



FANTASTIC LOCATIONS™

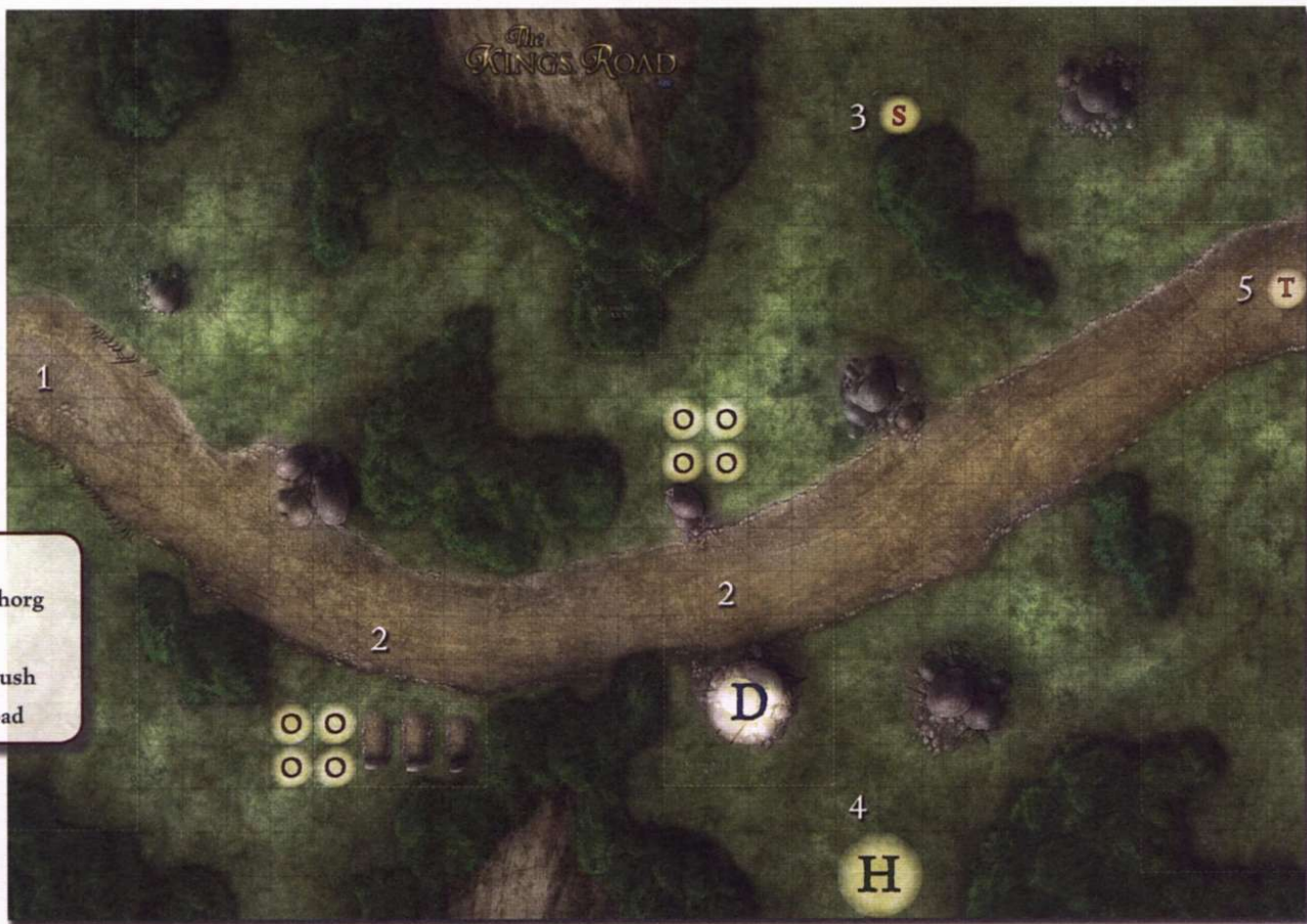
FIELDS OF RUIN™



Richard Pett

Battle Map Art by Jason Engle

THE KINGS ROAD



- D** Drax
- H** Homthorg
- O** Orc
- S** Slipbrush
- T** Thogbad

KEEP OF FALLEN KINGS I



- S** Skarvog
- V** Vaazrak
- X** Hazardous Area
- M** Malafex
- Trapped Area

FANTASTIC LOCATIONS™

FIELDS OF RUIN™

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INTRODUCTION

This 16-page adventure booklet contains several challenging encounters that can be combined to form a short DUNGEONS & DRAGONS® adventure intended for four 8th-level characters. The encounters play out on the battle maps included in this product. To run these encounters properly, you (as the Dungeon Master) need the *Player's Handbook (PH)*, *Dungeon Master's Guide (DMG)*, and *Monster Manual (MM)*, as well as some D&D miniatures. The Adventure Background (see below) contains all of the information you need to get the adventure underway. Although designed for 8th-level characters, this adventure requires only minor adjustments to adapt it to lower- or higher-level play.

The last page of this booklet contains skirmish battle scenarios designed for players of the *DUNGEONS & DRAGONS Miniatures Game*. The skirmish scenarios, like the RPG encounters, were written with the enclosed battle maps in mind.

USING THE BATTLE MAPS

Fantastic Locations: Fields of Ruin includes four miniatures-scale maps that provide exciting battlegrounds for RPG encounters or miniatures skirmish battles. These maps allow for dynamic and challenging encounters, encouraging you and your players to make important tactical decisions while combat is underway. Two of these maps—those depicting the ruined keep—are designed to fit together to provide an even larger area for adventure.

For the Roleplaying Game: *Fantastic Locations* battle maps don't depict your average dungeon complex. The maps aren't meant to represent an entire adventure, either. Instead, the maps provide interesting locations for key scenes and important battles. It takes a lot of effort on your part to design a complex encounter, but here the work is done for you. The monster tactics take advantage of the maps provided, ensuring that the battles range over large sections of the map terrain.

Small reproductions of the maps, with the numbered locations within each site identified, are printed on the inside covers of this booklet. For obvious reasons, your players should not be allowed to view these small maps.

If you decide not to run the *Fields of Ruin* adventure, you can freely adapt the battle maps to other encounters in your own campaign.

