

# THE SANDS OF TIME

A Dungeons & Dragons® Adventure  
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*It was a beautiful day. You and a few friends where helping Old Artie to make a few coins. Not the glorious life of adventure you dreamed of, but something nonetheless. Then the war drums started beating. Then the war cries were heard. Then the plumes of smoke began to appear over the village of Demper's Ferry. That's when the adventure started.*



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*.

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 appears in abbreviated form in the adventure text.

## 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.

## ADVENTURE BACKGROUND

### DEMPER'S FERRY

The village of Demper's Ferry is a small frontier village on the edge of the Endless Desert. It is about to be taken over by a horde of orcs led by a terrible hill giant named Turan. Turan is known for his ruthlessness and his ill temper. He is also much too powerful for the PCs to take on.

While the PCs are out helping a farmer named Artie with repairs to his barn, Turan sends his horde against Demper's Ferry.

Artie tells the PCs of an old legend he heard as a boy. He hopes that it might hold the key to saving Demper's Ferry.

The PCs are all native of Demper's Ferry.

The major local faith is Pelor the Sun God. Unless specified otherwise every NPC in the adventure is assumed to pay homage (or at least lip homage) to Pelor.

### THE ELDER'S MAUSOLEUM

A half-day's journey from the Demper's Ferry, in the desert, there is a tomb built by the founders of the village. Most villagers have forgotten about the tomb and its nature, but Old Artie remembers and he pays homage to the ancestors.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

*"Your hometown of Demper's Ferry stands at the edge of the Endless Desert. When Old Artie approached you just a few days before with tales of monsters on his farm and promises of gold, you agreed to help the old man out."*

## DM'S INTRODUCTION

At the start of the adventure, there is no imminent danger. However the horde launches its attack as you are running the PC through Encounter 1. Proceed to Encounter 1.

## ENCOUNTER 1: THE BARN

### SETUP

**Old Artie:** aging male human (History +11, Nature +11, Perception +15, Religion +11)

This encounter has two parts. The first part “Artie’s Farm” describes the farm. The second part describes “Turan’s Attack”. Feel free to extend and embellish these two parts.

### ARTIE’S FARM

The farm is about a half-mile (1km) from the village proper. It has a small cottage where Old Artie lives alone with his pet dog, Justice.

Old Artie is a former adventurer who decided to retire in Demper’s Ferry. He now lives in peace as a near-hermit.

Turns out Old Artie’s monsters are a group of overzealous coyotes and the piles of gold were really a meal and a few copper. Feel free to invent minor tasks for the PCs to accomplish: gather his sheep, milk the cows, repair the barn door, fix his shrine to Pelor, cut some firewood or simply talk to Old Artie. Have the PCs to roll a few dice and make a few checks to give them a feeling that what they are doing now is important. Old Artie is extremely happy with the PC’s assistance.

Make sure none of the PCs get very far.

### TURAN’S ATTACK

Don’t let the PCs get bored with their tasks. In fact, interrupt them if you can.

Have each PC make a DC12 Perception check. Half those who make the check see plumes of smoke coming from the direction of Demper’s Ferry. The other half hears war drums in the distance. A DC 14 Nature recognizes those drums as orcish in origin.

Anyone trying to get a better view of the village should be allowed to see a giant and a number of banners in and around Demper’s Ferry.

Old Artie sees and hears the drums and calls for the PCs to gather near him if they do not think of it themselves. Try to have the PCs say what they saw/heard and try to make sense out of this.

Old Artie heads to a nearby hillock where he surveys the situation.

While doing so, here are a number of skill checks the PCs can do. After a moment, it is obvious that the defenders are getting overrun.

- **DC15 Nature** to identify the banners as those of Turan’s Horde
- **DC15 Religion** There are many banners of Gruumsh.
- **DC20 History** Giants often conquer villages for slaves.
- **DC20 Nature** Turan is a particularly ruthless hill giant, he is known to be extremely superstitious.

Any check DC the PCs do not make, Artie steps in and fills in the PCs with the information. Finally, he turns to them.

*“Demper’s Ferry has fallen. No use in trying to save it now. However, we can free it from Turan and his orcs. You see, about a half day into the desert there is an ancient tomb.”*

*“Enter and get the spirits to help us. Your forefathers, the founders of Demper’s Ferry dwell within. Now I must warn you that this is no easy task.*

*With the spirit’s help we will be able to save our people. Make sure the orcs don’t catch you!”*

Old Artie does not know much more. His old legs cannot support him into the desert anymore. However, he resolves to stay here and try to protect the people. He urges the PCs to hurry and make good time.

### ENDING THE ENCOUNTER

When the PCs agree to leave for the desert, proceed to Encounter 2.

## ENCOUNTER 2: ORC ON OUR TAIL!

### SKILL CHALLENGE LEVEL 1, COMPLEXITY 2 (200 XP)

#### SETUP

**Number of Successes:** 6

**Number of Failures:** 3

**Primary Skills:** Endurance, Insight, Nature, Stealth

The PCs leave Old Artie’s farm and head out into the desert. Turan has sent out a number of scouts to cut off retreat. The PCs effectively have to “run the blockade”. The PCs head out into a desert with minimal time to prepare. Allow them to fill up a water skin.

Effectively this skill challenge is as much against the elements as it is against the orcs. Make sure the PCs do not forget about the burning sun and focus only on the orcs. Because of the environment, anything you think would force the PCs to stay longer in the desert should cost them a healing surge.

#### SKILL CHALLENGE

The following section is provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they’re having trouble deciding what to do. If a PC wants to use a skill that’s not listed here and you think it’s applicable, they need to make a DC 15 check with that skill to garner a success.

