

# Into the Darkness

## A One-Round Dungeons & Dragons® Living Greyhawk™ County of Urnst Regional Adventure

Version 1.7

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For the past year or two, rumors have circulated concerning the Black Man of the Swamp. Now, it has been proven that his sinister plans for the County have begun, and an all out war has been declared. Those in power are not willing to wait for the Black Man to make his final move; they choose to send the fight to him. Part two of the Dusk Falls on the County series and Part Four of the War in the Fennelmore.

This adventure is the culmination of both *War in the Swamp* and *Dusk falls upon the County Series*.

It is recommended that the following scenarios be played first, URC7-05 *Through the Gloaming*, URC7-M05: *Down on the Bayou part 1*, URC7-09 *Blood on the Bayou* and URC7-M09 *Mad Dane's Hunt*.

This event will be of special interest to members of House Gellor, Knights of the Swan, and anyone with a score to settle with the Black Man in the Swamp. A one-round Regional adventure set in the Archbarony of Fennelmore in the County of Urnst for characters level 4-15 (APLs 6-14).

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J Finch, Gwendolyn FM Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P Nathan Toomey], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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.

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## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. 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, players 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, 2008.

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](http://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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 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). You need one copy of this for each participating player.

## 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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## ROUNDS AND UPKEEP

This is a standard one-round Regional adventure set in The Archbarony of Fennelmore in the County of Urnst. All regional characters pay 12 gp per round and all non-regional characters pay 24 gp per round for Adventurer's Standard Upkeep. Rich and Luxury Upkeep cost 75 gp per round for regional characters and 150 gp per round for non-regional characters. Characters that fail to pay at least Standard Upkeep 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## PREPARATION FOR PLAY

The PCs are not meant to fight the Black Man during this adventure.

Please be aware of the Regional Race Rules outlined in Appendix 3 of this adventure; these may very well come into play.

Take note of anyone who has received the Notice of the Black Man of the Swap. This notice has been given in several 597 CY adventures. These PCs will be specifically targeted by the minions of the Black Man.

Take note of anyone who has received favors from either the Knights of the Swan, from Lord Gellor, or from Lady Cezia, as well as those who are part of the Gellor household.

Also note anyone who has played URC7-08 *Alive!* and rescued Nimar from the extra-planar prison.

## RUNNING THE SWAMP QUICK & EASY

A quick note from the editor on how to run the swamp.

1. The Swim DCs are 5 everywhere in the Swamp, except in a quicksand square. The waters are still everywhere.
2. Draw a map with islands those areas are dry and the PCs can move on those without problem.
3. Next to the islands, draw 5-10 feet of shallows these areas are shallow. They prevent five-foot steps and charges, but otherwise do not hamper movement.

4. Every other square should be rolled using the random square terrain in Appendix 3. Until a PC goes there, the only way to know is to probe the area.
5. There is a thick canopy about 20 feet above the water line.
6. The area is filled with mists and visibility is not possible beyond your battle mat.

## KOBOLDS CRS

Kobolds with levels in NPC classes have a CR equal to their character level -3.

## RELATIONS WITH THE BLACK MAN

Ask which PC has the Enmity, Notice or Ire of the Black Man, from previous county adventures. URC7-05 *Through the Gloaming*, URC7-M05 *Down on the Bayou*, URC7-106 *War In the Fennelmore*, URC7-M09 *Mad Dane's Hunt*.

It is important since these PCs are favored targets of ALL the creatures in this adventure.

## WILL SAVE

In preparation for the encounter with the Black Man (Encounter 6), we recommend you get 5 Will saves from each of the PCs. That way they do not know that every time they attack the Black Man or the elven woman with him that something is amiss until they succeed at the save.

## NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

## ADVENTURE BACKGROUND

In URC7-05 *Through the Gloaming*, several adventurers became aware of tolls being taken in the Fennelmore swamp along the Floating Road. Additionally, they discovered the location to the ruins of Daern's Fortress, which is now being used by the Black Man of the Swamp as his headquarters.

Rumors have abounded for the past year concerning this mysterious man and his intentions regarding the County of Urnst. It was even rumored that he had a female black dragon working with him to wreak havoc along the border of the Fennelmore.

In the summer of 597CY, this young female dragon launched an assault on the town of New Dosseldorf with

the aid of multitudes of humanoids, including a particularly powerful war troll named Brushnak, who had been terrorizing the region for the past couple of years (Aelinvudd series).

The attacks on County settlements have been escalating for quite some time with all the blame being laid at the feet of the Black Man.

## WAR IN THE FENNELMORE

During URC7-106 *War in the Fennelmore* (Brookfest 2007 Interactive), Stone Battle fell to the forces of the Black Man who has enslaved the population and begun plundering the town.

Brushnak, the war troll, has become the local commander of the town and has ordered his Duergar to rebuild the city. He has also created undead creatures from the bodies of the dead to reinforce his own troops. The population is enslaved and many have been sent into the swamp never to be seen again while others are put to work in town under Duergar and kobold overlords. The city and her remaining inhabitants are pacified by the evil creatures.

Carxanoireth (or Carxa), the female dragon, has returned to the swamp.

Unfortunately, Archbaron Agnard Gellor was captured by a pleasure demon with a trap the soul spell and has not been seen since.

Colonel Rinald Gellor has taken over the reigns of the Archbarony and has moved his base of operations to High Mardreth. There, he is gathering an army to retake Stone Battle with the help of the Countess and her army.

Eastmarch and Vinewind will not help (because Lord Duncombe is stuck in the Duchy of Artonsamy to support Duke Gellor, and the Torquann support him most of all).

Towns and villages along the borders of the Fennelmore have been overrun and enslaved. Both Nesserwatch and Keep Thoria have fallen to the forces of the Black Man with Keep Thoria serving as a kobold lair for the Darkpool tribe.

Lord Nimar Chrysale Gellor, once the mayor of the destroyed Dosseldorf and resident of New Dosseldorf, has been tasked by the Countess to gather a small group of adventurers to gather information from the swamp and examine the exact location of the Black Man's sunken fortress.

## LORD NIMAR

After his regency, Nimar happily returned home to New Dosseldorf. There, he continued his research on the mystical areas of the County. He turned his eye to the Fennelmore Swamp, where a number of ruins attributed to the hero-goddess Daern were believed to have been swallowed by the morass.

Using his magical abilities, he was able to discover that some ancient evil had reawakened in the swamp. He further discovered that the man in charge had hired a pair of assassins to murder Contessa Elone in 596CY.

Before he was able to do anything to prevent the assassination, Nimar was captured by the drow of House Rilyn'Virr and banished to a prison plane, since killing him would have triggered alarms and warnings.

Nimar believes (wrongfully) that Lord Underley is behind his current banishment. He also believes that Lord Underley is working with the drow (not quite false).

## ADVENTURE SUMMARY

**Introduction** The PCs receive a summons from Nimar and travel to Geralenn

**1: A meeting of Minds** The PCs meet the renowned wizard and receive a mission of great import to the County

**2: Daern's Fortress** Arriving at the hidden fortress in the swamp, the PCs find it guarded by minions of the Black Man

**3: The Halls of Daern** The halls of the fortress are treacherous travel

**4: Help Us Please!** Prisoners of the Black Man beg to be released from their prison cells

**5: The Black Man** The PCs find the Black Man of the swam and come to a dreadful realization

**6: Duskmaw's Mercy** Having been defeated by the Kobolds, the PCs must beg Duskmaw for their lives. Only one gets out alive.

**Conclusion** If they live, the PCs return to report to Lord Nimar.

## INTRODUCTION

Before beginning the adventure, give PCs who Hail From Fennelmore *Player Handout 0: Word on the Street*.

*Summer clings to the County of Urnst as light rain accompanies you throughout your travels to the town of Geralenn, just north of the Fennelmore swamp.*

*Several days ago, you received a summons from someone you thought perhaps was long gone; Lord Nimar Chrysale Gellor. His letter ordered you to meet him at his new house*

Some of the PCs may know who Lord Nimar is and others may have heard of him. Give the PCs a DC 15 Knowledge (local – NMR, or nobility) check (the DC is 10 for County of Urnst PCs) to know the following information, which is included in *Player Handout 1*.

*Upon entering the city of Geralenn, you notice that the military presence here is greater than usual due to the withdrawal of troops from Stone Battle. The three roses of House Gellor can be seen on every building.*

*The expressions on the face of the people are empty, bordering on hopelessness.*

## WORD ON THE STREET

The PCs can learn the following rumors and information with a successful Gather Information check at the DCs listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

PCs who "Hail from Fennelmore" automatically know up to and including DC 15. To get more information, they need to make a check. This information has been copied in *Player Handout 0*.

- **DC 1** Our dear Lord Agnard was captured by some devil-woman! He must be saved, and quickly!
- **DC 2** Sir Rinald Gellor has taken command in his father's absence.
- **DC 3** Sir Rinald and his sister Lady Cezia have moved their capital to High Mardreth.
- **DC 5** The city of Stone Battle was seized by the forces of the Black Man of the Swamp before the onset of winter.
- **DC 6** Brushnak, the war troll is the commander of the Black Man's forces holding Stone Battle.
- **DC 8** The remaining citizens of Stone Battle have been enslaved and any dead left behind have been turned into undead to serve in the evil forces.
- **DC 9** Lizardfolk Druids have changed most roads leading to Stone Battle into marshland and have grown plants to block access to the city.
- **DC 10** The dragon that attacked Stone Battle has not been seen since the city fell. Some say she has returned to the swamp.
- **DC 12** Sir Rinald narrowly escaped an assassination attempt by a drow during the battle of Stone Battle. He managed to escape only because of brave adventurers who refused to let the assassin get close enough to do her dirty work. It was said the assassin was dressed in House Teken'afin colors.
- **DC 13** Lady Renee Camis-Rouge, head of the Knights of the Swan from Stone Battle is also here in Geralenn.
- **DC 14** Lord Agnard was captured by a pleasure devil with a *trap the soul* gem.
- **DC 15** Lady Cezia Gellor is here in Geralenn and looking for adventurers to go into the swamp on an important mission.

- **DC 18** Countess Rachel is concerned about this attack on County residents and is working with Lord Nimar Gellor and Lady Cezia in a new effort to obtain more information about the Black Man.
- **DC 20** The Black Man is said to own the dagger that holds Contessa Elone's soul. Poor woman! Some of us know it was he who hired the drow assassins to murder the late Countessa. And he was probably the hand behind the death of her son and daughter.
- **DC 22** Keep Thoria was taken the same day as the forces of the Black Man moved on Stone Battle. It is said that her commander was at a party in Radigast instead of defending his keep.
- **DC 24** Nesserwatch another keep in the Fennelmore along the Nesser River was utterly destroyed by the forces of the Black Man as well.
- **DC 25** It seems the Black Man is taking out all fortified positions around the swamp and plans to take out all military cities before moving on Radigast City herself.

## 1: A MEETING OF MINDS

*As you are escorted into the private dining room, you notice there are three people already there.*

*An older man with dark hair that is turning gray sits at the far end of the table. He nods as you enter and waves a hand at the other chairs as an indication that you should sit.*

*Sitting to his right is a young, plump woman dressed in the garments of a cleric of Pelor, and to the man's left is a noble-looking woman wearing the green sash of the Knights of the Swan.*

*"Thank you for answering my summons. Many of you know me, but for those who do not, I am Nimar Chrysale Gellor. The lady to my right is Lady Cezia Gellor, daughter of Archbaron Agnard Gellor of Fennelmore and this lady to my left is Lady Renee Camis-Rouge, Her Noble Brilliancy's head knight in Stone Battle. We have called you here because we, and I mean the County, is in need of your assistance.*

*"As you know, the Black Man of the Swamp has finally made his move against the County. Stone Battle is under his iron fist and he has his eyes on more cities. This cannot go on any longer and I propose that you take the fight to him. I need you to travel to this place," he takes out a map and places it on the table before you.*

Give the players *Handout 2: The Harpy's Map*.

*"This was taken off one of the Black Man's minions last year. We have reason to believe this map is*

*accurate and that this monster is holed up in a ruin called Daern's Fortress."*

*"It was heavily guarded but, with him stationing most of his minions in Stone Battle, as well as Keep Thoria, I believe you have a good chance to get inside the fortress."*

*"Enter the fortress, find the Black Man and destroy him if you can. If you can't make sure one of you returns to tell us about what you saw."*

*"If you agree, I will teleport you close to the fortress on the morrow."*

Lord Nimar has a crusty English accent. In addition, he has a perverse regard for females, and often stares at those in the group while talking, even if responding to a question from a male. However, he really prefers to look and not to touch (they might distract him unduly from his work). If there are no female characters in the party, he looks at Lady Cezia and Lady Renee.

He is nice enough, but tends to have a distracted air while listening to people. He does not mince words and does not hesitate to interrupt people to cut to the heart of what they are saying, while up to that point not seeming to pay attention at all. While not precisely arrogant, he is a powerful sorcerer and is used to people respecting him, despite his slightly batty air.