For Skirmish Play: The maps in this product are carefully designed for fast and exciting D&D miniatures play. You can use these maps for any D&D miniatures games. You can also use *Fantastic Locations* maps in sanctioned miniatures tournaments.

Refer to page 16 for specifics on using these maps with official D&D miniatures.

FURTHER ADVENTURES

All the encounters described in this adventure booklet unfold on the miniatures-scale battle maps included in this product. Although the maps in each *Fantastic Locations* product emphasize specific terrain elements that allow for more exciting and compelling battles, they are quite versatile, and we encourage you to use them more than once in a campaign. Players might revisit

ADVENTURE BACKGROUND

The Keep of Fallen Kings fell centuries ago in battle, and her stones and surroundings are now a field of skulls, sundered weapons, broken siege engines, and detritus. The Old Kings were cruel men who ruled their lands with fear. When the armies of their neighbors attacked the keep and finally slew the last of the tyrant kings, they left the cursed place to rot.

Two weeks ago, a power-hungry sorcerer named Raseris began searching for the *Earthcrown*, a powerful magic item, in the lands once claimed by the Old Kings. To the fallen kings, the *Earthcrown* was a symbol of man's domination of the earth, for the *Earthcrown* grants its owner control over earth elementals. To Raseris, it was just another weapon to add to his growing arsenal. Raseris found the Keep of Fallen Kings inhabited by orcs, ogres, and giants. A vicious battle ensued, and although Raseris emerged triumphant, most of his hired followers were slain in the altercation, and several more fled after Raseris indiscriminately hit them with *fireballs* while attempting to obliterate his enemies. Impatient and eager to retrieve the *Earthcrown*, Raseris alone explored the secret dungeon beneath the keep and suffered a terrible fate in doing so. Unfortunately for him, he was short on spells and could not defend himself against the dangers within. His remains now lie among those of countless adventurers who have, over the years, fallen prey to the dungeon's remaining denizens.

One week ago, a tiefling blademaker named Kazmir overheard a pair of drunken mercenaries talking about Raseris's quest for the elusive *Earthcrown*. That conversation led Kazmir to the ruined keep. Shortly after his arrival, a band of half-fiend ogres set down in the ruined courtyard and began sifting through the ruins. Observing them from the shadows and eavesdropping on their conversations, Kazmir deduced that the half-fiends were scouting the ruins as a possible staging area for future raids against nearby lands. Not wanting to provoke a fight, Kazmir intends to withdraw to the dungeon beneath the keep, intent on finding the *Earthcrown* before the half-ogres find him.

Kazmir isn't the only one who has uncovered Raseris's quest for the *Earthcrown*. A dwarf lord named Malek Ironshard has obtained a journal that fully describes the nature of the magic item and Raseris's quest to recover it. Not knowing whether Raseris is alive or dead, Lord Ironshard has enlisted the characters' aid in recovering the *Earthcrown* to ensure it does not fall into the wrong hands.

CHOOSING AN ADVENTURE HOOK

The player characters (PCs) can become involved in the adventure in several ways. Choose the hook that best suits your particular group of characters.

the Kings Road map after many levels and confront higher-level foes, or the Dungeon of Blood map could be used to represent another underground complex later in your campaign.

Check the Wizards of the Coast website, RPGA adventures, and the pages of *Dungeon* magazine for variant encounters using the *Fantastic Locations* maps.

The Hunt for Raseris: Raseris found the location of the *Earthcrown* with the help of a misguided sage named Torith. Before setting out to retrieve the item, Raseris dispatched Torith as a precaution. A local lord named Malek Ironshard has investigated the sage's death and believes Raseris is responsible. Ironshard's agents found a secret journal in the sage's home that described the *Earthcrown* and Raseris's quest to locate it. Lord Ironshard hires the PCs to recover the *Earthcrown* and bring the sorcerer back to face his crime.

If You Choose This Hook: The adventure assumes that you use this option, and you need to make only minor modifications to adapt the adventure to your campaign world. Lord Ironshard offers a reward of 1,000 pp for the capture of Raseris and 50,000 gp in rubies and emeralds for delivering the *Earthcrown* to him.

The Hunt for the Magpie Man: The PCs have been tracking the tiefling bladestriker Kazmir, who is wanted for crimes of theft. Characters who capture the tiefling alive can collect a respectable bounty (5,000 gp). The PCs know that Kazmir is a skilled swordsman and is often referred to as "the Magpie Man" because of his predilection for hoarding stolen treasure.

If You Choose This Hook: Run the adventure as normal. If Kazmir is captured before he recovers the *Earthcrown*, he tries to persuade the PCs to help him explore the dungeon beneath the ruins, hoping that they will be as eager to find the lost treasures of the Old Kings as he is.

Scouring the Keep: The PCs have been sent to the Keep of Fallen Kings to rid it of monsters. They might be hired by a local lord who is concerned about brigands using the keep as a base of operations, a force of dwarves keen on expanding their frontiers, or a group of clerics planning to convert the ruined keep into a temple.

If You Choose This Hook: To claim their reward, the PCs must clear out the whole keep. Again, the adventure can be run as normal.

New Owners: The PCs obtain the deed to the keep and seek to claim it. The PCs might receive the deed as a reward from some twisted patron with a sense of humor who is aware of the keep's history, or they might find it amid various other items in a treasure hoard.

If You Choose This Hook: The player characters are here for their own good, and the clearance of the whole keep will be an obvious goal to create a safe base of operations. Run the adventure as written.

I: THE KINGS ROAD

The part of this adventure takes place along an old road that leads to the Keep of Fallen Kings. The road cuts across wooded fields and vast battlegrounds where the legions of the old kings fought the armies of their neighbors. Some say these "fields of ruin" are cursed and that the vegetation and wildlife have been tainted by the vast amounts of blood spilled here.

Raseris passed through this area about two weeks ago and encountered a small force of howling orcs belonging to the Death Moon tribe. The sorcerer and his hired mercenaries easily overpowered the orcs, killing more than half of them and scattering the rest. The Death Moon orcs have since regrouped and are now led by a half-fiend ogre called Homthorg. Under his leadership, they have reclaimed a section of the Kings Road.