Reward creativity.

**Endurance (DC 15):** At least one PC must make an Endurance check each turn to avoid being slowed down too much and caught by a group of orcs resulting in a short battle. Failure on the check or not making the checks results in all of the PCs losing a healing surge, in addition to counting as a failure for the challenge.

**Insight (DC 20):** The PC tries to figure out the orc scouts’ next move. Failure on the check results in all future DCs for Stealth to increase by 2, in addition to counting as a failure for the challenge.

**Nature (DC 15):** The PC tries to find his bearings or use the local terrain to find the best way around the desert. Failure on the check results in all of the PCs losing a healing surge, in addition to counting as a failure for the challenge.

**Stealth (DC 10 or 15):** As long as no PC fails a Stealth check, the DC is 10, when a PC fails a Stealth check the DC rises to 15 because the orcs become more alert. Failure to do so results in the stealthy PC losing a healing surge, in addition to counting as a failure for the challenge.

## ENDING THE ENCOUNTER

The orcs do not catch the PCs during this encounter.

**Success:** On a successful skill challenge, the PCs get to the tomb just as evening falls. They can take an extended rest without being bothered by the orcs. Proceed to Encounter 3.

**Failure:** The PCs do not manage to reach the tomb before nightfall and have to camp in the desert where the orc patrols often disturb them. They cannot take an extended rest and can reach the tomb in the morning without further problems. Proceed to Encounter 3.

## ENCOUNTER 3: THE NEST

### ENCOUNTER LEVEL 1 (375 XP)

#### SETUP

This encounter includes the following creatures.

**Stormclaw Scorpion (C)**

**Stormclaw Scorpion Female (F)**

**Stormclaw Scorpion Young (S)**

The doors are hard to open but not locked, barred or trapped. The PCs start anywhere on the door tiles or beyond the doors.

As the PCs enter area, read:

*“The room beyond has a musty animal smell. The sand on the floor has been disturbed by many creatures. A dull yellow light emanates from glyphs etched in the stone.*

*In the center of the room a collapse has allowed sand to pour into the room forming sand piles.”*

This room is the nest to a family of stormclaw scorpions that fell through the ceiling onto the sand piles a few days ago. They have not been able to leave and the female just gave birth to a large number of young.

#### FEATURES OF THE AREA

**Hole in the ceiling:** Any time a creature adjacent to the sand piles takes a hit, sand falls from the ceiling. The sand is a +5 vs Reflex. PCs who fail are blinded for one round. Scorpions hit by the falling sands are dazed for one round. The scorpions avoid the area and go around it whenever possible.

**Illumination:** The room is illuminated by the runes which fill the room with a dull yellow light.

**Sand piles:** in the center of the room (where there are “broken”

tiles) are piles of sand. The ceiling is cracked and sand often falls down from the ceiling. These piles stand about four feet high, providing cover from ranged attacks to anyone standing behind them (but not melee). Due to the shifting nature of the footing on those, each of the square cost 3 per square.

If any PC or scorpion (not the swarm) ends their turn on or adjacent to the sand pile, they have a -1 attack vs Reflex. PCs hit take a -2 to all attack rolls while scorpions are dazed for one round. The swarm is immune to this effect.

The scorpions avoid the area and go around it whenever possible.

**Sun symbol:** This large rune is a rune dedicated to Pelor (Religion DC15, automatic for worshippers of Pelor). Anyone paying homage to the Sun god gets a +2 bonus on saving throws until the end of the encounter.

#### TACTICS

The scorpions are extremely hungry and move in to attack. They attack whoever or whatever is closer to them.

Though the scorpions naturally avoid the sand piles, they are so hungry that they pursue PCs wherever, including the sand piles.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove the stormclaw scorpion.

**Six PCs:** Add another stormclaw scorpion.

#### ENDING THE ENCOUNTER

The PCs can leave through the door to the west (encounter 3) or the door to the east (encounter 4).

## ENCOUNTER 3: THE NEST STATISTICS

| Stormclaw Scorpion   | Level 1 Soldier                            |                    |
|--|--|--------------------|
| Medium natural beast   | XP 100                                     |                    |
| <b>Initiative</b> +3   | <b>Senses</b> Perception +0; tremorsense 5 |                    |
| <b>HP</b> 32; <b>Bloodied</b> 16   |  |                    |
| <b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 12, <b>Will</b> 11  |  |                    |
| <b>Resist 10 lightning</b>   |  |                    |
| <b>Speed</b> 6   |  |                    |
| ⊕ <b>Claws</b> (standard; at-will) ⊕ <b>Lightning</b>  |  |                    |
| +8 vs. AC; 1d6+3 damage, and a Medium or Smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.                  |  |                    |
| <b>M Sting</b> (standard; at-will) ⊕ <b>Poison</b>   |  |                    |
| +6 vs Fortitude; 1d4+3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed. |  |                    |
| <b>M Reactive Sting</b> (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)   |  |                    |
| The stormclaw scorpion makes a sting attack against the enemy.   |  |                    |
| <b>Alignment</b> Unaligned   | <b>Languages</b> -                         |                    |
| <b>Str</b> 16 (+3)   | <b>Dex</b> 12 (+1)                         | <b>Wis</b> 11 (+0) |
| <b>Con</b> 12 (+1)   | <b>Int</b> 1 (-5)                          | <b>Cha</b> 10 (+0) |



