefully. Accustomed to instant obedience from his warriors, he demands to be in charge of any temporary alliance with the party and attempts to dictate any plans the two groups hatch.

Tactics

The ferocious minotaurs do not easily cede control of their encampment in the ancient temple of their forebears. If combat is joined, they ask for and offer no quarter, and they immediately move to summon help from the Hall of Erathis (area 28). The charger uses its first turn to rush to the door leading to the temple and call for assistance, then follows the tactics used by the charger in encounter 28.

Leralix opens with a *crimson bolt* and then moves quickly into melee. He prefers to fight on the checkered floor, using *glaive* and *goring fling* to push enemies onto squares they're not attuned to (see “Checkered Floor” below). He also summons the soldiers from area 28 to

Leralix, Minotaur Magus (L) Level 9 Controller (Leader)
 Medium natural humanoid XP 400
 HP 96; Bloodied 48 Initiative +5
 AC 23, Fortitude 21, Reflex 20, Will 23 Perception +12
 Speed 6

TRAITS

☀ **Unleash the Beast Within** ◆ Aura 3

Any ally that starts its turn in the aura gains a +2 power bonus to attack rolls and damage rolls on attacks made as part of charges until the end of that ally's turn.

STANDARD ACTIONS

⚔ **Glaive** ◆ At-Will

Attack: Melee 2 (one creature); +14 vs. AC

Hit: 2d4 + 10 damage, and Leralix slides the target up to 2 squares.

Miss: Leralix can slide the target 1 square.

⚡ **Baphomet's Rage** (charm, psychic) ◆ At-Will

Attack: Ranged 10 (one creature); +12 vs. Will

Hit: 1d6 + 4 psychic damage, and the target uses a free action to charge a creature of Leralix's choosing.

⚡ **Crimson Bolt** (fire, lightning) ◆ Recharge ☼ ☼

Attack: Ranged 20 (one creature); +12 vs. Reflex

Hit: 2d10 + 5 lightning damage, and the target takes ongoing 5 fire damage and cannot shift (save ends both).

TRIGGERED ACTIONS

⚡ **Goring Fling** ◆ At-Will

Trigger: An enemy adjacent to Leralix deals damage to Leralix.

Attack (Immediate Reaction): Melee 1 (triggering enemy); +12 vs. Fortitude

Hit: 1d6 + 4 damage, and Leralix pushes the target up to 3 squares.

Skills Bluff +14, Insight +12

Str 18 (+8)

Dex 12 (+5)

Wis 16 (+7)

Con 16 (+7)

Int 15 (+6)

Cha 20 (+9)

Alignment chaotic evil

Languages Abyssal, Common

Bargura (B)

Large elemental beast (demon)

Level 8 Brute

XP 350

HP 108; Bloodied 54

Initiative +7

AC 19; Fortitude 20, Reflex 17, Will 17

Perception +12

Speed 8, climb 8

Low-light vision

STANDARD ACTIONS

⚡ **Slam** ◆ At-Will

Attack: Melee 2 (one creature); +10 vs. AC

Hit: 1d8 + 6 damage, or 2d8 + 6 damage if the bargura is bloodied.

⚡ **Double Attack** ◆ At-Will

The bargura uses *slam* twice.

TRIGGERED ACTIONS

⚡ **Savage Howl** ◆ Encounter

Trigger: The bargura is first bloodied.

Effect (Free Action): The bargura and all allies within 5 squares of the bargura gain a +2 bonus to attack rolls until the end of the bargura's next turn.

⚡ **Variable Resistance** ◆ 1/Encounter

Trigger: The bargura takes acid, cold, fire, lightning, or thunder damage.

Effect (Free Action): The bargura gains resist 10 to the triggering damage type until the end of the encounter.

Skills Athletics +15

Str 22 (+10)

Dex 16 (+7)

Wis 16 (+7)

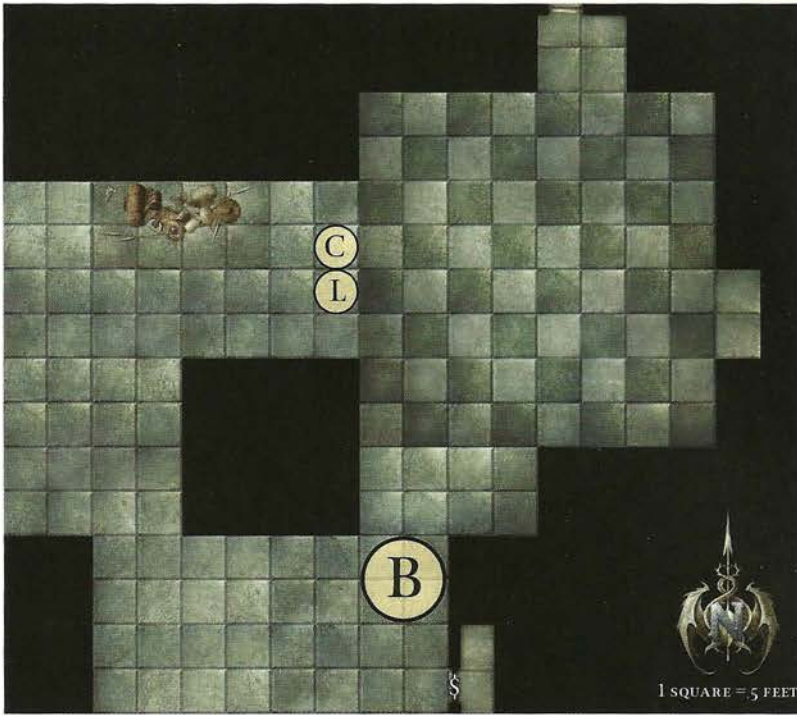
Con 18 (+8)

Int 6 (+2)

Cha 12 (+5)

Alignment chaotic evil

Languages Abyssal



Minotaur Charger (C) Level 9 Skirmisher

Medium natural humanoid XP 400
 HP 94; Bloodied 47 Initiative +9
 AC 23, Fortitude 23, Reflex 21, Will 20 Perception +10
 Speed 6

TRAITS

Deft Charge

While the minotaur is charging, its movement does not provoke opportunity attacks.

STANDARD ACTIONS

⊕ Falchion (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +14 vs. AC
 Hit: 4d4 + 7 damage.

✞ Handaxe (weapon) ◆ At-Will

Attack: Ranged 10 (one creature); +14 vs. AC
 Hit: 2d6 + 7 damage.

TRIGGERED ACTIONS

⊕ Goring Rush ◆ At-Will

Trigger: An enemy adjacent to the minotaur deals damage to the minotaur.
 Attack (Immediate Reaction): Melee 1 (triggering enemy); +12 vs. Fortitude
 Hit: 1d6 + 5 damage, and the minotaur can push the target 1 square and shift 1 square to the square the target occupied. The minotaur can push the target and shift four more times in this way.

Str 20 (+9) Dex 17 (+7) Wis 13 (+5)

Con 14 (+6) Int 10 (+4) Cha 14 (+6)

Alignment unaligned Languages Common

Equipment falchion, 4 handaxes

protect him and limit enemies' movement. If he starts his turn with no enemy adjacent to him, he uses *Baphomet's rage* against a martial enemy if possible. Like Leralix, the other minotaurs fighting on the checkered floor use their forced movement powers to invoke its magic.

The bargura prefers to stay off the checkered floor, but if it does enter the area voluntarily it attunes itself to both colors so it doesn't need to worry about its movement.

Features of the Area

Illumination: Iron sconces set in the wall hold burning torches that shed bright light.

Ceiling: The arched ceiling is 20 feet high.

Camp: The minotaurs camp in the western portion of the chamber. The 2 squares containing their piled gear are difficult terrain. Most of their possessions are not valuable, but Leralix has hidden away one of the knights' treasures that he found when the minotaurs first arrived in the vaults: a silver dagger with

a large purple amethyst set in the pommel. This dagger is worth 250 gp, and it is also one of the objects of the "Ancient Heirlooms" quest (see page 6 of Book 2).

Checkered Floor: Large red- and blue-hued flagstones cover much of the floor in this chamber. With a successful DC 16 Religion check, a character recalls that this room was an arena constructed by the minotaurs as the venue for ritual combat to honor Kord. Magic imbued in the tiles rewards combatants for attuning themselves to one color and staying on tiles of that color during the fight.

When a creature first steps onto the floor, it becomes attuned to the color of the tile it stands on. Until it leaves the floor, the creature gains benefits while it stands on its attuned color and penalties while on the other color. If a creature stands on two different-colored tiles when entering the room (spending 1 extra square of movement), it becomes attuned to both colors and gains neither the benefit nor the penalty of either. (This is the bargura's default tactic, because of its size.)

A creature attuned to the red tiles gains a +1 bonus to attack rolls while standing on a red tile. Whenever it enters or starts its turn on a blue tile, it is slowed until the end of its next turn.

A creature attuned to the blue tiles can shift 2 squares as a move action, as long as it moves only on blue tiles during that shift. Whenever it enters or starts its turn on a red tile, it is weakened until the end of its next turn.

Secret Door

Characters searching the chamber have a chance to detect the secret door leading to area B (see page 20 of Book 1). A successful DC 24 Perception check reveals its presence. Pulling down on the nearest sconce causes the secret door to swing open.

ENCOUNTER 30: FEAST-HALL OF MORADIN

Encounter Level 9 (2,100 XP)

Setup

Kashatri, oni night hunter (K)
2 gnoll demon spawn (G)
1 demonic savage minotaur (M)

In this chamber, where once minotaurs honored Moradin with raucous feasting, Kashatri the oni holds court with key representatives of both the minotaurs and the gnolls. Using his powers of illusion to appear as something resembling both minotaur and gnoll, Kashatri commands the allegiance of both factions and keeps their strongest members close.

The doors that connect this area to the dragon's lair (area 33) are heavily barricaded; see "Double Doors," below.

When the adventurers enter the hall, read:

A grand feast table bedecked with bright candles and fine linens stretches much of the length of this painted hall. The plates and cups set upon the table, though, are splattered with blood, and seated around it are horrid beasts—two savage gnolls, a huge minotaur, and another creature you can't identify, though it looks a bit like a gnoll and a bit like a minotaur. This creature hails you, lifting a bloody cup and growling, "Welcome!"

Story and Roleplaying Notes: Unlike the gnolls and minotaurs elsewhere in the vaults, Kashatri has no interest in negotiating with the adventurers—only in lulling them into a false sense of security before making them the next meal at his grisly table. If they respond to his welcome, he urges them to eat, calling their attention to a previously unnoticed plate of fruit—fresh, ripe, and apparently untainted by blood. However, any character who eats the fruit finds that it turns to dust in his or her mouth, and is immediately affected as if hit by the oni's hypnotic breath power.

Tactics

The gnolls and minotaur follow Kashatri's lead, remaining seated until the oni rises to do battle. In the fray, they make no special effort to help each other or the oni. As soon as Kashatri is slain, the remaining creatures either turn on each other or attempt to flee and mobilize their allies against the opposing group.

Kashatri, Oni Night Hunter (K) Level 8 Elite Controller
 Large natural humanoid XP 700
 HP 180; Bloodied 90 Initiative +7
 AC 22; Fortitude 21, Reflex 19, Will 20 Perception +5
 Speed 8, fly 8 (clumsy) Darkvision
 Saving Throws +2; Action Points 1

STANDARD ACTIONS

⊕ **Morningstar** (weapon) ◆ **At-Will**
 Attack: Melee 2 (one or two creatures); +13 vs. AC
 Hit: 2d12 + 3 damage, and Kashatri can push a Medium or smaller target 1 square.

