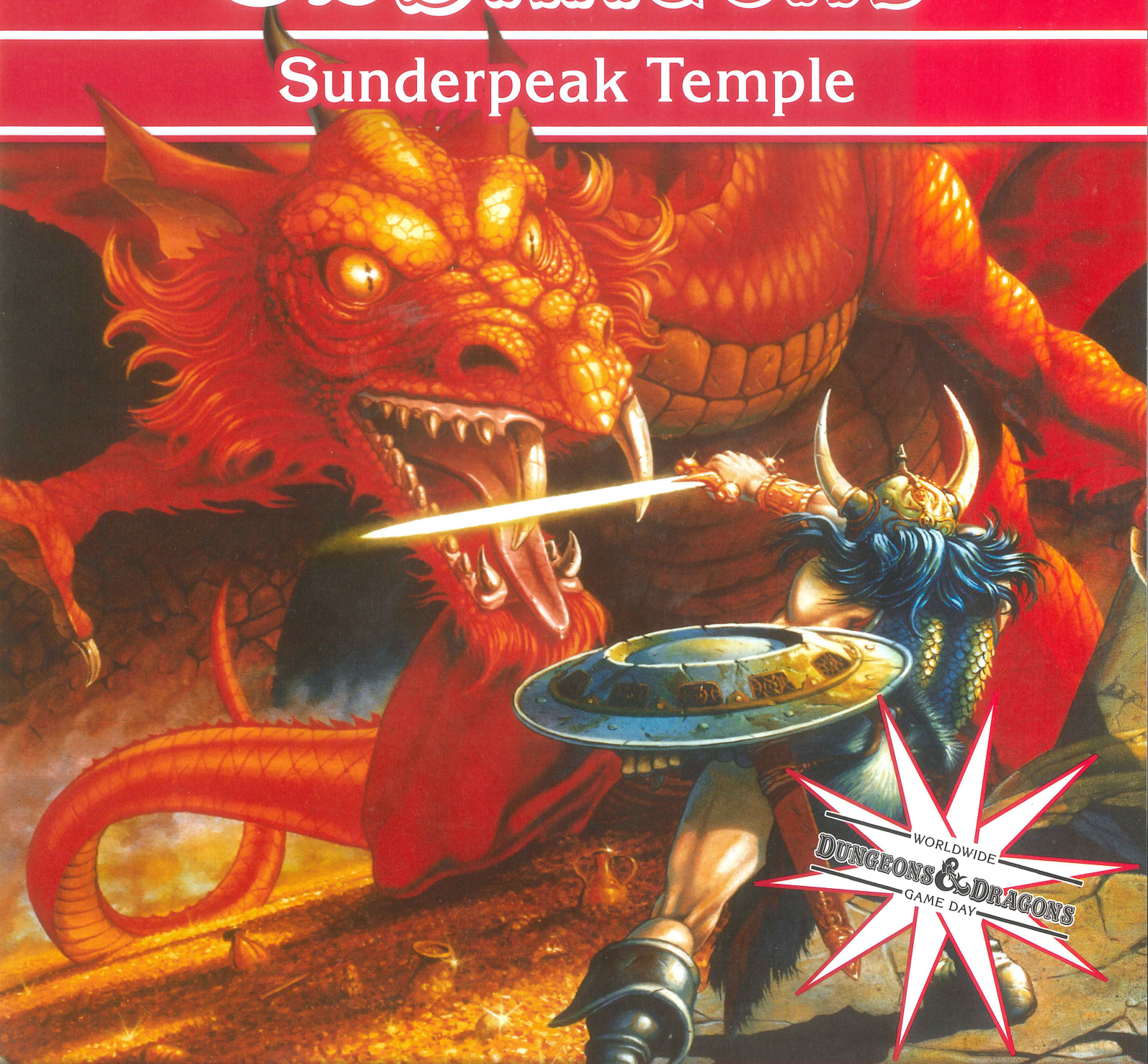


A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS

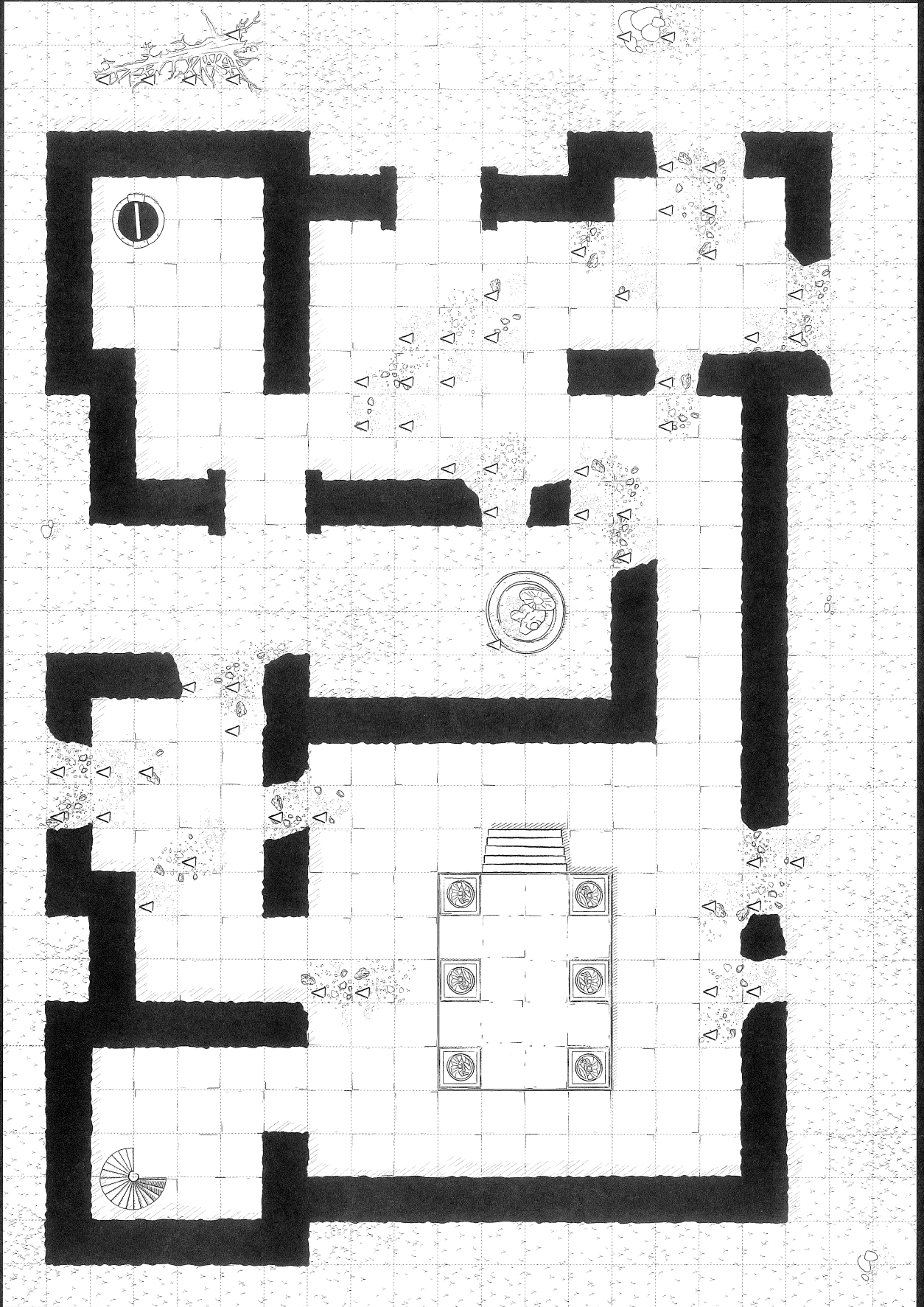
Sunderpeak Temple



AN ADVENTURE FOR CHARACTERS OF 2ND LEVEL

Daniel Marthaler

ENCOUNTER 1:
GUARD
DOGS



ENCOUNTER 2:
KOBOLDS!

INTRODUCTION

A DUNGEONS & DRAGONS adventure for five 2nd-level characters

Welcome to D&D Red Box Game Day, celebrating the release of the new *DUNGEONS & DRAGONS® Fantasy Roleplaying Game!* In this book, you will find a complete adventure designed specifically for Dungeon Masters and players who are just starting out. If you haven't played *DUNGEONS & DRAGONS* before, this is the place to start. If you have played before, this short adventure makes for a great afternoon or evening of fun.

This adventure includes everything you need to play—a double sided poster map of the dungeon, various monster and character tokens, item cards for treasure, and pregenerated character cards. You'll also need dice, such as those that come with the D&D Red Box.

This adventure is written for a group of five players. One person in the group plays the part of the Dungeon Master (a bit more on this in a second). The rest of the group play adventurers, using one of the pregenerated character sheets that come with this book.

The Dungeon Master (or DM) doesn't have a character to play. Instead, he or she 'plays' the rest of the world—controlling the monsters, running the adventure, describing what happens to the adventurers, refereeing the rules, and keeping the game going. It might sound like a lot to do, but it's also a lot of fun.

This book is for the Dungeon Master only. If you are player, you should stop reading now. Otherwise, the adventure will not be as exciting or enjoyable for you.

If you are the DM, remember that even though you are running the monsters and villains of the game, you are not the players' enemy. Your job is to make the dungeon a fun challenge for the players, not to turn it into a fight that their characters cannot win.

Just as it is your job to describe the locations in the adventure and what the monsters do, encourage the players to describe their characters' actions. The choices that the players make for their characters determine what happens in the adventure. Make sure every player is involved in the decisions that the entire adventuring party makes. Ask quiet or shy players what their characters are doing to help keep them involved in the action.

As a DM, you must be fair. Doing so is the only way that everyone will enjoy the game. At the same time, don't be afraid to do things that aren't in the adventure. If an encounter seems too easy, you can have another monster rush in to help its friends. Particularly if you are a new DM, don't be afraid to make things up or to make decisions that help keep the action moving. It's better to keep the game going than to become bogged down arguing over rules.

Finally, the most important rule (and this applies to everyone, not just the Dungeon Master) is to **have fun**. It's a game, after all!

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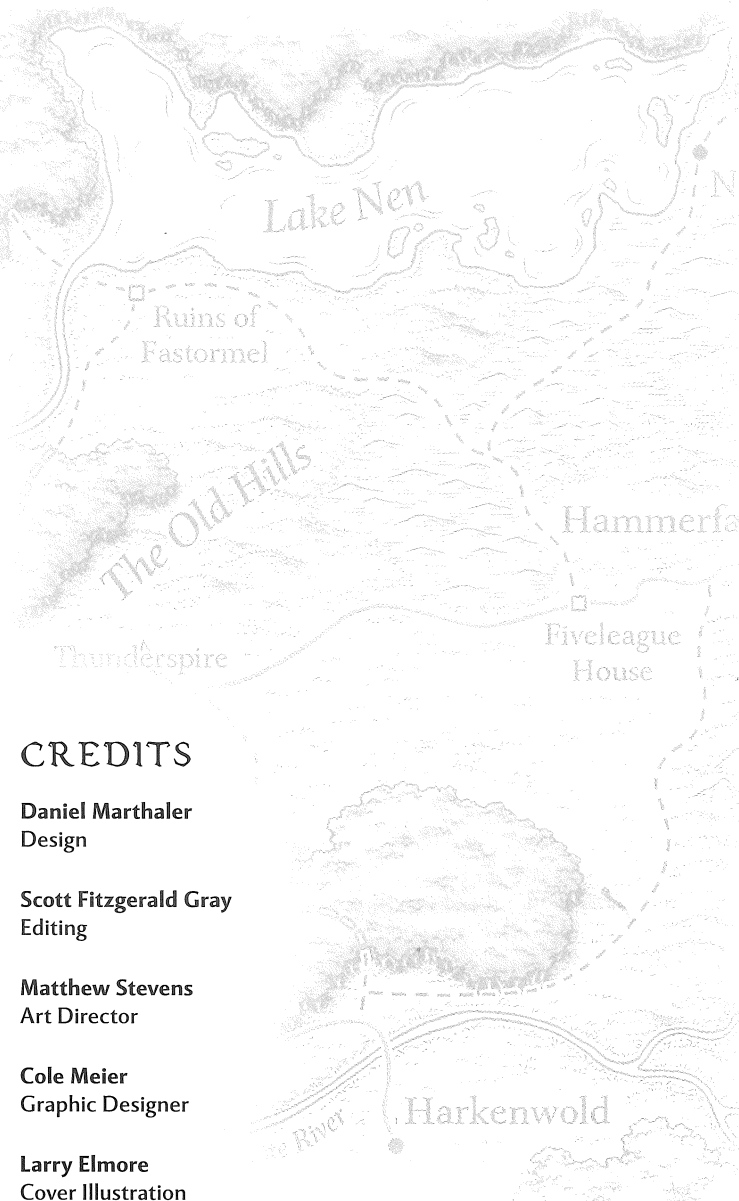
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SUNDERPEAK TEMPLE

“Sunderpeak Temple” is an adventure that picks up where “The Twisting Halls” adventure from the *Dungeon Master’s Book* leaves off. However, you do not need to have played that adventure to play this one, as long as the characters are 2nd level.

For years, the residents of Sunderpeak Temple devoted themselves to lives of contemplation and good works along the untamed western reaches of the Nentir Vale. The folk of the temple included servants of many of the good deities, including Pelor, the sun god; Bahamut, the god of justice; and Melora, the goddess of civilization. Where they lived and worked together within the mountain temple’s ancient stone walls, the faithful of Sunderpeak came to be known as learned healers, sage advisors, and stalwart defenders of the innocent.

However, for long years, Sunderpeak Temple had a secret purpose known only to its residents. Far beneath the surface, below even the lower levels of the temple proper, a powerful artifact of evil was hidden away. Though it was protected by magic wards and the power of the priests who dwelled above, its strongest defense was secrecy.

In the end, those defenses were not enough. A few weeks ago, a fledgling black dragon named Blightborn attacked Sunderpeak Temple at the head of a small army of savage orcs, skittering kobolds, and mercenary humans. The temple’s defenders fought bravely, taking a terrible toll on the attackers. In the end, however, the sheer ferocity of the dragon’s assault overwhelmed them.

Blightborn claimed the ruined temple as its lair, and has been digging in with its remaining servants ever since. The dragon now has its orcs and kobolds resetting traps, counting gold, and attempting to figure out how to overcome the undead that haunt the temple’s crypt.

