

IUZ6-06

Drach Treielabone (Dragon Bloodline)

A One-Round Dungeons & Dragons® Living Greyhawk™
Iuz's Border States Metaregional Adventure

Version 1.0

By Patrick Williamson and Andrew Cowan

Edited by: Bruce Paris, Britt F. Frey, and Casey Brown

Reviewed by: Britt F. Frey

Playtesters: Adam Cowan, Stephen Daniels, Brayden Glad, Robert Hambly, Martin Low, Richard Smart, Scott McManus, Jake Williamson, Eden Williamson, Julia Riket, Richard Priest, Pete Holmes, Glen Fitzpatrick, and Max Hodgson.

Celebrations in the dwur mountain kingdom of Khundholm are a pleasant respite from the normal grind of adventuring life. Barandon, the Haigh Righ of the Khund (pron. "Koond"), makes only one request of his guests – that they enjoy a well laid table, comfortable quarters and the good fellowship of the Khund folk. But when a problem crops up that the Khund cannot undertake, are you willing to lend a hand to help them secure your nation's good relations? A one-round Iuz's Border States Metaregional adventure set in Perrenland for APLs 4-14.

Resources for this adventure include *IUZ6-04 Acid Test*, by Jeffery A. Dobberpuhl Esq. Thanks also to Eric Anondson.

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 Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *PLAYER'S HANDBOOK*, *DUNGEON MASTER'S GUIDE*, AND *MONSTER MANUAL* ARE TRADEMARKS OF WIZARDS OF THE COAST, INC, IN THE US AND OTHER COUNTRIES. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST, INC. THIS PRODUCT IS A WORK OF FICTION. ANY SIMILARITY TO ACTUAL PEOPLE, ORGANIZATIONS, PLACES, OR EVENTS IS PURELY COINCIDENTAL. © 2006 WIZARDS OF THE COAST, INC AND THE ADVENTURE AUTHOR OR AUTHORS.

VISIT THE LIVING GREYHAWK WEBSITE AT WWW.RPGA.COM

For questions specific to this document and your region, please e-mail dragotha@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

	Mundane Animal's 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

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Iuz's Border States Metaregional adventure, set in Perrenland. Characters native to a region that is a part of the Iuz's Border States Metaregion pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Dragonborn Register, a secret society in the Quaglands of the northwest Flanaess, has recently splintered into two groups. The Dragonborn Register has long existed within the Quaglands – seeking and training those with the blood of dragons in their ancestry to master their temperaments and to keep a low profile. Those who failed to keep a low profile over the ages were quietly "taken care of" by the society (most providing compost for a number of small agricultural plots in the Mounds of Dawn).

Recently, however, a whole group of Dragonborn Register members have fallen under the influence of a mysterious benefactor and formed a schism; taking a more fanatical and evil path. This branch (or cult) calls itself the Drache Tabellierprogramme Conclave. The Drache Tabellierprogramme Conclave agenda is simple, to cultivate those with links to the bloodlines of Tiamat, and to slay those with the bloodline of Bahamut. In some ways, this is a reversal of fortune for the Dragonborn Register's own machinations over the ages.

Last year, the Drache Tabellierprogramme Conclave initiated a series of kidnappings and murders before a short and very quiet campaign launched by the Dragonborn Register drove most of them out of the Quaglands. One surviving group of the fractured Drache Tabellierprogramme Conclave, however, remain. Calling themselves "Cousins of the Red," they have declared that they are on a holy quest to find their Drach Treielabone (Dragon Bloodline).

A group of these "Cousins of the Red," all of them former Tiger Nomads, took refuge on the fringe of Tiger Nomad territory, in the lower Northern Yatils. Here they made petty plots and generally festered on their woes for a time. Recently, however, the mysterious benefactor sent a message to them that has spurred them into action. The message promised them full membership into a wider dragon cult network if they could prove themselves worthy. In particular, the message indicated that bringing about the downfall of the Waruna of the West (the title of the head of the Dragonborn Register) would be highly regarded.

As it happens the Waruna of the West is the ancient Bronze Wurm, Keeasaloogal (pron: Key-ass-a-loo-gul), the queen-mother of the Quagaloogal (pron: Kwahg-a-loo-gul) lizard folk and a powerful entity within the Quaglands. She also happens to be an ally Gildor Arkanix,

the titular head of a much wider dragon hunting society and himself a gold wyrm.

In a daring and quite casualty expensive raid on the palace of Keeasaloogal in the city of Agal in the Mounds of Dawn, the Cousins failed to kill Keeasaloogal, but they have succeeded in stealing Keeasaloogal's last clutch of eggs and have fled with it into the mountains. Overjoyed by the success of the Cousins, their mysterious benefactor has directed the group to some ancient Ur-Flan ruins deep within the Northern Yatils. Here, the mysterious benefactor is hoping the ancient power of the site will assist in a diabolical experiment.

In the meantime, Keeasaloogal, driven to near madness and indecision by despair and forced to linger in her palace for several weeks before the empathic scratching of her hatching young gave her a path to follow – finally took off in belated mad pursuit. By this time, the eggs had been carried far into the northern reaches of the Yatils, towards the location of the ancient Ur-Flan ruins.

In a final twist, Keeasaloogal came across the thieves near to the ruins and engaged them with all her fury. In a close fought battle where the Drach Treielabone was thinned out considerably, she almost succeeded in recovering her clutch. Yet in the end, outnumbered and gravely injured, Keeasaloogal was sent plummeting into a fissure (and what the cousins assumed was her death). For more than a week, tired and injured, Keeasaloogal has held up in a cave, fighting off some ravenous barghests while trying to recover her strength.

Following Keeasaloogal's disappearance, desperate to find and aid her, Gildor Arkanix and a member of the Dragonborn Register, a half-Quagaloogal Lizardfolk, half-bronze dragon called Wen, have determined through a variety of methods the direction of Keeasaloogal's flight. Wen, being a senior druid of the Quagaloogal nation, has sought the aid of her nation's ancient and closest allies – the Khund, mountain dwur of the Yatils.

The Khund, however, have found to their horror that if they help Wen by escorting her to the location of Keeasaloogal's battle, that they will break an ancient taboo and bring down a terrible curse. This is something they are unwilling to do. Unbeknown to the Khund, the taboo no longer has the power to deliver the ancient curse. Fortunately, however, some adventurers are at hand who may be able to help!

ADVENTURE SUMMARY

Introduction: The PCs are introduced to the Khund dwur and the nation of Khundholm. The PCs are there to celebrate the second anniversary of the crowning of the High King Barandon. In home-play games, this section

can be expanded to give players more opportunities to explore Khundholm and Khund culture.

Encounter 1: The PCs are asked to help the Khund honor their ancient alliance with the Quagaloogal Lizardfolk of the Quaglands. They are introduced to Barandon's "seneschal," Wen, and Gildor Arkanix (whom some PCs may have met before). If the PCs decide to help, they are equipped from Barandon's personal armory. If they refuse, the adventure ends.

Encounter 2: The PCs are on the path to the location of Keeasaloogal's last fight. Finding the area of her crash-landing, they fight some barghests (who have been bothering the recuperating Keeasaloogal through a narrow fissure).

Encounter 3: The PCs meet Keeasaloogal and she thanks them, telling them they have fulfilled their obligations to the Khund. But, she asks the PCs for a further favor. If the PCs say no, then the adventure ends here. If the PCs accept, she asks them to go to the site of an ancient Ur-Flan ruin to try and recover her clutch (which is near to hatching). She describes the location where she knows the clutch is and asks the PCs to return the eggs to her. Wen will remain with her until the PCs return.

Encounter 4: The PCs discover the location of the ruin that Keeasaloogal informed them of and can plan their approach.

Encounter 5: The PCs encounter the illusionary dragons that guard the ruins and get to battle the Drach Treielabone "cousins" for possession of Keeasaloogal's clutch. How the PCs have approached the ruin will impact the PCs' chances of catching them by surprise.

Encounter 6: The PCs finally find the bronze dragon eggs, only to find one of them hatching before their very eyes! The hatchling, angry at the ordeal it has gone through, is looking for revenge – and the PCs will need to be convincing to exonerate themselves from any blame!

Encounter 7: The PCs can explore the area the Drach Treielabone seemed to be most interested in – the entry stone to the necropolis: complete with a puzzle lock and living spell guardian! After unlocking the puzzle lock, the PCs can venture down the stairs into a huge vault, filled from floor to ceiling with shelves. The shelves house thousands of Kondkannen (pots of knowledge). These are magical vases which house fragments of ancient spirits from the Ur-Flan civilization. Astute PCs may also find the entry point to the rest of the necropolis, but lack the key to go any further.

Conclusion: If the PCs have rescued the clutch and used the message stick, Wen and Keeasaloogal soon arrive to take possession of the clutch, leaving the PCs free to return to Khundholm to receive their reward.

PREPARATION FOR PLAY

It is advisable, but not required, that the DM of this adventure be familiar with some sections of the Quaglands Glossary in *Appendix 5*.

Also, the DM should familiarize himself with the spells and feats used by the Cousins of the Red for the combat sequence in *Encounter 5*.

INTRODUCTION

The fire-lit Great Hall of Khundholm's primary citadel, Dun Garth Llith, is filled with the aroma of roasting meat and the sounds of joviality, mixed with the over-loud boasting of "great deeds done" that always happens when several thousand dwur gather to consume a LOT of ale.

APL 4-8: The PCs have been employed to attend upon the personage of an envoy from their nation at the celebration of the second anniversary of the coronation of Barandon the Haigh Righ of the Khund dwur. If PCs are from a region that would not send an envoy, they have been hired to escort a wealthy nobleman and merchant from Dyvers or another appropriate region. These PCs are lodged with the guards, a respected and honorable enough set of conditions.

APL 10-14: The PCs have been asked by a patron from their nation to represent them as envoys at the celebration of the second anniversary of the coronation of Barandon, the Haigh Righ of the Khund dwur. If PCs are from a region that would not send an envoy, they have been asked to act as personal representatives of a wealthy nobleman and merchant from Dyvers or another appropriate region. PCs at these APLs are dignitaries and, as such, receive a +2 Circumstance bonus to Diplomacy checks with Khund in this adventure (as long as they remain honorable). These PCs have the best quarters and servants are attending upon them.

DM's Note: This is the first time that the Khund have invited foreign dignitaries from other than Tusmit or Perrenland to their court. As such, several nations have sent informal delegations (the PCs and/or their envoy) to check out the "lay of the land" so to speak. The celebrations reveal a broad mix of personages from many nations, all on initial fact finding missions. Everyone is

aware that the Yatils are the source of many commodities and that the Khund are legendary miners and craftsmen. Some are seeking to gain early advantages and preferential access to potentially extremely valuable trading rights.

What If A Player Has A Khund PC?

It is quite possible that some PCs will be Khund dwur (or honorary members of the Khund). Some may have Khund titles. These PC should be given a +5 bonus to Charisma based interaction rolls in this part of the adventure.

At this stage, the PCs are free to mingle and can learn more about their hosts if they wish. *DM's Aid 4* details some of the relevant points about Khundholm. Use the bullet items as conversation points with the various half-intoxicated Khund throughout the hall.

Some PCs may also decide that it is a good opportunity to gather some gossip. Point out to the PCs that there are quite a few foreign dignitaries present for the celebration and go to *Appendix 3: Section A* for conversation points with these folk; PCs have a chance to learn some rumors from each nation at this point.

Once the PCs have exhausted these two options read on.

You get a general sense that for the few hundred non-dwur guests, the evening is a very dwur affair and many are planning an early retirement once the serious drinking begins. Yet everyone is being polite enough to stay for the speech of Barandon, the Haigh Righ of the Khund. Everyone moves into a good viewing position, with the last few straggling boasters elbowed to silence. Barandon begins, his baritone voice carrying throughout the hall:

"Friends, welcome. As you know, I am not one for fine speeches; but the occasion calls for a few words ... so here goes."

"Three years ago, the Khund were a fractured people. They were more of a legend than a fact, and we did not even know ourselves. Yet, with the helps of stalwart friends from Perrenland and Tusmit, and through the will of my late father, may Moradin feast him for eternity, the curse of the kin-sundering was lifted, and we remembered that we were one folk united by a common culture and a common cause. Two years ago, you honored my father's memory by crowning me as your Haigh Righ, the first to wear the three-pointed crown of the Khund for over two thousand years!"

"In these last two years, we have fought to reclaim our birthright, and many thousands of us have returned to the great delvings, here in

Khundholm, to rebuild and rediscover who and what we are. Now, more than forty thousand of us stand together against foes – both new and ancient.”

At this point, many of the dignitaries exchange startled glances. Forty thousand dwur is a huge number and, clearly for Barandon, a point worth making...

“We have driven the accursed derro from many of our halls, yet still they linger like a sore in the depths of our realm. The scourge of Iggywyl the famine queen has been visited upon us and we have put forth our fledging might to aid our allies in Perrenland and Tusmit in these dark times. Yet many of our best and bravest have fallen, and we feel their loss. So, tonight, on this the second anniversary of my coronation and of the formal rebirth of our nation, I ask you not to toast me, but to raise your tankards to honor those who have fallen to allow us to be here tonight – one people in struggle together!”

With that, he lifts his tankard skyward and booms in a great voice:

“Moradin’s Farg hur nar karng broon!”[Trans: “Moradin Forge will not fall again”!]

The assembled Khund voices all repeat this chant three times at the top of their lungs. For these dwur, you suspect that a passion of loyalty to their roots burns very deeply indeed.

Development: For home play, you may use the optional activities in *Appendix 4* before proceeding to *Encounter 1*. When you are finished with the optional activities, have the Seneschal approach the PCs and subtly ask them to follow him. If asked, he will only say that he has a private matter to discuss with them.

For convention play, have the Seneschal approach the PCs right now and subtly ask them to follow him. If asked, he will only say that he has a private matter to discuss with them.

The PCs should all know from mingling that this is the King’s Seneschal.

ENCOUNTER 1: BARANDON’S DILEMMA

The Seneschal is a short, rotund, male Khund. He introduces himself as “Borlgot the Canny.” Borlgot ushers you all into a small private ante-chamber. He bows politely, and says in a respectful tone:

“My apologies for the cloak and dagger antics, honoured guests, but discretion is warranted at this point. The Haigh Righ has misgivings as to the intentions of some of his guests and feels that they are simply out to profit from the vulnerability of our

kingdom. He has noted that you have qualities that we hold in high regard. He would ask a favor of you: one that steps outside of normal diplomatic protocol and, alas, one that does involve some risk to yourselves. Would you be inclined to consider such a proposition?”

If the PCs decide to hear the proposition, then go directly to **The Proposition** section below. If they decline, then the adventure may be over for them, as the Seneschal has other options. He will say the following, to give the PCs one last chance to say “yes”:

“Ah, very well, I understand completely, perhaps I should approach the delegation from <insert any other non-PC region> as they seem to have similar qualities to you yourselves, and have an interest in the establishment of friendly relations, and possible trading rights. Are you certain you will not hear my liege’s proposal?”

At APLs 4-8, the envoy the PCs are guarding will be chafing at the bit to say “yes.” At other APLs the PCs should realise that they will be jeopardising good relations between the Khund and the people they represent. If the PCs still refuse, then the adventure ends.

The Proposition

Read this when the PCs agree to hear the proposition:

The Seneschal is openly pleased with your answer and, perhaps, a little relieved.

“Please,” he says, “come with me. I have some people I need you to meet.”

You are promptly led from the festivities, through the complex, and into what are probably the private halls of the government. Your final destination is a spartan meeting room. Sitting on the floor, in quiet repose, is what appears to be a lizardfolk, although this one has wings and a bronze tinge. Standing farther back in the room is a man. He has straw coloured hair and wears an open, black vest over a simple cotton shirt and heavy woolen pants.

IUZ6-04 Acid Test

PCs who have played IUZ6-04 *Acid Test* will know the man to be Gildor Arkanix a representative of a dragon hunting society. Some PCs may also know that he is a shape-changed gold dragon. Let these PCs meet and greet Gildor in an appropriate manner.

Bandit Kingdom PCs

Gildor will say the following to Bandit Kingdom PCs:

"Ah I am glad representatives of the Bandit Kingdoms are here. A person of note from the Shield Lands has informed me that you have a rather troublesome red dragon in your lands, what can you tell me about this?"

Let the PC relay what information they have; they can clearly see that Gildor is making a careful assessment of what they are saying.

Highfolk PCs

Gildor will say the following to Highfolk PCs

"Ah some folk from Highfolk, tell me have you any rumours of a dragon in the Clatspurs?"

Let the PC relay what information they have; they can clearly see that Gildor is making a careful assessment of what they are saying.

If the PCs have not played IUZ6-04 then Borlgot introduces the lizardfolk:

"This is Wen. She is an envoy from our allies, the Quagaloogal lizardfolk. She has travelled well beyond her ken seeking assistance." He then introduces the man. "This is Gildor, a friend from the East who has accompanied Wen to help her resolve a serious problem. Wen's mother has gone missing in the mountains to the north. It is in an area that is taboo to all Khund. The Quagaloogal are seeking our aid, and we are in a quandary. Thus we are seeking your help. Can you help us?"

DM's Note: Some Perrenland PCs may actually have kinship with Quagaloogal or be a member of the Dragonborn. In this situation, Wen will leap up and perform the traditional greeting dance and chant of the Quagaloogal towards the PC. The PC should perform this greeting back.

Traditional Quagaloogal/Dragonborn Greeting (PC's response in parentheses):

From afar I see my brothers and sisters.

(From afar I hear my brothers and sisters.)

From afar I need my brothers and sisters.

(From afar I need my brothers and sisters.)

Now they have returned.

(Now they have returned.)