Lady Renee is straight to the point and all business, a stereotypical Knight of the Swan.

Lady Cezia is a round bundle of sunshine. She is friendly and compassionate.

Of course, it is likely that the PCs have some questions for Lord Nimar. He has the below answers.

- **What is Daern's Fortress?** Give the players *Handout 3: Daern's Fortress*. (Lady Cezia) This fortress was built generations ago by the Aerdy and dedicated to one of their war heroes; Daern.
- **How long do we have to get to this place and find the Black Man?** (Lady Renee) Act as fast you can, I would like to give Her Noble Brilliancy information for our assault on Stone Battle.
- **Do you have any idea as to how many of his forces will be left behind to guard him?** (Lord Nimar) No, we do not, but it will be considerably less than what he had last summer and I know you are capable of bypassing them.
- **What is our reward for doing this?** (All of them) To save the County of course.
- **What can you tell us about what we might face?** (Lady Renee) The Black Man has two major generals: Carxa the black dragon and Brushnak the troll warlord. Since he has Brusnak commanding Stone Battle, chances are you will not see him at least, but there are others of his type patrolling the swamps. We are not sure where Carxa is because she keeps

moving around all the time. We also know that the Black man has been working with many of the fiends from the Swamp and we believe he has established friendly ties with the archdevil Elphegor, so be prepared for such enemies as well.

- **Is there anything you can give us to help us with this mission?** No, you are on your own once you enter the swamp.
- **Is the Countess aware of your plan?** Yes, she is. The time gained by you will enable her and Lord Darius to gather our forces for a push against the Black Man's army in Stone Battle.
- **How do we get back?** (Lady Cezia) The church of Pelor will cast a *word of recall* upon one of you that will you back to the temple of Pelor here in Geralenn.

Once the question and answer period is done, Nimar takes his leave telling the PCs that he will see them the next morning.

## 2: DAERN'S FORTRESS

*You arrive at your destination after you were teleported into the swamp.*

*Through the foliage ahead, you see the edge of what must have been a magnificent fortress peeking through the entangling vines with wet mosses crawling over it. The air smells of rot and moisture with faint acidic undertones.*

*The fortress is also heavily guarded by more creatures that look draconic in nature.*

### THE GUARDS AT THE FRONT DOOR

The guards are on high alert, fully expecting a group of adventurers to show up. They have been warned by the Black Man to keep on alert.

This encounter starts 50 feet from the entrance of the fortress; magical protections will not allow them to teleport any closer than 50 feet from the site. In addition, an *anticipate teleport* is active in the area and the guards are notified of any such activity. There is no surprise on either side.

Allow the PCs time to plan a strategy for gaining entrance to the fortress. If they decide to bypass this encounter completely by using magic of any type other than teleportation, they meet these same guards on the inside of the fortress, at a time and location of your choosing, but not while they are dealing with another encounter.

Teleportation and plane-traveling (such as *blink*, *dimension door*, *plane shift*, *summoning* and *teleport*) magic do not work in the vicinity of Daern's fortress due to a *dimensional lock* CL 19 that covers the entire area. Lord Nimar *teleports* the PCs just outside the area, so the PCs do

not have to worry about it. Unknown to Nimar, the Black Man's chamber is not under that effect.

See DMs Map 2 for the area of the fortress.

#### APL 6 (EL 7)

➤ **Dracotaur**: large dragon; hp 28; Appendix 1

➤ **Kobold Sniper (3)**: hp 42 each; Appendix 1

#### APL 8 (EL 9)

➤ **Ambush Drake**: medium dragon; hp 73; Appendix 1

➤ **Dracotaur**: large dragon; hp 28; Appendix 1

➤ **Kobold Sniper (3)**: hp 56 each; Appendix 1

#### APL 10 (EL 11)

➤ **Ambush Drake**: medium dragon; hp 73; Appendix 1

➤ **Dracotaur Rager**: large dragon barbarian 4; hp 80; Appendix 1

➤ **Kobold Sniper (3)**: hp 70 each; Appendix 1

#### APL 12 (EL 13)

➤ **Black Ambush Drake (2)**: medium dragon; hp 80; Appendix 1

➤ **Dracotaur Lieutenant (2)**: large dragon barbarian 6; hp 106; Appendix 1

➤ **Kobold Sniper (3)**: hp 70 each; Appendix 1

#### APL 14 (EL 15)

➤ **Advanced Ambush Drake (2)**: medium dragon; hp 212; Appendix 1

➤ **Dracotaur Captain (2)**: large dragon barbarian 8; hp 130; Appendix 1

➤ **Kobold Sniper (4)**: hp 70 each; Appendix 1

#### APL 16 (EL 19)

➤ **Advanced Ambush Drake (4)**: medium dragon; hp 212; Appendix 1

➤ **Dracotaur Commander (2)**: large dragon barbarian 12; hp 130; Appendix 1

➤ **Kobold Sniper (8)**: hp 70 each; Appendix 1

**Tactics**: The dracotaurs charge in and try to inflict as much damage as they can. They favor centaurs and attempt to kill them on-sight.

The kobolds start and remain separated to avoid being caught in most area of effect spells (they are not in "fireball formation"). They focus their fire whenever possible, and obey commands from the dracotaurs.

### TALKING TO THE KOBOLDS

If the PCs capture one of the kobolds, the kobolds initially keeps screaming out pro-Tiamat war chants. If Intimidated or compelled into being Friendly through magic (such as *charm person*), the kobold knows the following.

They are initially hostile.

- These kobolds are from the Darkpool tribe who lives in the eastern part of the swamp. This is the first time they come to this place.
- They have never been inside.
- Their shaman, a kobold called Kitink, is not here and should come and get them to build his fortress.
- Kitink is devoted to Tiamat.
- They have orders to prevent anyone from entering the keep.
- The Black Man has a many concubines, all of whom shall bear him offsprings.
- The Black Man is somewhere inside, but they don't know where.
- They never met the Black Man

### TALKING TO THE DRACOTAURS

The dracotaurs refuse to talk and fight if given half a chance. If Intimidated or compelled into being Friendly through magic (such as *charm person*), the dracotaurs know the following.

They are initially hostile.

- The kobolds are not from here, they have been brought as reinforcements since most of the kobolds have been sent north to fight the humans.
- They have never been inside beyond room #1, where they met with the Black Man who ordered them to protect the entrance.
- They worship Tiamat.
- The Black Man is somewhere inside, but they don't know where.
- They have not seen him in a while.
- They do not know of his true nature, they saw a man with skin of black.

## 3: THE HALLS OF DAERN

Once past the guards at the entrance, it is up to the PCs to find their way through the halls of the fortress. See DM Map 3 for reference.

The fortress is trapped, of course, and the traps are in differing rooms depending on the trap. Traps for each APL are listed in the encounter areas below.

For example, if an encounter area has a trap for APL 6, but not for any APL above it, then you would only run the APL 6 group through the trap and it would effectively not be there for the other APLs.

### DM'S GUIDELINE

These traps are rather complex. If you are not well-prepared, take a few moments now and review the traps, their functioning, effects, and ways to disable them.

Have fun seeing the PCs worry about the traps and what they THINK the traps are. Do not rush them, but do not let them waste too much time either in un-trapped rooms.

## ROOM 1: THE ENTRYWAY

*You find yourself in the entryway to Daern's Fortress; there is nothing much here but evidence of the decay of the fortress, leavings from the guards who camped here during their watches, and two doors that lead out of the room.*

There is no light anywhere in the fortress, therefore, determine the light source, if any, that the PCs are using.

## ROOM 2: FALLING SPIKES (DISABLED)

*This 30-foot-square chamber looks to be in better condition than the previous room, and the tiles of sun bursts on the floor appear to be slightly pockmarked, but intact.*

The trap in this room has been disarmed and the PCs may pass through the room without incident; however, you can allow DC 21 Search checks to discover the trap, which caused spikes to fall from the ceiling and pound the room, has been disarmed.

## ROOM 3: THE DRAGON BREATHES

*This 35-foot-long hall is flanked on each side by three alcoves. Opposite the only entrance is a towering statue of a black dragon on a raised platform. A stone block with a sealed lid sits in the center of the room, just in front of the black dragon statue.*

The trap in this room is for APL 6 and 8 only, all others may pass through the room without incident; however, you can allow Search checks to discover the trap that was here has been disarmed.

The block in the center covers a passageway out of the chamber that exits in room 4.

### APL6-8

The block moves when the trap is disarmed or with a successful DC 30 Strength check. The trap is activated

when the PCs approach to within 5 feet of the stone block. The trap has two possible effects.

To determine these effects, roll a percentile; 50 and above results in the columns and 1 to 49 results in the acid gas

If you roll 50 or above, the stone columns descend from the ceiling and pound four of the six alcoves (determined by rolling a d6 four times, rerolling any duplicates)

If you roll 1-49, the room fills with acidic gas that streams from the gaping maw of a stylized black dragon.

Only one effect is active each round.

### APL 6 (EL 8)

⚔️ **Dragon Hammer Trap:** CR8; trigger detection (alarm); automatic reset; Column dropping from ceiling (pounds 4 of six alcoves randomly with each activation, +10 melee, 6d6 bludgeoning, in each of four alcove) OR jet of acid (6d6 acid, DC24 Reflex half); Search DC 24; Disable Device DC 29 (each column or the dragon).

Each column has AC 18, hardness 8; hp 20. The dragon has AC 18, hardness 8; hp 28.

Destroying the dragon will neutralize that particular part of the trap. Destroying any column prevents that column from pounding the particular alcove it is in.

### APL 8 (EL 10)

⚔️ **Dragon Hammer Trap:** CR10; trigger detection (alarm); automatic reset; Column dropping from ceiling (pounds 4 of six alcoves randomly with each activation, +14 melee, 6d6 bludgeoning, in each of four alcove) OR jet of acid (6d6 acid, DC24 Reflex half); Search DC 29; Disable Device DC 29 (each column or the dragon).

Each column has AC 18, hardness 8; hp 20. The dragon has AC 18, hardness 8; hp 28.

Destroying the dragon will neutralize that particular part of the trap. Destroying any column prevents that column from pounding the particular alcove it is in.

## ROOM 4: BLADES OF DEATH

*This chamber, entered through the passageway from the previous room, is 60-feet long and 20-feet wide. The tiles here vary between stars with green centers and another design in a checkerboard pattern. The only other exit from this room is on the opposite side.*

The trap in this room is for APL 10 and 12 only, all others may pass through the room without incident; however, you can allow Search checks to discover the trap that was here has been disarmed. Additionally, the door at the end of the room is unlocked.

### APL 10-12

Along each long wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the first PC reaches the center of the room. Razor-sharp blades attached to 12 pendulums in the ceiling swing

across the room, attacking every square in the room. Anyone in the room can attempt a DC 20 Spot check to notice the pendulums emerging from the wall slots and act in the surprise round. Since the blades activate when the first PC reaches the center of the room, you should consider the blades to have “won initiative.” Have the PCs roll for initiative to act during the round after the blades activate.

The door on the opposite side of the chamber is securely locked.

🔒 **Locked Strong Wooden Door:** Open Lock DC 40; hardness 5; hit points 20; break DC 23

Attached to one of the pendulums is a key that opens the door. Noticing the key requires a successful DC 25 Spot check, and grabbing the key requires a successful DC 25 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum (only once per round). If the pendulum with the key is destroyed, the key is easily recovered.

### APL 10 (EL 12)

🔪 **Razor Pendulums Trap:** CR12; trigger detection (*true seeing*); automatic reset; 12 pendulum blades (+19 melee, 7d6 slashing, attacks all creatures in 5ft by 20ft row); Search DC 29; Disable Device DC 35 (only possible on the ceiling, 20ft above).

Each pendulum has AC 20; hp 20. Destroying the pendulum prevents the pendulum from activating in that row.

### APL 12 (EL 14 (with trap in Room 5))

🔪 **Razor Pendulums Trap:** CR12; trigger detection (*true seeing*); automatic reset; 12 pendulum blades (+10 Initiative, +19 melee, 7d6 slashing, attacks all creatures in 5ft by 20ft row); Search DC 29; Disable Device DC 35 (only possible on the ceiling, 20ft above).

Each pendulum has AC 20; hp 20. Destroying the pendulum prevents the pendulum from activating in that row.

## ROOM 5: FACE THE PIT

Once the PCs leave the pendulum room and move down the corridor toward room 5, there is a possibility that they will find the secret passage that leads to room 9.

### THE SECRET DOOR

Finding the secret door requires a DC20+APL Search check.

If the PCs head through there immediately they miss out on part of the adventure. Have the kobolds in room 6 call out for help.

If the PCs proceed forward continue with the rest of this room.

If the PCs insist on going through, then proceed immediately to Room 9 in Encounter 5.

Once they have explored all the rooms in the dungeon, and begin to Search extensively, they find this door automatically. This is the climax of the adventure and the series and the PCs should not be robbed of this moment. Remember the Black Man WANTS to see and mock them.

### THE PIT ROOM

If this happens, the kobolds will ambush the party as they leave the fortress by attacking them in room 1.