⊕ **Devour Soul** (healing, psychic) ◆ **At-Will**
 Attack: Melee 1 (one unconscious creature); +13 vs. AC
 Hit: 3d10 + 6 psychic damage, and Kashatri regains 10 hit points. This attack does not wake the unconscious target.

⊖ **Hypnotic Breath** (charm) ◆ **Recharge** when first bloodied
 Attack: Close blast 5 (creatures in the blast); +11 vs. Will
 Hit: The target is dazed (save ends).
 First Failed Saving Throw: The target falls unconscious (save ends).

Gaseous Form (polymorph) ◆ **Encounter**
 Kashatri becomes insubstantial and gains fly 8 (hover) until the start of his next turn.
 Sustain Standard: The effect persists.

MINOR ACTIONS

Deceptive Veil (illusion) ◆ **At-Will**
 Kashatri disguises himself to appear as an elderly Medium or Large humanoid until he uses *deceptive veil* again or until he drops to 0 hit points. Other creatures can make a DC 29 Insight check to discern that the form is an illusion.

Skills Bluff +13, Insight +10, Stealth +12, Thievery +12
 Str 20 (+9) Dex 16 (+7) Wis 12 (+5)
 Con 18 (+8) Int 12 (+5) Cha 18 (+8)
 Alignment evil Languages Common, Giant
 Equipment morningstar

2 Gnoll Demon Spawn (G) Level 9 Brute
 Large natural humanoid XP 900 each
 HP 120; Bloodied 60 Initiative +7
 AC 21, Fortitude 23, Reflex 21, Will 20 Perception +6
 Speed 8 Low-light vision

TRAITS

Pack Attack
 The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.

STANDARD ACTIONS

⊕ **Claws** ◆ **At-Will**
 Attack: Melee 2 (one creature); +14 vs. AC
 Hit: 3d10 + 5 damage.

MINOR ACTIONS

⊕ **Hungry Bite** ◆ **At-Will** (1/round)
 Requirement: The gnoll must be bloodied.
 Attack: Melee 2 (one creature); +14 vs. AC
 Hit: 1d6 + 6 damage, and the gnoll gains 5 temporary hit points.

Str 22 (+10) Dex 17 (+7) Wis 15 (+6)
 Con 20 (+9) Int 8 (+3) Cha 6 (+2)
 Alignment chaotic evil Languages Abyssal, Common

Demonic Savage Minotaur (M)

Large natural humanoid

Level 11 Brute

XP 600

HP 140; Bloodied 70

Initiative +8

AC 23, Fortitude 25, Reflex 22, Will 20

Perception +7

Speed 8

STANDARD ACTIONS**Ⓜ Claws ⚡ At-Will**

Attack: Melee 2 (one or two creatures); +16 vs. AC. If the minotaur targets only one creature, it can make this attack twice against that creature.

Hit: 2d6 + 5 damage, and the minotaur grabs the target (escape DC 19) if it has fewer than two creatures grabbed.

⚡ Impale ⚡ At-Will

Attack: Melee 1 (one creature grabbed by the minotaur); +14 vs. Fortitude

Hit: 5d8 + 13 damage. The target falls prone and is no longer grabbed by the minotaur.

TRIGGERED ACTIONS**⚡ Goring Assault ⚡ At-Will**

Trigger: An enemy within 10 squares of the minotaur hits it with a ranged or area attack.

Effect (Immediate Reaction): The minotaur charges the triggering enemy.

Str 22 (+11)

Dex 16 (+8)

Wis 15 (+7)

Con 20 (+10)

Int 5 (+2)

Cha 7 (+3)

Alignment chaotic evil

Languages Abyssal, Common

When combat begins, Kashatri tries to catch as many adventurers as possible with *hypnotic breath*, willingly including one or two of his allies in the blast if need be. He then spends his action point to swing his *morningstar* at any character he missed. He uses *devour soul* on any character who falls unconscious, including those who are dying.

The minotaur fights like the savage brute it is, laying about it with its claws and using *impale* on any foe it manages to grab. It uses *goring assault* indiscriminately, heedless of provoking opportunity attacks as it rushes toward whatever enemy hurt it.

Similarly, the gnolls fight without much tactical thought. They try to stay close to Kashatri to gain the benefit of *pack attack* rather than out of any sense of loyalty.

Features of the Area

Illumination: Two many-branched candelabras on the table fill the hall with bright light.

Ceiling: The vaulted ceiling is 20 feet high at the outer edges of the chamber, rising to 40 feet high in the center.

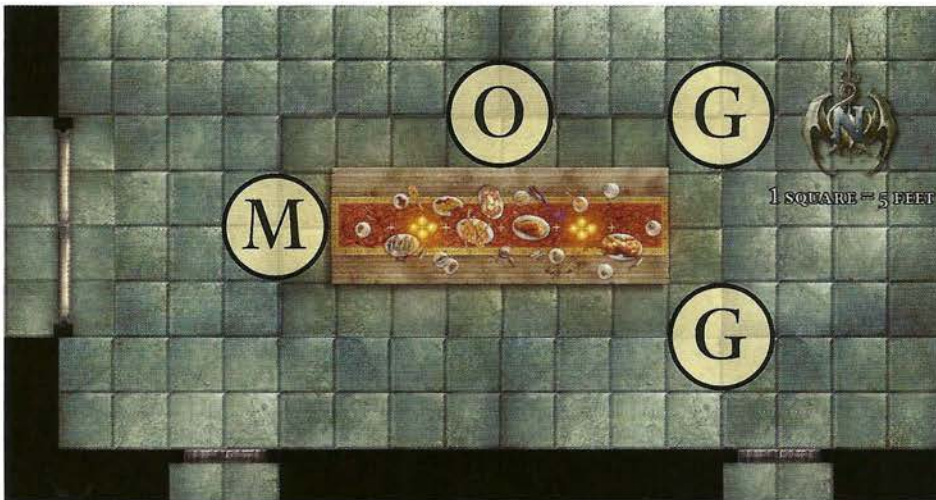
Double Doors: The doors leading west to the dragon's lair (area 33) are barred, as well as barricaded with extra chairs, small tables, and piles of miscellaneous trash.

Opening the doors from inside this area requires either spending 5 minutes to clear the rubbish away or a DC 16 Strength check. Opening the doors from the other side requires a DC 16 Strength check.

Faded Frescoes: Once-grand frescoes adorning the chamber's walls tell the story of Gardmore. Anyone who succeeds at a DC 16 Perception check discovers fragments of older paintings below them, which show minotaurs seated at the table of an enormous minotaur clutching a giant tankard. With a successful DC 16 Religion check, a character identifies this illustration as the ritual activity of this hall: feasting alongside the minotaurs' depiction of Moradin.

Table: This 30-foot-long grand table is an obstacle and grants partial cover. A creature can clamber up onto the table with a DC 12 Athletics check (costing 1 extra square of movement), or drop prone and crawl underneath.

Treasure: Among the bloody plates and cups on the table are a number of treasures from the Gardmore knights' trophies. A set of twelve silver platters, worth 10 gp each, sit beneath gore-spattered wooden trenchers. The golden chalice at Kashatri's seat (at the center of the north side of the table) is studded with semiprecious gemstones and is worth 150 gp. Kashatri also wears a pendant brought back from the Serpent Crusade. The chain consists of interlinked serpents with the holy symbol of Zehir, carved of jade with emeralds for eyes, in the center. This fine piece is worth 200 gp. Finally, the candelabras are artifacts of the War of the Infernal Bastion. Each is gold-plated and worth 15 gp.



ENCOUNTER 31: HALL OF BAHAMUT

Encounter Level 6* (1,300 XP)

Setup

2 gnoll blood callers (B)
2 demon-eye gnolls (D)
1 gnoll huntmaster (H)

This area and the Sun Hall of Pelor (area 32) are home to the gnolls of the vaults, though the two fiercest members of the pack now sit at Kashatri's table in the Feast-Hall of Moradin (area 30). Roughly half the pack lairs in here, but they retreat quickly to the Sun Hall when under attack. Combined, all nine gnolls form a level 9 encounter worth a total of 2,350 XP.

Like the minotaurs, the gnolls are reluctant to fight an unknown threat. Refer to "Negotiating with Savages" in Book 2 (page 31).

When the adventurers enter the hall, read:

Flickering firelight illuminates a back room, making the shadows in this outer chamber move threateningly. A statue of a human knight stands in the center of the room, draped in darkness, its features indistinct. Snarls and growls signal the presence of bestial creatures.

Insight DC 16: *You have a strange sense about this chamber, as though it holds the memory of terrible events.*

This hall is where Havarr made his fateful draw from the *Deck of Many Things* during the siege of the abbey, and the chaos of that event still haunts the room. See "Hall of Bahamut" on page 19 of Book 1 for more information.

Tactics

If combat breaks out here, the gnolls make for area 32 so they can all fight as a pack. Whichever gnolls act first in the initiative order head for the southern door on their first turn.

The blood callers try to keep multiple opponents focused on them. They also try to maximize the benefit of *pack attack* for themselves and their allies, using *blood call* to bunch the adventurers together adjacent to as many gnolls as possible. Once bloodied, they use *blood frenzy* and *blood call* in concert each round.

The demon-eye gnolls alternate *stare into the Abyss* with devastating *glaive* attacks against foes that can't see them. They choose targets that are adjacent to allies to gain the maximum benefit from *pack attack*.

The huntmaster stays out of melee, focusing on targets engaged with its allies. If ranged attackers prove troublesome, it turns its attention to such characters while ordering the blood callers into melee with them.

