

LURU1-1

SLIVERS OF EAERLANN

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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Luruar is a haven of peace and culture surrounded by howling wilderness studded with lost ruins, hidden temples, and the lairs of foul, vicious creatures. Things that are lost, however, do not always stay so and some things hidden refuse to remain in darkness. A *Living Forgotten Realms* adventure set in Luruar for characters levels 1-4.

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Long ago the forgotten elven kingdom of Eaerlann held sway over the ancient boughs of the High Forest but its name is now all but lost to the folk of the North. After the kingdom's final collapse in 882 DR (about 600 years ago) the majority of its people sailed away to Evermeet while a few stayed to form the ill-fated Fallen Kingdom. The fecund High Forest swiftly swallowed up the kingdom's cities, monuments, and temples leaving little trace of its passing. A crumbling old road and the ruins of an ancient port on the banks of the Delimbiyr River are the full extent of Eaerlann's known ruins. Sages and loremasters have long held, however, that the eastern region of the High Forest may yet hide some further remnant of Earlann.

Several days ago, a large party of orcs caught a small adventuring party - The Fellowship of the Shining Spear - on the High Forest's fringes. The orcs fought a running battle with the Fellowship deep into the forest, until the adventurers chanced upon a newly uncovered entrance to a long buried tomb - Tarnruth's Rest - buried beneath the huge roots of an ancient oak nestled on the banks of a river. There the Fellowship made their final stand. They slew the orcs by the dozen, but eventually were overwhelmed. Only one member - Halasker - managed to win free during the last terrible moments, managing to lose the orcs among the boughs of the High Forest and to finally make his way back to Silverymoon.

Once back in civilization, Halasker repaired to the Son of the Goat to drown his sorrows. While there, he encounters the PCs, and their adventure begins.

PLAYER'S INTRODUCTION

The Son of the Goat is a famed Silverymoon inn. Standing to the north of the Moonbridge on the site of its forbear, the Dancing Goat, the inn is renowned for its wild, hedonistic atmosphere that seemingly continues through the day and night. The owner, Reydrich Sharn, provides a wide range of live entertainment to augment the inn's party atmosphere. He also stocks hundreds of different drinks in his capacious cellar.

Read or paraphrase the following to the players:

The common room of the Son of the Goat is as packed and raucous as normal, this fine spring evening. Even standing room is limited as the merry throng laugh, dance, drink, and flirt. In one corner, a small band of troubadours strive to lift their own music above the hubbub of laughter and chatter filling the room.

Once you have answered any immediate questions regards the introduction describe how one man, however, is clearly morose and in the process of getting extremely drunk. Proceed to Encounter 1 using the information therein to describe Halaskar.

DM'S INTRODUCTION

Silverymoon is a center of learning and civilization and one of the three major cities of Luruar. A beautiful city, it is a place of ancient trees and soaring towers. Within its walls, magic and learning are revered and music and laughter are often heard. Luruar itself has a reputation for safe, friendly cities surrounded by harsh wilderness dotted with all manner of ruins.

The adventure opens in the Son of the Goat, a famed Silverymoon inn. It is very busy and most patrons are having a marvelous time. One man, however, is clearly morose and in the process of getting extremely drunk. This is Halaskar and he eventually tells the PCs of his troubles. After speaking with him, they agree to travel into the High Forest to retrieve his companions' bodies from a recently uncovered tomb.

Once they have made their preparations, the PCs set out through the High Forest to the tomb, Tarnruth's Rest. If they succeed at the skill challenge, they arrive at the tomb just as an orc ducks back inside carrying many full waterskins. Battle ensues either in the tomb or without. After they are victorious, the PCs find the bodies of three of Halaskar's companions horribly mutilated. A fourth, Joyin Bladebite, is still alive and is overjoyed to be rescued. He tells the PCs that the orcs were trying to get into the tomb proper because they believed that great treasure lies within.

Once they fathom the secret of the door's opening mechanism, the PCs enter the tomb. They explore a number of chambers, some guarded by fiendish traps and terrible guardians. If they are not alert, they may not uncover Tarnruth's true resting place hidden as it is by a false tomb.

If they do uncover her final resting place, the PCs meet her in ghostly form. While she cannot harm them, she can deny them access to her remaining stored treasures. If the PCs succeed at the subsequent skill

challenge, she gifts them to the PCs so that they may continue her battles against evil.

After exploring the tomb, the PCs return to Silverymoon bearing the bodies of Halaskar's companions and Joyin with them. Halaskar rewards them for their success and declares his undying friendship to the PCs.

ENCOUNTER 1: SON OF THE GOAT

There are several NPCs of note in the room, which the PCs may wish to speak to during this encounter. If they speak to other individuals ad-lib that NPC's description and persona. Remember, however, that the vast majority of people here seek carefree fun – something for which the inn is well known. While this highlights the character of the Son of the Goat it also emphasizes the difference in Halaskar's demeanor.

REYDRICH SHARN

Male human; owner of the Son of the Goat

Appearance: Thin as a rake and bald, this human male is clad in a spotlessly clean apron, breaches and shirt. He has a large, hooked nose and a unibrow.

Personality: Greedy, but basically honest, Reydrich is also a bit of a gossip if gold loosens his tongue.

Goals: Reydrich desires two things on any given evening: that there is no trouble of note and that all his patrons enjoy themselves (by spending lots of money at his bar). Beyond that, he lets bygones be bygones; while he hates thievery he understands that such large crowds of people – particularly those distracted by drink – draw pickpockets and con artists as lost tombs draw the attention of adventurers.

ARABEL

Female human; serving wench

Appearance: Average height and build, this woman's skin is pale. She wears a risqué costume of purple and red that leaves little to the imagination. Her eyes are deep blue and sparkle with amusement.

Personality: Arabel is honest and diligent (to a point) and genuinely enjoys working at the inn. She is one of the longest serving members of staff and has a good working knowledge of the hundreds of wines and spirits on offer.

Useful Knowledge: If asked about Halaskar, Arabel tells the PCs that he is something of a regular at the inn but that he normally drinks here with a group of friends. He is normally much jollier than he is tonight (and he is a big tipper).

Goals: Arabel loves talking and flirting with the customers and is always working toward a big tip. As long as she thinks she is in with a chance of such she flirts and is generally charming. If she is denied a decent gratuity, however, she can be quite cold and standoffish.

HALASKAR

Male human fighter 1

Setup: Halaskar ignores anyone trying to talk with him. Pretty much the only way that a PC can actually engage with Halaskar is to offer him another drink. Such an act gleans a mumbled thanks and a grudging invitation to sit. Halaskar does not initiate conversation with the PC after that, but if his guest makes even a minimal attempt to find out what is wrong he launches into a mumbled monologue of his woes. When this subject comes up in conversation, refer to Halaskar's Woes to portray his story. Do not roleplay him as difficult or obtuse; rather he is devastated by the death of his companions and deep in his grief (and his cups).

Appearance: A great bear of a man, this obvious warrior wears battered and stained leather armor and has a sheathed longsword at his hip. Unkempt, long black hair frames a scarred and weather-beaten face. His dark brown eyes are bleary and bloodshot.

Personality: Normally a jovial fellow, who enjoys socializing and danger in equal quantities, Halaskar is now morose and in no real mood to talk with anyone.

Goals: Halaskar wants nothing but the safe return and burial of his unfortunate comrades' remains. While the Fellowship was moderately successful, he cannot afford to have all his friends raised from the dead.

HALASKAR'S WOES

Once the PCs convince Halaskar to tell them of his woes, they find it very difficult to shut him up. While he does answer questions, he does so as briefly as possibly. He knows the following:

- A week ago or so, the Fellowship entered the High Forest but disaster overcame them when a large group of orcs fell upon them. They were too numerous to defeat in open battle, so the Fellowship fled before them. The orcs chased them for many miles until the Fellowship chanced upon a cavern next to a nameless river deep within the forest. Hurrying inside, they discovered that it was an elven tomb of sorts. They could not investigate further because the orcs attacked. Before Joyin could open the door into the tomb proper, the Fellowship was overwhelmed. Halaskar alone escaped, managing to cut himself free during the orcs' last terrible assault.
- The Fellowship occasionally does jobs for a learned gentleman, a sage going by the name of Yatagan. They were in the forest following some crumbling maps of his found in the Vault of the Sages. Yatagan thought some of markings upon them could indicate tombs or treasure vaults. One of them was labeled "Tarnruth's Rest".

- Halaskar does not know the way to the tomb as events happened so fast after the orcs attacked.
- He is happy to provide the PCs with the Yatagan's map. Halaskar hands over a stained and torn map (Player Handout 1).
- Halaskar knows nothing about the tomb proper, as the Fellowship never got past the outer door.
- The Fellowship comprised Joyin Bladebite (male dwarf rogue), Amra Stardown (female elf wizard), Pialau (male human cleric - Torm), Vlondril Nighttouch (female tiefling warlock), and myself. The group spent the last couple of years fighting the creatures of the Nether Mountains. Occasionally, they were lucky enough to find forgotten tombs in the High Forest - good sources of loot.
- Halaskar offers a reward of 20 / 30 gp, the sum of the Fellowship's savings, to each PC if they successfully retrieve his companions' bodies.)

