

# SCEPTER TOWER OF SPELLGARD

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

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At the height of Netheril's power, the fortress of Spellgard held many great secrets of the Empire of Magic. Now only ruins remain... and one last guardian, the near-mythical Lady Saharel, whose prophetic visions draw the desperate and the doomed from across Faerûn. But a dark presence in one of Spellgard's intact towers wants to control the power of prophecy for itself and remake the future in its own image. A *Living Forgotten Realms* adapted adventure set in the Fallen Lands for characters levels 1-2. This is a very lengthy adventure, requiring 30-40 hours of play time to finish. A copy of the published adventure *Scepter Tower of Spellgard* is required to use this adaptation document.

Note: This is Part 2 of the 3-part adaptation; the parts must be played in order, and a character cannot play other adventures in between the parts of this adventure. You cannot begin with this part of the adaptation!

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) who are levels 1-2 when they begin the first part of *Scepter Tower of Spellgard*. The XP and treasure gained in earlier parts of this adventure can (and should) have been applied to those characters already. Characters must complete Part 1 before they can participate in Part 2. Make certain to check the players' adventure journals before beginning play to ensure that they have followed the rules for this adaptation.

### GAINING LEVELS DURING THE ADVENTURE

*Scepter Tower of Spellgard* is a very long adventure. We estimate that it will take most groups about 30-40 hours of total play time to complete the entire adventure. By the end, the PCs will probably reach 4<sup>th</sup> or even 5<sup>th</sup> level. Gaining levels during the adventure does not make a PC ineligible to continue playing the adventure. However, characters may not play other adventures in between the parts of this adventure. In other words, once a character embarks upon this adventure, he cannot play any other adventures until he either completes this adventure or abandons the quest. If a particular character does not finish all three parts of this adventure, that's OK; the character still retains whatever XP and treasure he earned in the parts that he played. However, that character cannot come back later and replay this adventure.

### AWARDING XP DURING THE ADVENTURE

Each part of this adaptation is much longer than a typical *Living Forgotten Realms* adventure. As a result, it's possible that 1<sup>st</sup>-level characters might earn so much XP (particularly in Part I) that they could skip over 2<sup>nd</sup> level entirely. We want the players to have the fun of playing their PCs at every character level. So, you may award XP to the player characters on a more frequent basis (even after every encounter) and allow the PCs to level up mid-adventure if they have earned enough XP to advance a level. This will help the characters stay at the appropriate power level to defeat the threats they will encounter throughout 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. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure *Scepter Tower of Spellgard* published by Wizards of the Coast to use this adaptation document.

You should be aware that this adventure runs much longer than a standard *Living Forgotten Realms* adventure. The estimated play time for this adventure is about 30 to 40 hours. We have divided the adaptation into three parts. Award XP and treasure at the conclusion of each part. Characters who have earned enough XP to advance a level should be permitted to do so. Each part of the adaptation also provides a chance for the PCs to choose found items, gain gold, and purchase items. It is important to allow these opportunities for advancement. Otherwise the PCs will not be sufficiently powerful to deal with the threats encountered in later portions of the adventure.

In this document, you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of each part of the adventure. Each encounter has notes on rewards, and a total is given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

## DM's INTRODUCTION

This is Part 2 of the three-part *Living Forgotten Realms* adaptation of the published adventure *Scepter Tower of Spellgard*. Characters may not begin midway through

this adventure; they must complete Part 1 before beginning Part 2. Also, characters may not play other adventures between the parts of this adaptation. A character can abandon this quest, and retains the rewards for the parts he played, but he cannot return to this adventure if he abandons it and plays other adventures before finishing this one.

When this part of the adventure begins, the PCs have conquered the Ramparts and discovered the entrance to the Catacombs.