2 Gnoll Blood Callers (B)		Level 6 Soldier
Medium natural humanoid		XP 250 each
HP 70; Bloodied 35		Initiative +8
AC 22, Fortitude 19, Reflex 18, Will 17		Perception +5
Speed 8		Low-light vision
TRAITS		
Pack Attack		
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.		
STANDARD ACTIONS		
⊕ Claws ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, or 2d6 + 9 while the gnoll is bloodied.		
Effect: The gnoll marks the target until the end of the gnoll's next turn.		
⚡ Blood Call (charm, psychic) ◆ At-Will		
Effect: The gnoll shifts up to 3 squares.		
Attack: Close burst 5 (each creature marked by the gnoll in the burst); +9 vs. Will		
Hit: 1d10 + 9 psychic damage, and the gnoll pulls the target up to 3 squares.		
MINOR ACTIONS		
⚡ Blood Frenzy ◆ At-Will (1/round)		
Requirement: The gnoll must be bloodied.		
Effect: Close burst 1 (enemies in the burst). Each target takes 5 damage and is marked by the gnoll until the end of the gnoll's next turn.		
Str 19 (+7)	Dex 16 (+6)	Wis 15 (+5)
Con 14 (+5)	Int 9 (+2)	Cha 7 (+1)
Alignment chaotic evil		Languages Abyssal, Common
Equipment leather armor		

2 Demon-Eye Gnolls (D)		Level 7 Lurker
Medium natural humanoid		XP 300 each
HP 62; Bloodied 31		Initiative +11
AC 21, Fortitude 20, Reflex 20, Will 18		Perception +10
Speed 8		Low-light vision
TRAITS		
⚡ Abyssal Mind (charm, psychic) ◆ Aura 3		
While the gnoll is bloodied, any enemy that ends its turn in the aura and can see the gnoll takes 5 psychic damage. If the enemy is dazed, it must also make a basic attack against its nearest ally as a free action.		
Pack Attack		
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.		
STANDARD ACTIONS		
⊕ Glaive (weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 4d4 + 5 damage, or 6d4 + 15 if the target cannot see the gnoll.		
⚡ Stare into the Abyss ◆ At-Will		
Attack: Close burst 3 (enemies in the burst that can see the gnoll); +10 vs. Will		
Hit: The target is dazed until the end of the gnoll's next turn.		
Effect: The gnoll becomes invisible to the target until the end of its next turn.		
Str 18 (+7)	Dex 18 (+7)	Wis 15 (+5)
Con 14 (+5)	Int 9 (+2)	Cha 7 (+1)
Alignment chaotic evil		Languages Abyssal, Common
Equipment leather armor, glaive		

Gnoll Huntmaster (H) Medium natural humanoid	Level 5 Artillery XP 200
HP 50; Bloodied 25 AC 19, Fortitude 17, Reflex 18, Will 15 Speed 8	Initiative +4 Perception +11 Low-light vision
TRAITS	
Pack Attack The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.	
STANDARD ACTIONS	
⚔ Handaxe (weapon) ♦ At-Will Attack: Melee 1 (one creature); +10 vs. AC Hit: 2d6 + 3 damage, or 2d6 + 5 while the gnoll is bloodied.	
🏹 Longbow (weapon) ♦ At-Will Attack: Ranged 30 (one creature); +12 vs. AC Hit: 1d10 + 8 damage, or 1d10 + 10 while the gnoll is bloodied.	
Skills Stealth +11	
Str 16 (+5)	Dex 19 (+6) Wis 14 (+4)
Con 14 (+4)	Int 8 (+1) Cha 7 (+0)
Alignment chaotic evil Languages Abyssal, Common	
Equipment leather armor, handaxe, longbow, 30 arrows	

Features of the Area

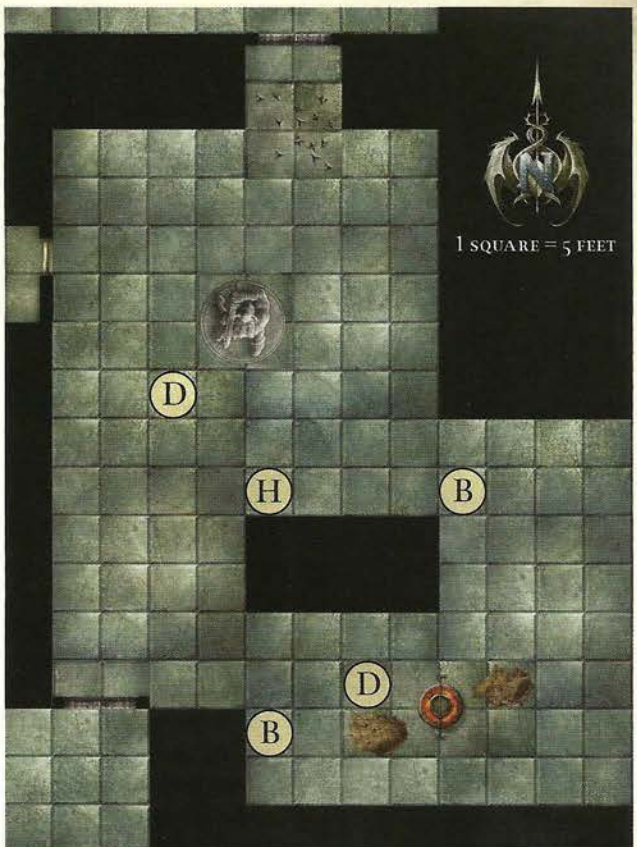
- Illumination:** A small fire fills the southern room with bright light, but the outer chambers are lit only dimly.
- Ceiling:** 20 feet high.
- Caltrops:** Suspicious of the oni in area 30, the gnolls have scattered large, barbed caltrops over the 4 squares in front of the northern doors.

Caltrops Object	Level 8 Trap XP –
Detect automatic Immune attacks	Initiative –
TRIGGERED ACTIONS	
⚔ Attack ♦ At-Will Trigger: A creature enters a square containing caltrops. Attack: Melee 1 (triggering creature); +13 vs. AC Hit: 2d8 + 7 damage, and the target is slowed (save ends).	
COUNTERMEASURES	
♦ Avoid: A creature can automatically avoid a square of caltrops by spending 2 squares of movement to enter it.	

Cauldron: A rancid stew of flesh from vanquished foes fills the tarnished bronze cauldron. The cauldron is blocking terrain and grants partial cover. A creature can attempt to knock it over with a DC 16 Strength check.

Cauldron	Single-Use Terrain
STANDARD ACTION	
⚡ Spill (fire) ♦ Encounter Requirement: You must be adjacent to the cauldron. Attack: Close blast 2 (creatures in the blast); +11 vs. Reflex Hit: 1d6 + 4 fire damage, and the target falls prone. Effect: The blast creates a zone that lasts until the end of the encounter. Any creature that enters the zone must succeed on a DC 12 Acrobatics check or fall prone.	

If the cauldron is moved, the square containing the fire is difficult terrain. Any creature that enters that square



- takes 5 fire damage, and if it ends its turn there it takes ongoing 5 fire damage (save ends).
- Statue:** This statue of Bahamut, depicted as a human knight, grants partial cover and is difficult terrain.
- Along the walls are carvings of Bahamut as an armored minotaur whose horns are tipped with spearlike metal points (Religion DC 16 to recognize this), fighting demons and demonic minotaurs. A climactic scene on the south wall shows him locked in battle with Baphomet.
- Trash:** These heaps of furs, food scraps, and other debris are difficult terrain. Buried under the debris are a few treasures the gnolls have managed to hide from Kashatri. These include a mithral scepter with the carved head of a bull (200 gp), a silver medallion bearing a similar device (125 gp), and a brass hunting horn studded with semiprecious stones (75 gp).

Echoes of the Deck

Here Havarr made his fateful draw from the Deck, and echoes of that event still reverberate. The effects of cards from the Deck are amplified and altered in this hall.

- ♦ Any creature using a power associated with a card from the Deck gains a +1 bonus to attack rolls with that power.
- ♦ When any creature is pushed by a card token, it also takes 5 damage.
- ♦ Whenever a card token moves to a square adjacent to any creature, that creature takes 5 damage.
- ♦ Creatures get a +2 bonus to Arcana checks to force a different card's power to manifest.

ENCOUNTER 32: SUN HALL OF PELOR

Encounter Level 5* (1,050 XP)

Setup

Nebrix, gnoll pack lord (N)
2 gnoll blood callers (B)
1 gnoll huntmaster (H)

The pack lord of the gnolls, a vicious cur named Nebrix, keeps three packmates as bodyguards with him here at all times. The rest of his pack lairs in the Hall of Bahamut (area 31) and respond quickly if they hear their leader under attack. Combined, all nine gnolls form a level 9 encounter worth a total of 2,350 XP.

When the adventurers enter this hall, read:

A murky pool dominates this grand hall, its waters dark and still beneath a high vaulted ceiling. Carvings of a bull carrying the sun in its horns adorn the walls, and a circle carved into the floor suggests the shape of the sun. Dim flames flicker in twisting runes within the circle. Four hyena-headed humanoids covered in mangy fur and wearing scraps of armor look up and bare their teeth at your approach.

The gnolls are alert to danger and quick to defend themselves, but they can't afford to lose any of their number and thereby upset the balance of power in the vaults. Nebrix barks a fierce warning to any gnoll that gets too aggressive with the adventurers, and he's willing to listen to overtures. If the adventurers try to talk to the gnolls, refer to "Negotiating with Savages" in Book 2 (page 31).

Tactics

If combat erupts here, Nebrix orders an immediate retreat to area 31 so the pack can fight together. All the gnolls head for the northern door on their first turn in combat.

Once the pack is united, Nebrix uses *pack cackle* to help his allies get into position so they can make the best possible use of *pack attack*. He then launches *demonic frenzy* against a character he thinks can deal significant damage with a melee basic attack, reusing that power as soon as possible each time it recharges. Otherwise, he remains at the edge of his pack, swinging his flail furiously. He uses *feed on the weak* if his allies are having trouble hitting.

The blood callers try to keep multiple opponents focused on them. They also try to maximize the benefit of *pack attack* for themselves and their allies, using *blood call* to bunch the adventurers together adjacent to as many gnolls as possible. Once bloodied, they use *blood frenzy* and *blood call* in concert each round.

The huntmaster stays out of melee, focusing on targets that are engaged with its allies. If ranged attackers are

Nebrix, Gnoll Pack Lord (N) Level 8 Controller (Leader)
 Medium natural humanoid XP 350
 HP 90; Bloodied 45 Initiative +6
 AC 22, Fortitude 21, Reflex 19, Will 22 Perception +6
 Speed 8 Low-light vision

TRAITS

Pack Attack

Nebrix's attacks deal 5 extra damage to any enemy that has two or more of Nebrix's allies adjacent to it.

STANDARD ACTIONS

⊕ Flail (weapon) ◆ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
 Hit: 1d10 + 11 damage.

⚡ Demonic Frenzy (charm) ◆ Recharge when an ally drops to 0 hit points

Attack: Ranged 10 (one creature); +11 vs. Will
 Hit: The target takes a -2 penalty to attack rolls until the end of its next turn. In addition, the target uses a free action to make two basic attacks against a target or targets of Nebrix's choice.
 Effect: The target is dazed until the end of its next turn.

⚡ Feed on the Weak ◆ At-Will

Attack: Area burst 1 within 5 (enemies in the burst); +11 vs. Will
 Hit: The target grants combat advantage until the start of its next turn.
 Effect: One ally in the burst can make a basic attack as a free action.

MINOR ACTIONS

⬅ Pack Cackle ◆ Recharge ☹ ☹

Effect: Close burst 5 (allies in the burst). Each target can shift up to 2 squares as a free action.

Str 17 (+7) Dex 15 (+6) Wis 15 (+6)
 Con 18 (+8) Int 10 (+4) Cha 20 (+9)

Alignment chaotic evil Languages Abyssal, Common
 Equipment leather armor, flail

2 Gnoll Blood Callers (B) Level 6 Soldier
 Medium natural humanoid XP 250 each

HP 70; Bloodied 35 Initiative +8
 AC 22, Fortitude 19, Reflex 18, Will 17 Perception +5
 Speed 8 Low-light vision

TRAITS

Pack Attack

The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.

STANDARD ACTIONS

⊕ Claws ◆ At-Will

Attack: Melee 1 (one creature); +11 vs. AC
 Hit: 2d6 + 7 damage, or 2d6 + 9 while the gnoll is bloodied.
 Effect: The gnoll marks the target until the end of the gnoll's next turn.

⬅ Blood Call (charm, psychic) ◆ At-Will

Effect: The gnoll shifts up to 3 squares.
 Attack: Close burst 5 (each creature marked by the gnoll in the burst); +9 vs. Will
 Hit: 1d10 + 9 psychic damage, and the gnoll pulls the target up to 3 squares.