The Taboo and Khund PCs: It is quite possible that some PCs are Khund dwur or honorary members of the Khund. Under normal circumstances, these PCs would be as helpless in this situation as the rest of the Khund;

however, under these circumstances, a Khund PC is loaned a *ring of mind shielding* by Wen. The ring masks them so that they can operate within the Taboo area. The Seneschal will raise an eyebrow in appreciation of how deftly Wen covers this problem. This ring is not included as item access on the AR; it must be returned to Wen at the conclusion of the adventure.

Dragonborn Register PCs: Wen and Gildor will single out such PCs as the logical point to make their plea. These PCs will have a +5 Circumstance bonus to Charisma based checks when dealing with Wen and Gildor, and on Knowledge or Bardic Knowledge checks to verify the information they impart.

At this stage, the PCs can ask their questions. Use the Situation Synopsis below to answer what questions you can. Wen speaks Common, Draconic, Dwur, and Flan.

Situation Synopsis:

Quagaloogal Perspective

- The Quagaloogal are a nation of Lizardfolk that occupy the marsh lands in various places around Lake Quag.
- They are the traditional inhabitants of the Quaglands, predating the arrival of the human cultures.
- Their matriarch is an ancient bronze dragon called Keeasaloogal. She is nearing the end of her reign as the Waruna of the West and was raising a final clutch from which she would raise a successor. Two weeks ago, this last clutch was stolen by foul and magical means from the great Quagaloogal city of Agal. It was stolen by a band of fanatic sorcerer monks known as the "Drache Tabellierprogramme Conclave."
- The Drache Tabellierprogramme Conclave seeks those who have dragon heritage in their bloodline. They kill those who have good dragon heritage and recruit those who have evil dragon heritage.
- The Drache Tabellierprogramme Conclave is at war with another society called the "Dragonborn Register." Wen is a founding member of the Dragonborn Register.
- If any PCs are members of the Dragonborn Register meta-org, Wen charges them with undertaking this mission. If they refuse, they forfeit their membership immediately.
- Wen is a daughter of Keeasaloogal.
- Keeasaloogal was driven mad with worry when she discovered that her last clutch had been stolen. Four days ago, she set off in pursuit of the thieves on her own – deep into the Northern Yatil Mountains. She

could sense that her clutch was beginning to hatch and where they were located.

- The Quagaloogal do not know their way in the Yatil Mountains. That is why they are seeking help from those who do.

The Khund Perspective

- The Khund has an old alliance with the Quagaloogal, and they must honour this.
- The area Keeasaloogal has flown into is taboo to all Khund.
- The Taboo is related to an ancient promise made to the Ur-Flan, and was sworn on the Great Forge itself. The promise was that the Khund would never trespass into the areas occupied by the ancient tombs of the long lost Ur-Flan nation.
- In the ancient days, the Khund built many of the Ur-Flan cities in the Quaglands.
- The area that Keeasaloogal has flown into is one of the areas occupied by the ancient tombs of the long lost Ur-Flan nation of Guur-Zwaan. The High King of the Khund cannot order his warriors into this area, and none would ever volunteer. The breaking of the taboo would bring a great woe upon the Khund.
- The Khund have a rough idea of the lay of the land in this region and can provide directions to the PCs. The tomb areas are nearby Khundholm. It should take no more than 5 days to reach the destination. The terrain is far too mountainous to take horses. As none of the PCs have been there before, nobody is able to *teleport*. The Khund advise against flying, as the area is thick with creatures able to intercept flying characters, and the more the PCs can avoid this the better.

Gildor's Perspective

- The number of evil dragon cults seems to be increasing across the Flanaess.
- The Waruna of the West, Keeasaloogal, has been found on a list of another cult in the Shield Lands.
- If this cult has lured her out to her death, then this would be a very great blow to Gildor's organisation, as they are seeking to end the perversions of these dragon cultists.
- These cults have one other thing in common; they seem to be involved in trying to uncover the ancient necromantic magic of the Ur-Flan.
- If the PCs manage to determine the fate of Keeasaloogal then they will earn Gildor's favor.

Other Questions

Below are some answers to some possible questions. Answers to other questions may be found in *Appendix 5: Quaglands Glossary*.

Q: *What's in it for us?*

A: The good will of the Khund and the Quagaloogal, the forging of links between your Nation and the Khund, and the favor of Gildor, a powerful broker within the church of Bahamut.

Q: *How do we rescue a huge dragon?*

A: That will depend of what form she is currently in.

Q: *Are these Ur-Flan tomb areas filled with undead?*

A: Often, although Iggywylv the Famine Queen has pillaged many of the tombs in the Quaglands recently to create her undead army.

Q: *What can you tell us about the Ur-Flan?*

A: They were the dominant culture of the Quaglands. The bulk of the Perrenland clans are descendants of this Ur-Flan culture, as is Iggywylv herself. The Ur-Flan empire was called Guur-Zwaan (which roughly translates as "Empire of the Sun"); from which today is derived the name for the Mounds of Dawn (or Zwaan in the Flan tongue). The Mounds of Dawn house the remains of seven of the nine city-states of Guur-Zwaan.

Q: *What about the other two city states?*

A: One city is lost to history, but was said to be in the North. The other is the city called Schwartzenbruin or "Black Bear." Schwartzenbruin was the only city-state not to succumb to the great decline. This was the period when the Ur-Flan began to worship Nerull as their primary god and transformed their cities into Necropolises to house their undead rulers, the Ner-Grafs. This ultimately led to the rise of Iggy-Vuurz, mother of Iggywylv, who forsook Nerull and his priesthood and sponsored the worship of fiends. Her Cult of The Fiend fought a long and protracted war, The Fiend War, with the Ner-Grafs, which led to formation of the Old Kerk (Old Church) and the destruction of the Ur-Flan Empire.

Development: If the PCs accept the mission, proceed to the *Favor of the Khund* section below. If they decide *not* to help then, once again, point out to them that this may impact upon the standing of their nation with the Khund. If they still decline the mission, then the adventure is over for the party.

Favor of the Khund

From the look of relief and pleasure on the faces of Borlgot and Wen, you suspect that you have made the correct decision. Borlgot tells you that the Khund will provision your party for the trip and offers each of you access to the Haigh Righ's armoury.

Each PC is loaned ONE of the following items to help on the mission:

Sacred scabbard (CW), +1 mithral chain shirt of death ward (CA), lesser metamagic rod of substitution (acid) (CA), vest of resistance +2 (CA), adamantine melee weapon (DMG), wand of daylight (DMG), gauntlets of ogre power (DMG), scarab of golembane (DMG), pearl of power - 2nd (DMG), cloak and boots of elvenkind (this is a set) (DMG), +1 blue dragonhide full plate (DMG).

In addition, the PCs are given 10 days worth of trail rations.

Finally, Wen demands to accompany the PCs on this mission. This request is non-negotiable.

All APLs

Borlgot the Canny: Male dwarf, Bard 12, Seneschal of Khundholm.

Wen: Female ½ bronze dragon/lizardfolk, Druid/Sorcerer, handmaiden and daughter of Keeasaloogal.

Gildor: Secret

Development: The PCs should leave first thing in the morning; once they are ready to do so go to *Encounter 2*.

ENCOUNTER 2: A CRASH LANDING

Refer to *DM's Aid 5* for a map of this Encounter.

You leave Khundholm at dawn. For an entire day and another five hours, you have hiked along the trails mapped out for you by the Khund. The mountains at this altitude are in a state of well-advanced thaw. The magnificence of the Quaglands stretches out below you and the Lake disappears into the misty horizon. So far, you have made good progress. Occasionally, Wen flies ahead to scout out your trail; she has been pushing you along quite hard. It is late afternoon as the trail you are on winds around a bend and you all instantly notice something different ahead. It is a dark stain on the face of the mountainside ...

Keeasaloogal, the ancient bronze dragon, crash landed here two days ago. This was after her fight at the Ur-Flan necropolis against Cousins of the Red. Keeasaloogal was

badly outnumbered and took a lot of damage before having to flee. Finally succumbing to her injuries, she hit the cliff-face hard. She then slid down onto the rocky trail before rolling over the cliff into the ravine 100 feet below to escape the attack of the two adult red dragons, which she did not notice were illusory in her debilitated state.

PCs looking down into the ravine can easily see Keeasaloogal's path of descent – a trail of trees and shrubs flattened down the side of the mountain.

The PCs can investigate the area on the trail, learning some of the following information:

- A DC 15 Heal check recognizes the dried liquid as a large amount of dried blood (1-2 days old). The creature would have had to be at least size huge to lose the amount of dried blood found.
- A DC 20 Track check reveals that a huge size creature landed heavily here, injuring itself greatly (given the amount of blood scattered about the area). The creature managed to drag itself off the trail, sliding down the mountainside into the thick, wooded valley below.
- A DC 25 Search check reveals a bronze dragon scale wedged between two rocks.

If the PCs decide to follow these tracks, read the following:

Following the trail of devastation, you descend down the rocky mountainside carefully, taking care to avoid the same fate as the fallen creature. At the mountain's base, the ravine is choked with vegetation, save for a single flattened area about the size of a barn...

A DC 20 Track check does not find any more huge tracks leaving the vicinity, but does find a set of medium-sized footprints that lead northeast from the crash site, following the ravine. If the PCs do not find these medium tracks, Wen does so and leads the PCs through the thick foliage.

A few hundred yards away from the crash site, Keeasaloogal (thanks to her Alternate Form) has managed to squeeze through a small fissure in the rock face that opens into a cave large enough for her true form. She hides there presently, slowly nursing herself back to health.

Fighting through the thick underbrush at the mountain's base, it is slow and hard going at first. Soon, however, the heavy brush thins to reveal a dry, gravel-filled riverbed – and an obvious trail of dried blood down its centre.

Other residents of the valley have also taken an interest in the blood trail: a group of barghests. Having found the blood trail an hour ago, they quickly tracked the dragon to the fissure and the cave. So far, Keeasaloogal has kept them at bay with her *repulsion* breath weapon, but the creatures are growing bolder. They sense her weakened state and are readying for another attack!

The PCs do not find any other tracks in the dry riverbed, apart from those left by Keeasaloogal's lizardfolk form (thanks to the barghests' *pass without trace* ability).

As the PCs follow the stream, they can make a DC 15 Listen check. If successful, they can hear a group of creatures ahead. In goblin, the creatures are arguing about "who will go first." As long as the PCs are quiet in their approach, they gain a surprise round against the barghests, as the creatures are totally focused on the fissure in the rock face.

Ahead, the riverbed opens out into a large clearing that rests in the shadow of a smooth cliff-face; but it is the wolf-like creatures that gather in the clearing that now draw your attention! One of their number approaches a fissure in the base of the rock, where another of the creatures lies prone and motionless.

APL 4 (EL 5*)

Barghests (2): hp 33 each; see *Monster Manual* 23.

APL 6 (EL 7*)

Greater Barghests (3): hp 67 each; see *Monster Manual* 23.

APL 8 (EL 9*)

Advanced Greater Barghests (3): hp 97 each; see *Appendix 1*

APL 10 (EL 11*)

Superior Greater Barghests (3): hp 142 each; see *Appendix 1*.

APL 12 (EL 13*)

Alpha Greater Barghests (3): hp 173 each; see *Appendix 1*.

APL 14 (EL 15*)

Alpha Greater Barghests (6): hp 173 each; see *Appendix 1*.

* The EL of this encounter has been reduced by one to account for the PCs' advantage of surprise and the possible help from the bronze dragon inside the fissure.

Keeasaloogal has cast several overlapping *dimensional lock* (PHB 221) spells on the area surrounding the entrance to the cave over the last few days, negating the barghests' *dimension door* and *blink* spell-like abilities, as well as extra-dimensional travel spells cast by the PCs within the ravine (all of *DM's Aid* #5 map). Ironically, it is this spell that has prevented her Quagaloogal kin from teleporting to her location.

DM's Note: Roll for initiative, including Keeasaloogal (+3 Initiative modifier). Do not include Keeasaloogal in any surprise round, as she and the barghests were aware of each other. On Keeasaloogal's turn, she uses her lightning breath weapon (20d6, DC 33 Reflex save for half), striking the creature approaching the fissure. In subsequent rounds, she will not venture forth, but will blast any barghest that falls within her line of effect with her lightning breath weapon (check the Map Appendix – there are two fissures detailed on the encounter map that she can breathe through).

Tactics: The barghests, having lost one of their number during their first attack, have been cautious about the injured creature within the cave. They have been planning and arguing, and it is during this time that the PCs can catch them off-guard. But the barghests react quickly, using *invisibility sphere* (quicken at APLs 12 and 14) to hide their presence. They will then cast *charm monster* on the PCs before moving into melee. When they attack, one of them each round will use their spell-like abilities (*mass enlarge* or *mass bull strength*), swapping this role in subsequent rounds. After Keeasaloogal breathes for the first time, the barghests will attempt to avoid the fissures.

Development: Once the barghests are defeated, the PCs can search the area. The creatures have no treasure and only the dried blood trail leading to the rock fissure is left to investigate. Once the PCs decide to search the rock fissure go to *Encounter 3*.

ENCOUNTER 3: KEEASALOOGAL

As you search the rock fissure, you are surprised when Wen gives a sudden cry and rushes forward into the fissure! You hear her talking in her draconic tongue. Then a deeper, draconic voice answers...

PCs who understand Draconic, hear:

Wen

"From afar I have seen you

*From afar I have heard you
Like a dream you have been to me
Now I have awakened and you are here, my mother,
my queen."*

Keeasaloogal

*"From afar I have wished for you
From afar I have searched for you
Like a dream you have been to me
Now I have awakened and you are here, my
handmaiden, my daughter."*

PCs that follow Wen can see that the fissure opens up into a large cave which is dominated by the badly injured body of an ancient bronze dragon! In front of the dragon, Wen has just finished performing a strange, ritualistic dance. The body of a barghest lies to one side. Wen explains to her mother all about the PCs, and why they are here. She then introduces each PC, one by one.

DM's Note: Some Perrenland PCs may actually have kinship with Quagaloogal. In this situation, it would be appropriate for them to repeat the greeting that Wen gave to Keeasaloogal; not doing so would be very impolite, but not disastrous. These PCs gain a +2 Circumstance bonus to Charisma based interaction skill checks if they repeat the ritual greeting and a -2 to Charisma based skill checks if they do not. Other PCs who decide to be enterprising and attempt the same ritual greeting will also gain this +2 bonus.

Once introductions are made (and Wen has explained the PCs' involvement to Keeasaloogal) the dragon says the following:

"I thank you for helping my daughter find me, and your aid is welcome. You have also upheld the honour of the Khund; should feel under no further obligation to them other than to return the gifts that they have lent you and to report that your mission is done."

"I would, however, ask you to assist me on a matter of importance to me, as I have discovered a great evil afoot in the mountains!"

If the PCs give any sign of interest, Keeasaloogal continues:

"I need you to recover my last clutch of dragon eggs! I can feel them hatching! That is how I know my young wyrmlings are alive! Evil men have stolen them! I had a vision! In that vision I saw that they intend to use my young to visit great woe upon the surrounding lands! Alas, I am too hurt and fatigued to pursue them on my own at this stage. Their sorcerers

know my weaknesses and will know when I approach, thanks to their hold on my children, who will sense when I am near. It would be folly for me to continue in pursuit. But someone else might... Will you help me?"

Development: If the PCs accept, then go to the *Helping Keeasaloogal* section.

If the PCs decline to help, then they receive XP for the fight with the barghests and any favors they are owed from the Khund. Some roleplaying XP may also be applicable. They do not get the *Favor of the Quagaloogal*. End the adventure now.

Helping Keeasaloogal

Keeasaloogal explains the following things to the PCs:

- She tells them about the Drache Tabellierprogramme Conclave and the Dragonborn Register (see Adventure Background for this information).
- She tells them about the "Cousins of the Red."
- She describes to the PCs how to get to the ruins where she knows her clutch is being held. It is about 5 minutes by dragon flight (one hour's walk for the PCs) to the North.
- She stresses that the PCs must make haste as her clutch are about to hatch. They have no time to rest (or stay overnight, etc.).
- She will explain that her opponents are sorcerers and monks of varying abilities.
- She explains that during the fight, when she made a mad dash to try and reach the ruin, two young red dragons flew up to counter her. She decided at that point that she had better flee or die. They did not give pursuit but a damaged wing caused her to crash into the mountain; she suspect they think she is dead.
- She will again stress haste on the PCs' part – as the eggs are close to hatching and any delay may be fatal to them.
- She will also give the party a *message runestone* (same as a *sending* scroll, but with no caster requirements to use). This is so they may contact her when they have freed her clutch from the Drach Treielabone Conclave.

If the PCs ask insightful questions, use what information you can to inform them of what tactics The Cousins use (relevant to their APL) – e.g. at APL 14 *stoneskin*, *disintegrate* and *power word: blind* are some examples of spells they used against her.

Rescuing the Clutch

If the PCs are successful at rescuing the clutch, they are to use the *message runestone* to inform Wen that they have the eggs. Wen and Keeasaloogal will then come immediately and collect them.

For now, Keeasaloogal will try and regain her strength and Wen will remain behind to help heal her. Any PC healing her of some of her injuries gains the party a small amount of experience (see *Experience Point Summary*).

Development: Once the DM is satisfied that the PCs have all the information they need, proceed to *Encounter 4*.

ENCOUNTER 4: THE RUINS

After following the dragon's directions through the mountain pass, you finally sight your first glimpse of the Ruins in the distance. They are only a few more miles ahead of you! Climbing from the ravine, two narrow, worn paths wind their way up the side of a small mountain. At the top, only a few hundred feet high, is a flat area of stone (where a peak should rise but doesn't). It appears as if, at some point in time, the entire top of the mountain was sundered clean away.