## MONASTERY OF THE PRECIPICE

This adaptation assumes that the PCs make the Monastery of the Precipice their home base during the adventure. Use the material on pages 12-14 of *Adventure Book One*, and allow the PCs to interact with the various NPCs in and around the Monastery. They can also talk with other groups of explorers in the ruins. Show the map on page 6 of *Adventure Book One* to the players to give them a sense of the various locations and groups located within the ruins.

We have divided the adventure into three parts: the Ruins and Ramparts, the Catacombs, and the Scepter Tower. The PCs should have the opportunity to return to the Monastery of the Precipice between Part 1 and Part 2, and again between Part 2 and Part 3. (They might spend even more time in the Monastery if they are forced to retreat from the ruins at some point.)

At the Monastery, the PCs can purchase any normal supplies or items they need, including magic items which the PCs would have access to via normal LFR rules. Assume that the Monastery's trade link with the Gargengrim clan gives them access to any standard equipment or magic items out of the *Player's Handbook*. (The PCs might also purchase items from Kal Clewsoro, who frequently returns to civilization to fetch supplies and workers.) These items are available at standard prices. This is important because it gives the PCs a way to buy the equipment they need as they gain levels during their exploration of the ruins. If they leave the ruins for an extended period of time, then it has an impact on the story as the situation might have changed (for the worse) by the time they get back.

## CONTACT WITH THE HARPERS

Sister Cherra, one of the residents of the Monastery of the Precipice, is actually a member of the Harpers. (The "lost brother" who she hoped to find with Lady Saharel's assistance was another Harper who disappeared on a mission six years ago.) The Harpers are a good-aligned organization dedicated to battling the Shadovar of Netheril. During the course of the PCs' visit to the

Monastery, make sure that they have a chance to meet Cherra and interact with her. Since she supervises the distillery, those PCs who wish to sample the monastery's famous whiskey will definitely meet her.

Sister Cherra's current assignment is to remain at the monastery and keep an eye on those who come and go from the ruins of Spellgard. The Harpers are concerned about any potential Netherese activities due to the site's historical and magical significance. Like all Harpers, Cherra is also on constant lookout for potential recruits, but always surreptitiously and never admitting anything out in the open.

Cherra will ask the PCs about their past adventures, hoping to hear that they have fought against Netheril. If they don't mention anything of the sort, she will try to ask some subtly probing questions to get a sense for whether or not the PCs understand the threat that Netheril poses and whether or not they might be the sort of heroes who could take a stand against the Shadovar. The topic of Netheril shouldn't be too hard to work into the conversation since, after all, the ruins on this very site were once part of the ancient Netherese Empire.

Of course, Cherra will not admit to being a member of the Harpers and the other NPCs at the monastery and in the ruins do not know of her allegiance. As far as anyone else knows, the story she tells is completely true. If the conversation happens to turn to the Harpers at any point for any reason, she will feign ignorance. This does not have to happen all in a single conversation; if the PCs use the Monastery as their base of operations, then they might interact with her on several occasions, and each time she can ask a few more questions and learn a little bit more about them. At the very end of the adventure (after Part 3), if the PCs have successfully rescued Lady Saharel and they have impressed Sister Cherra with either their commitment or their potential to face down the evils of Netheril, they will receive the Contact with the Harpers story object. It's perfectly OK if some PCs get this story object and others do not.

#### AN AGENT OF NETHERIL

There are several camps scattered around the ruins. Each of these camps is headed up by a particular NPC who has come to the ruins in hopes of finding an audience with Lady Saharel - or at least, that's what they all claim. In fact, one of these NPCs, Kal Clewsoro, is actually an agent of Netheril. He is described in Adventure Book One as leaving the ruins every few weeks to go back to civilization for supplies and fresh workers. In fact, he goes back to make a report to his masters in Netheril, who are very interested in Lady Saharel and hoping to find a way to secure her "services" for themselves.

