

CORSP4-02

Dragon Lore Prophecies

A Lead-in Adventure to CORSP4-02 Here There be Dragons

A D&D LIVING GREYHAWK[®]

Special Adventure

by Kevin Lawson, David LoTempio, Rich Marflak,
Shawn Merwin, William Muench, and Charles Peacock

Circle Edit: David Christ

This mini-scenario, which supports APLs 2-18, is a lead-in to the Living Greyhawk Special Event CorS4-02 *Here There Be Dragons*, premiering at Origins 2004 in June. The mini-scenario should be played with Living Greyhawk characters based on the campaign's normal guidelines. However, the characters playing this mini-scenario receive no wealth or experience points (no AR) for playing, nor do any of the consequences of the mini-scenario count toward that character. It should be played for fun, offering some background information, clues, and a hook into the Origins LG special. This mini-scenario and *Here There Be Dragons* refer to places and events in the LG series "Windows to the Serpent's Soul." It is not required that the players be familiar or play that series, but doing so may add some enjoyment and continuity to the Special and this lead-in.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

This Event is Not Reported

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This Adventure does not cost any Time Units.

Adventure Background

In the Land of Black Ice, a small village, called Farthenmoor by the inhabitants, has grown up around a

set of hot springs. These springs provide enough warmth and water to sustain life. The village has been able to survive in part because of the great wyrm Aggeborealus, who offers the village protection from ravaging predators in return for tributes. Several years ago, a red dragon named Preethryma learned of a dragon-lore prophecy claiming that a young dragon, born of a red mother and a male dragon native

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

to that area, would rise to power in the Land of Black Ice and create an empire to rival the great human kingdoms of Oerth. With this prophecy in mind, she flew north and mated with Aggeborealus. Preethryma planned to raise the young dragon, thus assuring herself a long and luxurious life in the comfort and safety of this prophesied empire. Aggeborealus had other plans though, attempting to kill Preethryma and whisking away the young hatchling to be raised by some kobold followers until such a time when the young one was powerful enough to be used as a tool in furthering Aggeborealus' own goals. Since that time, each of the dragons (and their many followers) has been playing a cat-and-mouse game, trying to gain more followers and more treasure to use in an effort to outwit the other two.

Adventure Summary

A Keoish noble, Stoakdor Redlee Neheli, has need for information on a mysterious village located in the fabled Land of Black Ice. He will either directly or indirectly contact the PCs about embarking on an expedition to this village. Once they have agreed to undertake this mission, the PCs learn of the rumors about the dragon-lore prophecy and the possibilities of fantastic wealth there—assuming it is true that dragons lair in the region, of course. After getting information about the village, the PCs are attacked by an offspring of the red dragon Preethryma. She has learned that a written copy of the dragon-lore prophecy has been placed in the Great Library of Greyhawk, and she has asked one of her offspring, a half-red dragon dwarf, to destroy it along with anyone who may know about it. If the PCs can

successfully defeated Preethryma's spawn, they can find more information at the library.

DMs Notes

You have been presented with two introductions. The first should be used if any of the players have successfully completed Cor4-01 *Shedding Scales* and have taken the oath asked of them by Stoakdor Redlee Neheli in that module. The second introduction can be used if none of the PCs have played that module or if they left that module on shaky footing with Stoakdor Redlee Neheli.

Also, this scenario contains just one combat encounter. While some suggested tactics have been provided, you should feel free to tweak the encounter to make it an appropriate challenge for the PCs at your table. The difficulty level at the higher APLs should be an accurate reflection of the deadly encounters that await the PCs in the Land of Black Ice.

Introduction A: An Oath

[**Summary:** Assuming at least one of the players at the table has successfully completed Cor4-01 *Shedding Scales*, Holphin Redlee Neheli, the primary NPC in that mod, contacts the PCs and asks them to confer with a human named Lanicaster Schnee about a rumored settlement in the Land of Black Ice.]

The action begins in Greyhawk City, where the PCs are resting comfortable at the Black Dragon Inn (or whatever inn/tavern you wish to set the introduction). Read or paraphrase the following:

The sweltering heat of Greyhawk City has turned oppressive in the last three days. Even the hardest folks seek relief in the shade. The windows of the Black Dragon Inn, located in the Clerkgburg Quarter of Greyhawk City, are thrown wide open to allow the faint cooling breeze of early evening to waft through the common room. Although the traffic in and out of the inn has been constant, the Suel human now entering attracts your attention. Stoakdor Redlee Neheli, whom some of you remember from your expedition into the Rushmoors on his behalf, spots you and waves a greeting in your direction, but he walks to the barkeep instead of approaching you.

Unless the PCs interrupt, Stoakdor asks the barkeep if he may rent out a private room for an hour, laying a pouch of gold coins on the table. Seeing the pouch, the barkeep nods enthusiastically and points to a door off the common room. Stoakdor then waves to the PCs again,

pointing to that door, and then exiting the common room through the door.

Assuming the PCs follow Stoakdor into the private room, read or paraphrase the following:

In the private chamber is a large oak table surrounded by sturdy chairs. Stoakdor runs his hands through his reddish-blonde hair and then motions you all to take a seat.

[Stoakdor greets the PCs who have earned the "Favor of the Redlee Family" by name. He asks these PCs to introduce their companions if he does not know them.]

Stoakdor nods at your party, appraising you. Finally he speaks. "For those of you who bravely assisted my family in the Shelspring Barony, you know our plight. Since last we spoke, I have learned a bit more about an area which seems to figure prominently in our barony's unhappy situation: the Land of Black Ice. Actually, I haven't learned much about the land itself, but I have heard from one of my informants that a man has recently returned from that place. He spoke of a village located deep in that area. Unfortunately the man seems to have been killed, but I was able to locate his brother, who supposedly learned a bit about what his brother knew. I need you to first speak with this human—Lanicaster Schnee—and then journey to the Land of Black Ice to learn if this village truly does exist. If it does, find out more about it and the area surrounding. I do not need you to investigate anything else in particular. Simply gather information on the village and its environs and the report back to me. So little is known about this area that even that little bit will be doing our cause the greatest of services.

Stoakdor pauses here to take questions from the PCs. Here is other information Stoakdor can reveal, based on PC questions and conversation:

- The informant who told him about man returning from the Land of Black Ice (whose name is Jedibo Schnee) is a low-level librarian at the Great Library of Greyhawk named Rilethan.
- Stoakdor does not know how Jedibo Schnee died. He just heard about his death hours ago upon his arrival in Greyhawk City. Two days ago Jedibo Schnee was alive and well.
- Lanicaster is waiting for the party in an old theatre in the Clerkgburg District near the shrine to Lydia. Lanicaster is a very short human of Flan and Oeridian descent. The PCs can meet him there in the next hour.