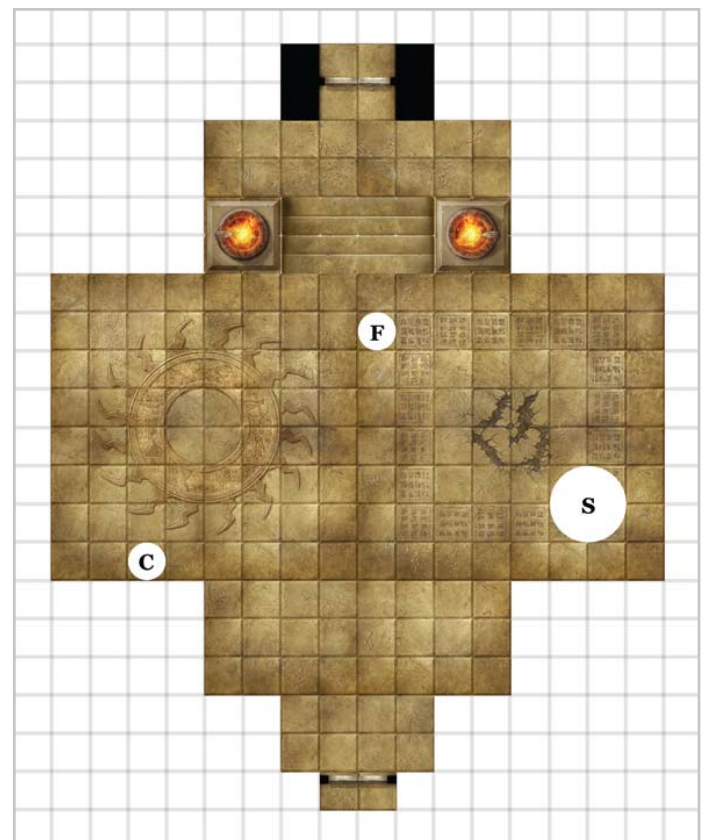
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|--|--|------------------------------|--|
| <b>Stormclaw Scorpion Female</b>   |  | <b>Level 1 Elite Soldier</b> |  |
| Medium natural beast   |  | XP 200                       |  |
| <b>Initiative</b> +3 <b>Senses</b> Perception +0; tremorsense 5  |  |                              |  |
| <b>HP</b> 36; <b>Bloodied</b> 18   |  |                              |  |
| <b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 14, <b>Will</b> 11  |  |                              |  |
| <b>Resist</b> 10 lightning   |  |                              |  |
| <b>Saving Throws</b> +2  |  |                              |  |
| <b>Speed</b> 6   |  |                              |  |
| <b>Action Point</b> 1  |  |                              |  |
| ⊕ <b>Claws</b> (standard; at-will) ♦ <b>Lightning</b>  |  |                              |  |
| +8 vs. AC; 1d6+3 damage, and a Medium or Smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.                  |  |                              |  |
| ↓ <b>Sting</b> (standard; at-will) ♦ <b>Poison</b>   |  |                              |  |
| +6 vs Fortitude; 1d4+3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed. |  |                              |  |
| ↓ <b>Reactive Sting</b> (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)   |  |                              |  |
| The stormclaw scorpion makes a sting attack against the enemy.   |  |                              |  |
| <b>Double Attack</b>   |  |                              |  |
| The stormclaw scorpion makes two claw attack   |  |                              |  |
| <b>Alignment</b> Unaligned   |  |                              |  |
| <b>Str</b> 16 (+3)   |  | <b>Dex</b> 12 (+1)           |  |
| <b>Con</b> 12 (+1)   |  | <b>Int</b> 1 (-5)            |  |
|  |  | <b>Languages</b> -           |  |
|  |  | <b>Wis</b> 11 (+0)           |  |
|  |  | <b>Cha</b> 10 (+0)           |  |

|  |  |                           |  |
|--|--|---------------------------|--|
| <b>Stormclaw Scorpion Young</b>  |  | <b>Level 1 Skirmisher</b> |  |
| Medium natural beast (swarm)   |  | XP 100                    |  |
| <b>Initiative</b> +6 <b>Senses</b> Perception +0; tremorsense 5  |  |                           |  |
| <b>Swarm Attack</b> aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. |  |                           |  |
| <b>HP</b> 30; <b>Bloodied</b> 15   |  |                           |  |
| <b>AC</b> 14; <b>Fortitude</b> 11, <b>Reflex</b> 13, <b>Will</b> 10  |  |                           |  |
| <b>Resist</b> 10 lightning   |  |                           |  |
| <b>Speed</b> 4   |  |                           |  |
| ⊕ <b>Swarm of claw</b> (standard; at-will)   |  |                           |  |
| +5 vs AC; 1d6+2 damage, and ongoing 3 damage (save ends).  |  |                           |  |
| <b>Alignment</b> Unaligned   |  |                           |  |
| <b>Str</b> 12 (+1)   |  | <b>Dex</b> 17 (+3)        |  |
| <b>Con</b> 12 (+1)   |  | <b>Int</b> 2 (-4)         |  |
|  |  | <b>Languages</b> -        |  |
|  |  | <b>Wis</b> 10 (+0)        |  |
|  |  | <b>Cha</b> 9 (-1)         |  |

## ENCOUNTER 3: THE NEST MAP

### DIRE TOMBS

|                                      |     |    |
|--------------------------------------|-----|----|
| Stone Doors / Broken Urn             | 2x1 | x1 |
| Skeleton on Floor / Floor            | 2x2 | x1 |
| Barred Hallway / Hallway             | 4x2 | x1 |
| Doors in Hall / Hallway              | 4x2 | x1 |
| Stairs with Cauldrons / Webs in Hall | 8x2 | x1 |
| Floor w/crevasse / Hall              | 8x2 | x1 |
| Hall / Hall w/Pillars                | 8x3 | x1 |
| Runes / Pool                         | 8x8 | x1 |
| Throne Room / Sun Room               | 8x8 | x1 |