LEARNING MORE

If the PCs decide to ask around town about the Fellowship of the Shining Spear, their employer, or Eaerlann use the information below to determine what they uncover.

- **Halaskar and the Fellowship:** A DC 20 Streetwise check reveals that the Fellowship of the Shining Spear are a minor adventuring band that has been active around Luruar for about a year. They have had some small successes in fighting the denizens of the Nether Mountains and in looting several forgotten tombs. The membership included: Joyin Bladebite (male dwarf rogue), Amra Stardown (female elf wizard), Pialau (male human cleric - Torm), Vlondril Nighttouch (female tiefling warlock), and Halaskar.
- **Yatagan:** A DC 20 Streetwise or DC 15 Arcana check reveals that Yatagan is known as a somewhat secretive scholar interested in the ancient realms of the North.
- **Eaerlann:** A DC 20 Streetwise or DC 20 History check reveals that Eaerlann was an ancient elven kingdom. It held sway over the ancient boughs of the High Forest but its name is now all but lost to the folk of the North. After the kingdom's final collapse in 882 DR (roughly 600 years ago) most of its people sailed away to Evermeet while a few stayed to form the ill-fated Fallen Kingdom. The fecund High Forest swiftly swallowed up the kingdom's cities, monuments, and temples leaving little trace of its passing. A crumbling old

road and the ruins of an ancient port on the banks of the Delimbiyr River are the full extent of Eaerlann's known ruins.

TROUBLESHOOTING: A KNIFE IN THE DARK

If the PCs do not voluntarily speak to Halaskar he leaves the inn after several hours of drinking. As he gets up, it is obvious that he is drunk. He totters to the front door, briefly struggling with it before passing through into the street. As he leaves any PC succeeding on a DC 13 passive Perception check notices a trio of dangerous-looking thugs hurriedly down their drinks before following Halaskar outside. It should be obvious that the thugs mean ill toward Halaskar and that in his present condition, he is in no shape to effectively defend himself.

If the PCs go to his aid, their presence scares off the thugs and Halaskar is grateful. He offers to buy them all a drink and then tells his tale.

If the PCs make no effort to help Halaskar he totters back into the common room about ten minutes later. It is obvious that he has been beaten up. Scanning the room, he notices the PCs and staggers over to their table, grabs the nearest drink and quite without prompting relates his tale of woe.

If the PCs still do not offer to aid him, for them the adventure is over.

ENDING THE ENCOUNTER

Once the PCs accept Halaskar's request, and after they leave the Son of the Goat, proceed to Encounter 2.

ENCOUNTER 2: BEYOND THE LIGHT

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

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Endurance History, Nature, Perception, Streetwise.

Once the PCs decide to honor Halaskar's request they may make any preparations they deem necessary before leaving the city. Remember that once they leave the safety of Silverymoon's walls they are essentially entering dangerous wilderness.

Total distance from Silverymoon to the tomb is about 100 miles.

- It takes roughly a day for the PCs to travel from Silverymoon to Everlund.
- After leaving Everlund, it takes about a day and a half to reach the High Forest.
- Once they are within the High Forest, it takes two days to reach Tarnruth's Rest.

THE HIGH FOREST

The High Forest is an ancient place. Twilight perpetually lingers below the intertwined boughs of the forest's trees. Below the tree canopy, the land is relatively clear of bushes and such like, but is covered by a thick layer of moldering leaves that dampens the sound of a traveler's footsteps. Moss grows thickly upon fallen trees and many small streams wind their way through the forest.

Flora: Oak and maples are numerous in the High Forest as are ash, chestnut, hiexel, laspar, and phandar. Notes on the more exotic tree types appear below:

Hiexel: Upright oval trees growing to between 30 ft. and 70 ft. tall. They have gently curved, sparse branches; brittle, green, waxy wood, and silver-green bark.

Laspar: Evergreens of distinct olive-green hue these trees are sometimes thought to be dead by passersby. They look like squat cedars, having very dense foliage and rarely reach 30 ft. high.

Phandar: Phandars grow to up to 60 ft. high with terrifically strong, springy curving boughs sprouting in great numbers from a massive, knobbly central trunk.

Triangular leaves of mottled, varicolored green grow on branches the rough shape of a horizontal egg.

Fauna: Deers, boars, rabbits, and other mundane animals are common sights within the forest so any party with a skilled hunter will eat well!

SKILL CHALLENGE

The PCs undergo this skill challenge as they search for Tarnruth's Rest. To succeed at the challenge, the PCs can make skill checks both in Silverymoon and after they leave the city.

SCENE 1: SILVERYMOON

Before they leave Silverymoon, the PCs may wish to learn more about Eaerlann or Tarnruth's Rest.

Now that you have agreed to Halaskar's quest, you must make any preparations you deem necessary for a journey of at least a ten day in the hard wilderness surrounding Silverymoon.

Alternatively, they may also try these checks in Everlund, if they wish. Everlund is bustling marketplace and much information flows through the city's wide thoroughfares. The PCs may only attempt each of the checks below once before they enter the High Forest—either they find the information or they do not.

History (DC 15 / 16): A PC visits one or more of the many universities in the city and uncovers forgotten lore regarding the lost, ancient elven kingdom of Earlann. A failed check closes off this avenue of investigation as he insults a university curator or accidentally damages a valuable historical text.

Streetwise (DC 11 / 12): A PC tries to gain some knowledge of Earlann from listening to the current rumors and news swirling through the city's streets. A success indicates that he learns the name (Faelar) of an elven sage wise in the ancient lore of the Silver Marches. Using this skill does not count as a success or a failure; instead a success provides a +2 bonus to one subsequent History check (if the PCs visit the sage in question).

SCENE 2: THE HIGH FOREST

Once the PCs leave Silverymoon, they must find their way through the High Forest to Tarnruth's Rest. Describe their journey through the forest in generalities using the notes and the optional scenes below to enhance play.

The safety guaranteed by Silverymoon's mighty walls lie far behind, now. Ahead, stand the numberless boughs of

the High Forest. To discover the tomb spoken of by Halaskar will require cunning and skill.

Athletics (DC 11 / 12): A PC tries to climb a tree or steep-sided bluff jutting above the tree canopy to get his bearings. Using this skill does not count as a success or a failure, but success provides a +2 bonus to one subsequent Nature check as he describes the surroundings to the rest of the party. A failed check indicates that he expends one healing surge after falling.

Endurance (DC 15 / 16): At least one character in the party must make an Endurance check each turn to resist the debilitating effects of wandering in the wilderness, avoid natural hazards, and forage for sufficient food. A failed check indicates that all members of the party lose one healing surge, in addition to counting as a failure for the challenge.

Nature (DC 15 / 16): While traveling toward the tomb, a PC makes a Nature check to keep the party on the right track. The PCs can make a maximum of three Nature checks in this skill challenge. At least one PC should make a Nature check.

Perception (DC 15 / 16): While travelling toward the tomb, a PC recognizes some feature or landmark noted on Halaskar's map that guides them toward Tarnruth's Rest. Once they have recognized two such landmarks they cannot recognize any more before they reach the tomb.

OPTIONAL SCENES

If you desire, and have the time available, use the following mini-scenes within the skill challenge to add flavor to the encounter. Alternatively, if one or more of the players seems confused by the concept of a skill challenge, use these encounters to facilitate their participation and enjoyment. Unless specifically noted in the text, failing at any of the skill checks below does not count as a failure in regards to the skill challenge. All DCs are as listed above under the relevant skill above.

Ancient Marker (Perception DC 15 / 16): Making a successful Perception check in the High Forest indicates that the PC has discovered a vine shrouded, time-worn marker of ancient Eaerlann. Although much of the inscription upon it has long since been rendered unreadable, they can just make out an arrow that points deeper into the forest. If they subsequently travel in the direction indicated by the arrow, this counts as a success in the skill challenge.

Taciturn Hunter (Diplomacy DC 15 / 16): The PCs encounter a hunter on the fringes of the High Forest. This individual, very knowledgeable about the wood's landmarks and secret trails, can point the PCs in the general direction of the tomb. If the PCs are pleasant

to him and make a Diplomacy check he points them in the general direction of where they want to go. This counts as a success in the skill challenge.

However, if the PCs fail the check, they irritate him and he deliberately lies and instead directs them into a particular dense and little-travel region of the woods. This counts as a failure in regards to the skill challenge.

Orc Tracks (Perception DC 15 / 16): If the PCs make a Perception check when they are within one day's journey of the tomb, they discover orc tracks in an area of soft mud. These are the tracks of the orcs chasing Halaskar away from the tomb. While the tracks peter out after several hundred yards if the PCs backtrack along them this counts as a success for the skill challenge as they lead in the general direction of the tomb.

ENDING THE ENCOUNTER

Once the PCs have completed the skill challenge, proceed to Encounter 3.

Success: The PCs quickly traverse the High Forest and locate Tarnruth's Rest toward dusk on their fifth day of travel. As they arrive, they observe an orc drawing water from the nearby river before heading back into the tomb.

Failure: Although the PCs eventually stumble upon Tarnruth's Rest it has been a harrowing journey. They do not see any activity outside the tomb, but the orcs know they are coming and ambush the PCs as soon as half have crossed the stream (see Encounter 3).