MINOR ACTIONS

⬅ Blood Frenzy ◆ At-Will (1/round)

Requirement: The gnoll must be bloodied.
 Effect: Close burst 1 (enemies in the burst). Each target takes 5 damage and is marked by the gnoll until the end of the gnoll's next turn.

Str 19 (+7) Dex 16 (+6) Wis 15 (+5)
 Con 14 (+5) Int 9 (+2) Cha 7 (+1)

Alignment chaotic evil Languages Abyssal, Common
 Equipment leather armor

Gnoll Huntmaster (H)		Level 5 Artillery
Medium natural humanoid		XP 200
HP 50; Bloodied 25		Initiative +4
AC 19, Fortitude 17, Reflex 18, Will 15		Perception +11
Speed 8		Low-light vision
TRAITS		
Pack Attack		
The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.		
STANDARD ACTIONS		
⚔ Handaxe (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 3 damage, or 2d6 + 5 while the gnoll is bloodied.		
🏹 Longbow (weapon) ♦ At-Will		
Attack: Ranged 30 (one creature); +12 vs. AC		
Hit: 1d10 + 8 damage, or 1d10 + 10 while the gnoll is bloodied.		
Skills Stealth +11		
Str 16 (+5)	Dex 19 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 8 (+1)	Cha 7 (+0)
Alignment chaotic evil Languages Abyssal, Common		
Equipment leather armor, handaxe, longbow, 30 arrows		

being troublesome, it turns its attention to such characters while ordering the blood callers into melee with them.

Features of the Area

Illumination: The flames in the sun circle shed dim light.

Ceiling: The vaulted ceiling is 20 feet high at the outer edges of the hall, rising to 40 feet above the pool.

Corrupted Sun Pool: This shallow pool, built to honor Pelor, once reflected the light of the sun filtering through a shaft overhead. The shaft has long since collapsed, and the

pool is now corrupted by the influence of the secret shrine to Baphomet. The dark, still water is infused with the rage and evil of the Horned King.

The pool is difficult terrain, and any creature that enters the pool or ends its turn there takes 5 necrotic damage.

Stairs: Steep, heavily worn stairs lead to this room from the barracks above (area 19). Because they're so steep, the stairs are difficult terrain for creatures ascending or descending them.

Sun Circle: The flames dancing over the magic circle in the floor are harmless, but the lingering magic in the circle can benefit creatures who stand within. Any creature in the circle deals 5 extra damage with fire or radiant attacks.

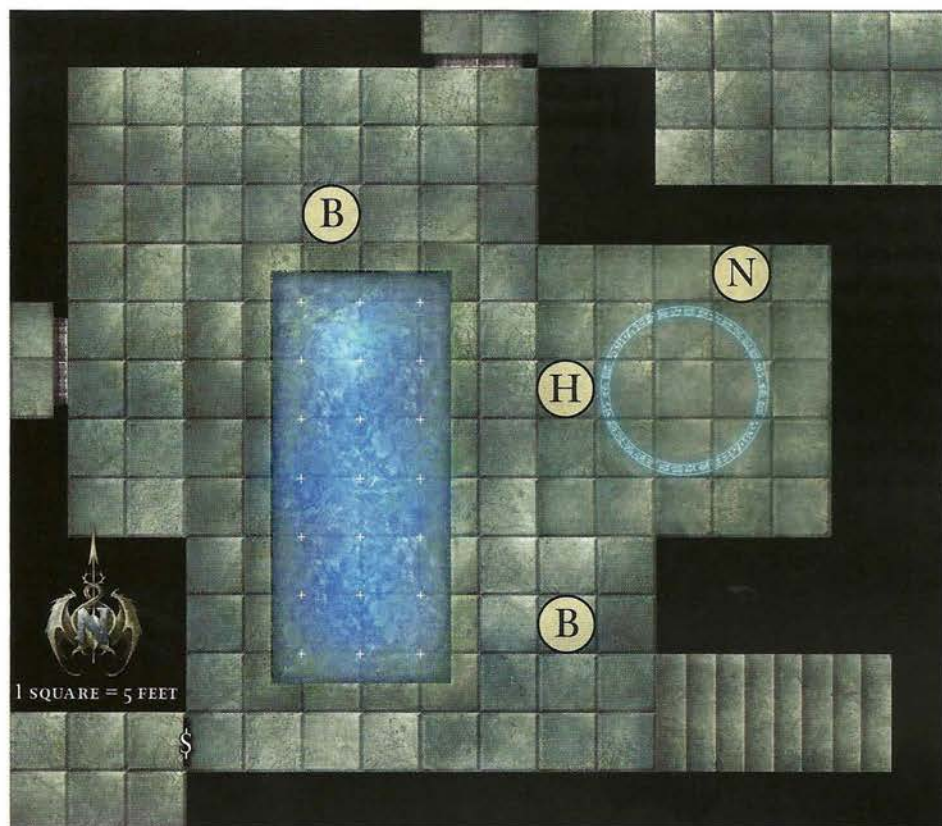
If a character in the Sun Circle uses a fire or radiant power that includes any part of the corrupted pool in its area of effect, the waters of the pool are instantly purified. Creatures entering it no longer take necrotic damage, and any creature that spends a healing surge while within the pool gains temporary hit points equal to its level.

Treasure: Heaped in the corner of the room behind the Sun Circle is a small pile of furs and sacks that contains Nebrix's personal stash of treasure, looted from the vaults when the gnolls first arrived. In the stash are: two *potions of healing*, a golden ring in the shape of a serpent with one amethyst eye biting its own tail (250 gp), an elaborately embroidered ceremonial robe with beads and lacquered wooden strips (250 gp), and a pair of pearls in a small wooden box (100 gp per pearl). In addition, the stash contains an adamantine rod engraved with the

holy symbol of Asmodeus, a relic of the Infernal Bastion worth 250 gp. This rod is one object needed to complete the "Ancient Heirlooms" quest (see page 6 of Book 2).

Secret Door

Characters searching the chamber have a chance to detect the secret door leading to area B (see page 20 of Book 1). A successful DC 24 Perception check reveals its presence. The trigger is concealed within the ear of a bull carved on the door's surface.



ENCOUNTER 33: GREAT TEMPLE

Encounter Level 11 (XP 3,000)

Setup

Mekkalath, young red dragon (M)

1 pact-bound adept (A)

4 dragonkin defenders (D)

10 kobold tunnelers (K)

The minotaurs built this temple to honor the gods of good, even as they made secret sacrifice to Baphomet. When the knights of Gardmore Abbey took over the vaults, they transformed this temple only slightly, making it secondary to the grand temple overhead. Now it is home to the red dragon Mekkalath, who derives blasphemous pleasure from lairing in a place that so prominently honors Bahamut.

When the adventurers enter the temple, read:

This enormous chamber glitters with flakes of gold leaf that still cling to reliefs of minotaurs and statues of human knights, all offering homage to a huge statue of a noble-looking dragon. The marble floor is adorned with elaborate designs that form a path toward the dragon statue, accentuated by parallel lines of faceted stone columns. Each column is topped by a crystal section that gleams brightly. A heap of treasure is piled in one corner—where it forms a bed for a living dragon, its scales red as blood, smoke trailing from its nostrils as it sleeps.

Roughly a dozen kobolds mill about the room. Four are clad in armor that echoes their dragon patron. One, in robes, stands reverently beside the sleeping dragon. The rest are polishing the treasures, working with picks in a rough-hewn tunnel at the far side of the hall, or engaged in other menial tasks.

Religion DC 12: *The statue of the dragon depicts Bahamut.*

Religion DC 16: *The reliefs show several gods as they were portrayed by the minotaurs, including Bahamut, Pelor, Erathis, Kord, and Moradin. Shadows seem to lurk in the background of some of the carvings—representations of the demon prince Baphomet.*

Mekkalath, Young Red Dragon (M) Level 7 Solo Soldier
Large natural magical beast (dragon) XP 1,500

HP 332; Bloodied 166

AC 23, Fortitude 21, Reflex 18, Will 18

Speed 6, fly 8

Resist 15 fire

Saving Throws +5; Action Points 2

Initiative +8

Perception +11

Darkvision

TRAITS

Action Recovery

Whenever Mekkalath ends his turn, any dazing, stunning, or dominating effect on him ends.

Instinctive Assault

On an initiative of 10 + his initiative check, Mekkalath can use a free action to use *bite* or *claw*. If he cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Mekkalath making the attack.

STANDARD ACTIONS

⊕ Bite (fire) ⊕ At-Will

Attack: Melee 2 (one creature); +12 vs. AC.

Hit: 2d10 + 6 damage. The target is grabbed and takes ongoing 5 fire damage, or ongoing 10 fire damage if Mekkalath is bloodied, until the grab ends (escape DC 19).

⊕ Claw ⊕ At-Will

Attack: Melee 2 (one or two creatures); +12 vs. AC. If Mekkalath targets only one creature, he can make this attack twice against that creature.

Hit: 2d8 + 5 damage, and Mekkalath grabs the target (escape DC 16) if he has fewer than two creatures grabbed.

⊕ Breath Weapon (fire) ⊕ Recharge ☼ ☼ ☼

Attack: Close blast 5 (creatures in the blast); +10 vs. Reflex

Hit: 2d12 + 7 fire damage, or 2d12 + 17 fire damage while Mekkalath is bloodied.

Miss: Half damage.

TRIGGERED ACTIONS

⊕ Tail Strike ⊕ At-Will

Trigger: An enemy leaves a square within 2 squares of Mekkalath.

Attack (Immediate Reaction): Melee 3 (triggering enemy); +10 vs. Reflex

Hit: 1d6 + 5 damage, and the target falls prone.

⊕ Bloodied Breath ⊕ Encounter

Trigger: Mekkalath is first bloodied.

Effect (Free Action): Breath weapon recharges, and Mekkalath uses it.

Bound to the Deck ⊕ 3/Encounter

Trigger: Mekkalath rolls initiative or his hit point total first drops to 221 or 110.

Effect (No Action): Mekkalath draws a new card from among the cards in his possession and immediately uses the power associated with that card.