Even at this distance you can make out the ancient Ruins built on the flat mountain base. At the top of the pass, you see a large stone arch, guarding the way to the ruined structures. Many of the buildings seem to be newer ones built atop more ancient foundations. Most of these newer structures are also now in ruin, with the exception of a squat tower. It is perched atop a large, ancient ziggurat. This monolith still stands as if defying the ruined remains of the rest of the place. You also spy a much smaller group of buildings lying in the shadow of the keep; but you cannot make out anything more about the structure from this far away ...

The PCs are in a ravine pass three miles from the foot of the sundered mountain. If they continue to watch the ruins, they will not see any signs of movement in the ruins. At this time, the PCs are too far away to spot the illusionary red dragons as they patrol the ruins at a low altitude.

Because the PCs received a good description of the ruins from Keeasaloogal and because of their very good view of the ruins, give them *Player Handout 1* at this stage.

Once they reach the foot of the sundered mountain, PCs at the base of one of the paths can make a DC 12 Spot check to find an old and rusted place-sign that has been

thrown by the current residents into a small ravine with the following faded letters upon it:

"KainenStadt"

PCs can make a DC 25 Knowledge (history) or Knowledge (local: Iuz's Border States) check, or a DC 20 Bardic Knowledge check to know some of the past history of this place (see below). They can also rightly surmise that this mountaintop structure has been recently rebuilt.

KainenStadt Ruins

This structure was once an Ur-Flan Temple complex which fell into ruin when the majority of its citizens fled the downfall of Ur-Flan city-states. Those who remained built upon the ruins for many centuries. This was, primarily, a local family known as the Kainens.

Development: Move to *Encounter 5* once the PCs decide to enter the ruins.

ENCOUNTER 5: KAINENSTADT

This encounter can be run a number of different ways, depending on how the PCs decide to approach the ruins. Let players use *Player Handout 1* to work out their approach. Cross-reference this with the DM's version of the map (*DM's Aid 3*), to determine where the PCs are in relation to the possible counter-movements of the cultists. The modifiers on the map affect any Hide checks made by the PCs to remain hidden from the two illusionary red dragons (see below).

Once the PCs reach the top of the sundered peak, they may spot the programmed illusions of a pair of young red dragons. The illusions are part of the ancient magical defenses left behind by the last Kainens to live here. The dragons patrol the ruins at a low altitude, sweeping the area to scare away looters and treasure hunters seeking the relics of the Ur-Flan hidden beneath the ancient structures. The ruins cover an extensive area, so any Spot checks to notice the illusionary dragons should take into account a -1 per 10 feet (due to distance).

All APLs (EL 1)

Illusionary Young Red Dragons (2): large figments; *programmed image**; (DC 19 negates);, see *PHB 265* and *MM 75*.

* At APL 4 & 6, the magic of the illusion has begun to degrade, granting the PCs a +4 bonus to see through the illusion. Treat the illusionary dragons as possessing the

following skill modifiers: Hide +4, Listen +16, Move Silently +4, and Spot +16.

Depending on how the PCs approach the ruins, they will most likely encounter the illusionary dragons before they find the Cousins of the Red. The Cousins have been at the ruins for a couple of days, are used to the illusions by now, and mostly ignore them as they sweep above the ruins. If the PCs do not use a stealthy approach to avoid the illusions or attack them, they react to the PCs presence and move to attack (shrieking, breathing illusionary fire, etc.).

The illusions are programmed to strafe intruders with their illusionary breath weapons. Astute PCs may notice the lack of fear that usually accompanies a dragon's presence. Any PCs that ask about the lack of this ability get to make a Will save to pierce the illusion (as if they had interacted with the illusion).

The reaction of the illusions to the PCs will draw the attention of the cultists, who will cast several buff spells before moving into position to ambush the PCs (see the Tactics section below).

The dragon cultists have been searching the ruins for the past three days, seeking the secrets of the Ur-Flan hidden within these ruins. They are killing time before the rendezvous. They have recently discovered the entry stone and an arcane puzzle trap (*Encounter 6*). For the past day, Vakran has sought the answer to opening the entry stone without success. The arrival of the PCs produces a nice diversion from his failure thus far.

APL 4 (EL 6)

Vakran: hp 17; see *Appendix 1*.

Ethis, Theldor and Vrein: hp 13 each; see *Appendix 1*.

APL 6 (EL 8)

Vakran: hp 25; see *Appendix 1*.

Ethis, Theldor and Vrein: hp 21 each; see *Appendix 1*.

APL 8 (EL 10)

Vakran: hp 42; see *Appendix 1*.

Ethis, Theldor & Vrein: hp 31 each; see *Appendix 1*.

APL 10 (EL 12)

Vakran: hp 68; see *Appendix 1*.

Ethis, Theldor & Vrein; hp 56 each; see *Appendix 1*.

APL 12 (EL 14)

Vakran: hp 85; see *Appendix 1*.

Ethis, Theldor & Vrein: hp 60 each; see *Appendix 1*.

APL 14 (EL 16)

Vakran: hp 93; see *Appendix 1*.

Ethis, Theldor & Vrein: hp 74 each; see *Appendix 1*.

CON PLAY NOTE

The dragon cultists' use of *benign transposition* (see *Tactics* below) can make this combat encounter take too much time for most convention slots. This tactic should only be used sparingly – and not at all if there are fewer than **2 hours remaining** in the con slot. For convention play the spell should only be used to get the cousins into melee range in the opening rounds of the combat, not to prolong their survival.

Tactics: The three dragon cultists are completely devoted to Vakran, and use their spells to protect him as well as to exchange positions with each other during the combat. If surprised, they will cast their defensive spells on one of their number, who then moves to engage the PCs while the others power up before joining the fight in later rounds. They will frequently use *benign transposition* (see *Appendix 2*) to swap positions with each other.

Vakran will cast *invisibility* or *haste* on the Cousins, and *blink* on himself (at higher APLs) before using his ranged touch spells to attack the PCs from a distance, focusing his strongest damaging spells against troublesome PCs. He is conscious of his own safety above all else and will use his defensive spells, if singled out, before retaliating at any offending PCs. While the cultists are fanatics and will continue to fight until death, Vakran will try to escape if things are going poorly for the group!

If he has time to prepare, Vakran will cast *invisibility* and *stoneskin* (at APL 8+) on the Cousins and himself, while the cultists use the various wands he has crafted and their own spells to prepare for the fight. When the PCs come into view, the cultists will cast *shield* and *fist of stone* (or *vampiric touch* at higher APLs), before moving to engage the PCs in melee.

Treasure:

APL 4: L: 42gp; C: 62gp; M: 880gp, 3 x *Cloak of Resistance* +1 (250gp), 3 x *Potion CLW* (12gp), *Wand of Mage Armor* (63gp), *Lens of Detection* (292gp), *Metamagic Rod of Enlarge, Lesser* (250gp).

APL 6: L: 42gp; C: 92gp; M: 1483gp, 3 x *Cloak of Resistance* +1 (250gp), 3 x *Potion CLW* (12gp), *Wand of Mage Armor* (63gp), *Wand of Shield* (63gp), *Eyes of the Eagle* (208gp), *Lens of Detection* (292gp), *Metamagic Rod of Enlarge, Lesser* (250gp), *Cloak of Charisma* +2 (333gp).

APL 8: L: 42gp; C: 142gp; M: 1867gp, 3 x Cloak of Resistance +1 (250gp), 3 x Potion CMW (75gp), 3 x Quaal's Feather Token, Whip (125gp), Wand of Mage Armor (63gp), Wand of Shield (63gp), Eyes of the Eagle (208gp), Lens of Detection (292gp), Metamagic Rod of Enlarge, Lesser (250gp), Cloak of Charisma +2 (333gp), Ring of Sustenance (208gp).

APL 10: L: 42gp; C: 202gp; M: 3242gp, 3 x Cloak of Resistance +2 (1000gp), 3 x Potion CMW (75gp), 3 x Quaal's Feather Token, Whip (125gp), Wand of Mage Armor (63gp), Wand of Shield (63gp), Wand of False Life (375gp), Eyes of the Eagle (208gp), Lens of Detection (292gp), Metamagic Rod of Enlarge, Lesser (250gp), Cloak of Charisma +2 (333gp), Ring of Sustenance (208gp), Metamagic Rod of Extend, Lesser (250gp).

APL 12: L: 42gp; C: 252gp; M: 5575gp, 3 x Cloak of Resistance +2 (1000gp), 3 x Potion CMW (75gp), 3 x Quaal's Feather Token, Whip (125gp), 3 x Ring of Counterspells (1000gp), Wand of Mage Armor (63gp), Wand of Shield (63gp), Wand of False Life (375gp) Eyes of the Eagle (208gp), Lens of Detection (292gp), Metamagic Rod of Enlarge, Lesser (250gp), Cloak of Charisma +4 (1333gp), Ring of Sustenance (208gp), Metamagic Rod of Extend, Lesser (250gp), Gloves of Dexterity +2 (333gp).

APL 14: L: 42gp; C: 302gp; M: 10492gp, 3 x Cloak of Resistance +2 (1000gp), 3 x Potion CMW (75gp), 3 x Quaal's Feather Token, Whip (125gp), 3 x Ring of Counterspells (1000gp), 3 x Ring of Protection +2 (2000gp), Wand of Mage Armor (63gp), Wand of Shield (63gp), Wand of False Life (375gp) Eyes of the Eagle (208gp), Lens of Detection (292gp), Metamagic Rod of Enlarge, Lesser (250gp), Cloak of Charisma +6 (3000gp), Ring of Sustenance (208gp), Metamagic Rod of Extend, Lesser (250gp), Gloves of Dexterity +2 (333gp).

ENCOUNTER 6: HATCHING OF THE CLUTCH

Once the battle is over, the PCs may explore the area previously occupied by The Cousins. The Cousins were investigating the entry stone and the magical obelisks (*Encounter 7*) before the arrival of the PCs, and the rest of their belongings are found close to the entry point to that location. There is, however, no immediate sign of any bronze dragon eggs.

If the PCs begin to search for the bronze dragon eggs, continue with the text below. If they want to investigate the area containing the entry stone, skip ahead to *Encounter 7*, returning to this section when the PCs search for the eggs.

The Bronze Dragon Eggs

The bronze dragon eggs are hidden inside one of the stadts (longhouses). This is Location F (as indicated on the DM's map of the ruin found in *Appendix 2*). As the PCs begin to search the area, have them make a DC 20 Listen check. Those PCs who are successful hear several faint cracking sounds coming from within one of the stadts. These are the sounds of one of the bronze dragon eggs hatching! Read the text below to any PC who investigates the sound:

Entering the broken stadt, the cracking sound becomes easier to hear and seems to be coming from the far end of a long hall. Across the hall you, see eight oval shaped objects. They are piled loosely in the corner amongst a collection of tattered blankets. Each object is about a foot in length, and half as wide. They are muddy-yellow in color mixed with lines of green that stretch across their surface. In the centre of the objects, which you are sure are the bronze dragon eggs you are searching for, is the source of the cracking sound that led you here: a little draconic head and neck which now stretches from a broken eggshell! It looks at you with hate filled eyes as it speaks:

In common:

"Evil mortals! Prepare to meet thy doom! Thou wilt pay for thy deeds in thy own blood! For I am Rananeloogal [Pron: Ran-an-e-loo-gal], and in my mother's name I defy you!"

Rananeloogal, along with the rest of the unborn bronze wyrmlings, is angry and tormented by his ordeal up to this moment. The wyrmlings can also sense their mother's anger and frustration, further fueling Rananeloogal's anger. Now that he has hatched, Rananeloogal can deal with his kidnappers personally. Unfortunately, Rananeloogal believes that the PCs are his kidnappers!

All APLs (EL 2*)

Rananeloogal: medium dragon (bronze wyrmling); hp 45; see *MM 80*.

*The EL of this encounter has been reduced by one to account for the favorable modifiers to any Diplomacy checks made to alter his attitude and the fact he waits for the PCs to attack first.

Tactics: Roll for initiative. On Rananeloogal's initiative, he attacks the nearest PC. Make sure the PCs beat the

hatchling on initiative though; allowing them the chance to explain who they are before he attacks!

Rananeloogal is currently hostile. The PCs will need to make Diplomacy checks to change his attitude (see *PHB* 72). They can gain a circumstance bonus to this check if they use some (or all) of the following means:

- +2 if the PC mentions their own name at the start (introducing themselves – something considered courteous by bronze dragons)
- +2 for mentioning Keeasaloogal in familiar terms (describing her characteristics or personality)
- +10 if they use the Quagaloogal greeting (+20 if the player recites the greeting without help from the DM)
- +5 If the PCs respond in draconic rather than common
- +2 if they mention Wen (his half-sister)
- +5 if the PC is a Dragon Disciple of a metallic dragon, has the Draconic Heritage (any metallic) feat, has a Pseudo-dragon familiar or shows some other obvious draconic quality
- -10 if the PC is a Dragon Disciple of a chromatic dragon or has the Draconic Heritage (any chromatic) feat
- +5 if the PCs show him the remains of the dragon cultists
- +2 for any other arguments that make sense (DM's discretion)

If the PCs are successful in shifting his reaction from hostile, Rananeloogal does not attack them. If the PCs achieve a reaction of Indifferent or better, Rananeloogal will talk with them, though even this newly hatched dragon looks on the PCs as children, as all good dragons do when dealing with the mortal races.

DM's Note: If the PCs are unsuccessful in changing his attitude from hostile (or if they attack Rananeloogal) then they receive XP for the encounter if they defeat him. Injuring the bronze wyrmling in any way voids all favors listed on the AR for this adventure (as the PCs have failed in their mission by attacking a Quagaloogal dragon).

Rananeloogal does not remember much of his ordeal and can only describe feelings of loss and separation that he felt since his kidnapping. He is quite intelligent and is a quick learner. Once over his initial hostility towards the PCs, he becomes quite curious about them and begins to ask the PCs questions of his own about their lives.

DM's Note: If one (or more) of the PCs is a LG, LN or N aligned arcane caster, Rananeloogal takes a special interest in him/her. He is curious and feels an attraction

towards the PC. Quickly roleplay this interaction with the player, as Rananeloogal tries to learn as much as he can about the PC. The PC(s) in question may spend time bonding with the wyrmlings at the end of the adventure (see *Brood of Keeasaloogal*)

Using the *Message* Runestone

PCs who decide that they will summon Keeasaloogal need not have bothered, but she will thank them all the same. The hatching of the first wyrmling has sent her speeding to the area. She will arrive either after the PCs explore the Entry Stone in *Encounter 7* or, if they deliberately wait, right now. Use the *Conclusion* section to cover her expression of gratitude.

ENCOUNTER 7: THE ENTRY STONE

Refer to *DM's Aid 6* for a map of this Encounter.

CON PLAY NOTE

At conventions, some groups may not have enough time to complete this encounter. Do not start this encounter unless 30 minutes or more remain for the convention slot – skip to the conclusion, subtract the xp reward for this encounter and cross off the Kondkannen favor on the AR.

In a secluded section of the ruin, The Cousins have cleared the rubble from a 25 ft square stone slab in the centre of the stadt. This is the entry stone to an Ur-Flan vault. The stone block is 10 feet thick. Eight magical, stone obelisks surround the stone slab. On each is a faded arcane rune and a hand shaped imprint. A DC 15 Knowledge (arcana) check identifies the rune as a symbol of one of the eight schools of magic. There is one stone for each of the eight schools of magic. PCs must make a separate DC 15 Knowledge (arcana) to identify each stone.

To Activate Each Marker Stone:

- A DC 25 Search check, plus DC 25 Disable Device or Use Magic Device check.
- Channelling a spell of the same school into the appropriate stone activates it (can be arcane or divine). This can also be achieved using wands, scrolls, or staves.

Depending on the APL, the cultists have activated several of the marker stones already:

- APL 4 – all the stones have been activated except *conjuration and divination*

- APL 6 – all the stones have been activated except *conjunction, divination and evocation*
- APL 8 – all the stones have been activated except *conjunction, divination, evocation and alteration*
- APL 10 – all the stones have been activated except *conjunction, divination, evocation, alteration and transmutation*
- APL 12 only the *enchantment and illusion* stones are active
- APL 14 – only the *enchantment* stone is active

Once all of the stones are activated, a new symbol begins to glow on the entry stone – a 25' x 25' grid lights up across the entry stone. Each 5' square is separated by a thick line of white light. At the same time, the lock activates and a *living spell* is also triggered to guard entry into the vault!

Attacking the stone slab will also trigger the *living spell*, but not the puzzle that bypasses the slab.

APL 4 (EL 6*)

Living Burning Hands: hp 17; see *Appendix 1*.

APL 6 (EL 8*)

Burning Glitter: hp 32; see *Appendix 1*.

APL 8 (EL 10*)

Fire Glitter: hp 45; see *Appendix 1*.

APL 10 (EL 12*)

Confusing Fire: hp 67; see *Appendix 1*.

APL 12 (EL 14*)

Superior Confusing Fire: hp 82; see *Appendix 1*.

APL 14 (EL 16*)

Confusing Cold: hp 97; see *Appendix 1*.

*including +3 EL for the puzzle trap (see below)

Tactics: The *living spell* is mindless, and moves to engulf any PC standing on the entry stone. It is confined to the stone itself and cannot move outside the 25ft square (though it can strike any PCs within reach). It can also take attacks of opportunity as PCs move through its reach to activate the key stones (see below).