- Lanicaster has been paid by a servant of Stoakdor to turn over all information that his brother may have gained. The man is reported to be very nervous but willing to talk.
- Stoakdor has to return to the Shelspring Barony in Keoland this very evening. The PCs should get the information from Lanicaster and then act on it when they can. They can return to the Great Library and leave their report on their findings with Rilethan.
- Stoakdor cannot offer any rewards for the PCs work; however, he will remind them that so little is known of the Land of Black Ice that even if the PCs don't find any treasure there, they can learn information which can certainly be sold to sages for a handsome reward. He vows not to interfere with the PCs on this matter. As long as they share what they learn with him, for his own private use, they can sell information. They are also welcome to do any other adventuring they wish while in the Land of Black Ice.
- None of the divinations (both arcane and divine) that Stoakdor has attempted have succeeded. It seems as though the Land of Black Ice is hidden by more than just geographic location.

If the PCs have any more questions, Stoakdor answers them to the best of his abilities. When the business is concluded, he wishes the PCs well and leaves. He goes back to his inn, packs up his few items, and leaves the city. Then he teleports back to Redlee Manor in Keoland.

Introduction B: A Challenge

[Summary: If none of the PCs played Cor4-01 *Shedding Scales*, a young female bard will approach them. She claims to be working for a Keoish noble who is looking for explorers to travel to and scout an area within the Land of Black Ice. If they wish to take this mission, they can meet a man named Lanicaster Schnee, who can give them more information on the settlement.]

The action begins in Greyhawk City, where the PCs are resting comfortable at the Black Dragon Inn (or whatever inn/tavern you wish to set the introduction). Read or paraphrase the following:

The sweltering heat of Greyhawk City has turned oppressive in the last three days. Even the hardest folks seek relief in the shade. The windows of the Black Dragon Inn, located in the Clerkborg Quarter of Greyhawk City, are thrown wide open to allow the faint cooling breeze of early evening to waft through the common room. Although the traffic in and out of

the inn has been constant, a female Suel human enters the inn and moves directly to your table. She is young and attractive, wearing a holy symbol of an open palm from which sprays forth a rainbow. [A DC 15 Knowledge: Religion check informs a PC this is a symbol of Lydia.] She looks at your faces around the table, nods, and speaks. "I have heard that you are seekers of adventure. Is this so?"

She continues, assuming the PCs at some point answer in the affirmative.

"I wish to speak to you all about an opportunity for exploration of a land which most people only speak of as legendary. Would you hear my offer?"

Again, unless the PCs refuse, she continues.

"Excellent. Wait here a moment while I secure a private chamber." The young woman asks the barkeep if she may rent out a private room for an hour, laying a pouch of gold coins on the table. Seeing the pouch, the barkeep nods enthusiastically and points to a door off the common room. The young woman waves to the PCs, pointing to that door and then exiting the common room through it.

The woman is a 22-year-old Lydian bard named Liefrynn. She has been asked by Stoakdor Redlee Neheli to find a trustworthy band of adventurers to undertake a trip to the Land of Black Ice. The mission would be simply to investigate the rumored existence of a village there. Assuming the PCs follow Liefrynn into the private room, read or paraphrase the following:

In the private chamber is a large oak table surrounded by sturdy chairs. The young woman smooths her red tunic and takes a seat. She nods at your party, appraising you. Finally she speaks. "My employer, who wishes to remain anonymous for his own reasons, has an offer for you. He has recently learned that an explorer has returned from an extended journey to the Land of Black Ice. The man spoke of a village located deep in that largely unexplored area. Unfortunately the man seems to have been killed, but I was able to locate his brother, who supposedly learned a bit about what his brother knew. I need you to first speak with this human—Lanicaster Schnee—and then journey to the Land of Black Ice to learn if this village truly does exist. If it does, find out more about it and the area surrounding. I do not need you to investigate anything else in particular. Simply gather information on the village and its environs and the report back to me. So little is known about this area that even that little bit will be doing my employer the greatest of services.

She pauses here to take questions from the PCs. Here is other information Liefrynn can reveal, based on PC questions and conversation:

- The informant who told her about man returning from the Land of Black Ice (whose name is Jedibo Schnee) is a low-level librarian at the Great Library of Greyhawk named Rilethan.
- She does not know how Jedibo Schnee died. She just heard about his death hours ago upon her arrival in Greyhawk City. Three days ago Jedibo was alive and well.
- Lanicaster will be waiting for the party in an old theatre in the Clerksburg District near the shrine to Lydia. Lanicaster is a very short human of Flan and Oeridian descent. The PCs can meet him there in the next hour.
- Lanicaster has been paid by Liefrynn to turn over all information that his brother may have gained. The man very nervous but willing to talk.
- Her employer cannot offer any rewards at this time for the PCs work; however, she will remind them that so little is known of the Land of Black Ice that even if the PCs don't find any treasure there, they can learn information which can certainly be sold to sages for a handsome reward. As long as they share what they learn with her, for her master's private use, they can sell the information. They are also welcome to do any other adventuring they wish while in the Land of Black Ice.
- None of the divinations (both arcane and divine) that her master has attempted have succeeded. It seems as though the Land of Black Ice is hidden by more than just geographic location.
- If she is somehow compelled to tell who her employer is, she reveals it to be Stoakdor Redlee Neheli, Chancellor of the Shelspring Barony in Keoland. He believes the Land of Black Ice has something to do with a curse that had befallen his barony.

If the PCs have any more questions, Liefrynn answers them to the best of her abilities. When the business is concluded, she wishes the PCs well and leaves. She goes back to her inn and practices with her lyre, and that evening she performs at two taverns in the Clerksburg Quarter.

Encounter 1: Marionettes

[**Summary:** The PCs meet Lanicaster Schnee in an old theatre that has been converted for use by marionette troupes. The PCs arrive in time to see a bowdlerized puppet-show version of the Vecna story being played out for children as a morality tale. In the middle of the show, Lanicaster approaches the PCs and tells them all he knows about the village of Farthenmoor in the Land of Black Ice. He was never there himself, but his brother was. His brother was killed recently, but he gave Lanicaster a map pointing the way to the village. The brother also donated some of his old journals about his travels to the Greyhawk Library.]

The theatre where the PCs are supposed to meet Lanicaster is easily located in the Clerksburg Quarter. It is a small building that has obviously seen better days, but is still in good shape and functional as a theatre. Inside the building, four rows of benches sit in front of the stage. A rickety set of stairs in the corner to the right of the main doors leads up to a small balcony. Read or paraphrase the following description:

The interior of the theatre looks similar to the outside: nothing lavish, but utilitarian. At the front of the theatre, just before the stage, a marionette's box has been erected. About two-dozen children sit in the front two rows, staring at the puppet show in rapt fascination. Six adults of various races sit further back watching the show. One of the adults, a female half-elf, has a raven sitting on her shoulder. The raven stares at you as you enter the theatre.

