



Under Arena

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure

by Andrew Garbade

A strange discovery leads to a knock in the middle of the night, a plea for help, and a journey into the unknown. Are the characters up to the challenge? A Living Kingdoms of Kalamar adventure for ATLS 1, 3, 5, 7 and 9.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

Living Kingdoms of Kalamar uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of 4.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL _____

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 9th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

This adventure takes place in the middle of Winter. Snow has covered Pekal in an unusually harsh season. Many people have retreated inside their homes, and the temperature hovers around freezing. Frost covers the shore of Lake Eb'Sobet, and more than a few superstitious people whisper that Kalamar wizards finally discovered magical tomes that allow them to control the seasons.

MODULE NOTES

This adventure is more similar to a dungeon crawl than a role-playing event. Most of the role-play is expected to occur between the players at the table when they make various discoveries inside the dungeon.

This adventure ties into another ongoing plot line, though the characters will most likely not make that connection. Certain elements of the story, however, will appear in later adventures.

Be sure in your preparation to judge this event you are familiar with the special creature encounters in Encounter 6. There is a new creature, the Lingering Ghast, that makes an appearance. It has quite a few unique abilities that should challenge the characters in new ways.

Other than those issues, have fun.

BACKGROUND

Several hundred years ago, the area around Lake Eb'Sobet was ruled over by powerful undead wizards. One in particular was a master of teleportation magic. His empire was notable for one important reason – he did not rule over a contiguous region of the world, he would appear in remote cities, assume control, and place trusted followers in charge. His first order of business was to create a teleportation circle in the city whereby he could communicate with his

followers almost instantaneously. In this way, he remained in control, while at the same time ensuring that his safety and study was not compromised by having a main capital for his holdings.

This system worked well until several powerful priests accidentally discovered his lair. Seeing it was the home of a powerful undead creature, they destroyed him before he could escape through one of his circles. After communication from their master ceased, his minions attempted to retain control over their cities and regions, most believing this to be some way to test their loyalty. As time passed, more and more of the servants either fled their positions, or were destroyed by rebellious factions who seized an opportunity for freedom.

But there were a few undead creatures who took the initiative to break away from their master and create their own empire. A vicious ghastr named Irren was one such creature.

Tasked to look after a small kobold community, Irren was merciless in his treatment of the inhabitants. Originally conquered because of a nearby mine containing rare gems, the kobold warren essentially became a slave mining operation. Irren treated the kobolds harshly at first, but after the communications from his master ceased, he became very nervous. Though the kobolds were pitiful creatures, Irren enjoyed the power he had, and losing control over something as meager as the mining operation was not something he could abide. After a few weeks of receiving no word from his master, Irren's paranoia reached its peak. In a fit of lunacy, he called all the kobolds together in their main hall. While they gathered, he had the timbers supporting the entrances and exits to the rest of their warrens weakened. As the kobolds milled around waiting for the ghastr, Irren collapsed all the supports to tunnels leading out of the main cavern. He then began wading through the creatures, slaying one after another as the blood rage of his undeath took hold.

The kobolds eventually killed the insane ghastr, but they were trapped inside their hall. Too many of their kind were dead or dying to effectively dig themselves out. Try as they might, over the next few weeks, all the remaining creatures died in the large central cave.

As luck would have it, one of the wizard's teleportation circles was constructed several dozen feet below the current location of the Leboleghido Tactical Academy. As the Academy excavated preparing to build a large barracks for incoming students, they found a strange chamber with the circle. The College of Magic was notified, and a number of wizards arrived to investigate. The wizards managed to activate the circle after a week of study, and two separate groups of Pekal soldiers were sent through to discover where it led. So far, none have returned.

ADVENTURE SYNOPSIS

Introduction:

A strange magical circle has been found, and the College of Magic, several guilds, and the government of Pekal want to know where it leads.

Encounter 1:

The characters meet their contact, and find out details about the job.

Encounter 2:

The characters enter the teleportation circle, and arrive in a small cavern. Taking a moment to acquaint themselves, the characters may find tracks of the earlier explorers and detailed information about ancient empires.

Encounter 3:

The rest of the building is abandoned, though several clues exist about the previous inhabitants.

Encounter 4:

Leaving the main building, the characters find themselves in a large cavern covered with the remains of over one hundred small humanoids. Some fungoid creatures have taken up residence near a small pool of fetid water.

Encounter 5:

Examination of the pool of water leads to a dangerous encounter with the only living inhabitants of the cave.

Encounter 6:

Irren finally rouses from his slumber to find more men in his kingdom. Tracking them down, he assaults them, hoping his next meal with lead him to salvation.

Conclusion:

The characters return through the teleportation circle and receive their reward.

INTRODUCTION

Summary: A strange magical circle has been found, and the College of Magic, several guilds, and the government of Pekal want to know where it leads.

Characters begin the adventure sleeping/resting at the location of their choice. Read the following box text, adjusting as necessary to account for character locations.

A dull banging startles you. Almost fully at rest, the sound of someone beating on your door grabs your attention. From behind the door, a man's voice can be heard. "Your pardon, but your presence is requested by order of the Prince!" The door creaks as he continues knocking.

The man is a Corporal in the Pekal Military, and has orders to bring the characters to the Lebolegido Tactical Academy. He does have a writ with the character's name and location written down upon it. The Corporal prevails upon the character in the strongest terms necessary to accompany him in fulfillment of his orders

The Corporal does not have much information, only that the characters must bring their "tools and assorted adventuring gear" with them on the journey. They will not need their horses as wizards are prepared to *teleport* them.

If pressed, the Corporal admits that there has been a strange discovery under the training grounds of the Academy, and that the government is nervous about something. A successful **Diplomacy DC 20** check is required to get this information.

Two wizards are nearby (perhaps in the common room of the tavern – depends on the character) who cast the spell on both the character and the Corporal.

After the spell is cast, read the following box text.