QUESTS

A quest is the overall goal of an adventure. It provides the characters with a solid reason for taking up the challenge, and a guideline for what they are attempting to do. In “Sunderpeak Temple,” the adventurers stumble into a dangerous situation that only they can fix. The temple has been taken over by unknown forces that must be challenged and destroyed. This is the party’s quest in this adventure.

Quest XP: The adventurers earn 625 XP (a major quest) for retaking the temple. Divide this XP among all the characters.

THE MAP

The map on the inside cover shows the layout of Sunderpeak Temple. The numbers on the map correspond to the encounter areas described on the following pages. The layout of the temple means that players can choose to play through either Encounter 3 or Encounter 4 to reach Blightborn’s lair in Encounter 5. However, the adventurers can return to complete the other encounter if time permits. They can also spend time exploring the various features of the map that don’t have separate numbers, explained in the “Features of the Area” section of each encounter.

AWARDING XP

As the adventurers progress through the adventure, they will defeat monsters and overcome other challenges. After each encounter, make a note of the XP they have earned. The total XP for the encounter appears at the top of each encounter entry. Each character receives an amount of XP equal to that total divided by the number of characters in the party.

You can tell the players how much XP they have earned after each encounter, or you can wait until the end of the adventure and give them their total XP. The choice is up to you. Each character in the party receives the same amount of XP, and so all characters should always have the same XP total.

ACTION POINTS

Give each player an action point token at the start of the adventure. When a character spends an action point, that character’s player gives the token to you.

STOPPING TO REST

Once the adventurers have defeated the monsters in an area, it is safe to use that area to take a short rest. This lets the characters regain the use of their encounter powers and to spend as many healing surges as they want. However, the ruined temple and the wilderness around it are not safe places to make camp. This means that the party cannot take an extended rest. Make sure the players understand that they will not be able to regain daily powers or spent healing surges during this short adventure.

ADJUSTING THE ENCOUNTERS

Sunderpeak Temple assumes a party of five 2nd-level characters, but this adventure can easily be adjusted to accommodate four or six characters.

If you have four characters, remove one of the lowest-level monsters from each encounter. If you have six characters, add another monster from those already in the encounter. Choose a monster whose level matches the encounter level. When you add or remove monsters, choose standard monsters instead of minions, elite monsters, or solo monsters. This means you don't want to add another dragon to the final encounter!

STARTING THE ADVENTURE

Before you start the adventure, take a few moments to make sure you and the other players know the names of the characters. You should also make a note of each character's passive Perception check, since you will need it in some of the encounters.

To set up the adventure for the players, give them the following information. This kind of descriptive text appears throughout the adventure, and can be read aloud or paraphrased (told in your own words).

When you are ready to begin the adventure, read or paraphrase the following:

Traevus, a wise dwarf sage, has called you together to assist him in escorting a dangerous cargo to Sunderpeak Temple in the wild Cairngorm Peaks. The dwarf is in possession of an enchanted skull imbued with evil necromantic magic, which the priests of Sunderpeak can safely destroy with special rituals. However, though he sent word to the temple of his mission just under a month ago, he has heard nothing in return. Fearing that some danger has befallen Sunderpeak, the worried Traevus seeks a party of heroes willing to accompany him to the temple.

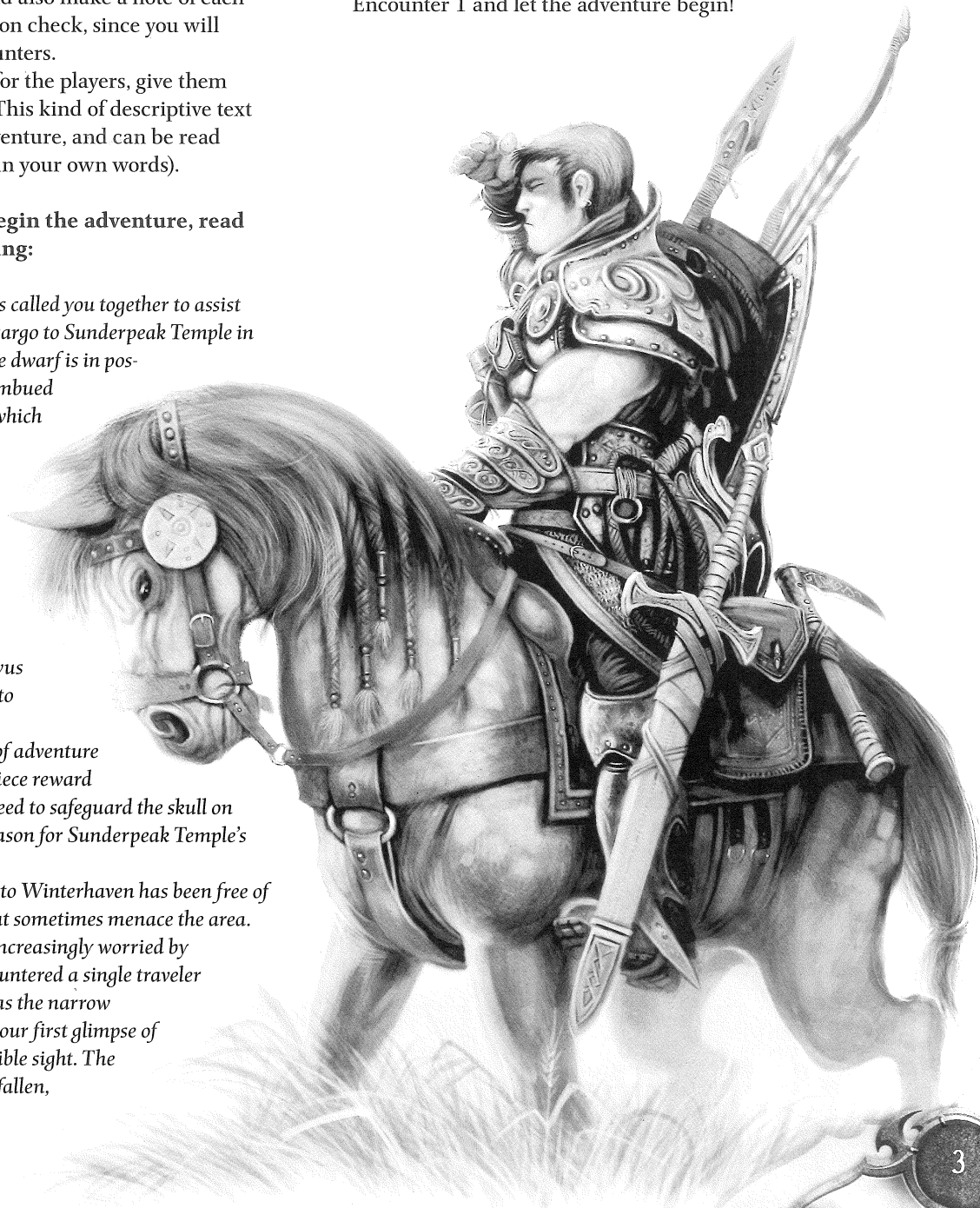
Compelled by the promise of adventure (and a share of the 120 gold piece reward the dwarf offers), you have agreed to safeguard the skull on its journey and discover the reason for Sunderpeak Temple's sudden silence.

The journey from Fallcrest to Winterhaven has been free of the bandit and goblin raids that sometimes menace the area. However, Traevus has grown increasingly worried by the fact that you have not encountered a single traveler coming from the temple. And as the narrow mountain road turns to offer your first glimpse of Sunderpeak, you behold a terrible sight. The outer walls of the temple have fallen, and you can see dark figures lurking within the ruins.

"Orcs!" Traevus snarls as he spits. "But working for who, I wonder? No bandits could have taken the temple. Looks like there's hero work here after all. You go ahead without me. We can't risk them getting their claws on this skull, and I am no great warrior." However, the dwarf rummages in his pack for a small crystal vial with a Dwarven rune on the seal. "Here, take this. If the temple truly has fallen, you might be needing it. Good luck."

Traevus hands a magic vial over to the characters. Give the players one of the *potion of healing* cards found in the *DUNGEONS & DRAGONS Fantasy Roleplaying Game* boxed set. If you don't have the card, this magic item requires a minor action to drink it. Once it is consumed, the character that drank it spends 1 healing surge and heals 10 hit points.

Once the players move toward the temple, turn to Encounter 1 and let the adventure begin!



ENCOUNTER 1: GUARD DOGS

Encounter Level 3 (850 XP)

SETUP

- 2 orc archers (O)
- 2 guard drakes (D)
- 2 common bandits (B)

The entrance to Sunderpeak Temple is flanked by stout guard rooms. In more peaceful times, these served as quarters for the temple's guardians and for those visiting the temple or seeking a warm bed while passing through the Cairngorm Peaks. Now they are occupied by a group of Blightborn's servants, tasked with watching the approach to the dragon's new lair.

When the adventurers enter the area, set out the poster map (folded to show only this part of the temple), then read or paraphrase the following:

The once-proud walls of Sunderpeak Temple now lie in ruin, their great stones tumbled and blasted to rubble. Two archways offer access to the temple, though one is all but destroyed. Beyond the arches, a narrow courtyard offers a glimpse of a defaced statue, and a partially intact hallway appears to lead deeper into the temple.

Within the rubble, two tough-looking orcs armed with longbows catch sight of you as you approach. Each has a two-legged reptilian beast at its side that snarls and howls like a vicious hunting dog. One orc barks an order in its crude tongue as it fits a black-fletched arrow to its bow.

As you read the descriptive text, point out the various features visible to the characters as you describe them: the piles of rubble, the statue, and the two entrances into the ruins. Place the orc archers and the guard drakes as they are described. Don't place the bandits until they come into view.

Ask the characters to roll initiative and record the results. Then roll initiative for the monsters (even the ones the characters can't see).

2 Guard Drakes (D)	Level 2 Brute	
Small natural beast (reptile)	XP 125 each	
HP 48; Bloodied 24	Initiative +3	
AC 15, Fortitude 15, Reflex 13, Will 12	Perception +7	
Speed 6		
STANDARD ACTIONS		
Ⓢ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 5 damage, or 1d10 + 10 while within 2 squares of an ally.		
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (-3)	Cha 12 (+2)
Alignment unaligned	Languages –	

TACTICS

The drakes rush to attack the nearest characters while trying to remain within 2 squares of an ally to maximize their bite damage. If one of the orc archers becomes bloodied, a drake rushes back to defend it.

The orc archers maneuver around the piles of rubble, taking cover behind intact walls to hinder adventurers trying to engage them in melee. An orc uses its *clustered volley* attack whenever it can target multiple characters, or uses its *longbow* to push individual adventurers into positions where the bandits can gain combat advantage. An orc falls back on melee attacks only if it is trapped. When slain, it uses *savage demise* to make a final attack against the most badly wounded adventurer within range.

The bandits attempt to sneak up on their foes instead of charging wildly in. Roll a Stealth check for each bandit (d20 + 9) and compare it to the adventurers' passive Perception. A bandit is invisible to any character whose passive Perception does not equal or exceed the Stealth check. It has combat advantage against such a character the first time it attacks. The bandits stay at the edge of combat, even running outside and around the exterior walls to come in from behind. They flank with any ally for combat advantage, but prefer to target adventurers who are fighting alone. Whenever it can, a bandit shifts 1 square as part of its attack, then moves out of range of retaliation.

FEATURES OF THE AREA

Illumination: Bright sunlight from outside. The roof of this area has mostly collapsed and the walls are tumbled down in many places.

Statue: It is impossible to tell which god is depicted by the defaced statue, but it provides cover to those sheltering behind it.

Rubble: The piles of rubble scattered throughout the area are difficult terrain.

Well: Magical inscriptions are carved into the stone around the well. A character trained in Arcana or Religion (such as a cleric or wizard) can tell that the inscriptions grant the well minor restorative magic in addition to keeping the water clear and cool. A character who drinks from the well during a short rest gains 2 additional hit points for each healing surge used at the end of the short rest.

CONCLUSION

Once the guards here have been defeated, the characters can explore the area and take a short rest if they wish. The characters can move on to Encounter 2 through the hallway at the bottom of the map, or by moving through the garden where the statue is.

2 Orc Archers (O)

Medium natural humanoid

HP 42; Bloodied 21**AC 16, Fortitude 16, Reflex 18, Will 14****Speed 6****Level 4 Artillery**

XP 175 each

Initiative +6**Perception +2**

Low-light vision

STANDARD ACTIONS⊕ **Handaxe (weapon) ♦ At-Will****Attack:** Melee 1 (one creature); +11 vs. AC**Hit:** 1d6 + 6 damage.➤ **Longbow (weapon) ♦ At-Will****Attack:** Ranged 20/40 (one creature); +11 vs. AC**Hit:** 1d10 + 6 damage, and the orc pushes the target 1 square.✱ **Clustered Volley (weapon) ♦ At-Will****Attack:** Area burst 1 within 20 (creatures in burst); +9 vs. AC**Hit:** 1d10 + 6 damage.**TRIGGERED ACTIONS****Savage Demise ♦ Encounter****Trigger:** The orc drops to 0 hit points.**Effect (Immediate Interrupt):** The orc takes a standard action.**Str 15 (+4)****Dex 18 (+6)****Wis 10 (+2)****Con 12 (+3)****Int 8 (+1)****Cha 9 (+1)****Alignment** chaotic evil **Languages** Common, Giant**Equipment** leather armor, handaxe, longbow, 30 arrows**2 Common Bandits (B)**