Skills Bluff +11, Insight +11

Str 22 (+9)

Dex 17 (+6)

Wis 16 (+6)

Con 19 (+7)

Int 11 (+3)

Cha 14 (+5)

Alignment evil

Languages Common, Draconic

Pact-Bound Adept (A)	Level 6 Artillery (Leader)
Small natural humanoid (reptile), kobold	XP 250
HP 58; Bloodied 29	Initiative +6
AC 18, Fortitude 17, Reflex 18, Will 20	Perception +3
Speed 6, fly 4 (clumsy)	Darkvision
Resist 5 fire	
STANDARD ACTIONS	
⊕ Quarterstaff (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 2 damage.	
⊕ Flaming Staff (fire, implement) ◆ At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).	
✱ Healing Burst (healing) ◆ Recharge ☼ ☼ ☼	
Effect: Area burst 2 within 10 (allies in the burst). Each target regains 10 hit points.	
MINOR ACTIONS	
↘ Dragon's Grace ◆ Recharge ☼ ☼ ☼	
Effect: Ranged 10 (one ally). The target gains resist 10 against a damage type of the adept's choice until the end of the encounter.	
Shifty (minor; at-will)	
Effect: The adept shifts 1 square.	
TRIGGERED ACTIONS	
⊕ Fierce Rebuke (fear) ◆ Recharge ☼ ☼ ☼	
Trigger: An enemy moves adjacent to the adept.	
Attack (immediate reaction): Melee 1 (triggering enemy); +11 vs. Will	
Hit: The adept pushes the target up to 3 squares, and the target is weakened (save ends).	
Skills Arcana +10	
Str 11 (+3)	Dex 17 (+6) Wis 10 (+3)
Con 16 (+6)	Int 14 (+5) Cha 21 (+8)
Alignment evil	Languages Common, Draconic
Equipment quarterstaff	

4 Dragonkin Defenders (D)	Level 6 Soldier
Small natural humanoid (reptile), kobold	XP 250 each
HP 70; Bloodied 35	Initiative +6
AC 22, Fortitude 18, Reflex 16, Will 19	Perception +4
Speed 5	Darkvision
Resist 5 fire	
TRAITS	
For the Master	
The defender gains a +1 bonus to attack rolls while it is within 5 squares of a dragon.	
STANDARD ACTIONS	
⊕ Longsword (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage, and the target is marked until the end of the defender's next turn.	
⊕ None Shall Pass (weapon) ◆ Recharge ☼ ☼ ☼	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d8 + 5 damage, and the target is immobilized and takes a -2 penalty to all defenses (save ends both).	
MINOR ACTIONS	
Shifty (minor; at-will)	
Effect: The defender shifts 1 square.	
Skills Stealth +9	
Str 17 (+6)	Dex 12 (+4) Wis 13 (+4)
Con 14 (+5)	Int 11 (+3) Cha 16 (+6)
Alignment evil	Languages Common, Draconic
Equipment scale armor, longsword	

10 Kobold Tunnelers (K)	Level 1 Minion Skirmisher
Small natural humanoid (reptile)	XP 25 each
HP 1; a missed attack never damages a minion.	Initiative +5
AC 15, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	Darkvision
STANDARD ACTIONS	
⊕ Javelin (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
⊕ Javelin (weapon) ◆ At-Will	
Attack: Ranged 10 (one creature); +6 vs. AC	
Hit: 4 damage.	
MINOR ACTIONS	
Shifty ◆ At-Will	
Effect: The kobold shifts 1 square.	
TRIGGERED ACTIONS	
Narrow Escape ◆ Encounter	
Trigger: A close or an area attack hits or misses the kobold.	
Effect (Immediate Interrupt): The kobold shifts up to 3 squares.	
Str 8 (-1)	Dex 16 (+3) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Alignment evil	Languages Common, Draconic
Equipment leather armor, 3 javelins	

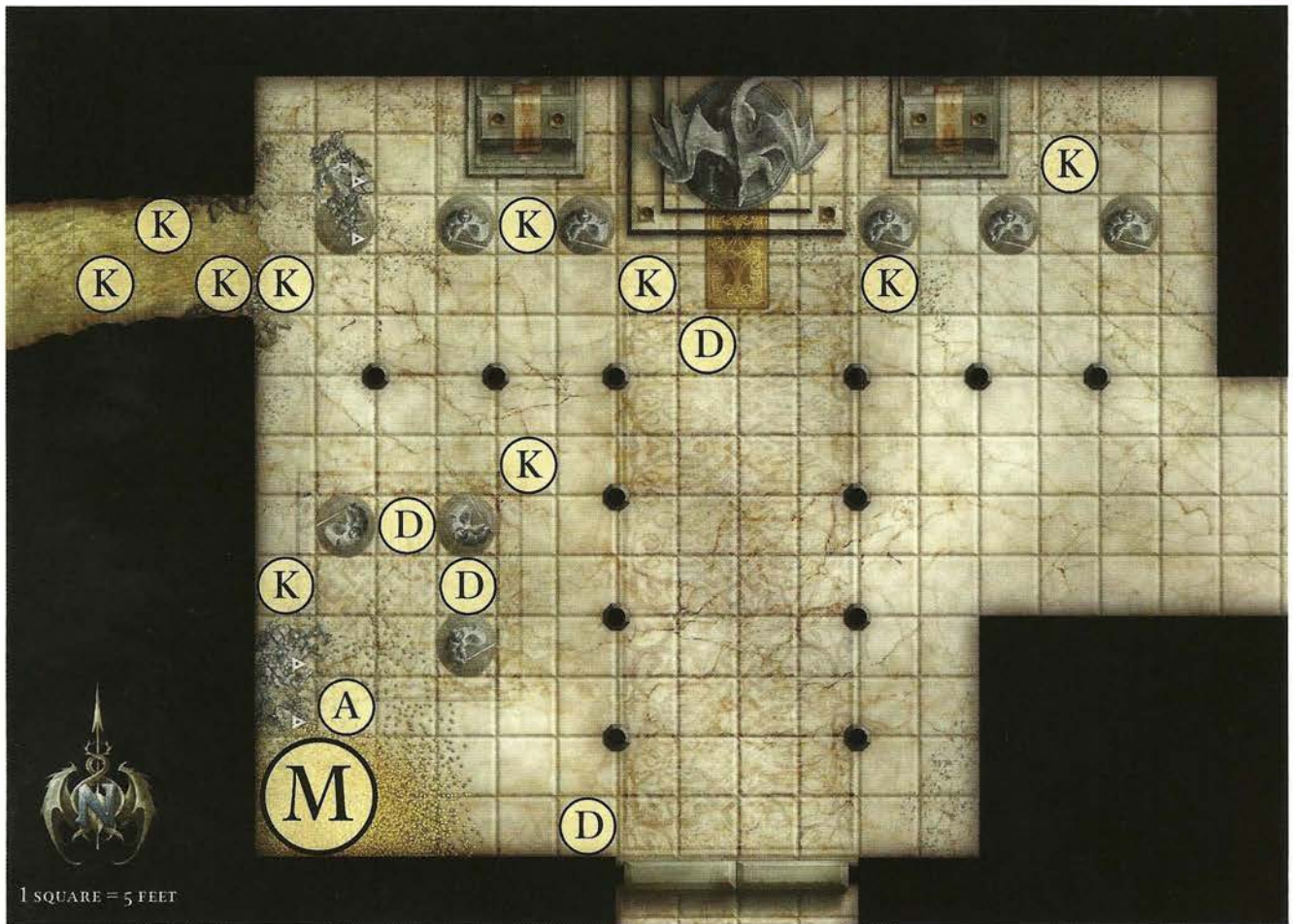
Tactics

Mekkalath begins the encounter asleep, and he remains asleep until he takes damage. When the adventurers attack, the kobolds begin calling for their “god” to awaken and save them, but he is oblivious.

The dragonkin defenders try to stay within 5 squares of the sleeping dragon to take advantage of their *for the master* trait, while the pact-bound adept uses *fierce rebuke* to put enemies near the dragon. Once only one or two tunnelers remain, one of them runs toward the sleeping Mekkalath and leaps onto his head, dealing 4 damage and waking the dragon.

When Mekkalath wakes up, he does two things immediately. First, he uses *instinctive assault* against an enemy within 2 squares of him. If a tunneler woke him and no enemy is within range, he kills the kobold with this attack instead. Next, he activates the power of one of his cards from the *Deck of Many Things*. This is a villain encounter (see page 22 in Book 1), and Mekkalath has three cards from the *Deck of Many Things* buried in his treasure hoard.

Thereafter, Mekkalath takes his normal turn at an initiative count 10 lower than when he awakened. Alternatively, the dragon's turn occurs after four other creatures' turns have passed since he used *instinctive assault*.



Features of the Area

Illumination: Bright light.

Ceiling: The ceiling arches from 20 feet at the temple's sides to 40 feet over the center.

Altars: Two stone altars flank the statue of Bahamut and grant partial cover to Small or Medium creatures squeezing behind them. Any creature that is adjacent to an altar gains a +1 bonus to attack rolls with divine powers.

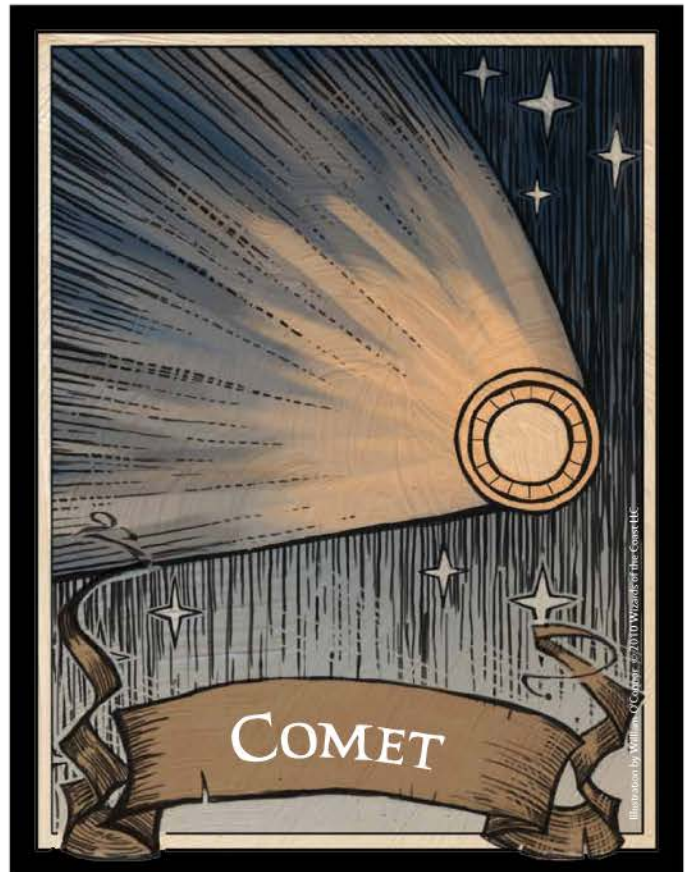
Columns and Statues: These are blocking terrain and provide partial cover.

Rubble: These areas are difficult terrain.

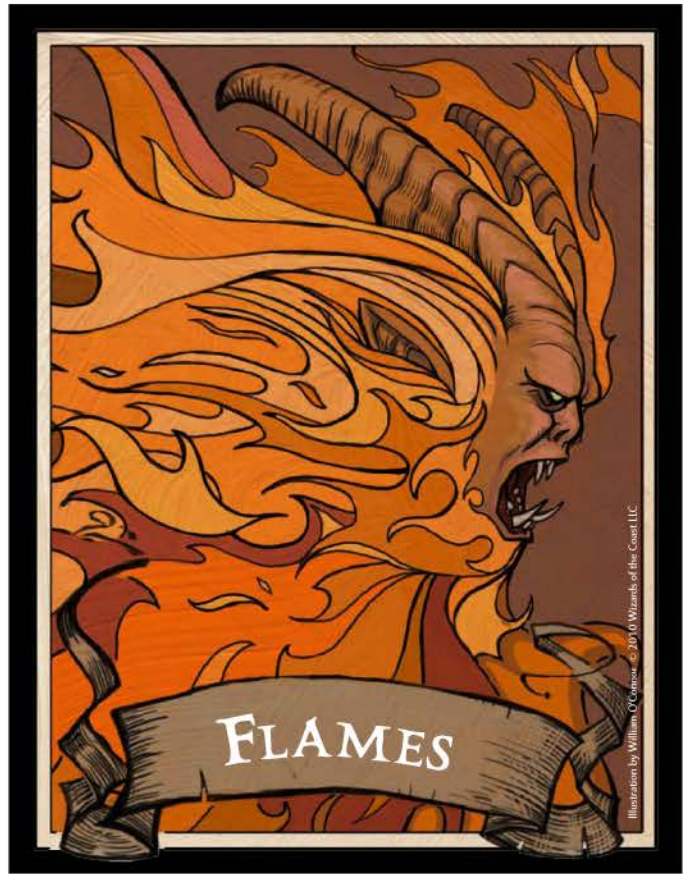
Treasure: Mekkalath's treasure pile includes 628 gp, 1,220 sp, and a golden vase with mithral inlay, worth 250 gp. As well, the hoard includes a suit of level 7 common magic armor, a level 9 uncommon magic weapon, and a common magic head slot item of level 9 to 11.