You find yourselves in a small room with wooden walls, obviously used as a classroom of some kind. Several other people are in the room with you, including

more soldiers. The soldiers look at each other, then begin moving toward the door. One looks back, "Everyone is here now, and we go to get your employers. Please be patient and remain here. You will be working with each other, so perhaps you should learn one another's names and skills?"

Allow characters to introduce themselves at this point.

When they are finished, continue to **Encounter 1**.

ENCOUNTER 1 A Dirty Job

Summary: The characters meet their contact, and find out details about the job.

The door opens and a tall Kalamaran man enters accompanied by a gnome woman. Both wear robes identifying them as members of the College of Magic. The woman stops at the front of the room and faces you, "Please forgive us pulling you from your rest. Our need is urgent, and we would not have disturbed you except in the most unusual circumstances."

The gnome woman is Nelly (Wiz12) and the human man is Kalindor (Wiz 10). They have been assigned to examine the teleportation circle by the College of Magic.

Unfortunately, though Nelly managed to activate the circle, none of the groups sent to explore the other side have returned. So far, two groups of five people each have been sent through.

The details are below for the judge's convenience:

Group One

5 Pekal soldiers (1 sergeant, 1 corporal, 3 privates)

Group Two

3 Pekal soldiers (1 staff sergeant, 2 sergeants)
2 Senior Apprentices

Here is what the wizards are willing to reveal:

- The circle was uncovered a few weeks ago as workers dug under the arena to expand its underground training facility.

- The College of Magic was contacted and sent Nelly and Kalindor to investigate.
- Nelly managed to activate the circle with a scroll of ancient origin.
- The Prince and the College of Magic decided to explore the circle, and discover where it led. A group of five people went through, along with Kalindor to ensure they could return.
- A squad of soldiers was also assigned to guard the circle, in case something dangerous came through to the Academy.
- Another circle was found inside a small room with walls of rock. There was no visible way out, so Kalindor ensured the other circle was active, then returned.
- After six hours, he went through again, but there was no sign of the group in the room. It appeared exactly as it had several hours ago, and there was not even a set of tracks. Casting a few quick spells to detect illusions or magic revealed nothing, so Kalindor came back to the Academy to report.
- Though Nelly and Kalindor would have stayed to discover what happened, their superiors in the College of Magic specifically forbade it since they were the ones who were controlling access into – and out of – the teleportation circle. If anything came through from the other side, it would be up to Nelly and Kalindor to close the circle.
- Another team was sent through, this time with two Senior Apprentices from the College of Magic to guard the teleportation circle from the other side. Both were skilled in magic that would allow them to return to Lebolegido if the situation became unbearable. They have not been heard from since.
- The Prince, unwilling to send more soldiers into the circle, instead asked the College to contact some adventurers to undertake the mission. He believes, and the College agreed, that whatever lies beyond the circle is not something his soldiers are trained to defeat. They are, after all, trained in combat against certain foes, and even wizards have their weaknesses (with a **Diplomacy check**

DC 15, Nelly reveals that the two wizards who were guarding the circle should have reported back at the first sign of trouble, and the fact that they have not done so is very troubling to her and the College).

- The adventurers are going to be the third group to enter the circle. Nobody is going to accompany them, and they are not given anything to “save” them should they get into trouble. The College would not send them in totally unprepared, however. Each character receives one potion from the following list:
 - Mage armor (PHB)
 - Protection from evil (PHB)
 - Aid (PHB)
 - Delay Poison (PHB)
 - Cure Moderate Wounds (PHB)
 - Lesser Restoration (PHB)
 - Spider Climb (PHB)
 - Faith Shield (KPG)

The judge should allow the characters to keep track of their potions, then fill out the provided certs at the end of the adventure if the character did not use theirs.

- Payment may be discussed now or when they return. The College would like to see everything found to ensure that dangerous items are not unwittingly allowed into public hands, but other than that restriction, the characters may keep whatever they find. The Wizards offer 40 gold if the characters go through the teleportation circle and return, and an additional 30 if they find out what happened to the prior groups. With a **Diplomacy DC 14+ATL**, the wizards may go a bit higher, up to 50 first, and 50 when the characters return.
- A large group of powerful wizards is being assembled in Bet Rogala to fully examine the gate. If the characters do not return within 24 hours, this group will enter the circle. If they do, the characters may keep their first payment, but forfeit the remainder.

Other questions and answers depend on specific questions. The judge should improvise as needed.

When the characters are finished asking questions, continue below.

Your group is led down a large staircase into the underground storage area. Passing through a wide hallway, your procession ends in a large room with three wooden walls. Dozens of mining tools lay around the floor, obviously a staging area for the excavation work. The fourth wall is missing, and in its place, a large hole in the stone wall. Moving through, you travel about 20 feet before coming to a side opening. A dim blue light reaches into the passage. Inside is a small stone chamber, with several soldiers standing guard along the walls. In the center of the room is a large stone circle covered with arcane symbols, glowing faintly. Nelly points, "There is it, step on it and say 'Felstrys' to activate the magic. We'll be coming through in 24 hours if we don't hear from you first. Good luck."

In case any characters ask, the blue light is NOT similar to that which accompanies psionic activity.

When all the characters have activated the teleportation circle, continue to **Encounter 2**.

ENCOUNTER 2 **Teleportation**

Summary: The characters enter the teleportation circle, and arrive in a small cavern. Taking a moment to acquaint themselves, the characters may find tracks of the earlier explorers and detailed information about ancient empires.

Blight blue light flashes as magical energy courses through your body. A moment later, you are in a different place. A small room with rock walls 20 ft on each side with a ceiling 10 ft above surrounds you. A small lantern casts shadows across the floor, illuminating the arcane circle you stand upon. Small red lights glow from sigils beneath you, indicating the circle remains active. There is little else in the room, and no obvious exits.

This entry hall is heavily protected by magical wards from the earliest days of the Necromancer's Empire.

Detect magic reveals the entire room is covered with three separate *abjuration* auras.

These magical effects provide the following:

1. The room blocks all divination spells from passing through the walls (including ceiling and floor). This holds true for spells cast both inside and outside that try to penetrate the walls.