The raven and the half-elf are just a wizard and her familiar, but they only came to watch the puppet show while waiting for a bard's performance to begin at a nearby tavern. Give the PCs a chance to look around, ask questions about the layout of the theatre, and get paranoid. If you really want to have fun, call for initiative as the PCs enter the theatre. If the PCs remain calm and don't ask rashly, drop out of initiative.

After the PCs have acted, and assuming they don't cause a ruckus, continue with the description of the puppet show:

A loud pop from the front of the theatre causes a few of the younger children to shriek in alarm. A loud baritone voice from behind the marionette stage shouts, "There once was a powerful sorcerer who ruled a far-off land. His followers liked him because he kept the alligators from eating them." Down from the sky floats a marionette looking like an average

middle-aged human dressed in a robe covered with arcane symbols: the perfect stereotype of a sorcerer. "The sorcerer ruled his followers, and they gave him gifts." Other marionettes enter the stage, bringing flowers and packages and various trinkets. "Soon though, the sorcerer grew tired of the gifts. He only wanted more power. He began to search for magic that would give him more power than anyone else in the Flanaess." Down from the sky comes a huge creature made of wispy gauze. It appears to be draconic in form. "The sorcerer found very terrible and evil magic, and instead of turning away from what he knew would be bad, he let his desire for power overcome him." The gauzy dragon wraps around the sorcerer marionette, and both fly up into the sky, out of sight. Then there is another boom followed by more screams. The marionette that comes down out of the sky wears the same clothes as the sorcerer, but the marionette is hideously disfigured, missing an eye and a hand, face twisted in an evil smirk. "The sorcerer gained his power, but the ugliness he let into his heart also scarred his body, making him into a monster."

"Quite a tale for children, eh?" says a voice right behind you. An extremely short human looks at you with a look that is hard to read. "I assume you're the ones who want to know what my brother found in the frozen north. Let's talk up in the balcony."

The human is Lanicaster Schnee, the man the PCs are supposed to meet. He leads them up the stairs and to the balcony, where they can talk openly without being overheard. He had in his hand a followed up piece of paper, which he hands to the PCs once they are settled. Show the *PCs Player Handout 1*.

"This is the map that my brother made of the Land of Black Ice. He was a thrill-seeker. He went there because people told him he would be a fool to try. He kept a journal of his travels, but he wasn't much of a scholar. Barely literate, really. When he returned a few days ago, he donated his journal to the Great Library, but he kept this map for himself. Just three days ago he gave it to me and told me to keep it safe, because he thought maybe he was in danger. He must have left the city immediately, because his corpse was found not long after that to the south of the city. Butchered pretty badly with an axe, or so I was told by the city watch. Take the map. I don't want it anymore.

If asked, Lanicaster can relay the following information:

- Jedibo's body has been burned and his ashes scattered in the Cairn Hills. It's what he would have wanted.
- Lanicaster had little contact with Jedibo after the man returned from the Land of Black Ice. He only talked to him long enough to learn of the map and the journal—and to get the idea that Jedibo felt he was in some sort of danger.
- Lanicaster wants nothing else to do with this. He is afraid that he might be in danger too.

After the PCs have taken the map and finished with any questions they might have for Lanicaster, he wishes the PCs well and leaves the theatre.

Encounter 2: A Red-Scaled Dwarf

[Summary: As the PCs leave the theatre, a mob of terrified citizens rushes past them. In the fracas, one of the red dragon Preethryma's many offspring, a half-dragon dwarf, attempts to slay the PCs to keep them from going on the mission and learning of the dragon lore prophecy. A letter from Preethryma to the half-dragon gives the PCs some clues about what they might face in the Land of Black Ice. See Appendix 1 for stats on the half-dragon dwarf Krolzrahg (and his bard accomplice at higher APLs).]

As the PCs leave the theatre, or when they move into a public area, read or paraphrase the following:

Night has now fallen on Greyhawk City. In the shadowy street outside the theatre, a variety of cityfolk move in different directions. Some are dressed as if planning for a night on the town. Others are beggars, hoping to gain a coin or two from the wealthy passers-by. To the right of the theatre, a juggler in tossing flaming torches into the air. Up the street to the left, a minstrel is plucking a lute and singing a bouncy tune to a large group that has stopped to listen.

A young Oeridian lad, perhaps 7 years old, approaches you. He is holding a parchment rolled and sealed in wax. "I was instructed to give you this. The lovely lady who sent me said that it was extremely urgent." [The boy tries to leave. If the PCs stop him, he will stay around to answer questions. He only knows that a beautiful elven woman stopped him in the street and asked him to deliver this message to a group fitting the PCs description. She knew where they were going to be. The lad is an apprentice for the Scribe's Guild and is often asked to deliver messages.]

If the PCs open the parchment, read the following:

Unrolling the parchment, you see what appears to be a letter. The script is in an alphabet unfamiliar to you.

The letter is a ploy to trick the PCs into standing still for a few seconds, giving Krolzrahg (and Stanislav at higher APLs) the chance to cast buff spells and get into position. Let the PCs use skill checks, magic, etc. to try to read the unintelligible letter. After a couple of rounds, read the following:

Suddenly, the group that was listening to the bard, as if in unison, screams in terror and runs in your direction.

See the “Theatre and Environs Map” in Appendix 2 for details of the theatre and the surrounding area. Exactly what is happening in this encounter depends on the APL.

At APL 2-6, Krolzrahg has hired this group of people (actors, beggars, thieves, and the like) to pretend being scared and run past the PCs. This offers him some concealment and a distraction as he approaches. At APL 8-12, Krolzrahg has hired the group as in the previous example, but he comes at the PCs invisibly from a different direction. At APL 14-18, Krolzrahg’s bard accomplice Stanislav has enchanted the crowd and frightened them with a *scare* spell, causing them to run away from him. The bard then assists Krolzrahg in the battle. Further information on the battle can be found in the Tactics section of this encounter.

Creatures: Krolzrahg has been following Lanicaster for two days, waiting for the opportunity to attack him and take the map. He has also been using an accomplice to scry on various Lanicaster. Krolzrahg knows Lanicaster is meeting someone at the theatre to give them the map. At APL 14+, Stanislav the bard is working with Krolzrahg. The bard is not Krolzrahg’s friend, but he understands the great power and wealth that could come his way if he joins forces with the half-dragon.

APL 2 (EL 3)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr1; hp 14; see Appendix 1.

APL 4 (EL 5)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr3; hp 34; see Appendix 1.

APL 6 (EL 7)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr5; hp 54; see Appendix 1.

APL 8 (EL 10)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr8; hp 84; see Appendix 1.

