

The Guardians

A Dungeons & Dragons® Adventure for Level 2 Characters

By Derek Myers



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A Dungeons & Dragons®
Heroic Tier adventure
for level 2 characters

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt;
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Background Adventure Synopsis

The Guardians picks up 6-8 weeks after the events of *The Spy In Our Midst*. Since that time, the relationship between Magistrate D'blasin and the bandit leader, Argan, has become very beneficial to both parties. The bandits have moved out of the woods and relocated in or near Caidel. It's created a boom for the local businesses.

The relationship between Magistrate D'blasin and Baron Kaliek has become even more adversarial and conflicted. The Magistrate fears that the Baron may get fed up with his insubordination and send troops to march against Caidel in order to take charge of the town. Knowing that the town's defenses cannot stop such an assault, the Magistrate sent Darandir Keeves, his friend and an accomplished Ranger, into the forest in search of The Guardians.

The Guardians, thought by many to be only legend, are a band of good Eladrins who have sworn an oath to protect the forest.

A month after Darandir left Caidel, his animal companion – a wolf named Rowtag – is seen on the outskirts of town. The Magistrate fears the worst and hires the party to find Darandir. He also asks them to deliver a

request to parley with The Guardians if they meet any of them while in the forest.

The PCs, led by Rowtag, find Darandir's camp. It's been abandoned for over a week. A search of the area reveals a pit in the forest floor. The pit turns out to be an ancient temple, buried by years of rock, dirt and debris.

Inside the ancient temple the PCs meet Ramerri, one of The Guardians, who is doing his best to maintain a ritual of protection vs evil. Ramerri requests their help by either fighting the evil creature he's trying to hold at bay or helping him complete the ritual, which will temporarily banish the monster.

When all is safe, the PCs meet more of The Guardians and they agree to talk with the Magistrate and help defend Caidel.

The adventure is broken down into the following encounters.

1. The Missing Ranger
 - Magistrate D'blasin informs the PCs that Darandir is missing.
2. The Mountain Lioness and Her Cubs
 - The PCs have a run in with the local wildlife.
3. The Ranger's Camp
 - This skill challenge allows the PCs to follow Darandir's trail.

4. The Pit and the Passageway
 - The PCs find and begin exploring an ancient underground temple.
5. The Badgers
 - The PCs are ambushed by badgers.
6. The Wounded Ranger
 - The PCs find Darandir and one of The Guardians
7. The Ritual Components
 - This skill challenge has the PCs searching for three components necessary for a ritual.
8. The Banishment Ritual
 - The PCs can assist The Guardian with the ritual casting.
9. The Devil in the Temple
 - The PCs can fight the devil rather than perform the ritual.
10. The Buried Barracks
 - The exploration of the temple continues.
11. The Guardians Arrive
 - The PCs are asked to prove they have not been corrupted by evil.
12. The Meeting with the Magistrate
 - The PCs return with Darandir and The Guardians.

Preparing For Adventure

About This Adventure

The Guardians is the third in a series of adventures released by dungeonsmaster.com. The adventure has the PCs continuing to work for a local Magistrate to bring peace and stability to the region. As the DM you will want to read through the entire adventure before play to familiarize yourself with its contents.

What You Require To Play

The adventure includes all the encounters and challenges the PCs will face. Also included are the maps you will need to run the tactical encounters. You will also require the Dungeons & Dragons 4e rule books. These include the *Player's Handbook* and *Dungeon Master's Guide*. This module also uses Ruins of the Wild: Dungeon Tiles 4.

Handling Skill Challenges

Skill challenges are an opportunity for creativity and role-playing. The challenges in this module are ranked as easy, moderate and hard. See the DMG and the most recent updates from Wizards of the Coast to determine suitable DCs for your PCs. You can modify the DCs up or down as you see fit.

This allows you to customize the skill challenges to your group. Everyone has a different approach on how skill challenges should be run and some groups will enjoy them more than others.

Remember to reward player creativity during skill challenges. If a PC attempts to use a skill that isn't listed in the skill challenge, determine an appropriate DC and let the PC attempt the roll. Remember, saying "yes" makes the game more fun for everyone.

Running the Tactical Encounters

The tactical encounters all have common elements which are explained below.

Encounter Level

All of the tactical encounters assume that the party is composed of five PCs. When the encounter is completed each PC earns the XP listed in the Rewards Summary section at the end of the module. See the DMG for more information on XP and rewards.



Setup

This area of the tactical encounter provides a basic description of the encounter and places the encounter within the context of the adventure as a whole. It also lists the monsters or NPCs that the party will face. Each monster is referenced with a letter to allow you to identify it on the tactical map. Finally, the setup section provides a brief explanation of what the monsters or NPCs are doing as the encounter begins.

Read-Aloud Text

The read-aloud text is designed to set the mood of the encounter. It will also provide clues to the PCs about the environment and what they are aware of at the outset of the encounter. You may read or paraphrase the text as you see fit. Depending on how the PCs handled earlier encounters it may be necessary for you to alter the text to fit the current situation.

Tactics

The tactics section details the actions that the monsters and NPCs take during combat. This includes the use of special powers or focusing on particular PCs. It also indicates how monsters or NPCs will use aspects of the tactical map to their advantage.

Maps

Each tactical encounter will include maps for the DM and the PCs. The DM's map indicates where the PCs, monsters and NPCs begin. The PC's map does not show monsters or NPCs and can be copied and handed out. The PC's maps are located at the end of the adventure in the Appendix.

Features of the Area

This section lists information about any special features found on the map. If aspects of the map are interactive, the particulars will be listed in this section. Information about lighting, difficult terrain, cover and concealment are also listed here.

Starting the Adventure

The adventure begins with the PCs enjoying their time in Caindel. If they've completed one or both of the previous adventures, *The Magistrate's Daughter* or *The Spy In Our Midst*, then they are enjoying a certain amount of celebrity for their services to the Magistrate and the town. If they are new to Caindel then they are getting a chance to meet the locals, who are very friendly and welcome them to town. It's not long before the Magistrate requires their services.



Introduction

Caindel is a small town on the outskirts of a large kingdom. Magistrate Victor D'blasin is the ruler of Caindel. The townsfolk like him and he is considered to be a fair and honest man. He was appointed to this position by Baron Kaliek three years ago.

The Magistrate's daughter, Evelyn, was engaged to marry the Baron's son, Alex until two months ago. Days before the nuptials, Evelyn was kidnapped. Alex orchestrated the kidnapping and planned to frame renegade bandits hiding out in the forests near Caindel for Evelyn's death. Fortunately a group of adventurers rescued Evelyn before she was injured and they exposed the truth. The Baron refused to believe that his son was involved and took great offense at the accusation.

The Baron, still believing that the local bandits were behind the kidnapping, ordered the Magistrate to have them all arrested. The Magistrate instead decided to form an alliance with the bandits, and again asked the adventurers to assist in this regard. The bandit leader, Argan, agreed to the alliance. The Baron was greatly angered when he learned of these events.

Since forming the alliance with the bandits, Caindel has experienced a swell in population. Many members of the bandit's camp were refugees who fled areas under the watchful eye and direct control of the Baron. The Magistrate is happy to see Caindel growing, but realizes the town is ill equipped to defend itself. Should the Baron send troops to march against the town, the current defenses will not be enough to protect Caindel. The Magistrate needs help.

East of the Caindel, a lush forest rises into an expanse of mountains. According to local legends, the forest is home to a small yet powerful group of Eladrins called The Guardians. The Guardians are the sworn protectors of the forest and all its inhabitants. Although few have ever seen The Guardians, the Magistrate believes that if they are in fact real, winning their trust and forming an alliance will be mutually beneficial to both groups.

