




C8W8

What seemed like a relatively simple journey to a country township turned into a long trek through skeleton-infested woodlands to a tower filled with kobolds, traps, ghosts, and devils. Hopefully you took away more than you left behind. Certainly, you steered the fate of the long-imprisoned ghost of Digger Thurne, who (□ remains imprisoned in the keep/ □ seems to have moved on to the afterlife/ □ is in the hands of Zarta Draldeen for study). When faced with a choice of whether to bind the devil Nashaxian to an aging keep and take command of it for yourself, you (□ seized the opportunity/ □ decided not to dabble in infernal matters).

Devil's Keep (Advanced) You are the rightful master of the infernal keep known as Diggen's Rest. Once per adventure, you can use the following reaction.

Infernal Detonations  **Trigger** A creature within 30 feet of you targets you or an ally with an attack; **Effect** The creature takes fire damage equal to 1d6 + your level (basic Reflex save). The DC of the Reflex save is equal to your spell DC or your class DC, whichever is higher.

Diggen the Liar You refused to release the ghost of Diggen Thrune and instead turned the captive spirit over to Zarta Dralneen at the Grand Lodge. This boon will have a special effect in a future scenario.

SUBTIER 1-2	Items	Purchases	
	+1 handwraps of mighty blows (level 2; 35 gp) archaic wayfinder (<i>Lost Omens World Guide</i> ; level 2; 30 gp) tracker's goggles (level 3; 60 gp)	Items Sold / Conditions Gained	Final XP
			Starting GP
			GP Gained
			Earn Income
			Items Sold
SUBTIER 3-4	+1 striking handwraps of mighty blows (level 4; 100 gp) archaic wayfinder (<i>Lost Omens World Guide</i> ; level 2; 30 gp) goggles of night (level 5; 150 gp)	Items Bought / Conditions Cleared	GP Spent
			Total GP
			Starting Fame
			Fame Earned
			Total Fame
Notes		Downtime	
FOR GM ONLY			
EVENT	EVENT CODE	DATE	Game Master's Signature
			GM Organized Play #