APL 10 (EL 12)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr10; hp 104; see Appendix 1.

APL 12 (EL 14)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr12; hp 124; see Appendix 1.

APL 14 (EL 17)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr14; hp 144; see Appendix 1.

☛ **Stanislav:** Male Human Brd14; hp 78; see Appendix 1.

APL 16 (EL 19)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr16; hp 164; see Appendix 1.

☛ **Stanislav:** Male Human Brd16; hp 88; see Appendix 1.

APL 18 (EL 21)

☛ **Krolzrahg:** Male Half-Red Dragon Dwarf Ftr18; hp 184; see Appendix 1.

☛ **Stanislav:** Male Human Brd18; hp 98; see Appendix 1.

Tactics: Tactics vary based on the APL:

APL 2-6 – Krolzrahg will try to blend in with the crowd. When he is 30 feet away and moving toward the PCs within the crowd, give the PCs a Spot check. Anyone who beats a DC of 10 sees a heavily armored dwarf with weapons drawn among the crowd. They will be able to act in the surprise round. Krolzrahg will charge the nearest PC in the first round of combat. Krolzrahg has already used his breath weapon for the day at APL 2 and 4.

APL 8-12 – As the PCs exit the theatre, interact with the boy, and read the letter, Krolzrahg buffs. As the crowd moves past the PCs, Krolzrahg will move invisibly from an alley and attack a PC. Give the PCs a Listen check. PCs who beat a DC 15 will know that someone in armor is approaching. PCs who beat a DC 35 will be able to pinpoint exactly where he is.

APL 14-18 – As the PCs exit the theatre, interact with the boy, and read the letter, Krolzrahg and Stanislav will buff. *Greater invisibility* and *greater heroism* should be the first spells cast, followed by the bard song *inspire greatness*. Krolzrahg will then move up to the PCs and prepare to attack as the crowd rushes past. Stanislav has a variety of options, all of which he will do invisibly. His bard songs can further enhance Krolzrahg, and the feat

lingering song will make those enhancements last even after he stops singing. Using the feat subsonics he can use bard songs without being heard. He can cast enchantments on the PC fighter-types. He can use his scrolls to damage the PCs. Using his *ring of the ram*, he can attempt to bull rush a PC through Krolzrahg's threatened areas, provoking attacks of opportunity from the half-dragon. His *greater dispel magic* spells can depower PCs, counterspell, or remove harmful spells cast on Krolzrahg. If run properly, Stanislav should make this encounter extremely frustrating, as he should be hard to find and has many options to foil the PCs' battle tactics.

Treasure: The PCs can take items from Krolzrahg (and his bard accomplice). They also find the letter to Krolzrahg from Preethryma (see Player Handout 2). Of course, this mini-module doesn't count toward official LG play, so the PCs may not keep any treasure from this encounter.

Developments: The letter should contain all the information the PCs need to know. Questioning Krolzrahg reveals no more information. Questioning Stanislav reveals that the bard used scrying to keep tabs on both Jedibo and Lanicaster. Stanislav simply helped Krolzrahg because the half-dragon was so powerful and destined for greatness.

"Had the strangest dream last night, I did. Even stranger because I never remember my dreams, but this one is as clear as Gnomish firewater to me. I was standing in some strange land, with ice and hills as far as I could see. Only the ice was this strange blue color. I wasn't dressed for the weather, and suddenly I was trapped in a block of ice. Then my skin turned deep blue-black, and I wasn't cold any longer. I was flying through the air, and I flew over this blue icy land like I owned it. Then I flew down into an icy cave in the ground, and I was surrounded by more treasure than even the bards sing about. Gold, platinum, gems, magical doodads all over the place. Then I woke up because my cat was licking me."

The two men laugh and go about their business. If the PCs question the man, he is suspicious of them and can't tell them any more. He is just a simple man from Greyhawk who happened to be visited by the Serpent.

--End--

Encounter 3: The Prophecy

[Summary: At the Greyhawk Library, the PCs can view the journals of the elder Schnee brother. In the journals is included the full text of the dragon-lore prophecy.]

The PCs may wish to act on the information provided by Lanicaster and seek out the Journal of Jedibo Schnee. They can go to the Great Library of Greyhawk, where admission is free but no weapons are allowed. Feel free to add role-playing encounters to this as you wish, but in the end the PCs are shown to a cluttered room full of as-yet uncategorized books. After several hours of searching, the PCs find Jedibo's journal. Give the PCs Player Handout 3.

Conclusion

After gathering all the information they have available, the PCs may prepare to leave for the Land of Black Ice. During their preparations—whether it be in a tavern, or at a shop, or elsewhere—they overhear some average Greyhawk resident talking to another:

Appendix 1: NPCS

APL 2 – EL 3

Krolzrahg: Male Half-Dragon Dwarf Ftr1; CR 3; Medium Dragon (Augmented Humanoid), HD 1d10+4; hp 12; Init +1 (Dex); Spd 20 ft.; AC 19, touch 11, ff 18 (+1 Dex, +4 natural, +2 scale mail); Base Attack/Grapple +1/+7; Attack dwarven waraxe +7 melee (1d10+9, x3) or claw +7 melee (1d4+6); Full Attack dwarven waraxe +7 melee (1d10+9, x3) and bite +2 melee (1d6+3); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison, +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +6, Ref +1, Will +2; Str 23, Dex 12, Con 18, Int 12, Wis 14, Cha 8.

Skills and Feats. Climb +4 (+6), Intimidate +4 (+3), Jump +4 (+6); Cleave, Power Attack. (Skill totals are in parentheses.)

Possessions. Scale mail, dwarven waraxe, *potion of cure light wounds*.

APL 4 – EL 5

Krolzrahg: Male Half-Dragon Dwarf Ftr3; CR 5; Medium Dragon (Augmented Humanoid), HD 3d10+12; hp 34; Init +1 (Dex); Spd 20 ft.; AC 21, touch 11, ff 20 (+1 Dex, +4 natural, +6 banded mail); Base Attack/Grapple +3/+9; Attack masterwork dwarven waraxe +11 melee (1d10+9, x3) or claw +9 melee (1d4+6); Full Attack masterwork dwarven waraxe +11 melee (1d10+9, x3) and bite +4 melee (1d6+3); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +8, Ref +3, Will +4; Str 23, Dex 12, Con 18, Int 12, Wis 14, Cha 8.

Skills and Feats. Climb +6 (+7), Intimidate +6 (+5), Jump +6 (+7); Cleave, Improved Sunder, Power Attack, Weapon Focus (dwarven waraxe). (Skill totals are in parentheses.)

Possessions. Masterwork banded mail, masterwork dwarven waraxe, *potion of cure moderate wounds*, *cloak of resistance +1*.