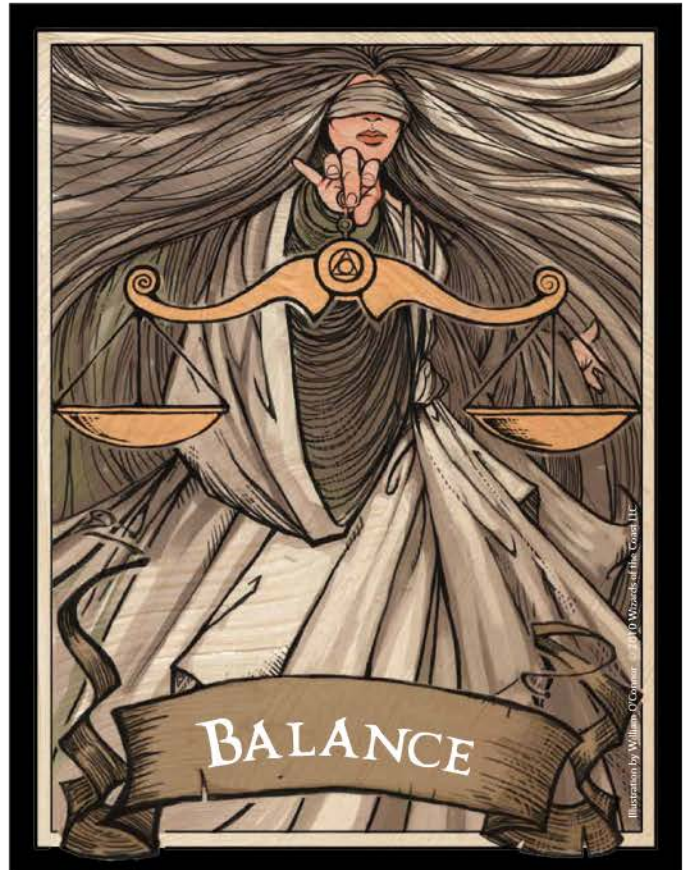
The Chalice of the Dragon—one of the sacred items needed to purify the temple—also lies in the treasure heap. (See "Purify the Temple" on page 11 of Book 2.) Once per day, one character can drink water from the chalice to regain hit points as if he or she spent a healing surge.

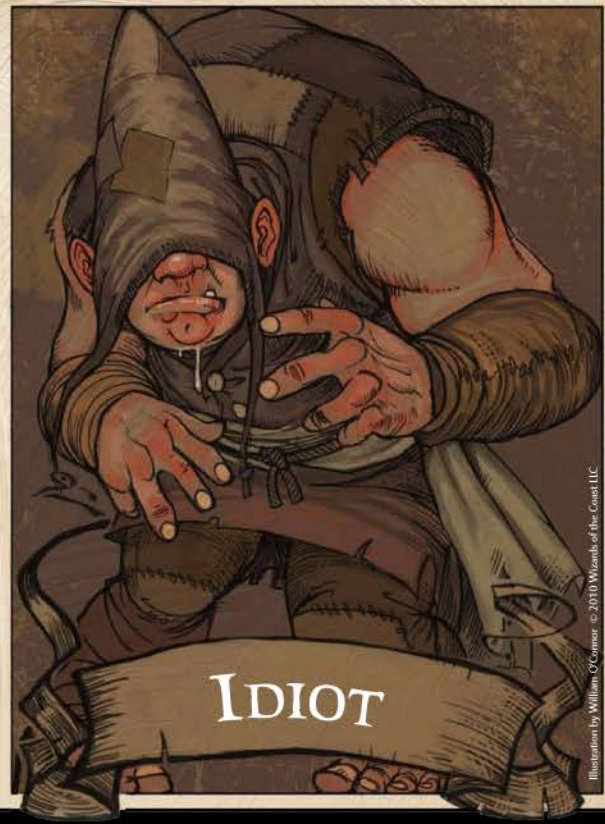


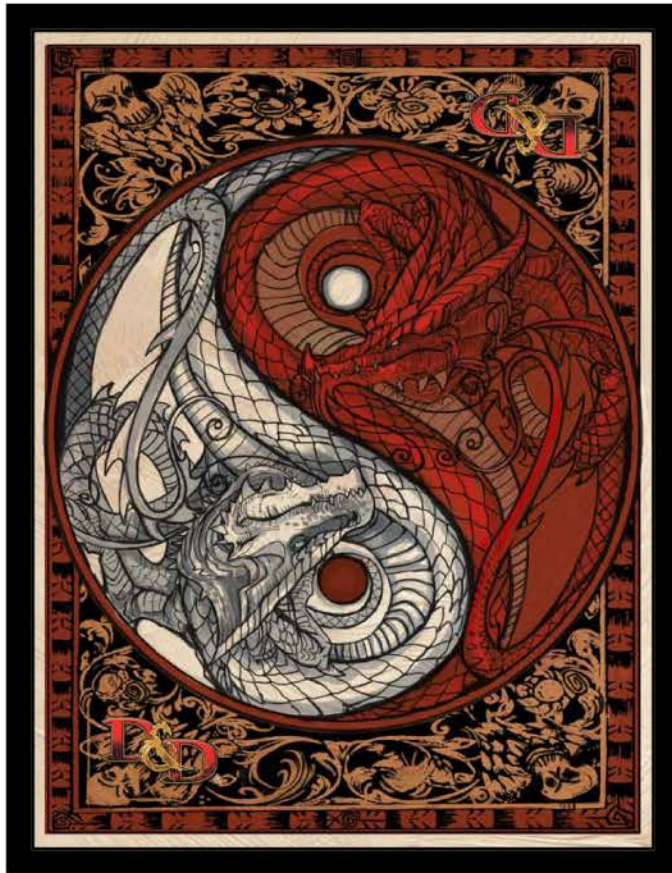
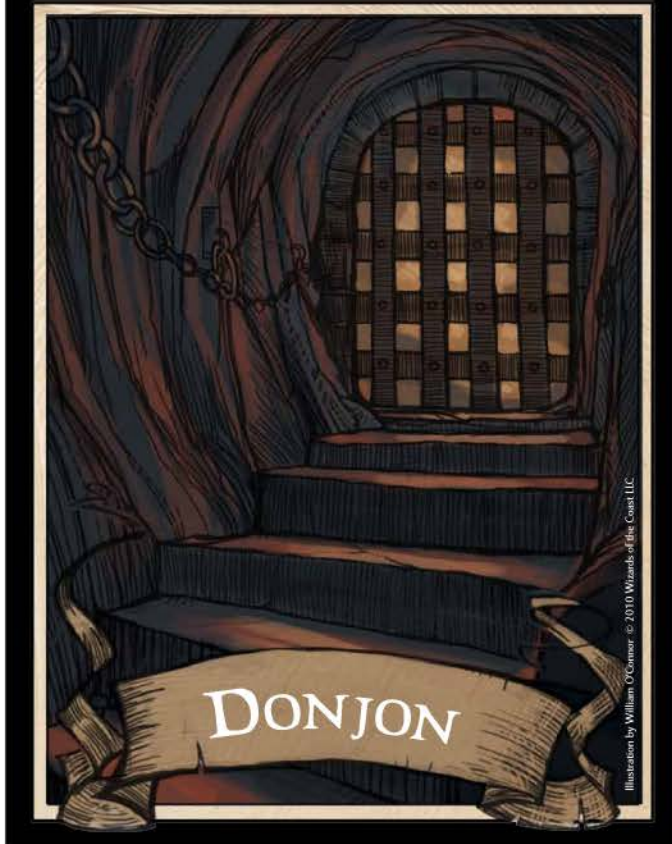












Torc of Justice

Level 10 Rare

This golden neckband is inscribed with the mantra of Bahamut: *Protect the weak, and bring justice to the wicked.*

Level 10 +2 5,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you spend a healing surge, in addition to gaining its normal benefits, you choose an enemy you can see. Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against that enemy.

Power (Daily): Minor Action. Bloodied allies within 5 squares of you gain 10 temporary hit points.

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Moonbane

Level 10 Rare

The ancestral weapon of the Markelhay family has ties to the Feywild and gleams with a light like the moon.

Level 10 +2 5,000 gp

Weapon: Longsword

Enhancement: Attack rolls and damage rolls

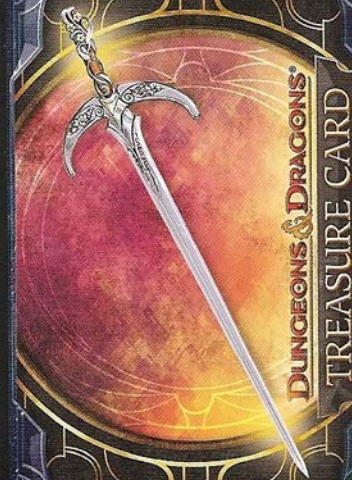
Critical: +2d8 radiant damage

Property: Moonbane is treated as a silvered weapon.