TERRAIN FEATURES

The land hereabouts is littered with the remnants of old battles, and the ground is strewn with moss-covered skulls, rusty weapons, and bones. Broken siege engines, boulder heaps, corpses of gnarled trees, and graves pop up here and there.

The Kings Road: This rutted flagstone road cuts through the valley and is mostly clear of wreckage. Movement along the road is unhampered.

Off-Road Areas: Sprawling briar patches and debris cover the green fields to each side of the Kings Road. Treat these off-road areas as light undergrowth; each square costs 2 squares of movement to move into, and Move Silently and Tumble checks take a -2 penalty.

Forests: Areas marked as forest are filled with heavy undergrowth. Each square costs 4 squares of movement to move into and provides concealment (30% miss chance). Running and charging are impossible in this terrain, and Move Silently and Tumble checks take a -5 penalty. However, the heavy undergrowth grants a +5 bonus on Hide checks.

Boulder Heaps: Ten-foot-high heaps of boulders litter the fields of ruin. Climbing onto a boulder heap requires a successful DC 15 Climb check. Anyone pushed or knocked off a boulder heap takes 1d6 points of damage from the fall.

Rocky Outcroppings: These steep outcroppings are treated as impassible terrain.



ENCOUNTERS ON THE ROAD

When the adventurers have agreed to find the sorcerer Raseris and the *Earthcrown*, and have prepared themselves for the adventure, the first step is their journey to the valley surrounding the keep and then deeper into the gorges following the Kings Road. Read or paraphrase the following text to your players.

The journey across the sprawling fields of the valley is a depressing one. The gloom is palpable here, and the sun is lost behind pendulous gray clouds. The Kings Road, however, proves an easy one to follow. You pass the remains of siege engines, many of them buried under heaps of rubble. A few stands of trees follow the road, and you spot the occasional grave marker near the road as well.

Have the players place their miniatures in the area marked 1 on the small version of the Kings Road map.

1. START AREA

The PCs enter the map along the Kings Road. Once the players place their miniatures on the battle map, proceed with the fight against the orcs of the Death Moon tribe (area 2).

2. DEATH MOON ORCS (EL 10)

Orcs of the Death Moon tribe watch the Kings Road and attack anyone who appears. The orcs have dug up three graves belonging to soldiers who perished in battle some years ago and have made grotesque scarecrows out of the dead soldiers' skeletal remains, hanging the garb of fallen bandits upon them. At first the PCs might mistake these scarecrows for undead; place three miniatures on the graves to represent the scarecrows if you wish.

The orcs camp at the edges of the road by the graves. Searching their flea-infested bedrolls unearths the treasure. If the orcs fail to notice the PCs (see Tactics, below), they go about their business. Some of them play a game called Knife, Rack, and Troll (see sidebar), but most spend their time scavenging, eating, bragging, or pushing each other around.

Creatures: A skullcrusher ogre named Drax (marked D on the map) sits atop the ruins of an old siege engine, picking at his toes. Eight howling orc barbarians occupy the squares marked O on the map. The Death Moon orcs scream for blood as they charge into battle, and their battle cries are loud enough to bring reinforcements (see Development, below).

Drax, Skullcrusher Ogre: See below.

Howling Orcs (8): See below.

Tactics: Unless they have reason to believe interlopers are passing through the valley, Drax and the orcs take 10 on their Spot checks. Once enemies are detected, Drax stands atop his rock pile and begins hurling rocks at interlopers. Meanwhile, the orcs spread out (to avoid area spells) and hurl javelins.

Once Homthorg appears on the field, the orcs coat their greataxes with *oil of magic weapon* before entering a rage and moving toward the nearest foes. Drax remains atop the rock pile until he sees an enemy close enough to smash with his morningstar and spiked shield, or until he has no easy targets to hit with rocks.

While raging, the orcs use Power Attack to reduce their attack rolls by 2 and increase their damage by 4. Once they realize how tough the PCs are, the orcs are smart enough to attempt to overbear enemy fighter-types, move into flanking positions, or make aid another checks on attack rolls. They also try to lure enemies into the light undergrowth.

Treasure: Each orc carries a pouch containing 3d10 gp. Searching the orcs' bedrolls reveals a large amount of furs and tattered clothing. Characters also find the equivalent of six courtier's outfits and one noble's outfit, as well as three sacks containing 100 gp each. The orc camp also contains a pair of dire bear pelts worth 500 gp each. Drax carries no treasure other than his armor and combat gear.

Development: One round after combat begins, Sliprursh (area 3) enters the fray. Two rounds after combat begins, Homthorg (area 4) appears. In the following round, Thogbad the Unhinged (area 5) enters the battlefield. If two or more of these unique NPCs are slain, or if all four orc sergeants are killed, any remaining orc warriors attempt to flee.

DRAX

Skullcrusher ogre

NE Large giant

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages Common, Giant

AC 20, touch 9, flat-footed 20

hp 60 (8 HD)

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

Speed 30 ft. (8 squares)

Melee morningstar +12/+7 (2d6+7) or

Melee morningstar +8/+3 (2d6+7) and shield bash +8 (1d8+3)

Ranged rock +6 (2d6+7)

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

Base Atk +6; **Grp** +21

Special Actions rock throwing

Abilities Str 25, Dex 11, Con 17, Int 10, Wis 10, Cha 9

CR 5

4

KNIFE, RACK, AND TROLL (AN ORC GAME)

This game is played rather like stone, paper and scissors in that the participants put their hands behind their back, count to three and then bring out their hand in one of three ways—the stabbing two fingers of a knife, the flat palm of the rack, or the fist of the troll. The rules are that a knife beats a rack (cuts its ropes), a rack beats a troll (by stretching it), and a troll beats

a knife (since he regenerates and isn't worried by it). Orcs use the game as a way of settling occasional disputes that aren't worth getting killed for. Tribal variations exist—the game is variously known as Skull, Leg, and Throat by orcs of the Vile Rune tribe; Rat, Dog, and Owlbear by orcs of the Rotting Eye tribe; and Plague, Pox, and Pestilence by the dreaded Leprous Hand tribe.