APL 6 – EL 7

Krolzrahg: Male Half-Dragon Dwarf Ftr5; CR 7; Medium Dragon (Augmented Humanoid), HD 5d10+20; hp 54; Init +1 (Dex); Spd 20 ft.; AC 24, touch 11, ff 23 (+1 Dex, +4 natural, +8 full plate, +1 ring); Base Attack/Grapple +5/+12; Attack +1 *dwarven waraxe* +14 melee (1d10+13, x3) or claw +12 melee (1d4+7); Full

Attack +1 *dwarven waraxe* +14 melee (1d10+13, x3) and bite +7 melee (1d6+3); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +9, Ref +3, Will +4; Str 24, Dex 12, Con 18, Int 12, Wis 14, Cha 8.

Skills and Feats. Climb +8 (+10), Intimidate +8 (+7), Jump +8 (+10); Cleave, Improved Sunder, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). (Skill totals are in parentheses.)

Possessions. Masterwork full plate, +1 *dwarven waraxe*, *potion of cure moderate wounds*, *cloak of resistance +1*, *ring of protection +1*.

APL 8 – EL 10

Krolzrahg: Male Half-Dragon Dwarf Ftr8; CR 10; Medium Dragon (Augmented Humanoid), HD 8d10+32; hp 84; Init +1 (Dex); Spd 20 ft.; AC 24, touch 11, ff 23 (+1 Dex, +4 natural, +8 full plate, +1 ring); Base Attack/Grapple +8/+15; Attack +2 *dwarven waraxe* +18 melee (1d10+14, x3) or claw +15 melee (1d4+7); Full Attack +2 *dwarven waraxe* +18/+13 melee (1d10+14, x3) and bite +10 melee (1d6+3); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells; spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +12, Ref +5, Will +8; Str 25, Dex 12, Con 18, Int 12, Wis 14, Cha 8.

Skills and Feats. Climb +11 (+13), Intimidate +11 (+10), Jump +11 (+13); Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will; Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). (Skill totals are in parentheses.)

Possessions. Masterwork full plate, +2 *dwarven waraxe*, *potion of cure serious wounds*, *potion of invisibility*, *potion of bear's endurance*, *cloak of resistance +2*, *ring of protection +1*.

APL 10 – EL 12

Krolzrahg: Male Half-Dragon Dwarf Ftr10; CR 12; Medium Dragon (Augmented Humanoid), HD 10d10+40; hp 104; Init +1 (Dex); Spd 20 ft.; AC 26, touch 11, ff 25 (+1 Dex, +4 natural, +9 full plate +1, +2 ring); Base Attack/Grapple +10/+17; Attack +2 *thundering dwarven waraxe* +22 melee (1d10+16, 19-20/x3) or claw +17 melee (1d4+8); Full Attack +2 *thundering dwarven waraxe* +22/+17 melee (1d10+16, 19-20/x3) and bite +12 melee

(1d6+4); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +13, Ref +6, Will +9; Str 25 (27), Dex 12, Con 18, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +13 (+16), Intimidate +13 (+12), Jump +13 (+16); Cleave, Great Cleave, Greater Weapon Focus (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). (Skill totals are in parentheses.)

Possessions: +1 full plate, +2 thundering dwarven waraxe, *potion of cure serious wounds*, *potion of invisibility*, *potion of bear's endurance*, *cloak of resistance* +2, *ring of protection* +2, *gauntlets of ogre power*.

APL 12 – EL 14

☞ **Krolzrahg:** Male Half-Dragon Dwarf Ftr12; CR 14; Medium Dragon (Augmented Humanoid), HD 12d10+48; hp 124; Init +1 (Dex); Spd 20 ft.; AC 27, touch 11, ff 26 (+1 Dex, +4 natural, +10 full plate +2, +2 ring); Base Attack/Grapple +12/+21; Attack +2 thundering dwarven waraxe +26 melee (1d10+19, 19-20/x3) or claw +22 melee (1d4+10); Full Attack +2 thundering dwarven waraxe +26/+21/+16 melee (1d10+19, 19-20/x3) and bite +17 melee (1d6+5); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +14, Ref +7, Will +10; Str 26 (30), Dex 12, Con 18, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +15 (+19), Intimidate +15 (+14), Jump +15 (+19); Cleave, Diehard, Endurance, Great Cleave, Greater Weapon Focus (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). (Skill totals are in parentheses.)

Possessions: +2 full plate, +2 thundering dwarven waraxe, *potion of cure serious wounds*, *potion of invisibility*, *potion of bear's endurance*, *cloak of resistance* +2, *ring of protection* +2, *belt of giant strength* +4, *boots of speed*.

APL 14 – EL 17

☞ **Krolzrahg:** Male Half-Dragon Dwarf Ftr14; CR 16; Medium Dragon (Augmented Humanoid), HD 14d10+56; hp 144; Init +2 (Dex); Spd 20 ft.; AC 30, touch 11, ff 29 (+1 Dex, +6 natural, +11 full plate +3, +2 ring); Base Attack/Grapple +14/+23; Attack +3 thundering

adamantine dwarven waraxe +29 melee (1d10+22, 19-20/x3) or claw +24 melee (1d4+10); Full Attack +3 thundering dwarven waraxe +29/+24/+19 melee (1d10+22, 19-20/x3) and bite +19 melee (1d6+5); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +16, Ref +9, Will +11; Str 26 (30), Dex 14, Con 18, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +17 (+21), Intimidate +17 (+16), Jump +17 (+21); Cleave, Combat Reflexes, Diehard, Great Endurance, Great Cleave, Greater Weapon Focus (dwarven waraxe), Greater Weapon Specialization (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Overrun, Iron Will, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). (Skill totals are in parentheses.)

Possessions: +3 full plate, +3 thundering dwarven waraxe, *potion of cure serious wounds*, *potion of bear's endurance*, *potion of haste*, *cloak of resistance* +3, *ring of freedom of movement*, *ring of protection* +2, *belt of giant strength* +4, *amulet of natural armor* +2, *winged boots*.

☞ **Stanislav:** Male Human Brd14; CR 14; Medium Humanoid, HD 14d6+14; hp 78; Init +4 (Dex); Spd 30 ft.; AC 20, touch 14, ff 16 (+4 Dex, +6 +2 mithral chain shirt); Base Attack/Grapple +10/+9; Attack +1 rapier +10 melee (1d6, 18-20/x2); Full Attack +1 rapier +10/+5 melee (1d6, 18-20/x2); Space/Reach: 5 ft./5 ft.; SA spells; SQ bardic music; AL CN; SV Fort +5, Ref +15, Will +12; Str 8, Dex 18, Con 12, Int 12, Wis 12, Cha 24.