Characters attempting to use their spells inside the room (i.e. such as *detect magic*) are able to use it normally on anything inside the room, and the room itself.

2. A modified version of *guards and wards* that covers the entire room in a perpetual haze, as well as obscuring small signs of habitation (such as tracks).

Damaging a wall of the room immediately sets off the second portion of this spell. Three *web* spells immediately activate, covering the interior in a sticky mass of magical webbing. An audible *alarm* spell is also activated, though the individual who listened for it are long dead.

The *web* spells are cast as if by a 10th-level caster.

3. A small statue inside the Receiving Hall glows a bright blue whenever the teleportation circle is activated. This statue once served to notify Irren and his servants that someone had arrived through the circle, but with everyone dead, it has no purpose at present.

Characters who are in Irren's chambers when the circle is activated see the statues light up. It appears to be a small dragon perched on a rock, standing about 3 ft. high. It is crudely carved, however, and only worth a few silver pieces at best (since it loses its magic when moved more than a few miles from the circle).

The stone of the room is worked by skilled laborers, though it is obviously inferior to dwarven work. **Stonecutting DC 10**, **Knowledge (architecture and engineering)**, or **Survival DC 15** reveal that the stone work is easily hundreds of years old (between 300 and 400 years ago). **DC 15** and **DC 25** respectively indicate that the room appeared to be carved down – that is, the workers started at the top and worked their way down to the floor.

There are also strange carvings on the walls near the ceiling found with **Search DC 25**. These were originally carved by the earliest slaves under Irren. The drawings remained undiscovered throughout his reign in the warrens, mainly due to the fact that his stooped stature prevented him from noticing the small carvings near the top of the room.

These strange symbols have no apparent meaning, though **Decipher Script DC 20** may reveal that the pictures depict three different entities: a) one powerful person or being (the Necromancer), b) one assistant or servant to the powerful person (Irren), and c) many servants or slaves of the assistant (kobolds). The pictures are very crudely drawn, and rangers that have favored enemy - kobolds receive a **Wisdom check DC 12** to recognize the drawings as such their work (the ranger may add his favored enemy bonus to the Wisdom check).

There is a hidden staircase along one of the walls that leads up and out of the room. PCs who are searching the room find the staircase along the south wall (**Search DC 18**). The stairs, however, appear to lead into the ceiling. This is an illusion, and requires a **Will save DC 16** to bypass. Characters receive a +2 to their save once another character goes through the illusion to exit the room.

After all the characters walk up the stairs, continue to **Encounter 3**.

ENCOUNTER 3 **The Keep**

Summary: The rest of the building is abandoned, though several clues exist about the previous inhabitants.

Irren's Throne Room

A foul stench pervades this room. You have entered a room 30 ft. long and 15 ft. wide. Made of the same stone as below, one item that grabs your interest is a large chair, more like a throne, set upon a dais at one side of the room. Opposite the throne is a doorway leading into another room.

This room is Irren's throne room. Beside his throne is a small statue of a dragon perched on a rock (see **Encounter 2** for details). The ceiling

is roughly 10 ft. high, though it is uneven due to settling of the stone around it.

Curiously, this hall is completely free of dust and does not appear to have suffered any deterioration over time (cracks in the walls, crumbling stone, etc). Characters who succeeded in determining the date of the room in **Encounter 2** also know that this chamber is roughly the same age.

The throne itself is carved from two pieces of polished granite. One piece is the seat and arms, while the other forms the back of the chair.

On each of the walls are several images. In each of the two picture, there is a circle that seems to emanate blue streaks of light painted in the very center of the wall. Painted above the circle is a standing humanoid in a dark robe. Several other circles dot the walls, all with the familiar blue light rising from them. Several of the other circles have other images above them; a cow, a sword, a cart, but none of them have people.

With a **Spot** or **Search check DC 15**, characters identify one that has a chair above it that seems to match the throne in the room painted on the west wall.

Wisdom check DC 13 (or taking time to count) reveals that there are (either between 20-25, really) 24 circles on each wall. Each wall is different, save the robed humanoid in the center.

These are actually rough drawings that Irren used when he needed to contact other cities under the Necromancer's rule. Various pictures may contain weapons, food for his slaves, tools, or even locations where he was to send the ore that his city produced.

The characters may indeed figure this out, but even those with **Knowledge (history)** cannot recall any alliance of this size.

Characters leaving this room enter the room where records were kept.

Record Keeping

There is a long stone table in the center of this room, built low to the floor. Shelves cover the back wall, halfway full of thick hide-bound tomes. A small pile of books is

stacked neatly at one end of the table. There are doors at both ends of this room.

These books are ledgers written in Draconian. Anyone that can speak that language must make either an **Intelligence check DC 15** or a **Decipher Script DC 10** to read everything in the books. *Comprehend languages* reveals everything as this is a complete language and not a code.

All of the books contain three columns. The first column has only a few numbers. The next column lists “Grey Rocks” and numbers. The last column lists “Shiny Rocks” and numbers.

These are the manifests that the kobolds were forced to keep under Irren. The first column contains rough dates, while the others are generic rock, and the last contains more precious metals.

From the books, it should be obvious that the kobolds were not very productive, and in-depth examination reveals several times where production dropped over time, then sharply rebounded. These indicate instances where Irren was forced to make examples of some slaves, so the others would work more diligently for a time. Any character who “role-plays” a character that is intimate with slavery practices would notice this pattern.

Guard Rooms

This description is accurate for both guard rooms; however, in one of the guard rooms, the previous explorers have taken several of the weapons and laid them on table to examine. Adjust the description below to accommodate.

Small tables and chairs dot this room, and several weapon racks stand against the wall. A few small short swords and spears with oddly curved blades rest in the racks, seeming as new as when first crafted. There is another door out of this room next to the one through which you entered.

These weapons are typical small weapons, though they are very good quality for those usually carried by kobolds.

Any characters who ask may indeed identify the strange shape of the spears and swords as matching those in the paintings (back in Irren’s Throne Room).