Darandir Keeves, a Ranger and friend of Magistrate D'blasin, was sent into the forest to search for The Guardians and try to open diplomatic relations with them. That was four weeks ago. No one has seen or heard from Darandir since then.

Yesterday Darandir's animal companion, a wolf named Rowtag, was spotted on the outskirts of the town. Fearing the worst, Magistrate D'blasin wants to send a search party into the forest to look for the missing Ranger.

Encounter 1 The Missing Ranger

If the PCs have completed one or both of the adventures *The Magistrate's Daughter* or *The Spy in Our Midst* then they already know the Magistrate. Read or paraphrase introduction 1-1.

If the PCs have not completed either of the first two adventures then read or paraphrase introduction 1-2.

Introduction 1-1

The townsfolk of Caindel continue to treat you like celebrities. Your recent heroics are well known and everyone wants to offer you their personal thanks. You haven't paid for a meal or a drink in over a month. But you sense that the free ride is about to come to an end.

You receive a note from Magistrate Victor D'blasin requesting you meet him at his home right away. When you arrive, he is alone; his daughter and his assistants have clearly been sent away.

"Thank you for coming so quickly, my friends. I appreciate all that you have done for Caindel and me personally over the past few months. I regret having to come to you once again, but few in this town possess the abilities of your party.

Go to introduction 1-3.

Introduction 1-2

While enjoying a mid-day meal in the local tavern, a man who identifies himself as a personal aide to Magistrate Victor D'blasin hands you a sealed note.

"Greetings, travelers, and welcome to Caindel. Although you have only been in our town a short time, many people have told me of the great deeds you've accomplished during your travels. I have an urgent matter that I wish to discuss with you. I request that you come to my home immediately so that we can discuss the matter privately. Please be discrete."

The Magistrate's aide provides you with directions and then leaves.

You've only been in Caindel a short time, but you have yet to hear anything negative about the Magistrate. The people of Caindel speak with great respect for him. Your impression is that he's an honest and fair man. His request to see you is not unreasonable, but asking you to visit him at his home does seem a little bit strange.

You find the Magistrate's home with little difficulty. He answers the door personally and ushers you in. His home is not extravagant and looks much like the others on this street. You see signs that at least one or two other people live here with the Magistrate, but you don't believe anyone else is home.

"Thank you for coming so quickly. A situation has arisen and I hope that you might help me."

Go to introduction 1-3.

Introduction 1-3

"Darandir Keeves, the best Ranger in Caindel and a close personal friend of mine, is missing. It is not uncommon for him to leave for a month at a time, but his animal companion – a wolf named Rowtag – was seen on the outskirts of the town yesterday. If the wolf is here and his master is not, that leads me to believe that Darandir is in trouble.

"As you've no doubt realized, there is a lot of tension in the town. This is largely due to a growing feud between me and Baron Kaliek. I'm worried that the Baron may send troops to march against Caindel and if he does I want to be ready. So a month ago I sent Darandir into the forest to seek out The Guardians.

"The Guardians are a mysterious group of Eladrins, protectors of the forest. Most townsfolk believe them to be only legend. I know they're real and I believe that if I can speak with their leader, I can convince them to help us defend Caindel if the need arises. That's why I sent Darandir into the woods, to deliver a message requesting diplomatic relations.

"So far, you are the only other people to know the true reason for Darandir's recent excursion.

"With the recent excitement happening around here I don't want to agitate the situation any more by proclaiming that one of the most experienced woodsmen has gone missing. I'd rather see to this matter quietly.

"I would like you to venture into the woods and try to find Darandir. I hope he is alive and well, but at this point I just want a definitive answer. You may have difficulty retracing Darandir's steps, but I'm sure Rowtag will gladly lead you to the Ranger's position.

"Please find Darandir and bring him home. If you encounter The Guardians please deliver this message on my behalf. It's identical to the one I gave Darandir before he left.

"I will not ask you to risk your lives on my behalf without appropriate compensation. I will pay each of you 20gp now for going into the forest in search of Darandir. If you find Darandir I will provide each of you with a 10gp bonus when you return.

"Please hurry and please be discrete while in the town."

Encounter 2 The Mountain Lioness and Her Cubs

Setup

The PCs accidentally wander into the mountain lion's territory. Three cubs are being playful when they engage the party, but their mother will take action to protect her cubs if she hears them engaged in combat.

- 3 Mountain Lion Cubs (C)
- 1 Mountain Lioness (L)

The map for this encounter can be found in the Appendix at the end of the adventure. The DM's map shows a white rectangle which indicates where to place the PCs at the beginning of the encounter. The PCs are heading south.

Read or paraphrase the following description.

You manage to re-supply and leave Caindel without attracting suspicion from the locals. Rowtag seems to have anticipated your intentions and is waiting for you on the outskirts of town.

Rowtag proves to be a capable guide driven by a single goal: finding his master. You're sure he's leading you in the right direction, but often the easiest route for a wolf proves more difficult for

people. He likes to travel well ahead of the party to the point where you lose sight of him a few times every hour. But he always circles back when you start to veer off in the wrong direction. You make excellent progress and cover a lot of ground over the first few days.

The journey has become more arduous as you've been slowly led up the mountainside by Rowtag. As usual, he's darted ahead so far that you've lost sight of him again. You know that he'll be back if you aren't going in the right direction so you continue onward.

You hear sounds of movement and growling, and before you can even attempt to identify the source of the noise, three small mountain lions come charging out of the brush. They seem to be fighting and wrestling with each other and are momentarily oblivious to your presence. However, after they appear in your path they stop fighting each other and decide to fight with you. They growl, bear their fangs, scratch the ground in front of them and get ready to attack.

- A DC 10 Nature check or DC 15 Perception check reveals that these are mountain lion cubs.
- A DC 15 Nature check or DC 15 Insight check reveals that although they are capable of inflicting damage with their claws and fangs, they are just playing and have no malicious intent toward the party.
- A DC 17 Nature check reveals that the mother of these cubs can't be far away and will certainly come to their aid if she hears them engaged in combat.
- A DC 15 Stealth check allows a PC to remain hidden from the mountain lion cubs. The PC will have combat advantage for the first attack against them.

Features of the Area

Illumination: Daylight. The area is brightly lit.

Trees & Shrubs: The trees and shrubs are considered difficult terrain. Should a PC wish to climb a tree a DC 15 Athletics check is required. Balancing on a tree limb requires a DC 10 Acrobatics check.

Rocks: The rocks are considered difficult terrain and require a DC 15 Athletics check to climb or jump on or over them.

Tactics

Mountain Lion Cubs: The cubs will gang up on the closest PC. If the PCs deal non-lethal damage the cubs will continue to “play” with the PCs. As soon one of the cubs takes lethal damage it lets out a roar of pain, alerting the mother.

If the mother joins the combat, the cubs will move behind her and remain within two squares whenever possible. If the mother is killed or knocked unconscious, the cubs will attack the PC responsible for the killing blow.