Feats Improved Grapple^B, Improved Shield Bash, Mounted Combat, Power Attack, Two-Weapon Fighting^B
Skills Craft (armorsmithing) +5, Handle Animal +4, Intimidate +1, Knowledge (architecture and engineering) +5, Ride +7, Listen +0, Ride +7, Search +0 (+2 secret doors), Spot +0
Possessions spiked half-plate, spiked heavy steel shield, morningstar

Rock Throwing (Ex) Drax gains a +1 racial bonus on attack rolls when throwing rocks (already included above). He can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet.

Hook "Drax hates puny adventurers! Drax will crush their puny skulls!"

HOWLING ORC

CR 3

Orc barbarian 3
CE Medium humanoid
Init +2; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Orc

AC 16, touch 12, flat-footed 16; uncanny dodge
hp 31 (3 HD)

Fort +5, **Ref** +3, **Will** +0
Weakness light sensitivity

Speed 40 ft. (8 squares)
Melee greataxe +6 (1d12+4/×3)

Ranged javelin +5 (1d6+3)

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

Base Atk +3; **Grp** +6

Combat Gear oil of magic weapon

Special Actions rage 1/day (7 rounds)

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 8, Cha 8

SQ illiteracy, trap sense +1

Feats Cleave, Power Attack

Skills Intimidate +4, Jump +8, Listen +2, Spot +2, Survival +5

Possessions combat gear plus chain shirt, greataxe, 3 javelins, pouch with 3d10 gp

Hook "Chop, chop, chop!"

When Raging

AC 14, touch 10, flat-footed 14

hp increase by 6

Fort +7, **Will** +2

Melee greataxe +8 (1d12+7/×3)

Grp +8

Abilities Str 20, Con 19

Skills Jump +10

3. THE ANGRY WOODCUTTER (EL 6)

Homthorg has given instructions to chop wood for fortification and fuel. More to the point, he has ordered an orc rogue named Sliprursh to do all the work. The sly orc was one of the few survivors of the battle against Raseris and his mercenaries, and Homthorg has decided to punish him for his failure. Although Sliprursh has managed to fell a few small elm trees, he hasn't taken well to his new duties and spends most of his time languishing in self-pity and quietly cursing Homthorg.

Creature: Do not place Sliprursh's miniature on the battle map until the PCs detect him or until he enters the fray. Sliprursh only fights when he has the advantage, and he loves sneaking and attacking from cover. Sliprursh's starting position is marked S on the map.

Sliprursh: See below.

Tactics: Sliprursh has few friends in the Death Moon tribe. When battle erupts, he spends the first round observing. On the second round, he joins the battle. However, he picks out a member of his own tribe (a random orc) that he has been having a few problems with and tries to kill him amid the chaos of battle. He then withdraws to a relatively safe position and either attacks the PCs with his shortbow or maneuvers into a flanking position to make sneak attacks.

If he is reduced to 15 hit points or fewer, Sliprursh drinks his *potion of cure moderate wounds*. Once he believes the fight has been lost, he attempts to flee so that he can live to fight another day.

Treasure: Sliprursh carries three gemstones (100 gp each). He also carries a wooden amulet that depicts a crescent moon engulfed by fire—the symbol of the Death Moon tribe. Amethyst shards are set into the amulet (worth 200 gp total).

SLIPRURSH

CR 6

Male orc rogue 6

CE Medium humanoid

Init +3; **Senses** darkvision 60 ft.; Listen -1, Spot +8

Languages Common, Orc

AC 17, touch 13, flat-footed 17; uncanny dodge
hp 29 (7 HD)

Fort +3, **Ref** +8, **Will** +1; evasion

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee morningstar +7 (1d8+3)

Ranged mwk shortbow +8 (1d6/×3)

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

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

Special Actions sneak attack +3d6

Combat Gear *potion of cure moderate wounds*

Abilities Str 16, Dex 16, Con 13, Int 12, Wis 8, Cha 6

SQ trapfinding, trap sense +2

Feats Dodge, Mobility, Spring Attack

Skills Balance +5, Bluff +3, Climb +8, Decipher Script +6, Diplomacy +2, Disable Device +8, Escape Artist +4, Gather Information +3, Intimidate +6, Jump +5, Move Silently +9, Open Lock +10, Perform (percussion instruments) +1, Search +8, Sense Motive +8, Spot +8, Tumble +12, Use Magic Device +4, Use Rope +9

Possessions combat gear plus masterwork studded leather, masterwork buckler, morningstar, masterwork shortbow, 20 arrows, three gemstones (100 gp each), Death Moon tribal amulet (200 gp)

Hook "I must live to see Homthorg fail!"

4. HOMTHORG THE OGRE MAGE (EL 8)

The leader of forces outside the keep, Homthorg the ogre mage, is presently searching the fields for treasure, and getting more and more annoyed as he can't seem to find anything of value. Homthorg serves the chieftain of the Death Moon tribe, but

lately he feels under appreciated. When he offered his services to the chieftain some months ago, he expected to lead the tribe on organized raids for slaves and treasure. Instead, he was assigned to watch the Kings Road and the nearby keep—a task best left to half-witted orcs.

Creatures: Homthorg is a typically rapacious and cruel ogre mage. He treats his orc underlings poorly, and they serve him mostly out of fear. Homthorg casts *invisibility* on himself before entering the field of battle, so it's important not to place his miniature on the battle map right away. (His starting position is marked H on the map.) He can fly, so he is unhampered by the difficult terrain.

Homthorg carries a composite longbow (+5 Str bonus), so he deals 2d6+5 points of damage with a successful ranged attack. His quiver holds 20 normal arrows, 10 +1 arrows, and 10 cold iron arrows.

Homthorg, Ogre Mage: hp 37; MM 200.

Tactics: Homthorg stays away from the road, instead flying above the light undergrowth. This tactic makes it more difficult for enemies to reach him with melee weapons. If he can get into a position to blast multiple foes with his *cone of cold*, he does so. Once he becomes visible, Homthorg attacks with his longbow, targeting enemies who present the greatest risk to him.

Treasure: In addition to his gear, Homthorg carries a trophy taken from a fallen foe—a fine brass and gold spyglass (worth 1,200 gp).

Development: If he is reduced to 15 hit points or fewer, Homthorg assumes gaseous form and flies off. Once he is clear of danger, he finds a safe place to lick his wounds and plot his revenge. He might return to plague the characters at a later time, perhaps using his *polymorph* ability to approach them in disguise.