## ENCOUNTER 4: SOMETHING OOZING

### ENCOUNTER LEVEL 1 (500 XP)

#### SETUP

The PCs start off in the two squares behind and in front of the doors. This encounter includes the following creatures. **Magic Crossbow Turret** (one crossbow at each of the "C", pressure plates are located on squares with "T"). **Ochre Jelly** (OJ)

As the PCs enter area, read:

*“Four ten-foot tall pillars rise in this room, but do not support the twenty-foot high ceiling. Spider webs fill the center of the room.*

*To the north a fountain still spurts out water that trickles onto the floor until it disappears into a crevasse in the floor. To the south, a throne sits atop a raised dais.”*

This room used to be a trapped treasure room. Previous adventurers fell to this trap over time and their bodies now cover the floor. Once the trap is activated, panels on the side of the pillars move, revealing the magic crossbows. The turrets fire at a random target every round.

An ochre jelly grew from the rotting bodies and now rests in the basin.

The turrets consider the jelly a native of the dungeon and do not attack it.

## FEATURES OF THE AREA

**Altar:** Before the throne is an altar to Pelor. The control panel for the traps is located on the western side of the altar. The altar provides cover from the crossbows. It is possible for a PC to gain total cover from the crossbows while behind the altar.

**Crevasse:** The crevasse is very deep but also very narrow. A PC has no chance of falling into the crevasse by standing on or adjacent to it.

**Illumination:** There is no light in this room.

**Pillars:** the pillars have ancient writings detailing the foundation of Demper’s Ferry, centuries ago. Scaling them requires a DC15 Athletics check.

**Throne:** this throne was built long ago. It is relatively unadorned, except for the symbol of Pelor on the back. The throne sits on a dais that rises five feet above the floor of the room. Anyone in a throne square is never attacked by the magic crossbows. It is also possible to hide behind the dais and gain full cover from the crossbows.

## TACTICS

The ooze moves forwards to attack once anyone enters deeper into the room.

The turrets fire at a random target they can see. They do not fire at anyone on the throne or anyone they cannot see.

## SCALING THE ENCOUNTER

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

**Four PCs:** Lower the level of the ochre jelly by 1.

**Six PCs:** Increase the level of the ochre jelly by 1.

## ENDING THE ENCOUNTER

The PCs can leave through the door to the east to encounter 5.

## TREASURE

Amongst the treasure in the webs, the PCs can find 50gp and an *amulet of protection* +1.

## ENCOUNTER 4: SOMETHING OOZING STATISTICS

### Magic Crossbow Turret Trap

Level 2 Elite BlasterTrap  
XP 250

**Trap:** Four crossbows attack each round on their initiative after they are triggered.

#### Perception

- DC21: The PC notices the trigger plates.
- DC26: The PC notices the location of the hidden turret emplacements. Once the trap is activated, the locations of the crossbows become obvious. No check is required to locate them.
- DC26: The PC notices the location of the hidden control panel. (DC-10 if the PC specifically focuses on the altar)

**Initiative** +2

#### Trigger

The trap activates and rolls initiative when someone enters one of the four trigger squares in the room

#### Attack

**Standard Action** Ranged 10

**Targets:** Each crossbow attacks one intruder. It magically distinguishes intruders from natives of the dungeon.

**Attack:** +7 vs AC

**Hit:** 2d6+3 damage

#### Countermeasure

- A PC who makes a successful Athletics check (DC6 or DC11 without a running start) can jump over a single trigger plate square.
- An adjacent PC can disable a trigger plate with a DC26 Thievery check
- Attacking a trigger plate (AC12, other defenses 10) only triggers the trap.
- A PC can attack a turret (AC16, other defenses 13; hp 38) Destroying the turret stops its attacks.
- A character can engage in a skill challenge to deactivate the control panel. DC21 Thievery. Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d6+3 damage to all creatures in blast) and the trap remains active.

### Ochre Jelly

Large Natural Beast (blind, ooze)

Level 2 Elite Brute

XP 250

**Initiative** +0

**Senses** Perception +2; blindsight 10, tremorsense 10

**HP** 90; **Bloodied** 42; see also *split* below

**AC** 17; **Fortitude** 15, **Reflex** 13, **Will** 13

**Immune gaze;** Resist 5 acid

**Saving Throws** +2

**Speed** 4; see also *flowing form*

**Action Points** 1

⊕ **Slam** (standard; at-will) ♦ **Acid**

+7 vs AC; 2d6+1 damage, and ongoing 5 acid damage (save ends).

**Flowing Form** (move; at-will)

The ochre jelly shifts 4 squares.

**Split** (when first bloodied; encounter)

The ochre jelly splits into two, each with hit points equal to one half of its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can’t split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.