Mountain Lion Cub (C) **Level 1 Skirmisher**
Medium Natural Beast XP 100

Initiative +5
Senses Perception +6; low-light vision
HP 26; **Bloodied** 13
AC 15; **Fortitude** 13, **Reflex** 15, **Will** 13
Speed 8, climb 6

 **Bite** (standard; at-will)

+7 vs AC; 1d4 + 2 damage

Skills Stealth +8
Str 12 (+1) **Dex** 16 (+3) **Wis** 12 (+1)
Con 10 (0) **Int** 2 (-4) **Cha** 10 (0)


Mountain Lioness: The mother won't join the combat unless the cubs call to her. When they do, she arrives at the beginning of the next round and will attack the closest character. She will try to put herself between the PCs and the cubs. If any of the cubs are killed or knocked unconscious, the mother will focus her attacks on the PC responsible for the killing blow.

Mountain Lioness (M) **Level 3 Skirmisher**
Medium Natural Beast XP 150

Initiative +6
Senses Perception +9; low-light vision
HP 43; **Bloodied** 21
AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15
Speed 8, climb 6

 **Bite** (standard; at-will)

+8 vs AC; 1d6 + 3 damage and shifts 1 square.

 **Mother's Rage** (standard; encounter)

+9 vs AC; 2d8 + 3 damage
She can only use Mother's Rage if the cubs are attacked. Once she uses Mother's Rage she gains +1 to attack rolls until the end of the encounter.

Skills Stealth +10
Str 14 (+3) **Dex** 17 (+4) **Wis** 14 (+3)
Con 11 (+1) **Int** 2 (-4) **Cha** 11 (+1)

Ending the Encounter

The encounter ends when the PCs have subdued all the mountain lions. If the PCs decided to use non-lethal damage, then the animals will recover within the hour. They will make no effort to pursue the PCs.

DM's note: The PCs actions during this encounter will have bearing on later encounters. It is important to note if they used lethal or non-lethal damage. If any of the animals were killed, make note of what the PCs did with the carcasses.

Encounter 3 The Ranger's Camp

Read or paraphrase the following description.

For the past week Rowtag has led you deeper and deeper into the forest. You've seen no sign of Darandir, The Guardians or any creatures other than the wildlife you'd expect to find in this type of natural setting. Aside from your encounter with the mountain lioness and her cubs, the week was uneventful.

You awoke this morning to a light drizzle which has become a harder rain as the day progresses. Rowtag seems less sure of his path, perhaps the rain is obscuring the clues he's been following by scent. Just before nightfall, Rowtag leads you to a rocky outcropping, lets out a subtle howl and sits on the wet ground. As you approach the area you see that it is, or was, a campsite for one.

The campsite is small and well kept. You find a backpack with some personal affects inside, including Darandir's journal. This is without a doubt his campsite. Next to the backpack is Darandir's bedroll, his bow and quiver. It seems unlikely that Darandir would intentionally leave these possessions unattended for such a long period of time.

- A DC 10 Nature check or DC 10 Perception check reveals that the camp hasn't been used in at least a week.
- A DC 15 Nature check or DC 15 Perception check reveals that any obvious signs of where Darandir may have gone are likely being destroyed by the rain and tracking him will get more difficult the longer you delay.

Skill Challenge Following Darandir's Trail

Setup

The PCs determine that Darandir hasn't been to this campsite in at least a week. Now they need to figure out where he went.

Complexity

2 level 3 (requires 6 successes before 3 failures).

Primary Skills

Athletics, Endurance, History, Insight, Nature, Perception, Religion, Stealth

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.

Other Skills

Nature

Athletics (moderate DC)

You climb a tree or a rocky outcropping to get a better vantage point of the surrounding area. +2 to the next Perception check made to find or follow Darandir's path.

Endurance (moderate DC, maximum 2 successes)

You continue searching throughout the night, despite the cold rain and the pains of exhaustion.

History (hard DC +2)

You recall that long ago there were outposts and small forts in these woods. Perhaps, Darandir found one and moved to a more comfortable location.

Note: Either History or Religion can be used to gain a single success.

Insight (moderate DC)

A character trained in Religion feels radiant energy wash over them for a brief moment. You have a general idea of the direction from which the energy radiated.

Nature (moderate DC)

Rowtag is in a somber mood and seems reluctant to leave the campsite. You're able to coax Rowtag into helping you find Darandir. +2 to all Perception or Nature checks to find the trail while Rowtag assists.

Nature (moderate DC, assist)

You find very subtle sign that someone of Darandir's size passed this way recently. +2 to the next Perception check made to find or follow Darandir's path.

Perception (hard DC, maximum 2 successes)

You find very subtle sign that someone of Darandir's size passed this way recently.

Perception (moderate DC)

You notice trail markers Darandir made when he passed this way.

Religion (hard DC +2)

You recall that long ago there were isolated temples in these woods. Perhaps, Darandir found one and moved to a more comfortable location.

Note: Either History or Religion can be used to gain a single success.

Stealth (moderate DC)

You move through the area, careful not to make any noise or leave any noticeable trail.

Success

The PCs eventually find a pit in the forest floor. If a light source is lowered into the pit they realize that they've discovered a buried room, possibly one of many. There are obvious signs that one person recently climbed down.

Failure

The PCs can't figure out where Darandir went after leaving the camp. Fortunately they got close enough for Rowtag to pick up Darandir's scent. The wolf leads the PCs to a pit in the forest floor. If a light source is lowered into the pit they realize that they've discovered a buried room, possibly one of many. There are obvious signs that one person recently climbed down.

Encounter 4

The Pit and the Passageway

The PCs can lower themselves down the pit on ropes, jump down or use magic. Climbing down without a rope or magical assistance is nearly impossible.

The PCs begin in the room located in the most northwest corner of the temple map. The complete map of the temple can be found in the Appendix at the end of the adventure.

Read or paraphrase the following description.

The room is dirty, musty and filled with debris. Roots have broken through the walls and ceiling, leading you to believe that this room is hundreds of years old. About half of this long room is buried by rock and dirt.

The section of the room that is clear of debris is approximately 30 feet long and 20 feet wide. Along the west wall is a set of double doors, barred from this side. Across from the doors there is a partially blocked passage heading east. A medium sized creature can squeeze through with minimal difficulty.

- A DC 10 Thievery check or DC 10 Dungeoneering check reveals that the door can be unlocked from this side, but it will be difficult to open due to the age of the door.
- A DC 10 Perception check reveals signs that Darandir passed through this room and through the east passage.
- A DC 15 Perception check or DC 12 Nature check or DC 12 Dungeoneering check reveals recent animal tracks moving in and out of this room. A DC 15 Nature check reveals that they are badger tracks.
- A DC 15 Perception check reveals another set of footprints in the dirt. They appear in the room, but do not seem to come or go from it. There are no signs of struggle or combat in the room.
- A DC 15 History check or DC 15 Religion check reveals that this was once a holy place, most likely a church or shrine. Although there is nothing of value left intact, there are enough clues to support this conclusion.
- A DC 15 Strength check is required to open the double doors. Up to two PCs can attempt to assist on the Strength check

If the doors are opened read the paraphrase the following description.

The corridor ahead is dark and musty. No more than 20 feet from the doors you can see a staircase heading up. Unfortunately, rubble and debris long ago barricaded this staircase. On the floor in the corridor in front of the doors are magical glyphs. Despite the collapse of the entranceway, these magical symbols seem to still be functioning.

- A DC 12 Arcana check or DC 12 Religion check reveals that the glyphs are indeed still active. Touching them will cause the victim to become immobilized (save ends).

If the PCs decide to squeeze through the passageway to the east, read or paraphrase the following description.

The corridor ahead is full of rubble and debris. However, you notice a narrow passage along the north wall has recently been cleared. You think you can get through the opening, but it will be a tight squeeze.

In order to pass through the narrow opening, PCs must squeeze through the affected 2 squares. Medium sized PCs can squeeze through the opening at half their speed. All normal squeeze rules apply as written in the PHB.