5. THOGBAD THE UNHINGED (EL 8)

Thogbad, a mighty orc barbarian, is patrolling the Kings Road when he hears the howls of his comrades. Read or paraphrase the following text when Thogbad joins the battle.

A muscular orc wielding a double axe appears on the road, howling fiercely. Shriveled heads dangle from the orc's leather belt, lolling to and fro as the orc charges down the road toward you.

The chieftain of the Death Moon tribe couldn't control Thogbad, so he assigned him to Homthorg's band.

Creature: When he finally appears, place Thogbad's miniature on the road along the edge of the map opposite where the PCs entered the map (in the square marked T on the map).

Thogbad the Unhinged: See below.

Tactics: Thogbad flies into a rage as soon as he appears and runs down the road to confront the nearest enemy. He laughs at injury and fights to the death.

Treasure: Thogbad has four rotting heads—trophies from past battles—tied to his belt by their hair. One of the heads belonged to a female dwarf and has a pair of platinum earrings attached to it (worth 400 gp for the pair). Thogbad's *amulet of natural armor +1* is made of wood and shaped in the symbol of the Death Moon tribe—a crescent moon engulfed by flames.

THOGBAD THE UNHINGED

CR 8

Male orc barbarian 8

CN Medium Humanoid

Init +2 **Senses** darkvision 60 ft.; Listen +5, Spot +0

Language Orc

AC 16, touch 11, flat-footed 15; improved uncanny dodge

hp 60 (8 HD); **DR** 1/–

Fort +8, **Ref** +3, **Will** +2

Weakness light sensitivity

Speed 40 ft. (8 squares)

Melee mwk orc double axe +12/+12 (1d8+5/×3) and

mwk orc double axe +7 (1d8+2/×3)

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

Base Atk +8/+3; **Grp** +13

Special Actions rage 3/day (7 rounds)

Abilities Str 20, Dex 13, Con 15, Int 8, Wis 10, Cha 6

SQ illiteracy, trap sense +2

Feats Cleave, Power Attack, Two-Weapon Fighting

Skills Climb +9, Intimidate +4, Jump +9, Listen +5,

Survival +5, Swim +6

Possessions chain shirt, *amulet of natural armor* +1, masterwork orc double axe

Hook "To surrender would be to admit weakness!"

When Raging

AC 14, touch 9, flat-footed 13

hp increase by 16

Fort +10, **Will** +4

Melee mwk orc double axe +14/+14 (1d8+7/×3) and

mwk orc double axe +9 (1d8+3/×3)

Grp +15

Abilities Str 24, Con 19

Skills Climb +11, Jump +11, Swim +8

2: THE KEEP OF FALLEN KINGS

Many years ago the keep served as a forbidding watch on the countryside. The Old Kings were cruel and evil men with powerful tools at their disposal, including the *Earthcrown*. They also allied themselves with powerful evil creatures, including a covey of night hags. The night hags not only served the kings but also sired some of their children. These children were raised and trained in the dungeon beneath the keep and eventually grew to become generals in their father's armies.

The evil reign of the Old Kings ended with the collapse of the keep. The fortress was subsequently abandoned, although many creatures have claimed the ruins since. Although the Old Kings are no more, one of their night hag concubines recently returned to claim the dungeon beneath the keep. Accompanied by two fiendish girallon pets, she sought to transform the dungeon into a spawning ground for fiendish creatures, which she would then unleash upon the enemies of the Old Kings to exact vengeance. However, her plans were thwarted by the untimely arrival of the sorcerer Raseris.

Determined to find the *Earthcrown*, Raseris boldly entered the dungeon without escort. There, he happened upon the night hag. Raseris killed the night hag but could not escape

the rending claws of the fiendish girallons, who tore him to pieces. Without their evil mistress to guide them, the fiendish girallons began looking for trouble. They shattered one of the four crystal pillars in the main temple of the dungeon, releasing a blue slaad bound within. Startled by the slaad's sudden appearance, the fiendish girallons fled to another corner of the dungeon, leaving the slaad to revel in its newfound freedom.

APPROACHING THE KEEP

The Keep of Fallen Kings lies one mile up the Kings Road from where the PCs encountered the orcs of the Death Moon tribe. The main keep is depicted on two battle maps. A crumbling wall of mortared stone surrounds the main keep but is not depicted on the battle maps; assume that the 10-foot-thick stone wall runs along the edge of the battle maps. Only a few sections of the outer wall remain intact, and PCs have no trouble moving past it.

When the PCs arrive at the keep, read or paraphrase the following text.

Ahead, the ruins of an old keep rise from a grassy hill. The keep's pitched rooflines and sloping gables make it appear almost church-like, although the whole place seems on the verge of collapse. Hefty stone slates hang from sagging beams, black ivy grasps at crumbling masonry, and holes formed in the walls resemble gaping wounds.

The remains of a 15-foot-high curtain wall surround the main keep. The once formidable wall has been breached in multiple places and no longer presents any barrier to entry. The Kings Road leads past the curtain wall to the main keep, ending before a gaping hole where great doors once stood.

TERRAIN FEATURES

Grassy fields surround the keep. Creatures can cross these fields without any penalties to movement. However, the keep and its environs also contain a lot of dense rubble.

Dense Rubble: It costs 2 squares of movement to move into a square with dense rubble. Dense rubble imposes a -5 penalty on Balance and Tumble checks and a -2 penalty on Move Silently checks. Running or charging through dense rubble is impossible.

KEEP FEATURES

Exploring the keep can be dangerous. Its roof of heavy stone slabs hangs off rotting oak beams and joists. Crumbling chimneystacks and loose wall stones threaten to tumble down at the slightest provocation. Such hazardous areas are noted in the specific area descriptions below. A character who succeeds on a DC 20 Knowledge (architecture and engineering) or Craft (stonemasonry) check can spot these hazards. A DC 35 Spot check will also reveal a hazardous area. Each hazardous area has a specific set of circumstances that trigger a collapse, and in some cases clever PGs might deliberately cause a collapse to avoid harm. Any creature in a hazardous area during a collapse takes 8d6 points of damage and is buried; a creature that succeeds on a DC 15 Reflex save takes half damage and is not buried. Buried creatures take 1d6 points of nonlethal damage per minute; if a buried creature falls unconscious, it must make a DC 15 Constitution check. If it fails, it takes 1d6 points of

lethal damage per minute thereafter until freed or until it dies. A buried creature can extricate itself from the rubble with a DC 25 Strength check.