The magic of the puzzle-lock can sustain the *living spell* (see below) and also has a secondary effect: randomly granting the *energy substitution* feat to the *living spell*. At the beginning of each round, roll 1d4 to determine the energy type for that round (the *living spell* changes color each round to match the energy type rolled):

Energy Substitution (D4)

- 1: Fire (red)
- 2: Cold (white)
- 3: Acid (brown)
- 4: Electricity (blue)

The Puzzle Lock

To gain entry to the vault, the PCs must depress the correct series of squares (keystones) on the entry stone in sequence as shown below:

North				
	I			
		I		
		I		
			I	
				I
South				

As the keystones are stepped on (activated), the correct keystones glow a bright green colour, while any incorrect keystones glow a dull red colour.

Each time an incorrect (red) keystone is activated, the *living spell* gains a number of temporary hit points equal to its HD (up to a maximum of twice its normal hit point total). The PCs can see the *living spell* draw energy from the red glowing stones as the colour lifts from the stone to infuse it – this effect will rejuvenate the *living spell* from below ohp; reforming it even if it has been defeated already.

DM's Note: The DM should keep the initiative order running until the puzzle is solved. If the *living spell* reforms, it retains its place in the initiative order. Once the PCs activate one of the correct key stones they should have a better idea how to solve the puzzle.

Solving the Puzzle

The green keystones *must* be activated in an unbroken sequence to deactivate the magical lock. If a wrong key stone is activated, the sequence must be started again in a new round. The PCs may not realise this at first, as the keystones continue to glow red or green until the start of the new round. When the stones reset (stop glowing

green or red) at the beginning of each round, any square still occupied by a PC in the next round will be activated.

Once all the correct squares are activated, and none of the wrong squares glow red, the living spell is destroyed and the entry stone collapses on itself, forming a staircase descending into the earth several hundred feet.

At the bottom, the staircase opens out into a large underground vault. The vault itself is a large, nondescript chamber filled with ancient shelves from floor to ceiling – upon which stands hundreds of Kondkannen (Pots of Knowledge – see AR).

On one wall of the chamber is a 10 ft wide passage extending 20 ft to a metal door. Three consecutive walls of force block the path to this door. On the door itself, PCs with a reasonable light source can make out a death's head and scythe series of bas relief carvings. A DC 15 Knowledge (religion) check will determine that these motifs are archaic versions of the holy symbol for Nerull. The door is made of obdurium (hardness 30, 600 hp). PCs cannot pass further into the complex in this adventure. If the PCs take down the first *wall of force*, they hear the following message telepathically:

“Only a Kainen may pass beyond this point.”

Apart from the elaborately painted pots, the chamber is empty of other treasure.

If any PC moves to grab a Kondkannen, read the bold text below to the PC:

As your hands touch the strange painted pot you feel an intense pain in your head as a whirlwind of images flashes before your eyes. You are staggered by thousands of images of a civilization lost in time! You see the ruins in all their sinister grandeur; you see that under the location that you stand is a huge complex dominated in its centre by a large obsidian obelisk that is surrounded with black energy. Yet, after only a brief moment, the images fade and the pain resides. The pot you are holding seems warmer to the touch now, and you sense that it just imparted a lifetime of knowledge on to you...in an instant!

Any PC who takes a Kondkannen receives the above vision, and receives the Kondkannen favor on the AR (see below). Only ONE pot can be taken per PC; any PC attempting to take a second finds the pot taken by them writhes and heats up in their hands, burning them similar to an unending *heat metal* spell that affects everything, flesh, clothing, etc., until they return it to its resting place on the shelf. This effect also happens to any Perrenland PC that already possesses a Kondkannen that tries to take one from here.

Treasure:

All APL's: L: ogp; C: ogp; M: ogp, Kondkannen

CONCLUSION

If the PCs rescue the clutch and Keeasaloogal is called upon:

Winging down from up high, the sight of the majestic, ancient, bronze dragon is awe-inspiring. With a grace that belies her size, Keeasaloogal lands nearby. She soon transforms into her half-Quagaloogal half-brass dragon form and you are struck by how much she resembles Wen, only older. She says the following:

“You have done me a great service and I will reward you for it. I offer you access to my library in Agal to study what history and lore I have collected over the ages. You may do this at your leisure. I must, however, now hurry and return my clutch to Agal, so that my offspring can be properly greeted by their people. Return now to Khundholm, as I have asked Barandon to honor you.”

With this, she collects her eggs into a bag of holding and departs.

The PCs have earned the *Favor of the Quagaloogal*.

Departing the Ur-Flan ruins, you begin your return to Khundholm and the celebration you left only a few days ago. Several hours into your return journey, you hear a distant scream from behind you. You can't help but chuckle at the enemy's obvious frustration, but deep down, you know that you have only won a battle in the war against an evil you haven't heard the last of.

If the PCs have upheld Khund honor, and returned to Khundholm:

Your aid to the Khund has been greatly appreciated. Gildor has negotiated with the Haigh Righ and a special ceremony is performed for you in front of the Great Forge! Barandon tells you that if you are in need of help in the future, call upon Moradin and you will be blessed by the Great Forge. You have rightfully earned the Grand Favor of the Khund!

DM's Note: Khund PCs who were loaned a Ring of Mind Shielding must return it to Wen at this point.

The End

EXPERIENCE POINT SUMMARY

Encounter One

Accepting Haigh Righ Barandon's mission:

All APL's: 30xp

Encounter Two

Defeating the Barghests:

APL4: 150xp

APL6: 210xp

APL8: 270xp

APL10: 330xp

APL12: 390xp

APL14: 450xp

Encounter Three

Healing the bronze dragon Keeasaloogal:

All APL's: 30xp

Encounter Five

Encountering the programmed illusion of the two red dragons:

All APL's: 30xp

Encounter Five

Defeating the red dragon cultists among the KainenStadt ruins:

APL4: 180xp

APL6: 240xp

APL8: 300xp

APL10: 360xp

APL12: 420xp

APL14: 480xp

Encounter Six

Defeating the bronze wyrmling or convincing him they are not his enemy:

All APLs: 60xp

Encounter Seven

Unlocking the puzzle lock on the entry stone and defeating the living spell guardian:

APL4: 180xp

APL6: 240xp

APL8: 300xp

APL10: 360xp

APL12: 420xp

APL14: 480xp

Discretionary role-playing award

APL4 75xp

APL6 120xp

APL 8 165xp

APL10 210xp

APL12 255xp

APL 14 300xp

Total possible experience:

APL 4: 675xp

APL 6: 900xp

APL 8: 1125xp

APL 10: 1350xp

APL 12: 1575xp

APL 14: 1800xp

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the

number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Five:

APL 4: L: 42gp; C: 62gp; M: 880gp.
 APL 6: L: 42gp; C: 92gp; M: 1483gp
 APL 8: L: 42gp; C: 142gp; M: 1867gp.
 APL 10: L: 42gp; C: 202gp; M: 3242gp
 APL 12: L: 42gp; C: 252gp; M: 5575gp.
 APL 14: L: 42gp; C: 302gp; M: 10492gp

Total Possible Treasure

APL 4: L: 42gp; C: 62gp; M: 880gp. Total: 984gp (max 650gp).
 APL 6: L: 42gp; C: 92gp; M: 1483gp. Total: 1617gp (max 900gp).
 APL 8: L: 42gp; C: 142gp; M: 1867gp. Total: 2051gp (max 1300gp).
 APL 10: L: 42gp; C: 202gp; M: 3242gp. Total: 3484gp (max 2300gp).
 APL 12: L: 42gp; C: 252gp; M: 5575gp. Total: 5869gp (max 3300gp).
 APL 14: L: 42gp; C: 302gp; M: 10492gp. Total: 10836gp (max 6600gp).

Special:

Grand Favor of the Khund: For helping the Khund maintain their alliance with the Quagaloogal, you have received a gift from Barandon the Haigh Righ of the Khund from the Great Forge of Moradin. You may call upon Moradin to receive one of the following effects at CL 15: *resist energy (any)*, *restoration*, or *stoneskin*. Once one of these effects has been called upon, cross off all three. You can only use this favor during an Iuz metaregional adventure. If your PC is a Khund or a Cleric of Moradin you may call upon all three effects before this favor is lost.

Favor of Gildor Arkanix: Gildor Arkanix is extremely impressed with your efforts and has commented that you are bound for great things in his opinion. He has offered to be your patron in the future. If you decline, cross out this favor.

Brood of Keeasaloogal: With the hatching of the bronze dragon eggs you have found a kindred spirit. In gratitude for their safe return Keeasaloogal is willing to allow you

to play with one of her brood, this costs an additional 2 TUs.

Favor of the Quagaloogal: For helping Keeasaloogal recover her clutch she has granted you one time access to her very ancient library in Agal. You may use this favor at the end of any Iuz's Border States metaregional adventure. This favor grants you the knowledge of two non-restricted spells from the Spell Compendium. You must have the ability to cast these spells and it costs you 2 TUs for research and learning. This research also gives you a +2 competence bonus to Knowledge checks that involve dragons.

Kainen Kondkannen (Pot of Knowledge): You have taken one of the pots of knowledge from the vault hidden beneath KainenStadt, as well as the Ur-Flan spirit fragment that is housed within the pot. Whilst in possession of this type of Kondkannen, you gain a +2 insight bonus to Spellcraft checks made to identify a spell. Whilst you retain this Pot, you cannot be subject to possession by another spirit. You can be rid of all these effects by smashing the pot.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4:

- *Wand of mage armor* (Adventure, DMG, 750gp)
- *Lens of detection* (Adventure, DMG)
- *Metamagic rod of enlarge, lesser* (Adventure, DMG)

APL 6: (all of APL 4 plus the following):

- *Wand of shield* (Adventure, DMG, 750gp)
- *Eyes of the eagle* (Adventure, DMG)

APL 8: (all of APLs 4-6 plus the following):

- *Quaal's feather token, whip* (Adventure, DMG)
- *Ring of sustenance* (Adventure, DMG)

APL 10: (all of APLs 4-8 plus the following):

- *Wand of false life* (Adventure, DMG, 4500gp)
- *Cloak of resistance +2* (Adventure, DMG)
- *Metamagic rod of extend, lesser* (Adventure, DMG)

APL 12: (all of APLs 4-10 plus the following):

- *Ring of counterspells* (Adventure, DMG)
- *Cloak of charisma +4* (Adventure, DMG)

APL 14: (all of APLs 4-12 plus the following):

- *Cloak of charisma +6* (Adventure, DMG)

- *Ring of protection +2* (Adventure, DMG)

APPENDIX 1: APL 4

ENCOUNTER FIVE

Cousin of the Red, Vakran: Male Human Sor4; CR 4; Medium Humanoid (human); HD 4d4+4; hp 17; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*); BAB: +2; Grp: +1; Atk +1 melee (1d6-1, staff) or +4 ranged (spell); SA spells; AL CE; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Concentration +8, Diplomacy +5, Disguise +5, Handle Animal +6, Intimidate +5, Knowledge (arcana) +6, Search +5, Spellcraft +6, Tumble +3; Craft Wand, Draconic Heritage (Red Dragon), Point Blank Shot^B, Simple Weapon Proficiency^B.

Languages: Common, Draconic.

Spells Known (6/6/4; base DC = 13 + spell level): 0--*daze, detect magic, ghost sound, mage hand, read magic, resistance*, 1st--*lesser orb of fire, mage armor, shield*; 2nd--*invisibility*.

Possessions: *lens of detection, metamagic rod of enlarge, lesser*, masterwork dagger, robes, mirror, small steel, backpack, rope, silk (50 ft.), spell component pouch.

Ethis, Theldor & Vrein: Male Human Mnk1/Sor1; CR 2; Medium Humanoid (human); HD 1d8+1 plus 1d4+1; hp 13; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +1 Wis, +4 *mage armor*); BAB +0; Grp: +6; Atk +2 melee (1d6+2, unarmed strike) or +2 ranged (spell); Full Atk +2 melee (1d6+2, unarmed strike) or +0/+0 melee (1d6+2, unarmed strike) or +3 ranged (spell); SA flurry of blows, unarmed strike, spells; AL LE; Fort +4, Ref +5, Will +6; Str 14, Dex 14, Con 12, Int 8, Wis 13, Cha 14.

Skills & Feats: Concentration +9, Hide +4, Listen +4, Move Silently +4, Speak Languages (Draconic), Tumble +6; Draconic Heritage (Red Dragon)^B, Improved Grapple^B, Improved Unarmed Strike^B, Simple Weapon Proficiency^B, Skill Focus (Concentration).

Languages: Common, Draconic.

Spells Known (Sor 5/4; base DC = 12 + spell level): 0--*arcane mark, dancing lights, detect magic, mending, read magic*, 1st--*benign transposition, fist of stone*.

Possessions: *cloak of resistance +1*, quarterstaff, *potion of cure light wounds* (2), *wand of mage armor*, robes, backpack, caltrops (2), flint and steel, whetstone, rope, silk (50 ft.), grappling hook, spell component pouch, thunderstone.

ENCOUNTER SEVEN

Living Burning Hands: CR 3; Medium Ooze; HD 3d10; hp 14; Init -1; Spd 20 ft.; AC 10, touch 10, flat-footed 11 (+1 deflection, -1 Dex); BAB +2; Grp +2; Atk +2 melee (1d4 plus spell effects, slam), SA *burning hands*, engulf; SQ blindsight 60ft, damage reduction 10/magic, ooze traits, spell resistance 13; AL N; Fort +2, Ref +1, Will +1; Str 11, Dex 8, Con 11, Int -, Wis 8, Cha 11.

Skills and Feats: None.

Possessions: None.

Engulf (Ex): A living burning hands can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A living burning hands merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunities against a living burning hands, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the *burning hands* effect and are considered to be grappled.

Burning Hands (Su): A creature hit by a burning hands's slam attack or engulfed by it takes 3d4 fire damage (Reflex DC 11 half).

ENCOUNTER FIVE

Cousin of the Red, Vakran: Male Human Sor6: CR 6; Medium Humanoid (human); HD 6d4+6; hp 25; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*); BAB +3; Grp +2; Atk +2 melee (1d6-1, staff) or +5 ranged (spell); SA spells; AL CE; Fort +3, Ref +4, Will +5; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +11, Concentration +10, Diplomacy +6, Disguise +6, Handle Animal +7, Intimidate +6, Knowledge (arcana) +7, Search +5, Spellcraft +7, Tumble +4; Craft Wand, Draconic Heritage (Red Dragon), Point Blank Shot^B, Precise Shot, Simple Weapon Proficiency^B.

Languages: Common, Draconic.

Spells Known (Sor 6/6/6/4; base DC = 14 + spell level): 0--*daze, detect magic, ghost sound, mage hand, prestidigitation, read magic, resistance, 1st-guided shot, lesser orb of fire, mage armor, shield*; 2nd--*invisibility, scorching ray*; 3rd--*dispel magic*.

Possessions: *eyes of the eagle, lens of detection, metamagic rod of enlarge, lesser, cloak of charisma +2, masterwork dagger, robes, mirror, small steel, backpack, rope, silk (50 ft.), spell component pouch.*

Ethis, Theldor & Vrein: Male Human Mnk2/Sor1; CR 3; Medium Humanoid (human); HD 2d8+2 plus 1d4+1; hp 21; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +1 Wis, +4 *mage armor*); BAB +1; Grp: +7; Atk +3 melee (1d6+2, unarmed strike) or +3 ranged (spell); Full Atk +3 melee (1d6+2, unarmed strike) or +1/+1 melee (1d6+2, unarmed strike) or +3 ranged (spell); SA evasion, flurry of blows, unarmed strike, spells; AL LE; Fort +5, Ref +6, Will +7; Str 14, Dex 14, Con 12, Int 8, Wis 13, Cha 14.

Skills & Feats: Concentration +10, Hide +5, Listen +4, Move Silently +5, Speak Languages (Draconic), Tumble +7; Combat Reflexes^B, Draconic Heritage (Red Dragon)^B, Improved Grapple^B, Improved Unarmed Strike^B, Simple Weapon Proficiency^B, Skill Focus (Concentration).

Languages: Common, Draconic.

Spells Known (Sor 5/4; base DC = 12 + spell level): 0--*arcane mark, dancing lights, detect magic, mending, read magic, 1st-benign transposition, fist of stone*.

Possessions: *cloak of resistance +1, quarterstaff, potion of cure light wounds (2), wand of mage armor, wand of shield, robes, backpack, caltrops (2), flint and*

steel, whetstone, rope, silk (50 ft.), grappling hook, spell component pouch, thunderstone.

ENCOUNTER SEVEN

Burning Glitter: CR 5; Medium Ooze; HD 5d10+5; hp 32; Init -1; Spd 20 ft.; AC 11, touch 11, flat-footed 11 (-1 Dex, +2 deflection); BAB +3; Grp +4; Atk +4 melee (1d4+1 plus spell effects, slam), SA Burning hands, engulf, glitterdust; SQ Blindsight 60ft, damage reduction 10/magic, ooze traits, spell resistance 15; AL N;

Fort +4, Ref +2, Will +2;

Str 12, Dex 9, Con 12, Int -, Wis 9, Cha 12.

Skills and Feats: None.

Possessions: None.

Engulf (Ex): A burning glitter can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A burning glitter merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunities against a burning glitter, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the *burning hands* and *glitterdust* effects and are considered to be grappled.

Burning Hands (Su): A creature hit by a burning glitter's slam attack or engulfed by it takes 5d4 fire damage (Reflex DC 12 half)

Glitterdust (Su): A creature hit by a burning glitter's slam attack or engulfed by it is blinded (Will DC 13 negates) and covered in dust for 5 rounds, rendering it visible (if invisible) and applying a -40 penalty on Hide checks.