- A DC 10 Dungeoneering or DC 15 Perception check reveals that any attempts to make the passage wider are likely to cause a cave in.



Encounter 5

The Badgers

After all the PCs squeeze through the rubble, read or paraphrase the following description.

The air is musty and smells of earth and dirt. Ahead to the east is an archway, through which you can see another room. The main passage continues north and south from your current position. The passage to the north is full of rubble and debris, but the passage to the south is completely cleared. Emanating from the south passage are faint digging sounds. However, the sounds of digging stop and are replaced with the sound of many tiny footfalls heading in your direction.

Setup

The badgers are under the influence of a charm spell and have instructions to attack any non-Eladrin intruders.

- 6 Badger Minions (M)
- 2 Badger Brutes (B)
- 2 Badger Soldiers (S)

The PCs have one round to act before the badgers attack from the south.

- A DC 12 Religion check or a DC 15 History check reveals that the room to the east is an antechamber and most likely leads to a temple.
- A DC 10 Perception check reveals glyphs on the floor in the antechamber. A DC 12 Arcana check or DC 12 Religion check reveals that any creature touching the glyphs will be Immobilized (save ends).
- A DC 10 Perception check or DC 10 Dungeoneering check reveals that the corridor to the north is not completely blocked by the rubble. However, PCs will have to squeeze to pass through it.

Features of the Area

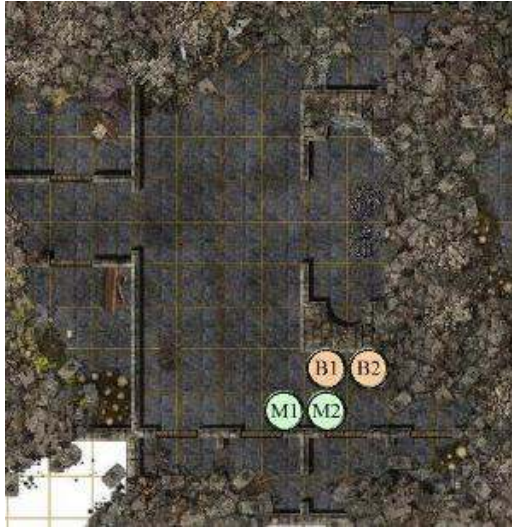
Illumination: The area is dark unless the PCs provide their own light sources.

Rubble: The rubble is solid and packed. It is immovable.



Tactics

Round 1



- Minions 1 and 2 (M1, M2) and brutes 1 and 2 (B1, B2) charge the closest PCs. They attack as many different PCs as possible, but won't deliberately provoke opportunity attacks to do so.
- Minions 3 and 4 (M3, M4) and soldier 1 (S1) burrow from barracks to dining room. A DC 15 Perception check reveals the sounds of burrowing over the combat.

The badgers will try not to attack Eladrins, Elves and Half-Elves during the first round if there are other targets readily available.

Round 2




- M1, M2, B1 and B2 focus their attacks on PCs wounded in round 1.
- M3, M4, and S1 attack the PCs from behind.



Round 3



- Minions 5 and 6 (M5, M6) and soldier 2 (S2) approach from the south passage and join the combat using the same tactics as the badgers that attacked in round 1.

Badger Minion (M)	Level 1 Minion
Small Natural Beast	XP 25
Initiative +3 Senses Perception +6; low-light vision HP 1 AC 13; Fortitude 13, Reflex 15, Will 13 Speed 6, burrow 4	
 Melee Basic (standard; at-will)	
+4 vs AC; 3 damage	
Str 8 (-1) Con 13 (+1)	Dex 17 (+3) Int 2 (-4)
	Wis 12 (+1) Cha 6 (-2)

Badger Brute (B)	Level 1 Brute
Small Natural Beast	XP 100
Initiative +3 Senses Perception +6; low-light vision HP 35; Bloodied 17 AC 13; Fortitude 14, Reflex 15, Will 13 Speed 6, burrow 4	
 Claws (standard; at-will)	
+4 vs AC; 2d4 + 3 damage	
 Bite (standard; encounter)	
+4 vs AC; 2d6 + 3 damage	
Str 8 (-1) Con 15 (+2)	Dex 17 (+3) Int 2 (-4)
	Wis 12 (+1) Cha 6 (-2)

Badger Soldier (S)	Level 2 Soldier
Small Natural Beast	XP 125
Initiative +6 Senses Perception +8; low-light vision HP 39; Bloodied 19 AC 18; Fortitude 14, Reflex 15, Will 13 Speed 6; burrow 4	
 Claws (standard; at-will)	
+9 vs AC; 1d10 + 3 damage	
 Claws & Bite (standard; encounter)	
+9 / +9 vs AC; 1d10 + 3; 2d8 + 3 damage	
Str 10 (+1) Con 15 (+3)	Dex 17 (+4) Int 2 (-3)
	Wis 12 (+2) Cha 6 (-1)

Ending the Encounter

The encounter ends when the PCs have subdued all the badgers. If the PCs decided to use non-lethal damage, then the animals will recover within the hour. They will go back to digging and not bother the PCs again.

DM's note: The PCs actions during this encounter may have bearing on later encounters. It is important to note if they used lethal or non-lethal damage. If any of the animals were killed, make note of what the PCs did with the carcasses.

When the combat is over, the PCs can investigate.

The passage to the south turns to the east revealing a hallway with rooms along the south wall. The rooms are full of dirt and debris. A DC 15 Perception reveals a pile of shiny objects that the badgers have collected and pushed into the corner of one of the rooms. It includes A red garnet (90gp), a pink pearl (60gp) and Amulet of Protection +2.

The hallway becomes impassable after 30 feet. It looks like the badgers were clearing out the debris from the hallway and rooms.

The passage to the north is not completely blocked by the rubble. In order to pass through the narrow opening, PCs must squeeze through the affected 3 squares. Medium sized PCs can squeeze through the opening at half their speed. All normal squeeze rules apply as written in the PHB.

After the PCs squeeze through the narrow opening, they come to a door in the north wall. It is unlocked and opens easily. This room was once a library or study. Bookshelves line all the walls. Most of the tomes have turned to dust or were damaged by water and dirt. A door is visible in the north-east corner. There is nothing of value in this room.

Encounter 6

The Wounded Ranger

When the PCs open the door from the study in the northeast corner, read or paraphrase the following description.

This room has stood the test of time better than any other you've seen so far. A desk and chair are up against the west wall. A large bookshelf, with a few dusty tomes still aligning the ancient shelves, is against the south wall. A large bed is in northeast corner.

Other than the door between this room and the study, there are two other doors, one on the south wall and one in the southeast corner. The door in the corner has been barricaded.

In the middle of the room, an Eladrin sits cross-legged on the floor atop a crudely drawn glyph. His eyes are closed and he seems to be whispering something in Elvish. He looks exhausted.

Darandir is in the bed unconscious and bandaged.

- A DC 10 Religion check or DC 10 Arcana check reveals that the Eladrin is in the process of casting or maintaining a ritual. A DC 17 Religion check reveals that it is a ritual of protection vs evil.

The Eladrin looks up and an expression of relief crosses over his fatigued face. "At last, help has arrived," he says in common between soft Elvish phrases. "I need someone to continue the chant while I rest."

If the PCs want to learn any information from the Eladrin one of them will need to maintain the chant while he rests. Maintaining the chant only requires one PC, but up to three can perform the chant simultaneously. As long as the chanting is not interrupted for more than a few seconds, one PC must make a DC 10 Religion check every 5 minutes. As long as one PC makes the check successfully the ritual is maintained.