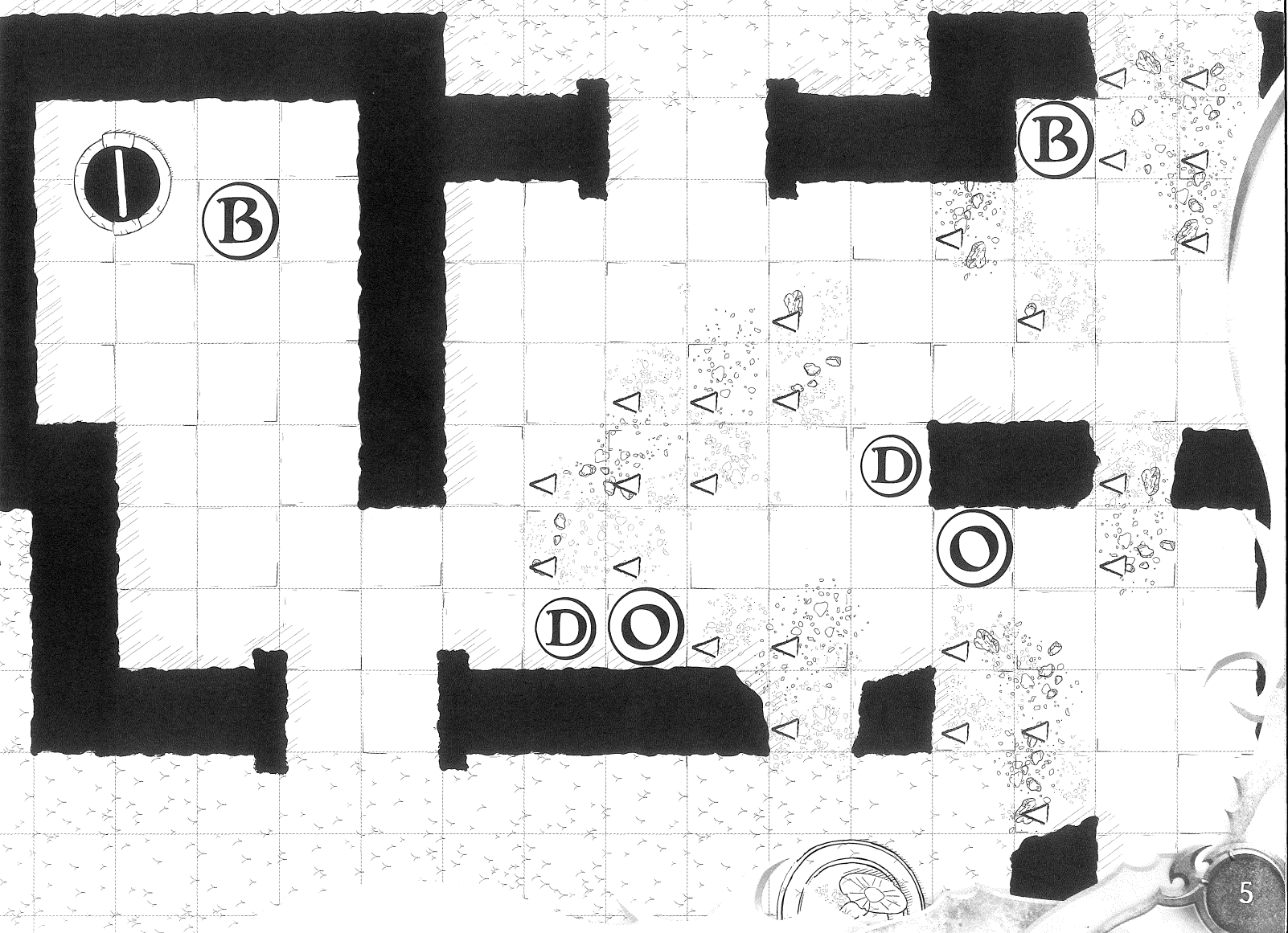
Medium natural humanoid, human

HP 37; Bloodied 18**AC 16, Fortitude 12, Reflex 14, Will 12****Speed 6****Level 2 Skirmisher**

XP 125 each

Initiative +6**Perception +1****TRAITS****Combat Advantage**

The bandit deals 1d6 extra damage on melee and ranged attacks when it has combat advantage against a target.

STANDARD ACTIONS⊕ **Mace (weapon) ♦ At-Will****Attack:** Melee 1 (one creature); +7 vs. AC**Hit:** 1d8 + 5 damage, and the bandit shifts 1 square.⊗ **Dagger (weapon) ♦ At-Will (4/encounter)****Attack:** Ranged 5/10 (one creature); +7 vs. AC**Hit:** 1d4 + 5 damage, and the bandit shifts 1 square.⚡ **Dazing Strike (weapon) ♦ Recharge when the attack misses****Attack:** Melee 1 (one creature); +7 vs. AC**Hit:** 1d8 + 5 damage, and the target is dazed until the end of the bandit's next turn.**Effect:** The bandit shifts 1 square.**Skills** Stealth +9, Streetwise +7, Thievery +9**Str 12 (+2)****Dex 17 (+4)****Wis 11 (+1)****Con 13 (+2)****Int 10 (+1)****Cha 12 (+2)****Alignment** unaligned**Languages** Common**Equipment** leather armor, mace, 4 daggers

ENCOUNTER 2: KOBOLDS!

Encounter Level 2 (700 XP)

SETUP

- 14 kobold tunnelers (T)
- 2 kobold slingers (S)
- 1 battletested orc (O)

The rear of the temple held additional quarters and storage areas, but was primarily used for public religious services and divine rituals. In addition, this area contains the stairs to the lower levels of the temple, but only the priests were allowed access here. Although the ritual space fared better than the front section of the temple, destruction and signs of looting are everywhere.

The kobolds and the orc here have heard the sounds of combat from Encounter 1. However, Blightborn's servants are constantly quarreling and do not come to each other's aid.

When the adventurers enter the area, set out the poster map (folded to show only this part of the temple), then read or paraphrase the following:

A massive open chamber dominates this section of the temple. At its center stands a raised dais topped with statues of exarchs and heroes of good. The vaulted ceiling still soars overhead, but sky is visible through a jagged hole smashed through the roof. The walls have been shattered in spots, attesting to the battle that raged here.

A burly orc twirling a wicked-looking battleaxe stands on guard in the center of the open space, waist deep in a group of swirling, skittering kobolds. At your approach, the orc hefts its axe and roars.

Place the monsters the characters can see as they are described. Don't place the other monsters until the PCs can see them. Only ten of the kobold tunnelers are present at the beginning of combat.

Ask the characters to roll initiative and record the results. Then roll initiative for the monsters (even the ones the characters can't see).

TACTICS

The battletested orc attacks the most well-armed adventurer (typically the party's fighter or cleric), charging whenever possible to maximize its speed and damage. It uses *hacking frenzy* whenever it has two or more PCs adjacent to it. The orc does not care about killing its allies, so the PCs might be able to trick it into using this power while the kobolds are also adjacent to it.

After the orc uses *hacking frenzy*, roll a d6 at the start of each of its turns. On a 5 or a 6, the power recharges

and the orc can use it again. When the orc is slain, its *save demise* power lets it make one final attack—either *hacking frenzy* (if that power has recharged) or *battleaxe*.

The kobolds swarm the adventurers to gang up on individual PCs and to flank for combat advantage (a +2 to attack rolls). Five tunnelers charge in, using *shifty* to set up flanking attacks or slip past tough opponents, while the remainder use *javelin* from the back. After three rounds, the javelin throwers move up while any surviving tunnelers move back to throw their javelins.

The kobold slingers stay out of melee to use *special shot* against lightly armored adventurers (either a wizard or a rogue). When a slinger has used *special shot* three times, it continues to make *sling* attacks.

The kobolds try to remain on the dais to gain the +1 to attack rolls (see "Features of the Area"), and to use the statues as cover against attacks.

In the third round of combat, the four tunnelers not placed at the beginning of combat appear adjacent to the stairs and join the fight.

FEATURES OF THE AREA

Illumination: Bright sunlight from outside. The roof of this area has mostly collapsed and the walls are tumbled down in many places.

Dais: The broad stone dais at the center of the area is five feet high. A creature climbing onto the dais must spend 1 extra square of movement and make a DC 12 Athletics check. The crumbling stairs up to the dais are difficult terrain but require no check. A lingering aura of magical power grants creatures standing on the dais a +1 bonus to attack rolls.

Statues: The statues on the dais provide cover. Medium creatures (humans, elves, dwarfs, and the orc) treat squares containing a statue as difficult terrain. A medium creature takes a -5 penalty to attack rolls and grants combat advantage if it remains in a square with a statue. Small creatures (halflings and kobolds) can move through and fight in a statue square with no penalty.

Rubble: The piles of rubble scattered throughout the area are difficult terrain.

Stairs: This stairwell leads down to the lower levels of the temple.

CONCLUSION

The orc carries a pouch in which is found a *potion of healing* and 10 gold pieces (gp). Give the players the second *potion of healing* card (or make a note).

The stairs lead down to a long hallway with two double doors. The doors nearest to the stairs are wood set with inlaid bronze. They lead to Encounter 3. The doors at the far end of the hall are crafted from stone slabs bound with iron bands. A crude skull and the phrase "Ded" are scrawled on the floor in front of these doors, which lead to Encounter 4. Both sets of doors open easily. The adventurers can choose which way they want to go.

14 Kobold Tunnelers (T) Level 1 Minion Skirmisher

Small natural humanoid (reptile) XP 25 each

HP 1; a missed attack never damages a minion Initiative +5
 AC 15, Fortitude 12, Reflex 14, Will 12 Perception +1
 Speed 6 Darkvision

STANDARD ACTIONS**⊕ Javelin (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +6 vs. AC
 Hit: 4 damage.

⊗ Javelin (weapon) ♦ At-Will (3/encounter)

Attack: Ranged 10/20 (one creature); +6 vs. AC
 Hit: 4 damage.

MINOR ACTIONS**Shifty ♦ At-Will**

Effect: The kobold shifts 1 square.

TRIGGERED ACTIONS**Narrow Escape ♦ At-Will**

Trigger: A close or area attack hits or misses the kobold.
 Effect (Immediate Interrupt): The kobold rolls a saving throw. If it succeeds, it shifts 3 squares.

Skills Athletics +4, Stealth +8, Thievery +8

Str 8 (-1) Dex 16 (+3) Wis 12 (+1)

Con 12 (+1) Int 9 (-1) Cha 10 (+0)

Alignment evil Languages Common, Draconic

Equipment leather armor, 3 javelins

2 Kobold Slingers (S) Level 1 Artillery

Small natural humanoid (reptile) XP 100 each

HP 24; Bloodied 12 Initiative +3
 AC 13, Fortitude 12, Reflex 14, Will 12 Perception +1
 Speed 6 Darkvision

STANDARD ACTIONS**⊕ Dagger (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 1d4 + 3 damage.

⊗ Sling (weapon) ♦ At-Will

Attack: Ranged 10/20 (one creature); +8 vs. AC
 Hit: 1d6 + 5 damage.

↘ Special Shot (weapon) ♦ At-Will (3/encounter)

Attack: Ranged 10/20 (one creature); +8 vs. AC
 Hit: 1d6 + 5 damage, plus one of the following effects (roll a d6).

☐ ☐ Stinkpot: The target takes a -2 penalty to attack rolls (save ends).

☐ ☐ Firepot (fire): The target takes ongoing 2 fire damage (save ends).

☐ ☐ Gluepot: The target is immobilized (save ends).

MINOR ACTIONS**Shifty ♦ At-Will**

Effect: The kobold shifts 1 square.

Skills Stealth +8

Str 9 (-1) Dex 17 (+3) Wis 12 (+1)

Con 12 (+1) Int 9 (-1) Cha 10 (+0)

Alignment evil Languages Common, Draconic

Equipment leather armor, dagger, sling, 20 sling bullets, 3 rounds of special shot

Battletested Orc (O) Level 3 Soldier

Medium natural humanoid XP 150

HP 50; Bloodied 25 Initiative +5
 AC 19, Fortitude 17, Reflex 15, Will 13 Perception +1
 Speed 6 (8 when charging) Low-light vision

STANDARD ACTIONS**⊕ Battleaxe (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 1d10 + 5 damage, or 1d10 + 10 on a charge attack.

↘ Handaxe (weapon) ♦ At-Will (4/encounter)

Attack: Ranged 5/10 (one creature); +8 vs. AC
 Hit: 1d6 + 5 damage.

↶ Hacking Frenzy (weapon) ♦ Recharge ☐ ☐

Attack: Close burst 1 (creatures in burst); +6 vs. AC
 Hit: 1d10 + 5 damage, and the target is marked until the end of the orc's next turn.

Effect: The orc grants combat advantage until the start of its next turn.

TRIGGERED ACTIONS**Savage Demise ♦ Encounter**

Trigger: The orc drops to 0 hit points.

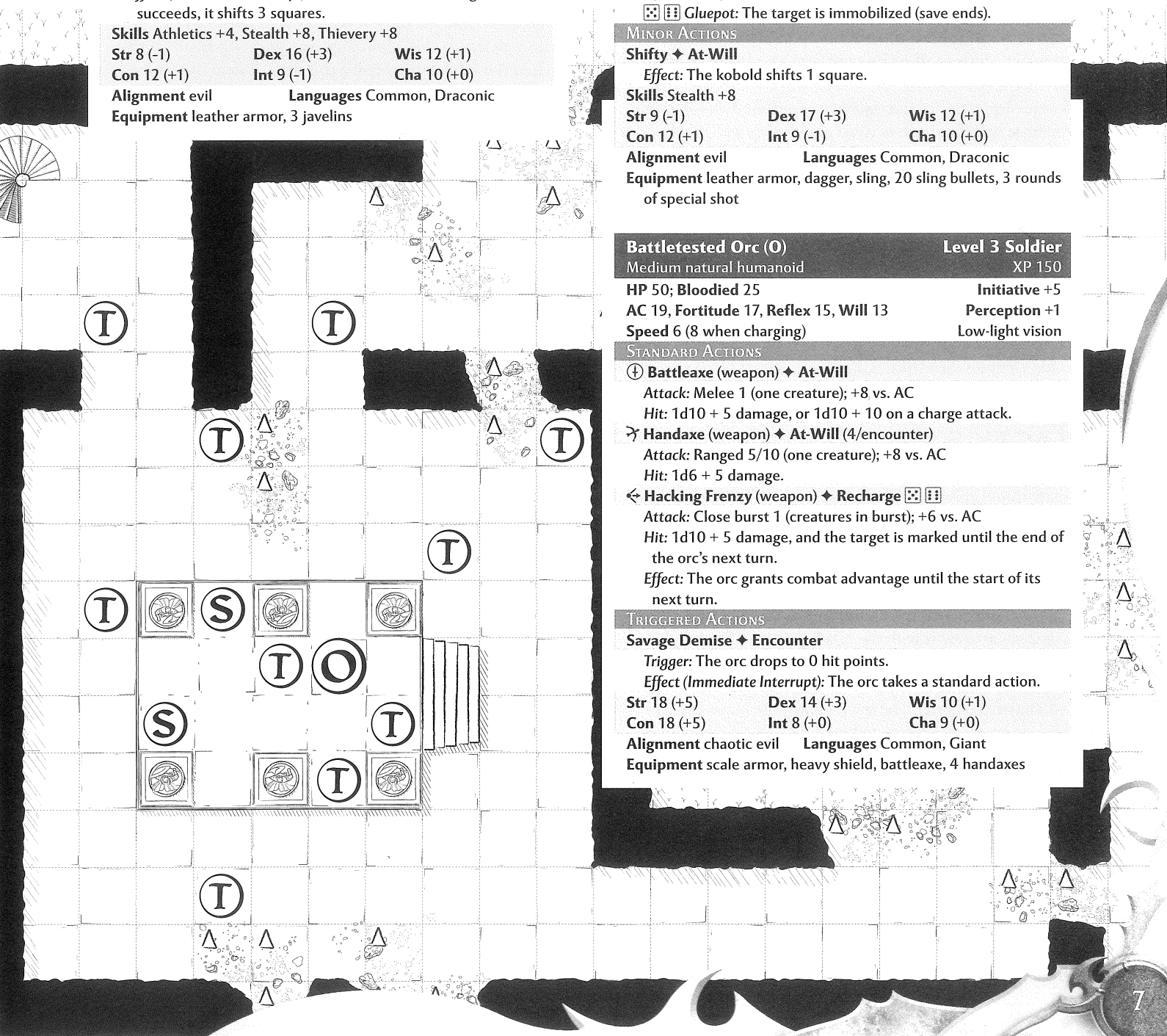
Effect (Immediate Interrupt): The orc takes a standard action.