ENCOUNTER TWO

Advanced Greater Barghest: CR 7; Large Outsider (Evil, Lawful, Extraplanar, Shapechanger); HD 13d8+39; hp 97; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural); BAB +13; Grp +22; Atk +17 melee (1d8+5, bite); Full Atk +17 melee (1d8+5, bite) and +15 melee (1d6+2, 2 claws); SA feed, spell-like abilities; SQ scent, damage reduction 10/magic, darkvision 60 ft., change shape, outsider traits; AL LE;

Fort +11, Ref +10, Will +12;

Str 21, Dex 15, Con 16, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +16, Climb +17, Concentration +19, Diplomacy +12, Disguise +8 (+10 acting), Hide +14*, Intimidate +22, Jump +25, Listen +20, Move Silently +18, Sense Motive +20, Spot +20, Survival +20 (+22 following tracks), Tumble +20; Combat Casting, Combat Reflexes, Improved Initiative, Multi Attack, Track.

Spell-Like Abilities (Sp): At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 16), *rage* (DC 17); 1/day—*charm monster* (DC 18), *crushing despair* (DC 18), ~~*dimension door*~~, *mass bull's strength*, *mass enlarge*. CL 13th. The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the form of a goblin or a dire wolf as a standard action. This ability is similar to the polymorph spell, except that it allows only goblin and dire wolf forms.

Pass Without Trace (Ex): A barghest in wolf form can pass without trace (as the spell) as a free action.

Greater barghests speak Goblin, Worg, and Infernal.

Description: Though they resemble big goblins, barghests are fiends that can change into lupine form. They come into the world to feed on blood and souls and thus grow stronger.

ENCOUNTER FIVE

Cousin of the Red, Vakran: Male Human Sor7: CR 7; Medium Humanoid (human); HD 7d4+7 plus 13 *false life*; hp 42; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*); BAB +3; Grp +2; Atk +2 melee (1d6-1, staff) or +5 ranged (spell); SA spells; AL CE;

Fort +3, Ref +4, Will +5;

Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +12, Concentration +11, Diplomacy +6, Disguise +6, Handle Animal +7, Intimidate +6, Knowledge (arcana) +7, Search +5, Spellcraft +7, Tumble +5; Craft Wand, Draconic Heritage (Red Dragon), Point Blank Shot^B, Precise Shot, Simple Weapon Proficiency^B.

Languages: Common, Draconic.

Spells Known (Sor 6/6/6/5; base DC = 14 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*, *resistance*, 1st—*guided shot*, *lesser orb of fire*, *mage armor*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *invisibility*, *scorching ray*; 3rd—*dispel magic*, *fireball*.

Possessions: *eyes of the eagle*, *lens of detection*, *metamagic rod of enlarge*, *lesser*, *cloak of charisma* +2, *ring of sustenance*, masterwork dagger, robes, mirror, small steel, backpack, rope, silk (50 ft.), spell component pouch.

Ethis, Theldor & Vrein (*troglo-dyte form): Male Human Mnk2/Sor4; CR 6; Medium Humanoid (human); HD 2d8+2 plus 4d4+4; hp 31; Init +2; Spd 30 ft.; AC 24, touch 14, flat-footed 22 (+2 Dex, +2 Wis, +4 *mage armor*, +6 natural*); BAB +3; Grp: +9; Atk +5 melee (1d6+2, unarmed strike) or +5 ranged (spell); Full Atk +3/+3 melee (1d6+2, unarmed strike) and +3 melee (1d4+2, bite) or +5 ranged (spell); SA evasion, flurry of blows, unarmed strike, spells; AL LE;

Fort +7, Ref +8, Will +11;

Str 14, Dex 14, Con 12, Int 8, Wis 14, Cha 14.

Skills & Feats: Concentration +12, Hide +13*, Listen +5, Move Silently +5, Speak Languages (Draconic), Tumble +9; Combat Reflexes^B, Draconic Heritage (Red Dragon)^B, Improved Grapple^B, Improved Unarmed Strike^B, Multi Attack^{*B}, Simple Weapon Proficiency^B, Skill Focus (Concentration).

Languages: Common, Draconic.

Spells Known (Sor 6/7/3; base DC = 12 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, mending, read magic*; 1st—*benign transposition, fist of stone, shield*; 2nd—*alter self*.

Skills: Troglodytes receive a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus increases to +8 (included in the stats).

Possessions: *cloak of resistance* +2, quarterstaff, *potion of cure light wounds* (2), *wand of mage armor, wand of shield*, robes, backpack, caltrops (2), flint and steel, whetstone, rope, silk (50 ft.), grappling hook, spell component pouch, thunderstone.

ENCOUNTER SEVEN

Fire Glitter: CR 7; Large Ooze; HD 7d10+7; hp 45; Init +0; Spd 40 ft.; AC 12, touch 12, flat-footed 12 (-1 size, +3 deflection); BAB +5; Grp +10; Atk +5 melee (1d6+1 plus spell effects, slam), SA engulf, *fireball, glitterdust*, SQ blindsight 60ft, damage reduction 10/magic, ooze traits, spell resistance 17; AL N; Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int —, Wis 10, Cha 13.

Skills and Feats: None.

Possessions: None.

Engulf (Ex): A burning glitter can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A burning glitter merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunities against a burning glitter, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 14 Reflex save or be engulfed; on a success they are pushed back to aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the *fireball* and *glitterdust* effects and are considered to be grappled.

Fireball (Su): A creature hit by a burning glitter's slam attack or engulfed by it takes 7d6 fire damage (Reflex DC 14 half)

Glitterdust (Su): A creature hit by a burning glitter's slam attack or engulfed by it is blinded (Will DC 13 negates) and covered in dust for 7 rounds, rendering it visible (if invisible) and applying a -40 penalty on Hide checks.

ENCOUNTER TWO

Superior Greater Barghest: CR 9; Large Outsider (Evil, Lawful, Extraplanar, Shapechanger); HD 15d8+75; hp 143; Init +5; Spd 40 ft.; AC 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural); BAB +15; Grp +27; Atk +20 melee (2d6+8, bite); Full Atk +20 melee (2d6+8, bite) and +17 melee (1d6+4, 2 claws); SA feed, spell-like abilities; SQ scent, damage reduction 10/magic, darkvision 60 ft., change shape, outsider traits; AL LE;

Fort +14, Ref +10, Will +14;

Str 26, Dex 12, Con 20, Int 18, Wis 20, Cha 21.

Skills and Feats: Bluff +19, Climb +20, Concentration +23, Diplomacy +13, Disguise +11 (+13 acting), Hide +15*, Intimidate +25, Jump +30, Listen +23, Move Silently +19, Sense Motive +23, Spot +23, Survival +23 (+25 following tracks), Tumble +21; Combat Casting, Combat Reflexes, Improved Initiative, Multi Attack, Track, Improved Natural Attack (bite).

Spell-Like Abilities (Sp): At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 17), *rage* (DC 18); 1/day—*charm monster* (DC 19), *crushing despair* (DC 19), ~~*dimension door*~~, *mass bull's strength*, *mass enlarge*. CL 15th. The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the form of a goblin or a dire wolf as a standard action. This ability is similar to the polymorph spell, except that it allows only goblin and dire wolf forms.

Pass Without Trace (Ex): A barghest in wolf form can pass without trace (as the spell) as a free action.

Greater barghests speak Goblin, Worg, and Infernal.

Description: Though they resemble big goblins, barghests are fiends that can change into lupine form. They come into the world to feed on blood and souls and thus grow stronger.

ENCOUNTER FIVE

Cousin of the Red, Vakran: Male Human Sor9; CR 9; Medium Humanoid (human); HD 9d4+18 plus 22 empowered *false life*; hp 68; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*); BAB +4; Grp +3; Atk +3 melee (1d6-1, staff) or +6 ranged (spell); SA spells; AL CE;

Fort +5, Ref +5, Will +6;

Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +14, Concentration +14, Diplomacy +6, Disguise +6, Handle Animal +7, Intimidate +6, Knowledge (arcana) +8, Search +5, Spellcraft +8, Tumble +6; Craft Wand, Empower Spell, Draconic Heritage (Red Dragon), Point Blank Shot^B, Precise Shot, Simple Weapon Proficiency^B.

Languages: Common, Draconic.

Spells Known (Sor 6/6/7/7/4; base DC = 14 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*, *resistance*, *unnerving gaze*; 1st—*guided shot*, *lesser orb of fire*, *mage armor*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *invisibility*, *resist energy*, *scorching ray*; 3rd—*dispel magic*, *fireball*, *haste*; 4th—*orb of acid*, *stoneskin*.

Possessions: *eyes of the eagle*, *lens of detection*, *metamagic rod of enlarge*, *lesser*, *cloak of charisma* +2, *ring of sustenance*, *metamagic rod of extend*, *lesser*, masterwork dagger, robes, mirror, small steel, backpack, rope, silk (50 ft.), spell component pouch.

Ethis, Theldor & Vrein (*troglodyte form): Male Human Mnk2/Sor6; CR 8; Medium Humanoid (human); HD 2d8+4 plus 6d4+12 plus 9 *false life*; hp 56; Init +2; Spd 30 ft.; AC 24, touch 14, flat-footed 22 (+2 Dex, +2 Wis, +4 *mage armor*, +6 natural^B); BAB +4; Grp: +10; Atk +6 melee (1d6+2, unarmed strike) or +6 ranged (spell); Full Atk +4/+4 melee (1d6+2, unarmed strike) and +4 melee (1d4+2, bite) or +6 ranged (spell); SA evasion, flurry of blows, unarmed strike, spells; AL LE;

Fort +8, Ref +9, Will +12;

Str 14, Dex 14, Con 12, Int 8, Wis 14, Cha 15.

Skills & Feats: Concentration +13, Hide +13*, Listen +5, Move Silently +5, Speak Languages (Draconic), Tumble +10; Combat Reflexes^B, Draconic Heritage (Red Dragon)^B, Improved Grapple^B, Improved Toughness, Improved Unarmed Strike^B, Multi Attack^{*B}, Simple Weapon Proficiency^B, Skill Focus (Concentration).

Languages: Common, Draconic.

Spells Known (Sor 6/7/5/3; base DC = 12 + spell level): 0--*arcane mark, dancing lights, daze, detect magic, mending, read magic, resistance*; 1st--*benign transposition, fist of stone, shield, shocking grasp*; 2nd--*alter self, resist energy*; 3rd--*dragonskin*.

Skills: Troglodytes receive a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus increases to +8 (included in the stats).

Possessions: *cloak of resistance* +2, quarterstaff, *potion of cure light wounds* (2), *wand of mage armor, wand of shield, wand of false life*, robes, backpack, caltrops (2), flint and steel, whetstone, rope, silk (50 ft.), grappling hook, spell component pouch, thunderstone.

ENCOUNTER SEVEN

Confusing Fire: CR 9; Large Ooze; HD 9d10+18; hp 68; Init +0; Spd 40 ft.; AC 13, touch 13, flat-footed 13 (-1 size, +4 deflection); BAB +6; Grp +12; Atk +7 melee (1d6+3 plus spell effects, slam), SA *confusion*, engulf, *fireball*, SQ blindsight 60ft, damage reduction 10/magic, ooze traits, spell resistance 19; AL N; Fort +9, Ref +7, Will +7;

Str 14, Dex 11, Con 14, INT -, Wis 11, Cha 14.

Skills and Feats: None.

Possessions: None.

Engulf (Ex): A burning glitter can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A burning glitter merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunities against a burning glitter, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success they are pushed back to aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the *confusion* and *fireball* effects and are considered to be grappled.

Confusion (Su): A creature hit by a confusing fire's slam attack or engulfed by it is *confused* for 9 rounds (Will DC 16 negates).

Fireball (Su): A creature hit by a confusing fire's slam attack or engulfed by it takes 9d6 fire damage (Reflex DC 15 half)

ENCOUNTER TWO

Alpha Greater Barghest: CR 11; Large Outsider (Evil, Lawful, Extraplanar, Shapechanger); HD 18d8+90; hp 173; Init +5; Spd 40 ft.; AC 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural); BAB +18; Grp +30; Atk +23 melee (2d6+8, bite); Full Atk +23 melee (2d6+8, bite) and +20 melee (1d6+4, 2 claws); SA feed, spell-like abilities; SQ scent, damage reduction 10/magic, darkvision 60 ft., change shape, outsider traits; AL LE; Fort +16, Ref +12, Will +16; Str 26, Dex 12, Con 20, Int 18, Wis 20, Cha 22.

Skills and Feats: Bluff +23, Climb +20, Concentration +26, Diplomacy +14, Disguise +15 (+17 acting), Hide +18*, Intimidate +29, Jump +33, Listen +26, Move Silently +22, Sense Motive +25, Spot +26, Survival +26 (+28 following tracks), Tumble +24; Combat Casting, Combat Reflexes, Improved Initiative, Multi Attack, Track, Improved Natural Attack (bite), Quicken Spell-Like Ability (*invisibility sphere*).

Spell-Like Abilities (Sp): At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 18), *rage* (DC 19); 3/day—quicken *invisibility sphere*; 1/day—*charm monster* (DC 20), *crushing despair* (DC 20), ~~*dimension door*~~, *mass bull's strength*, *mass enlarge*. CL 18th. The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the form of a goblin or a dire wolf as a standard action. This ability is similar to the polymorph spell, except that it allows only goblin and dire wolf forms.

Pass Without Trace (Ex): A barghest in wolf form can pass without trace (as the spell) as a free action.

Greater barghests speak Goblin, Worg, and Infernal.

Description: Though they resemble big goblins, barghests are fiends that can change into lupine form. They come into the world to feed on blood and souls and thus grow stronger.

ENCOUNTER FIVE

Cousin of the Red, Vakran: Male Human Sor12: CR 12; Medium Humanoid (human); HD 12d4+24 plus 24 empowered *false life*; hp 85; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 *mage armor*); BAB +6; Grp +5; Atk +5 melee (1d6-1, staff) or +9 ranged (spell); Full Atk +5/+0 melee (1d6-1, staff) or +9 ranged (spell); SA spells; AL CE; Fort +6, Ref +7, Will +8; Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 21.

Skills and Feats: Bluff +16, Concentration +17, Diplomacy +7, Disguise +7, Handle Animal +8, Intimidate +7, Knowledge (arcana) +10, Search +5, Spellcraft +10, Tumble +9; Craft Wand, Empower Spell, Draconic Heritage (Red Dragon), Point Blank Shot^B, Precise Shot, Simple Weapon Proficiency^B, Still Spell.

Languages: Common, Draconic.

Spells Known (Sor 6/6/7/7/6/6/3; base DC = 15 + spell level): 0—*daze*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*, *resistance*, *unnerving gaze*, 1st—*guided shot*, *lesser orb of fire*, *mage armor*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *invisibility*, *mirror image*, *resist energy*, *scorching ray*; 3rd—*arcane sight*, *dispel magic*, *fireball*, *haste*; 4th—*enervation*, *orb of acid*, *stoneskin*; 5th—*baleful polymorph*, *cone of cold*; 6th—*greater dispel magic*.

Possessions: *eyes of the eagle*, *lens of detection*, *metamagic rod of enlarge*, *lesser*, *cloak of charisma* +4, *ring of sustenance*, *metamagic rod of extend*, *lesser*, *gloves of dexterity* +2, masterwork dagger, robes, mirror, small steel, backpack, rope, silk (50 ft.), spell component pouch.

Ethis, Theldor & Vrein (*troglydyte form): Male Human Mnk2/Sor7; CR 9; Medium Humanoid (human); HD 2d8+4 plus 7d4+14 plus 9 *false life*; hp 60; Init +2; Spd 30 ft.; AC 24, touch 14, flat-footed 22 (+2 Dex, +2 Wis, +4 *mage armor*, +6 natural^B); BAB +4; Grp: +10; Atk +6 melee (1d6+2, unarmed strike) or +6

ranged (spell); Full Atk +4/+4 melee (1d6+2, unarmed strike) and +4 melee (1d4+2, bite) or +6 ranged (spell); SA evasion, flurry of blows, unarmed strike, spells; AL LE;

Fort +8, Ref +9, Will +14;

Str 14, Dex 14, Con 12, Int 8, Wis 14, Cha 15.

Skills & Feats: Concentration +13, Hide +13*, Listen +5, Move Silently +5, Speak Languages (Draconic), Tumble +11; Combat Reflexes^B, Draconic Heritage (Red Dragon)^B, Improved Grapple^B, Improved Toughness, Improved Unarmed Strike^B, Iron Will, Multi Attack^{*B}, Simple Weapon Proficiency^B, Skill Focus (Concentration).

Languages: Common, Draconic.

Spells Known (Sor 6/7/6/4; base DC = 12 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, mending, read magic, resistance*; 1st—*benign transposition, expeditious retreat, fist of stone, shield, shocking grasp*; 2nd—*alter self, invisibility, resist energy*; 3rd—*dragonskin, vampiric touch*.

Skills: Troglodytes receive a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus increases to +8 (included in the stats).

Possessions: *cloak of resistance +2*, quarterstaff, *potion of cure light wounds (2)*, *wand of mage armor, wand of shield, wand of false life, ring of counterspells (dispel magic)*, robes, backpack, caltrops (2), flint and steel, whetstone, rope, silk (50 ft.), grappling hook, spell component pouch, thunderstone.

ENCOUNTER SEVEN

Superior Confusing Fire: CR 11; Large Ooze; HD 12d10+24; hp 91; Init +0; Spd 40 ft.; AC 13, touch 13, flat-footed 13 (-1 size, +4 deflection); BAB +9; Grp +15; Atk +10 melee (1d6+3 plus spell effects, slam); SA *confusion*, engulf, *fireball*; SQ blindsight 60ft, damage reduction 10/magic, ooze traits, spell resistance 22; AL N;

Fort +10, Ref +8, Will +8;

Str 14, Dex 11, Con 14, Int —, Wis 11, Cha 14.

Skills and Feats: None.

Possessions: None.