Skills and Feats: Bluff +17 (+24), Concentration +17 (+18), Escape Artist +17 (+21), Move Silently +17 (+26), Perform (vocal) +17 (+24), Perform (stringed instrument) +17 (+24), Tumble +17 (+21), Use Magic Device +17 (+24); Greater Spell Focus: Enchantment, Iron Will, Lightning Reflexes, Lingering Song, Spell Focus: Enchantment, Subsonics. (Skill totals are in parentheses.)

Possessions: +1 rapier, +2 silent moves mithral chain shirt, *cloak of charisma* +4, *gloves of dexterity* +4, *ring of the ram*, *scroll of maximized scorching ray* (caster level 11), *scroll of blade barrier*, *scroll of spell immunity* (caster level 9).

Spells Known: (Sor 4/5/5/4/4/2; base DC = 17 + spell level; Enchantment spells DC = 19 + spell level): 0 – [*detect magic*, *light*, *mage hand*, *message*, *read magic*, *summon instrument*]; 1st – [*expeditious retreat*, *grease*, *remove fear*, *Tasha's hideous laughter*]; 2nd – [*calm emotions*, *glitterdust*, *mirror image*, *scare*]; 3rd –

[*confusion, cure serious wounds, scrying, slow*]; 4th – [*dimension door, dominate person, greater invisibility, hold monster*]; 5th – [*greater dispel magic, greater heroism, song of discord*]

APL 16 – EL 19

☞ Krolzrahg: Male Half-Dragon Dwarf Ftr16; CR 18; Medium Dragon (Augmented Humanoid), HD 16d10+64; hp 164; Init +2 (Dex); Spd 20 ft.; AC 30, touch 11, ff 29 (+1 Dex, +6 natural, +11 *full plate* +3, +2 ring); Base Attack/Grapple +16/+25; Attack +4 *thundering adamantite dwarven waraxe* +32 melee (1d10+23, 19-20/x3) or claw +26 melee (1d4+10); Full Attack +4 *thundering dwarven waraxe* +32/+27/+22 melee (1d10+23, 19-20/x3) and bite +20 melee (1d6+5); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +17, Ref +12, Will +12; Str 26 (30), Dex 14, Con 18, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +19 (+23), Intimidate +19 (+18), Jump +19 (+23); Cleave, Combat Expertise, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus (dwarven waraxe), Greater Weapon Specialization (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). (Skill totals are in parentheses.)

Possessions: +3 *full plate*, +4 *thundering dwarven waraxe*, *potion of cure serious wounds*, *potion of bear's endurance*, *potion of haste*, *cloak of resistance* +3, *ring of freedom of movement*, *ring of protection* +2, *belt of giant strength* +4, *amulet of natural armor* +2, *winged boots*, *pale lavender ellipsoid ioun stone* (20 spell levels).

☞ Stanislav: Male Human Brd16; CR 16; Medium Humanoid, HD 16d6+16; hp 88; Init +4 (Dex); Spd 30 ft.; AC 20, touch 14, ff 16 (+4 Dex, +6 +2 *mithral chain shirt*); Base Attack/Grapple +12/+11; Attack +1 *rapier* +12 melee (1d6, 18-20/x2); Full Attack +1 *rapier* +12/+7/+2 melee (1d6, 18-20/x2); Space/Reach: 5 ft./5 ft.; SA spells; SQ bardic music; AL CN; SV Fort +6, Ref +16, Will +13; Str 8, Dex 18, Con 12, Int 12, Wis 12, Cha 24.

Skills and Feats: Bluff +19 (+26), Concentration +19 (+20), Escape Artist +19 (+23), Move Silently +19 (+28), Perform (vocal) +19 (+26), Perform (stringed instrument) +19 (+26), Tumble +19 (+23), Use Magic Device +19 (+26); Combat Casting, Greater Spell Focus: Enchantment, Iron Will, Lightning Reflexes, Lingering Song, Spell Focus: Enchantment, Subsonics. (Skill totals

are in parentheses.)

Possessions: +1 *rapier*, +2 *silent moves mithral chain shirt*, *cloak of charisma* +4, *gloves of dexterity* +4, *ring of the ram*, *scroll of maximized scorching ray* (caster level 11), *scroll of blade barrier*, *scroll of spell immunity* (caster level 9).

Spells Known: (Sor 4/6/6/4/4/3/1; base DC = 17 + spell level; Enchantment spells DC = 19 + spell level): 0 – [*detect magic, light, mage hand, message, read magic, summon instrument*]; 1st – [*disguise self, expeditious retreat, grease, remove fear, Tasha's hideous laughter*]; 2nd – [*calm emotions, glitterdust, mirror image, scare*]; 3rd – [*confusion, cure serious wounds, scrying, slow*]; 4th – [*dimension door, dominate person, greater invisibility, hold monster*]; 5th – [*greater dispel magic, greater heroism, mass suggestion, song of discord*]; 6th – [*greater scrying, Otto's irresistible dance*]

APL 18 – EL 21

☞ Krolzrahg: Male Half-Dragon Dwarf Ftr18; CR 20; Medium Dragon (Augmented Humanoid), HD 18d10+72; hp 184; Init +2 (Dex); Spd 20 ft.; AC 33, touch 11, ff 32 (+1 Dex, +7 natural, +12 *full plate* +4, +3 ring); Base Attack/Grapple +18/+27; Attack +4 *thundering flaming burst adamantite dwarven waraxe* +35 melee (1d10+24, 19-20/x3) or claw +29 melee (1d4+11); Full Attack +4 *thundering flaming burst dwarven waraxe* +35/+30/+25/+20 melee (1d10+24, 19-20/x3) and bite +24 melee (1d6+5); Space/Reach: 5 ft./5 ft.; SA breath weapon; SQ +2 on saves vs. spells, spell-like abilities and poison; +1 racial attack bonus against orcs and goblinoids; darkvision 60'; immune to fire, sleep, and paralysis; low-light vision; stability; AL CE; SV Fort +18, Ref +13, Will +13; Str 27 (33), Dex 14, Con 18, Int 13, Wis 14, Cha 8.

Skills and Feats: Climb +21 (+27), Intimidate +21 (+20), Jump +21 (+27); Cleave, Combat Expertise, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus (dwarven waraxe), Greater Weapon Specialization (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Overrun, Improved Sunder, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe). (Skill totals are in parentheses.)

Possessions: +4 *full plate*, +4 *thundering flaming burst dwarven waraxe*, 3 *potions of cure serious wounds*, *potion of bear's endurance*, *potion of haste*, *cloak of resistance* +3, *ring of freedom of movement*, *ring of protection* +3, *belt of giant strength* +6, *amulet of natural armor* +3, *winged boots*, *pale lavender ellipsoid ioun stone* (20 spell levels), *lantern of revealing*.