There's no real way for the PCs to discover during this adventure that Kal Clewsoro is actually an agent of Netheril. (Even the local Harper agent, NPC XXX at the Monastery of the Precipice, hasn't figured it out yet.) However, it's important for the PCs to meet Kal and have at least some interactions with him, because we are planning to have him show up in a future *Living Forgotten Realms* adventure that deals with the Netherese. Thus, if the PCs (and players) meet him now, it will provide a greater sense of continuity if and when they encounter him again in a future adventure. Plus, anything he learns about the adventurers, he will certainly report to his masters among the Shadovar.

## PART 2: THE CATACOMBS

The second part of the adventure deals with the PCs' explorations of the Catacombs (*Adventure Book Two*, pages 18-33). It also includes an opportunity for you to improvise an ambush encounter when the PCs return to their base of operations (presumably the Monastery of the Precipice) at some point, or within the dungeon itself if necessary.

## CUSTOMIZING THE ADVENTURE

There's very little that needs customization in this part of the adventure. Use the map and encounters found in *Adventure Book Two* as the PCs explore the catacombs. This portion of the adventure ends when the PCs discover the passage that leads from Location C8 to the base of the Scepter Tower itself.

However, there is one "extra" encounter that you should work in at some point. On pages 15-16 of *Adventure Book One*, you will find statistics for a group of rival adventurers known as the Free Company of the Crescent. The Free Company will attack the PCs at some point, whether it is in the Monastery of the Precipice, somewhere in the ruins, or even in the dungeon itself (perhaps the Free Company has been shadowing the PCs and waits for an opportune moment to attack just when the PCs have finished a difficult encounter).

This scene is left entirely to your discretion as to when and how it occurs. You should not, however, use it to "pile on" if the PCs are having a difficult time with the rest of the encounters. For example, having the Free Company attack when the PCs are completely out of resources (no more daily powers, no more healing surges) and badly injured could easily lead to a TPK. You should use your best judgment to improvise this encounter in a way that will be fun and challenging but not overwhelming.

## ENCOUNTER: RIVAL ADVENTURERS

### ENCOUNTER LEVEL 3 (750 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the twins (Farrak and Harrak) so that the Free Company has four members instead of five.

**Six PCs:** Increase the level of all the members of the Free Company by 1 (from 3<sup>rd</sup> level to 4<sup>th</sup> level). This will give them extra hit points (depending on their role), +1 to all their attacks, +1 to initiative and all skill checks, +1 to damage, and +1 to all their ability bonuses.

#### EXPERIENCE POINTS

The characters receive 150 experience points each for defeating the members of the Free Company of the Crescent.

#### TREASURE

The members of the Free Company carry some coin (25 gp per PC) along with magical treasure that the PCs can loot. Devlin carries a *grasping weapon* +2, the Dark-Eyed One carries a *defensive staff* +1, either Farrak or Harrak carries a *gambler's weapon* +1, and Allan Redhand carries a *staggering weapon* +1. The effects of these weapons are not listed in the NPCs' stat blocks. If you want to increase the challenge of this encounter, however, you can allow the NPCs to benefit from the properties of these magic items during the battle. The types of these weapons are not specified so that the PCs can choose what form they take. See the New Rules section for details on what each item does (they all come from the *Adventurer's Vault* sourcebook).

## ENCOUNTER C1: SERVANTS' VAULT

### ENCOUNTER LEVEL 3 (775 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the shadowhunter bats.

**Six PCs:** Add another shadowhunter bat. Place it anywhere in the room, leaving some space so it is not right next to any of the other bats.

#### EXPERIENCE POINTS

The characters receive 155 experience points each for defeating the guardians and overcoming the trap.

#### TREASURE

No treasure.

## ENCOUNTER C2: NOBLES' VAULT

### ENCOUNTER LEVEL 3 (725 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the rat swarms.

**Six PCs:** Add another rat swarm (which emerges from the grate at the same time as the other swarms).

#### EXPERIENCE POINTS

The characters receive 145 experience points each for defeating the rat swarms and overcoming the trap.