Engulf (Ex): An elite confusing fire can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. An elite confusing fire merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunities against an elite confusing fire, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success they are pushed back to aside (opponent's choice) as the spell

moves forward. Engulfed creatures are subject to the *confusion* and *fireball* effects and are considered to be grappled.

Confusion (Su): A creature hit by a burning glitter's slam attack or engulfed by it is *confused* for 12 rounds (Will DC 16 negates).

Fireball (Su): A creature hit by a burning glitter's slam attack or engulfed by it takes 10d6 fire damage (Reflex DC 15 half)

ENCOUNTER TWO

Alpha Greater Barghest: CR 11; Large Outsider (Evil, Lawful, Extraplanar, Shapechanger); HD 18d8+90; hp 173; Init +5; Spd 40 ft.; AC 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural); BAB +18; Grp +30; Atk +23 melee (2d6+8, bite); Full Atk +23 melee (2d6+8, bite) and +20 melee (1d6+4, 2 claws); SA feed, spell-like abilities; SQ scent, damage reduction 10/magic, darkvision 60 ft., change shape, outsider traits; AL LE; Fort +16, Ref +12, Will +16; Str 26, Dex 12, Con 20, Int 18, Wis 20, Cha 22.

Skills and Feats: Bluff +23, Climb +20, Concentration +26, Diplomacy +14, Disguise +15 (+17 acting), Hide +18*, Intimidate +29, Jump +33, Listen +26, Move Silently +22, Sense Motive +25, Spot +26, Survival +26 (+28 following tracks), Tumble +24; Combat Casting, Combat Reflexes, Improved Initiative, Multi Attack, Track, Improved Natural Attack (bite), Quicken Spell-Like Ability (*invisibility sphere*).

Spell-Like Abilities (Sp): At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 18), *rage* (DC 19); 3/day—quicken *invisibility sphere*; 1/day—*charm monster* (DC 20), *crushing despair* (DC 20), ~~*dimension door*~~, *mass bull's strength*, *mass enlarge*. CL 18th. The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the form of a goblin or a dire wolf as a standard action. This ability is similar to the polymorph spell, except that it allows only goblin and dire wolf forms.

Pass Without Trace (Ex): A barghest in wolf form can pass without trace (as the spell) as a free action.

Greater barghests speak Goblin, Worg, and Infernal.

Description: Though they resemble big goblins, barghests are fiends that can change into lupine form. They come into the world to feed on blood and souls and thus grow stronger.

ENCOUNTER FIVE

Cousin of the Red, Vakran: Male Human Sor14: CR 14; Medium Humanoid (human); HD 14d4+28 plus 24 empowered *false life*; hp 93; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 *mage armor*); BAB +7; Grp +6; Atk +6 melee (1d6-1, staff) or +10 ranged (spell); Full Atk +6/+1 melee (1d6-1, staff) or +10 ranged (spell); SA spells; AL CE; Fort +6, Ref +7, Will +9; Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 23.

Skills and Feats: Bluff +19, Concentration +19, Diplomacy +8, Disguise +8, Handle Animal +9, Intimidate +8, Knowledge (arcana) +10, Search +5, Spellcraft +10, Tumble +11; Craft Wand, Empower Spell, Draconic Heritage (Red Dragon), Point Blank Shot^B, Precise Shot, Simple Weapon Proficiency^B, Still Spell.

Languages: Common, Draconic.

Spells Known (Sor 6/6/7/7/6/7/6/3; base DC = 16 + spell level): 0—*daze*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*, *resistance*, *unnerving gaze*; 1st—*guided shot*, *lesser orb of fire*, *mage armor*, *ray of enfeeblement*, *shield*; 2nd—*false life*, *invisibility*, *mirror image*, *resist energy*, *scorching ray*; 3rd—*arcane sight*, *dispel magic*, *fireball*, *haste*; 4th—*dimension door*, *enervation*, *orb of acid*, *stoneskin*; 5th—*baleful polymorph*, *cone of cold*, *wall of force*; 6th—*disintegrate*, *greater dispel magic*; 7th—*power word blind*.

Possessions: *eyes of the eagle*, *lens of detection*, *metamagic rod of enlarge*, *lesser*, *cloak of charisma* +6, *ring of sustenance*, *metamagic rod of extend*, *lesser*, *gloves of dexterity* +2, masterwork dagger, robes, mirror, small steel, backpack, rope, silk (50 ft.), spell component pouch.

Cousin's of the Red (3): Ethis, Theldor & Vrein, Male Human Mnk2/Sor7/Dra2:

Ethis, Theldor & Vrein (*troglodyte form): Male Human Mnk4/Sor7; CR 11; Medium Humanoid (human); HD 4d8+8 plus 7d4+14 plus 9 *false life*; hp 74; Init +2; Spd 40 ft.; AC 24, touch 14, flat-footed 22 (+2 Dex, +2 Wis, +4 *mage armor*, +6 natural^{*}); BAB +6; Grp: +12; Atk +8 melee (1d8+2, unarmed strike) or +8 ranged (spell); Full Atk +6/+6 melee (1d8+2, unarmed strike) and +6 melee (1d4+2, bite) or +8 ranged (spell); SA evasion, flurry of blows, unarmed strike, spells; SQ *ki* strike (magic), slow fall 20 ft., still mind; AL LE; Fort +9, Ref +10, Will +15; Str 14, Dex 14, Con 12, Int 8, Wis 14, Cha 15.

Skills & Feats: Concentration +15, Hide +15*, Listen +5, Move Silently +7, Speak Languages (Draconic), Tumble +13; Combat Reflexes^B, Draconic Heritage (Red Dragon)^B, Improved Grapple^B, Improved Toughness, Improved Unarmed Strike^B, Iron Will, Multi Attack^{*B}, Simple Weapon Proficiency^B, Skill Focus (Concentration).

Languages: Common, Draconic.

Spells Known (Sor 6/7/6/4; base DC = 12 + spell level): 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *mending*, *read magic*, *resistance*, 1st—*benign transposition*, *expeditious retreat*, *fist of stone*, *shield*, *shocking grasp*; 2nd—*alter self*, *invisibility*, *resist energy*; 3rd—*dragonskin*, *vampiric touch*.

Skills: Troglodytes receive a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus increases to +8 (included in the stats).

Possessions: *cloak of resistance* +2, quarterstaff, *potion of cure light wounds* (2), *wand of mage armor*, *wand of shield*, *wand of false life*, *ring of counterspells* (*greater dispel magic*), robes, backpack, caltrops (2), flint and steel, whetstone, rope, silk (50 ft.), grappling hook, spell component pouch, thunderstone.

ENCOUNTER SEVEN

Confusing Cold: CR 13; Huge Ooze; HD 13d10+26; hp 94; Init +1; Spd 20 ft.; AC 14, touch 14, flat-footed 13 (-2 size, +1 Dex, +5 deflection); BAB +9; Grp +19; Atk +9 melee (1d8+3 plus spell effects, slam); SA *cone of cold*, *confusion*, engulf; SQ blindsight 60ft, damage reduction 10/magic, ooze traits, spell resistance 23; AL N;

Fort +11, Ref +10, Will +10;

Str 15, Dex 12, Con 15, Int —, Wis 12, Cha 15.

Skills and Feats: None.

Possessions: None.

Engulf (Ex): A confusing cold can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. A confusing cold merely has to move over the opponents, affecting as many as it can cover.

Opponents can make attacks of opportunities against a confusing cold, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success they are pushed back to aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the *cone of cold* and *confusion* effects and are considered to be grappled.

Cone of Cold (Su): A creature hit by a confusing cold's slam attack or engulfed by it takes 13d6 cold damage (Reflex DC 17 half).

Confusion (Su): A creature hit by a confusing cold's slam attack or engulfed by it is *confused* for 13 rounds (Will DC 16 negates).

APPENDIX 2 – NEW RULES ITEMS

SPELLS

Benign Transposition (SpC)

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Medium (100ft + 10ft/level)

Targets: Two willing creatures of up to large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Dragonskin (SpC)

Conjuration

Level: Sorcerer/wizard 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes / level

Saving Throw: None

Spell Resistance: No

Your skin toughens and becomes scaly like that of a chromatic dragon of a color you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material Component: a dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Fist of Stone (SpC)

Transmutation (Earth)

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 minute

Saving Throw: None

Spell Resistance: No

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 + your new strength bonus, or 1½ times your new strength bonus if you make no other attacks in that round. You can make the slam attack as a natural secondary weapon with the normal -5 penalty (-2 with the Multiattack Feat). However, you cannot gain more than one slam attack each round with this spell due to a high base attack bonus.

Your fist undergoes no change in size or form, remaining flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Guided Shot (SpC)

Divination

Level: Ranger 1, Sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round

Saving Throw: None

Spell Resistance: No

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and ignore the miss chance by anything less than total concealment.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Orb of Fire, Lesser (SpC)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft + 5ft / 2 levels)

Effect: One orb of Fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of Fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire

damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level and the maximum of 5d8 at 9th level or higher.

Orb of Acid (SpC)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft + 5ft / 2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acids noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

FEATS

Draconic Heritage [Draconic] (CA)

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your draconic heritage. This bonus is equal to the number of draconic feats you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide

Gold	Fire	Heal
Silver	Cold	Disguise

Practiced Spellcaster [General] (CA)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit cannot increase your caster level to higher than your hit dice. However, even if you can't benefit from the full bonus immediately, if you later gain hit dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus.

This feat does not affect your spells per day or spells known. It increases your caster level which would help you penetrate spell resistance and increase the duration and other effects of spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class.

Improved Toughness [General] (CW)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD, you gain an additional hit point. If you lose a HD you lose one hit point permanently.

APPENDIX 3: RUMOURS

SECTION A:

Perrenland: The Famine Queen Iggwilv has returned to her son's side in Dorakaa. Her daughter Drelzna now commands her army and has claimed the entire Quaglands as her ancient birthright.

Furyondy: Judges from Furyondy need to make something up here (as nothing was received from the region for this adventure).

Highfolk: Though Perrenland no longer has an organized military presence in Highfolk, a number of Perrenland mercenaries are still to be found. Many of them have begun to flock to the mountains and rumors persist that they are the prelude to an invasion of Highfolk by Perrenland.

Bandit Kingdoms: Cranzer has returned to Riftcrag after a ten-year absence and has been more than vocal about his position as governor of the Bandit Lands. Since his return, he has completely annihilated the Tangles Forest, easily killing Guardian General Hok of the Warfields and a powerful druid of the Old Faith Druids of the North in the process (though it is rumored both were *resurrected*). Shortly thereafter, he kidnapped the soul of the newly crowned King of the Johrase, Ramiki Clowentz. To make matters worse, he has recently taken to calling himself a "Greater" Boneheart. While this claim cannot be substantiated, the gap in Iuz's Greater Bonehearts has been well known for years. Given his recent activities, Cranzer's claim does not seem quite so brazen.

Shield Lands: (From a guard) The uppity-ups in the army ar' sayin' there's gonna be the Abyss to pay for our gains in Admundfort recoverin' Gensal. Dunno 'bout that. Way I sees it, we got Ol' Wicked on the run! 'course, that don' count them dragon cultists they found on Admundfort none. I'm bettin' there's trubble we ha'nt even counted on. Saaaayyyy... you from 'round these parts? Yer accent's a bit off...

SECTION B:

Perrenland: Brar Ulfrig the Famine Queens servant has escaped death once more. Franz and Karl Hussen have yet to be avenged for the crimes he forced them to do.

Furyondy: Judges from Furyondy need to make something up here (as nothing was received from the region for this adventure).

Highfolk: A group of halfling terrorists have begun using an infernal curse to shrink those that oppress the short folk. Rumors suggest that the Sidhee representative from the Shield Lands was a recent victim.

Bandit Kingdoms: Followers of the Dark Lord, He Who Shall Not Be Named, Entropy itself, Evil incarnate, Tharizdun, the one feared by all, have been seen in increasing numbers in the Bandit Lands. Many of them seem to be heading north and exhibit numerous odd qualities, including hyper-violent reactions to commonplace words and actions. As yet, there is no sign of any cohesive plot among them, but their presence in such great numbers is startling.

Shield Lands: (From an envoy) There has been a great deal of price fluctuation in arms and armor, lately. Anything produced in Bright Sentry seems to get preferential sales, regardless of its quality, while imports from other countries are definitely down! Still, I wonder if those prices will be sustained. It's been whispered (and nothing MORE than a whisper mind you) that orcs, goblins, gnolls and worse have been killed carrying weapons from the Bright Sentry forges themselves! I certainly HOPE no one is dealing arms on BOTH sides of a war... Uh, yes, that's real otyugh-hide on that belt. I can give you a real good deal on it...

APPENDIX 4: EXTENDED PLAY OPPORTUNITY

This section continues on from the introduction section of the adventure. It should only be used for home-play and the DM is free to modify any of these optional mini-encounters.

This is broken into three basic PC options, although PCs may well decide to do more than one of them.

PCS WHO DECIDE TO PARTAKE IN THE FESTIVITIES

Drinking Games:

A PC can easily get involved in a drinking game (PCs with immunity to poison are prohibited under the rules).

The PC needs to put down a personal stake of 20gp to join in. If they win they get all the money in the prize pool which is assumed to give them free luxury upkeep in this adventure.

A PC can consume 3 drinks then for each additional drink they need to make a DC 15 fortitude save (+5 for each additional drink) to not fall unconscious e.g. DC 25 Fort save on the sixth drink.

The PC(s) is stacked against the following opponents

- Brumbar the Ruddy, Khund (Fort +18)
- Loogo Tallfellow, Halfling (Fort +16)
- Grog, ½ Orc (Fort +10)
- Nolg Hendriksen, Khund (Fort +8)
- Plus any other PC silly enough to join in.

Dance:

Yes the Khund do dance...that's if you consider line dancing to the beat of a war-drum true dance.

A PC may decide to enter into one of the Khund specialties the slashing battle-axe line dance.

The PC needs to put down a personal stake of 20gp to join in. If they win they get all the money in the prize pool which is assumed to give them free luxury upkeep in this adventure.

A PC may use either their base Reflex save or they may use their Perform (Dance) skill.

The rules of the slashing battle-axe line dance are simple. The PC need to avoid getting hit by one of several slashing battle-axes affixed by ropes to the ceiling and swung with glee by a whole bunch of mad Khund. The PC can wear no armour or magical protections/spells and this is about as equal a contest as it gets.

A swinging axe has a BAB of +10 and each PC suffers 3 attacks per round. If an axe hits the PC must make a either a reflex or Perform (Dance) check that is higher than the attack role to avoid taking both damage and the subsequent disqualification (or death). If they fail, they take 1d8+1/x3 points of damage and critical hits do apply so watch for those natural 20s.

The PCs opponents are:

- Rergar the Swift, Khund (AC 16, Reflex + 12).
- Jull the Fair, Khund (AC 14, Perform [dance] +14).
- Hergen Vossler, Flan (AC 12, Reflex +8)
- Olgas the Not-So-Wise, half-orc (AC 8, Reflex -1).
- Plus any other PC game enough to risk their neck for luxury upkeep.

Music:

PCs with a musical version of the perform skill can undertake to enter into a solo musical event. This involves making a perform check before the crowd. PCs must nominate what sort of musical rendition they are going to make. Pleasing the crowd will be part of this.

The following bonuses and penalties can be applied. Roll a D6 to determine which choice their opponent makes.

- 1) Line Dance +8
- 2) Bawdy tavern piece +5
- 3) Uplifting War-chant +5
- 4) Dirge of Sorrow +2
- 5) Elaborate musical piece -2
- 6) Love Song -5

The PC needs to put down a personal stake of 20gp to join in. If they win they get all the money in the prize pool which is assumed to give them free luxury upkeep in this adventure.

The PC(s) is stacked against the following opponents.

- Winklet Moss, Gnome (Perform +10)
- Hrafdom the Drum, Khund (Perform +8)
- Nanfrenda, Olve (Perform +15)
- Uldra Hussen, Flan (Perform +5)
- Plus any other PC who wishes to join in.

Carousing:

If a PC wants to try and pick up a date for the evening there are a number of attractive unattached folk of various races at the festivities. Use your discretion to play thin one out, Diplomacy checks would be the best skill to use.

Gambling:

A PC can decide to gamble, there are plenty of games they can join. The odds are always 50/50 and the return is always 2/1. If you have another system you wish to use then please do. Any winnings of the PC are added to their personal tally but still cannot go past the gp cap for the adventure. They could, however use they're winning to buy consumable magical items from the Khund to help them in the adventure. Any 1st to 3rd level potion or scroll from the DMG is available for purchase; but if they are not used in this adventure they are lost.

PCS WHO WANT TO MINGLE

Eavesdropping:

PCs who take this option can choose to try and overhear the conversation of one of the nationalities present at the feast. Use this PCs listen skill whichever I higher instead of their gather information check to access a rumour(s) from Appendix 2 Section 2. Note that a PC can choose to zero in on one particular group.

Shadowing:

PCs who take this option can choose to try and follow around of one of the nationalities present at the feast, to see who they are talking to. Use this PCs hide skill whichever I higher instead of their gather information check to access a rumour(s) from Appendix 2 Section 2. Note that a PC can choose to zero in on one particular group.

Casual conversation:

PCs who take this option can choose to try and engage in a casual conversation to try and draw out information in a subtle way from one of the nationalities present at the feast. Use this PCs Bluff skill whichever I higher instead of their gather information check to access a rumour(s) from Appendix 2 Section 2. Note that a PC can choose to zero in on one particular group.

Diplomatic overtures:

PCs who take this option can choose to try and engage in a casual conversation to try and draw out information in a subtle way from one of the nationalities present at the feast. Use this PCs Bluff skill whichever I higher instead of their gather information check to access a rumour(s) from Appendix 2 Section 2. Note that a PC can choose to zero in on one particular group.