- PCs who have the Ritual Caster feat gain a +2 bonus.
- PCs who speak Elvish gain a +2 bonus.

If the PCs fail the Religion check to maintain the ritual, or refuse to continue the chanting, there is no immediate or noticeable reaction.

As soon as one of the PCs takes over the chant the Eladrin slumps over. "Thank you," he whispers as he passes out. He remains unconscious for 15 minutes (requiring the PCs to make 4 successful Religion checks).

While the Eladrin is passed out the PCs can explore the room.

- A DC 12 History check or DC 10 Religion check reveals that this room was once a private bedchamber and study for an important religious figure.
- A DC 15 Religion check or DC 15 Perception check reveals that the ritual has been underway for days.
- A DC 15 Heal check reveals that Darandir is badly injured and that his bandages need to be changed. A DC 10 Heal check allows a PC to apply clean dressings to the wounds. If the PCs use magical healing on Darandir, his condition will improve noticeably, but he will not regain consciousness.
- A DC 15 Perception check reveals a hidden compartment under the bed. If the PCs specifically state that they are searching under the bed they gain +5 to their Perception check. The compartment is locked but not trapped. A DC 10 Thievery check will open the compartment. Inside are an old journal and an artifact. A DC 15 Religion check or a DC 17 Arcana check reveal that the artifact is a key attuned to open and close specific doorways locked with magical seals.

The desk is clean and dust-free. Atop the desk are numerous scrolls, some writing quills, at least a dozen small pouches and fresh fruit. These are new and must have been brought here recently. In a small pile on the floor next to the desk, pits, seeds and cores are all that remains of recently eaten fruit.

The door to the south is not locked. It leads to an opening 10 feet long and 10 feet wide. The west passage is blocked by rubble. To the east is an alcove with a statue. A DC 15 Perception check reveals that the statue's weapon can be removed and is in fact a Luckblade +1.

Magical healing will not revive Darandir or the Eladrin. The PCs have to wait patiently until the Eladrin awakens on his own.

The Eladrin awakens after 15 minutes. He still looks extremely fatigued. "Did The Guardians send you?" he asks. "Or did Rowtag bring you?"

After the PCs explain how and why they've arrived the Eladrin continues.

"I am called Ramerri, and I am one of The Guardians. I was passing through this part of the forest when I felt what I can only describe as a pulse of positive energy wash over me and compel me to head towards it. I discovered the opening in the forest floor and began investigating."

"I realized that this was a holy site built many centuries ago. After a few hours of excavating, with the help of some local wildlife, I cleared enough of the debris to discover intact rooms, clear of debris. As I searched I felt the positive energy wash over me more often. It led me to this room and to that door." He points to the door in the southeast corner.

"Something, some... force, was calling for a goodly creature to come to this location. As much as I wanted to rush in, I realized that it could be dangerous, so I proceeded cautiously and attempted to learn all that I could of this place."

"With the help of the animals, I began excavating as much of the church as possible in order to learn more."

"I soon realized that there were already powerful wards against evil present here, but they were fading. The source of these protections seemed to call to me, begging me to renew the magic."

"But my curiosity got the better of me. I couldn't seal this doorway without seeing what was inside. So I entered. Through that door is a temple, and what I found nearly killed me."

"A creature of evil attacked me as soon as I entered. As I fought it I sent my animal friends to find help. This brave Ranger must have been nearby because he arrived quickly enough to help me escape from the creature."

"Your friend sustained serious injuries while barring the door, allowing me the time I required to perform the protection ritual. With his help we've maintained the ritual for a week or more. Unfortunately he succumbed to his wounds three days ago. I have not been able to revive him since then."

"The Guardians will be here soon and they can help determine a more permanent solution. Until then, I beg you to help me. With the right materials I can perform a ritual that should temporarily banish the evil creature. It will allow us time to explore the temple safely while we wait for The Guardians. Or, you can attempt to defeat the creature in combat, eliminating the need for the banishment ritual."

"Will you help me?"

If the PCs decide to help Ramerri with the ritual, go to **Encounter 7 – The Ritual Components**.

If the PCs decide to fight the monster, go to **Encounter 9 – The Devil in the Temple**.

Encounter 7 The Ritual Components

Skill Challenge Gathering the Components

Setup

Ramerri provides the PCs with the description of three components he needs to complete the banishment ritual. He can perform the ritual without the ingredients, but it will be much more difficult.

- **Bees wax:** Used to make crude candles. Found in the hollow of a tree or in a rocky outcropping.
- **Ripe blackberries:** Used for ink. Found in nearby bushes.
- **Eagle's feather:** Used as a writing quill. Found in tall trees or high rock face.

Complexity

2 level 5 (requires 6 successes before 3 failures).

Finding and gathering each ingredient requires a minimum of 2 successful skill checks. This may require the PCs to achieve more than the 6 required successes to complete the overall skill challenge.

Primary Skills

Athletics, Dungeoneering, Nature, Perception, Stealth

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.

Other Skills

Nature

Part 1 – Bees Wax

Athletics (hard DC)

You climb a tree or scale a cliff to acquire bees wax from a hive.

Dungeoneering (moderate DC)

You have knowledge of where bee hives may be located within rocky formations.

Nature (moderate DC, assist)

You know exactly what to look for and the appropriate natural environment in which to find it. +2 to Perception checks.

Nature (moderate DC)

You have knowledge of where bee hives may be located within tall trees.

Nature (hard DC)

While reaching inside the bee hive, a Nature check allows you to retrieve the bees wax with minimal disruption to the hive. Failure results in multiple stings and the loss of 1 healing surge.

Perception (moderate DC)

You spot a bee hive in a tree or on a rocky outcropping.

Part 2 – Ripe blackberries

Nature (moderate DC, assist)

You know exactly what the berries look like and the appropriate natural environment in which to find them. +2 to Perception checks.

Nature (moderate DC)

You know what other plants and animals might live in a similar environment. +2 to the next check made by you or another PC.

Perception (moderate DC, maximum 2 successes)

You spot a bush containing enough blackberries to meet your requirements.

Part 3 – Eagle's Feather

Athletics (hard DC)

You climb a tree or scale a cliff to acquire a feather from an eagle's nest.

Dungeoneering (moderate DC)

You know where an eagle may nest on a rocky outcropping.

Nature (moderate DC, assist)

You know exactly what to look for and the appropriate natural environment in which to find it. +2 to Perception checks.

Nature (moderate DC)

You know where an eagle may nest atop a large tree.

Nature (hard DC)

While searching the eagle's nest for a feather, a Nature check allows you to retrieve the feather without presenting a threat to the eggs inside. Failure results in the eagle attacking you and the loss of 1 healing surge.

Perception (moderate DC)

You spot a nest in a tree or on a rocky outcropping.

Stealth (hard DC)

You are able to approach the eagle's nest without being detected.

Success

You acquire enough of all three ingredients to complete the ritual.

Failure

You were able to get some of the ingredients, but not as much as required. This will make the ritual more difficult.

Encounter 8 The Banishment Ritual

You return with the ingredients, or at least as much of them as you could find. Ramerri asks one of you to continue to maintain the chant while he prepares.

Maintaining the chant only requires one PC, but up to three can perform the chant simultaneously. As long as the chanting is not interrupted for more than a few seconds, one PC must make a DC 10 Religion check every 5 minutes. As long as one PC makes the check successfully the ritual is maintained.