*Upon reaching this room, you see that unlike the others, this one is circular in shape and has a large pit in the center of it with a narrow ledge around the sides.*

*The exit door sits on the opposite side of the room, across the pit. Mounted in the ceiling is a large brooding stone face.*

The trap in this room is for APL 12, 14 and 16 only, all others may pass through the room without incident; however, you can allow Search checks to discover the trap that was here has been disarmed. There is also a series of planks laid across the pit to allow easy crossing for those below the APLs for this trap.

### APL12–16

This trap combines a deep pit full of spikes with a *greater dispel magic* effect. The room is a circular room. The pit is 100 feet deep, and its walls are very smooth (successful DC 25 Climb check to scale).

Anyone who enters the space of the pit, whether flying, climbing, or jumping, triggers the trap and is subjected to a greater dispel magic cast from the stone face. If the stone face is targeted by a spell, It uses the same *greater dispel magic* to attempt to counter the spell (CL 20th). Items are also targeted with a successful dispel meaning these items are rendered inactive for a minute.

At APLs 14 and 16, there is a secondary effect that also hits anyone who triggers the dispelling pit trap.

Walking around the pit without falling in requires a DC 15 Balance check. Anyone who fails the check is considered to activate the trap. PCs who fail by more than 5 fall into the pit.

Note that the pit is not considered part of the trap and therefore is not counted in the EL of the trap. (Anyway its CR5 is not sufficient to count in the calculation.)

🔪 **Pit (100ft deep):** mechanical; location trigger; 100 ft. deep (10d6, fall); Search DC Automatic.

### APL 12 (EL 14 (with trap in Room 5))

🔪 **Dispelling Pit Trap:** CR 10; trigger detection (*true seeing*); automatic reset; spell effect (*greater dispel magic*, CL20th); Search DC 35; Disable Device DC 35.

🔪 **Energy Drain Trap:** CR 10; magic device; activation trigger (dispelling pit trap activated); automatic

reset; Atk +14 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

#### APL 14 and 16 (EL 16 (with trap in Room 7))

↗ **Dispelling Pit Trap:** CR10; trigger detection (*true seeing*); automatic reset; spell effect (*greater dispel magic*, CL20th); Search DC 35; Disable Device DC 35.

↗ **Empowered Heightened *reciprocal gyre* Trap:** CR13; activation trigger (dispelling pit trap activated); automatic reset; spell effect (Empowered Heightened *reciprocal gyre* spell DC26 Will Half); Search DC 35; Disable Device DC 35.

↗ **Energy Drain Trap:** CR 10; magic device; activation trigger (dispelling pit trap activated); automatic reset; Atk +14 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

### ROOM 6: THE PRISONERS

Once the PCs enter this room by passing either through the pit room (Room 5) or by the secret door in the Ice Room (Room 7), go to Encounter 4: Help us Please!

### ROOM 7: WATCH YOUR STEP

*This cold, 50-foot-square chamber is covered in a thin sheet of ice. On the opposite side of the room is a door with chips of ice lying around it.*

For all: crossing the floor here at more than half speed requires a DC 15 Balance check. Those who fail the check slip and fall prone on the ice.

#### APL 14–16

The trap is activated when anyone approaches to within 10 feet of the block of ice.

#### APL 14 and EL 16 (with trap in Room 5))

↗ **Empowered Heightened *cone of cold* Trap:** CR14; magic device; proximity trigger (*alarm* within 10 feet of block of ice); spell effect (Empowered Heightened *cone of cold*; 14<sup>th</sup>-level wizard, 14d6 x 1.5 cold, DC30 Reflex save half damage); Search DC 24; Disable Device DC 29.

### ROOM 8: MIRROR, MIRROR

*This 50-foot-square chamber is coated in shimmering silver foil that reflects the light emitted from large silver mirrors in each corner. A 10-foot section of floor in the center of the room contains a trapdoor with four locks.*

Beyond the trapdoor is a passage way that leads back to Room 4.

🔒 **Lock (4):** good quality; hardness 8; hp 80; AC 5; Break DC 23, Open Lock 35.

The kobolds have not yet completed this trap; however, they have left behind some small-sized trap-making tools under the trapdoor (that leads nowhere).

### ROOM 9: THE BLACK MAN WAITS

Once the PCs find this room via the secret door in the hallway between Room 4 and Room 5, go to Encounter 5: The Black Man of the Swamp.

## 4: HELP US PLEASE!

*Upon reaching this room, the first thing that you notice is that it is lined with cells closed by barred doors.*

*Further inspection reveals that each tiny cell is full of kobolds.*

*As soon as they see you, they begin to cry out, "Mercy on us, travelers! Please help us! The Black Man is keeping us captive and plans to eat us!"*

These kobolds have been converted to the worship of Tiamat by a kobold evangelist and then convinced by the Black Man that they would be better off serving him. Their spoken intention is to convince the PCs to release them and point them to safety. They tell any lie to get the PCs to trust them.

There are 2 kobolds in each small cell. In addition, the room has an *antimagic field* on it, caster level 20, which negates any spellcasting or pre-cast spells. This increases the encounter by 1. The *antimagic field* is suppressed by the doors and only extends into the corridor when one of the doors is opened (but the field is always active in the cells).

If the PCs do not let the kobolds out, they let themselves out after the PCs leave the room and follow them to the next room to attack them there.

Some of the lies they might tell are listed below. The DC on a Sense Motive check is APL+10.

- **How long have you been in here?** We have been here for the past two weeks. Each day, one of us has been taken away.
- **Where have your companions been taken?** We do not know; they never come back.
- **What will you do if we let you out?** We will escape into the swamp and head for our tribelands, in the west.
- **Will you help us if we free you?** Yes, but you must find our equipment first since it was all taken from us.

- **How many guards have you seen?** About three or four large green dragon-like creatures, black skinned kobolds and green skinned kobolds. The kobolds are usually the ones who come to feed us.

#### APL 6 (EL 9)

☛ **Kobold (6):** Male and female kobold warrior  
4/monk 3; hp 51 each; Appendix 1

#### APL 8 (EL 11)

☛ **Kobold (6):** Male and female kobold warrior  
4/monk 5; hp 65 each; Appendix 1

#### APL 10 (EL 13)

☛ **Kobold (6):** Male and female kobold warrior  
4/monk 7; hp 79 each; Appendix 1

#### APL 12 (EL 15)

☛ **Kobold (6):** Male and female kobold warrior  
4/monk 9; hp 93 each; Appendix 1

#### APL 14 (EL 17)

☛ **Kobold (6):** Male and female kobold warrior  
4/monk 11; hp 107 each; Appendix 1

#### APL 16 (EL 19)

☛ **Kobold (6):** Male and female kobold warrior  
4/monk 13; hp 138 each; Appendix 1

**Tactics:** The kobolds do their best to use their feats and surround one opponent at a time, starting with the soft bodies. The kobolds use subdual damage instead of lethal because they are under orders to bring any trespassers to Duskmaw for questioning; it's hard to question someone who is dead.

Because of the Swarmfighting feat, two kobolds can occupy a single 5 foot square and not be considered squeezing.

**Development:** If all of the PCs are rendered unconscious by the kobolds, proceed to Encounter 6.

### TALKING TO THE KOBOLDS

If the PCs capture one of the kobolds, the kobold initially keeps screaming out pro-Tiamat war chants. If Intimidated or compelled into being Friendly through magic (such as *charm person*), the kobold says the following.

- They came to the County from swamps in the west because they heard that kobolds were thriving in the Swamp
- They have met with a kobold shaman of great power called Kitink who showed them the glory and power of Tiamat.

- They have been placed here to bring adventurers to the Black Man (they only saw the Black Man, not as his draconic self and can describe him as a man with a skin of obsidian).

- The Black Man has a many concubines, all of whom shall bear him offspring.

- The Black Man lives in a dark chamber. (They can show the PCs where the secret door leading to the Black Man is). The kobold have no problem going with the PCs.

## 5: THE BLACK MAN

The only entrance to the chamber that the Black Man has made as his home is through the secret door between Rooms 4 and 5.

Finding the secret door requires a DC20+APL Search check.

If the PCs head through there immediately they miss out on part of the adventure. Have the kobolds in room 6 call out for help.

If the PCs proceed forward continue with the rest of this room.

If the PCs insist on going through, then proceed immediately to Room 9 in Encounter 5.

Once they have explored all the rooms in the dungeon, and begin to Search extensively, they find this door automatically. This is the climax of the adventure and the series and the PCs should be robbed of this moment. Remember the Black Man WANTS to see and mock them.

The *dimension lock* that affects the surrounding of the ruins do not affect this room (Duskmaw needs his allies to come in and out).

**\*\*\*The PCs are not meant to fight the Black Man in this adventure.\*\*\***

If PCs find the passageway, read or paraphrase the following.

*As you pass down the short hall behind the secret door, you feel the floor slope downward many feet before you enter an immense room tiled in a deep, blood red marble with four large pillars holding up the ceiling above your heads. The dank, steamy room reeks of methane and foul water.*

*Here and there, slimy bones jut from the putrid sludge that covers the floor. A tiny crayfish snaps its claws at you, and its beady little eyes follow your every movement. You step on what feels like rotting wood, and nearly fall over when a skull bobs to the surface. The lower jaw is missing, and a good part of the upper half appears to have been sheared away. Muck oozes from the empty sockets, as if it were crying... even in death.*

*In the north east corner of the room, the floor has broken away to allow a pool of swamp water to form there that is deeper than the water in which you now stand.*

*“Ah... the game is afoot and the bold adventurers arrive to slay the monster,” says a deep tone dripping with sarcasm. “You dare much to attempt to bring the fight to me.... and with so few in number.”*

*A chuckle echoes around the immense room sending chills down your spine. From around one of the pillars emerges a man with dark obsidian-like skin and a beautiful, pregnant elven woman.*

*“Unfortunately, I have no time to spare for you pitiful fools at the moment. You are merely flies caught in the web.”*

The man and the woman are both illusions cast via a major image. The Black Man merely wants to toy with the adventurers at this time and to gauge their power.

The real Black Man is beyond the room, hidden behind a series of illusionary walls with a contingent of drow and blackspawn raiders, as well as more dracotaurs.

This would be the time for you to ask for initiative because the figure of the Black Man begins to move as if casting a spell.

Allow the PCs to attack the Black Man and his partner for a couple of rounds before giving them a Will save versus the illusion DC 22.

Once they have determined they are facing an illusion, the Black Man and his contingent of followers enter the room.

*You see forms moving toward you through the darkness of the room; however, this time, the elven woman walking beside the man, although extremely beautiful, has skin as dark as his, if not darker. A wicked smile plays about her ruby lips as she looks each of you over in turn.*

At this time, those who have played any of the Chasing the Darkness series recognize Shi'raena Teken'afin, high priestess of Lolth.

*The Black Man lightly claps his hands in applause, “Very well done adventurers, but not well enough,” he says with sneer. “Now that we have had a chance to play, it is time to show you what you really are up against.”*

*At the nod of his head, the wall behind him dissolves into nothingness revealing a squad of drow women holding great axes, spider-bodied creatures with the torso and heads of men, twenty or more blackspawn raiders, and at least that many more dracotaurs.*

*Walking toward you, the Black Man's shape begins to change, rippling and growing to a size that nearly reaches the ceiling. His evil green eyes sink into deep sockets, and two great horns form from his forehead, curling downward along his elongated*

*jaw line. The flesh of his face appears to have partially deteriorated, as if burnt by acid. Acidic slime drools from his menacing grin, dissolving the surface of the marble tiles as each drop hits. Giant wings unfurl from his back and his head snakes forward.*

*It seems the black man is a gargantuan black dragon!!!*

*His tone drips with evil venom as he says to you, “I am Duskmaw and I have been here for hundreds of years. This is my home! Get out now, or you will die. Bring word to Nimar of my return. The time is now for your useless County to tremble under my dark claws. Prepare to be enslaved!”*

As the dragon changes shape, all PCs are subject to the frightful presence DC 33 Will save. Any PC of 4th level or less immediately flees in panic for 4d6 rounds. (A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.) These characters automatically avoid the dragon breath.

Any PC of 4th level or higher that fails the save is shaken for 4d6 rounds. (A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.)

The PCs have one full round to flee the room. If the PCs decide to stay even after they have been told to leave, Duskmaw breathes on them, the reflex save for the breath weapon is DC 36 for half damage and it is shaped like a cone, not a line. Damage is 96 points of acid due to Maximized Breath.

PCs who flee in panic, hear the following as they run from the room.

*“Run away little mice... The chase makes the prize that much sweeter!” chuckles Duskmaw and his venomous voice echoes about the chamber.*

For those PCs who made the save versus the Fear Aura and choose to leave before the dragon breathes, read or paraphrase the following.

*The dragon turns away and fades into the darkness, but you hear the same voice chuckling from the darkness, “Yes indeed, the game is in play and the pawns are moving. Tell Nimar that I really enjoy the treasures my minions gathered from his home...”*

PCs who decide to stay and fight are decimated by Duskmaw and his forces in the room. PCs that die this way are unrecoverable and can only be brought back to life via a true resurrection spell.