Str 18 (+5) Dex 14 (+3) Wis 10 (+1)

Con 18 (+5) Int 8 (+0) Cha 9 (+0)

Alignment chaotic evil Languages Common, Giant

Equipment scale armor, heavy shield, battleaxe, 4 handaxes



ENCOUNTER 3: RUNIC DEFENSES

Encounter Level 4
(901 XP, including skill challenge)

SETUP

1 orc archer (O)
2 town guards (G)
4 orc savages (S)

This space was once set aside for ritual purification and preparation. It is now corrupted by the presence of a group of filthy orcs and human thugs.

When the adventurers enter the area, set out the poster map (folded to show only this part of the temple), then read or paraphrase the following:

Statues depicting heroic dragonborn flank the doors of a wide chamber, revealing ancient runes glimmering with magical light carved into the floor and walls. Another set of doors can be seen at the far wall, a group of foul orcs and rough humans sitting around a crude table close by. They look up from some sort of dice game, cursing as they grab their weapons.

Ask the characters to roll initiative and record the results. Then roll initiative for the monsters.

Place the runes where indicated on the map. The runes are a deadly hazard that can attack the PCs and their enemies. See “Skill Challenge: Runic Defenses” on page 10 for information on how the runes work.

TACTICS

The orc savages throw *handaxes* before charging recklessly into combat, hacking away at the PCs with *handaxe* attacks until they are cut down. As each savage falls, its *savage demise* allows it to make one last *handaxe* attack. The savages charge whenever possible for increased damage, but if they cannot, they flank with their allies.

The town guards use the savages as cover as they attack foes 2 squares away with the reach they gain for their *halberd* attack. If an adventurer marked by that attack then attacks a blocking minion, the town guard can retaliate with *interceding strike*. The town guards use *powerful strike* whenever possible, trying to knock a target prone in an active rune square. That power recharges on a 5 or 6 rolled on a d6 at the start of the town guard’s turn.

The orc archer flips the table up to gain cover. It then uses *clustered volley* against groups of adventurers or uses *longbow* to push a character onto an active rune. It engages in melee only as a last resort. When killed, the archer makes a final attack (*clustered volley* if that power has recharged) after its *savage demise*.

FEATURES OF THE AREA

Illumination: The glimmering runes and a candle on the table fill this area with dim light.

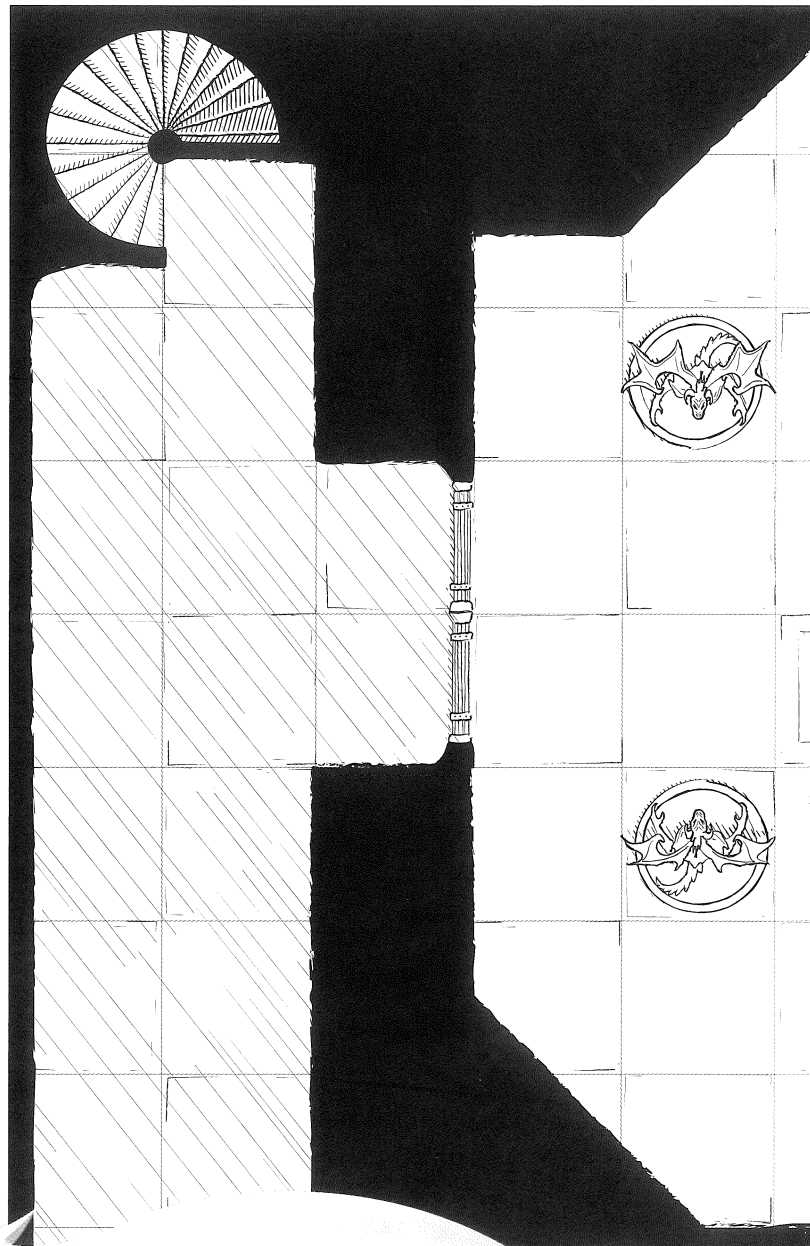
Statues: These statues of dragonborn heroes provide cover to creatures sheltering behind them.

Table: This crude table is cobbled together from scraps of finely crafted furniture, but is nonetheless sturdy. It can be flipped over as a move action to provide cover.

Chairs: Looted from the temple, these well-made chairs have been scarred and abused by their new owners.

CONCLUSION

The door near the table leads to Encounter 5. If the runic defenses skill challenge (see page 10) is still active when the adventurers leave this area, it deactivates for the duration of the adventure.



4 Orc Savages (S) **Level 4 Minion Brute**

Medium natural humanoid XP 44 each

HP 1; a missed attack never damages a minion Initiative +3
 AC 16, Fortitude 16, Reflex 14, Will 12 Perception +1
 Speed 6

STANDARD ACTIONS

- ⊕ **Handaxe (weapon) ♦ At-Will**
 Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 8 damage, or 12 damage while charging.
- ⊗ **Handaxe (weapon) ♦ At-Will (4/encounter)**
 Attack: Ranged 5/10 (one creature); +9 vs. AC
 Hit: 6 damage.

TRIGGERED ACTIONS

Savage Demise ♦ Encounter
 Trigger: The orc drops to 0 hit points.
 Effect (Immediate Interrupt): The orc takes a standard action.

Str 16 (+5) Dex 13 (+3) Wis 9 (+1)
 Con 13 (+3) Int 8 (+1) Cha 8 (+1)

Alignment chaotic evil Languages Common, Giant
 Equipment hide armor, 4 handaxes

Orc Archer (O) **Level 4 Artillery**

Medium natural humanoid XP 175

HP 42; Bloodied 21 Initiative +6
 AC 16, Fortitude 16, Reflex 18, Will 14 Perception +2
 Speed 6 Low-light vision

STANDARD ACTIONS

- ⊕ **Handaxe (weapon) ♦ At-Will**
 Attack: Melee 1 (one creature); +11 vs. AC
 Hit: 1d6 + 6 damage.
- ↘ **Longbow (weapon) ♦ At-Will**
 Attack: Ranged 20/40 (one creature); +11 vs. AC
 Hit: 1d10 + 6 damage, and the orc pushes the target 1 square.
- ✱ **Clustered Volley (weapon) ♦ At-Will**
 Attack: Area burst 1 within 20 (creatures in burst); +9 vs. AC
 Hit: 1d10 + 6 damage.

TRIGGERED ACTIONS

Savage Demise ♦ Encounter
 Trigger: The orc drops to 0 hit points.
 Effect (Immediate Interrupt): The orc takes a standard action.

Str 15 (+4) Dex 18 (+6) Wis 10 (+2)
 Con 12 (+3) Int 8 (+1) Cha 9 (+1)

Alignment chaotic evil Languages Common, Giant
 Equipment leather armor, handaxe, longbow, 30 arrows

2 Town Guards (G)

Medium natural humanoid, human XP 150 each

HP 47; Bloodied 23 Initiative +5
 AC 19, Fortitude 16, Reflex 15, Will 14 Perception +6
 Speed 5

STANDARD ACTIONS

- ⊕ **Halberd (weapon) ♦ At-Will**
 Attack: Melee 2 (one creature); +8 vs. AC
 Hit: 1d10 + 5 damage, and the target is marked until the end of the town guard's next turn.
- ⊗ **Crossbow (weapon) ♦ At-Will**
 Attack: Ranged 15/30 (one creature); +8 vs. AC
 Hit: 1d8 + 5 damage.
- ⊕ **Powerful Strike (weapon) ♦ Recharge 5, 6**
 Attack: Melee 2 (one creature); +8 vs. AC
 Hit: 2d10 + 5 damage, and the target falls prone.

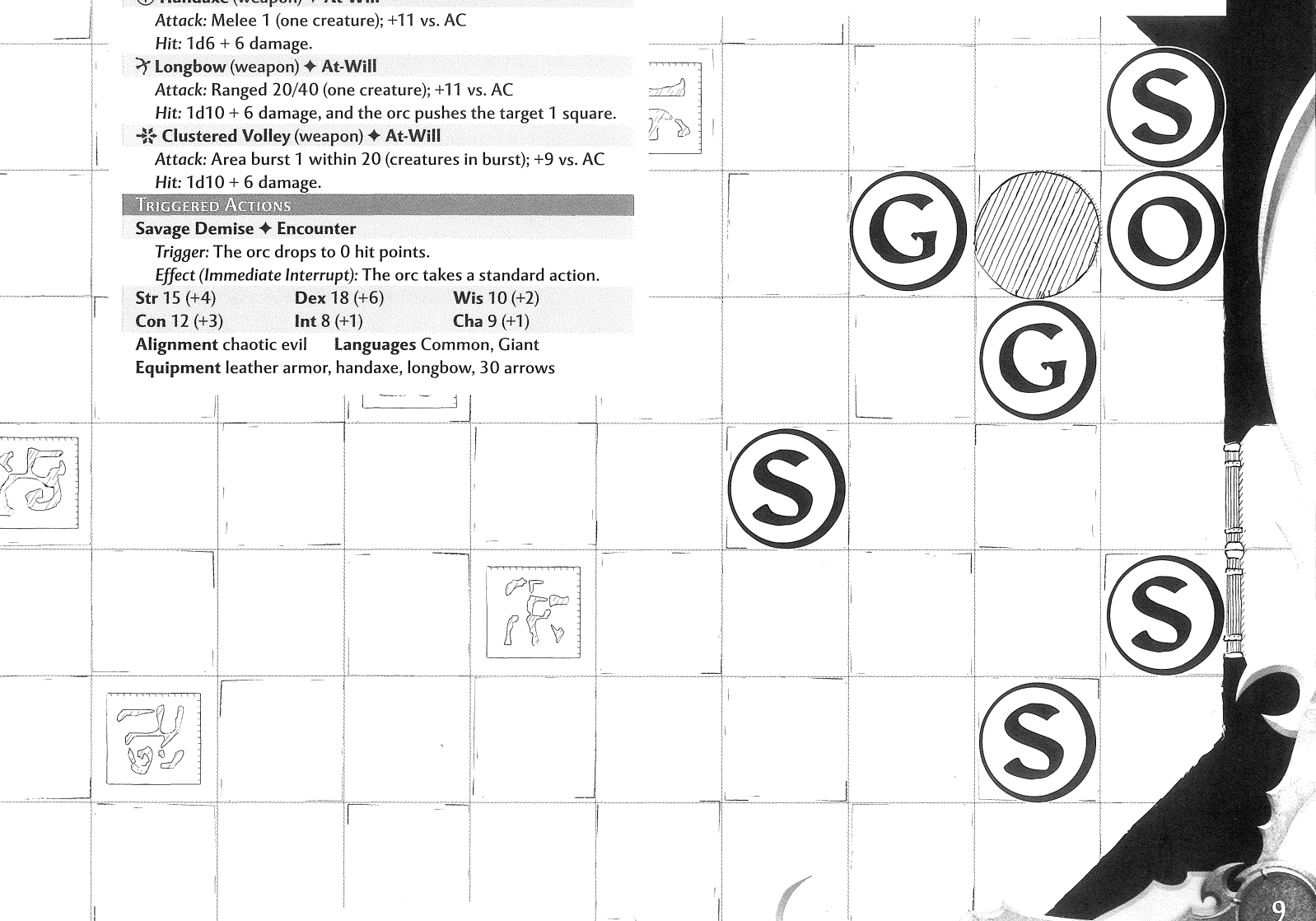
TRIGGERED ACTIONS

Interceding Strike (weapon) ♦ At-Will
 Trigger: A creature marked by the town guard makes an attack that does not include the town guard as a target.
 Attack (Immediate Interrupt): Melee 2 (triggering creature); +8 vs. AC
 Hit: 1d10 + 5 damage.
 Miss: Half damage.