It takes Ramerri about 10 minutes to perform the necessary preparations (requiring the PCs to make 3 successful Religion checks).

"You can stop chanting," he says. "I am going to try and banish the devil. It won't keep him away for more than a week, but it will allow us to stop chanting. It should also provide enough time for The Guardians to arrive and determine how to find a more permanent solution."

"I could use some help. The past few days have really taken a lot out of me."

Ramerri needs to make a DC 28 Religion check to successfully perform the ritual. His base Religion check is +10.

- A DC 10 Religion check is required to assist with the ritual. Each success provides Ramerri with a +2 bonus. Up to five PCs can assist.
- PCs who have the Ritual Caster feat gain a +2 bonus on their assist check.
- PCs who speak Elvish gain a +2 bonus on their assist check.

Depending on how many PCs successfully assisted, Ramerri could have as much as +10 to the roll.

- If the PCs successfully completed the skill challenge and gathered all the required components, Ramerri gains a +5 bonus to his Religion check.
- If the PCs failed their Religion check to maintain the ritual at any point, the DC to perform the ritual is increased by 1 for each failure.

If successful, the ritual works as expected and the devil is banished. This allows enough time for Ramerri to rest and the PCs to scout the temple and bring Darandir to safety.

"I will remain here until The Guardians arrive," Ramerri says. "I expect them any day now. I will remain here just in case the ritual doesn't hold. The devil must not be allowed to escape."

If the PCs decide to investigate the temple, proceed to **Encounter 10 – The Buried Barracks**.

If unsuccessful, the ritual does not work as expected. The devil is not banished but is weakened considerably. It cannot muster enough strength to break down the barricaded door, so it is still trapped inside the temple. If the PCs decide to enter the temple and fight the weakened monster proceed to **Encounter 9 – The Devil in the Temple**. Adjust the Devil's statistics accordingly.

HP 66; **Bloodied** 33
AC 21;
Fortitude 19, **Reflex** 19, **Will** 15
Resist 5 fire
Saving Throws +1
Action Points 0

If the PCs decide to leave, proceed to **Encounter 11 – The Guardians Arrive**.

Encounter 9

The Devil in the Temple

Once the PCs decide to fight the devil, Ramerri provides them with the following information. Read or paraphrase the following description.

Ramerri applauds your bravery but recommends caution.

"Although there is only one creature in the temple, it is very powerful. He seems to be some kind of devil. He has razor-sharp claws and a poisonous sting at the end of his tail. He can also breathe fire, but this ability seems to have limited uses. His skin is thick and he was able to withstand many blows before showing any sign of injury. I suspect that fire attacks will have little effect on him."

"When you enter the room, you'll see an altar in the centre of a raised platform to the east. The west end of the temple is covered in rocks and debris. Along the south wall was a door, but I was unable to get close enough to open it. I did notice a magical glyph on the floor in front of the door, and I suspect that is what's keeping the devil from using it to leave the temple. I would discourage you from stepping on

the glyph until the devil has been defeated."

"Good luck."

Setup

It takes a few minutes for the PCs to unbar the door and prepare to enter the temple. The only danger inside the temple is the devil and he is hiding when the PCs first enter the room.

- 1 Devil (D)

Read or paraphrase the following description.

The layout is just as Ramerri described it: the raised platform to the east and the rubble to the west. You see no signs of the devil.

The devil is hiding among the rubble. A DC 25 Perception check is required to spot him on the first round.

Features of the Area

Illumination: The area is dark unless the PCs provide their own light sources.

Pews: The remaining pews are damaged and are considered difficult terrain.

Rubble: The rubble is solid and packed. It is immovable and impassible. Any square that is partially filled with rubble is considered difficult terrain.

Tactics


The devil will wait one round for the PCs to enter the temple. If undetected, he moves to try and get 3 or more PCs in range of his fire breath. He targets any characters brandishing holy symbols first, moving to engage them in melee combat. He will continue to use his breath weapon on any round that it recharges. He will move to try and hit as many targets as possible each round.




Devil (D)
Medium Immortal
Humanoid (devil)

Level 5 Elite Soldier
XP 400


Initiative +8
Senses Perception +11; darkvision
HP 132; **Bloodied** 66
AC 23; **Fortitude** 21, **Reflex** 21, **Will** 17
Resist 10 fire
Saving Throws +2
Speed 6
Action Points 1

 **Claw** (standard; at-will)


+12 vs AC; 1d10 + 4 damage

 **Claw and bite** (standard; at-will)

+12 vs AC; 1d10 + 4 damage (poison)
+9 vs AC; 1d6 + 4 damage

 **Tail Slap** (standard; encounter)

+12 vs AC; 3d8 + 4 damage (poison)

 **Fire Breath** (minor; recharge 6)

Close blast 3;
+8 vs Reflex; 3d6 + 4 damage (fire)
Automatically recharges when first bloodied.

Alignment: Evil **Languages:** Common, Supernal
Skills: Arcana +6, Bluff +6, Perception +11, Religion +6, Stealth +13
Str 13 (+3) **Dex** 18 (+6) **Wis** 15 (+4)
Con 18 (+6) **Int** 15 (+4) **Cha** 14 (+4)

Ending the Encounter

When the PCs defeat the devil, read or paraphrase the following description.

As you strike the devil for the killing blow, it explodes into a cloud of smoke and brimstone. A few seconds later the cloud dissipates and nothing is left of the evil creature. The temple is eerily silent.

Proceed to **Encounter 10 – The Buried Barracks**.



Encounter 10

The Buried Barracks

If Ramerri successfully completed the banishment ritual, read or paraphrase description 10-1.

If the PCs fought and defeated the devil read or paraphrase description 10-2.

Description 10-1

The temple is void of any inhabitants. This was once a beautiful place for the devoted to worship. Unfortunately, it has succumbed to time like the rest of the rooms you've seen. An altar remains intact upon a dais at the east end of the room. Massive amounts of rubble block at least half of the temple to the west. There is a door along the south wall, a glyph clearly visible on the floor barring anyone from entering or exiting.

Go to description 10-2.

Description 10-2

With no further threats apparent within the temple, the PCs are free to explore the room as they see fit.

- A DC 10 Perception check reveals signs of where Darandir and Ramerri fought the devil.
- A DC 15 Perception check or a DC 12 Religion check reveals holy inscriptions on the floor around the altar and on the altar itself. A DC 15 Religion or DC 17 Arcana check reveal that they are part of a powerful binding ritual.
- A DC 12 Religion check or DC 15 Arcana check reveals that the glyph on the floor in front of the door leading south is still active. A DC 20 Thievery check will disable it long enough for the party to pass through. If the party discovered the key under the bed, it can be used by a non-evil PC to deactivate the glyph with a DC 5 Religion check or DC 10 Arcana check or DC 15 Bluff check.

If the PCs go through the door to the south, read or paraphrase the following description.

The door opens effortlessly, possibly preserved by the same magic that barred the door from evil. It opens into a hallway. To the east is an alcove with a statue. To the west the hallway continues about 15 feet before being barricaded by rubble. To the south is what remains of a door. The door can easily be moved aside revealing what was once sleeping chambers for up to four people. This room is remarkably clear of debris and rubble.

A DC 15 Perception check reveals a small chest under the bed. The chest is not locked. Inside the chest are 68cp, 22sp, and 26gp. Anyone who takes a moment to examine the copper coins notices that one coin is larger than the others. This larger copper coin was minted by an ancient civilization and is in especially good condition for its age, making it worth 50gp to a collector.

Encounter 11

The Guardians Arrive

Read or paraphrase the following description.