Characters who aren't buried can dig their friends out, and can clear debris up to five times their heavy load limit. Each square of collapsed stone has a ton of material in it (2,000 pounds); therefore, a character with 10 Strength can clear a square in 4 minutes (100 pounds \times 5 = 500 pounds per minute), while a character with 20 Strength can clear the same area in 1 minute. Using appropriate tools (such as picks and shovels) doubles the clearance rate.

Collapsed areas are treated as dense rubble (see Terrain Features, above).

Roof: Each 5-foot section of roof has hardness 8. Dealing 5 or more points of damage to a 5-foot section of roof causes it and all sections of the roof in adjacent squares to collapse. Any Medium or larger creature that stands or lands on the roof has a 25% chance of collapsing the 5-foot section(s) beneath it, plus every adjacent 5-foot square.

Walls: Unless otherwise noted, the walls of the main keep are 20 feet high and consist of broken and moss covered dressed limestone blocks. Climbing them requires a DC 15 Climb check. Climbing a wall does not trigger a collapse unless such is specifically noted in the text.

Dense Rubble: See Terrain Features, above.

6. START AREA

Once the PCs reach the keep, have the players place their miniatures in the area marked 6 on the small version of the Keep of Fallen Kings I map. PCs who do not wish to approach the keep by the main road can place their miniatures along any edge of the battle map.

7. THE FACELESS KINGS

Two 15-foot-tall stone statues of kings flank the rotting, fallen doors of the keep. The kings' faces have broken off or been chipped away.

Enemies of the Old Kings defaced these statues after the fall of the keep. The statues are otherwise ordinary.

8. SUNDERED DOORS

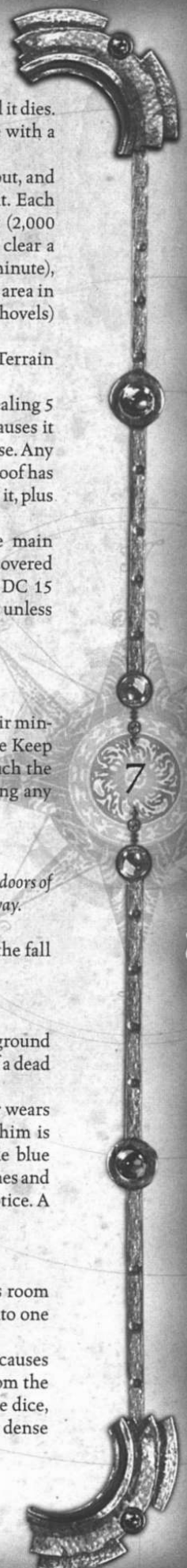
The sundered wooden doors of the main keep lie on the ground here. Pinned beneath one of the doors is the skeleton of a dead dwarf (a former guard) and the treasure.

Treasure: The dead dwarf pinned beneath the door wears a rusty chain shirt and cracked helm. Lying next to him is a masterwork dwarven waraxe and an *ioun stone* (pale blue rhomboid). The *ioun stone* is lodged between two flagstones and requires a *detect magic* spell or a DC 25 Spot check to notice. A DC 20 Search check also locates it.

9. KITCHEN

The nature of the refuse found here suggests that this room was once a kitchen. A crumbling stone hearth is set into one wall.

Hazardous Area: A thorough search of the hearth causes it to collapse (see Keep Features for details). Debris from the collapse fills the two squares in front of the hearth. Use dice, scraps of paper, or tokens to indicate squares filled with dense rubble from the collapse.



10. HALL OF KINGS (EL 8+)

This once-great hall lies in ruin. Light enters the hall through holes in the 40-foot-high roof, and choking clouds of dust fill the air. Two chipped statues standing against one partially collapsed wall depict somber kings clad in armor.

One of the kingly statues radiates a faint necromancy aura under scrutiny of a *detect magic* spell. It is discussed further under Trap, below.

Two half-fiend ogres named Skarvog and Vaazrak scour the keep for treasure. Their starting positions on the battle map are marked S and V. They and the orcs accompanying them (see area 12) are supposed to be scouting the ruins as a possible staging area for future raids into civilized lands, but they have become distracted by the environment.

Creatures: Skarvog and Vaazrak answer to their mother—an ogre shaman allied with the chieftain of the Death Moon orc tribe. They also like to boss around the orcs in area 12.

Half-fiend Ogres (2): See below.

Treasure: Each half-fiend ogre carries a nonmagical blowing horn made of gold-inlaid ivory (worth 250 gp). The horns have no special properties other than their ability to summon the chimera Malafex.

Tactics: As soon as they spot the PCs, one of the half-ogres yells to the orcs in area 12. The other spends a full-round action blowing his ivory horn (see Treasure, below). The horn summons a chimera that patrols the skies high above the fields surrounding the keep. The chimera, Malafex, is the cherished pet of Skarvog and Vaazrak; it takes 6 rounds to return to the keep (see area 11). The sound of the horn also causes several sections of the overhanging roof to collapse (see Hazardous Area, below).

Once they have alerted the orcs and the chimera, Skarvog and Vaazrak fly into a rage and fight until they or their foes are slain. If their enemies are tightly clustered, one or both brothers might try engulfing them with an *unholy blight* spell. Otherwise, they like to use their Power Attack feat while raging, taking a -4 penalty on attack rolls to gain a +8 bonus to damage.

Hazardous Area: The first time a half-fiend ogre blows his horn in this area, or the first time an area effect spell detonates in the hall, the sections of the roof above the squares marked X collapse (see Keep Features for details). Any creature of Large size (or larger) struck by the collapsing roof is only buried under the debris if all the squares it occupies are marked X on the battle map. No matter how many marked squares it occupies, a single creature takes only 8d6 points of damage from the collapse (not 8d6 points of damage per square). Use dice, scraps of paper, or tokens to indicate squares filled with dense rubble from the collapse.

Trap: One of the statues has a *crushing despair* trap placed on it. Any creature that enters a square adjacent to the statue triggers the trap, and a terrible moan issues from the statue at the moment the spell effect activates.