Skills Streetwise +7

Str 16 (+4) Dex 14 (+3) Wis 11 (+1)
 Con 15 (+3) Int 10 (+1) Cha 12 (+2)

Alignment unaligned Languages Common
 Equipment chainmail, halberd, crossbow, 20 bolts



SKILL CHALLENGE: RUNIC DEFENSES

This chamber was once enchanted with a complex series of dangerous, magical rune traps to ward off trespassers. Blightborn subverted these enchantments, then corrupted their magic to his own ends. (This process cost him a dozen or so minions, but Blightborn considers his allies expendable.)

THE RUNIC DEFENSES

At the start of the encounter, a number of runes are activated as shown on the tactical map. In addition, at the end of each round (after the turn of the combatant with the lowest initiative), one new rune appears. For each new rune, roll a d6. On a roll of 1-5, the new rune appears beneath a random adventurer. On a 6, the rune appears under a random monster. (Blightborn has re-focused the runes' magic to ignore his servants, but his control of the runes is not perfect.)

A new rune attacks when it first appears. An existing rune attacks if a creature moves into it (whether intentionally or by forced movement) or if a creature starts and ends its turn on the same rune without moving off. When a rune attacks, roll a d4 to determine the effect.

- 1 **Fire.** *Attack:* Close burst 1 (creatures in burst); +3 vs. Reflex. *Hit:* 1d6 + 3 fire damage.
- 2 **Lightning.** *Attack:* Melee 0 (creature on rune); +5 vs. Reflex. *Hit:* 1d6 + 3 lightning damage, and the target is slowed until the end of its next turn.
- 3 **Radiant.** *Attack:* Melee 0 (creature on rune); +5 vs. Fortitude. *Hit:* 1d6 + 3 radiant damage, and the target is blinded until the end of its next turn.
- 4 **Thunder.** *Attack:* Melee 0 (creature on rune); +5 vs. Fortitude. *Hit:* 1d6 + 3 thunder damage, and the target is pushed 2 squares in a random direction and falls prone.

THE SKILL CHALLENGE

Disarming or seizing control of the magical runic defenses is a **skill challenge**. A skill challenge is an encounter (or a part of an encounter, as it is here) that calls for the adventurers to use skill checks instead of attack rolls. Just like defeating a monster, overcoming a skill challenge gives the PCs experience. If the PCs successfully complete this skill challenge, they gain 250 XP that is part of the total XP for Encounter 3.

In this encounter, the adventurers undertake the skill challenge during the combat. This means that some of the characters can focus on the skill challenge while the rest fight off the monsters. The players can decide which characters take on the different aspects of this encounter. However, it is best for the skill challenge to be undertaken by the characters with the best skill check bonuses in the appropriate skills.

As the skill challenge progresses, the adventurers make skill checks until one of two things happen. If the adventurers succeed on 6 skill checks before failing 3 checks, they succeed at the skill challenge, and can disarm or gain control of the magical runes. If they fail 3 skill checks before succeeding at 6 checks, the magic of the runes overloads dangerously. See “Success and Failure” for more information.

DISARMING THE RUNES

Three **primary skills** can be used by the adventurers to defeat this skill challenge: Arcana, Religion, and Thievery.

Arcana: A character who makes an Arcana check taps into the arcane energy that powers the runic defenses, and can attempt to redirect or disperse that energy.

Religion: An adventurer using Religion focuses on the divine nature of the enchantment left over from when this trap was created by the priests of Sunderpeak Temple. The character attempts to undo Blightborn's corruption with the proper benedictions and supplications to the gods of good.

Thievery: Characters utilizing Thievery use their quick touch and extensive training with magic traps to physically disrupt the runes and upset their arcane mechanism.

Using one of these primary skills during the skill challenge is a standard action. A **successful DC 13** check earns the adventurers 1 success toward the 6 successes they need. A failed check instead counts toward the 3 failures allowed.



HELPING OUT

It is likely that some of the adventurers will be fully occupied with fighting the monsters in this encounter, and that not every character will be skilled in the three primary skills used in this skill challenge. However, this does not mean that those characters cannot contribute to the skill challenge.

Secondary skills are not used to counter the runic defenses directly, but to assist the characters who are dealing with them. Five secondary skills can be used by the adventurers to assist in this skill challenge: Bluff, Insight, Intimidate, History, and Perception.

Bluff and Intimidate Checks: Characters using Bluff or Intimidate can attempt to disrupt the guardian monsters' control of the runic defenses. Doing so makes it easier for the adventurers' allies to subvert that control.

Insight and Perception Checks: Adventurers making Insight and Perception checks look for patterns or discrepancies in the arcane magic of the runes, then alert their companions to these patterns.

History Checks: Characters using History attempt to remember information regarding the temple and its creators that could prove useful to understanding how the runic defenses function.

Using one of these secondary skills during the skill challenge is a minor action that can be attempted once per round. A **successful DC 13** check does not count as a success in the skill challenge, but instead grants a +2 bonus to the next Arcana, Religion, or Thievery check made in the challenge. Likewise, a failed check with a secondary skill imposes a -2 penalty to the next Arcana, Religion, or Thievery check made in the challenge, but does not count as a failure for the challenge.

SUCCESS AND FAILURE

If the characters gain 6 successes in the skill challenge before incurring 3 failures, they earn 250 XP and gain control of the runic defenses. They can either deactivate the defenses (which causes all currently active runes to disappear and stops more from appearing) or turn them against their foes.

If the runes are turned against the monsters, the rune that appears at the end of every round now shows up under a random adventurer only on a 1. On a roll of 2-6, the rune appears beneath a random monster. In addition, characters can continue to make checks using the primary skills in the skill challenge to

activate additional runes. With a DC 13 Arcana, Religion, or Thievery check, a character can place a rune anywhere within 5 squares of him or her.

If the adventurers incur 3 failures in the skill challenge, the runic defenses overload in a dangerous and erratic fashion. No more skill checks can be made to influence the runic defenses, and 1d4 runes appear at the end of each round rather than a single rune. Each of these runes attacks as soon as it appears, then disappears when its attack is done. Any runes already in the area remain and continue to make attacks as normal.



ENCOUNTER 4: VAULT OF FALLEN HEROES

Encounter Level 3 (800 XP)

SETUP

- 6 decrepit skeletons (D)
- 5 grasping zombies (Z)
- 1 skeleton (S)

This stone vault was where Sunderpeak Temple laid its fallen heroes to rest. Those honored dead were raised as horrid skeletons and zombies by the nightmarish magical energy unleashed when the wards sealing the evil artifact were broken. Blightborn's servants now avoid this chamber.

When the adventurers enter the area, set out the poster map (folded to show only this part of the temple), then read or paraphrase the following:

The stone doors swing open to reveal a somber crypt. Statues and carvings of gods, saints, angels, and forgotten heroes stand vigil over the tombs and great stone sarcophagi that hold the temple's dead. To one side of the chamber, a great rune burns with divine power, its flickering flames casting dancing shadows.

Suddenly, the rattling scrape of bone on bone sounds out. Figures move in the shadowed alcoves that line the crypt, even as the heavy lids of the nearest two sarcophagi grate open. Fleshless skeletons and horrid shambling corpses surge forth from the shadows, a cold light burning in their dead eyes.

Ask the characters to roll initiative and record the results. Then roll initiative for the monsters.

TACTICS

The zombies lurch forward to attack the nearest PCs with *zombie grasp*. This can immobilize an adventurer while it increases the zombie's damage.

The decrepit skeletons hang back and fire *shortbows* into melee, shifting beforehand to stay behind the cover of a sarcophagus or statue. Those close to the burning rune take advantage of the extra fire damage their attacks deal (see "Features of the Area").

The skeleton moves forward to engage a lightly armored PC and to protect its minions. It maneuvers so that adventurers provoke its dangerous opportunity attacks if they advance on its allies. If possible, the skeleton leads adventurers toward the burning rune to take advantage of its power.

Skeleton (S) Level 3 Soldier

Medium natural animate (undead)

XP 150

HP 45; Bloodied 22

Initiative +6

AC 19, Fortitude 15, Reflex 16, Will 15

Perception +3

Speed 6

Darkvision

Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

TRAITS

Speed of the Dead

When making an opportunity attack, a skeleton gains a +2 bonus to the attack roll and deals 1d6 extra damage.

STANDARD ACTIONS

Ⓢ Longsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d8 + 5 damage, and the target is marked until the end of the skeleton's next turn.

Str 15 (+3)

Dex 17 (+4)

Wis 14 (+3)

Con 13 (+2)

Int 3 (-3)

Cha 3 (-3)

Alignment unaligned

Languages –

Equipment longsword

FEATURES OF THE AREA

Illumination: The burning rune sheds bright light throughout the area.

Burning Rune: This massive divine rune burns with mystic power that aids nearby creatures. A creature deals 2 extra fire damage with its attacks while adjacent to or on one of the four squares of the rune.

Statues: These statues depict gods, angels, saints, and heroes. They provide cover and are difficult terrain. The two fallen statues no longer grant cover, but they remain difficult terrain.

Sarcophagi: These huge stone coffins grant cover. A sarcophagus cannot be moved across without first spending an additional square of movement to climb onto it.

CONCLUSION

The doors at the far side of the vault lead to Encounter 5.

6 decrepit skeletons (D) Level 1 Minion Skirmisher

Medium natural animate (undead) XP 25 each

HP 1; a missed attack never damages a minion **Initiative +3****AC 16, Fortitude 13, Reflex 14, Will 13** **Perception +2****Speed 6** **Darkvision****Immune** disease, poison; **Resist 10** necrotic; **Vulnerable 5** radiant**STANDARD ACTIONS**⬇ **Longsword (weapon) ♦ At-Will***Effect:* The skeleton shifts 1 square before making its attack.*Attack:* Melee 1 (one creature); +6 vs. AC*Hit:* 4 damage.↘ **Shortbow (weapon) ♦ At-Will***Effect:* The skeleton shifts 1 square before making its attack.*Attack:* Ranged 15/30 (one creature); +6 vs. AC*Hit:* 4 damage.**Str 15 (+2)** **Dex 17 (+3)** **Wis 14 (+2)****Con 13 (+1)** **Int 3 (-4)** **Cha 3 (-4)****Alignment** unaligned **Languages** –**Equipment** longsword, shortbow, 20 arrows**5 Grasping Zombies (Z) Level 1 Brute**

Medium natural animate (undead) XP 100 each

HP 33; Bloodied 16**AC 13, Fortitude 14, Reflex 11, Will 11****Speed 4****Immune** disease, poison**Level 1 Brute**

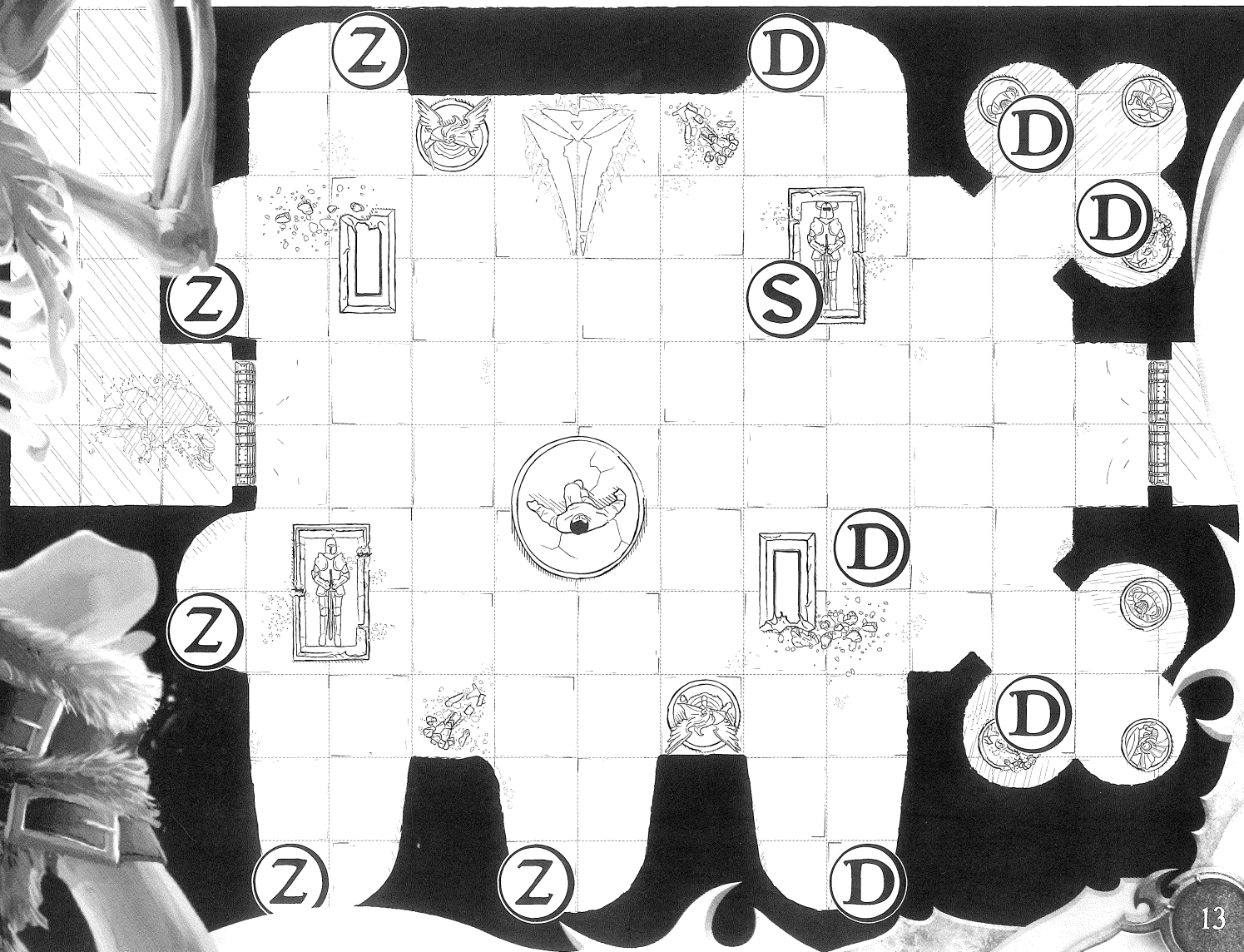
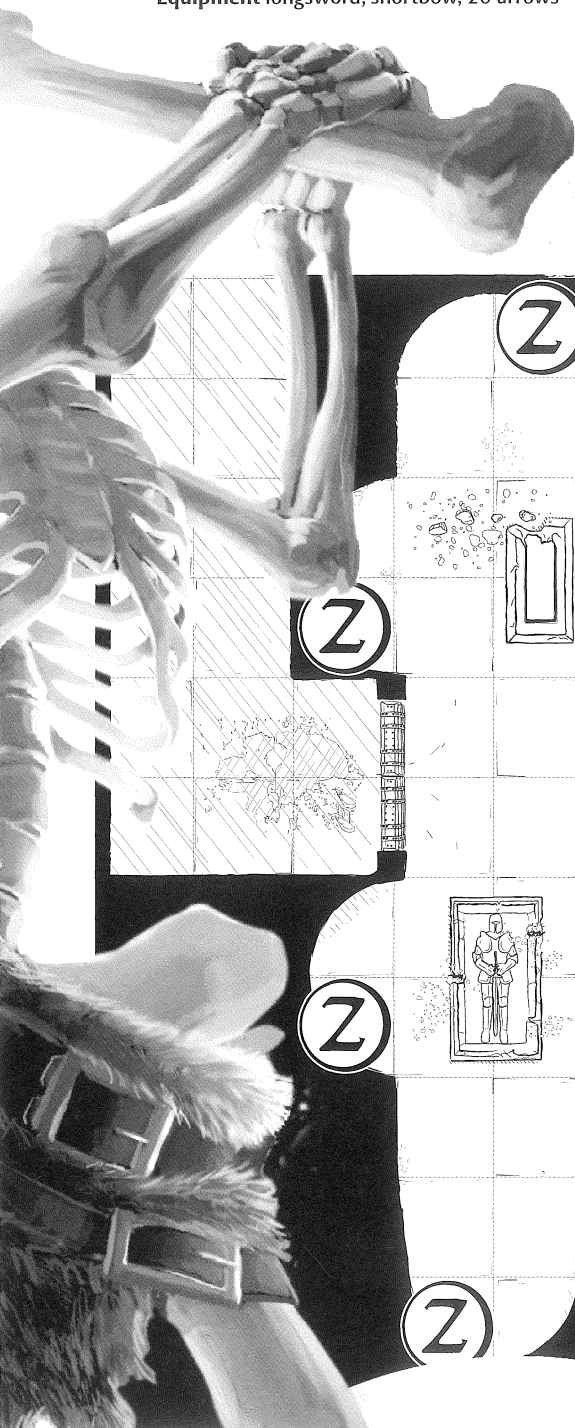
XP 100 each