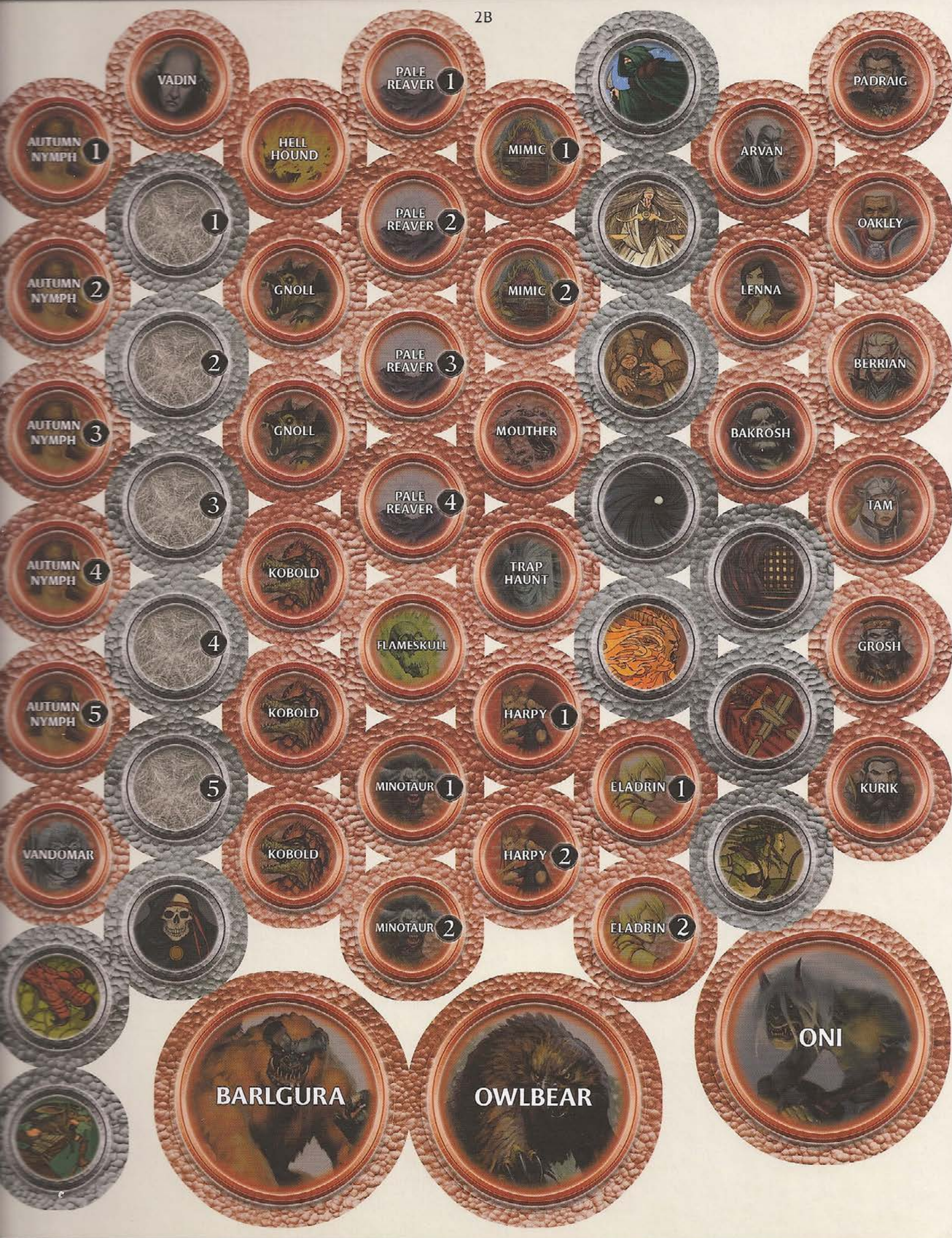
Property: Moonbane deals full damage to insubstantial creatures.

Power (Daily): Move action. You teleport up to 5 squares. Each creature that is adjacent to your destination square takes 5 radiant damage.

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VADIN

PALE REAVER 1

PADRAIC

AUTUMN NYMPH 1

HELL HOUND

MIMIC 1

ARVAN

1

PALE REAVER 2

AUTUMN NYMPH 2

GNOLL

MIMIC 2

LENNA

2

PALE REAVER 3

AUTUMN NYMPH 3

GNOLL

MOUTHUR

BAKROSH

3

PALE REAVER 4

AUTUMN NYMPH 4

KOBOLD

TRAP HAUNT

TAM

4

FLAMESKULL

AUTUMN NYMPH 5

KOBOLD

HARPY 1

GROSH

5

MINOTAUR 1

ELADRIN 1

VANDOMAR

KOBOLD

HARPY 2

KURIK

MINOTAUR 2

ELADRIN 2

BARLGURA

OWLBEAR

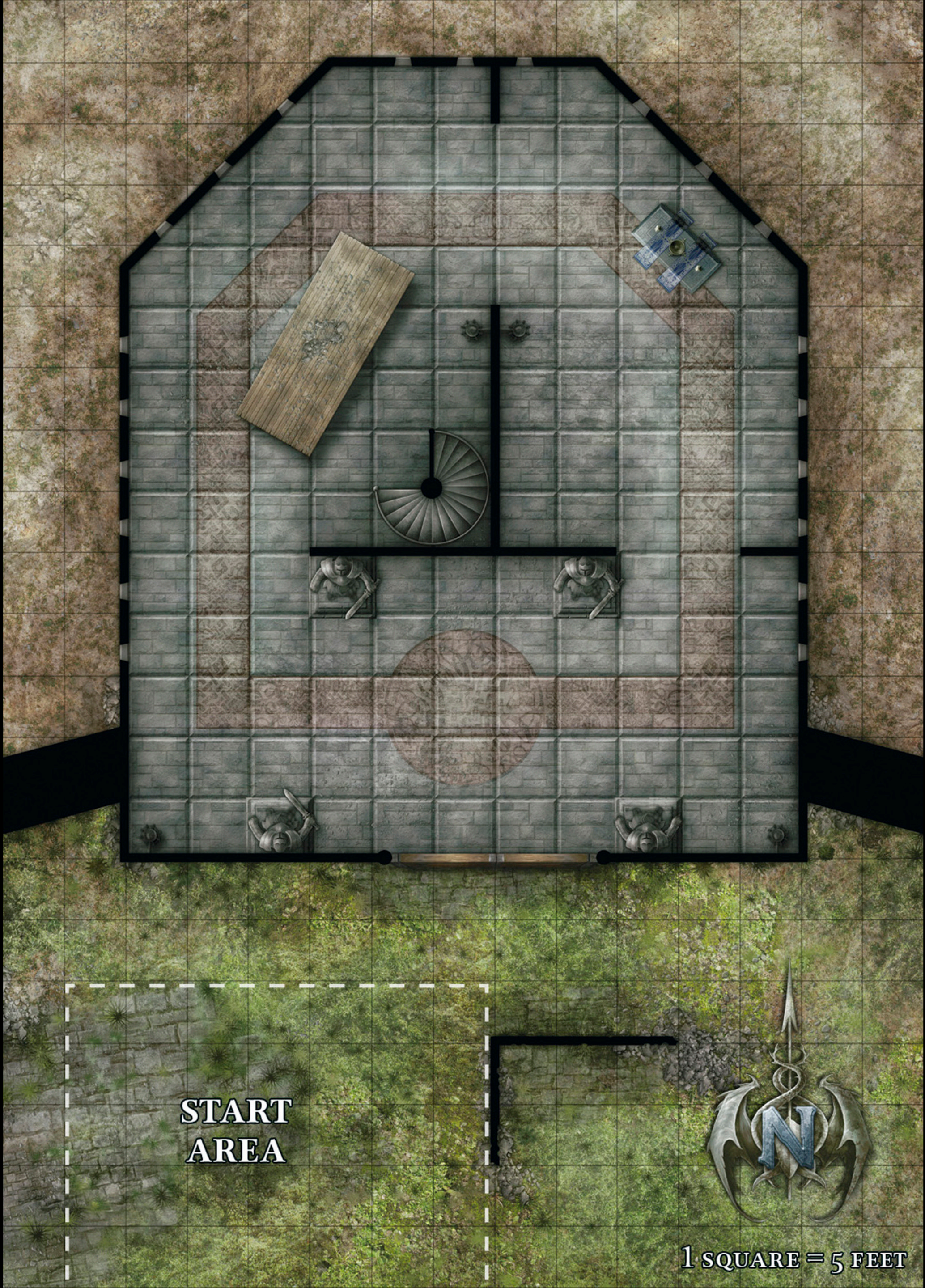
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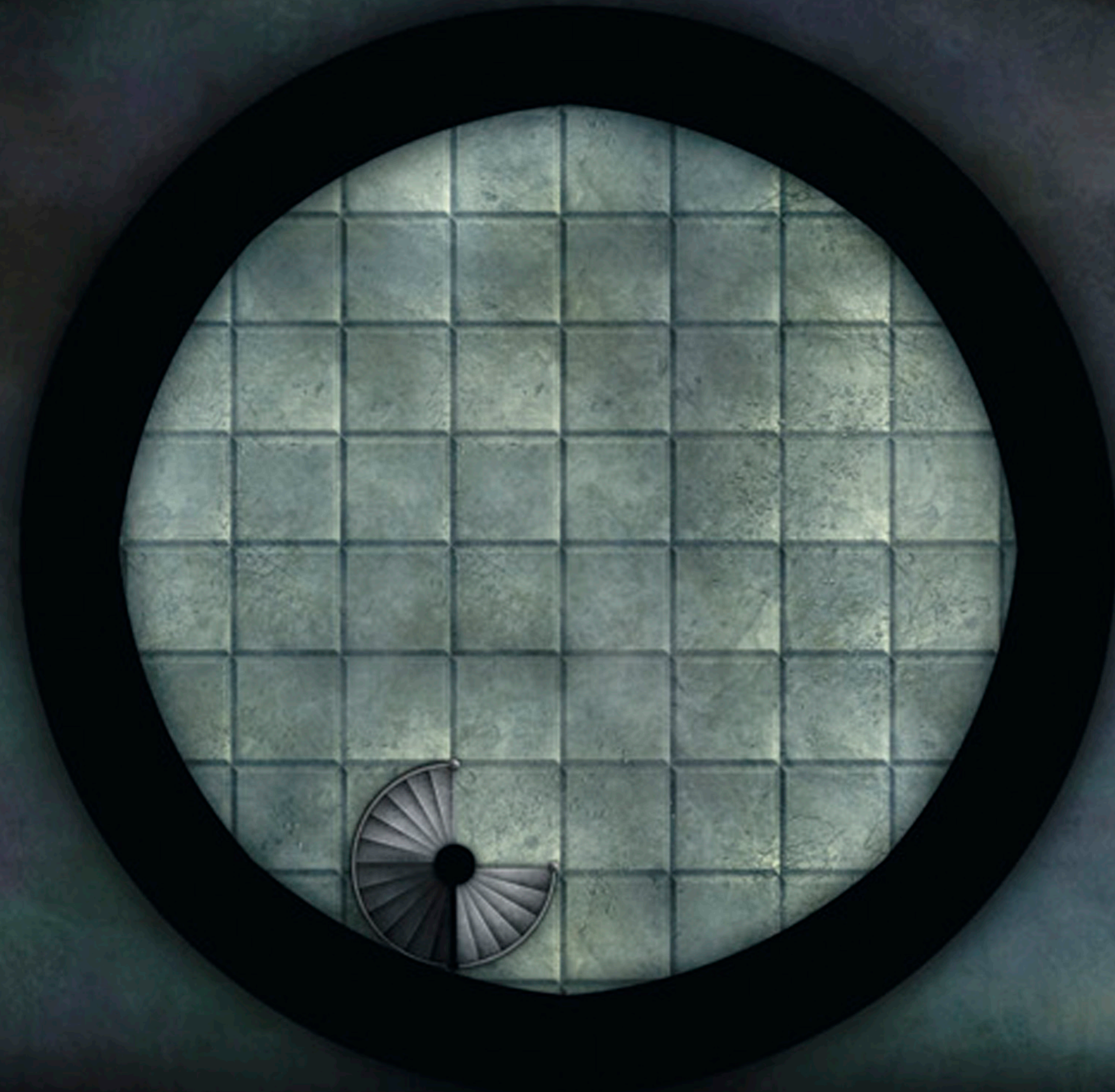
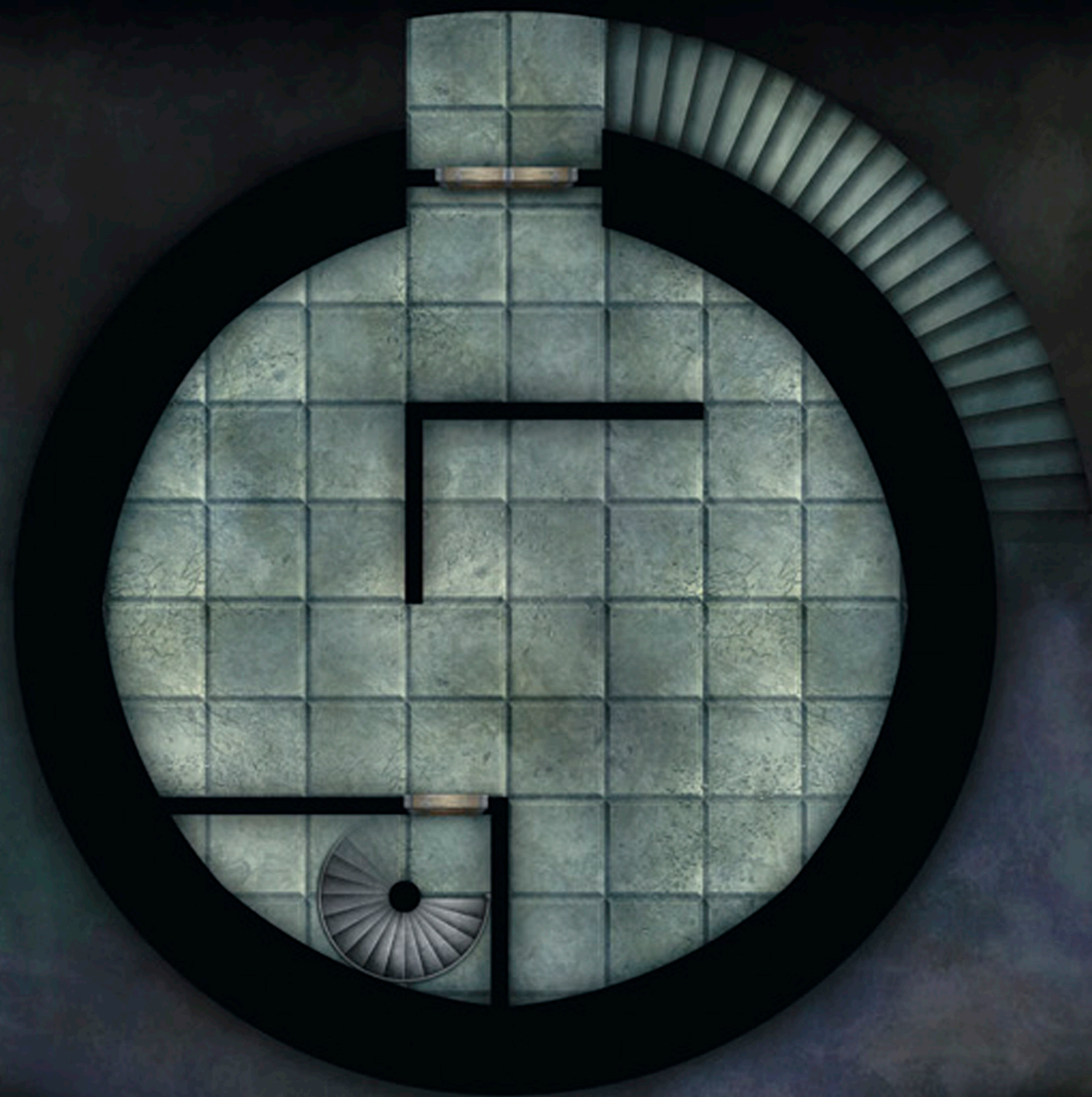
1 SQUARE = 5 FEET