Proceed to the Conclusion.

## 6: DUSKMAW'S MERCY

Before running this boxed text, determine who has the least number of Enmity/Ire/Notice of the Black Man. The Black Man chooses to let one of the PCs go.

The PCs are in the anti-magic fields cells where they faced the kobolds.

*You awaked tied and locked in one of the cells where you faced the kobolds earlier. Your equipment has been taken from you. Before you, stands a man with dark obsidian-like skin dressed elegantly in black silks, and a beautiful, pregnant, jet-black skinned elven woman wearing an amulet depicting an elven-faced spider.*

*"Well, dear... it seems the brave and mighty adventurers have failed to smite me..." says the Black Man.*

*"Like flies to a web..." replies Shi'raena Teken'afin, High Priestess of Lolth.*

*"Don't squirm, those restraints will hold you; there is no escape... Though I wish to let one of you go to bring a message to Nimar... Let the groveling begin... Why should I let \*YOU\* go instead of your friends?"*

The following contest focuses only on PCs who have the LEAST amount of Enmities/Ire/Notice of the Black Man. Allow the PCs to make opposed rolls against each other using the skill of their choice; Bluff, Diplomacy, or Intimidate. The Black Man chooses whoever wins. If one such PC has any influence with House Teken'afin he may expend that favor to win the contest. If more than one PC expends their favor, then only those PCs get to partake in the opposed skill check

If only one PC qualifies, then no contest of skill is required.

Once the PCs have argued with the Black Man, and the survivor has been decided, proceed.

*"It will be... YOU" says the Black Man pointing at [selected PC]. "Take this to Nimar... I'm sure he'll enjoy it as much as I."*

*The Black Man's shape begins to change, rippling and growing to a size that nearly reaches the ceiling. His evil green eyes sink into deep sockets, and two great horns form from his forehead, curling downward along his elongated jaw line. The flesh of his face appears to have partially deteriorated, as if burnt by acid. Acidic slime drools from his menacing grin, dissolving the surface of the marble tiles as each drop hits. Giant wings unfurl from his back and his head snakes forward. Where a moment later stood a human male, now stands a gargantuan black dragon!*

*Opening the doors to the cells, the Black Man proceeds to devour your friends as Shi'raena*

*Teken'afin looks on with glee, reveling in the horror of the scene and your reaction.*

*Finally, having consumed the rest of your party, the Black Man turns you. His tone drips with evil venom as he says to you, "I am Duskmaw and I have been here for hundreds of years. This is my home! Get out now, or you will die. Bring word to Nimar of my return. The time is now for your useless County to tremble under my dark claws. Prepare to be enslaved!"*

*"Run away little mouse... The chase makes the prize that much sweeter! I won't be merciful twice..." chuckles Duskmaw as his venomous voice echoes about the chamber.*

Proceed to the Conclusion.

## CONCLUSION

If the PCs failed or do not report to Nimar, proceed to "Failure". Run this conclusion even if the PCs were defeated by the kobolds and most of them were eaten by Duskmaw. As long as one of the PCs return and reports, run this conclusion.

*Upon your return to Nimar's house in Geralenn, You are shown in as Lord Nimar gets dressed and Lady Cezia is summoned to hear your report. Lord Nimar's servants get busy preparing a warm meal for you with some local wines and spirits.*

*Both listen to your words intently. As you relate your tale, both ask many questions about the Black Man's forces, his defenses, and other dangers. They are both very interested in what you have done.*

*"We focused on that little black one," Nimar says with a frown. "We never considered that she might be trying to find a mate! It all makes sense now! Black female dragons are notorious for their aggressiveness in attracting potential mates. This must be why she has spearheaded all of these attacks; she wanted to impress the Black Man, or I suppose now we should call him Duskmaw."*

*Nimar stays silent for a moment.*

*Lady Cezia begins "My dreams now make sense... the black, reptilian yoke I saw crushing Stone Battle were not those of kobolds, but of that big black dragon!"*

*The rotund woman shudders. "Father Pelor shine upon us!" She then asks you about the coming attack on Stone Battle. "You need to help us free those poor unfortunates souls held captive there and to retake the city..."*

*Suddenly, Nimar interrupts "OF COURSE! She is having a clutch of eggs! Not only do we have to contend with Duskmaw, but I'm sure Carxa has lain the next generation of menace! Clever beast! Clever, clever beast..." The former regent of the County explodes in laughter.*

Proceed to "Epilogue".

## **FAILURE**

---

Run this conclusion if none of the PCs report back to Nimar.

*Nimar stood around pacing. Sitting nearby, the plump Lady Cezia tried uselessly to calm the sorcerer.*

*"They should have returned by now. Where are they?" Nimar kept saying, looking out the window. "I guess the Black Man is more resourceful than I thought and they've been..."*

*The eyes of both the priestess and the sorcerer came to rest on a single spider hanging from a single strand in the center of the room.*

*From the spider the image of a lovely, heavily pregnant drow female appears, forming into Shi'reana Teken'afin, high priestess of Lolth. "Greetings little flies... it seems your minions have failed you... and us."*

*"Duskmaw wishes for me to send you his regards and remind you that he has been the master of these lands for longer than you can trace your useless human ancestry."*

*The shape morphs into that of a very large black dragon. His evil green eyes sink into deep sockets, and two great horns form from his forehead, curling downward along his elongated jaw line. The flesh of his face appears to have partially deteriorated, as if burnt by acid. Acidic slime drools from his menacing grin. "Nimar... I am Duskmaw! I ruled this land and soon your kind will bow to me and call me master!"*

*The image then disappears, leaving Lady Cezia and Lord Nimar stunned.*

*"Of course! Carxa carries this dragon's... This Duskmaw's clutch of black dragons... I got so focused on her that I forgot she might already have a mate! Clever beast!"*

*The former regent of the County explodes in laughter.*

Proceed to "Epilogue".

## **EPILOGUE**

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*Outside the walls of Geralenn, the Knights of the Swan are busy bringing order to the army forming. The Black Bull of the Countess flies over a central tent while banners of Houses Dane, Gellor and the minor houses and knights complete the multi-colored mosaic. The army of Urnst has gathered. Displaced peasant levies join the knights.*

*In Trigol, Her Noble Brilliancy's brother, Sir Rotham Duncombe of the Knights of the Swan, is gathering knights, refugees, and a multi-religious army, to mount up on a flotilla of ships. They prepare to sail down the Franz River to assault Keep Thoria and the eastern Fennelmore.*

*In Brotton, Sir Carrick Gellor, Knight Exemplar of the Knights of the Swan, gathers a mercenary army recruited from many of the smaller houses in the County and backed by merchant groups. Word is that his army will make the push to Stone Battle itself.*

*The Bull, the Swan, and the Black Dragon of the Swamp are about to clash, winner takes all.*

Proceed to "AR Rewards".

## **AR REWARDS**

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- PCs who return and report their findings to Lord Nimar and Lady Cezia receive "Lord Nimar's Favor", "Lady Cezia's Favor" and "Lady Renee's Favor" AR rewards.
- County PCs who report to Nimar and Cezia receive the "Word From the Countess" AR reward.
- PCs who meet the Black Man receive the "Notice of the Black Man" AR reward.
- PCs who fail to report in receive the "I Failed the County" AR Award.
- If after being defeated by the kobolds, PCs who were eaten by Duskmaw receive the "Dragon Cuisine" AR Reward.
- If after being defeated by the kobolds, the PC who was allowed to leave receives the "Run Away, Little Mouse" AR Reward.

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### 2: THE GUARDS AT THE FRONT DOOR

Bypass the guards

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	570 XP

### 3: THE HALLS OF DAERN

Encounter the Traps

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### 4: HELP US PLEASE!

Meet some kobolds

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

### STORY AWARD

PCs discover that the Black Man is Duskmaw, a black dragon

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

### TOTAL POSSIBLE EXPERIENCE

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

## 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.

### ENCOUNTER 2: DAERN'S FORTRESS

**APL 6:** Coin: 76gp; Magic 1,232gp; +1 *chain shirt* x3 (104gp each); +1 *large green dragonhide leather* (110gp); +1 *large shortspear* (192gp); +1 *light crossbow* x3 (195gp each); *darkwood heavy shield* (34gp); Total: 1,308gp.

**APL 8:** Coin: 76gp; Magic 1,232gp; +1 *chain shirt* x3 (104gp each); +1 *large green dragonhide leather* (110gp); +1 *large shortspear* (192gp); +1 *light crossbow* x3 (195gp each); *darkwood heavy shield* (34gp); Total: 1,308gp.

**APL 10:** Coin: 76gp; Magic 3,048gp; +1 *chain shirt* x3 (104gp each); +1 *corrosive lt crossbow* x3 (695gp each); +1 *hand axe* (192gp); +1 *large battle axe* (193gp); +1 *large mithral chain shirt* (267gp); Total: 3,124gp.

**APL 12:** Coin: 76gp; Magic 4,449gp; +1 *corrosive lt crossbow* x3 (695gp each); +1 *hand axe* x2 (192gp each); +1 *large battle axe* x2 (193gp each); +1 *large mithral chain shirt*

x2 (267gp each); +2 *chain shirt* x3 (354gp each); Total: 4,525gp.

**APL 14:** Coin: 101gp; Magic 9,399gp; +1 *animated darkwood heavy shield* x2 (784gp each); +1 *corrosive lt crossbow* x4 (695gp each); +1 *hand axe* x2 (192gp each); +1 *large mithral chain shirt (moderate fortification)* x2 (933gp each); +2 *chain shirt* x4 (354gp each); +2 *large battle axe* x2 (693gp each); Total: 9,500gp.

**APL 16:** Coin: 201gp; Magic 14,761gp; +1 *animated darkwood heavy shield* x2 (784gp each); +1 *corrosive lt crossbow* x8 (695gp each); +1 *hand axe* x2 (192gp each); +3 *large mithral chain shirt (moderate fortification)* x2 (1,517gp each); +2 *chain shirt* x8 (354gp each); +2 *large battle axe* x2 (693gp each); Total: 14,962gp.

## TREASURE CAP

**APL 6:** 900 gp  
**APL 8:** 1,300 gp  
**APL 10:** 2,300 gp  
**APL 12:** 3,300 gp  
**APL 14:** 6,600 gp  
**APL 16:** 9,900 gp

## TOTAL POSSIBLE TREASURE

**APL 6:** 1308 gp  
**APL 8:** 1,308 gp  
**APL 10:** 3,124 gp  
**APL 12:** 4,525 gp  
**APL 14:** 9,500 gp  
**APL 16:** 14,962 gp

## ADVENTURE RECORD ITEMS

☛ **Lord Nimar's Favor:** This counts as one (1) influence point with Lord Nimar or House Gellor. Cross off once used.

☛ **Lady Cezia's Favor:** This favor gives you one (1) influence point with House Gellor or the Church of Pelor. In addition, if you have five (5) or more favors for this house or the church (any country), you may trade them in for a one time free *raise dead* spell cast on your body (including component). Cross off once used.

☛ **Lady Renee' Favor:** This counts as one (1) influence point with the Knights of the Swan or the Countess. You may exchange this influence point to upgrade one weapon with the bane: aberration, dragon, or humanoid (reptilian) All normal costs and prerequisites must be met. Cross off once used.

☛ **Word from the Countess:** (County PCs only) You may join any ONE county meta-org (except home owners) that you qualify for, waiving all TUs and gold cost for one year. You may not obtain a refund for meta-orgs paid. Cross off once used.

☛ **Notice of the Black Man** You have drawn the notice of the Black Man. In all future adventures where the Black Man or his followers are present, you are the primary target.

☛ **I Failed the County:** This award counts as an infamy point. Immediately lose any and all Influence points and favors with Lord Nimar, Lady Cezia Gellor, and House Gellor. You may negate the infamy point (but not the loss of Influences), by spending two influence points with the Countess or one influence point with House Gellor.

☛ **Dragon Cuisine:** You have been devoured by Duskmaw. Your body is unrecoverable. You can only be brought back to life through a *true resurrection* spell.

☛ **Run Away, Little Mouse:** Duskmaw let you escape to tell Nimar of his return. He won't give you the chance to escape twice.