EXPERIENCE POINTS

The characters receive 40 / 60 experience points for successfully completing the skill challenge.

ENCOUNTER 3: SLIVERS OF EAERLANN

ENCOUNTER LEVEL 1 / 3 (500 / 770 XP)

SETUP

This encounter features the following creatures:

5 Orc Drudges (D)

2 Orc Raiders (R)

1 Orc Eye of Gruumsh (S)

The PCs have finally reached Tarnruth's Rest. Inside lurks the remnant of the orc warband that fought the Fellowship of the Shining Spear. Their battle with the Fellowship drew them to this place and since their victory they have lingered here waiting for their shaman to uncover the mystery of the doors.

As the adventurers enter the area, read:

A few trees stand close by to a narrow, steeply banked stream. Nearby the ground has given way revealing a 10 ft. wide stairway leading underground.

If the PCs succeeded at the skill challenge in Encounter 2, add:

A lone orc is filling a half-dozen waterskins in the river.

If the PCs do not intervene, continue:

After a few seconds, it completes its task and carries the bulging skins into the tomb.

FEATURES OF THE AREA

The area surrounding the entrance to Tarnruth's Rest has the following features of note:

River: The river's calm waters (DC 10 Athletics check) flow from west to east at a speed of 2 squares a round. The river is 10 ft. deep.

Characters falling into the river can climb up its slippery banks with a DC 15 Athletics check.

PCs can leap across the river with a DC 10 Athletics check.

Trees: The trees are difficult terrain (it costs 1 extra square of movement to enter these areas). Characters can climb a tree with a DC 10 Athletics check.

Undergrowth: Treat the many low, thick trees, small plants, bushes, as difficult terrain (it costs 1 extra square of movement to enter these areas).

Orc Corpses: A score of dead orcs lie scattered about the forest immediately surrounding the tomb entrance. Their surviving comrades have picked the corpses clean of anything of value.

Tomb Entrance: The tomb entrance is 10 ft. wide. Stairs lead down into an antechamber through which the rest of the tomb is reached. A PC making a DC 10 Perception check, spots many human-sized tracks in the mud around the passageway entrance.

When the PCs venture down the stairs, proceed to Encounter 4.

TACTICS

As soon as they are aware of the characters, the orcs burst forth from the tomb.

Orc Drudge: The orc drudges swarm the nearest foes, hacking them to death.

Orc Raider: The orc raiders charge into battle, smiting down their enemies with their greataxes. They use their handaxes and *killer's eye* on targets within 5 squares of them.

Orc Shaman: The shaman avoids melee as long as possible, using *eye of wrath* on an opponent fighting a raider. The first time a raider is injured he uses *swift arm of destruction*.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the orc raiders.

Six PCs: Add one orc raider.

ENDING THE ENCOUNTER

Once the PCs have defeated the orcs, or if they fight them within the tomb, proceed to Encounter 4.

EXPERIENCE POINTS

The characters receive 100 / 145 experience points each for defeating the orcs.

TREASURE

The orcs have a small amount of coinage that totals 30 / 40 gp.

ENCOUNTER 3: SLIVERS OF EAERLANN STATISTICS (LOW LEVEL)

Orc Raider (Level 1)	Level 1 Skirmisher
Medium natural humanoid	XP 100
Initiative +5 Senses Perception +1; low-light vision	
HP 30; Bloodied 15; see also <i>warrior's surge</i>	
AC 15; Fortitude 13, Reflex 12, Will 10	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d12 + 2 damage (crit 1d12 + 14).	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +5 vs. AC; 1d6 + 2 damage; see also <i>killer's eye</i> .	
M Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc raider makes a melee basic attack and regains 7 hit points.	
Killer's Eye	
When making a ranged attack, the orc ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +7, Intimidate +5	
Str 15 (+2)	Dex 15 (+3) Wis 10 (+1)
Con 14 (+3)	Int 8 (+0) Cha 9 (+0)
Equipment leather armor, greataxe, 4 handaxes	

Orc Drudge (Level 2)	Level 2 Minion
Medium natural humanoid	XP 31
Initiative +0 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 13, Reflex 10, Will 10	
Speed 6 (8 while charging)	
m Club (standard; at-will) ♦ Weapon	
+7 vs. AC; 4 damage.	
Alignment Chaotic evil Languages Common, Giant	
Str 15 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 14 (+2) Int 8 (-1) Cha 9 (+0)	
Equipment hide armor, club	

Orc Eye of Gruumsh (level 3)	Level 3 Controller (Leader)
Medium natural humanoid	XP 150
Initiative +6 Senses Perception +3; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below)	
HP 48; Bloodied 24; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 17; Fortitude 15, Reflex 12, Will 13	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 2 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc shaman makes a melee basic attack and regains 12 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc shaman makes a basic melee attack.	
R Eye of Wrath (minor, at-will) ♦ Fear	
Ranged 5; +6 vs. Will; the target takes a -4 penalty to AC (save ends).	
R Swift Arm of Destruction (standard, recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a basic melee attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard, encounter) ♦ Force	
Area burst 1 within 10; +6 vs. Reflex; 2d6 + 2 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +9, Intimidate +9, Religion +6	
Str 15 (+4)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 12 (+2) Cha 17 (+5)
Equipment leather armor, fur cloak, spear	

ENCOUNTER 3: SLIVERS OF EAERLANN STATISTICS (HIGH LEVEL)

Orc Raider	Level 3 Skirmisher
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +1; low-light vision	
HP 46; Bloodied 23; see also <i>warrior's surge</i>	
AC 17; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also <i>killer's eye</i> .	
M Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc raider makes a melee basic attack and regains 11 hit points.	
Killer's Eye	
When making a ranged attack, the orc ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +8, Intimidate +5	
Str 17 (+4)	Dex 15 (+3) Wis 10 (+1)
Con 14 (+3)	Int 8 (+0) Cha 9 (+0)
Equipment leather armor, greataxe, 4 handaxes	

Orc Drudge	Level 4 Minion
Medium natural humanoid	XP 44
Initiative +0 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 15, Reflex 12, Will 12	
Speed 6 (8 while charging)	
m Club (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +10, Religion +7	
Str 16 (+3)	Dex 10 (+0) Wis 10 (+0)
Con 14 (+2)	Int 8 (-1) Cha 9 (+0)
Equipment hide armor, club	

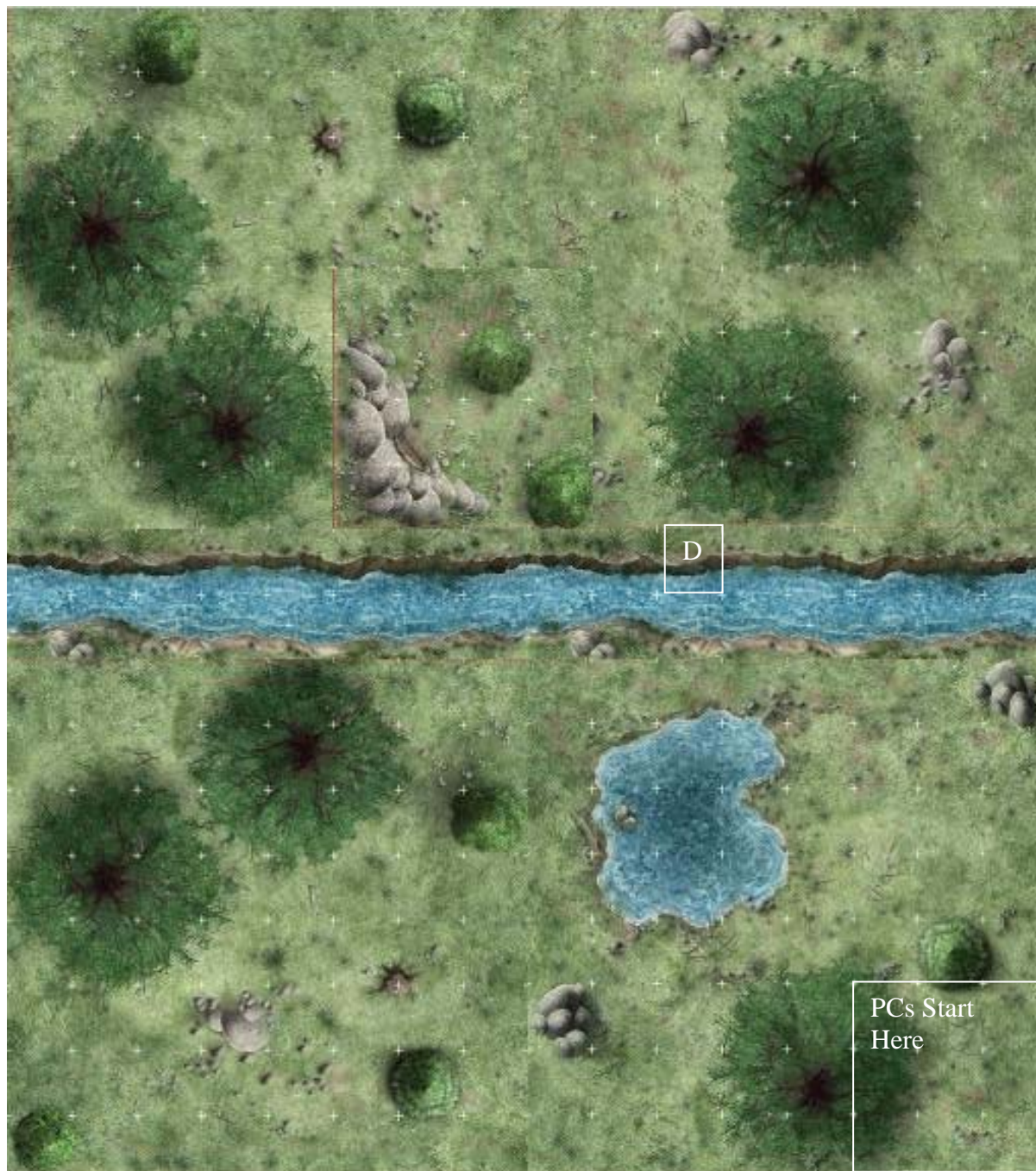
Orc Eye of Gruumsh	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +3; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below)	
HP 64; Bloodied 32; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 19; Fortitude 17, Reflex 14, Will 15	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 3 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc shaman makes a melee basic attack and regains 16 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc shaman makes a basic melee attack	
R Eye of Wrath (minor, at-will) ♦ Fear	
Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends)	
R Swift Arm or Destruction (standard, recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a basic melee attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard, encounter) ♦ Force	
Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +10, Religion +7	
Str 17 (+4)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 12 (+2) Cha 17 (+5)
Equipment leather armor, fur cloak, spear	