The curved blades do not have any particular value, short of being unique. Characters who want to keep one may do so, though they are not certified. The exact description of the blades is left up to the judge if he/she desires, and if not; when held parallel to the ground, the blade curves toward the sky, then back down to the ground. Here is a rough sketch:



Entry Hall

This small room measures 10 ft. by 25 ft. A large wooden door leads away from the room, while a door across from you leads to another with racks of weapons. Set into the floor are small pieces of rock in various white, gray, and black hues. They form the image of a crude pickax being held by a scaly clawed hand. On the wall opposite the wooden door, a humanoid in a black robe is painted on the wall, its pale white hand raised with fingers extended, as if trying to grab you.

This image is the seal of the city used in the Necromancer’s empire. This was affixed to all the boxes of ore that left the city, mainly so they could be traced if any “errors” were discovered.

The work that went into this seal should be quite staggering for most characters who are familiar with kobolds. Such work goes against their most basic instincts, and the time required for such a high degree of craftsmanship is beyond their self-centered goals.

The robed figure is an image of the Necromancer, painted here to remind the kobolds that he could reach out to take them (i.e. destroy them) at any time he wished. This painting was ordered by Irren in the hopes that the kobolds would work harder by having this image as a constant reminder. As an added bonus, Irren had some of the sorcerers enchant the image with a *cause fear* effect. It is long gone now, but characters may try **Spellcraft** or **Knowledge (arcana) DC 15** to recognize that several old arcane runes were added in the painting. **DC 20** allows them to identify it was a

low-level necromantic spell, and **DC 25** allows them to identify *cause fear*.

The wooden door is closed, but not locked. There are no windows in the walls, and no cracks around the doorway. The only way to see outside is by magic or opening the door. When they open the door, continue to **Encounter 4**.

ENCOUNTER 4 **The Cavern**

Summary: Leaving the main building, the characters find themselves in a large cavern covered with the remains of over one hundred small humanoids. Some fungoid creatures have taken up residence near a small pool of fetid water.

The cavern beyond the door is roughly cut out of the stone surrounding you, with a ceiling that seems to be 10 feet high. Echoes of water splashing into a pool come from your left. Bones mix with dirt and debris to cover the cavern floor.

Have the characters make a **Will save DC 17** when they enter the cavern. Those that fail have a sense of “dread” from ahead, though they cannot quite identify the source. This is a role-play fear effect – that is, there are no penalties associated with failing this save, short of trying to get the characters into the mood of entering what is essentially a large graveyard. If players ask, give them the typically cryptic “it has no immediate effect that you can discern” response. ☺

Characters entering the cavern get a **Int check DC 8** to notice that like the Irren’s main chambers (**Encounter 3**), there is no dust on the ground. Littering the ground, however, are dozens of small humanoid skeletons – the remains of the kobolds.

Around the perimeter of the cave are large carved obelisks; **Knowledge (religion) DC 15** identifies them as some sort of pagan worship (these are about 8 ft. high, as indicated on the map). Crafted with much more care than found in other areas of the cavern, these blocks depict several different scenes (and all four blocks are nearly identical) of deity worship, though there are not enough symbols to determine which gods are depicted.

If characters use **Heal** checks to learn about the bones, use the following table to describe what they discover:

<u>Check</u>	<u>Result</u>
10	The remains have been here for over 100 years. All of them are of the same species of small humanoids - kobolds. There are between 40 and 80 individual skeletons.
15	It seems that there was some kind of struggle, and that various skeletons have broken limbs, or other injuries. It appears that most creatures died from blunt trauma (slam attacks).
20	The bodies have not decomposed very much over the time, only their bodies have decayed. There is no natural explanation for this.

Characters may attempt **Knowledge (religion)** or even **Knowledge (arcana)** checks asking about undead. Regardless of their check result, it does not appear that any of these skeletons are undead (none have gems inside their mouths, for example).

Track DC 15 (or **Survival DC 20**) indicate several recently broken bones leading vaguely to the left. (The explorers who came before the characters all went toward the water).

Knowledge (arcana) DC 15 indicates that there may be some magic at work inside this cavern that somehow preserves the remains, but nothing specific is known.

Various *detect* spells do not reveal anything out of the ordinary.

When the characters move to investigate the water, continue to **Encounter 5**.

ENCOUNTER 5 **Noises in the Dark**

Summary: Examination of the pool of water leads to a dangerous encounter with the only living inhabitants of the cave.

The sound gets louder as you move closer. It seems that some kind of liquid is falling a distance, then landing in a standing pool.

(Modify the description for those with enhanced sight)

A small pool is against the wall, with a stream of water running out of cracks in the ceiling and down the stone wall. Lichen covers the wall behind the pool, and several large mushrooms grow on its edge.

(When light or people come within 10 feet of the shriekers, continue below; it is possible that some characters may cast *daylight*; this activates the shriekers, but the quill caps only attack when characters are within range).

A loud piercing noise erupts in front of you. One of the mushrooms begins swaying back and forth. Another shriek pierces the air as another begins to sway. As the shrieks echo off the stone of the cavern, thin tendrils shoot out toward you from one of the mushrooms!

Knowledge (monsters) or (dungeoneering) DC 15, or Knowledge (nature) DC 20 reveals these as shriekers and quill caps. Same result identifies the lizards (generic, ages below are simply to aid the judge in identifying which ones appear at different ATLS).

At higher ATLS, creatures who live in the water have learned recently that when they hear shrieks, food is nearby. 1d3 rounds after the shrieking occurs, amphibious lizards come out of the pool to attack the characters.

ATL 1 (EL 3)

Shriekers (3)

Quill Cap (1)

ATL 3 (EL 4)

Shriekers (3)

Quill Caps (3)

ATL 5 (EL 6)

Shriekers (3)

Quill Caps (3)

Young Cave Lizard (1)

ATL 7 (EL 9)

Shriekers (3)

Quill Caps (3)

Mature Cave Lizard (1)

ATL 9 (EL11)

Shriekers (3)

Quill Caps (3)

Mature Cave Lizard (2)

After the battle is over, characters who **Search** the area (**DC 15**) find signs of recent movement by booted feet (the prior explorers). With **DC 20**, they find signs that three large objects were dragged into the water.