## ITEM ACCESS

### APLs 6 and 8

- Green dragon hide armor (Adventure; DMG; 1,320gp)
- darkwood heavy shield (Adventure; DMG; 407gp)

### APLs 10 and 12 (all of APLs 6-8 plus)

- +1 *corrosive light crossbow* (Adventure; MIC; 8,335gp)
- +1 *mithral chain shirt* (Adventure; DMG; 2,100gp)

### APL 14 (all of APLs 6-12 plus)

- +1 *animated darkwood heavy shield* (Adventure; DMG; 9,407gp)
- # +1 *mithral moderate fortification chain shirt* (Adventure; DMG; 10,100gp)
- *cloak of elemental protection* (Adventure; MIC; 1,000gp)

### APL 16 (all of APLs 6-14 plus)

- #+3 *mithral moderate fortification chain shirt* (Adventure; DMG; 17,100gp)

## 2: DAERN'S FORTRESS

## KOBOLD SNIPER (3)

CR 3

Male Kobold Fighter 2 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +3; **Senses** Darkvision 60ft; Listen +0, Spot +0**Languages** Common, Draconic**AC** 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +5 armor, +1 natural)

**hp** 42 (6 HD);**Fort** +8, **Ref** +4, **Will** +1**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** masterwork spear +8/+3 (1d6) or**Ranged** +1 *light crossbow* +12/+7 (1d6+1/19-20) or**Ranged** +1 *light crossbow* +10/+10/+5 (1d6+1/19-20) or**Base Atk** +6; **Grp** +2**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot**Combat Gear** +1 *light crossbow*, +1 *chain shirt*,  
masterwork spear, many bolts**Abilities** Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 8**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid  
Reload (light crossbow), Weapon Focus (light  
crossbow)**Skills** Climb +9, Ride +12, Swim +7,**Light Sensitivity (Ex)** Kobolds are dazzled in bright  
sunlight or within the radius of a *daylight* spell.

## DRACOTAUR

CR 3

*Monster Manual III* p 42-43

NE large dragon

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Listen  
+6, Spot +6**Languages** Draconic**AC** 21, touch 15, flat-footed 17

(-1 size, +1 Dex, +2 armor, +3 shield, +5 natural)

**hp** 28 (3HD);**Immune** magic sleep, paralysis**Fort** +9, **Ref** +5, **Will** +5**Speed** 50 ft. in +1 *green dragonhide leather armor* (10  
squares), base movement 50ft**Melee** +1 *shortspear* +7(1d8+5/x3) and bite +1 (1d8+2)  
and tail slap +1(1d8+6) or**Melee** shortspear +7(1d8+4/x3) and bite +1 (1d8+2) and  
tail slap +1(1d8+6)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +11**Special Actions** Spit Fire +4 ranged touch attack (2d6)**Combat Gear** +1 *green dragonhide leather armor*,  
darkwood heavy shield, +1 *shortspear*, *potion cure*  
*light wounds* (2)**Abilities** Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13**Feats** Armor Proficiency (light), Iron Will**Skills** Balance +5, Intimidate +7, Jump +16, Knowledge  
(arcana) +4, Listen +6, Sense Motive +6, Spell Craft+6, Spot +6, Survival +6, Swim +8, Use Magic Device  
+7**Spit Fire (Su):** A dracotaur can spit a glob of fire as a  
standard action. Once a dracotaur spits, it cannot spit  
again for 1 minute. The dracotaur's spittle is a sticky  
adhesive substance that ignites when exposed to air,  
much like alchemists fire. This glob of fiery spittle is  
treated as a ranged touch attack with a range  
increment of 20 feet.A direct hit deals 2d6 points of fire damage. Every  
creature within 5 feet of the point where the spittle hits  
takes 1d4 points of fire damage from the splash.Unlike alchemists fire, a dracotaur's spittle does not  
continue to burn.**Skills** Because of their tails, dracotaurs have a +4 racial  
bonus on Balance, Jump, and Swim checks.

## 4: HELP US PLEASE

## KOBOLDS (6)

CR 4

LE small humanoid (reptilian), warrior 4/ monk 3

**Init** +2; **Senses** Darkvision 60 ft, Listen +2, Spot +2**Languages** Common, draconic**AC** 16, touch 15, flat-footed 12

(+1 Size, +2 Dex, +10 class, +2 monk, +1 natural)

**hp** 51(6HD);**Fort** +7, **Ref** +6, **Will** +6 (+8 vs Enchantment); Evasion;**Weakness** Light sensitivity**Speed** 40 ft.(8 squares)**Melee** unarmed strike +9/+4(1d4+1) or  
flurry of blows +7/+7/+2 (1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +3**Atk Options** Stunning Fist (3/day, DC15),  
Swarmfighting\*\* (+1 to attack for every ally that  
threatens the same target up to +4);**Abilities** Str 12, Dex 14, Con 11, Int 10, Wis 14, Cha 8**SQ** Flurry of Blows, Unarmed Strike, Evasion, Still Mind**Feats** Combat Reflexes<sup>B</sup>, Improved Toughness\*\*,  
Stunning Fist<sup>B</sup>, Swarmfighting\*\*, Weapon Focus  
(unarmed strike)**Skills** Balance +4, Climb +3, Hide +8, Jump +12, Swim  
+8, Tumble +14**Light Sensitivity (Ex)** Kobolds are dazzled in bright  
sunlight or within the radius of a *daylight* spell.**Skills** Kobolds have a +2 racial bonus on Craft  
(trapmaking), Profession (miner), and Search checks.

2: DAERN'S FORTRESS

**AMBUSH DRAKE**

**CR 5**

Male Ambush Drake  
\*from Monster Manual 3  
NE Medium Dragon

**Init** +6; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +12, Spot +12

**Languages** Common, Draconic

**AC** 18, touch 12, flat-footed 16  
(+2 Dex, +6 natural)

**hp** 73 (7 HD);

**Immune** paralysis, sleep

**Resist** Fire 10 (up to 30); **SR** 16

**Fort** +9, **Ref** +7, **Will** +5

**Speed** 40 ft., fly 30 ft. (poor);

**Melee** bite +10 (1d8+3 plus poison) and 2 claws +8 (1d6+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +10

**Special Actions** Breath weapon, poison

**Abilities** Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

**Feats** Alertness, Improved Initiative, Multiattack

**Skills** Hide +16, Listen +12, Move Silently +12, Spot +12,

**Possessions:** *potion of resist energy (fire)*

**Breath Weapon (Su)** 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.

**Poison (Ex)** Injure, Fortitude DC 17, initial and secondary damage 1d6 Dex. The DC is Constitution-based.

**Telepathic Link (Ex)** Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

**Skills** Ambush drakes have +4 racial bonus on Hide checks.

**KOBOLD SNIPER (3)**

**CR 5**

Male Kobold Fighter 4 Warrior 4  
LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 21, touch 15, flat-footed 17  
(+1 size, +4 Dex, +5 armor, +1 natural)

**hp** 56 (8 HD);

**Fort** +9, **Ref** +6, **Will** +2

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +10/+5 (1d6) or

**Ranged** +1 *light crossbow* +15/+10 (1d6+3/19-20 +1d6 acid) or

**Ranged** +1 *light crossbow* +13/+13/+8 (1d6+3 /19-20+1d6 acid)

**Base Atk** +8; **Grp** +4

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *light crossbow*, +1 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

**DRACOTAUR**

**CR 3**

Monster Manual III p 42-43

NE large dragon

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

**Languages** Draconic

**AC** 21, touch 15, flat-footed 17  
(-1 size, +1 Dex, +2 armor, +3 shield, +5 natural)

**hp** 28 (3HD);

**Immune** magic sleep, paralysis

**Fort** +9, **Ref** +5, **Will** +5

**Speed** 50 ft. in +1 *green dragonhide leather armor* (10 squares), base movement 50ft

**Melee** +1 *shortspear* +7(1d8+5/x3) and bite +1 (1d8+2) and tail slap +1(1d8+6) or

**Melee** shortspear +7(1d8+4/x3) and bite +1 (1d8+2) and tail slap +1(1d8+6)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +11

**Special Actions** Spit Fire +4 ranged touch attack (2d6)

**Combat Gear** +1 *green dragonhide leather armor*, darkwood heavy shield, +1 *shortspear*, *potion cure light wounds (2)*

**Abilities** Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13

**Feats** Armor Proficiency (light), Iron Will

**Skills** Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spell Craft +6, Spot +6, Survival +6, Swim +8, Use Magic Device +7

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash.

Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

**Skills** Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

## 4: HELP US PLEASE

### KOBOLDS (6)

**CR 6**

LE small humanoid (reptilian), warrior 4/ monk 5

**Init** +2; **Senses** Darkvision 60 ft, Listen +2, Spot +2

**Languages** Common, draconic

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**AC** 17, touch 15, flat-footed 12

(+1 Size,+2 Dex, +1 class, +2 Wis, +1 natural)

**hp** 65(9HD);

**Fort** +8, **Ref** +7, **Will** +7 (+9 vs Enchantment); Evasion;

**Weakness** Light sensitivity

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**Speed** 40 ft. (8 squares)

**Melee** unarmed strike +10/+5(1d8+1) or  
flurry of blows +9/+9/+4 (1d8+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +4

**Atk Options** Stunning Fist (3/day, DC16),

Swarmfighting\*\* (+1 to attack for every ally that threatens the same target up to +4);

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**Abilities** Str 12, Dex 14, Con 11, Int 10, Wis 15, Cha 8

**SQ** Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall (20 ft), Ki Strike, Purity of Body

**Feats** Alertness, Combat Reflexes<sup>B</sup>, Improved Natural Attack (unarmed strike), Improved Toughness\*\*, Stunning Fist<sup>B</sup>, Swarmfighting\*\*, Weapon Focus (unarmed strike)

**Skills** Balance +4, Climb +3, Hide +12, Jump +12, Move Silent +4, Swim +8, Tumble +16

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**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

**Skills** Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

## 2: DAERN'S FORTRESS

## AMBUSH DRAKE

CR 5

Male Ambush Drake

\*from Monster Manual 3

NE Medium Dragon

**Init** +6; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +12, Spot +12**Languages** Common, Draconic**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)**hp** 73 (7 HD);**Immune** paralysis, sleep**Resist** Fire 10 (up to 30); **SR** 16**Fort** +9, **Ref** +7, **Will** +5**Speed** 40 ft., fly 30 ft. (poor);**Melee** bite +10 (1d8+3 plus poison) and 2 claws +8 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +10**Special Actions** Breath weapon, poison**Abilities** Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9**Feats** Alertness, Improved Initiative, Multiattack**Skills** Hide +16, Listen +12, Move Silently +12, Spot +12,**Possessions:** *potion of resist energy (fire)***Breath Weapon (Su)** 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.**Poison (Ex)** Injure, Fortitude DC 17, initial and secondary damage 1d6 Dex. The DC is Constitution-based.**Telepathic Link (Ex)** Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.**Skills** Ambush drakes have +4 racial bonus on Hide checks.

## KOBOLD SNIPER (3)

CR 7

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0**Languages** Common, Draconic**AC** 21, touch 15, flat-footed 19 (+1 size, +4 Dex, +5 armor, +1 natural)**hp** 70 (10 HD);**Fort** +10, **Ref** +7, **Will** +3**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** masterwork spear +12/+7 (1d6) or**Ranged** +1 *corrosive light crossbow* +20/+15 (1d6+8/19-20+1d6 acid) or**Ranged** +1 *corrosive light crossbow* +18/+18/+13 (1d6+8/19-20 +1d6 acid)**Base Atk** +10; **Grp** +6**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot**Combat Gear** +1 *corrosive light crossbow*, +1 *chain shirt*, masterwork spear, many bolts**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),**Skills** Climb +11, Ride +15, Swim +9,**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## DRACOTAUR RAGER

CR 7

*Monster Manual III* p 42-43

NE large dragon barbarian 4

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +7**Languages** Draconic**AC** 21, touch 11, flat-footed 21; Uncanny Dodge (-1 size, +2 Dex, +5 armor, +5 natural)**hp** 80 (7HD);**Immune** magic sleep, paralysis**Fort** +14, **Ref** +7, **Will** +6**Speed** 60ft. in +1 *mithral chain shirt* (12squares), base movement 60ft.**Melee** (Two-Weapon Fighting) +1 *battleaxe* +12/+7 (2d6+8/x3) and +1 *handaxe* +12 (1d6+4) and bite +6 (1d8+3) and tail slap +6(1d8+6) or**Melee** +1 *battleaxe* +14/+9 (2d6+8/x3) and bite +6 (1d8+3) and tail slap +6(1d8+6)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +18**Atk Options** Power Attack, Two-weapon Fighting**Special Actions** Spit Fire +9 ranged touch attack (2d6)**Combat Gear** +1 *mithral chain shirt*, +1 *battle axe*, +1 *hand axe*, *potion cure serious wounds (2)***Abilities** Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12  
**SQ** Fast Movement, Illiteracy, Rage (2x/day), Trap Sense (+1)**Feats** Iron Will, Power Attack, Two-Weapon Fighting**Skills** Balance +6, Intimidate +11, Jump +28, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spell Craft +6, Spot +7, Survival +10, Swim +9, Use Magic Device +7**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is

treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

**Skills** Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

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**Power Up Suite Rage (12 rounds):** AC 19 (touch 9, flat-footed 19); hp 94; Atk +15 melee (2d6+10/x3, +1 *battleaxe*); Full Atk +14/+9 melee (2d6+10/x3, +1 *battleaxe*) and +13 (1d8+5/x3, +1 *handaxe*) and +8 melee (1d8+4, bite) and +8 melee (1d8+13, tail slap); SV Fort +14, Will +9; Str 28, Con 24. Skills: Jump +30, Swim +11. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