As the party emerges from the pit and back into the forest, the sun and fresh air are a welcome change from the dank and musty temple. It takes a little bit of care to get the unconscious Darandir out of the pit.

Any PC with a passive Perception of 20 or more gets the strange impression that that others are nearby.

"We have you surrounded," says a voice emanating from a nearby treetop. "Everyone leave your weapons sheathed. Our intentions are peaceful and we won't hurt you unless your actions are hostile."

Ten Eladrins, all dressed in shades of green, seem to appear from nowhere as they emerge from the foliage. "We are The Guardians. What were you doing in that underground chamber? We know that great evil resides within. As long as you can convince us that you have not been tainted by the evil, we have no quarrel with you and will let you pass unharmed."

The DM should make it very clear that fighting the Eladrins is not an option. This is a great opportunity for the PCs to establish a diplomatic relationship between The Guardians and Magistrate D'blasin.

Skill Challenge

We're Not Evil

Setup

The PCs need to convince The Guardians that they have not been tainted by the evil residing within the church. They can take this opportunity to speak with The Guardians and pass along the Magistrates desire for diplomatic talks.

Complexity

2 level 2 (requires 6 successes before 3 failures).

Primary Skills

Bluff, Diplomacy, Intimidate, Nature, Religion

- Each skill can only be used to accomplish 1 success towards the overall skill challenge unless noted otherwise.
- Skill checks denoted as assist do not count as a success or failure towards the overall skill challenge.
- Each PC must achieve at least 1 success. No PC can gain multiple successes through use of the same skill.

Other Skills

Arcana, Insight

Arcana (moderate DC, assist)

You know that Eladrins generally respect honesty and honour. You can use this to your advantage when speaking honesty. +2 to the next Diplomacy check.

Bluff (hard DC, maximum of 2 successes)

You tell them what you think they want to hear. This may include telling them a lie or deliberately omitting details that you think they might disapprove of. If you fail this check, they detect your deception. The next two checks made by you or any ally suffer a -2 penalty.

Diplomacy (moderate DC, maximum 4 successes)

You provide an accurate and honest recount based on your perspective of events.

Each of the following points can be used to gain an additional success.

- Talk about Magistrate D'blasin, his recent troubles, his honesty, and his desire for peaceful relations.
- Explaining that you're on a rescue mission to locate and assist the injured Ranger.
- Tell them that you respect nature as demonstrated by not killing animals when you've fought them (the mountain lions or the badgers).
- Explain your role in either the completion of the ritual or the combat of the evil in the temple.

Insight (moderate DC, assist)

You're able to get a good read on the Eladrin's body language and get a good idea of which details seem to be winning them over. You provide a +2 bonus to the next PC using Diplomacy or Bluff.

Note: Insight cannot be used in this way until the PCs have earned at least two successes.

Insight (moderate DC, assist)

Use of Insight after the PCs have incurred at least one failure in the skill challenge reveals that a sincere apology may negate the failure. A follow-up Diplomacy check will eliminate one failure rather than count towards the overall success of the skill challenge.

Intimidate (moderate DC)

The only way to garner success using Intimidate is to play up the likelihood of the evil escaping. You can tell them that Ramerri remains below, keeping watch over the temple. They need to get down there to help Ramerri now and stop wasting time questioning the PCs. Delays may let the evil escape and it will be their fault.

Any other avenues of Intimidate will result in automatic failure and the next two checks made by you or any ally suffers a -2 penalty.

Nature (moderate DC)

You demonstrate your affinity for animals, clearly a good quality, by calling for Rowtag. If successful, he approaches peacefully from the foliage.

Religion (easy DC)

You point out that you or another member of your party worships a good deity.

Success

If the PCs succeed, they convince The Guardians that they are not tainted by evil. They are free to go, but may be asked to assist if additional details are uncovered or if new clues are found.

Failure

The PCs are unable to convince The Guardians that they are free from the taint of evil. The Eladrins ask them to stay put while they corroborate their stories with Ramerri. After 15 minutes, Ramerri emerges from the pit and vouches for the PCs.

Aftermath

If the PCs didn't talk about the Magistrate's request for diplomatic relations with The Guardians during the skill challenge, they can do so now. The Guardians are receptive to this idea and two of them will accompany the party back to Caindel.

One of The Guardians is a skilled healer and has a potion that will revive Darandir.

Encounter 12

The Meeting with the Magistrate

Read or paraphrase the following.

You arrive back in Caindel accompanied by Darandir and the two Eladrins. Many of the townsfolk are curious as to whom these strange Eladrins are and it doesn't take long for people to conclude that they are The Guardians.

During the hours after your return, Darandir makes the formal introductions between The Guardians to the Magistrate. This is followed by the usual exchange of pleasantries. The Magistrate suggests a recess while a feast is prepared to welcome the visitors and the return of Darandir and the party.

When the Magistrate finally has a few free minutes he asks you to tell him, in private, what really happened. Darandir's account was accurate, but he was unconscious for some of the adventure and it's this part that the Magistrate wants to know more about.

As promised, the Magistrate pays everyone the 40gp for finding Darandir. He gives each of you an additional 10gp as an additional thanks for your role in bringing The Guardians to Caindel.

In the days following the visit by The Guardians you learn that they agree to help Magistrate D'blasin defend Caindel if the Baron should decide to attack. They also agree to teach any who want to learn about nature and archery.

A week after your return to Caindel, you get an unexpected visit from Ramerri in the middle of the night.

"Please excuse my covert methods for meeting with you, but I wanted to relay some information to you privately."

"The Guardians have learned that that temple was built atop a fountain of evil. Below the temple is a passageway that leads into an ancient dungeon of interwoven passages populated with some of the most evil and vile creatures imaginable."

"In the coming weeks, The Guardians will start sending hunting parties into the depths below the church to exterminate the source of evil and try to learn what caused its eruption in the first place."

"If you're willing, they'd like you to volunteer to lead one of the first missions. Sleep on it, and in the morning you can tell me what you decide."

Rewards Summary

At the end of the adventure, the PCs earn experience points and treasure. All totals listed here are per PC and assumes that there were 5 PCs participating in the adventure.

Experience Points

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

Encounter 2: The Mountain Lioness and Her Cubs

90 XP

Encounter 3: The Ranger's Camp

60 XP

Encounter 5: The Badgers

120 XP

Encounter 7: The Ritual Components

80 XP

Encounter 9: The Devil in the Temple

80 XP

Encounter 11: The Guardians Arrive

50 XP

Note: If the Ramerri does not perform the ritual successfully in Encounter 8 and the weakened devil is worth half XP should the PCs choose to fight him.