Characters entering the pool find the water choked with algae and fungal material. *Purify food and water* immediately clears up the pool and makes it safe to drink. After a few minutes of searching (if the pool is obscured), two caves are located at the bottom of the pool. One leads 10 ft. into the Lizard Cave. The other continues for 320 ft. until the passage narrows to only a few inches wide where the water salinity begins to increase. The long passage leads to a large underground sea, though it is literally miles away from the kobold warrens, and outside the scope of this adventure; the narrowing of the channel is the point where the spring from Lake Eb'Sobet meets with a small tunnel that leads to the underground sea.

Survival check DC 28 gives characters the idea that the largest body of fresh water around is Lake Eb'Sobet, and it is logical to assume that the spring that feeds the pool may be part of the Lake.

When characters enter the cave, read the following:

This small cave reeks of rancid meat. The remains of several humanoids lie around a large rock outcropping. Small rivulets of water constantly drop throughout the cave, and the air inside the cave is very humid.

These are three of the humans that came through the teleportation circle before the characters. Two are from the first group, one is from the second group.

Characters who **Search (DC 14)** the area find two large reptile eggs behind some rocks (these certified items are described in the appendix). These lizard eggs are fused to the rocks with some kind of viscous membrane.

Have characters who examine the eggs attempt one of the following checks:

Knowledge (nature) DC 15

Knowledge (dungeoneering) DC 20

Knowledge (monsters) DC 20
Wisdom check DC 20

A character with at least one level of druid or shaman gains a **+2 circumstance bonus** to this check.

Success at any of these skill checks indicates the eggs are very fragile, and placing any stress on them while trying to remove them will likely break them.

Here are a few rules to adjudicate means to release the eggs:

Brute Force

Strength check DC 26 pulls one egg free. Because of the narrow confines, only two characters may attempt to pull at a time (one primary, and one assisting). A result of **20 or less** causes the egg to break.

Destroying the Membrane

Trying to attack the membrane does not appear possible without putting eggs in danger. Any character with a BAB of +1 or more can identify this peril.

Membrane: AC 20, hp 14, DR 10/-.

Lizard Egg: AC 12, hp 2.

A character who attacks but fails to hit the membrane has a 70% chance of hitting the egg.

Alternatively, characters who have profession (miner) or are members of the Miners and Stoneworkers Guild (any profession) may make a profession check to chip away the membrane. They must succeed at a **Profession (miner) or ("other") check DC 17**. A result of **7 or less** causes the egg to break.

Magic

Casting spells to release the eggs may or may not work – this option depends the most on the judge's discretion. Spells such as *grease* (on the eggs or the membrane) reduce the Strength check by a factor of [caster level of spell x 2]. That is, if a 4th-level caster used *grease* on the membranes, a Strength check would be reduced by [4x2=] 8, for a total of 16. Of course, *grease* across the eggs may make it more difficult to hold when pulling... Depending on time and the

group you have, some comedy can be inserted into the adventure if *grease* is used.

Universal solvent dissolves the membrane.

Disable Device

Characters with this skill may attempt a **Disable Device check DC 18**. As usual, characters must make the roll as negative effects may occur on a failed check.

On a result of **15 to 17**, the character is unable to release the egg, though he/she may try again.

On a result of **8 to 14**, the character does not possess the proper tools or knowledge, and cannot release the egg.

On a result of **7 or less**, the character breaks the egg.

Other Options?

Characters may attempt other options that are not covered in this document. The judge, as always, has the final decision on what may or may not release the eggs, but especially creative methods should work. These are certified items, and characters should have every opportunity to gain their rewards.

Taking 10 or 20

The stench of the cave and the constantly dripping water tend to distract the characters from concentrating on the task. If they succeed on a **Concentration check 10+ATL**, they may "Take 10" to release the egg. If they succeed on a **Concentration check DC 16+ATL**, they may "Take 20." This is only applicable for skill checks, not Strength checks or attack rolls.

ENCOUNTER 6
Irren Awakes

Summary: Irren finally rouses from his slumber to find more men in his kingdom. Tracking them down, he assaults them, hoping his next meal will lead him to salvation.

After the players kill (or avoid) the shriekers, allow them to explore a bit longer. At some point in the adventure (perhaps they continue searching the cavern floor for the bones of humans among the kobolds), continue with this encounter.

Ask the players to make a **Listen check DC 15**. Those that succeed hear a slight “scuffing” noise from across the cavern (imagine hearing very slight sounds of sand paper or a cat’s tongue licking something). Players may attempt a **Spot check DC 18+ATL** to notice Irren moving toward them. If they succeed, tell them that it looks like “dirt and debris seems to be shifting around” and if they inquire further, it does appear that a path is apparently leading toward them. If they fail the **Spot** check, Irren gains surprise on them. Those who make the **Spot** check may act in the surprise round.

You may read the box text below, adapting as necessary for the situation.

The sense of dread you had earlier suddenly intensifies, and the sound of grinding stone can be heard over the water hitting the pool. A terrible wail erupts from across the cavern, as the very floor itself begins to move.

This is a over-the-top explanation of how Irren begins combat essentially spread out across the entire floor, then coalesces into one 5 ft. x 5 ft. square. At this point, initiative should be rolled. If the players are spread out, he attacks the one farthest from the others first. If they are not in a formation that allows him to easily attack only one of them, choose randomly.

He begins combat with his Wrathful Scream, then attempts to Engulf his target on the next turn. If he attempts and fails to grapple his target two rounds in a row, Irren either attacks another target (one doing the most damage or one casting spells) or attacks the original target with slam attacks.

ATL 1-9

Irren

When the characters defeat Irren, read the following:

The strange creature’s body disintegrates into sand and rotten flesh. Rising above the remains is a strange green mist that seems to hover for a split-second before settling down to the floor. As it does, however, it does not dissipate. Unnaturally, it begins to roil and churn as it begins to spread along the ground. As it touches the bones on the ground, they begin to rattle and jump

around, some rising into the air to tumble within the green cloud.