#### TREASURE

The nobles buried here were interred with finery that has survived the passage of years. If one or more characters take the time to search the niches, they find jewelry and adornments worth 75 gp per PC. (Ignore the text about a 20% chance to find treasure for each hour of searching - the PCs find everything right away and they find a fixed amount rather than a random amount.)

## ENCOUNTER C3: WARRIORS' REST

### ENCOUNTER LEVEL 1 (475 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** No changes needed.

**Six PCs:** Increase the specter's level by 2 (giving it 12 extra hit points, +2 on all attacks and all defenses, +1 to damage, +1 on initiative and all skill checks, and +1 to all its ability modifiers).

### EXPERIENCE POINTS

The characters receive 95 experience points each for defeating the undead.

### TREASURE

No treasure, but the PCs find another alabaster pillar among the rubble. (They will eventually need to pair this pillar up with the pillar they discovered in the ruins during Part 1, but it has no immediate purpose, so they can take it back to the Monastery of the Precipice for safekeeping if they are so inclined.)

## ENCOUNTER C4: ARCANISTS' VAULT

### ENCOUNTER LEVEL 4 (850 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the zombies.

**Six PCs:** Add another skeleton. Place it in one of the small rooms shown on the map (but not the same room that the other skeleton is in).

### EXPERIENCE POINTS

The characters receive 170 experience points each for defeating the undead.

### TREASURE

The central vault on the map (where the deathlock wight is located) contains the wight's treasure: gold medallions worth 50 gp per PC, a +1 *wand of radiance* (see the New Rules section for details on this item from *Adventurer's Vault*), and a *potion of vitality*. Also, see the Explosive Runes skill challenge for details on the ritual books found in all seven of the individual vaults.

## OPTIONAL SKILL CHALLENGE: EXPLOSIVE RUNES

### LEVEL 1, COMPLEXITY 5 (500 XP)

There is an optional skill challenge for the PCs to disable the Explosive Runes traps on the various ritual books in the seven vaults. Each book contains a different ritual.

### EXPERIENCE POINTS

The characters receive 100 experience points each for completing this skill challenge.

### TREASURE

At the conclusion of this part of the adventure, one of the treasure bundles is a ritual book containing all seven rituals. If the PCs do not complete this challenge, reduce the list of available rituals accordingly. (Note that we have replaced most of the rituals listed in the adventure with rituals from the *Forgotten Realms Player's Guide*.)

## ENCOUNTER C5: COMMONERS' VAULT

### ENCOUNTER LEVEL 4 (950 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one skeleton.

**Six PCs:** Add another skeleton. Place it in the canal waters, a few squares away from the other skeletons.

### EXPERIENCE POINTS

The characters receive 190 experience points each for defeating the undead.

### TREASURE

No treasure.

## ENCOUNTER C6: FUNERARY CHAPEL

### ENCOUNTER LEVEL 1 (250 XP)

This encounter really isn't a challenge if fought by itself; the vampire spawn in this room are really here so that they can be summoned by the vampire priest Barthus when the PCs encounter him in Location C7. However, the way the map is laid out, it doesn't force the PCs to go in one direction or the other, meaning it is just as likely that the PCs come here first. You might consider "rearranging" the placement of the rooms on the map so that the PCs trigger the encounter with Barthus no matter which direction they choose to go, but only do this if you are certain that the party can handle the tougher fight against the solo monster and the minions at the same time. If you think the party is going to have a tough time just with Barthus, then allowing the PCs to destroy the vampire spawn early will help keep that fight manageable.

### SCALING THE ENCOUNTER

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

**Four PCs:** No adjustments necessary.

**Six PCs:** Add another vampire spawn fleshripper.

### EXPERIENCE POINTS

The characters receive 50 experience points each for defeating the vampire spawn.

### TREASURE

No treasure, but the vampire spawn do carry two of the alabaster pieces that the PCs will need to unlock the runic locks in Part 3 of the adventure.