☞ **Stanislav**: Male Human Brd18; CR 18; Medium Humanoid, HD 18d6+18; hp 98; Init +4 (Dex); Spd 30 ft.; AC 20, touch 14, ff 16 (+4 Dex, +6 +2 *mithral chain shirt*); Base Attack/Grapple +13/+12; Attack +1 *rapier* +13 melee (1d6, 18-20/x2); Full Attack +1 *rapier* +13/+8/+3 melee (1d6, 18-20/x2); Space/Reach: 5 ft./5 ft.; SA spells; SQ bardic music; AL CN; SV Fort +9, Ref +17, Will +14; Str 8, Dex 18, Con 12, Int 12, Wis 12, Cha 26.

Skills and Feats: Bluff +21 (+29), Concentration +21 (+22), Escape Artist +21 (+25), Move Silently +21 (+30), Perform (vocal) +21 (+29), Perform (stringed instrument) +21 (+29), Tumble +21 (+25), Use Magic Device +21 (+29); Combat Casting, Greater Spell Focus: Enchantment, Great Fortitude, Iron Will, Lightning Reflexes, Lingering Song, Spell Focus: Enchantment, Subsonics. (Skill totals are in parentheses.)

Possessions: +1 *rapier*, +2 *silent moves mithral chain shirt*, *cloak of charisma* +6, *gloves of dexterity* +4, *ring of the ram*, *scroll of maximized scorching ray* (caster level 11), *scroll of blade barrier*, *scroll of spell immunity* (caster level 9).

Spells Known: (Sor 4/6/6/5/5/4/3; base DC = 18 + spell level; Enchantment spells DC = 20 + spell level): 0 – [*detect magic*, *light*, *mage hand*, *message*, *read magic*, *summon instrument*]; 1st – [*disguise self*, *expeditious retreat*, *grease*, *remove fear*, *Tasha's hideous laughter*]; 2nd – [*calm emotions*, *glitterdust*, *mirror image*, *scare*, *sound burst*]; 3rd – [*confusion*, *cure serious wounds*, *displacement*, *scrying*, *slow*]; 4th – [*dimension door*, *dominate person*, *greater invisibility*, *hold monster*]; 5th – [*greater dispel magic*, *greater heroism*, *mass suggestion*, *song of discord*]; 6th – [*greater scrying*, *greater shout*, *Otto's irresistible dance*]

Appendix Two: New Material

New Feats from Song and Silence

Lingering Song [General]: Your bardic music stays with the listener long after the last note has died away.

Prerequisite: Bardic music ability.

Benefit: If you use bardic music to inspire competence, inspire courage, or inspire greatness, the effects last twice as long as they otherwise would.

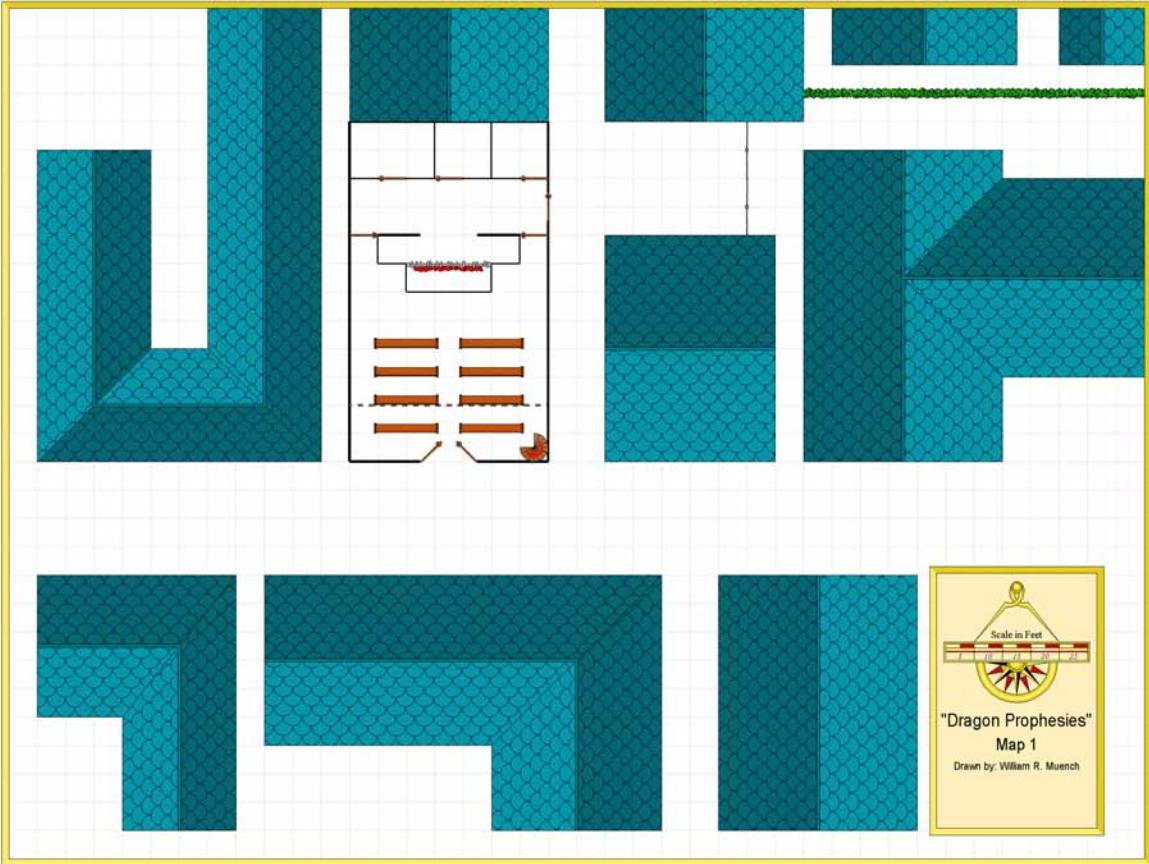
Normal: Inspire courage and inspire greatness last as long as the bard sings, plus an additional 5 rounds thereafter. Inspire confidence lasts 2 minutes.

Subsonics [General]: Your music can affect even those who do not consciously hear it.