Players at this point should be screaming to act, which is fine because the initiative round continues. From now on, at the beginning of the round, the cloud expands outward by 10 ft. Any character caught inside the cloud needs to make a **Will Save DC 10+ATL** or be shaken. This is a fear effect.

As the cloud passes over the bones on the floor, they begin to animate. They are not becoming undead, Irren’s supernatural rage is literally animating the bodies as objects.

Keep Irren in the imitative order. On his turn, Irren’s incorporeal essence reforms above his body. Any characters who wish to attack him may do so, use the same stats for Irren with only half his original hit points, except apply the penalty for his form (50% miss chance for incorporeal). Irren, however, cannot directly attack the characters, he can only throw bones. You may continue to roll dice, however, and make it appear like he is attacking and “just missing.”

After forming, on his next action: Irren takes a full round action (does not provoke) and sends skeletal body parts flying toward his old chambers to form a Wall of Bones across the doorway. Characters have to either destroy the wall, or destroy him, to escape.

Following actions: Irren “throws” bones at the characters, trying to beat them to death.

Characters may ready actions to attack bones that are thrown at them. If they do not destroy the bone when they hit it, it gains a +3 bonus on its attack roll to hit them.

Each character has one bone thrown at them per round. If a character falls, Irren does not throw two bones at another character; one bone per character each round.

Here are the stats for bones that Irren uses to attack the characters.

Bone: AC 14, hp 7, hardness 3, Fort +6, Ref -, Will -.

ATL 1

Wall of Bones (4 inches thick): AC 16, hp 42, hardness 3, Break DC 20, Fort +6, Ref -, Will -.

Thrown bones: Atk +6 ranged (1d3-1/x2, bone).

ATL 3

Wall of Bones (6 inches thick); AC 16, hp 58, hardness 4, Break DC 22, Fort +6, Ref -, Will -.

Thrown bones: Atk +8 ranged (1d4/x2, bone).

ATL 5

Wall of Bones (8 inches thick); AC 16, hp 74, hardness 5, Break DC 24, Fort +8, Ref -, Will -.

Thrown bones: Atk +11 ranged (1d4+1/x2, bone).

ATL 7

Wall of Bones (10 inches thick); AC 16, hp 135, hardness 6, Break DC 26, Fort +8, Ref -, Will -.

Thrown bones: Atk +15 ranged (1d6/x2, bone).

ATL 9

Wall of Bones (12 inches thick); AC 16, hp 159, hardness 8, Break DC 28, Fort +11, Ref -, Will -.

Thrown bones: Atk +18 ranged (1d6+1/x2, bone).

After the combat ends, characters who search the cavern notice that the sense of dread they felt earlier when entering has completely disappeared.

In addition, there is a large pile of human bones in the space where Irren's body was killed. He had consumed them so recently by engulfing them, that he had not yet finished with them, and still had their remains inside his body.

CONCLUSION

Summary: The characters return through the teleportation circle and receive their reward.

Assuming the characters leave the warren and return through the Circle:

As you step through, the familiar light erupts in front of your eyes for a second, then the scene around you changes. Several men wearing chain mail holding weapons at the ready stand facing you. From behind them, a familiar voice shouts, "At ease, men!" Stepping forward, Kalindor greets you. "Welcome back. What do you have to report?"

Allow the characters to role-play as needed in this final encounter, and if time is an issue, this can be as short as necessary. As long as the characters found the human remains in the cave and after killing Irren, that is all that Kalindor is really interested in hearing.

The End.

Awards

TREASURE

This is where treasure is listed. Items that have been stripped off bodies will be listed at prices for which they may be sold. Treasure is broken down by Encounter to aid the judge in determining if characters are awarded specific items. The amount may be more or less than what is listed in the PHB as the economy may fluctuate.

Encounter 1:	Up to 50 gp each Potions (sale value equal to ½ market value)
Encounter 3:	12 small short swords (3 gp sale value) 12 small spears (2 gp sale value)
Encounter 5:	2 Cave Lizard Eggs (125 gp sale value)
Conclusion:	Up to 50 gp each

OTHER AWARDS

Potions

As per cert; judge must select potion as chosen by character.

Cave Lizard Egg

These eggs contain a baby Cave Lizard. An eligible character may choose to raise one of these infants to become an Animal Companion. They are wild, however, so may not become domestic pets. Choosing to raise the lizard requires 2 consecutive non-adventuring activities to hatch and raise it beyond infancy. After those are spent, it may become an animal companion with 1 trick (more are available as per normal). This creature when first selected as an animal companion is identical to a monitor lizard (Core Rulebook III), but continues to advance (as a medium creature) according to rules on Animal Companions. If this cert is used to select a Cave Lizard, there are no level restrictions on choosing this creature.

Experience Points

EXPERIENCE	CHARACTER LEVEL	
	1-4	5-9
Encounter 2: Deciphering the Script	20 xp	40 xp
Finding the Stairs	20 xp	40 xp
Encounter 3: Finding the pictures of the Kobold Community	30 xp	60 xp
Encounter 5: Defeating the attackers	50 xp	100 xp
Finding the Cave Lizard Lair	25 xp	50 xp
Successfully releasing a Lizard Egg (each)	25 xp	50 xp
Encounter 6: Defeating Irren the first time	100 xp	200 xp
Defeating Irren the second time	75 xp	150 xp
Discretionary Experience for Role Playing	55 xp	110 xp
Total	400 xp	800 xp

Appendix I: NPCs and Monsters

Encounter 5

Shrieker (EL -)

Medium Plant

Hit Dice: 2d8+2 (11 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 8 (-5 Dex, +3 natural), touch 5, flat-footed 8

Base Attack/Grapple: +1/-4

Attack: —

Full Attack: —

Space/Reach: 5 ft./0 ft.