Total Possible XP

400 XP

Treasure

Encounter 1: The Missing Ranger

- 20gp each for accepting the job

Encounter 5: The Badgers

- red garnet (120gp)
- pink pearl (75gp)
- Amulet of Protection +2
- 23cp
- 31sp
- 15gp

Encounter 6: The Wounded Ranger

- Luckblade +1

Encounter 10: The Buried Barracks

- 67cp
- 22sp
- 26gp
- Ancient copper piece (50gp)

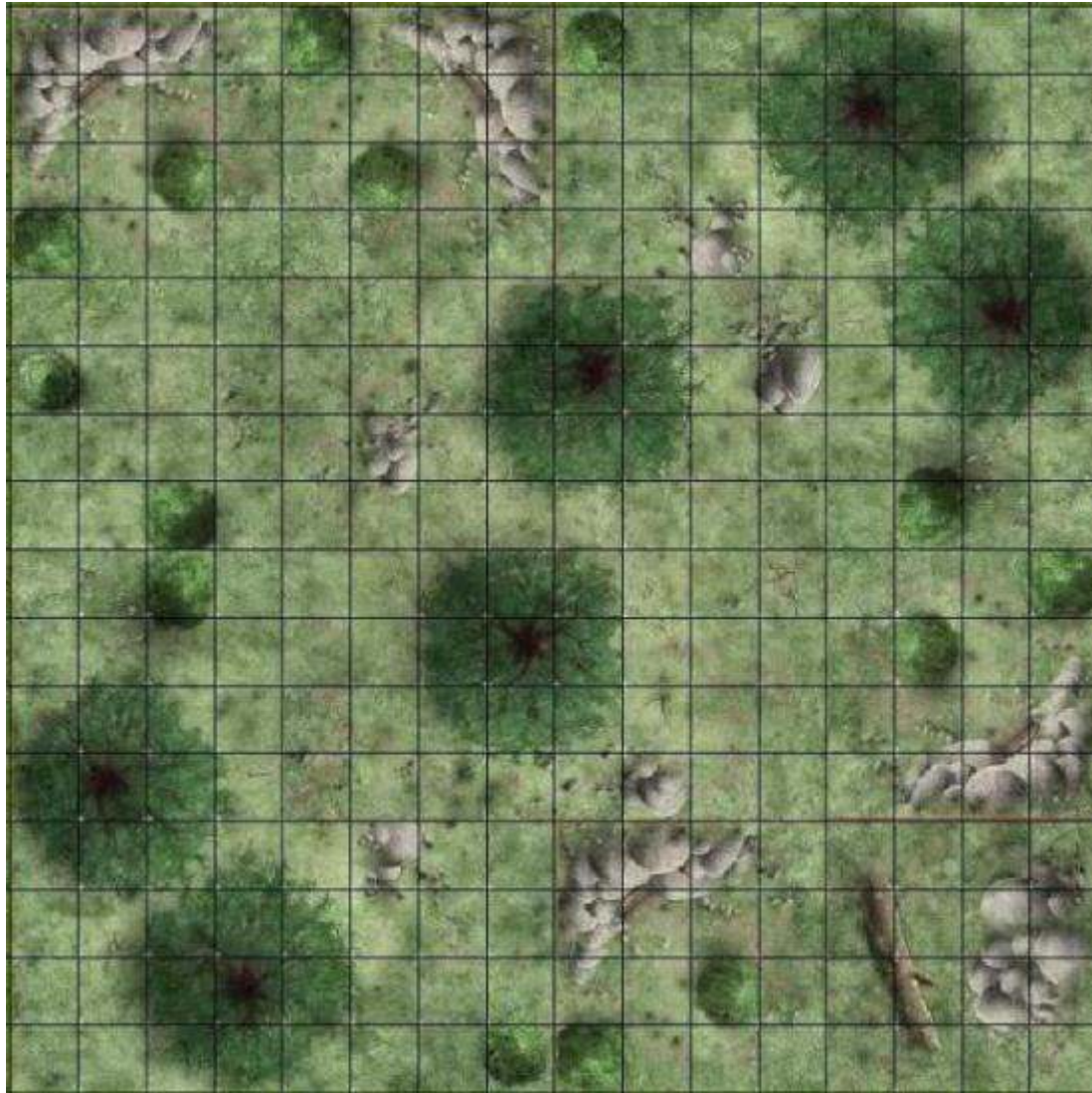
Encounter 12: The Meeting with the Magistrate

- 10gp each for finding Darandir
- 10gp each bonus

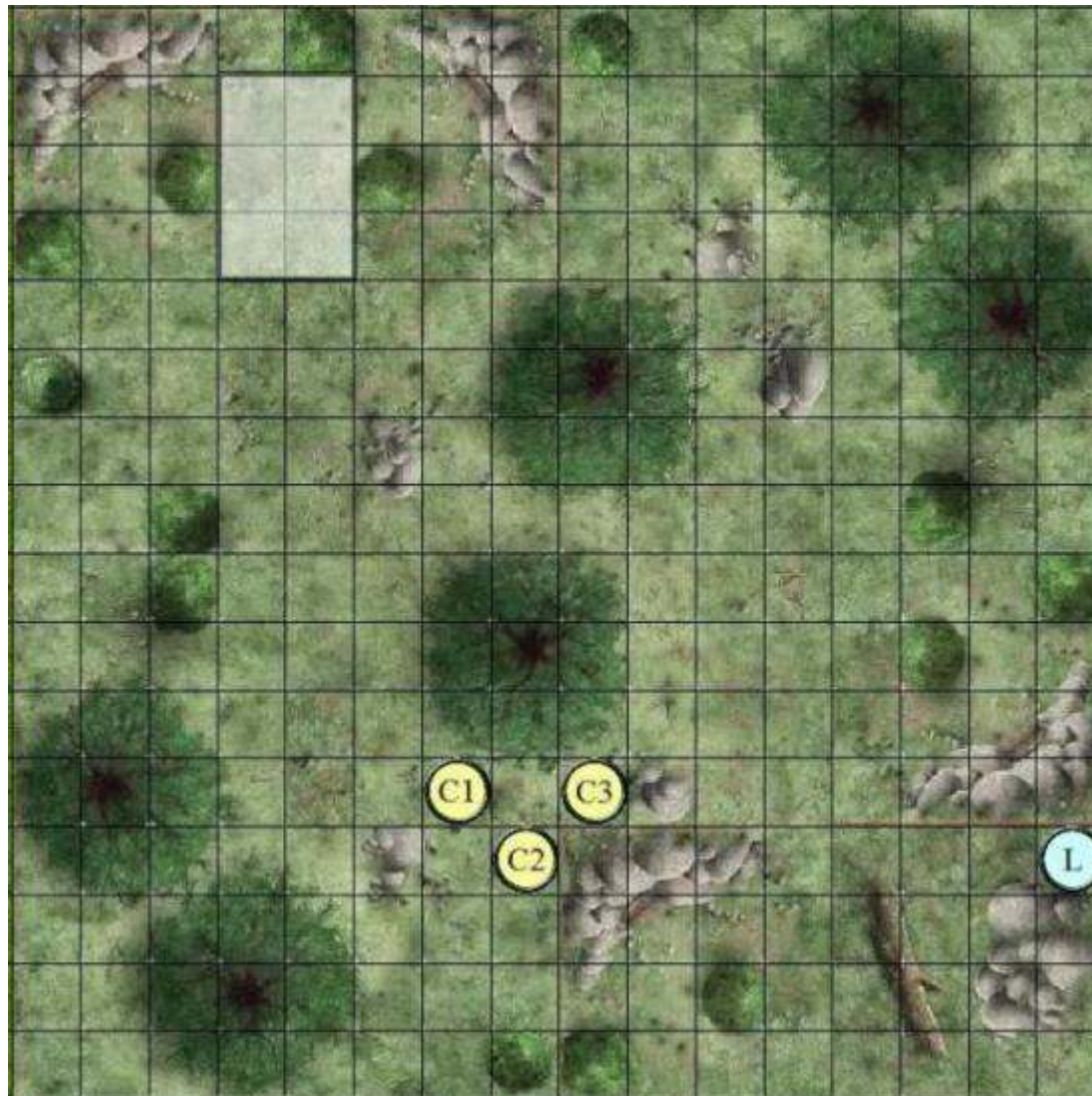


Appendix

Encounter 2 – PCs Map



Encounter 2 – DMs Map



Temple Interior