## ENCOUNTER C7: MORTUARY

### ENCOUNTER LEVEL 6 (1,250 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Reduce Barthus's level by 1. This decreases his hit points by 32, lowers all his attacks, defenses, and damage by 1, reduces his initiative and skill checks by 1, and lowers his ability modifiers by 1.

**Six PCs:** Increase Barthus's level by 1. This increases his hit points by 32 and adds 1 to all his attacks and defenses.

### EXPERIENCE POINTS

The characters receive 250 experience points each for defeating Barthus. (Note that if the PCs fight the vampire spawn from Location C6 as part of this encounter, then they also get the XP for those monsters.)

### TREASURE

Barthus wields a +1 *lifedrinker mace*. His golden holy symbol of Bane is worth 25 gp per PC, and he keeps his other treasure in his coffin, amounting to 125 gp per PC.

## ENCOUNTER C8: HONOR GUARD

### ENCOUNTER LEVEL 4 (925 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the skeletons.

**Six PCs:** Add another skeleton. Place it near the middle of the room so that it is a few squares away from the other skeletons.

### EXPERIENCE POINTS

The characters receive 185 experience points each for defeating the skeletons.

### TREASURE

No treasure.

## CONCLUDING PART 2

After they have completed all the encounters in the Ramparts, the PCs should have discovered the passage leading to the Scepter Tower from Location C8. The PCs can examine the area and conclude that no one has come this way for a very long time, so they should be able to return to the Monastery of the Precipice (or whatever they are using as their base of operations in the ruins) and rest up before entering the next part of the dungeon. This is their opportunity to gain levels, buy new equipment, and so forth, and it is the end of this part of the overall adventure. (If you have not yet sprung the Rival Adventurers encounter on them, your last chance to do so might be as the PCs are making their way back through the ruins following their explorations of the catacombs.)

You must pause here to award XP and let the characters choose found items so that they will not be under-powered going into the next section of the adventure. The Encounter Level of most of the combat encounters in the Scepter Tower is noticeably higher than most of the encounters that the PCs have faced in the first two parts of this adventure, so it is very important to make sure that they have the opportunity to gain levels and upgrade their equipment.

The PCs receive a Minor Quest Award (25 XP each) for successfully making it through the catacombs and discovering the entrance to the Scepter Tower.



## PART 2 - 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. There is only one version of this adventure; there are no separate totals for “low tier” or “high tier.” The PCs earn the same rewards regardless of their individual character levels.

### 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. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

### 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: Rival Adventurers**

**150 XP**

**Encounter C1: Servants' Vault**

**155 XP**

**Encounter C2: Nobles' Vault**

**145 XP**

**Encounter C3: Warriors' Rest**

**95 XP**

**Encounter C4: Arcanists' Vault**

**170 XP**

**Skill Challenge: Explosive Runes**

**100 XP**

**Encounter C5: Commoners' Vault**

**190 XP**

**Encounter C6: Funerary Chapel**

**50 XP**

**Encounter C7: Mortuary**

**250 XP**

**Encounter C8: Honor Guard**

**185 XP**

**Minor Quest Award: Discover the Scepter Tower**

**25 XP**

**Total Possible Experience (Part 2 Only)**

**1,515 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. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that 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. An asterisk next to a ritual (Bundle H) means that it appears in the *Forgotten Realms Player's Guide* (and is not reprinted here).

### Gold per PC

**300 gp**

(Encounter C2: 75 gp, Encounter C4: 50 gp,

Encounter C7: 150 gp; Rival Adventurers: 25 gp)

### EACH PC SELECTS ONE OF THE FOLLOWING

**Bundle A:** *grasping weapon +2\**

Found in Encounter “Rival Adventurers”

**Bundle B:** *defensive staff +1\**

Found in Encounter “Rival Adventurers”

**Bundle C:** *gambler's weapon +1\**

Found in Encounter “Rival Adventurers”