Special Attacks: Shriek

Special Qualities: Low-light vision, plant traits

Saves: Fort +4, Ref —, Will -4

Abilities: Str —, Dex —, Con 13, Int —, Wis 2, Cha 1

Skills: —

Feats: —

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places. Shriekers come in various shades of purple.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. Others within 10 feet also begin shrieking, even if they do not detect the movement or light.

Quill Cap (EL 1)

Medium Plant

Hit Dice: 2d8+4 (15 hp)

Initiative: -1

Speed: 10 ft. (2 squares)

Armor Class: 13 (-1 Dex, +4 natural), touch 9, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Tentacle +3 melee (1d4+barbs)

Full Attack: 4 tentacles +3 melee (1d4+barbs)

Space/Reach: 5 ft./10 ft.

Special Attacks: Barbs

Special Qualities: Low-light vision, plant traits

Saves: Fort +6, Ref -1, Will +0

Abilities: Str 14, Dex 8, Con 12, Int —, Wis 11, Cha 9

Skills: —

Feats: —

Quill caps are squat mushrooms that attack prey with their barbed tentacles. They are found deep underground, often growing with shriekers which attract prey to the quill caps.

A quill cap's coloration ranges from a neutral gray to faded black, with purple spots covering the stalk.

Barbs (Ex): The quill cap's tentacles are covered in small barb-like growths, of about the same mass and consistency as large rose thorns. If hit by a successful melee attack, a creature must attempt a Reflex save DC 12. Failure means that several of the barbs have broken off the tentacle and remain in the wound. On the quill cap's next turn, unless it has been cured, the creature bleeds and suffers 1 hp of damage for each failed saving throw. The character bleeds 2 more rounds after being hit.

Multiple attacks require separate saving throws, and it is possible that a creature may suffer from more than one bleeding wound per round.

Young Cave Lizard (CR 5)

Medium Animal

Hit Dice: 8d8+24 (60 hp)

Initiative: +2

Speed: 30 ft. (6 squares), swim 30 ft.

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +6/+17

Attack: Bite +13 melee (1d8+7)

Full Attack: Bite +10 melee (1d8+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +10, Ref +7, Will +3

Abilities: Str 25, Dex 15, Con 17, Int 1, Wis 12, Cha 10

Skills: Climb +18, Hide +6*, Listen +6, Move Silently +6, Spot +6, Swim +18

Feats: Alertness, Great Fortitude, Weapon Focus (bite)

Mature Cave Lizard (CR 8)

Medium Animal

Hit Dice: 16d8+48 (120 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 30 ft.

Armor Class: 14 (+5 natural, -1 size), touch 9, flat-footed 15

Base Attack/Grapple: +12/+24

Attack: Bite +20 melee (3d6+8)

Full Attack: Bite +20 melee (3d6+8)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +15, Ref +10, Will +6

Abilities: Str 26, Dex 11, Con 17, Int 1, Wis 12, Cha 10

Skills: Climb +27, Hide +4*, Listen +6, Move Silently +5, Spot +11, Swim +27

Feats: Alertness, Great Fortitude, Weapon Focus (bite), Improved Natural Attack, Dodge, Power Attack

Encounter 6

ATL 1

Irren (EL 3)

Lingering Ghast

Medium Undead

Hit Dice: 4d12 (26 hp)

Init: +4

Speed: 20 ft., 20 ft. climb

Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

BAB/Grp: +2/+14

Atk: Slam +5 melee (1d6+3)

Full Atk: 2 slams +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Engulf, wrathful scream

Special Qualities: Blindsight 60 ft., DR 5/bludgeoning, enhanced grapple, sand form, undead traits, +2 turn resistance

Saves: Fort +1, Ref +5, Will +4

Abilities: Str 17, Dex 18, Con —, Int 3, Wis 10, Cha 6

Skills: Balance +7, Climb +8, Hide +18*, Move Silently +9
Feats: Improved Grapple, Dodge

Engulf (Ex): As a standard action, the lingering ghost can envelop a medium-size creature inside its corporeal remains. If the ghost succeeds at a grapple check, the target is literally covered head-to-toe in a mass of fleshy remains and shifting sand. Engulfed creatures may break out of the grapple as normal.

An engulfed creature must immediately attempt a Fort save DC 14. Failure means the creature is paralyzed for 1d4+1 rounds. After the initial attack, each additional round a creature spends engulfed requires a Fort save DC 12 or the loss of 1 point Con or 1 point Dex (50% chance each).

Unlike normal grapples, melee attacks against the ghost have only a 70% chance of hitting their target, the other 30% of the time they hit the grappled foe. Like typical grapples, ranged attacks have a 50% chance of hitting either. Spells function per their descriptions.

Enhanced Grapple (Ex): By using its entire body to engulf opponents, the lingering ghost gains a +5 racial bonus to its grapple check. This is included in the statistics above.

Sand Form (Ex): The lingering ghost has a malleable shape comprised of fleshy remains and sand. It has total control over its shape, and may change its appearance one time per round as a free action. It gains a +10 racial bonus to hide due to its strange composition.

Wrathful Scream (Su): Though unable to communicate, the lingering ghost is able to voice its hatred of living creatures. As a standard action, the ghost may issue a terrible scream affecting all creatures in a 30 ft cone. Sand and corporeal remains fly forth at targets as a high-pitched shriek terrifies them. Creatures inside the cone must make a Ref save DC 14 or suffer 1d4 damage from the flying sand (save for half) and a Will save DC 12 or be shaken. The shaken condition is considered a fear effect and lasts 1d4 minutes.

ATL 3

Same as ATL 1 except as **bold** below

Irren (EL 5)

Lingering Ghost

Medium Undead

Hit Dice: 4d12 (**42 hp**)

Init: +4

Speed: 20 ft., 20 ft. climb

Armor Class: **18** (+4 Dex, **+4 natural**), touch 14, **flat-footed 14**

BAB/Grp: +2/+14

Atk: Slam +5 melee (**1d8+4**)

Full Atk: 2 slams +5 melee (**1d8+4**)

Space/Reach: 5 ft./5 ft.