PCS WHO EXPLORE KHUNDHOLM

The Great Temple of Moradin:

As you explore the confusing complex of Khundholm you are drawn towards a large open edifice that radiates soft red light. Upon entering you find yourself in cathedral dedicated to the dwur god Moradin. A large and well tended forge acts as the altar and warmth fills this place. An ancient looking dwur priest is slowly tending the forge.

PCs that approach this priest are warmly greeted, especially if they are dwur. The old Priest is battle-scarred and proud of it. He will answer what questions he can. His name is Drivold the Hammer.

Drivold the Hammer, male dwur (Khund), Ftr9/Clr5.

Questions: Use the Khund history section to answer what questions you can. Some specific questions:

What is the nature of the forge you tend?

"This is but an annex to the great holy place of the Khund, Moradin's Forge. We funneled a portion of this magical fire here, but unlike the great forge itself we need to feed this one with both fuel and prayer to keep it here in the centre of the city."

May I give prayer myself?

"Indeed you may, I would be grateful it is normal to accompany such a prayer by playing a coin in the forge."

DM's Note: If any PC prays and places a coin (any value) they are temporality filled with the blessing of Moradin and have the effect of a *Bless* spell for the duration of the adventure.

Moradin's Forge:

After a journey of a couple of hours you find the temperature of the tunnels rising rapidly. Eventually you come into an area where the heat is to intense to proceed further. A huge red-hot doorway is up ahead, two azer guards stand at ease on either side.

PCs without at least a *resist elements (fire)* will take 1d6 points of fire damage per round if they approach the doors. PCs who are obviously taking damage will be waved back by the azer, who will also shout out in Ignan "Go back you fool"; if a PC goes unconscious

they will drag him out of burn range and cure them back to 1 hit-point.

PCs who arrange magical protection can proceed up to the door and seek entrance via the azer.

DMs note: The azer speak only Ignan and dwur and will not grant access to a PC who is incapable of conversing with them. PCs who attack the azer find that several hundred more arrive and the PC(s) is arrested and executed, their body fed to the Great Forge. They cannot be raised or resurrected.

If the PC(s) can speak Ignan or dwur they may make a DC20 Diplomacy check to gain entrance to Moradin's Forge. Using charming magic may work but if it fails results in the PC being escorted from the area and fined 200gp.

Azer (2), medium outsider, hp 19 each (See *Monster Manual* 21).

Inside the Forge the PCs see that rivers of lava have been trapped within some form of magical barrier (*walls of force*) so that they provide seven large forge/furnace areas. Here a mixture of Khund and azers smiths are working on various projects (weapons and armour mostly). PCs are free to go and view what they are doing.

The Great Market:

The Great Market is just like its name implies, a market full to the brim with goods from the four corners of the Flanaess, well from two of them anyway.

PCs that spend time here can meet with merchants from the West and from the North and may learn some interesting things if they pay the right price for a trinket or two.

Merchant from the North: PC must haggle for an item of about 10gp value to learn the following upon settling on the price.

"By the true ones most holy beard you are robbing me blind, the Molloquate Consortium would allow you in their ranks I am sure. I have had better prices from the Tiger Nomads, although they are on the war-path again so I will not be heading up North for a while."

Merchant from the West: A PC who buys a bolt of silk after haggling for a settling price of around 50gp will learn the following.

"My goodness you have the haggling skill of a great Mufti, it is a good thing that the trade route through the mountains to Tusmit is bypassing that

hated Ketite taxation or else I would not be able to give this to you at such a bargain price. Now go before you make me a pauper and tell your relatives to say away."

APPENDIX 5: QUAGLAND'S GLOSSARY

Alliance of Churches: The ancient translation of the name for the Old Kerk.

Alliance of Kerks: The original name of the Old Kerk.

Baba-Yaga: Ur-Flan name meaning "Famine Queen" a title held by the bloodline of Igg-Vuurz.

Beory: One of the five primary gods of the Old Kerk.

Cult of the Fiend: See Fienden-Clix below.

Dance of Nerull: An annual festival macabre held in the New City of Schwarzenbruin where Ootlanders (foreigners) who reside outside the Kopkris system and whose crime warranted death are flung off a cliff onto a necromantic artifact called the Paleen Rock by the Hand of Nerull. The festival is the only permitted ritual to Nerull within the Old Kerk, and some say that it is a condition of Nerull's compliance to the Pax.

Drelzna: Daughter of Iggwilv. Sister of Iuz the Old (see below).

Empire of the Sun: See Guur-Zwaan below.

Famine Queen: The common (and whispered) name for Iggwilv.

Feronwald: The "Grass Sea" the central area of Perrenland dominated by tall grassy meadows and rolling plains and considered to be mostly Old Seed except to the Rosrijders who tend it.

Fienden-Clix: The ancient Cult of the Fiend established via an alliance between the Baba-Yaga Igg-Vuurz in the year -2742. The Fienden-Clix and its devotee's believed that if the power of the Ur-Flan Ner-Grafs could be blended with the potency of the Demons that a godling could be created who would supplant Nerull and the God of the dead. Hence began a series of depraved ritualized couplings, overseen by Igg-Vuurz and her minions, between summoned demons and humans creating several generations of Half-Fiends who were used by Igg-Vuurz and troops in the war for supremacy within Guur-Zwaan against the other Ner-Grafs. This war was called the War of the Winged Ones and led to the Alliance of Kerks who defeated the Fienden-Clix in -2603 but also saw the collapse of Guur-Zwaan.

Flan: The first and oldest human culture within the Flanaess, it is debated if the Flan are one single race or an assortment of human races bound by a similar language and belief structure. Modern scholars sometimes refer to the pre-historic Flan cultures as Ur-Flan or Proto-Flan but these distinctions are made mostly by non-Flan human cultures. Some scholars also claim that Flan culture has stagnated and declined

but others claim that this is true only where Flan peoples have been overwhelmed and repressed by invader cultures. The Flan have been disenfranchised across most of the Flanaess suffering invasion and repression at the hands of other human and non-human cultures. Pockets of distinctive Flan culture today exist in Tenh, The Pale, Geoff, Sterich, Perrenland, The Rovers of the Barrens, and in the Burneal Forest. Flan traditions and folk still exist in scattered pockets in other locations but can hardly be called distinct. Flan culture is distinctive from other human cultures in its reverence for nature and the natural order. Flan are both pragmatic and superstitious giving them a reputation for being contrary. Some say that the Flan learned much from the first inhabitants of the Flanaess the Olves and dwur and hence they have great respect for the natural cycles, music and poetry, good craftsmanship, and kinship.

In Perrenland, Flan culture still flourishes and it is one of few remaining locations where the principle knowledge contained within the long oral tradition of the Flan can be sourced. Flan culture has a strong link to the Old Way and to both natural and necromantic forms of magic, indeed it is said that the Olves taught the Flan enchantment and charm and with it the Flan discovered darkness and death.

Franz Hussen: Earlier Voormann of Perrenland. Franz was responsible for the signing of the non-aggression pact with the Old One (Iuz) thus removing a significant threat from this his western flank at a time he was heavily engaged in war with Furyondy, The Shield lands and Veluna. Perrenland was widely condemned for this action by these states. Franz his mind broken, still lives in Riberlund looked over by his powerful wife Karla Hussen the Pfalzgraf of the Hussen Clan. Franz Hussen is the father of the infamous traitor Karl Hussen and the battle commander of Nederboden, the Paladin Conrad Hussen.

Graf: Both an hereditary and sometime elected noble of the Perrender Clans. The Grafs form a second house within the political structure of Perrenland in which the bills of the Voormann are debated and ratified. This is called the House of Grafs.

Grove: The ruling branch of the Old Kerk, which still obeys the ancient Old Ways. It is the owner of all the land in the Quaglands with the exception of a few locations. It controls the use of natural resources in Perrenland through its strictly enforced Old Seed and

New Seed dominions. The Grove is headed by a mysterious figure called the Quagland Hierophant.

Guur-Zwaan: The ancient Ur-Flan empire of nine semi-independent city-states with in the western half of the Quaglands. Today this area is known as the Mounds of Dawn. Dawn being corruption of the Zwaan name, which means sun. The literal translation of Guur-Zwaan is Empire of the Sun. There is some relationship between Guur-Zwaan and Guur-Hok (the Hobgoblin nation in the southern and central Clatspurs) and may have been the driver behind the arrival of this nation in the Quaglands so act as a thorn in the side of the Kingdom of Kershane. Guur-Zwaan was dominated by the cult of the reaper and thus its rulers were known as Ner-Grafs (witch-lords).

Guur-Zwaan at it zenith controlled the hinterlands of the western Quaglands up to the Burneal forest but was denied full control of the shores of the Lake by the Quagaloogal lizard folk and an alliance of nature worshiping Flan, centered upon the island of Cli. To the east the expansion of Guur-Zwaan was resisted by the grey elven kingdom of Kershane, and the fierce Ros-Rijder clans of the Feronwald. For a time Guur-Zwaan forced the Khund into the role of client state and much of their grand architecture has Khund influences as a result.

Guur-Zwaan was eventually dragged into ruin and internecine war by the debauchery of one of its Ner-Grafs Igg-Vuurz, who styled herself the Baba Yaga (Queen of Famine). In her lust for power and godhood she forsook her worship of Nerull and created an alliance with demons sponsoring their worship and the creation of Half-Fiends through the Fienden-Clix (Cult of the Fiend). Igg-Vuurz is the mother of Iggwilv and hence the grandmother of Iuz and his sister Drelzna. For a time she held the future Voormann Karenin as her captive lover and upon her he fathered Iggwilv.

Henglerust and Brast: An ancient folk story often told in taverns by the Voice

HetRechter: The High Judge of Perrenland, currently this office is held by the HetShoolmann of Allitur within the Shool, Bertgris Udden.

HetShoolmann: The high priest of a Shrine (god) within the Old Kerk. There are nine of them, with one (Nerull) being vacant.

HetVoorShoolmann: One of the Hetshoolmann who is elected to be the head of the Shool. Currently this is Reanulf Solcarde the HetShoolmann of Pelor.

House of Grafs: The second house within the political structure of Perrenland in which the bills of the Voormann are debated and ratified. It is comprised of the Grafs of the Clans.

Hundrijders: The ancient name for the Sacraal Hund.

Igg-Vuurz: See Guur-Zwaan and Fienden-Clix, the mother of Iggwilv.

Iggwilv: The famine queen. In 594 CY, Iggwilv returned to Perrenland and raised many undead forces. For the last two years, much of Perrenland's resources have gone towards defeating Iggwilv on a range of fronts. Some battles have been victorious – others not. Recently, word has come that Iggwilv is passing her “baton” onto her daughter, Drelzna (a vampire).

Jor-Russ: The capital of the last Ner-Graf, Oomkar Hus, a High Priest of Nerull. Jor-Russ is a necropolis that lays hidden beneath the capital of Nederboden, Riberbund.

Mount Hellspaar: The volcano in the Clatspur Ranges which erupted in 594 CY – causing Hell's Gloom.

Ner-Graf: Literally witch-lord, the title was given to the nine rulers of the city-states of Guur-Zwaan. All were necromancers and had learned through a variety of methods to circumvent their own mortality, but for some this brought madness.

Nerull: The Flan god of Death and a bound member of the Old Kerk. His surviving servants are forbidden by him to make war upon the Quaglands or to sponsor others into unlife except during the one ritual permitted by the Old Kerk in his name the Dance of Nerull.

Obad-Hai: The Shalm, one of the principle Gods of the Old Kerk, some say “the” principle god of the Old Kerk.

Old Kerk: The alliance of Flan gods originally formed to combat the evils of the Fienden-Clix. Its original gods were:

- Beory
- Nerull
- Obad-Hai
- Pelor
- Rao
- Vathris (before his death).

Three servant powers were also included:

- Allitur
- Berei
- Zodal

Later Mayaheine was admitted as the servant power of Pelor (who had reserved his right to a servant). Vathris upon his death was forgotten until his rise again in 562 CY.

Old One, The: The name all sensible folk use when referring to Iuz, as to say his name is to draw his attention.

Quagaloogal: The Quagaloogal are said to be the first of the sentient races of the Quaglands, and have inhabited the swampy areas of the Quaglands several

ages. Quite an advanced society the Quagaloogal have long maintained a policy of mutual distance between themselves and the other humanoids of the Quaglands. Little is really know of them, other than they have up to four ancient city complexes in the Quaglands, possibly more, that it is unwise to adventure into with permission. The only people who have regular contact with the Quagaloogal are the members of the Grove, the Druidic order of the Old Kerk. It is rumoured that the Quaglands Hierophant may be a Quagaloogal known as "The Keiper." It is known that some of the Quagaloogal have dragon heritage.

Rechter: A Perrenland judge, mostly a wandering magistrate who dispenses the law as required. Most are associated one way or another with the Shool of Allitur.

Sacraal Hund: A branch of the Grove commissioned to protect the Old Kerk at Ulmt and the highways that branch out from it.

Sept: Generally a branch of a major clan, each with a Graf of some standing. Some Septs do not belong to a major clan, for example the Bruinsmenn of Schwartzenuin.

Shoolmann: A Cleric of one of the Shrines of the Old Kerk

Stadt: A Perrenland longhouse, a standard Stadt houses an extended intergeneration family of between 20 -60. All Stadts are built partially sunken and are well-fortified affairs. They are dominated by a large central room that contains the communal hearths.

Sway of Keph: Both the land over which Keph the celestial servant of Allitur is said to roam, (also known as the Feronwald), and the herds of horses that dominate the Feronwald over which Keph is said to have passed his seed.

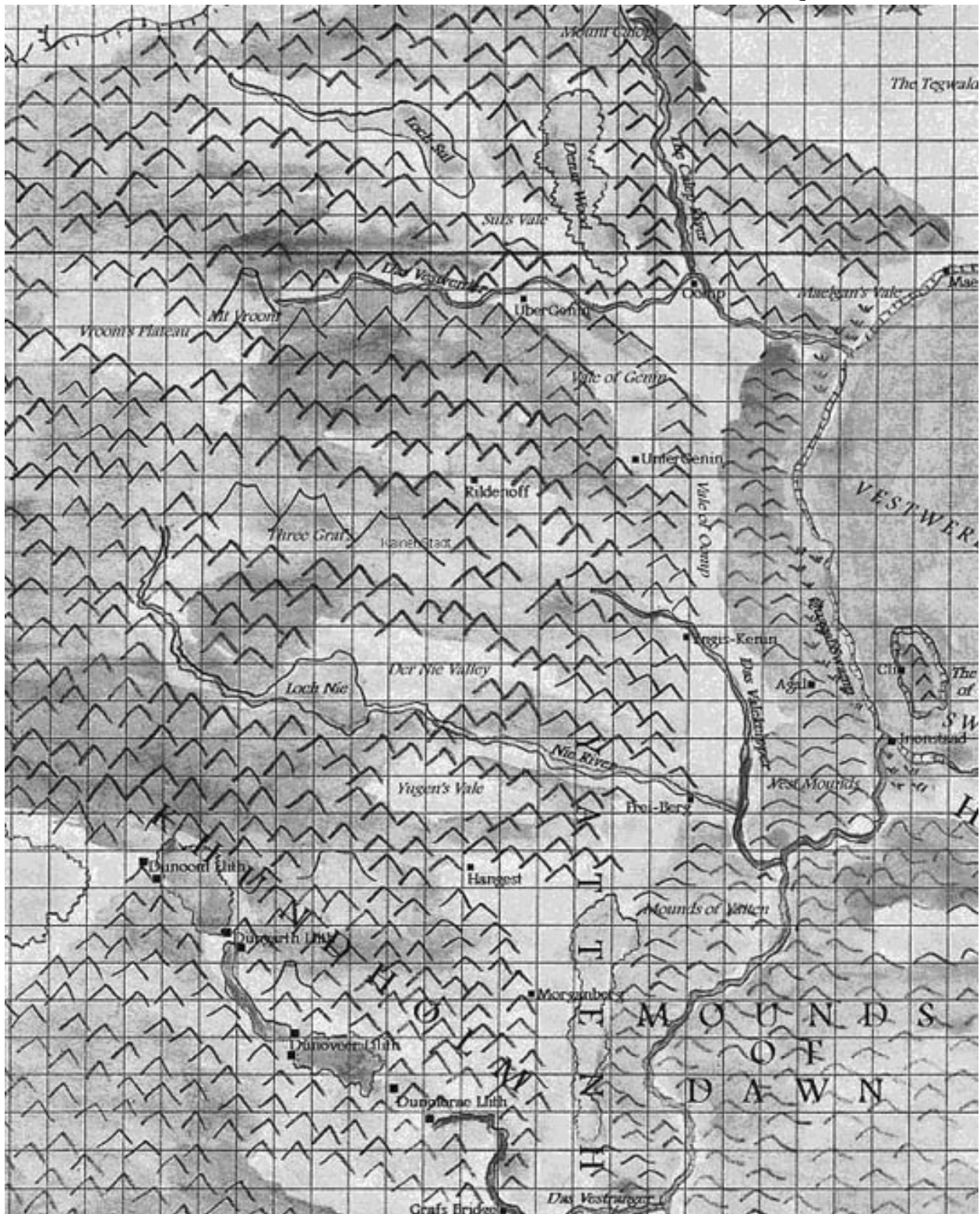
The Hollows of Mordaine: A conclave high in the Clatspur Ranges where, legend tells, the drow have made allies with a band of aberrations. Only time will tell how far their march will impact upon greater Perrenland.

Ur-Flan: A term that refers to the Flan civilizations and people as they stood before the twin cataclysms.