ENCOUNTER 3: SLIVERS OF EAERLANN STATISTICS MAP

RUINS OF THE WILD

Stream	8x8	x2
Cabin	8x8	x2
Stonehenge	8x8	x1
Ruined Tower	8x8	x1
Hobbit Hole	4x4	x1

D = orc drudge; the rest of the orcs are in the tomb, but pour forth once combat begins.



ENCOUNTER 4: INTO TARNRUTH'S REST

SETUP

Joyin Bladebite (Perception +6, Thievery +7), male dwarf rogue

Run this encounter, when the PCs enter Tarnruth's Rest. Read:

A set of double stone doors dominates the chamber at the bottom of the stairs. Two alcoves lead off from the main room. One has the refuse of an orc camp scattered about it. In the other four horribly broken and mutilated bodies lie spread-eagled on the floor. Drifting motes of light illuminates the area.

Improvise additional text, taking into account if the PCs fight the orcs inside the tomb.

TOMB FEATURES

The tomb has the following generic features. Use these in all areas of the tomb unless the description of an area specifically contradicts these notes.

Illumination: Drifting motes of magical light illuminate all parts of the tomb. These provide bright illumination throughout the tomb.

Walls: Intricate carvings of trees, bushes, and other fauna cover the walls. Characters can scale the walls with a DC 15 Athletics check. The carvings depict the High Forest in a wilder, more untamed state.

Floor: The floor is of smoothed stone. In places, carven roots snake out from the walls. These minor hazards do not inhibit movement.

Doors: All the doors in the tomb are crafted of stone (AC 5/Reflex 5; Fortitude 10; hp 50; Break DC 25) and open into the room they protect. The ornate carving of a single huge oak tree above, which is set a number of stars, decorates each door.

Ceiling: A canopy of carven leafy branches decorates the ceiling. In corridors, the ceiling arches at about 15 ft., while in chambers it reaches a height of 25 ft.

ANTECHAMBER FEATURES

In addition to the standard generic features of the tomb, this area has several features of interest:

Stairs: A 10 ft. wide set of shallow stairs leads down into the tomb. The stairs do not inhibit movement, and are covered with dried mud, leaves and small twigs.

Ornate Doors: This pair of sturdy stone doors is shut, and locked. They are decorated with an intricate carving of the night sky, showing constellations strangely out of place with those extant in the present day Realms. About the lintel, carved in Elven, is the message: "Our friends of the night." To open the doors, the stars in one of the constellations must be depressed (in any order). A DC 20 Perception check reveals that some of the stars can be depressed. Alternatively, the PCs can bash their way inside.

Orc Camp: The orcs have set up a crude camp. They have spread bracken on the floor in one corner of the room, heaping it into number sleeping pallets. An assortment of personal effects is scattered next to each.

Corpses: The bodies of a female tiefling (Vlondril Nighttouch), a female elf (Amra Stardown), and a male human (Pialau) lie spread-eagle on the antechamber floor. Daggers and broken off spears have been stabbed through their limbs into the floor. All have been mutilated horribly. (If you have young players at the table, tone down this description).

Survivor: The fourth body (a male dwarf) spread-eagled on the floor is Joyin Bladebite. Joyin alive, but unconscious, is horribly injured. If he is returned to consciousness (he has 1 healing surge left), he is very surprised to be alive. He knows the following:

- His comrades are dead. When told that Halaskar survived, he is overjoyed.
- He can tell the PCs little that they do not already know about the Fellowship's last fight. After the battle, Amra and himself were captured. The orcs forced them to watch as they horribly mutilated the corpses of Vlondril and Pialau. They then started on Amra, who took most of a day to die. Finally, the orcs tortured him until he lost consciousness.
- Before he lost consciousness, he heard the orcs talking about how they had sent for a larger warband to aid them in despoiling the tomb. The reinforcements will arrive tomorrow.
- He is in no condition to join the PCs in exploring the rest of the tomb. He believes that the PCs should do everything they can to stop the orcs getting hold of the tomb's treasure.
- While the PCs explore the tomb, he opts to guard his companions' corpses and to prepare them for the return journey to Silverymoon. If they need help getting through the doors, he uses his Thievery skill to assist them.

ENDING THE ENCOUNTER

Once the PCs open the doors, go to Encounter 5.

ENCOUNTER 5: GUARDIANS

ENCOUNTER LEVEL 1 / 3 (525 / 770 XP)

SETUP

This encounter includes the following creatures and traps.

1 Elm Skirmisher (E)

3 Oak Brutes (O)

Hidden Archers Trap (H)

In this encounter, the PCs enter the tomb proper and battle its first guardians. As the adventurers enter the area, read:

Beyond the doors, a ten-foot wide passageway slopes steeply downwards. The walls are carved to represent a lush, verdant forest. Incredibly lifelike stone trees tower above thick, luxuriant undergrowth throwing their finely detailed canopy across the ceiling giving no glimpse of what lies above. Drifting motes of magical light brightly illuminate this area.

When the PCs reach the chamber beyond the passageway, continue:

A large chamber, decorated in the same manner as the passageway, stands at the end of the corridor, giving the illusion that a woodland glade lies beyond. In several places, ornately carved columns, depicting great oaks hold up the ceiling.

A pool of pristine water dominates the room's centre. Within the pool, a small island features an ornately detailed statue of a handsome elf male bearing a longbow and harp. Two passageways lead away from the chamber.

As soon as they enter the chamber and touch or investigate the columns, the pool, or the statue the guardians and trap activate. The guardians step out from niches in the columns and move to attack while the traps immediately starts shooting at the nearest visible intruder.

FEATURES OF THE AREA

In addition to the standard features of the tomb, this area has several features of interest:

Pool: The suspiciously clear, calm water, filling the pool is just that, but paranoid adventurers may believe it to be acid or some other dangerous substance. The pool is ten-foot deep. PCs can swim in the pool by making a DC 10 Athletics check or can leap across it to the island with a DC 20 Athletics check. At the bottom of the pool, clearly visible through its clear water is a scattering of gold and silver coins.

Stone Trees: Several columns (represented by dragon statues on the map), carved to represent great oak trees, hold up the ceiling of this chamber. These can be climbed with a DC 15 Athletics check and act as blocking terrain (prevents movement, blocks line of sight and line of effect, and provides cover).

Elf Statue: The statue (AC/Reflex 5; Fortitude 10; hp 50) is of a handsome elf male clad in studded leather armor. He is looking at the entranceway and holding a harp and a longbow.

TACTICS

The tomb guardians meet the adventurers fearlessly, while the hidden archers trap shoots at intruders.

Elm Skirmisher: The elm skirmisher tries to get past the intruder's frontline using *fleeting strike* to strike at the weaker characters behind striking them with its stony branches.

Oak Brute: The oak brutes wade into combat striking at the nearest characters. They try to overwhelm opponents with their *trample* ability.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the oak brutes.

Six PCs: Add one oak brute.

ENDING THE ENCOUNTER

Once the PCs have defeated the tomb guardians, proceed to the relevant subsection of Encounter 6.

EXPERIENCE POINTS

The characters receive 105/145 experience points each for defeating the tomb guardians.

TREASURE

A total of 30 / 40 gp worth of mixed coinage and a +1 orb of inevitable continuance are easily retrievable from the bottom of the pool.