Crushing Spirit Trap: CR 4; magical device; proximity trigger; automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. Creatures affected by the trap take a -4 penalty on attack rolls, saves, ability checks, and skill checks.

HALF-FIEND OGRE

CR 6

Half-fiend ogre barbarian 1

CE Large outsider (augmented giant, native)

Init +0

Senses darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages Common, Giant, Infernal

AC 18, touch 9, flat-footed 18

hp 55 (5 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 15

Fort +11, **Ref** +1, **Will** +0

Speed 50 ft. (10 squares); fly 50 ft. (average)

Melee mwk falchion +15 (2d6+15) and bite +8 (1d8+7)

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

Base Atk +4; **Grp** +15

Special Actions rage 1/day (10 rounds), smite good 1/day (+5 damage)

Spell-Like Abilities (CL 5th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC 14)

Abilities Str 30, Dex 11, Con 20, Int 10, Wis 8, Cha 10

Feats Power Attack, Weapon Focus (falchion)

Skills Climb +17, Intimidate +6, Jump +21, Listen +7, Spot +7, Survival +3

Possessions metal plates (equivalent of studded leather), masterwork falchion, sack containing 300 gp

Hook "Brother, slay the spellcasters! The fighter is mine!"

When Raging

AC 16, touch 7, flat-footed 16

hp increase by 10

Fort +13, **Will** +2

Melee mwk falchion +17 (2d6+18) and bite +10 (1d8+9)

Grp +15

Abilities Str 34, Con 24

Skills Climb +19, Jump +23

11. MALAFEX (EL 7)

Malafex the chimera patrols the skies near the keep, but when it hears the battle horn of its fiendish masters in area 10, it returns.

Creature: Malafex appears in the squares marked M on the map 6 rounds after the half-fiend ogres in area 10 blow the horn that summons it. The chimera quickly enters the keep and either joins the battle in progress or begins hunting for its masters' killers. The color of Malafex's dragon head is black.

Chimera: hp 76; MM 34.

Development: If the PCs dispatch the half-fiend ogres before they have a chance to blow their horns, or if they somehow silence the horns, Malafex does not appear. However, at some point the chimera returns to the keep of its own volition. In this case, save the encounter with the chimera until the characters are preparing to leave the keep. At that moment, Malafex appears and closes in to attack them.

12. THRONE ROOM (EL 7)

Unless the inhabitants of this room have been drawn elsewhere, characters approaching the area can hear voices

speaking in Orc (no Listen check required). Read or paraphrase the following text when the PCs peer into the room.

This chamber has a 40-foot-high vaulted ceiling held aloft by three stone pillars, a fourth supporting pillar having been smashed. Beyond the ceiling and between the pillars, a spire of rotting timber and cracked stone rises another 20 feet. Crows have nested in the spire, and their fluttering wings echo throughout the chamber.

Gaping holes in the walls have allowed ivy to invade the chamber. Worn frescoes on the remaining walls depict a horde of monstrous toads devouring people. Two thrones stand atop a stone dais set against one wall. Toppled suits of rusted armor litter two corners of the room.

Despite their unsettling appearance, the thrones are nonmagical and ordinary. Each throne weighs 650 pounds. Beneath one of the thrones (determine randomly) is a secret stone compartment that requires a DC 22 Search check to locate. The compartment contains a crown made of translucent white crystal (see *Treasure*, below).

Empty suits of demonic-looking armor once stood in the corners flanking the dais, but they have collapsed into worthless heaps.

Creatures: Four howling orcs of the Death Moon tribe are standing in the middle of the room, in the squares marked O on the map, arguing over a small bronze griffon figurine found amid the rubble of the shattered pillar. The bronze griffon is detailed under *Treasure*, below. The orcs take a -4 penalty on Listen and Spot checks to notice the PCs because they are distracted and arguing loudly.

A trained dire bear naps in a rubble-strewn room nearby (area 14), appearing 1 round after combat is joined. The bear understands the following basic commands, as long as they are spoken in Orc: attack, come, defend, guard, heel, and stay. However, it obeys only the orcs. The orcs and the dire bear together form an EL 9 encounter.

Howling Orcs (4): See area 2.

Tactics: The orcs howl as soon as they spot interlopers, flying into a rage and charging foes with their greataxes. Their terrible howls are loud enough to alert the half-fiend ogres

in area 10. If they are still alive, the half-fiend ogres split up: One moves through the keep toward the throne room while the other flies outside the keep and enters through a collapsed section of wall.

Even while raging, the orcs are smart enough to take advantage of flanking opportunities as they present themselves.

Treasure: One of the orcs (determined randomly) carries a bronze griffon figurine of wondrous power). A careless adventurer dropped the item several months ago as he was chased away by some hill giants using the ruins as a rest stop. The giants have since moved on, and the adventurer died a few weeks later on some other quest, so the figurine has been without an owner until now.