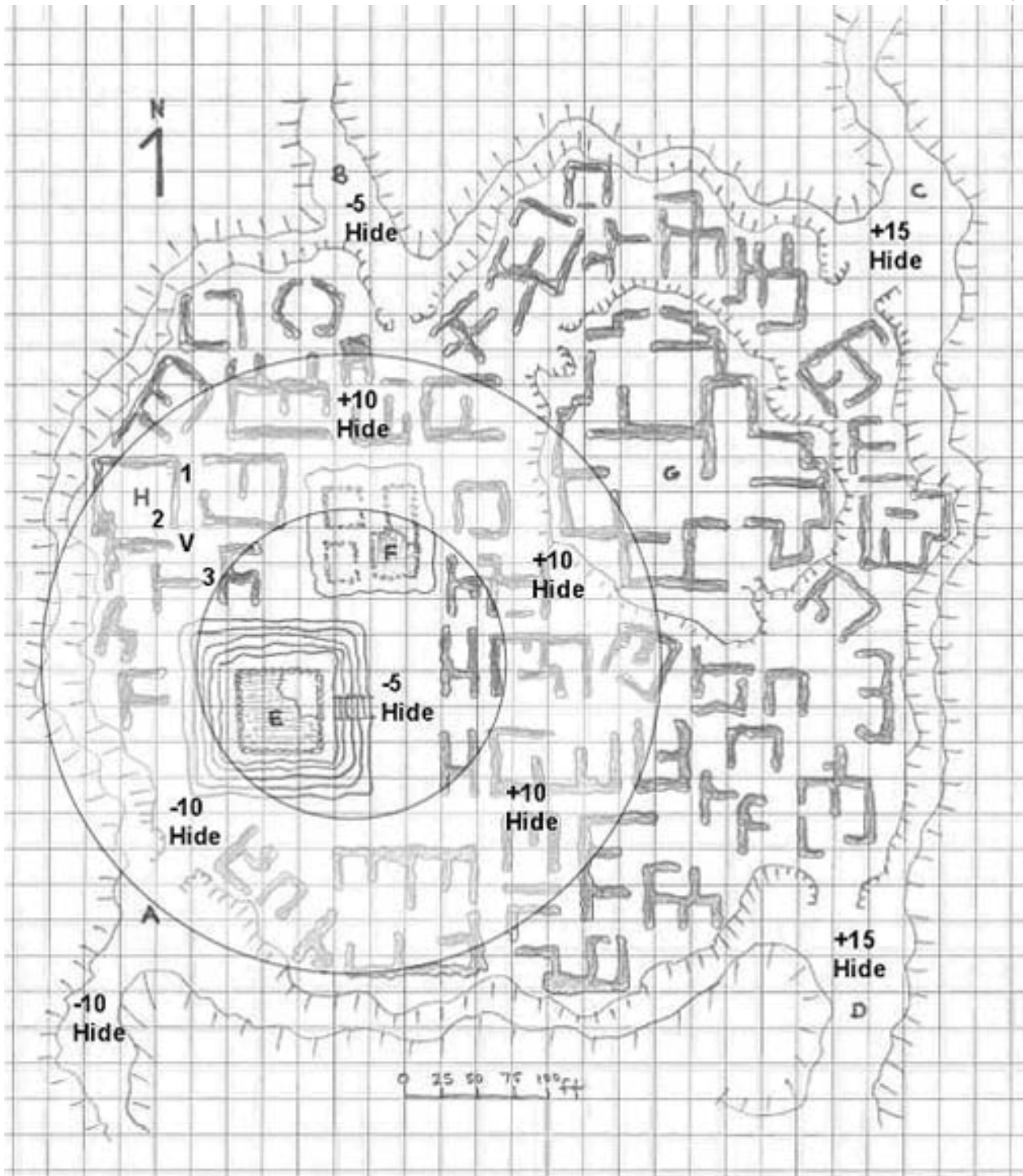
Voice: The Bardic branch of the Old Kerk (Old Way) in Perrenland. The Voice is actually the last remaining College of the Flan Bards in the Flanaess. In this case the College of Cli. Bards of the Voice always go openly (wearing a blue trimmed purple cloak) and are considered sacrosanct (not open to harm) within Perrender culture. They are the keepers of both the oral and written histories of the Flan and Perrenland.

[illegible]

DM'S AID 2: MAP OF THE NORTHERN YATILS/QUAGLANDS



DM'S AID 3: MAP OF THE RUINS (DM)



A to D four different initial approach points, **E** Ancient Ziggurat and ruined tower, **F** Ruined Stadts, **G** Ancient Palace Complex, **H** Location of the Entry Stone, **V** Location of Vathran

1-3 Locations of the 3 Cousins

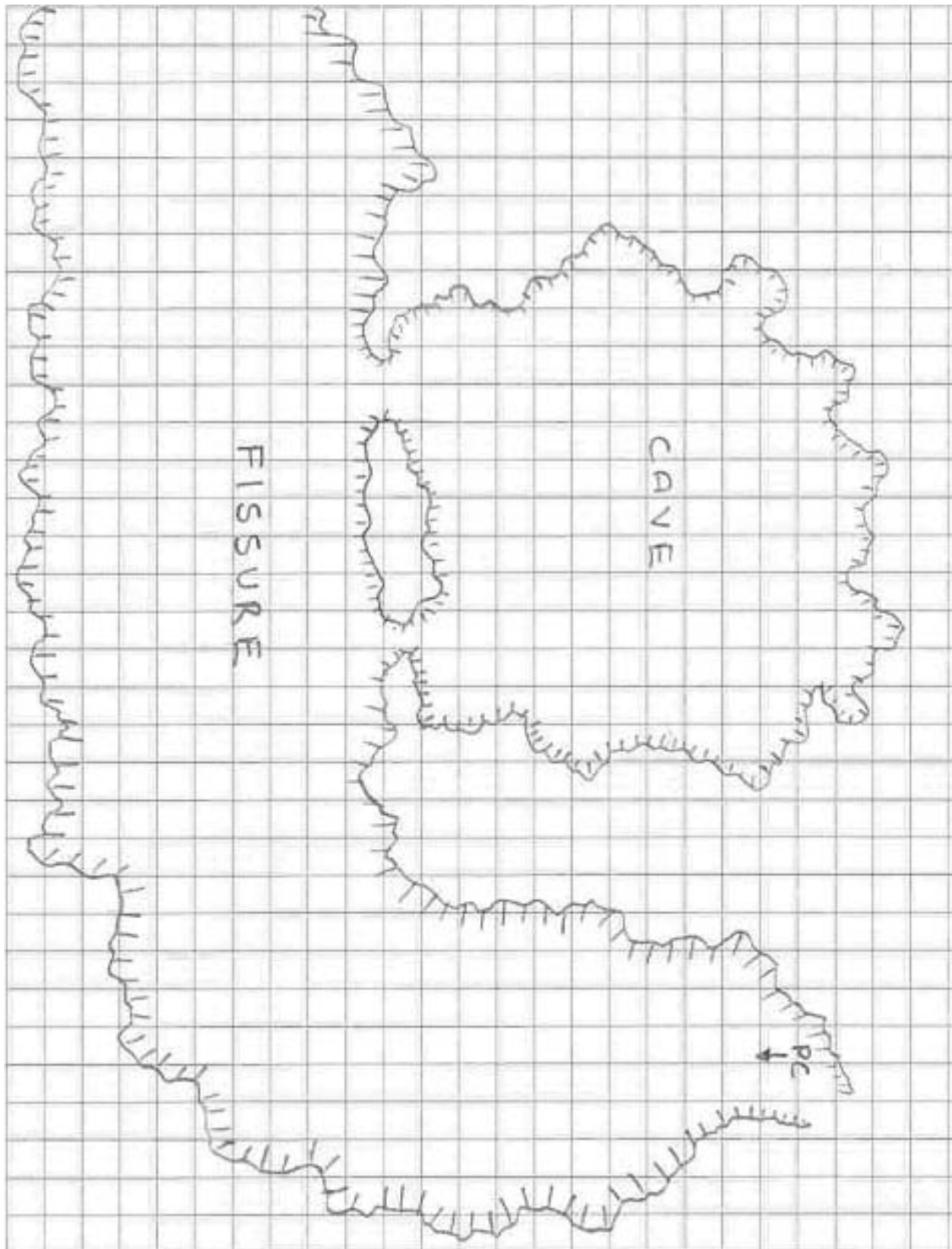
The transparent circle is the Dragons patrol area at low altitude.

The +/- modifiers to Hide checks represent the PCs ability to use the terrain and shadows to remain undetected by the illusionary dragons.

DM'S AID 4: THE KHUND

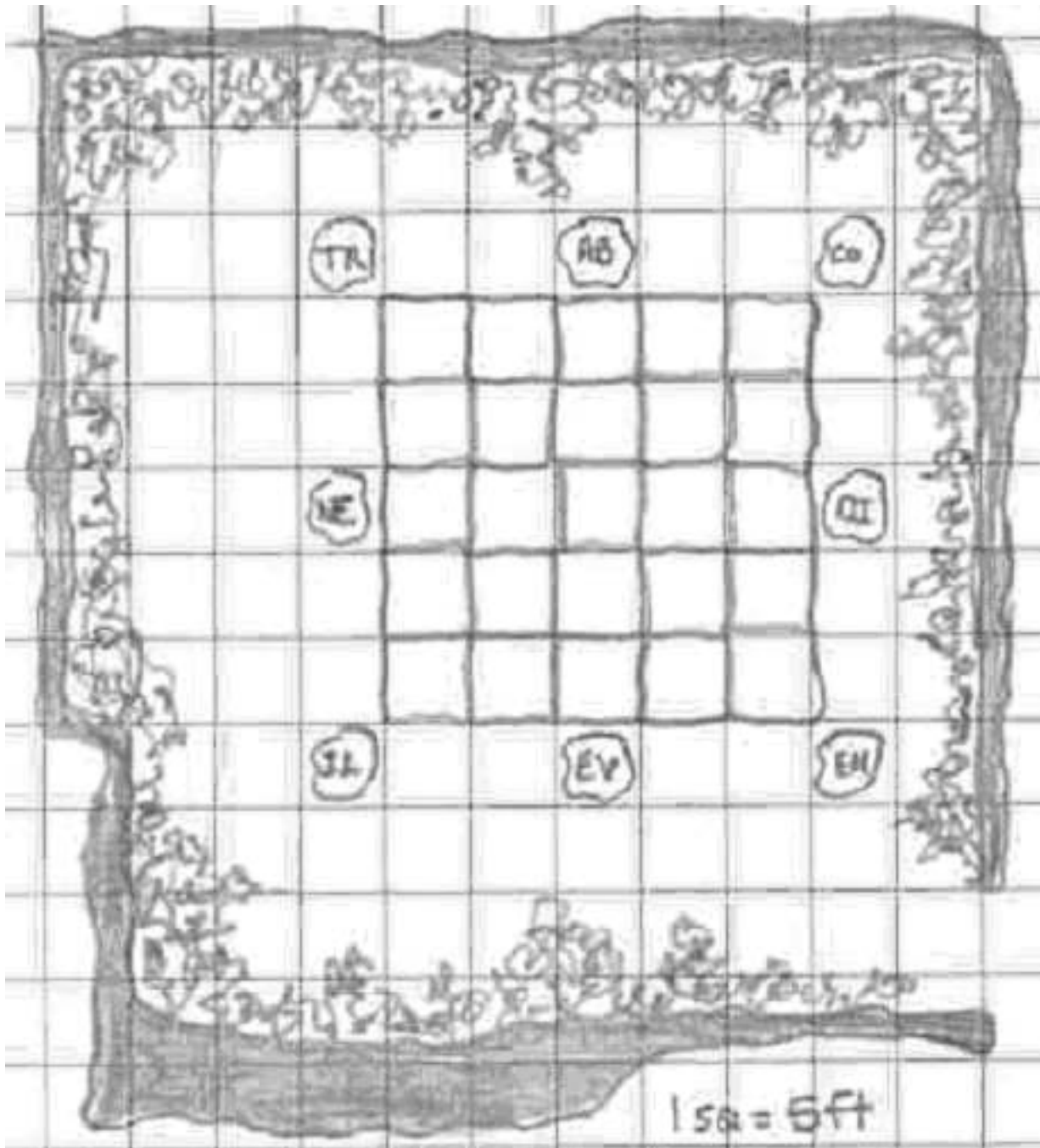
- The Khund have 3 major tribal divisions, the Oosterkhund, Vesterkhund and Khund.
- The Oosterkhund clans have joint loyalty to Perrenland and the Haigh Righ Barandon, taxes, however, flow mostly to the Voormann of Perrenland.
- The Vesterkhund clans have joint loyalty to Tusmit and the Haigh Righ Barandon, taxes, however, flow mostly to the Pasha of Tusmit.
- The Khund tribal division or central Khund clans stands as an independent enclave. This enclave will be ruled by Barandon the new Haigh Righ (High King) of the Khund.
- The Vesterkhund and Oosterkhund are ruled by sub-kings "Righ's" crowned by Barandon's after the according to the will of the Khund elders from each clan.
- All Khund are mountain dwarves, recently some non-dwur have been made honourable members of the Khund.
- The Khund from all three areas combined number over 40,000.
- In addition there are several thousand Khund in the city of Haigh (the winter capital of Nederboden) and this is a Khund city of old that has been semi taken over by the Hussen clan (a powerful Flan tribe). These Khund are part of the Oosterkhund, but are not in the dominion of Khundholm.
- Much of Khundholm remains undiscovered, territory marked with "here be dragons" in many places.
- The heraldic symbol of the Khund is black banner with a silver hammer (scepter), anvil and crown.

DM'S AID 5: ENCOUNTER 2 MAP



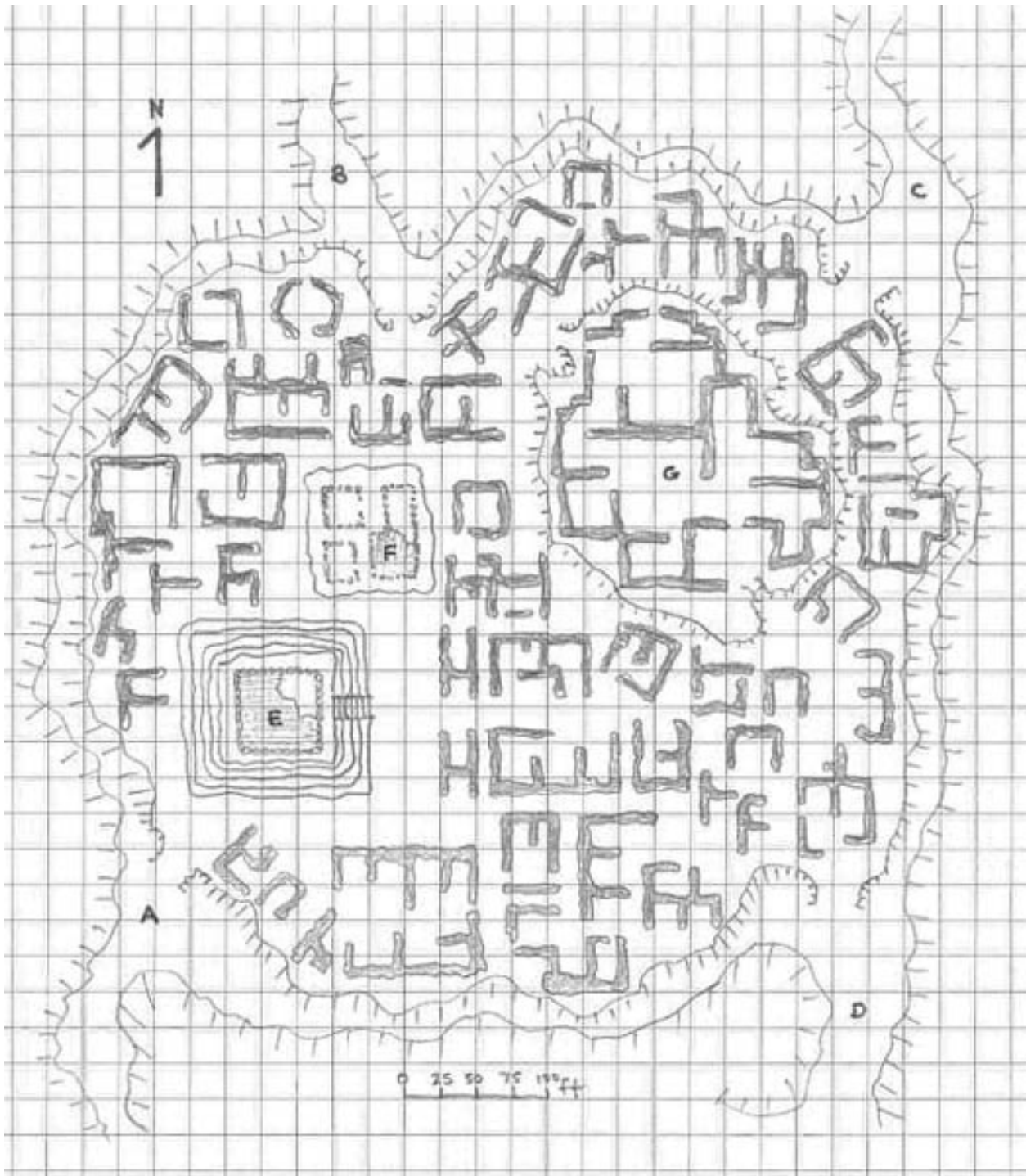
1 sq = 5 ft

DM'S AID 6: ENCOUNTER 7 MAP



THE ENTRY STONE ROOM (LOCATION H)

PLAYER HANDOUT 1: PLAYERS' MAP OF THE RUINS



A to D four different initial approach points

E Ancient Ziggurat and ruined tower

F Ruined Stadts

G Ancient Palace Complex