ENCOUNTER 5: GUARDIANS STATISTICS (LOW LEVEL)

Elm Skirmisher	Level 2 Skirmisher
Medium living construct	XP 100
Initiative +5 Senses Perception +1; low-light vision	
HP 37; Bloodied 18	
AC 16; Fortitude 13, Reflex 17, Will 13	
Speed 8	
m Stony Branch (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d10+3 damage and slide 1 square.	
M Fleeting Strike (standard; encounter)	
The elm skirmisher moves up 8 squares and make one melee basic attack at any point during that movement. The elm skirmisher doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned	Languages Elf
Skills Acrobatics +9, Athletics +8	
Str 14 (+2)	Dex 17 (+3) Wis 12 (+1)
Con 13 (+1)	Int 8 (-1) Cha 8 (-1)

Oak Brute	Level 1 Brute
Medium living construct	XP 100
Initiative +2 Senses Perception +1; low-light vision	
HP 32; Bloodied 16	
AC 13; Fortitude 14, Reflex 12, Will 12	
Speed 6	
m Stony Branch (standard; at-will) ♦ Weapon	
+4 vs. AC; 2d6+1 damage.	
M Trample (standard; encounter)	
The oak brute can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the oak brute must end its move in an unoccupied space. When it enters an enemy's space, the oak brute makes a trample attack: +2 vs. Reflex; 1d6 + 4 damage, and the target is knocked prone.	
Alignment Unaligned	Languages Elf
Str 17 (+3)	Dex 14 (+2) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 8 (-1)

Hidden Archers	Level 1 Blaster
Trap	XP 100
Trap: Two carved elf archers hidden in the branches decorating the chamber ceiling fire magical arrows of force at intruders.	
Perception	
♦ DC 20: The character notices the statue glow briefly each time the archers fire.	
♦ DC 25: The character notices the carved archers.	
Initiative +3	
Trigger	
The trap activates and rolls for initiative when intruders touch or investigate any of the columns in the chamber or the pool or statue.	
Attack	
Standard Action	Ranged 10
Targets: Each archer attacks the intruder closest to it. It magically distinguishes intruders from the guardians.	
Attack: +6 vs. AC	
Hit: 2d8 + 2 damage	
Countermeasures	
♦ A character can engage in a skill challenge to deactivate the statue control mechanism for this trap. DC 19 Thievery. Complexity 1 (4 successes before 2 failures). Success disables the trap. Failure causes the statue to explode (close blast 3, 2d6+2 damage to all creatures in blast) and the trap remains active until all intruders leave the room.	
♦ A DC 19 Dungeoneering check grants the party a +2 bonus to Thievery checks to disable the trap.	
♦ A character can attack a carved archer (AC 10, all other defenses 8; hp 30; resist 5 all) or the statue (AC 5, Reflex 5, Fortitude 10, hp 50). Destroying a carved archer renders it useless, and destroying the statue disables the entire trap.	

ENCOUNTER 5: GUARDIANS STATISTICS (HIGH LEVEL)

Elm Skirmisher (Level 4)	Level 4 Skirmisher
Medium living construct	XP 175
Initiative +5 Senses Perception +1; low-light vision	
HP 53; Bloodied 26	
AC 18; Fortitude 15, Reflex 19, Will 15	
Speed 8	
m Stony Branches (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10+4 damage and slide 1 square.	
M Fleeting Strike (standard; encounter)	
The elm skirmisher moves up 8 squares and make one melee basic attack at any point during that movement. The elm skirmisher doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned	Languages Elf
Skills Acrobatics +10, Athletics +8	
Str 14 (+2) Dex 17 (+3) Wis 12 (+1)	
Con 13 (+1) Int 8 (-1) Cha 8 (-1)	

Oak Brute (Level 3)	Level 3 Brute
Medium living construct	XP 150
Initiative +3 Senses Perception +1; low-light vision	
HP 52; Bloodied 26	
AC 15; Fortitude 17, Reflex 14, Will 14	
Speed 6	
m Stony Branch (standard; at-will) ♦ Weapon	
+6 vs. AC; 2d6+2 damage.	
M Trample (standard; encounter)	
The oak brute can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the oak brute must end its move in an unoccupied space. When it enters an enemy's space, the oak brute makes a trample attack: +4 vs. Reflex; 1d6 + 5 damage, and the target is knocked prone.	
Alignment Unaligned	Languages Elf
Str 17 (+3) Dex 14 (+2) Wis 12 (+1)	
Con 12 (+1) Int 9 (-1) Cha 8 (-1)	

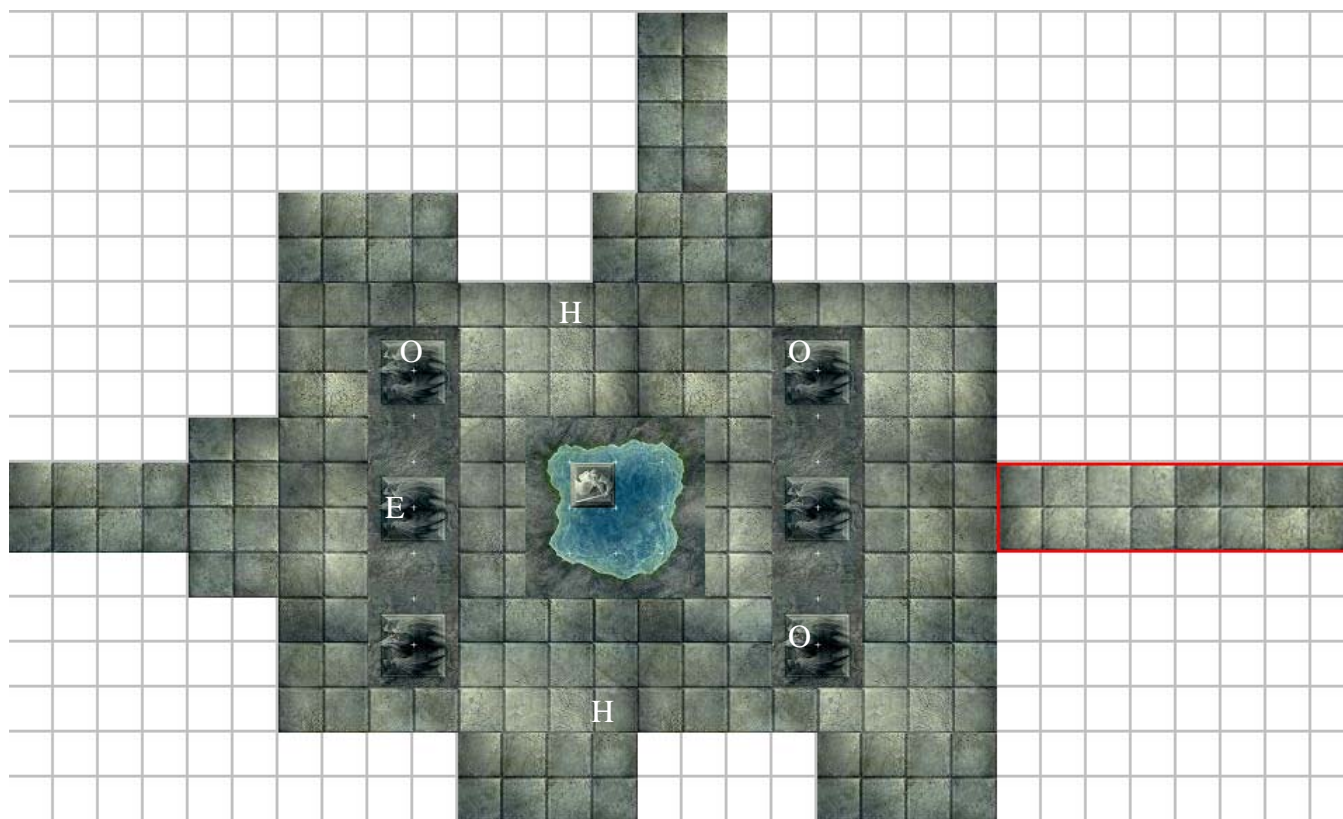
Hidden Archers	Level 1 Blaster
Trap	XP 100
Trap: Two carved elf archers hidden in the branches decorating the chamber ceiling fire magical arrows of force at intruders.	
Perception	
♦ DC 20: The character notices the statue glow briefly each time the archers fire.	
♦ DC 25: The character notices the carved archers.	
Initiative +3	
Trigger	
The trap activates and rolls for initiative when intruders touch or investigate any of the columns in the chamber or the pool or statue.	
Attack	
Standard Action Ranged 10	
Targets: Each archer attacks the intruder closest to it. It magically distinguishes intruders from the guardians.	
Attack: +6 vs. AC	
Hit: 2d8 + 2 damage	
Countermeasures	
♦ A character can engage in a skill challenge to deactivate the statue control mechanism for this trap. DC 19 Thievery. Complexity 1 (4 successes before 2 failures). Success disables the trap. Failure causes the statue to explode (close blast 3, 2d6+2 damage to all creatures in blast) and the trap remains active until all intruders leave the room.	
♦ A DC 19 Dungeoneering check grants the party a +2 bonus to Thievery checks to disable the trap.	
♦ A character can attack a carved archer (AC 10, all other defenses 8; hp 30; resist 5 all) or the statue (AC 5, Reflex 5, Fortitude 10, hp 50). Destroying a carved archer renders it useless, and destroying the statue disables the entire trap.	