**Alignment** Unaligned

**Str** 13 (+2)

**Con** 11 (+1)

**Dex** 8 (+0)

**Int** 1 (-4)

**Languages** -

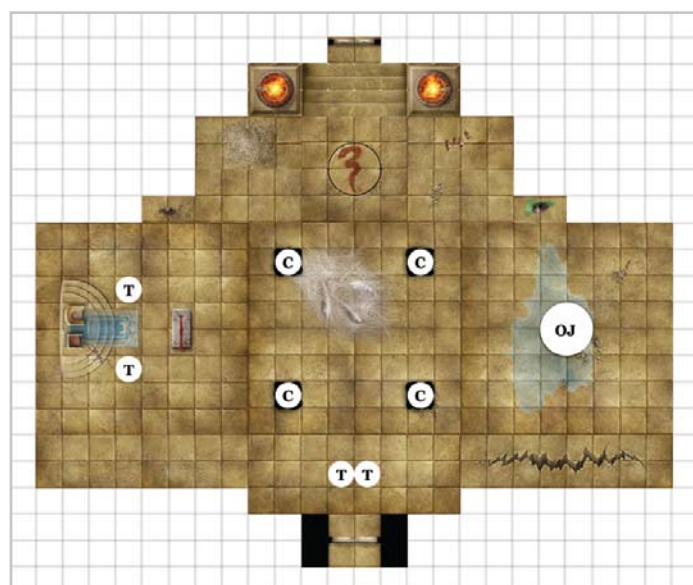
**Wis** 12 (+2)

**Cha** 1 (-4)

## ENCOUNTER 4: SOMETHING OOZING MAP

### DIRE TOMBS

|                                      |     |    |
|--------------------------------------|-----|----|
| Altar / Portcullis                   | 2x1 | x1 |
| Stone Doors / Broken Urn             | 2x1 | x1 |
| Broken Tablet / Broken Vase          | 2x1 | x1 |
| Wood Doors / Broken Jar              | 2x1 | x1 |
| Corner / Floor                       | 2x2 | x1 |
| Skeleton on Floor / Floor            | 2x2 | x1 |
| Barred Hallway / Hallway             | 4x2 | x1 |
| Doors in Hall / Hallway              | 4x2 | x1 |
| Stairs with Cauldrons / Webs in Hall | 8x2 | x1 |
| Floor w/crevasse / Hall              | 8x2 | x1 |
| Shelves / Hall                       | 8x2 | x1 |
| Hall / Hall w/Pillars                | 8x3 | x1 |
| Coffins / Sand in Hall               | 4x2 | x1 |
| Mummy Tables / Floor                 | 4x2 | x1 |
| Snake Sigil / Intersection           | 4x4 | x1 |
| Runes / Pool                         | 8x8 | x1 |
| Floor w/webs / Floor                 | 8x8 | x1 |
| Throne Room / Sun Room               | 8x8 | x1 |



## ENCOUNTER 5: THE ROBBERS

### ENCOUNTER LEVEL 2 (625 XP)

### SETUP

This encounter includes the following creatures.

**Deathlock Wight (D)**

**Skeleton Minions (M)**

**Specter (S)**

The PCs start off in the bottom two tiles on the map (the doors and stairs).

A group of undead has risen in this area. Those are not the spirits of the PC's ancestors. They are grave robbers who tried to rob the tomb and who were defeated by the traps or by the ancestors themselves.

Do not tell the PCs about the undead's true nature, they will learn of it in the next encounter.

As the PCs enter area, read:

*"The room beyond is dark and reeks of death and decay. At the end of a hall filled with large columns, a gigantic sarcophagus rests basked in dim yellow light.*

*Shadows in this room move with a mind of their own and fleeting shapes can be guessed at before they disappear as though they were never there...*

*A cold, dead, raspy voice echoes through the room. "This treasure is ours... You will not take it from us."*

### FEATURES OF THE AREA

**Illumination:** The light emitted by the sarcophagus shines like a candle, providing light to two squares in any direction.

**Sarcophagus:** Anyone standing behind it gets cover from attacks. The sarcophagus is four feet high. Clearing one counts as two squares of movement unless the PC can make a DC 12 Acrobatic or Athletics (Athletics goes up to DC17 without a running jump).

Any PC who made a prayer to Pelor in the sun rune in Encounter 3 receives a +2 bonus to all defenses while standing in the lit area (two squares from the sarcophagus).

### TACTICS

The decrepit skeletons attack the closest PCs, concentrating on a given PC only if ordered by the specter or the deathlock wight.

The specter starts off *invisible* and moves to the back of the party through the wall where it uses its spectral barrage on the rear of the party.

The deathlock wight attacks the PCs from the front using *grave bolt*, using his *horrific visage* only if engaged in melee.

### SCALING THE ENCOUNTER

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

**Four PCs:** Lower the level of each creature level by 1.

**Six PCs:** Increase the level of each creature level by 1.

## ENDING THE ENCOUNTER

As soon as the PCs defeat the undead, proceed to encounter 6. The PCs can leave through the door to the west (encounter 4).

## ENCOUNTER 5: THE ROBBERS STATISTICS

|  |                                       |
|--|---------------------------------------|
| <b>Deathlock Wight</b><br>Medium natural humanoid (undead)   | <b>Level 4 Controller</b><br>XP 175   |
| <b>Initiative</b> +4 <b>Senses</b> Perception +1; darkvision<br><b>HP</b> 54; <b>Bloodied</b> 27<br><b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 17<br><b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 5 radiant<br><b>Speed</b> 6                           |                                       |
| ⊕ <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b><br>+9 vs AC; 1d6 damage, and the target loses one healing surge.   |                                       |
| ➤ <b>Grave Bolt</b> (standard; at-will) ♦ <b>Necrotic</b><br>Ranged 20; +6 vs Reflex; 1d6+4 damage, and the target is immobilized (save ends).   |                                       |
| ➤ <b>Reanimate</b> (minor; encounter) ♦ <b>Necrotic</b><br>Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level +2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions. |                                       |
| <b>Horrific Visage</b> (standard; recharge 4, 5, 6) ♦ <b>Fear</b><br>Close Blast 5; +7 vs Will; 1d6 damage, and the target is pushed 3.  |                                       |
| <b>Alignment</b> Evil  | <b>Languages</b> Common               |
| <b>Skills</b> Arcana +10, Religion +10   |                                       |
| <b>Str</b> 10 (+2)   | <b>Dex</b> 14 (+4) <b>Wis</b> 9 (+1)  |
| <b>Con</b> 14 (+4)   | <b>Int</b> 16 (+5) <b>Cha</b> 18 (+6) |