## 4: HELP US PLEASE

### KOBOLDS (6)

CR 8

LE small humanoid (reptilian), warrior 4/ monk 7

**Init** +2; **Senses** Darkvision 60 ft, Listen +2, Spot +2

**Languages** Common, draconic

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**AC** 17, touch 16, flat-footed 12

(+1 Size, +2 Dex, +1 class, +2 Wis, +1 natural)

**hp** 79(11HD);

**Fort** +9, **Ref** +8, **Will** +8 (+10 vs Enchantment);

Evasion;

**Weakness** Light sensitivity

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**Speed** 50 ft. (10 squares)

**Melee** unarmed strike +13/+8(1d8+1) or  
flurry of blows +12/+12/+7 (1d8+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +6

**Atk Options** Stunning Fist (3/day, DC17),

Swarmfighting\*\* (+1 to attack for every ally that threatens the same target up to +4);

---

**Abilities** Str 12, Dex 14, Con 11, Int 10, Wis 15, Cha 8

**SQ** Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall (30 ft), Ki Strike, Purity of Body, Wholeness of Body (14 hps)

**Feats** Alertness, Combat Reflexes<sup>B</sup>, Improved Disarm<sup>B</sup>, Improved Natural Attack (unarmed strike), Improved Toughness\*\*, Stunning Fist<sup>B</sup>, Swarmfighting\*\*, Weapon Finesse, Weapon Focus (unarmed strike)

**Skills** Balance +4, Climb +3, Hide +14, Jump +16, Move Silent +6, Swim +8, Tumble +18

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**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

**Skills** Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

## 2: DAERN'S FORTRESS

**BLACK AMBUSH DRAKE (2) CR 7**

Male Half-Black Dragon Ambush Drake

\*from Monster Manual 3

NE Medium Dragon

**Init** +6; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +12, Spot +12**Languages** Common, Draconic**AC** 22, touch 12, flat-footed 20

(+2 Dex, +10 natural)

**hp** 80 (7 HD);**Immune** acid, paralysis, sleep**Resist** Fire 10 (up to 30); **SR** 16**Fort** +10, **Ref** +7, **Will** +5**Speed** 40 ft., fly 30 ft. (poor);**Melee** bite +14 (1d8+7 plus poison) and 2 claws +12 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +14**Special Actions** Breath weapon (acid), breath weapon (*slow*), poison**Abilities** Str 24, Dex 15, Con 20, Int 9, Wis 10, Cha 11  
**SQ****Feats** Alertness, Improved Initiative, Multiattack**Skills** Hide +16, Listen +12, Move Silently +12, Spot +12, Tumble +7**Possessions:** *potion of resist energy (fire)***Breath Weapon (acid) (Su)** 60-foot cone, once per day, 6d8 acid, Reflex DC 15 negates.**Breath Weapon (slow) (Su)** 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 18 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.**Poison (Ex)** Injure, Fortitude DC 18, initial and secondary damage 1d6 Dex. The DC is Constitution-based.**Telepathic Link (Ex)** Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.**Skills** Ambush drakes have +4 racial bonus on Hide checks.**KOBOLD SNIPER (3) CR 7**

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0**Languages** Common, Draconic**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);**Fort** +10, **Ref** +7, **Will** +3**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** masterwork spear +12/+7 (1d6) or**Ranged** +1 *corrosive light crossbow* +20/+15 (1d6+8/19-20+1d6 acid) or**Ranged** +1 *corrosive light crossbow* +18/+18/+13 (1d6+8/19-20 +1d6 acid)**Base Atk** +10; **Grp** +6**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),**Skills** Climb +11, Ride +15, Swim +9,**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.**DRACOTAUR LIEUTENANT (2) CR 9**

NE large dragon barbarian 6

**Init** +2; **Senses** darkvision 60 ft; Listen +13, Spot +8**Languages** Draconic**AC** 22, touch 12, flat-footed 22; Improved Uncanny

Dodge, Uncanny Dodge

(-1 size, +3 Dex, +5 armor, +5 natural)

**hp** 106 (9HD);**Immune** magic sleep, paralysis**Fort** +19, **Ref** +13, **Will** +12**Speed** 60ft. in +1 *mithral chain shirt* (12squares), base movement 60ft., other movement mode ft.;**Melee** +1 *battleaxe* +17/+12 (2d6+8/x3) or and bite +10 (1d8+3) and tail slap +10 1d8+6)**Melee** (Two-Weapon Fighting) +1 *battleaxe* +15/+10 (2d6+8/x3) and +1 *handaxe* +14 (1d8+4) and bite +8 (1d8+3) and tail slap +8 1d8+6)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +20**Atk Options** Power Attack, Two-weapon Fighting**Special Actions** Spit Fire +10 ranged touch attack (2d6)**Combat Gear** +1 *mithral chain shirt*, +1 *battleaxe*, +1 *handaxe*, *potion cure serious wounds (2)***Abilities** Str 24, Dex 16, Con 20, Int 10, Wis 12, Cha 12**SQ** Fast Movement, Illiteracy Dodge, Rage (2x/day), Trap Sense (+2)**Feats** Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (battleaxe)**Skills** Balance +6, Intimidate +13, Jump +30, Knowledge (arcana) +7, Listen +13, Sense Motive +7, Spell Craft +8, Spot +8, Survival +11, Swim +14, Use Magic Device +7**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit

applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Improved Uncanny Dodge (Ex)** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Rage (Ex):** Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage.

Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

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**Power Up Suite: Rage (12 rounds):** AC 19, touch 10, flat-footed 19; hp 124; Melee +1 *battleaxe* +19/+14 (2d6+10/x3) and bite +12 (1d8+4) and tail slap +12 (1d8+9) OR +1 *battleaxe* +17/+12 (2d6+10/x3) and +1 *handaxe* +16 (1d8+5) and bite +10 (1d8+4) and tail slap +10 (1d8+9); Fort +21, Will +14; Str 28, Con 24; Jump +32, Swim +16

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## 4: HELP US PLEASE

### KOBOLDS (6)

CR 10

LE small humanoid (reptilian), warrior 4/ monk 9

**Init** +2; **Senses** Darkvision 60 ft, Listen +7, Spot +3

**Languages** Common, draconic

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**AC** 18, touch 17, flat-footed 12

(+1 Size, +2 Dex, +1 class, +3 Wis, +1 natural)

**hp** 93(12HD);

**Fort** +10, **Ref** +9, **Will** +10 (+12 vs Enchantment);

Improved Evasion;

**Weakness** Light sensitivity

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**Speed** 60 ft. (12 squares)

**Melee** unarmed strike +14/+9 (1d10+1) or flurry of blows +14/+14/+9 (1d10+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +7

**Atk Options** Stunning Fist (3/day, DC19),

Swarmfighting\*\* (+1 to attack for every ally that threatens the same target up to +4);

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**Abilities** Str 12, Dex 14, Con 11, Int 10, Wis 16, Cha 8

**SQ** Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall (40 ft), Ki Strike, Purity of Body, Wholeness of Body (18 hps), Improved Evasion

**Feats** Alertness, Combat Reflexes<sup>B</sup>, Improved Disarm<sup>B</sup>, Improved Natural Attack (unarmed strike), Improved Toughness\*\*, Stunning Fist<sup>B</sup>, Swarmfighting\*\*, Weapon Finesse, Weapon Focus (unarmed strike)

**Skills** Balance +4, Climb +3, Hide +16, Jump +20, Listen +7, Move Silent +8, Swim +8, Tumble +20

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**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

**Skills** Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

## 2: DAERN'S FORTRESS

### ADVANCED AMBUSH DRAKES (2) CR 11

From Monster Manual 3

NE Large Dragon

**Init** +6; **Senses** darkvision 60ft, low-light vision, scent, Listen +22, Spot +22

**Languages** Common, Draconic, telepathic link 30ft

**AC** 19, touch 11, flat-footed 17  
(-1 size, +2 Dex, +8 natural)

**hp** 212 (17 HD); regeneration/fast healing; DR

**Immune** paralysis, sleep

**Resist** Fire 10 (up to 30) **SR** 16

**Fort** +16, **Ref** +12, **Will** +10

**Speed** 40 ft. (8 squares), fly 30ft (poor)

**Melee** bite +24 (2d6+8 plus poison) and claws  
+22/+22/+17/+17 (2d6+4/19-20, x2)

**Space** 10ft.; **Reach** 10 ft.

**Base Atk** +17; **Grp** +29

**Special Actions** Breath weapon

**Abilities** Str 26, Dex 14, Con 22, Int 7, Wis 10, Cha 9

**Feats** Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Multiattack, Rapidstrike\*\* (claw)

**Skills** Hide +22, Listen +22, Move Silently +22, Spot +22,

**Possessions:** *potion of resist energy (fire)*

**Breath Weapon (Su)** 30ft cone once every 1d4 rounds, *slow* (duration 7 rounds) Will DC 19 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The save DC is Constitution-based.

**Poison (Ex)** Injury, Fortitude DC19, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

**Telepathic Link (Ex)** Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

**Skills** Ambush drakes has +4 racial bonus to hide checks

### KOBOLD SNIPER (4) CR 7

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);

**Fort** +10, **Ref** +7, **Will** +3

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +12/+7 (1d6) or

**Ranged** +1 *corrosive light crossbow* +20/+15 (1d6+8/19-20+1d6 acid) or

**Ranged** +1 *corrosive light crossbow* +18/+18/+13 (1d6+8/19-20 +1d6 acid)

**Base Atk** +10; **Grp** +6

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

### DRACOTAUR CAPTAIN (2) CR 11

NE large dragon barbarian 8

**Init** +3; **Senses** darkvision 60 ft.; Listen +15, Spot +12

**Languages** Draconic

**AC** 25, touch 13, flat-footed 25; Improved Uncanny Dodge, Uncanny Dodge

(+3 Dex, +5 armor, +5 natural, +3 shield)

**hp** 130 (11HD); DR 1/-

**Immune** magic sleep, paralysis

**Fort** +20, **Ref** +14, **Will** +12

**Speed** 60 ft. in +1 *mithral chain shirt (moderate fortification)*, (12squares), base movement 60ft.

**Melee** +2 *battleaxe* +20/+15/+10 (2d6+12/x3) and bite +12 (1d8+3) and tail slap +12 1d8+7)

**Melee** +2 *battleaxe* +18/+13/+8 (2d6+9/x3) and +1 *handaxe* +16 (1d8+4) and bite +10 (1d8+3) and tail slap +10 1d8+7)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +11; **Grp** +22

**Atk Options** Power Attack, Two-weapon Fighting

**Special Actions** Spit Fire +13 (2d6)

**Combat Gear** +1 *mithral chain shirt (moderate fortification)*, +1 *animated darkwood shield*, *potion cure serious wounds (2)*, +2 *battle axe*, +1 *handaxe*

**Abilities** Str 24, Dex 16, Con 20, Int 10, Wis 12, Cha 12

**SQ** Fast Movement, Illiteracy, Rage (3x/day), Trap Sense (+2)

**Feats** Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (battleaxe)

**Skills** Balance +7, Intimidate +14, Jump +32, Knowledge (arcana) +7, Listen +15, Sense Motive +7, Spell Craft +7, Spot +12, Survival +10, Swim +16, Use Magic Device +7

**Damage Reduction (Ex)** At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th

level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Improved Uncanny Dodge (Ex)** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Rage (Ex):** Three times per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

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**Power Up Suite: Rage (12 rounds)** AC 23, touch 11, flat-footed 23; hp 152 Melee +2 *battleaxe* +22/+17/+12 (2d6+15/x3) and bite +14 (1d8+4) and tail slap +14 (1d8+9) OR +2 *battleaxe* +20/+15/+10

(2d6+11/x3) and +1 *handaxe* +18 (1d8+5) and bite +12 (1d8+4) and tail slap +12 (1d8+9); Fort +22, Will +14; Str 28, Con 24; Jump +34, Swim +18

## 4: HELP US PLEASE

### KOBOLDS (6)

CR 12

LE small humanoid (reptilian), warrior 4/ monk 11

**Init** +2; **Senses** Darkvision 60 ft, Listen +9, Spot +3

**Languages** Common, draconic

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**AC** 19, touch 18, flat-footed 12

(+1 Size, +2 Dex, +2 class, +3 Wis, +1 natural)

**hp** 107(14HD);

**Fort** +11, **Ref** +10, **Will** +11; (+13 vs Enchantment)  
Improved Evasion;

**Weakness** Light sensitivity

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**Speed** 60 ft. (12 squares)

**Melee** unarmed strike +16/+11/+6 (1d10+1)

*flurry of blows* +15/+15/+15/+10/+5 (1d10+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +12; **Grp** +9

**Atk Options** Stunning Fist (3/day, DC20),  
Swarmfighting\*\* (+1 to attack for every ally that threatens the same target up to +4);

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**Abilities** Str 12, Dex 14, Con 11, Int 10, Wis 16, Cha 8

**SQ** Flurry of Blows, Unarmed Strike, Evasion, Still Mind, Slow Fall (50 ft), Ki Strike (lawful), Purity of Body, Wholeness of Body (22 hps), Improved Evasion, Diamond Body, Greater Flurry

**Feats** Alertness, Combat Reflexes<sup>B</sup>, Deflect Arrows, Improved Disarm<sup>B</sup>, Improved Natural Attack (unarmed strike), Improved Toughness\*\*, Stunning Fist<sup>B</sup>, Swarmfighting\*\*, Weapon Finesse, Weapon Focus (unarmed strike)

**Skills** Balance +4, Climb +3, Hide +18, Jump +22, Listen +9, Move Silent +10, Swim +8, Tumble +22

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**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

**Skills** Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

## 2: DAERN'S FORTRESS

### ADVANCED AMBUSH DRAKES (4) CR 11

From Monster Manual 3

NE Large Dragon

**Init** +6; **Senses** darkvision 60ft, low-light vision, scent, Listen +22, Spot +22

**Languages** Common, Draconic, telepathic link 30ft

**AC** 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +8 natural)

**hp** 212 (17 HD); regeneration/fast healing; DR

**Immune** paralysis, sleep

**Resist** Fire 10 (up to 30) **SR** 16

**Fort** +16, **Ref** +12, **Will** +10

**Speed** 40 ft. (8 squares), fly 30ft (poor)

**Melee** bite +24 (2d6+8 plus poison) and claws +22/+22/+17/+17 (2d6+4/19-20, x2)

**Space** 10ft.; **Reach** 10 ft.

**Base Atk** +17; **Grp** +29

**Special Actions** Breath weapon

**Abilities** Str 26, Dex 14, Con 22, Int 7, Wis 10, Cha 9

**Feats** Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Multiattack, Rapidstrike\*\* (claw)

**Skills** Hide +22, Listen +22, Move Silently +22, Spot +22,

**Possessions:** *potion of resist energy (fire)*

**Breath Weapon (Su)** 30ft cone once every 1d4 rounds, *slow* (duration 7 rounds) Will DC 19 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The save DC is Constitution-based.