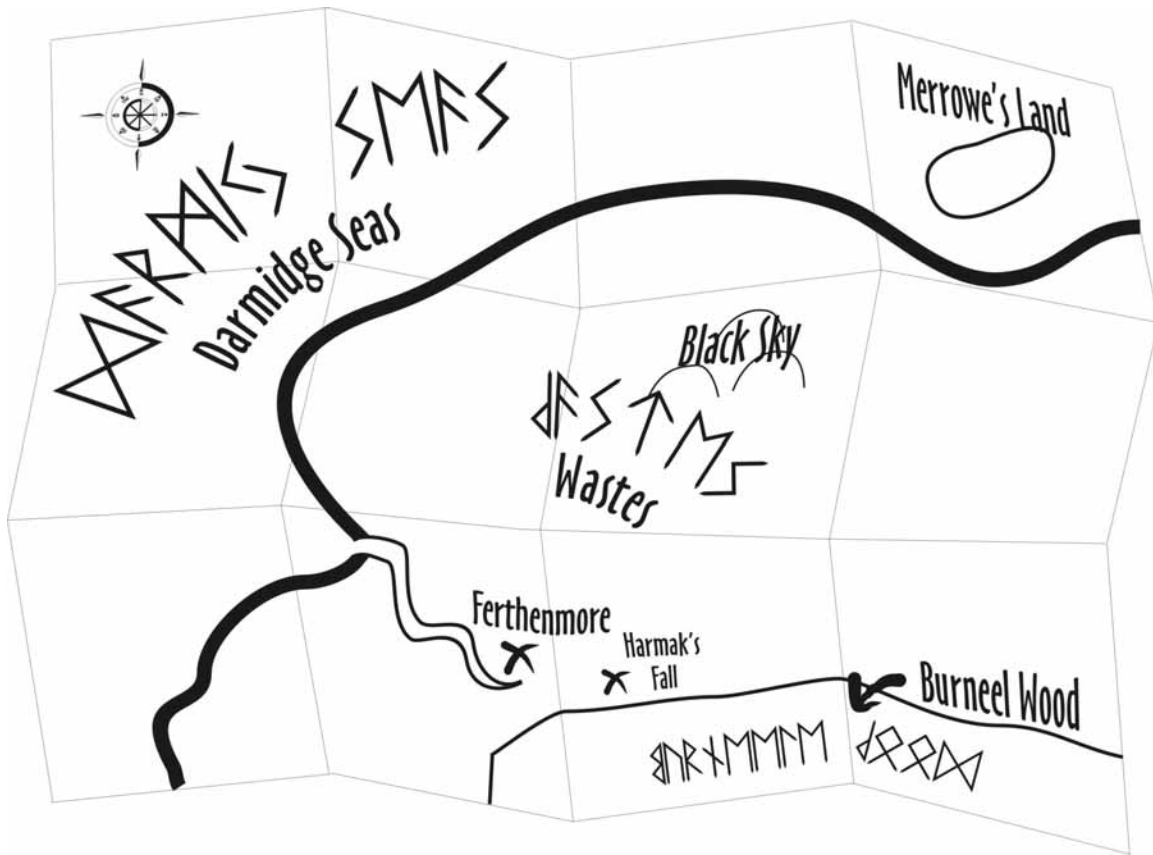
Prerequisite: Bardic music ability, 10+ ranks in Perform.

Benefit: You can music so softly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range of your music, and unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Appendix Three: Map of Theatre and Environs



Player Handout 1 – Jedibo's Map of the Land of Black Ice



Player Handout 2 – Letter from Preethryma to Krolzrahg (in Draconic)

My Dwarfkin Krolzrahg,

I have heard of your unfortunate ouster from your clan. The fools don't appreciate your power and superior heritage. When the time is right, you and I shall go back there and remind them why we placed you as their leader in the first place.

Until that time, however, I have an incredible opportunity to share with you. I have found a new lair in the Black Barrens, far north of the lands plagued by humans and their ilk. I know it sounds strange that one such as me could survive here, but I have found a most lovely volcano in which to lair. It is far superior to the one where your clan resides.

I have plans for this area—plans far beyond anything to which even dragons could hope to aspire. My plans so far move smoothly toward fruition, save for a couple minor inconveniences. You I call upon to remove one of those.

A human who foolishly wandered into the area around my lair escaped. He spoke with another humanoid creature that knows a bit of my plans. The meddling human kept a book in which he wrote down certain bits of information. One of my followers learned that this human most assuredly scribbled notes which, if found by the wrong parties, could cause even more inconveniences.

I charge you, my son, to find this human. Destroy him and any notes he may have taken regarding this land or me. His name is Jedibo Schnee, and my contacts tell me he is currently heading toward Greyhawk City in the humanoid-infested lands. Once you have rid us of him, his information, and anyone he may have shared his information with, come to the Black Barrens, above the Evergreen Forest and near the Warm Seas. Your dragon heritage will tell you where I lair. Together, we will rain fiery death upon our foes and fulfill our draconic destiny.

Don't ever forget that I am,

Your Matron,

Preethryma

Player Handout 3 – Relevant Excerpts from the Journal of Jedibo Schnee

7 Planting CY 592

Past thru Duntreedin yesturday. Bout some warm clothes and suplys. Really cold heer. Herts. Going to skurt the northern edge of the Burneel Wood and mabee find animels to eet. Dout why I do this.

22 Reaping CY 592

Kobulds evereware up heer. Sum are blue and black skined. Think sum saw me, but ignord me for sum reeson. Hurd them talking to humen in comon about villege cald Ferthenmore. Must be geting close to Darmidge Seas.

3 Harvester CY 592

Found vilege. Very strang. No one wood take my gold, but tradded tindurtwegs and oil for fud. Hot watur makes land farmible heer. Stil cold but does not hert. Lots of strang creeters heer. Blue things. Man with to heds. Litle one talkd to me about dragoon profesee.

17 Ready'reat CY 592

Lejends tru. Darmidge Seas warm. Saw lots of fish. Saw larj blak fling creeter.

3 Fireseek CY 593

Larj creeter blak dragoon. Saw it many tims. Watcht it eet big white fury creeter. Scarry but awsum sit.

28 Coldeven CY 593

Bak in vilege. Haf to sta heer and get beter. Feling sik. Farm for mayer for fud.

22 Wealsun CY 593

Saw red dragoon wil farmeng. Aat hurd of cows. Roostd them with fir breeth. Mayer sez red dragoon bad and shuld be kild. No one wiling to go kil it.

9 Sunsebb CY 593

Left vilege. Feling beter. See more kobulds. Going bak to Greyhawk. Lots to tel.

This part of the dragoon profesees litl one wrot for me

Within the land that Wicked cannot rule
Built on the pyre of the Serpent's crowning jewel
When peace does reign between the north and south
And ghostly foes do spout from Tenha's mouth
A scaly one shall rise up from the ice
To make the weaker races pay the price
For worshipping the ones who bound their sire.
The dame shall forge her whelp's power in fire
While angry drake does seek to make him heel.
For in that time will come beings of zeal
Who hold the key to halting Serpent's power
And finding means to quell the icy shower
Of Doom on all who rejoice in the Sun
Though they may be destroyed before they're done.
The strongest is the weakest at the time
Though moving ice protects him in his rime.
The dame though trapped is trapping all who come—
Her guards are likely ground beneath her thumb.
The master of them all just sits in wait
Expecting not to share the Serpent's fate.
A little one who dreams will point the way
For Dreams rule in the realm of Serpent's sway.

Puppet Show—