|  |                                       |
|--|---------------------------------------|
| <b>Decrepit Skeleton</b><br>Medium natural animate (undead)  | <b>Level 1 Minion</b><br>XP 25        |
| <b>Initiative</b> +3 <b>Senses</b> Perception +2; darkvision<br><b>HP</b> A minion dies when hit by an attack that deals damage.<br><b>AC</b> 16; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 13<br><b>Immune</b> disease, poison<br><b>Speed</b> 6 |                                       |
| ⊕ <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b><br>+6 vs AC; 2 damage.  |                                       |
| ⊕ <b>Shortbow</b> (standard; at-will) ♦ <b>Weapon</b><br>Ranged 15/30; +6 vs AC; 2 damage.   |                                       |
| <b>Alignment</b> Evil  | <b>Languages</b> -                    |
| <b>Str</b> 15 (+2)   | <b>Dex</b> 17 (+3) <b>Wis</b> 14 (+2) |
| <b>Con</b> 13 (+1)   | <b>Int</b> 3 (-4) <b>Cha</b> 3 (-4)   |

|  |                                 |
|--|---------------------------------|
| <b>Specter</b><br>Medium shadow humanoid (undead)  | <b>Level 4 Lurker</b><br>XP 175 |
| <b>Initiative</b> +8 <b>Senses</b> Perception +6; darkvision<br><b>Spectral Chill</b> (cold) aura 1; enemies in the aura take a -2 penalty to all defenses.<br><b>HP</b> 30; <b>Bloodied</b> 15<br><b>AC</b> 16; <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 17<br><b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic, insubstantial;<br><b>Vulnerable</b> 5 radiant<br><b>Speed</b> fly 6 (hover); phasing |                                 |

⊕ **Spectral Touch** (standard; at-will) ♦ **Necrotic**  
+7 vs Reflex; 1d6 damage+2 necrotic damage.

**Spectral Barrage** (standard; recharge 5, 6) ♦ **Illusion, Psychic**  
Close Blast 2; targets enemies; +7 vs Will; 2d6+2 psychic damage, and the target is knocked prone.

**Invisibility** (standard; at-will) ♦ **Illusion**

The specter becomes invisible until it attacks or until it is hit by an attack.

**Alignment** Chaotic Evil

**Languages** Common

**Skills** Stealth +9

**Str** 10 (+2)

**Dex** 15 (+4)

**Wis** 8 (+1)

**Con** 13 (+3)

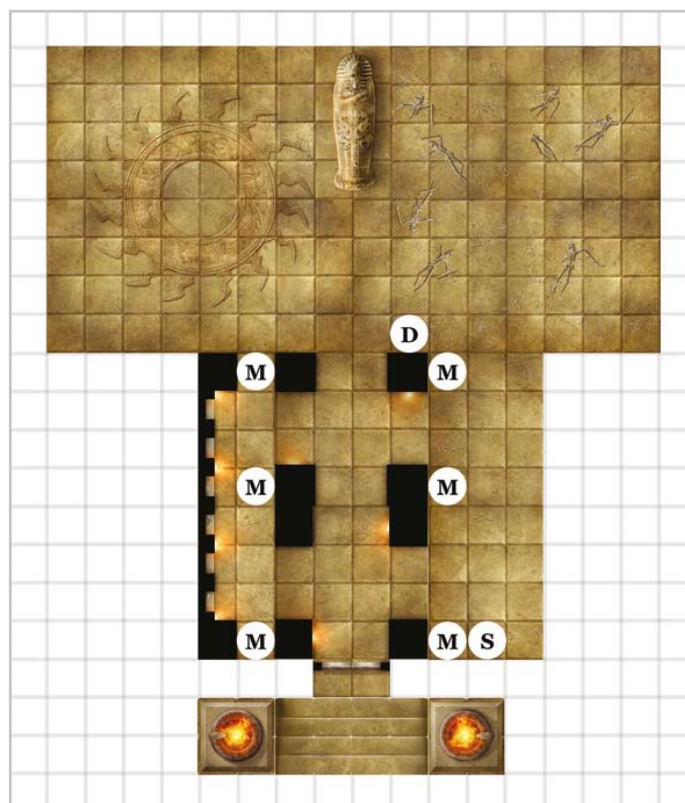
**Int** 6 (+0)

**Cha** 15 (+4)

## ENCOUNTER 5: THE ROBBERS MAP

### DIRE TOMBS

|  |     |    |
|--|-----|----|
| Stone Doors / Broken Urn               | 2x1 | x1 |
| Sarcophagus / Misty Hall               | 4x2 | x1 |
| Stairs with Cauldrons / Webs in Hall   | 8x2 | x1 |
| Shelves / Hall                         | 8x2 | x1 |
| Hall / Hall w/Pillars                  | 8x3 | x1 |
| Intersection w/skeleton / Intersection | 4x4 | x1 |
| Snake Sigil / Intersection             | 4x4 | x1 |
| Floor w/webs / Floor                   | 8x8 | x1 |
| Throne Room / Sun Room                 | 8x8 | x1 |





## ENCOUNTER 6: INVOKING THE FATHERS!

**SKILL CHALLENGE LEVEL 1,  
COMPLEXITY 3 (300 XP)**

### SETUP

**Number of Successes:** 8

**Number of Failures:** 4

**Primary Skills:** Bluff, Diplomacy, History, Insight, Religion, Streetwise

**The Ancestor:** Ghosts of varying levels, non-hostile.

This encounter takes place in the same room as Encounter 5, immediately after the PCs defeat the undead; the PCs do not have time to take a short rest.