**Poison (Ex)** Injury, Fortitude DC19, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

**Telepathic Link (Ex)** Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

**Skills** Ambush drakes has +4 racial bonus to hide checks

### KOBOLD SNIPER (8) CR 7

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);

**Fort** +10, **Ref** +7, **Will** +3

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +12/+7 (1d6) or

**Ranged** +1 *corrosive light crossbow* +20/+15 (1d6+8/19-20+1d6 acid) or

**Ranged** +1 *corrosive light crossbow* +18/+18/+13 (1d6+8/19-20 +1d6 acid)

**Base Atk** +10; **Grp** +6

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

### DRACOTAUR COMMANDER (2) CR 15

NE large dragon barbarian 12

**Init** +3; **Senses** Darkvision 60 ft, Low-light vision Listen +18, Spot +7

**Languages** Draconic

**AC** 27, touch 12, flat-footed 27 improved uncanny dodge, uncanny dodge

(+1 Size, +3 Dex, +7 armor, +3 shield, +5 natural)

**hp** 185(15HD); **DR** 2/-

**Immune** Magic sleep and paralysis

**Fort** +16, **Ref** +10, **Will** +10

**Speed** 60 ft. in +3 *mithral chain shirt (moderate fortification)* (12 squares), base movement 60 ft

**Melee** (Two-Weapon Fighting) +1 *battleaxe* +20/+15/+10(2d6+8/x3) and +1 *handaxe* +19 (1d8+4) and bite +21 (1d8+3) and tail slap +16 (1d8+3) or

**Melee** +1 *battleaxe* +22/+17/+12 (2d6+8) and bite +21 (1d8+3) and tail slap +16 (1d8+3) or

**Ranged** Spit fire +17 (2d6)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +15; **Grp** +26

**Special Actions** Greater Rage

**Combat Gear** +3 *mithral chain shirt (moderate fortification)*, +1 *battleaxe*, +1 *handaxe*, +1 *animated darkwood shield*, *potions cure serious wounds (2)*

**Abilities** Str 25, Dex 16Con 20, Int 10, Wis 12, Cha 12

**SQ** Fast movement, Trap sense +3, Uncanny dodge, Improved Uncanny Dodge, Damage Reduction

**Feats** Armor Proficiency (light), Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (battleaxe), Improved Bullrush, Awesome Blow

**Skills** Balance +6, Intimidate +19, Jump +35, Knowledge (arcana) +17, Listen +18, Sense Motive +7, Spellcraft +6, Spot +7, Survival +18, Swim +12, Use Magic Device +10

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is

treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash.

Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

**Skills** Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

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**Power Up Suite Rage (11 Rounds):** AC 22 (touch 10, flat-footed 22); hp 230; Atk +1 *battleaxe* +25/+20/+15 melee (2d6+16/x3); Full Atk +1 *battleaxe* +23/+18/+13 (2d6+16/x3) and +1 *handaxe* +22 (1d8+6/x3,) and bite +24 melee (1d8+5) and tail slap +19 melee (1d8+5,); SV Fort +19, Will +13; Str 31, Con 26. Skills: Jump +38, Swim +15. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

## 4: HELP US PLEASE

### KOBOLDS (6)

CR 14

LE small humanoid (reptilian), warrior 4/ monk 13

**Init** +2; **Senses** Darkvision 60 ft, Listen +11, Spot +3

**Languages** Common, draconic

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**AC** 19, touch 18, flat-footed 12

(+1 Size, +2 Dex, +2 class, +3 Wis, +1 natural)

**hp** 138(16HD);

**SR** 23

**Fort** +13, **Ref** +11, **Will** +12 (+14 vs Enchantment);

Improved Evasion;

**Weakness** Light sensitivity

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**Speed** 70 ft. (14 squares)

**Melee** unarmed strike +17/+12/+7 (2d6+1)

flurry of blows +17/+17/+17/+12/+7 (2d6+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +13; **Grp** +10

**Atk Options** Stunning Fist (3/day, DC21),

Swarmfighting\*\* (+1 to attack for every ally that threatens the same target up to +4);

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**Abilities** Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 8

**SQ** Flurry of Blows, Unarmed Strike, Evasion, Still Mind,

Slow Fall (60 ft), Ki Strike (lawful), Purity of Body,

Wholeness of Body (18 hps), Improved Evasion,

Diamond Body, Greater Flurry, Abundant Step,

Diamond Soul

**Feats** Alertness, Combat Reflexes<sup>B</sup>, Deflect Arrows,

Improved Disarm<sup>B</sup>, Improved Natural Attack (unarmed

attack), Improved Toughness\*\*, Stunning Fist<sup>B</sup>,

Swarmfighting\*\*, Weapon Finesse, Weapon Focus

(unarmed strike)

**Skills** Balance +4, Climb +3, Hide +20, Jump +24, Listen

+11, Move Silent +12, Swim +8, Tumble +24

---

**Light Sensitivity (Ex)** Kobolds are dazzled in bright

sunlight or within the radius of a daylight spell.

**Skills** Kobolds have a +2 racial bonus on Craft

(trapmaking), Profession (miner), and Search checks.

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### CLOSE-QUARTERS FIGHTING [GENERAL]

You are skill at fighting at close range, and resisting grapple attempts.

**Prerequisites:** Base Attack +3.

**Benefits:** You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

**Normal:** Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

**Special:** A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

**Source:** *Complete Warrior* 97

#### CROSSBOW SNIPER

You are skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add extra custom-made sights to your weapon or you have learned to maximize the stability and precision the weapon offers.

**Prerequisite:** Proficiency with hand, heavy, or light crossbow, Weapon Focus with hand, heavy or light crossbow, base attack bonus +1.

**Benefit:** When using a crossbow for which you have the Weapon Focus feat, you gain a bonus on damage rolls equal to ½ your Dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range at which you can make such attacks increases to 60feet when you are using a crossbow for which you have the Weapon Focus feat.

**Special:** A fighter may select Crossbow Sniper as one of his fighter's bonus feats.

**Source:** *Player Handbook II* 78

#### IMPROVED TOUGHNESS

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 get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter's bonus feats.

**Source:** *Complete Warrior* 101

#### RANGED WEAPON MASTERY

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisite:** Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls. In addition, you increase its range increment by 20feet.

**Special:** You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Ranged Weapon Mastery as one of his fighter bonus feats.

**Source:** *Player Handbook II* 82

#### RAPIDSTRIKE

You can attack more than once with a natural weapon.

**Prerequisites:** Dex 9, one of more pairs of natural weapons, aberration, dragon, elemental, magical beast or plant type, base attack bonus +10.

**Benefit:** If you have a pair of natural weapons, such as two claws, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

**Normal:** Without this feat, you attack once with each natural weapon.

**Special:** You can take this feat once for each pair of natural weapons you have.

**Source:** *Draconomicon* 73

#### SWARMFIGHTING

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

**Prerequisites:** Small size, Dex 13, base attack bonus +1.

**Benefit:** You can occupy the same 5-foot square in combat with any other allied Small creature that also

possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

**Source:** *Complete Warrior* 105

## MAGIC ITEMS

### CLOAK OF ELEMENTAL PROTECTION

**Price (Item Level):** 1,000gp (4<sup>th</sup>)

**Body Slot:** Shoulders

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC16) abjuration

**Activation:** Immediate (command)

**Weight:** 1lb

This white cloak is embroidered with runes representing the five energy types in metallic thread.

When you activate a *cloak of elemental protection*, you gain resistance 10 against a single energy type of your choice (acid, cold, electricity, fire, or sonic). This protection lasts until the start of your next turn.

A *cloak of elemental protection* functions once per day. You must wear a *cloak of elemental protection* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

**Prerequisites:** Craft Wondrous Item, *resist energy*. **Cost to Create:** 500 gp, 40 XP, 1 day.

**Source:** *Magic Item Compendium* 87

## APPENDIX 3: COUNTY OF URNST REGIONAL RACE RULES

Several options exist for players in Living Greyhawk to play races that are normally reserved for NPCs (such as centaurs and kobolds). In order to clarify regional reactions to player characters and provide an easy way for players to assess a region's acceptance of an unusual race, the following standard has been adopted. Regions must make this assessment for the following races: asherati, Bright Desert centaurs, and Mist Kingdom kobolds. The assessment is not made for subraces of Player's Handbook races (such as snow elves) – these races are similar enough to the standard races.

These rules apply only when playing a module set in the County of Urnst (not when playing Cores or meta-regional modules not set in the County). Other regions will have different rules and applications. Regional adventures and AR items may have additional rules or special entries that supersede these rules.

The chart below shows how different races are generally viewed in the County of Urnst:

Race	Attitude
Asherati	Neutral
Centaurs	Neutral
Lizardfolk (except Fennelmore)	Wary
Mongrelfolk	Wary
Non-evil Humanoid Race	Wary
Half-Orcs	Wary
Mist Kingdom Kobolds	Monstrous
Lizardfolk (in Fennelmore only)	Monstrous
Any Evil Humanoid Race	Monstrous

### GENERAL

'Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race as described in the attitude sections below.

- Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.
- However to gain favors and influence, NPCs need to know your name and recognize you. You may refuse any favors by remaining disguised or by giving fake names.
- House Underley and the Underley network ignore the above rule. They will immediately honor any rewards they offer and they are no harsher towards any particular individual over another.
- Evil organizations who offer influence and rewards will respond to races differently. Each organization's attitude (whether Neutral, Wary, or Monstrous) will be noted in the relevant adventure.

### NEUTRAL

(Anyone that radiates evil that would normally fall in this category is treated as "wary" instead.)

- People are mildly suspicious or fearful of you.
- The initial attitude of most NPCs is Indifferent but can be raised to Helpful.
- Though viewed with curiosity and suspicion, the law treats you fairly.
- Individual exceptions may exist but, unless explicitly mentioned, there is no extra penalty.
- You can belong to any County Meta-org without problem.

### WARY

(Anyone that radiates evil that would normally fall in this category is treated as "monstrous" instead.)

- People are moderately suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Friendly.
- You suffer a -2 circumstance penalty to social skill checks with such NPCs.
- You may receive moderately unequal treatment by the laws, such as automatically receiving the maximum penalties for breaking the law.
- Any fine is also doubled. Any fine beyond 1000 gp gets a 1 TU prison sentence for each 100gp of fine.

- You can belong to any County meta-org. However, people eye you suspiciously and you may not be well-liked.

## **MONSTROUS**

- (Anyone that radiates evil that would normally fall in this category is hunted down and killed without prejudice. Proximity to the Lands of Iuz means most folk people prefer to repent than regret.)
- People are severely suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Indifferent.
- You suffer a -4 circumstance penalty to social skill checks. Anyone perceived as your friend suffers a -2 penalty on social skill checks.
- You suffer a -4 penalty on living off the wild checks, and your lifestyle costs are doubled; if your lifestyle costs are increased by other effects, use the core rules for stacking of multipliers.
- You will likely receive severely unequal treatment by the laws, such as additional penalties for breaking the law, beyond those of other races
- Potential employers likely hide their association with you and expect the same of you; if you reveal such information, any favors or influence with such employers is automatically revoked.
- Membership in most regional meta-organizations will be banned. Those that allow you to join will likely require more significant sacrifices.
- Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race.

Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.

## APPENDIX 4: MARSHES

**Source:** DMG p 88-89

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain. below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes. The percentages are Indicative of typical marsh terrain and don't represent the exact chance that a given square will contain the terrain element.

### MARSH TERRAIN FEATURES

	— Marsh Category —	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light Undergrowth	30%	20%
Heavy Undergrowth	10%	20%

If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus to reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase Move Silently checks by 2.

**Undergrowth:** The bushes, rushes, and other tall grasses in marshes function undergrowth does in a forest. A square that is part of a bog does not also have undergrowth.

**Quicksand:** Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter. The momentum of a charging or running character carries him or her 1d2x5 feet into the quicksand.

**Effects of Quicksand:** Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description. page 84 of the *Players Handbook*, and Drowning. page 304 of the DMG).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive. round of being under the surface.

**Rescue:** Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC10 Strength check to hold onto the branch, rope, or poll. If the victim fails to hold on he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

### RANDOM SQUARE TERRAIN

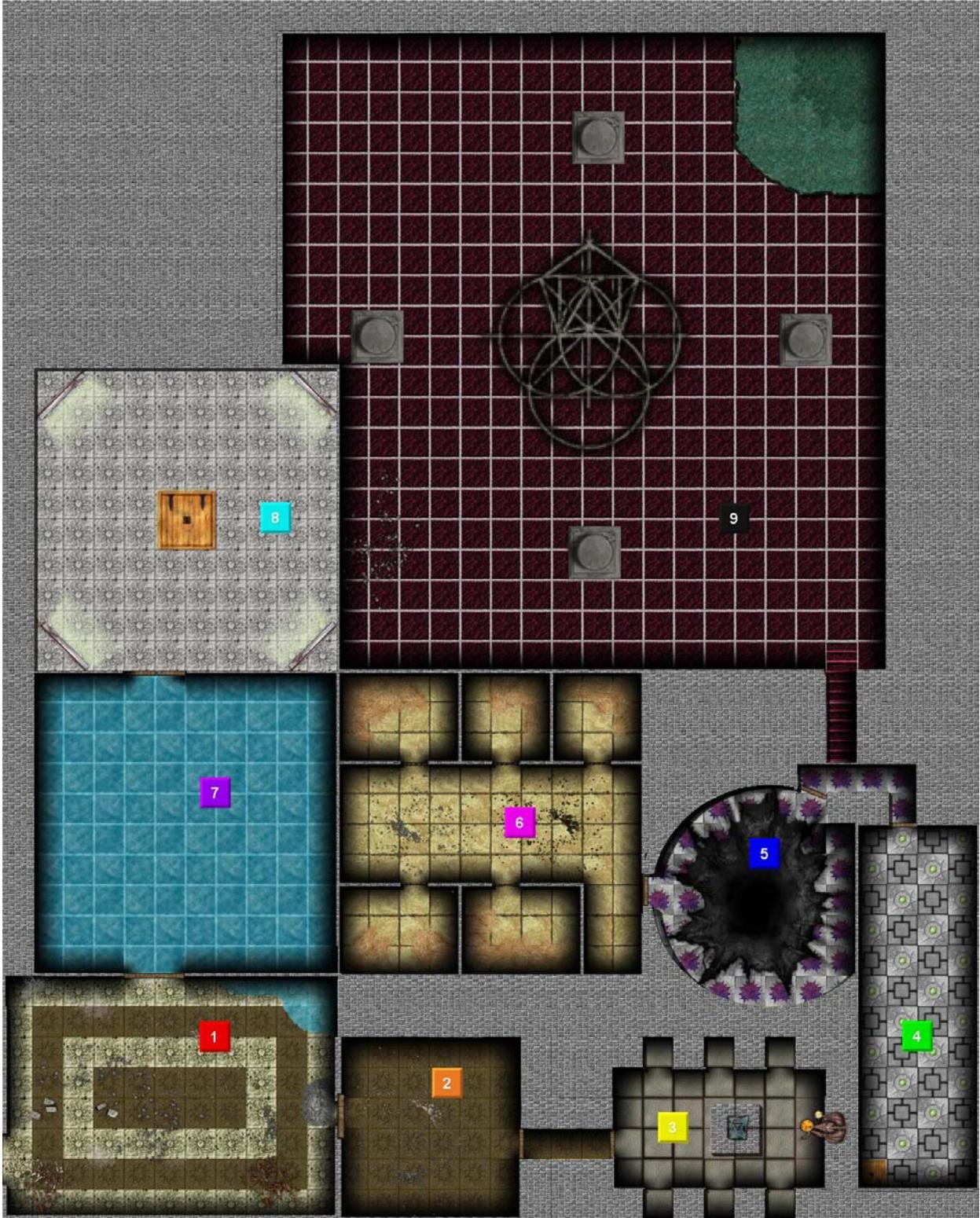
1d6	Terrain
1	no effect on movement
2	shallow bog
3	shallow bog
4	deep bog
5	quicksand
6	deep water

## DM MAP 1: DAERN'S FORTRESS (OUTSIDE)

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# DM MAP 4: DAERN'S FORTRESS (INSIDE)



## PLAYER HANDOUT 0: WORD ON THE STREET

Our dear Lord Agnard was captured by some devil-woman! He must be saved, and quickly!

Lord Agnard was captured by a pleasure devil with a *trap the soul* gem.

Sir Rinald Gellor has taken command in his father's absence.

Sir Rinald and his sister Lady Cezia have moved their capital to High Mardreth.

Sir Rinald narrowly escaped an assassination attempt by a drow during the battle of Stone Battle. He managed to escape only because of brave adventurers who refused to let the assassin get close enough to do her dirty work. It was said the assassin was dressed in House Teken'afin colors.

Lady Cezia Gellor, the archbaron's daughter is here in Geralenn and looking for adventurers to go into the swamp on an important mission.

Lady Renee Camis-Rouge, head of the Knights of the Swan from Stone Battle is also here in Geralenn.

The city of Stone Battle was seized by the forces of the Black Man of the Swamp before the onset of winter.

Brushnak, the war troll is the commander of the Black Man's forces holding Stone Battle.

The remaining citizens of Stone Battle have been enslaved and any dead left behind have been turned into undead to serve in the evil forces.

Lizardfolk Druids have changed most roads leading to Stone Battle into marshland and have grown plants to block access to the city.

The dragon that attacked Stone Battle has not been seen since the city fell. Some say she has returned to the swamp.



Image 1: Crowded streets of Geralenn

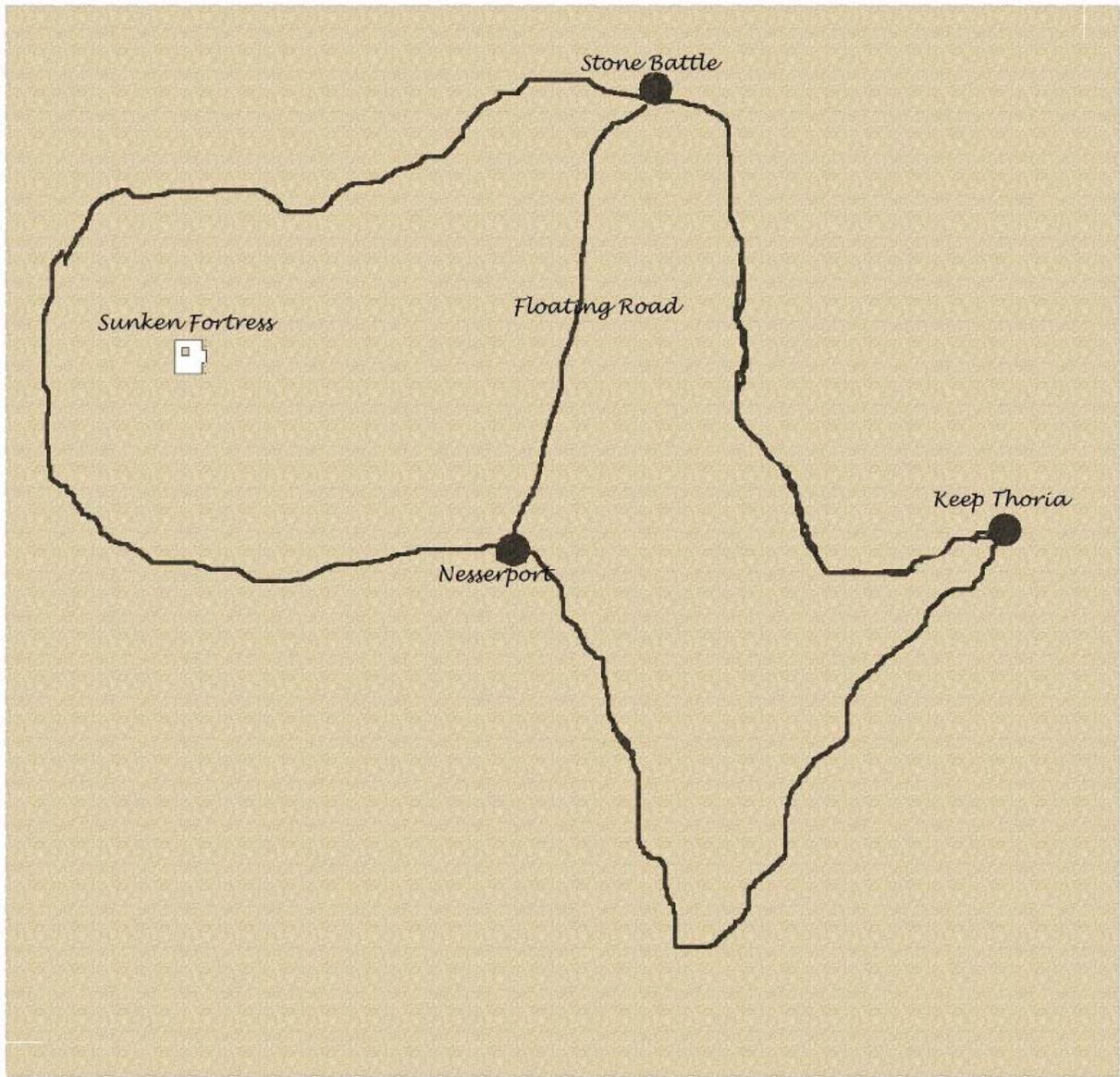
## PLAYER HANDOUT 1: NIMAR CHRYSALE GELLOR

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- Nimar is a powerful sorcerer who adventured for many years before retiring to Dosseldorf to devote his time to investigating Crystal Springs.
- He became the mayor by accident about 20 years ago when a horde of orcs attacked the village and he took them out nearly single-handedly.
- Nimar used to be Lord Mayor of New Dosseldorf. He is still well-liked here because he was strong enough to defend, and lead the community, enforcing justice when need be, and stayed out of people's hair the rest of the time.
- Lord Nimar assumed power during Countess Belissica's disappearance in 593-594CY and became proxy for Countess Belissica who was absent during a major portion of the Civil War.
- He is a somewhat powerful, but clumsy sorcerer who is closely associated with the mysterious Crystal Springs.
- He had not been heard from since the end of the War, and was notably absent from the Countess Belissica's funeral and Her Noble Brilliancy Elone Hofre Gellor's coronation.
- Additionally, during Lord Duncombe's regency in 596CY, Nimar was sought for questioning.
- Nimar was recently found on another plane by adventurers and returned to the County. Since that time, he has been reclusive.

## PLAYER HANDOUT 2: THE HARPY'S MAP

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## PLAYER HANDOUT 3: DAERN'S FORTRESS

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Deep within the Fennelmore is an ancient fortress that was built by the Aerdi under the command of the Overking Jirenen. The fortress was built at the same time the Aerdi were building the roads across the County of Urnst, during the Battle of a Fortnight's Length (-110 CY).

The Battle of a Fortnight's Length was a pivotal historical event that solidified the power of the ancient Oeridian kingdom of Aerdy. After the defeat of Nyronal cavalry squadrons in this conflict, the Kingdom of Aerdy became known as the Great Kingdom, its king presiding over the Sunndi swamplands of the south, westward along the shores of the Teflic Gulf and the Sea of Yar, to the Nyr Dyv north to the Shield Lands and the Flan-dominated land of Tenh.

The Oeridian hero-goddess Daern may have been present at the battle, for her mortal life is said to have ended shortly thereafter. Daern is the Oeridian goddess of Defenses and Fortifications. Daern's holy symbol is a shield hanging from a parapet. Griffins are often associated with her.

In her mortal life, Daern was responsible for the construction of a number of famous fortifications, including Castle Blazebane in Almor and Tarthax (currently known as Goldbolt) near Rel Deven. Some sources in the Great Kingdom imply that she was involved in the construction of the Imperial Palace at Rauxes, though this event occurred some time after her death (some time after the Battle of a Fortnight's Length in -110 CY), so few take this claim seriously.

Thus, the fortress was called Daern's Fortress and it was manned by 200 soldiers. Unfortunately, the land it was built on slowly lowered through the ages, and because the Aerdi abandoned it, it slowly sank into the Fennelmore.