Initiative -1**Perception -1****Darkvision****TRAITS****Zombie Weakness**

Any critical hit to the zombie drops it to 0 hit points instantly.

Zombie Rejuvenation

Unless it was the result of a critical hit, a zombie reduced to 0 hit points rises with 1 hit point at the end of its next turn. A zombie at 0 hit points can be permanently prevented from rising in this way by dealing damage to the corpse.

STANDARD ACTIONS⬇ **Slam ♦ At-Will***Attack:* Melee 1 (one creature); +6 vs. AC*Hit:* 1d12 + 3 damage, or 1d12 + 8 to a grabbed target.⬇ **Zombie Grasp ♦ At-Will***Attack:* Melee 1 (one creature); +4 vs. Reflex*Hit:* The target is grabbed (escape DC 14).**Str 16 (+3)** **Dex 8 (-1)** **Wis 8 (-1)****Con 13 (+1)** **Int 1 (-5)** **Cha 3 (-4)****Alignment** unaligned **Languages** –

ENCOUNTER 5: THE DRAGON'S LAIR

Encounter Level 5 (1,189 XP)

SETUP

- 1 fledgling black dragon (D)
- 2 hobgoblin battle guards (H)
- 6 orc savages (O)

This was the heart of Sunderpeak Temple, where its members could gather to conduct powerful rituals or hold important meetings in private. The hidden stair leading to the warded room that housed the evil artifact had its only entrance here. Now this area serves as Blightborn's hoard chamber and the heart of the black dragon's lair.

Blightborn, Fledgling Black Dragon (D) Level 2 Solo Lurker

Large natural magical beast (dragon) XP 625

HP 144; Bloodied 72 Initiative +9
 AC 16, Fortitude 14, Reflex 15, Will 12 Perception +7
 Speed 7, fly 7, swim 7 Darkvision
 Resist 5 acid
 Saving Throws +5; Action Points 2

TRAITS

Aquatic

The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

⚔ Bite (acid) ♦ At-Will

Attack: Melee 2 (one creature); +7 vs. AC
 Hit: 1d8 + 6 damage (or 1d8 + 10 if the dragon has combat advantage against the target) plus 5 acid damage.

⚔ Claws ♦ At-Will

Attack: Melee 2 (one or two creatures); +7 vs. AC. Make the attack twice, attacking two targets or making both attacks against one target.
 Hit: 1d6 + 6 damage.

⚔ Breath Weapon (acid) ♦ Recharge ☞ ☞

Attack: Close blast 5 (creatures in burst); +5 vs. Reflex
 Hit: 1d10 + 4 acid damage, and ongoing 5 acid damage (save ends).
 Miss: Half damage.

⚔ Shroud of Gloom ♦ Encounter

Effect: Close burst 5; each enemy in the burst gains vulnerable 5 acid and takes a -2 penalty to attack rolls until the end of the encounter. In addition, the dragon gains combat advantage against each enemy affected by the shroud. As a standard action, an enemy can attempt a DC 8 Heal check to end this effect on itself or an adjacent ally.

TRIGGERED ACTIONS

Acidic Blood (acid) ♦ At-Will

Trigger: The dragon takes damage while it is bloodied.
 Effect (Free Action): The dragon deals 5 acid damage to each creature adjacent to it.

Bloodied Breath ♦ Encounter

Trigger: The dragon first becomes bloodied.
 Effect (Free Action): Breath weapon recharges and the dragon uses it.

Skills Nature +8, Stealth +11

Str 16 (+4) Dex 18 (+5) Wis 13 (+2)
 Con 12 (+2) Int 12 (+2) Cha 10 (+1)

Alignment evil Languages Common, Draconic

When the adventurers enter the area, set out the poster map (folded to show only this part of the temple), then read or paraphrase the following:

A wide hall wraps around an imposing chamber whose vaulted ceiling rises high overhead. Twin braziers burn with a bright, unwavering light, reflected in the rippling waters of a fountain carved with images of fantastic sea beasts. A section of the far wall has been smashed to rubble, revealing a once-hidden passage and a stairway descending out of sight. Scattered across the chamber, more than a half-dozen orcs and hobgoblins stand snarling, ready to fight.

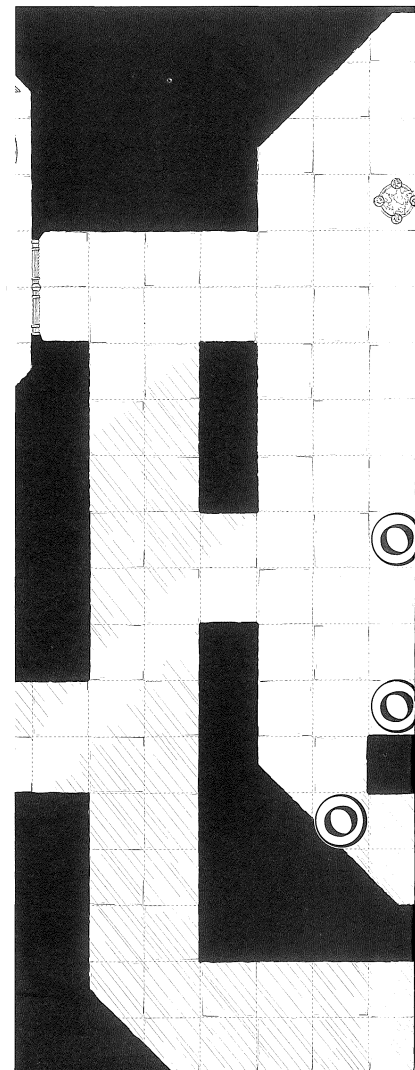
The decapitated statue of a god of good stands above an altar piled high with treasure. Atop that bed of silver and gold, a massive scaled beast the color of starless night turns to regard you, its eyes burning with cruel, calculating hatred. Twin horns sweep forward the length of its boney snout, and a foul, hissing tar drips between dagger-sized fangs that overflow its maw. A terrible majesty radiates from the dragon as it hisses: "Come, then, little mortals, and meet your doom..."

Ask the characters to roll initiative and record the results. Then roll initiative for the monsters.

TACTICS

Blightborn is a young dragon, and he suffers from arrogance and overconfidence as a result. He opens combat by moving forward to cover as much of the chamber as possible with *shroud of gloom*. He then spends an action point to use his *breath weapon* against as many adventurers as possible. Blightborn uses *claws* and *bite* while his *breath weapon* recharges (roll a d6 at the start of each of the dragon's turns; the power recharges on 5–6). He uses *bite* against enemies granting combat advantage (including victims of *shroud of gloom*).

At least one of the hobgoblins attempts to remain adjacent to its dragon master, granting Blightborn the advantage of *share shield* and *phalanx movement*. A hobgoblin uses



flail to mark adventurers attacking Blightborn, imposing a -2 penalty to a marked foe's attack if it continues to go after the dragon.

The orc savages focus on lightly armored PCs, making charge attacks for increased damage. As long as at least one hobgoblin survives, it barks out orders that allow the savages to flank with the hobgoblins or each other. If both hobgoblins are killed, any surviving orcs simply attack whichever enemy is nearest.

FEATURES OF THE AREA

Illumination: Bright light from the braziers illuminates the main chamber, but the halls are lit only with the dim light of softly glowing runes.

Braziers: These braziers burn with astral fire from the realms of the good deities. A creature adjacent to a brazier can overturn it onto nearby creatures with a DC 13 Athletics check. When overturned, the astral fire spills forth to make the following attack:

Attack: Close blast 3 (creatures in blast); +6 vs. Reflex
Hit: 2d6 fire and radiant damage, and ongoing 5 fire and radiant damage (save ends).

Miss: Ongoing 5 fire and radiant damage (save ends).

Statue: This once-magnificent statue of a good deity has had its head knocked from its shoulders, but vestiges of its power remain. A character who spends a healing surge while within 2 squares of the statue regains 2 additional hit points. The statue provides cover and is difficult terrain.

Fountain: Despite the presence of the foul creatures occupying the room, the magic water of the fountain remains as clear and cool as a mountain spring. A creature adjacent to the fountain can drink from it as a standard action. The creature drinking from the fountain regains a spent healing surge and can make saving throws against all effects on it that a save can end. A creature can gain this benefit only once.

Blightborn and the hobgoblins know of the fountain's magic, and they use it to make saving throws. (However, none of the monsters here have spent healing surges to regain.) Make sure one of the monsters uses the fountain early on so that the PCs can figure out what it does.

Gong: The clear ringing of this gong is magically audible in the temple above, but it has no other effect.

Iron Bars: The secret entrance to the stairs was once blocked by iron bars. These have been all but destroyed, and can be passed through freely. See "Concluding the Adventure" on the next page for more information.

Rune Circle: In the secret chamber at the bottom of the stairs, a circle of magical runes once safeguarded the evil artifact held at the temple. The protective circle now glimmers weakly and fitfully, its magic spent. See "Concluding the Adventure" on the next page for more information.

2 Hobgoblin Battle Guards (H)	Level 3 Soldier
Medium natural humanoid	XP 150 each
HP 49; Bloodied 24	Initiative +5
AC 19, Fortitude 17, Reflex 15, Will 15	Perception +8
Speed 6	Low-light vision

STANDARD ACTIONS

⊕ **Flail (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d10 + 5 damage, and the target is marked until the start of the hobgoblin's next turn.

MOVE ACTIONS

⬠ **Phalanx Movement ♦ At-Will**

Effect: The hobgoblin and each adjacent ally can shift 1 square as a free action. Shifting allies must end their shift adjacent to the hobgoblin.

TRIGGERED ACTIONS

⬠ **Share Shield ♦ At-Will**

Trigger: An adjacent ally is hit by an attack against AC or Reflex.

Effect (Immediate Interrupt): The ally gains a +2 bonus to AC and Reflex against the triggering attack.

Str 19 (+5)	Dex 14 (+3)	Wis 15 (+3)
Con 17 (+4)	Int 10 (+1)	Cha 10 (+1)

Alignment evil

Languages Common, Goblin

Equipment chainmail, heavy shield, flail

6 Orc Savages (O)	Level 4 Minion Brute
Medium natural humanoid	XP 44 each
HP 1; a missed attack never damages a minion	Initiative +3
AC 16, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	

STANDARD ACTIONS

⊕ **Handaxe (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 8 damage, or 12 damage while charging.

⊕ **Handaxe (weapon) ♦ At-Will (4/encounter)**

Attack: Ranged 5/10 (one creature); +9 vs. AC

Hit: 6 damage.

TRIGGERED ACTIONS

⬠ **Savage Demise ♦ Encounter**

Trigger: The orc drops to 0 hit points.

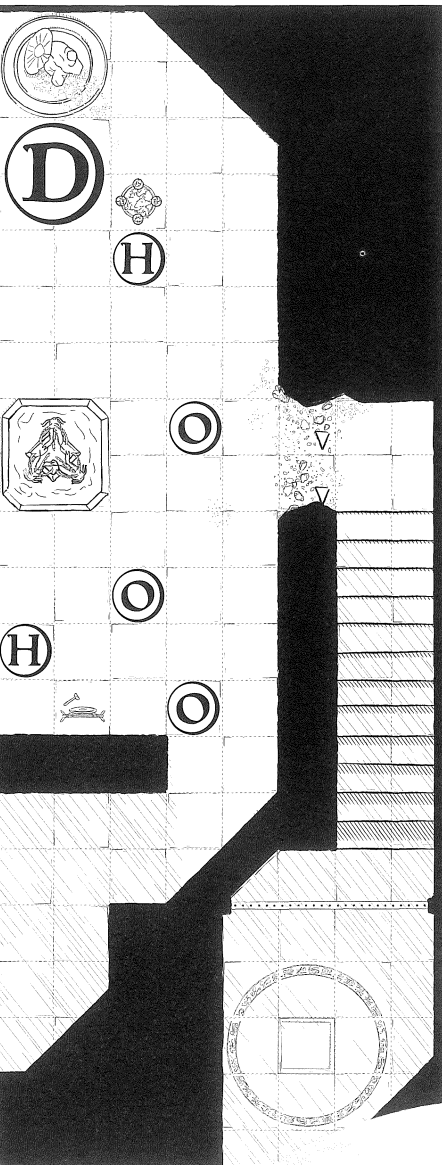
Effect (Immediate Interrupt): The orc takes a standard action.