*“Two ghostly shapes materialize in front of you. They look calm and peaceful.*

*“We are the Ancestors, those who built this tomb to house our remains? What are you doing here? Who are you?” One of the shapes asks. They seem to look at you.”*

The Ancestors are not hostile, but neither are they easily swayed to help.

### SKILL CHALLENGE

The following section is provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 15 check with that skill to garner a success.

Reward creativity.

**Special:** Any PC who said a prayer on the Sun Rune in Encounter 3 grants the party an automatic success without a check.

**Bluff (DC 15):** The PC tries to convince the spirits that Turan's horde will be coming to destroy the tomb next. On a failure, every DC of subsequent Bluff or Diplomacy checks is increased by 2.

**Diplomacy (DC 15):** The PC tries to appeal to the good nature of the Ancestors and the need of their descendants.

**History or Streetwise (DC 15):** The PC tries to recount tales of heroism performed by the Ancestors OR by their descendants. Failure means that no further History checks can be made (the PCs do not know any more useful stories).

**Insight (DC 15):** The PC tries to find out which argument had most sway on the Ancestor and tries to emphasize that point. Failure means that all subsequent DCs for Insight are increased by 2.

**Religion (DC 10):** The PCs call upon their devotion to get them to help fellow faithful of Pelor. (The Ancestors are very pious). Failure means that all subsequent DCs for Religion are increased by 2 because the Ancestors doubt the PCs' faithfulness.

## ENDING THE ENCOUNTER

The encounter ends once the PCs have either won or lost the skill challenge. Proceed to the conclusion.

### TREASURE

Most of the treasures that were once in the shelves have been destroyed by sand and time. However, the PCs can still find for about 70gp worth of gold and other loot.

They also find a +1 *flaming longsword*.

## CONCLUSION

Proceed to the appropriate section.

### The PCs won the skill challenge

From the walls and the floor, thousands of ghosts fly upwards and towards Demper's Ferry.

As the PCs leave the tomb and head back, they find Turan's horde in disarray. The ghostly army is sending the orcs fleeing in disarray. Though initially afraid, the townsfolk quickly rally and begin fighting the orcs.

Old Artie manages to take down Turan the hill giant with his bow.

The PCs can help if they want, but at this time the enemy is broken and is fleeing in terror.

There is a great feast and the PCs are named "Heroes of Demper's Ferry".

### The PCs lost the skill challenge

The Ancestors refuse to help the PCs. It seems the Ancestors do not quite understand the gravity of the situation.

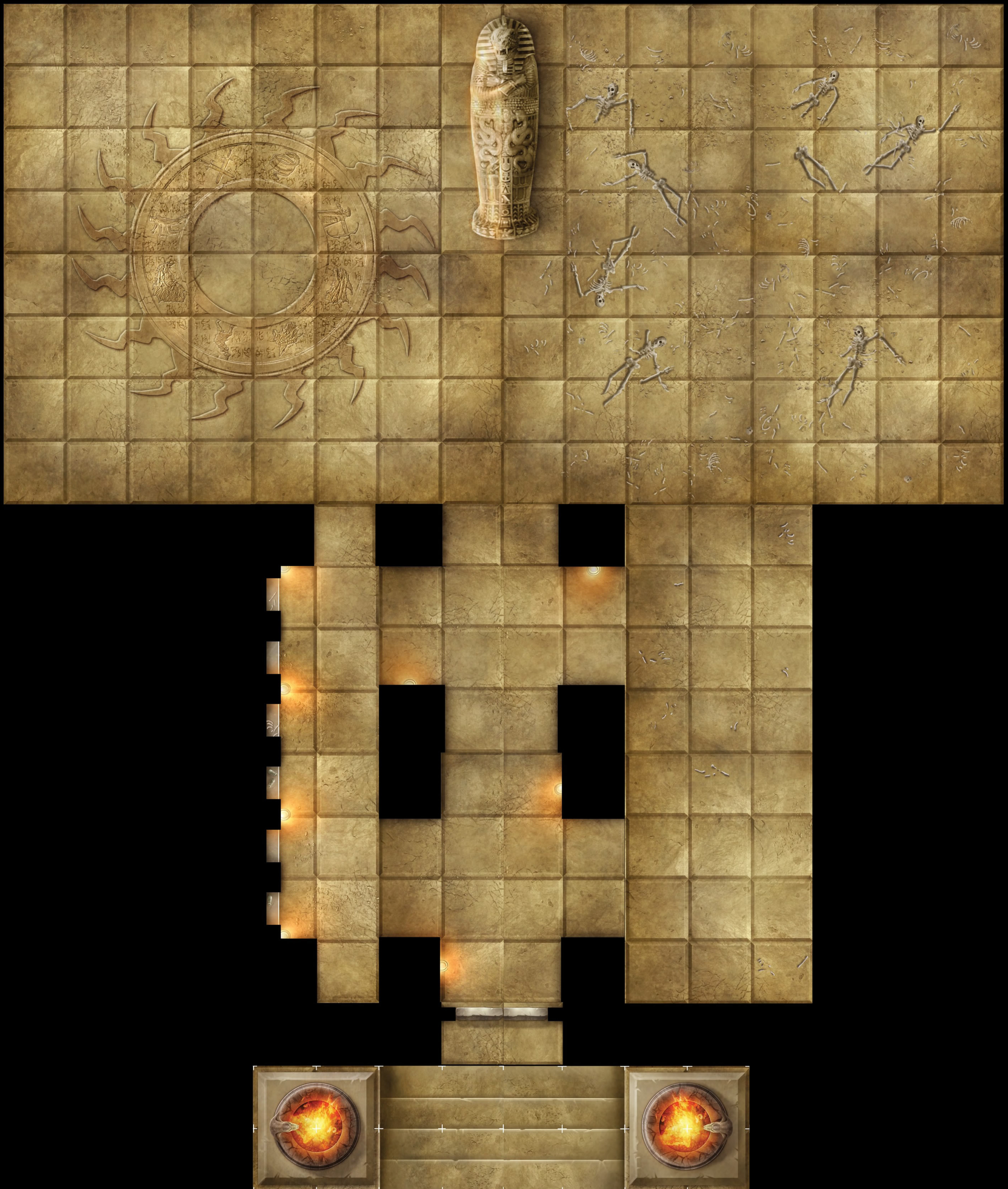
As the PCs leave the tomb, they meet up with Old Artie who has gathered a small band of armed farmers.