**Bundle D:** *staggering weapon +1\**  
Found in Encounter “Rival Adventurers”

**Bundle E:** *+1 wand of radiance\**  
Found in Encounter C4

**Bundle F:** *potion of vitality* (PH)  
Found in Encounter C4 (consumable; does not take up a found magic item slot; any PC may choose this bundle even though the potion is a level 10 magic item)

**Bundle G:** *+1 lifedrinker mace* (PH)  
Found in Encounter C7

**Bundle H:** Ritual book containing the following rituals: Amanuensis\*, Arcane Mark\*, Eye of Alarm, Simbul’s Conversion\*, Seek Rumor\*, Dark Light\*, and Feat of Strength\*. (Ritual books do not take up a found magic item slot.)  
Found in Encounter C4 (skill challenge)

**Non-Bundle Options:** If a player doesn’t want to select one of the treasure bundles listed above for their character, they can choose any one (and only one) of the following options instead. All of these options are available to all of the players, and no player’s choice affects any other player’s options or rewards.

**More Gold:** Instead of choosing a treasure bundle, a player may choose to add 150 gp to their rewards.

**Potion plus Gold:** Instead of choosing a treasure bundle, a player may choose to add a *potion of healing* plus 100 gp to their rewards. The player may choose additional potions of healing for 50 gp each up to a maximum of three. The player should write the potion(s) gained on their adventure log.

**Magic Item:** Instead of choosing a treasure bundle, a player may choose a single magic item from the *Player’s Handbook* (and only the PH) for their character. The item level must be equal to or lower than the character’s level. The player should write the item gained on their adventure log, and it counts as one of the character’s found magic items.

## STORY AWARDS

There are no story awards for this portion of the adventure.

## ADVENTURE QUESTIONS

There are no adventure questions for this portion of the adventure.

## PART 2 - NEW RULES

All of the new items in this section are found in the *Adventurer's Vault* sourcebook. Their effects are reproduced here for the convenience of players who do not own that sourcebook.

### Defensive Staff

Level 2

*This staff increases your resistance to all types of attacks.*

Lvl 2 +1 520 gp

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.

**Reference:** *Adventurer's Vault*, page 104.

### Gambler's Weapon

Level 2

*Favored by scoundrels and rogues, this unpredictable blade is not for the faint of heart.*

Lvl 2 +1 520 gp

**Weapon:** Light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and you can shift 1 square.

**Power (Encounter):** Free Action. Use this power before you make an attack roll. Roll 1d6 and subtract 3; the result is a power bonus or a penalty to your attack roll.

**Reference:** *Adventurer's Vault*, page 69.

### Grasping Weapon

Level 6

*This malleable weapon not only strikes at enemies but also grasps and holds them in place.*

Lvl 6 +2 1,800 gp

**Weapon:** Polearm, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** None

**Property:** You can use this weapon to grab targets, adding the weapon's enhancement bonus to your grab attack. You can still use this weapon to attack a target you've grabbed with it.

**Power (Encounter):** Free Action. Use this power when you hit with the weapon. Pull the target into an unoccupied space adjacent to you. The target is grabbed (until escape).

**Reference:** *Adventurer's Vault*, page 70.

### Staggering Weapon

Level 2

*When you hit with this weapon, you send your foes lurching headlong whichever way you wish.*

Lvl 2 +1 520 gp

**Weapon:** Axe, Flail, Hammer, Heavy Blade, Mace

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, and the target is knocked prone.

**Property:** When you use a power with the Weapon keyword that slides a target, you can add this weapon's enhancement bonus to the number of squares the target slides.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Slide the target a number of squares equal to the weapon's enhancement bonus.

**Reference:** *Adventurer's Vault*, page 78.

### Wand of Radiance

Level 3

*A pinpoint of light dances on the tip of this wand.*

Lvl 3 +1 680 gp

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 radiant damage per plus

**Property:** Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the Implement and Radiant keywords.

**Power (Encounter ♦ Arcane, Fear, Implement, Radiant):**

Standard Action. As the warlock's *dire radiance* power (PH 131).

**Reference:** *Adventurer's Vault*, page 112.