Str 16 (+5)	Dex 13 (+3)	Wis 9 (+1)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)

Alignment chaotic evil

Languages Common, Giant

Equipment hide armor, 4 handaxes



Blightborn's hoard is piled on the altar. It consists of 150 gold pieces, 300 silver pieces (worth 30 gp), and a set of three beautifully decorated gold headbands (250 gp for the set). The dragon also hoards a +1 *flaming dagger* and a suit of +2 *chainmail armor*. Any character can tell that these items are magic and discover what they do by examining them for a few minutes. You can find cards of these two items in the *DUNGEONS & DRAGONS Fantasy Roleplaying Game* boxed set.

Hidden among the coins, the adventurers also discover a parchment scroll written in Draconic, the language of dragons and old magic. If none of the characters can read draconic, Traevus can translate it if they show him the scroll. Addressed "Dearest Brother," it goes on to talk about the suitability of Sunderpeak Temple as a lair, and to expertly detail the temple's defenses. The letter closes with a warning against deviating from "the plan." The scroll is not signed.

When the PCs investigate the stairs, read or paraphrase the following:

A section of the chamber wall has been smashed to rubble, revealing a hidden staircase that descends steeply. A wall of iron bars once blocked this passage, but it has been reduced to little more than a pile of crumpled scrap by some monstrous force. Beyond, a protective circle of magical runes sparks fitfully, its energy spent. In the center of the circle stands a low pedestal, but whatever once rested on it is gone.

A character who succeeds on a DC 13 Arcana check can tell that the circle was designed not to keep intruders out, but to keep something in. The character can also tell that whatever object the circle was created to guard must have been extremely dangerous.

If time permits, the adventurers are welcome to return to whichever encounter they skipped (Encounter 3 or Encounter 4). If Encounter 3 is the one the party missed, the creatures in that area have heard the sounds of battle in Encounter 5 and know that Blightborn has been slain. These cowardly followers are now waiting for a chance to take on the PCs and claim their former master's treasure for themselves.

BACK TO TRAEVUS

When the adventurers emerge from Sunderpeak Temple, Traevus is delighted to see them. However, his face falls as they tell their story. Traevus pays the 120 gp reward and thanks the adventurers for their decisive action, but it is obvious that he is deeply troubled by the fall of the temple and the theft of the artifact contained within.

Make sure you award the XP from each encounter the characters successfully completed (including the skill challenge), as well as the 625 XP the party earns for purging Sunderpeak Temple of its monstrous occupants. With that, this adventure is at an end.

CONTINUING THE ADVENTURE

This adventure contains several **plot hooks**. These are story elements that have been left for you to expand on, letting you connect this adventure to further adventures in the Nentir Vale.

The cryptic letter hints that some person or creature wanted the temple destroyed—and had accurate information regarding the temple's inner workings and secret defenses. Perhaps another, older dragon is subtly extending its influence across the land, destroying those that oppose it. Alternatively, a fearsome dragonborn warlord might be behind the attack on Sunderpeak, knowing that it must eliminate the threat of the temple before it can march on the borderlands with an unstoppable horde.

The mysterious evil artifact held beneath the temple has been stolen by unknown forces. Nothing good could come of this, but the heroes are at a serious disadvantage. Until they can determine what kind of magic relic was sealed away beneath the temple, what hope do they have of stopping those that hope to use it? Delving into the history of the Nentir Vale, Sunderpeak Temple, and the unidentified artifact could lead them to explore ancient ruins, hunt down forgotten lore, and undertake any number of other grand adventures.

With Sunderpeak Temple in ruins, the necromantic skull that first prompted Traevus to journey to the temple still needs to be destroyed or safely locked away. The lost tomb of Saint Villus, supposedly located in an unmapped valley deep in the vicious Cairngorm Peaks, might offer the means to do so. Likewise, the fabled pyramid temple of Itza, hidden somewhere within the treacherous Witchlight Fen and guarded by fanatical lizardfolk, is said hold such power. But are the adventurers willing to brave the journey?

Any or all of these ideas could be the basis for individual adventures or even a long-running campaign. The only limit is your imagination!

WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Ander

MALE HALFLING ROGUE (THIEF) / LEVEL 2 / UNALIGNED

"If I were taller, you would call my curiosity courage."

ABILITY SCORES MOD

STR 12 +2

CON 18 +5

DEX 18 +5

INT 10 +1

WIS 8 +0

CHA 12 +2

DEFENSES

AC 18

FORT 15

REF 17

WILL 12

INITIATIVE

+5

SPEED
(in squares)

6

VISION
normal

LANGUAGES
Common and Elven

SENSES

Passive Insight 10, Passive Perception 15

TRAINED SKILLS

ACROBATICS +12
ATHLETICS +7
BLUFF +7
PERCEPTION +5
STEALTH +10
STREETWISE +7
THIEVERY +12

HIT POINTS
(Bloodied 17) 35

ACTION
POINT

SECOND
WIND

HEALING
SURGES value 8

EQUIPMENT

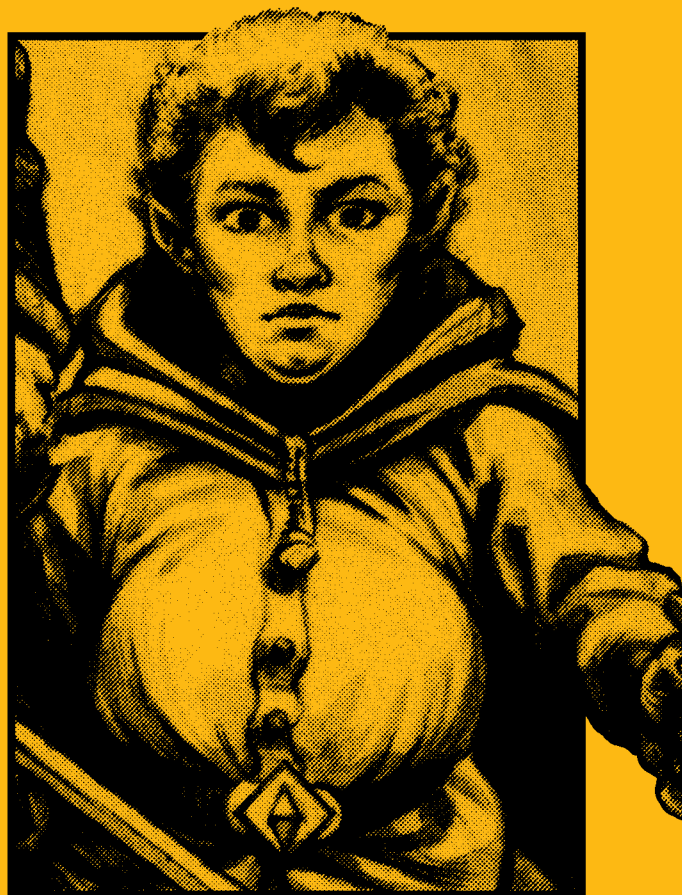
5 daggers

+1 leather armor

thieves' tools

adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires dagger; +10 vs. AC; 1d4 + 6 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires dagger; Ranged 5/10; +10 vs. AC; 1d4 + 6 damage.

Acrobat's Trick

Move / Personal / At-Will

You can move your speed -2, and can move along vertical surfaces without penalty as part of this move. If you end your move on a vertical surface you fall. You gain a +2 power bonus to your next damage roll this turn.

Unbalancing Trick

Move / Personal / At-Will

You can shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you knock it prone.

Tumble

Move / Personal / Encounter

Shift up to 6 squares.

Backstab

Free / Personal / Encounter

Trigger: You choose to use a weapon attack power against an enemy granting combat advantage to you. **Effect:** You gain a +3 power bonus to the attack roll of the triggering power. If the triggering power hits the enemy, it deals 1d6 extra damage to that enemy.

Second Chance

Immediate Interrupt / Personal / Encounter

Trigger: You are hit by an attack. **Effect:** The attacker rerolls the attack.

OTHER ABILITIES*

Bold: You gain a +5 racial bonus to saving throws against fear.

Nimble Reaction: You gain a +2 racial bonus to AC against opportunity attacks.

Sneak Attack: When you use an attack power with a dagger and hit an enemy granting combat advantage to you, your attack power deals 2d6+1 extra damage to that enemy.

First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Skill Mastery: During a skill challenge, whenever you roll a natural 20 on a skill check that would contribute one or more successes to the challenge, that check automatically succeeds and counts as one additional success.

*Some character options not present on character sheet for brevity.



WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Thia

FEMALE ELF ROGUE (THIEF) / LEVEL 2 / UNALIGNED

"I take what I need."

ABILITY SCORES MOD

STR 16 +4

CON 12 +2

DEX 18 +5

INT 8 +0

WIS 14 +3

CHA 10 +1

DEFENSES

AC 18

FORT 14

REF 17

WILL 13

INITIATIVE

+9

SPEED
(in squares)

7

VISION
low-light

LANGUAGES
Common and Elven

SENSES
Passive Insight 13, Passive Perception 20

TRAINED SKILLS

ACROBATICS +10

ATHLETICS +9

BLUFF +6

INTIMIDATE +6

PERCEPTION +10

STEALTH +10

THIEVERY +10

HIT POINTS
(Bloodied 14) 29

ACTION POINT

SECOND WIND

HEALING SURGES
value 7

EQUIPMENT

short sword
short bow

+1 leather armor
thieves' tools

adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires short sword; +10 vs. AC; 1d6 + 6 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires short bow; Ranged 15/30; +9 vs. AC; 1d8 + 6 damage.

Tumbling Trick

Move / Personal / At-Will

You can shift 3 squares. The next time you hit an enemy with a melee basic attack this turn, you deal 3 extra damage, to an adjacent enemy.

Sneak's Trick

Move / Personal / At-Will

You can move your speed -2. At the end of this move, you can make a Stealth check to hide if you have cover or concealment.

Agile Footwork

Immediate Reaction / Personal / Encounter

Trigger: An enemy ends its turn adjacent to you. **Effect:** You shift 3 squares.

Backstab

Free / Personal / Encounter

Trigger: You choose to use a weapon attack power against an enemy granting combat advantage to you. **Effect:** You gain a +3 power bonus to the attack roll of the triggering power. If the triggering power hits the enemy, it deals 1d6 extra damage to that enemy.

Elven Accuracy

Free / Personal / Encounter

Trigger: You make an attack roll and dislike the result. **Effect:** Reroll the attack roll.

OTHER ABILITIES*

Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift.

Sneak Attack: When you use an attack power with a short sword or short bow and hit an enemy granting combat advantage to you, your attack power deals 2d6 extra damage to that enemy.

First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Skill Mastery: During a skill challenge, whenever you roll a natural 20 on a skill check that would contribute one or more successes to the challenge, that check automatically succeeds and counts as one additional success.

*Some character options not present on character sheet for brevity.



WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Lucan

MALE ELF WIZARD (MAGE) / LEVEL 2 / GOOD

"A simple twist of magic and the battle is won before it begins."

ABILITY SCORES MOD

STR 8 +0

CON 12 +2

DEX 14 +3

INT 18 +5

WIS 16 +4

CHA 10 +0

DEFENSES

AC 17

FORT 13

REF 16

WILL 17

INITIATIVE

+7

SPEED
(in squares)

7

VISION

low-light

LANGUAGES

Common and Elven

SENSES

Passive Insight 14, Passive Perception 16

TRAINED SKILLS

ARCANA +10

HISTORY +10

NATURE +11

RELIGION +10

HIT POINTS

(Bloodied 13)

26

ACTION POINT

SECOND WIND

HEALING SURGES

value 6

EQUIPMENT

dagger

wand

adventurer's kit

leather armor

+1 amulet of protection

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires dagger; +3 vs. AC; 1d4 - 1 damage.

Magic Missile

Standard / Ranged 20 / At-Will

One or two creatures within range take 6 force damage. **Special:** You may use this power as a ranged basic attack.

Beguiling Strands

Standard / Close Blast 5 / At-Will

Each enemy in blast; +5 vs Will; 4 psychic damage, and you slide the target up to 5 squares.

Ghost Sound

Standard / Ranged 10 / At-Will

You cause a sound as quiet as a whisper or as loud as a yelling creature to emanate from one object or unoccupied square within range.

Light

Minor / Ranged 5 / At-Will

One object or unoccupied square sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Suggestion

Standard / Personal / At-Will

Trigger: You make a Diplomacy check. **Effect:** You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

OTHER ABILITIES*

Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift.

*Some character options not present on character sheet for brevity.

Illusory Obstacles

Standard / Area Burst 1 within 10 / Encounter

Each enemy in blast; +5 vs Reflex; The target is dazed and unable to charge until the end of your next turn. **Miss:** The target is unable to charge until the end of your next turn.

Shield

Immediate Interrupt / Personal / Encounter

Trigger: You are hit by an attack. **Effect:** Until the end of your next turn you gain a +4 power bonus to AC and Reflex.

Elven Accuracy

Free / Personal / Encounter

Trigger: You make an attack roll and dislike the result. **Effect:** Reroll the attack roll.

Fountain of Flame

Standard / Area Burst 1 within 10 / Daily

Each enemy in blast; +4 vs Reflex; 3d8 + 4 fire damage, and you slide the target up to 3 squares. **Miss:** Half damage. **Effect:** The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.



WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Korzon

MALE HUMAN CLERIC (WARPRIEST) / LEVEL 2 / GOOD

"Evil covers before the oncoming storm of the righteous."

ABILITY SCORES MOD

STR 12 +2

CON 16 +4

DEX 12 +2

INT 8 -0

WIS 18 +5

CHA 10 +1

DEFENSES

AC 20

FORT 16

REF 15

WILL 17

INITIATIVE

+2

SPEED
(in squares)

5

VISION
normal

LANGUAGES

Common and Dwarven

SENSES

Passive Insight 20, Passive Perception 15

TRAINED SKILLS

DIPLOMACY +6

HEAL +10

HISTORY +5

INSIGHT +10

RELIGION +5

HIT POINTS
(Bloodied 16) 33

ACTION POINT

SECOND WIND

HEALING SURGES
value 8

EQUIPMENT

bastard sword
+1 chainmail

heavy shield
holy symbol

adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires bastard sword; +6 vs. AC; 1d10 + 1 damage.

Blessing of Wrath

Standard / Melee Weapon / At-Will

+9 vs. Will; 1d10 + 4 damage. **Effect:** One ally within 5 squares of you gains a +3 power bonus to their next damage roll against the target before the end of your next turn.