Old Artie is not surprised the Ancestors refused to help, but he has decided to fight against the orcs and he invites the PCs to come along, since they are all now veteran adventurers.



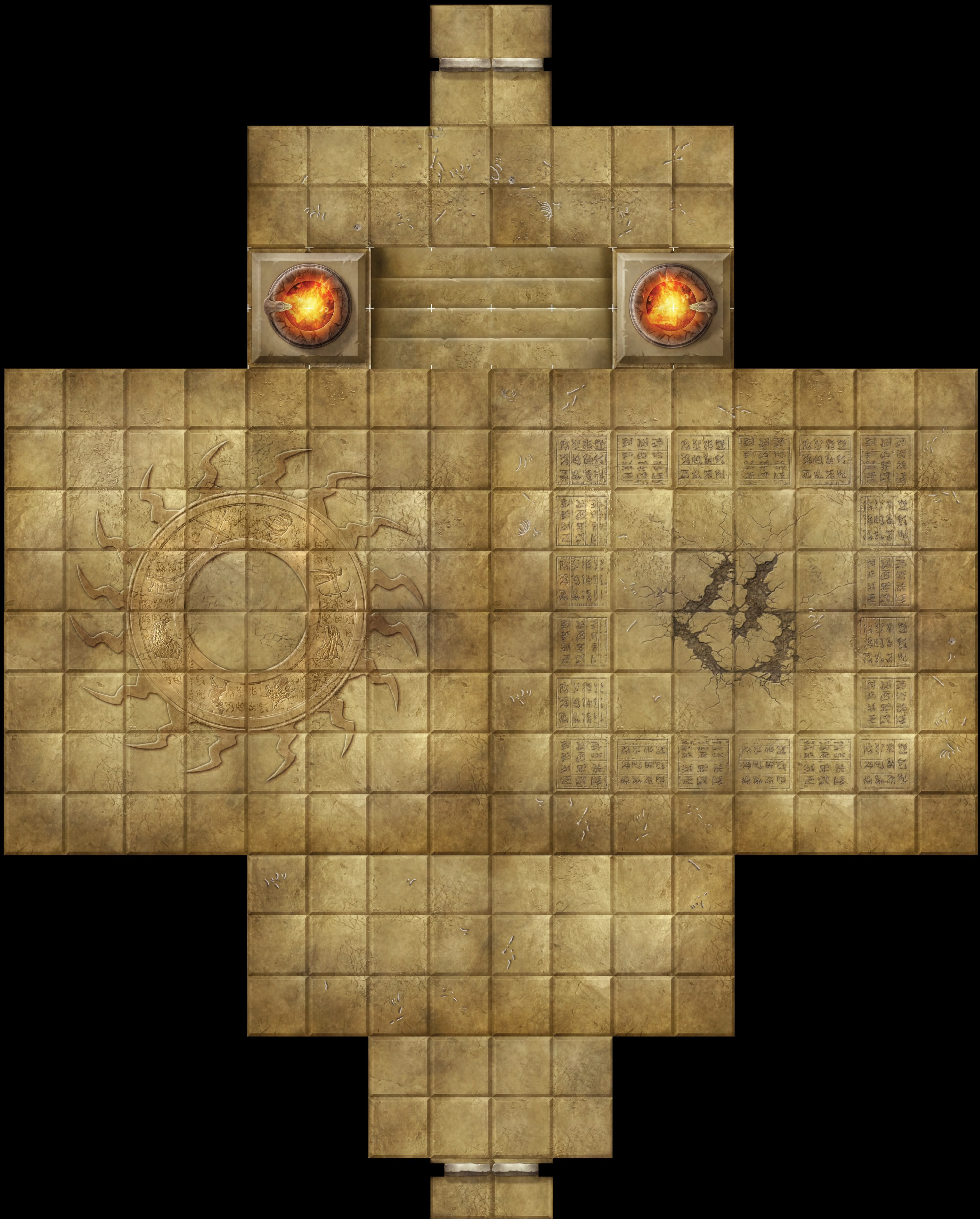
# THE ROBBERS

The Sands Of Time  
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# THE NEST

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# SOMETHING OOZING

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