ENCOUNTER 5: GUARDIANS STATISTICS MAP

DUNGEON TILES

Pool	4x4	x1
Shop	8x2	x2
Statue	1x1	x1
Floor	4x2	x7
Dragon statues	8x2	x2
Crevasse/Floor	8x2	x1

E = elm skirmisher, O = oak brute H = hidden archer trap



ENCOUNTER 6: MINOR AREAS

SETUP

This encounter details the minor parts of the tomb. Use these notes and those in the Tomb Features section of Encounter 4.

6.1: HALL OF LIFE

This hallway is dedicated to preserving the memory of Tarnruth's life. Read:

The walls of this chamber are plain; the ubiquitous carved trees absent. Instead, exquisite paintings of a young female elf cover the walls.

The paintings are still incredible vivid and lifelike. They show various moments from Tarnruth's life. The exact events they portray are not important; improvise examples of images if required. Examples include:

- At first she is shown as an infant, then a young girl, as a woman learning magic and so on.
- She is slim and athletic with hair of pale gold and eyes of vibrant blue.
- The later pictures are darker in style, lacking the youthful exuberance of the earlier paintings. In these she is shown battling orcs with blade and spell.
- The final picture shows her lying stark in a clearing surrounded by piles of slain orcs.

Encounter 8 Tie-In Note: When the PCs meet the spirit of Tarnruth in Encounter 8, they can gain victories in the skill challenge by remembering some of the images portrayed here.

6.2: SHRINE OF THE FIRST

This shrine is dedicated to Corellon Larethian. Read:

Within this chamber, against the far wall, stands a small altar. Beyond, vividly painted carvings of a handsome elf wielding a longsword battling a hugely muscled one-eyed orc and his horde decorate the wall.

A DC 10 Religion check identifies the elf as Corellon Larethian (a good greater god legendary for his battles against Gruumsh) and the one-eyed orc as Gruumsh (a chaotic evil greater god popular with orcs).

6.3: HONOR GUARD

A score of statues depicting elf warriors in full battle regalia protects this hallway. Read:

Set in niches along both sides of this corridor stand a score of extremely life-like elf warriors posed with sword or spear raised ready to strike.

While the statues do not animate, cautious (or paranoid) PCs may believe that they will. Do not debase them of this view. Each of the statues is depicted wearing chainmail and wielding a longsword or spear. While the statues are essentially harmless, the PCs can destroy or topple them, if they wish.

6.4: FALSE TOMB

This chamber is a false tomb designed to divert intruders from Tarnruth's true resting place. Read:

A sarcophagus stands in the centre of the chamber. Scenes of tall, thin eladrin, their heads bowed in grief, processing through a forest decorated it. Two slender man-high candlesticks, whose tips glow with soft blue light, flank it.

In addition to the standard generic features of the tomb, this area has several features of interest:

Sarcophagus: The sarcophagus is five feet high. The PCs can either batter their way through its lid (hp 50) or heave it off (DC 25 Strength check). Within, nothing remains but dust and a few moldering bones.

Large Candlesticks: Of finely wrought iron the candlesticks' tips glow with a soft blue light (equal to a torch). In addition, they are the trigger mechanism of the trapdoor that leads to Tarnruth's true tomb. They are welded to the floor; pushing them both toward the sarcophagus opens the secret trapdoor.

Secret Trapdoor: This trapdoor can be found with a DC 20 Perception check or by pushing the candlesticks flanking the sarcophagus inward. Opening the trapdoor behind the sarcophagus reveals a set of shallow stairs.

TREASURE

Behind an ill-fitting fascia of the sarcophagus (DC 10 Perception check locates) the PCs find 30 / 40 gp and an *amulet of health* +1.

ENDING THE ENCOUNTER

Once the PCs discover the secret entrance to the true tomb, proceed to Encounter 7.

ENCOUNTER 7: POOLS OF DEATH

ENCOUNTER LEVEL 1 / 3 (550 / 770 XP)

SETUP

This encounter includes the following creatures and traps.

1 Silvered Hurler (H)

2 Silvered Spearmen (S)

Silver Tendrils Trap

As the adventurers enter the area, read:

This chamber's main feature is the large mosaic map covering much of its floor. The mosaic shows a large, forested region buttressed by a mighty range of mountains to the north that have actually been built out of the floor in exquisite detail. Two large pools of softly glowing silvery liquid stud the map.

Another, closed door pierces the wall to your left.

The other door is locked when the PCs enter the chamber.

Five rounds after the PCs enter, the silver tendrils trap activates. Read:

Suddenly, the pools of softly glowing liquid start to bubble and boil. Quickly, the liquid spills across the floor, small tendrils rising from it seeming to quest toward your warm flesh! At the same instant, the chamber's stone door slams shut, bolts within clicking into place.

Mark the progress of the silvery liquid on the map, differentiating between which pool's liquid fills which square. (This is important when the PCs deactivate a pool - see the trap's statistics for more information). Any given square can only be filled by the silver liquid from a single pool.

Two rounds later, silvery golem-like creatures rise out of the small pools and move to attack. The creatures are made of the silvery liquid but are shaped like athletic, sexless eladrin. Read:

Three man-shaped silvery figures burst forth from the pools. Their skin shimmers strangely, as they flow toward you.

FEATURES OF THE AREA

In addition to the standard features of the tomb, this area has several features of interest:

Map Floor: A stylized map of the High Forest as it appeared at the time of Eaerlann's power dominates the floor. It shows the forest as much larger than it is now and it picks out two now lost settlements. A pool of glistening, silver liquid marks each of the settlements.

Glowing Pools: The glowing pools of silvery liquid are 10 ft. wide and 10 ft. deep and are fed by a reservoir deep below this chamber. The PCs can swim in them, but if they immerse themselves, visibility drops to zero. The pools on the map represent the silvery pools.

Mountains: The relief mountains stand about 1 ft. high and count as difficult terrain (it costs 1 extra square of movement to enter such squares). Rubble on the area maps represents the mountains.

Stone Doors: The chamber's doors slam shut and lock as soon as the trap activates. Three iron bolts (set within the hinges and the handle) lock each in place. A character making three DC 20 Thievery checks can unlock a door by manipulating the carvings on either side of the door.

TACTICS

The tomb guardians fight fearlessly and to destruction.

Silvered Hurler: The silvered hurler stays in squares covered with silver tendrils. While in such squares, as a free action, it can fashion a silvered javelin from the tendrils. It prefers to target enemy archers or spellcasters.

Silvered Spearmen: The silver spearmen attack the nearest characters, using their *cunning thrust* ability immediately.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of all of the enemies by 1.

Six PCs: Increase the level of all of the enemies by 1.

ENDING THE ENCOUNTER

Once the PCs have defeated the guardians and investigated the chamber, proceed to Encounter 8.

EXPERIENCE POINTS

The characters each receive 110 / 145 experience points for defeating the silvered guardians.

ENCOUNTER 7: POOLS OF DEATH STATISTICS (LOW LEVEL)

Silvered Hurler	Level 3 Artillery
Medium living construct	XP 150
Initiative +5 Senses Perception +1; low-light vision	
HP 37; Bloodied 18	
AC 15; Fortitude 14, Reflex 17, Will 14	
Speed 7	
m Unarmed Strike (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d10 + 3 damage and slide 1 square.	
r Silver Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +10 vs. AC; 1d10 + 3 damage.	
Combat Tactics (immediate reaction, when missed by a melee attack; at-will)	
The silvered hurler shifts 1 square.	
Preternatural Accuracy (free; encounter)	
The silver hurler can reroll an attack roll. It must use the second roll, even if it's lower.	
Alignment Unaligned	Languages Elf
Skills Acrobatics +9, Athletics +7	
Str 14 (+2) Dex 17 (+3) Wis 12 (+1)	
Con 13 (+1) Int 8 (-1) Cha 8 (-1)	

Silvered Spearman	Level 3 Brute
Medium living construct	XP 150
Initiative +3 Senses Perception +1; low-light vision	
HP 52; Bloodied 26	
AC 15; Fortitude 17, Reflex 14, Will 14	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+6 vs. AC; 2d6+3 damage.	
M Cunning Thrust (standard; encounter)	
The silvered spearman makes a spear attack, but gets two attack rolls and takes the better result	
Alignment Unaligned	Languages Elf
Str 17 (+3) Dex 14 (+2) Wis 12 (+1)	
Con 12 (+1) Int 9 (-1) Cha 8 (-1)	

Silver Tendrils	Level 2 Obstacle
Trap	XP 100
Trap: Silver tendrils burst forth from four pools of silvery liquid and seek out the warm flesh of intruders.	
Perception	
♦ No check is necessary to notice the silver liquid.	
Initiative +3	
Trigger	
The trap activates as soon as the doors in the room slam shut and lock. The silvery tendrils spread out from each pool at a speed of 1 every round filling every square they enter. The silver tendrils only form a thin layer over the floor so characters can move through them relatively easily.	
Attack	
Standard Action	Melee
Targets: Each square containing silver tendrils or a square containing a pool) can make an attack against any intruder in that square. The trap magically distinguishes intruders from guardians.	
Attack: +7 vs. AC	
Hit: 1d6 + 3, and target is slowed (save ends)	
Countermeasures	
♦ Although the silver tendrils spread out over the chamber floor they are not very deep and thus do not cover the miniature mountains. Characters taking refuge on the mountains are immune to the trap's attacks.	
♦ A character can engage in a skill challenge to deactivate each silvery pool. Complexity 1 (4 successes before 2 failures). There are two pools and each must be disabled twice (DC 19 Thievery.) Failure to disable a pool results in an explosion (close blast 3, 2d6+3 damage to all intruders in blast) and the pool remains active.	
♦ A DC 20 Arcana or Dungeoneering check grants the party a +2 bonus to Thievery checks to disable the trap.	
♦ Characters can cave in the sides of the pool (AC 10, all other defenses 8; hp 30), blocking them up and rendering the trap inoperative. Destroying a pool causes its silvery tendrils to slowly drain back into the pool at a speed of 1 square a round (but they still attack creatures within them as they retreat). If the other pool is still active its silvery tendrils advance to fill emptied squares.	
♦ Disabling the pools does not destroy the silvered spearmen or silvered skirmisher.	