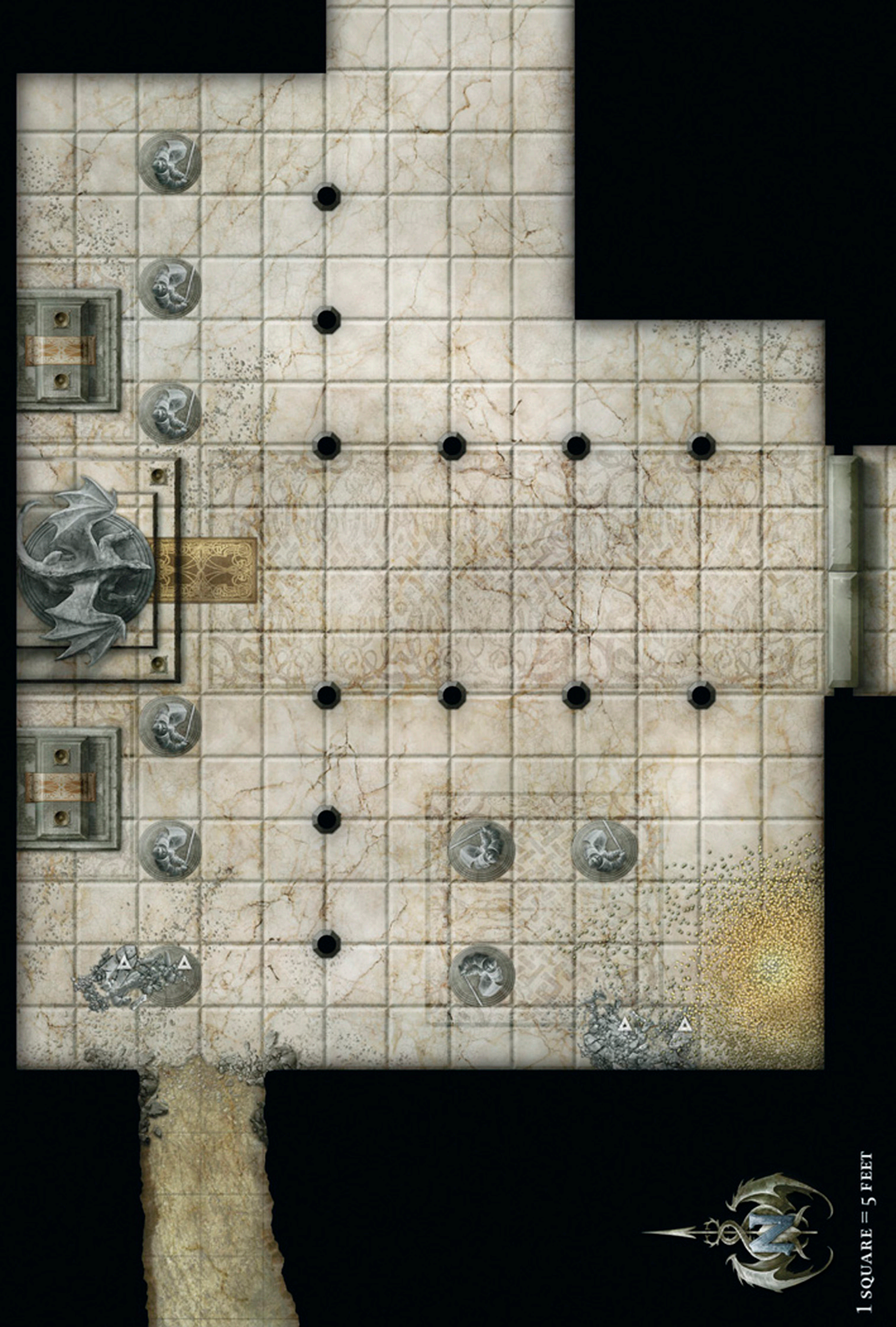


START
AREA

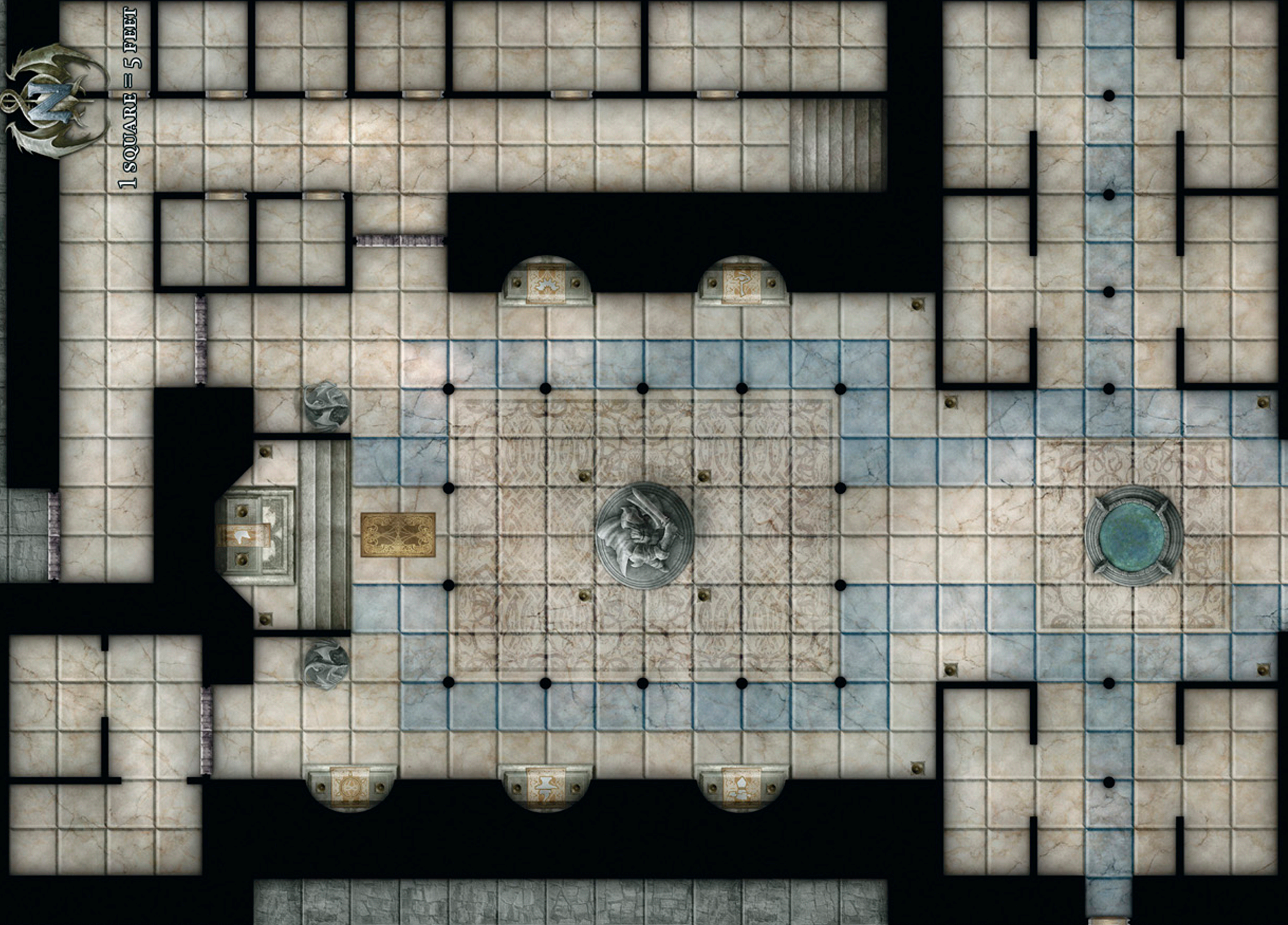


1 SQUARE = 5 FEET





1 SQUARE = 5 FEET



Pick a Card, Any Card . . .

Gardmore Abbey. Once the bastion of a paladin order devoted to Bahamut, this sacred monastery has become a monster-infested ruin. According to legend, the paladins brought back an artifact from a far-off campaign and stored it in the abbey for safekeeping, and evil forces assaulted the abbey in a failed bid to recapture it. What the legends don't reveal is that this artifact was the *Deck of Many Things*!

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