Special Attacks: Engulf, wrathful scream

Special Qualities: Blindsight 60 ft., DR 5/bludgeoning, enhanced grapple, sand form, undead traits, +2 turn resistance

Saves: Fort +1, Ref +5, Will +4

Abilities: Str **18**, Dex 18, Con –, Int 3, Wis 10, Cha 6

Skills: Balance +7, **Climb +9**, Hide +18*, Move Silently +9

Feats: Improved Grapple, Dodge

Engulf (Ex): As above, except the target must attempt a Fort save DC 14. Failure means the creature is paralyzed for 1d4+1 rounds. After the initial attack, each additional round a creature spends engulfed requires a Fort save DC 14 or the loss of 1 point Con or 1 point Dex (50% chance each).

Enhanced Grapple (Ex): As above.

Sand Form (Ex): As above.

Wrathful Scream (Su): As above, except creatures inside the cone must make a Ref save DC 16 or suffer 1d4 damage from the flying sand (save for half) and a Will save DC 14 or be shaken. The shaken condition is considered a fear effect and lasts 1d4 minutes.

ATL 5

Irren (EL 7)

Lingering Ghast

Medium Undead

Hit Dice: 14d12 (91 hp)

Init: +4

Speed: 20 ft., 20 ft. climb

Armor Class: 18 (+4 Dex, +4 natural), touch 14, flat-footed 14

BAB/Grp: +7/+16

Atk: Slam +12 melee (1d8+5)

Full Atk: 2 slams +12 melee (1d8+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Engulf, wrathful scream

Special Qualities: Blindsight 60 ft., DR 5/bludgeoning, enhanced grapple, sand form, undead traits, +2 turn resistance

Saves: Fort +4, Ref +10, Will +4

Abilities: Str 21, Dex 19, Con –, Int 3, Wis 10, Cha 10

Skills: Balance +7, Climb +9, Hide +18*, Move Silently +9

Feats: Improved Grapple, Dodge, Great Fortitude, Combat Reflexes

Engulf (Ex): As above, except the target must attempt a Fort save DC 16. Failure means the creature is paralyzed for 1d4+1 rounds. After the initial attack, each additional round a creature spends engulfed requires a Fort save DC 16 or the loss of 1 point Con or 1 point Dex (50% chance each).

Enhanced Grapple (Ex): As above.

Sand Form (Ex): As above.

Wrathful Scream (Su): As above, except creatures inside the cone must make a Ref save DC 18 or suffer 1d4 damage from the flying sand (save for half) and a Will save DC 16 or be shaken. The shaken condition is considered a fear effect and lasts 1d4 minutes.

ATL 7

Same as ATL 5 except as **bold** below

Irren (EL 7)

Lingering Ghast

Medium Undead

Hit Dice: 14d12 (91 hp)

Init: +4

Speed: 20 ft., 20 ft. climb

Armor Class: **19 (+5 Dex, +4 natural), touch 15**, flat-footed 14

BAB/Grp: +7/**+18**

Atk: Slam **+14** melee (**1d8+7**)

Full Atk: 2 slams **+14** melee (**1d8+7**)

Space/Reach: 5 ft./5 ft.

Special Attacks: Engulf, wrathful scream

Special Qualities: Blindsight 60 ft., DR 5/bludgeoning, enhanced grapple, sand form, undead traits, +2 turn resistance

Saves: Fort +4, Ref +10, Will +4

Abilities: Str **24**, Dex **20**, Con –, Int 3, Wis 10, Cha 10
Skills: Balance +7, Climb +9, Hide +18*, Move Silently +9
Feats: Improved Grapple, Dodge, Great Fortitude, Combat Reflexes

Engulf (Ex): As above, except the target must attempt a Fort save DC 18. Failure means the creature is paralyzed for 1d4+1 rounds. After the initial attack, each additional round a creature spends engulfed requires a Fort save DC 16 or the loss of 1 point Con or 1 point Dex (50% chance each).

Enhanced Grapple (Ex): As above.

Sand Form (Ex): As above.

Wrathful Scream (Su): As above, except creatures inside the cone must make a Ref save DC 18 or suffer 2d4 damage from the flying sand (save for half) and a Will save DC 16 or be shaken. The shaken condition is considered a fear effect and lasts 1d4 minutes.

ATL 9

Irren (EL 9)

Lingering Ghast

Medium Undead

Hit Dice: 14d12 (91 hp)

Init: +4

Speed: 20 ft., 20 ft. climb

Armor Class: 20 (+5 Dex, +5 natural), touch 14, flat-footed 14

BAB/Grp: +7/+16

Atk: Slam +12 melee (1d8+5 plus ability drain)

Full Atk: 2 slams +12 melee (1d8+5 plus ability drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Engulf, wrathful scream

Special Qualities: Blindsight 60 ft., DR 5/bludgeoning, enhanced grapple, sand form, undead traits, +2 turn resistance

Saves: Fort +4, Ref +10, Will +4

Abilities: Str 21, Dex 19, Con –, Int 3, Wis 10, Cha 10

Skills: Balance +7, Climb +9, Hide +18*, Move Silently +9

Feats: Improved Grapple, Dodge, Great Fortitude, Combat Reflexes

Ability Drain (Su): When Irren hits a living creature, it must make a Fort save DC 16 or lose 1d2 points of Constitution and 1d2 points of Dex.

Engulf (Ex): As above, except the target must attempt a Fort save DC 18. Failure means the creature is paralyzed for 1d4+1 rounds. After the initial attack, each additional round a creature spends engulfed requires a Fort save DC 16 or the loss of 1 point Con or 1 point Dex (50% chance each).

Enhanced Grapple (Ex): As above.

Sand Form (Ex): As above.

Wrathful Scream (Su): As above, except creatures inside the cone must make a Ref save DC 18 or suffer 3d4 damage from the flying sand (save for half) and a Will save DC 16 or be shaken. The shaken condition is considered a fear effect and lasts 1d4 minutes.

Appendix II: Additional Rules