Storm Hammer

Standard / Melee Weapon / At-Will

+9 vs. Will; 1d10 + 4 lightning and thunder damage. **Special:** When charging, you can use this power in place of a melee basic attack.

Smite Undead

Standard / Melee Weapon / Encounter

One undead creature; +9 vs. Will; 2d10 + 4 radiant damage, and you push the target 6 squares and immobilize it until the end of your next turn. **Special:** This is a Channel Divinity power. You can use only one Channel Divinity power per encounter.

Storm Surge

Minor / Close Burst 2 / Encounter

You or one ally in the burst. The next time the target makes a damage roll with a melee weapon attack power before the end of your next turn, the target deals 4 extra lightning damage. **Special:** This is a Channel Divinity power. You can use only one Channel Divinity power per encounter.

Healing Word

Minor / Close Burst 5 / Encounter

You or one ally in burst can spend a healing surge and regain an additional 1d6 hit points. The target also gains a +2 power bonus to the next damage roll they make before the end of your next turn.

Echoes of Thunder

Standard / Melee Weapon / Encounter

+9 vs. AC; 2d10 + 4 thunder damage. **Effect:** Whenever you or an ally hits the target before the end of your next turn, the target takes 3 thunder damage.

Heroic Effort

No Action / Personal / Encounter

Trigger: You miss with an attack or fail a saving throw. **Effect:** You gain a +4 racial bonus to the attack roll or saving throw.

Create Water

Minor / Melee Touch / Encounter

Cause one empty cup, wineskin, or similar container to fill with up to 1 gallon of fresh water.

Lesser Aspect of Wrath

Standard / Melee Weapon / Daily

+9 vs. Will; 1d10 + 4 radiant damage. **Effect:** You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you take 3 radiant damage.

Resurgent Strength

Minor / Close Burst 3 / Daily

You or one ally in burst. The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

OTHER ABILITIES*

Cleric of the Storm: You gain resist 5 lightning and resist 5 thunder.

Heavy Blade Expertise: When wielding a heavy blade (bastard sword) you gain +2 bonus to all defenses against opportunity attacks.

*Some character options not present on character sheet for brevity.

WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Harbek of Forgekeep

MALE DWARF FIGHTER (SLAYER) / LEVEL 2 / GOOD

"The dwarves of Forgekeep never fall!"

ABILITY SCORES MOD

STR 18 +5

CON 18 +5

DEX 12 +2

INT 10 +1

WIS 12 +2

CHA 8 +0

DEFENSES

AC 19

FORT 17

REF 12

WILL 12

INITIATIVE

+2

SPEED
(in squares)

5

VISION

low-light

LANGUAGES

Common and Dwarven

SENSES

Passive Insight 12, Passive Perception 12

TRAINED SKILLS

ATHLETICS +8

ENDURANCE +10

INTIMIDATE +5

HIT POINTS 44

(Bloodied 22)

ACTION POINT

SECOND WIND

HEALING SURGES value 11

EQUIPMENT

+1 defensive greataxe

3 throwing hammers

plate armor

adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires greataxe; +8 vs. AC; 1d12 + 6 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires throwing hammer; Ranged 5/10; +8 vs. AC; 1d6 + 5 damage.

Battle Fury

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

Poised Assault

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

Power Strike

Free / Personal / Encounter

Requires greataxe. **Trigger:** You hit with a melee weapon attack power.
Effect: The triggering attack power deals 1d12 extra damage.

Minor Resurgence

Minor / Personal / Encounter

Requirement: You must be bloodied. **Effect:** You gain 5 temporary hit points.

+1 Defensive Great Axe

+1d6 Critical

Property: When you take the total defense or second wind action, you gain a +1 item bonus to your defenses until the start of your next turn.

OTHER ABILITIES*

Cast-Iron Stomach: You have a +5 racial bonus to saving throws against poison.

Dwarven Resilience: You can use your second wind as a minor action instead of a standard action.

Stand Your Ground: When you are affected by forced movement (push, pull or slide), you move one less square. If an attack would knock you prone, you may make a saving throw to avoid falling prone.

*Some character options not present on character sheet for brevity.



WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Brannus

MALE HUMAN FIGHTER (SLAYER) / LEVEL 2 / UNALIGNED

“What does it pay?”

ABILITY SCORES MOD

STR 18 +5

CON 12 +2

DEX 16 +4

INT 10 +1

WIS 8 +0

CHA 12 +2

DEFENSES

AC 18

FORT 18

REF 15

WILL 13

INITIATIVE

+8

SPEED
(in squares)

5

VISION
normal

LANGUAGES

Common and Dwarven

SENSES

Passive Insight 10, Passive Perception 10

TRAINED SKILLS

ATHLETICS +10

ENDURANCE +7

INTIMIDATE +7

STREETWISE +7

HIT POINTS
(Bloodied 16) 33

ACTION
POINT

SECOND
WIND

HEALING
SURGES value
8

EQUIPMENT

+1 vicious greatsword

3 javelins

scale armor

adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires greatsword; +11 vs. AC; 1d10 + 9 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires javelin; Ranged 10/20; +8 vs. AC; 1d6 + 7 damage.

Battle Fury

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

Poised Assault

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

Power Strike

Free / Personal / Encounter



Requires greatsword. **Trigger:** You hit with a melee weapon attack power. **Effect:** The triggering attack power deals 1d10 extra damage.

Singled Out

Minor / Ranged 5 / Encounter



Effect: The target grants combat advantage to you until the end of your next turn.

Heroic Effort

No Action / Personal / Encounter



Trigger: You miss with an attack or fail a saving throw. **Effect:** You gain a +4 racial bonus to the attack roll or saving throw.

+1 Vicious Greatsword

+1d12 Critical

OTHER ABILITIES*

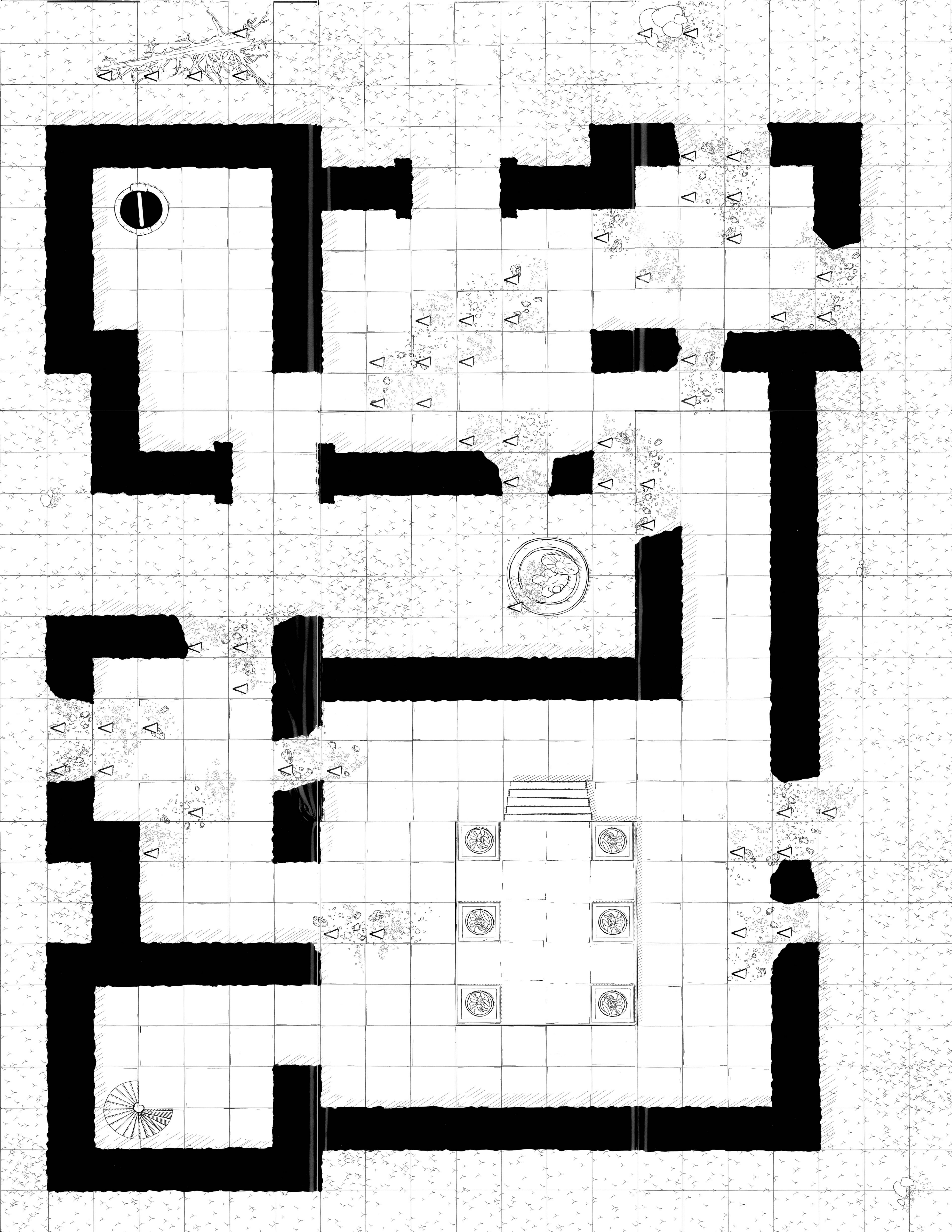
Heavy Blade Expertise: When wielding a heavy blade (greatsword) you gain +2 bonus to all defenses against opportunity attacks.

*Some character options not present on character sheet for brevity.

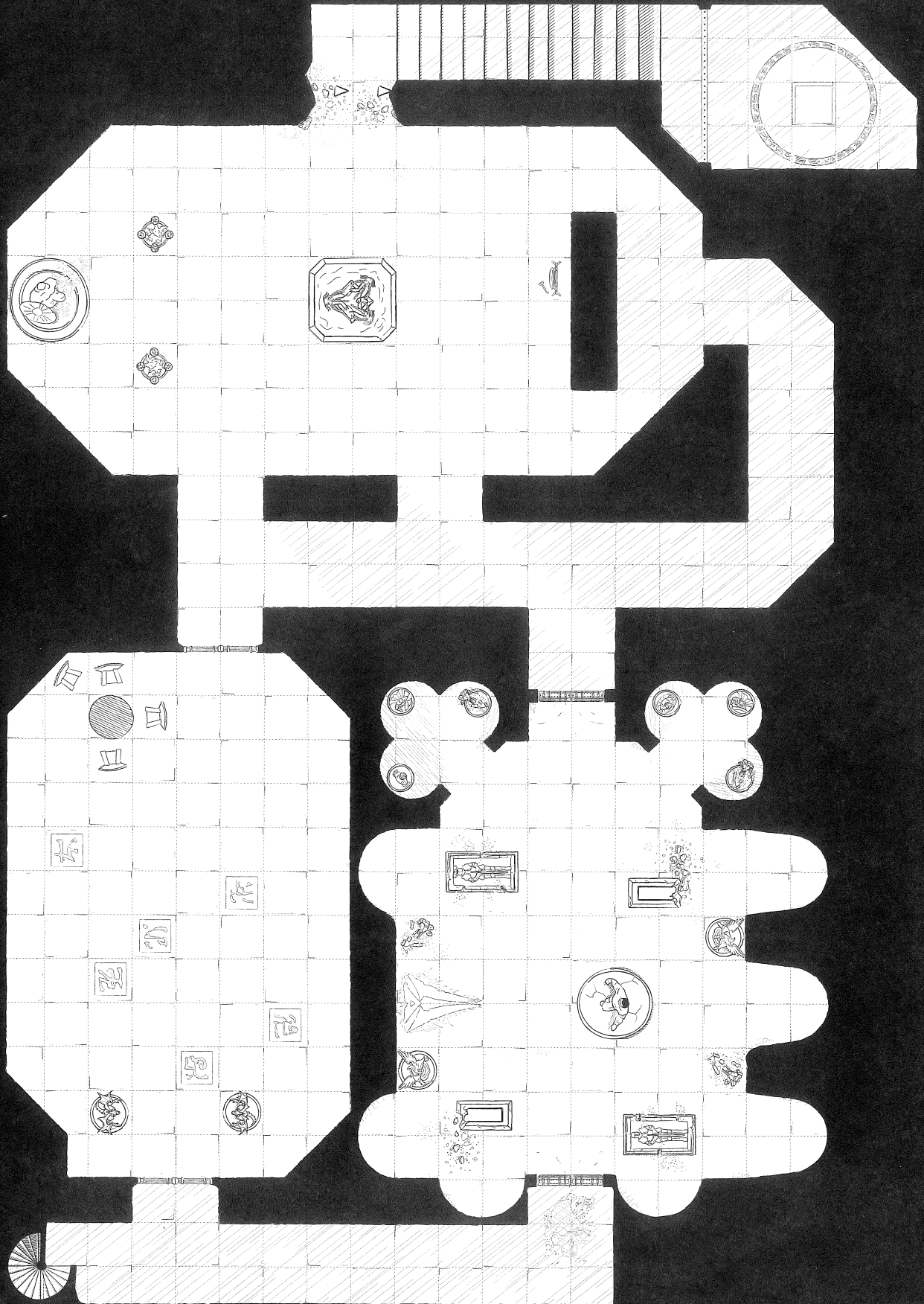








ENCOUNTER 3:
RUNIC
DEFENSES



ENCOUNTER 4:
VAULT OF
FALLEN
HEROES

Delve into a Dangerous Ruin

Sunderpeak Temple, long a bastion of good on the edges of the wilderness, has succumbed to an unknown threat. You have been tasked to journey to the site of the temple and find out what has befallen its residents, as the priests are needed to destroy an enchanted skill imbued with necromantic magic. Will you face down the dark denizens that dwell within and learn the truth of the temple's fate?

This DUNGEONS & DRAGONS® adventure is designed for five characters of 2nd level and is the feature for D&D Red Box Game Day. *Sunderpeak Temple* includes a battle map and ready-to-play encounters, and is the sequel to *The Twisting Halls* in the *DUNGEONS & DRAGONS Fantasy Roleplaying Game* boxed set.

For use with these DUNGEONS & DRAGONS Essentials™ products:
DUNGEONS & DRAGONS Fantasy Roleplaying Game
Rules Compendium™
Heroes of the Fallen Lands™
Dungeon Tiles Master Set: The Dungeon

DungeonsandDragons.com



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