ENCOUNTER 7: POOLS OF DEATH STATISTICS (HIGH LEVEL)

Silvered Hurler (Level 5)	Level 5 Artillery
Medium living construct	XP 200
Initiative +5 Senses Perception +1; low-light vision	
HP 49; Bloodied 24	
AC 17; Fortitude 15, Reflex 19, Will 15	
Speed 7	
m Unarmed Strike (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d10 + 4 damage and slide 1 square.	
r Silver Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +12 vs. AC; 1d10 + 4 damage.	
Combat Tactics (immediate reaction, when missed by a melee attack; at-will)	
The silvered hurler shifts 1 square.	
Preternatural Accuracy (free; encounter)	
The silver hurler can reroll an attack roll. It must use the second roll, even if it's lower.	
Alignment Unaligned	Languages Elf
Skills Acrobatics +10, Athletics +8	
Str 14 (+2)	Dex 17 (+3)
Con 13 (+1)	Int 8 (–1)
	Cha 8 (–1)

Silvered Spearman (Level 5)	Level 5 Brute
Medium living construct	XP 200
Initiative +3 Senses Perception +1; low-light vision	
HP 72; Bloodied 46	
AC 17; Fortitude 19, Reflex 15, Will 15	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+8 vs. AC; 2d8+4 damage.	
M Cunning Thrust (standard; encounter)	
The silvered spearman makes a spear attack, but gets two attack rolls and takes the better result	
Alignment Unaligned	Languages Elf
Str 17 (+3)	Dex 14 (+2)
Con 12 (+1)	Int 9 (–1)
	Cha 8 (–1)

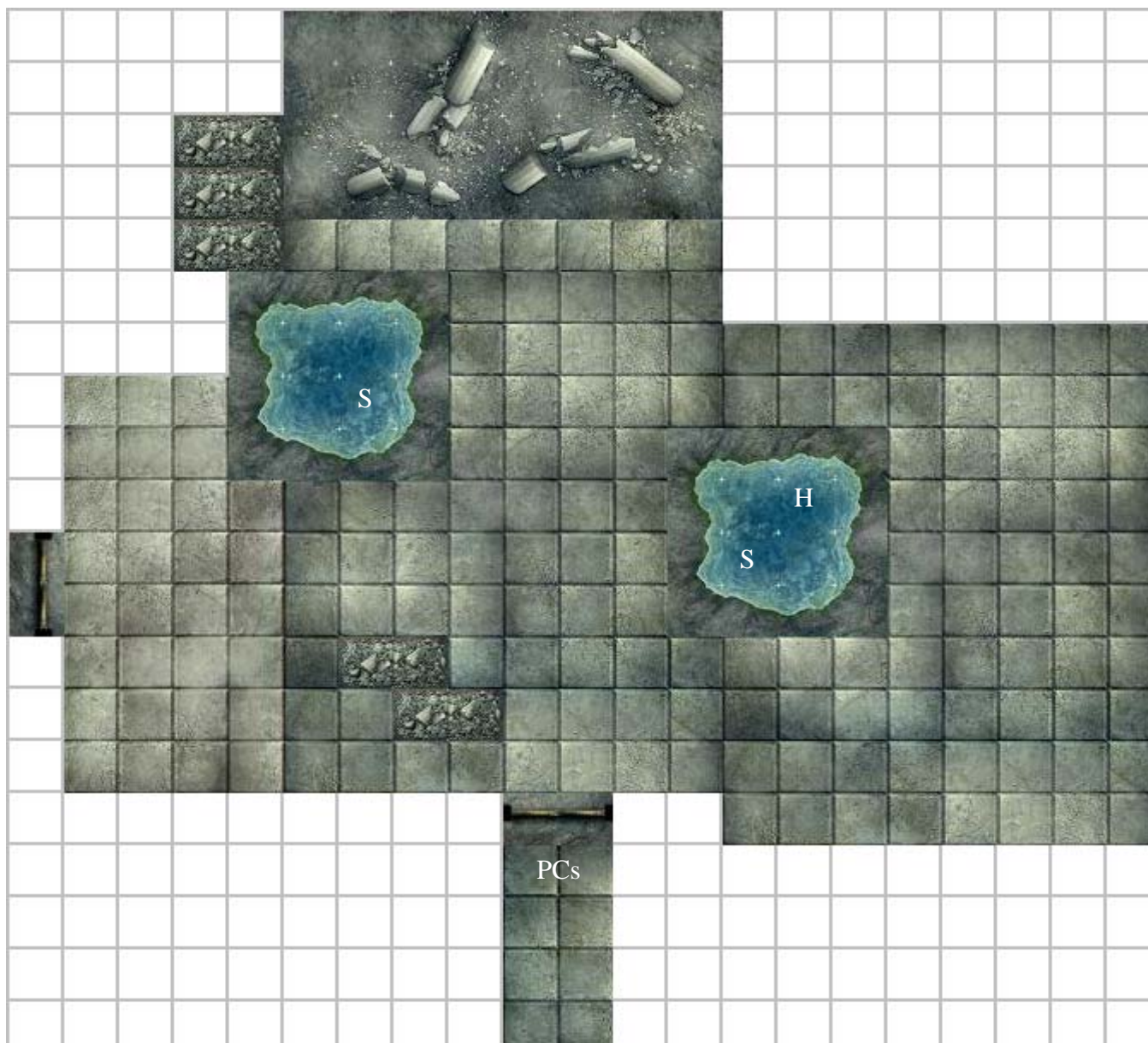
Silver Tendrils	Level 2 Obstacle
Trap	XP 100
Trap: Silver tendrils burst forth from four pools of silvery liquid and seek out the warm flesh of intruders.	
Perception	
♦ No check is necessary to notice the silver liquid.	
Initiative +3	
Trigger	
The trap activates as soon as the doors in the room slam shut and lock. The silvery tendrils spread put from each pool at a speed of 1 every round filling every square they enter. The silver tendrils only form a thin layer over the floor so characters can move through them relatively easily.	
Attack	
Standard Action	Melee
Targets: Each square containing silver tendrils or a square containing a pool) can make an attack against any intruder in that square. The trap magically distinguishes intruders from guardians.	
Attack: +7 vs. AC	
Hit: 1d6 + 3, and target is slowed (save ends)	
Countermeasures	
♦ Although the silver tendrils spread out over the chamber floor they are not very deep and thus do not cover the miniature mountains. Characters taking refuge on the mountains are immune to the trap's attacks.	
♦ A character can engage in a skill challenge to deactivate each silvery pool. Complexity 1 (4 successes before 2 failures). There are two pools and each must be disabled twice (DC 19 Thievery.) Failure to disable a pool results in an explosion (close blast 3, 2d6+3 damage to all intruders in blast) and the pool remains active.	
♦ A DC 20 Arcana or Dungeoneering check grants the party a +2 bonus to Thievery checks to disable the trap.	
♦ Characters can cave in the sides of the pool (AC 10, all other defenses 8; hp 30), blocking them up and rendering the trap inoperative. Destroying a pool causes its silvery tendrils to slowly drain back into the pool at a speed of 1 square a round (but they still attack creatures within them as they retreat). If the other pool is still active its silvery tendrils advance to fill emptied squares.	
♦ Disabling the pools does not destroy the silvered spearmen or silvered skirmisher.	

ENCOUNTER 7: POOLS OF DEATH STATISTICS MAP

DUNGEON TILES

Shop	8x10	x2
Pool	4x4	x2
Bars/Rubble	2x1	x3
Ruins	4x8	x1
Blue portal/rubble	2x1	x2
Cave	4x8	x1
Double doors	2x1	x2

H = silvered hurler, s = silvered spearman



ENCOUNTER 8: TARNRUTH

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 1 (100 / 150 XP)

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Arcana, Bluff, Diplomacy, History, Insight

Tarnruth, ghostly female eladrin wizard

When the PCs enter this chamber, read:

A small, humble tomb, a single sarcophagus its only feature, stands before you.

When the PCs enter the chamber, the skill challenge begins.

SKILL CHALLENGE

Read, when the PCs enter the room:

The translucent figure of an elf woman slowly coalesces above the sarcophagus. Thin and athletic, her face is deathly pale and her wan golden hairs swirls about her face as if a mighty wind was blowing. In little more than a sibilant whisper, the apparition speaks, "Who are you that dare disturb by long slumber?"

Tarnruth cannot harm the PCs and they cannot harm her. What she really wants is to pass on her remaining magic to those who will use them to fight evil - particularly orcs and demons. In this skill challenge, the PCs must convince her that they are such individuals.

Arcana (DC 15 / 16): A successful Arcana check reveals that Eaerlann was renowned for its powerful magics, many of which are lost to today's Faerûn. PCs subsequently promising to allow other good-aligned wizards and elves to study her treasures gain a victory.

Bluff (DC 15 / 16): PCs not particularly bothered about fighting orcs and demons can make a Bluff check to convince Tarnruth otherwise.

Diplomacy (DC 15 / 16): The first successful Diplomacy check gets Tarnruth to reveal that she has a particular hatred of orcs and demons. If the PCs also state they hate such creatures, this counts as a success.

Subsequent Diplomacy checks can be made to underline the PCs commitment to this goal.

History (DC 15 / 16): A successful History check reveals that Eaerlann was the only ancient kingdom of the North to stand against the orc hordes that laid much of the region waste after Netheril's collapse.

A subsequent successful History check reveals that demons released by the wizard-lords of Ascalhorn eventually destroyed Eaerlann.

Insight (DC 11 / 12): A successful Insight reveals that Tarnruth really wants to believe the PCs. While using this skill does not count as a success or failure, success does provide a +2 bonus to all subsequent Bluff and Diplomacy checks.

Intimidate: Intimidate checks made against Tarnruth automatically fail and count as a failure. She is dead, after all, and has nothing to fear from the PCs.

TARNRUTH

Female eladrin wizard (ghost)

Some or all of this information may emerge during the PCs' conversation with Tarnruth. Improvise details of her past as appropriate, but remember that all her information about Toril six centuries out of date.

Personality: Kind and quite flighty, Tarnruth is nevertheless very bored with her existence. She is eager for news of the outside world, as she knows nothing of events after her death.

Background: Centuries ago, Tarnruth was a minor noble of the elven kingdom of Eaerlann. She grew up preparing for war against the numberless orcs of the Nether Mountains, becoming a skilled wizardess. She was killed during a skirmish with orcs.

Goals: Tarnruth wants to bequeath her remaining treasure to individuals who will fight against the orcs and demons so endemic to the North. She is not easily convinced.

AREA FEATURES

In addition to the standard generic features of the tomb, this area has several features of interest:

Bier and Stone Sarcophagus: Tarnruth's bier is plain and unadorned as is her sarcophagus (AC/Reflex 5; Fortitude 10; hp 50; Break DC 25) except for an inscription in Elven: "*Servant of light, Fallen to Darkness.*"

ENDING THE ENCOUNTER

Success: If the PCs gain 4 successes before 2 failures, Tarnruth's spirit is satisfied that they will use

her treasures to fight the evil creatures infesting the High Forest.

Failure: If the PCs gain 2 failures before 4 successes, Tarnruth's spirit decides that the PCs are not worthy of her stored treasures.

EXPERIENCE POINTS

The characters receive 20 / 30 experience points for successfully completing the skill challenge.

TREASURE

If the PCs win the skill challenge, Tarnruth reveals her remaining treasure, hidden within her sarcophagus, an *eye of alarm* ritual scroll (at low-level only) or a *detect secret doors* ritual scroll (at high-level only), and an *eladrin armor +1*, to them before fading away into nothingness.

Blessed of Eaerlann: If the PCs successfully complete the skill challenge, the PC that made the most successful skill checks receives this story award.

CONCLUSION

Use the relevant section below to conclude the adventure, either reading the appropriate text or, if time remains, roleplaying the PCs' conversation with Halaskar.

SUCCESS

Once the PCs have returned safely to Silverymoon, they can return the remains of Halaskar's companions to him at the Son of the Goat. He is overjoyed at their success. Read:

Returning to the Son of the Goat you find Halaskar at the same table in the common room. Before you reach him, he sees Joyin standing with you and leaps to his feet a shout of joy upon his lips. "Joyin you survived! By Tymora and Tempus, it's a miracle!" The two embrace. Halaskar then turns to you and enquires after your adventures before calling for more wine. While his other friends are dead, he is happy that their bodies have been recovered and that he can give them a proper burial.

"Thank you for your efforts, my friends. You have succeeded beyond my wildest dreams. Thank you. Know that I am proud to call you my friends and that if you need a favor in the future you can rely on me and name."

FAILURE

If the PCs fail in their task, read:

LURU1-1 Slivers of Eaerlann

Returning to the Son of the Goat you find Halaskar at the same table in the common room. You tell him of your adventures but as you reveal your failure, his shoulders start to shake and he breaks down in tears, inconsolable. He quickly composes himself before taking another long pull at his drink. Finally, calm he speaks. "Thank you for your efforts, my friends. While I am dismayed that you failed to recover my companions, I thank you for your efforts; know that I am happy to call you my friends."

ENDING THE ENCOUNTER

The characters receive a minor quest reward of 25 / 35 experience points for successfully retrieving the bodies of Halaskar's companions and for saving Joyin.

Friend of Halaskar: PCs succeeding in their quest get this story award.

REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

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

Encounter 2: Beyond the Light

40 / 60 XP

Encounter 3: Slivers of Eaerlann

100 / 145 XP

Encounter 5: Guardians

105 / 145 XP

Encounter 7: Pools of Death

110 / 145 XP

Encounter 8: Tarnruth

20 / 30 XP

Minor Quest: Halaskar's Quest

25 / 35 XP

Total Possible Experience

400 / 560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you

enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

Gold Per PC

75 / 100 gp

(Introduction: 20 / 30 gp, Encounter 3: 30 / 40 gp, Encounter 4: 30 / 40 gp, Encounter 6 30 / 40 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: ritual scroll *eye of alarm* (low-level version only)

Found in Encounter 8

Bundle B: *eladrin armor +1*

Found in Encounter 8

Bundle C: *+1 orb of inevitable continuance*

Found in Encounter 4

Bundle D: *amulet of health +1*

Found in Encounter 6

Bundle E: ritual scroll *detect secret doors* (high-level version only)

Found in Encounter 8

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

Note that the second story award, **Blessed of Eaerlann**, can only be awarded to one player character from the group.

LURU01 Friend of Halaskar

As a token of Halaskar's esteem he allows you to keep the map given to him by the wizard Yatagan. The map bears little resemblance to the North of today although some geographical features are familiar. A number of sigils and marks on the map seem to note long forgotten or hidden tombs, holds, or other places of mystery. A scrawled note in one corner of the map reads: *"The Tombs of Deckon Thar lie to the north of Silverymoon Pass. But for the Mound King, the secret hoards of the Chieftains of Gold would be ripe for the plundering."*

LURU02 Blessed of Eaerlann

You have spoken with the ghost of Tarnruth and she has deemed you worthy to carry on her fight against the orcs and demons that assailed ancient Eaerlann.

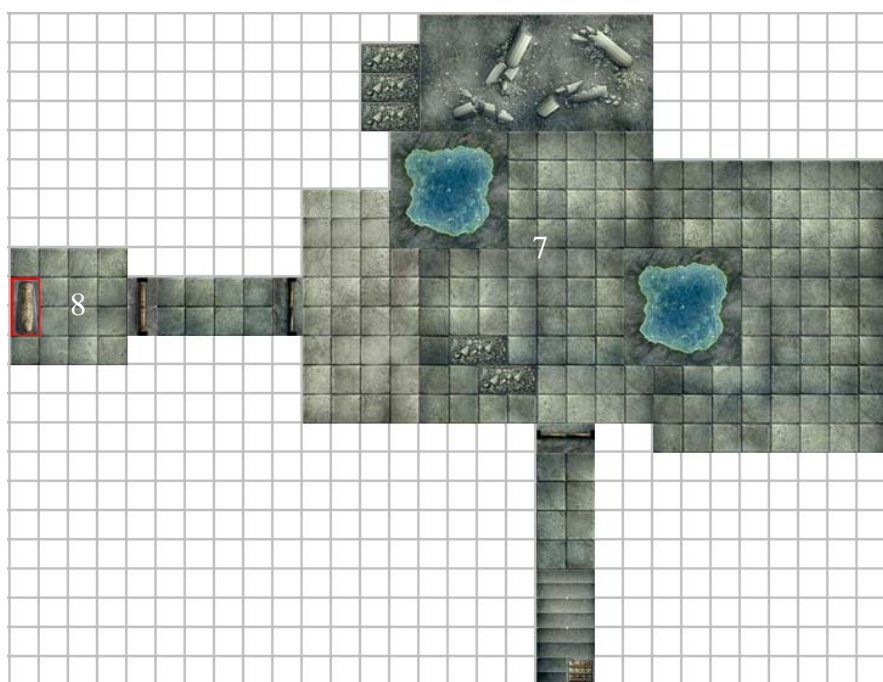
Consequently, she imparts a small part of her essence to you. When you are in areas of dim light your eyes glow a vibrant blue. Also, elves instinctively note a timeless quality about you and are more predisposed to view you as a friend. Finally, while in the High Forest you may spontaneously experience flashbacks of Tarnruth's life.

APPENDIX 1: DM Tomb Map Overview

UPPER LEVEL



LOWER LEVEL



PLAYER HANDOUT 1

This stained and torn map is easily over 100-years old.