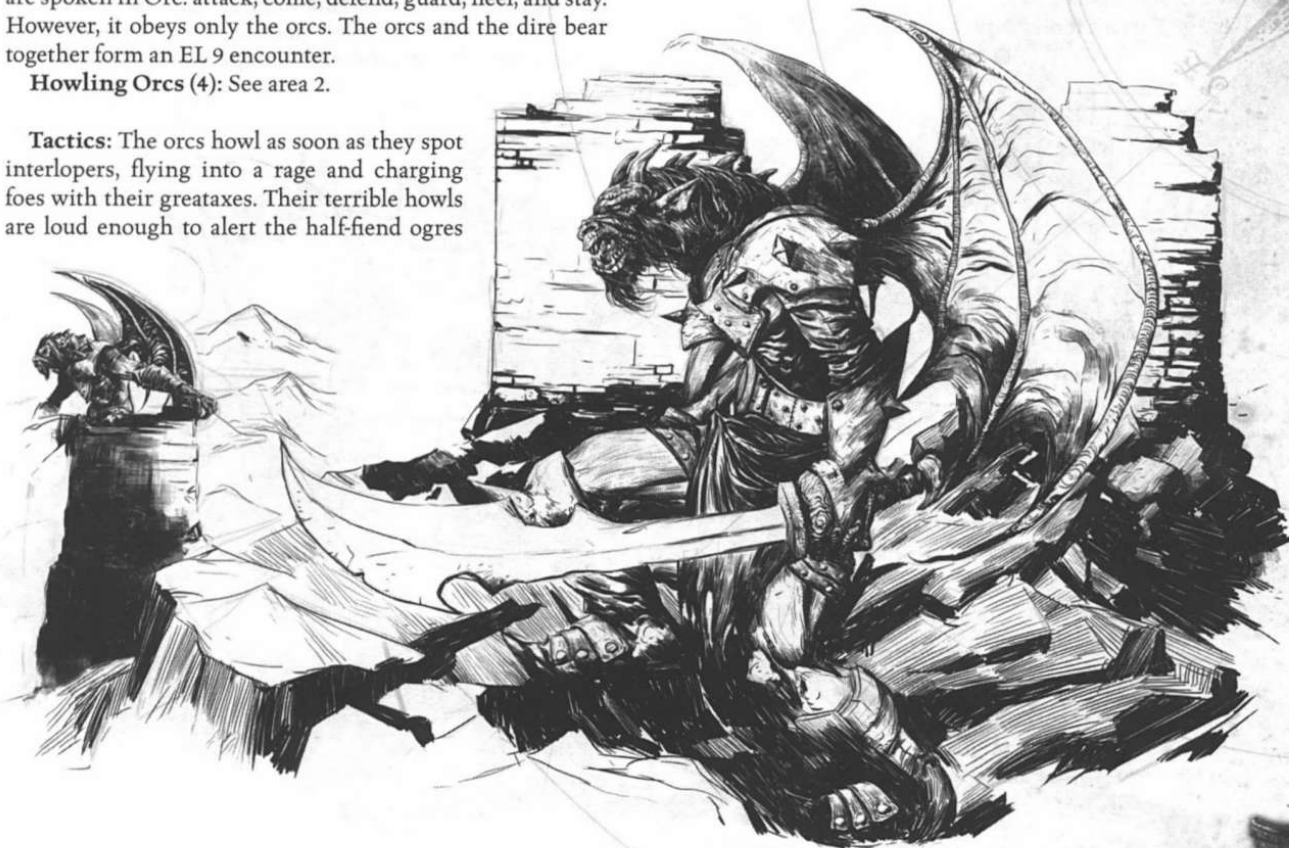
The crystal crown hidden beneath the thrones matches all known descriptions of the *Earthcrown*, and a *Nystul's magic aura* placed on the crown makes it appear magical; however, this object is merely a replica of the *Earthcrown* and has no magical properties.

Hazardous Area: Each stone pillar has hardness 8, 90 hit points, and a break DC of 35. If two more pillars are destroyed, the ceiling between the four pillars (including the spire) collapses, filling those 16 squares with dense rubble. See *Keep Features* for details.

13. STAIRWAY TO NOWHERE (EL 8)

This debris-choked stairwell once climbed a wooden tower that rose high above the rest of the keep. However, the tower collapsed years ago, and the stairs end at a wall of broken timbers and jumbled stone.

Creature: Kazmir the tiefling hides around the corner of the collapsed stairs (in the square marked K on the map), waiting for the half-fiend ogres and their allies to vacate the ruins. He knows about the trapdoor leading down to the dungeon



(area 15) and plans to explore it further. However, he also knows that the trapdoor is trapped and hopes that either the orcs or the PCs will remove the trap by triggering or disabling it.

With his slender build and pointed ears, Kazmir is sometimes mistaken for an elf. However, the tiny horns jutting from his forehead and his pointed teeth belie shadier origins. Although he can be quite charming, Kazmir is rarely sincere. When he does tell the truth, it's usually to cover up some other lie.

Kazmir ("The Magpie Man"): See below.

Tactics: Once the PCs defeat the orcs and their half-fiendish masters, Kazmir shadows them. With the help of his cloak and boots, he is quite stealthy. If the PCs detect and confront him, Kazmir smiles and claims to be an adventurer chasing rumors of a treasure-filled dungeon beneath the keep, and for a share of the treasure he offers to accompany the PCs. If the PCs attack him, he uses *darkness* and attempts to flee, drinking his *potion of blur* as opportunity allows. If the PCs dog his heels, he turns to confront them, relying on his swordsmanship and dodge ability to win the day. He surrenders and pleads for his life if reduced to 5 hit points or fewer. If the player characters take him prisoner, Kazmir attempts escape if and when the opportunity presents itself.

If the PCs look especially weak after their encounters with the half-fiend ogres, orcs, and dire bear, Kazmir drinks his *potion of blur* and takes advantage of the situation by sneak attacking the nearest PC.

Development: Kazmir desires the *Earthcrown*, and although he is a capable combatant, he would rather steal it than fight for it. If he obtains the *Earthcrown*, Kazmir uses it to cast *stoneskin* on himself, then summons two Large earth elementals to destroy the party. Then, with the aid of his *potion of fly*, he attempts to flee with the item as the player characters battle the elementals.

Large Earth Elementals (2): hp 68 each; MM 97.

KAZMIR ("THE MAGPIE MAN")

CR 8

Male tiefling rogue 2/swashbuckler 5

NE Medium outsider (native)

Init +8; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Elven, Infernal, Orc

AC 18, touch 14, flat-footed 14; **Dodge**

hp 39 (7 HD)

Resist cold 5, electricity 5, fire 5

Fort +5, **Ref** +9, **Will** +0; evasion

Speed 30 ft. (6 squares)

Melee +1 rapier +11/+6 (1d6+3/18–20) and

mwk dagger +6 (1d4+2/19–20)

Ranged light crossbow +10 (1d8/19–20)

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

Base Atk +6/+1; **Grp** +6

Special Actions sneak attack +1d6

Combat Gear *potion of blur*, *potion of fly*

Spell-like Abilities (CL 7th):

1/day—*darkness*

Abilities Str 10, Dex 18, Con 12, Int 15, Wis 8, Cha 12

SQ dodge bonus +1, trapfinding

Feats Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse^B

Skills Balance +11, Bluff +8, Climb +5, Craft

(weaponsmithing) +7, Diplomacy +5, Disable Device

+7, Disguise +3 (to act in character), Escape Artist +9,

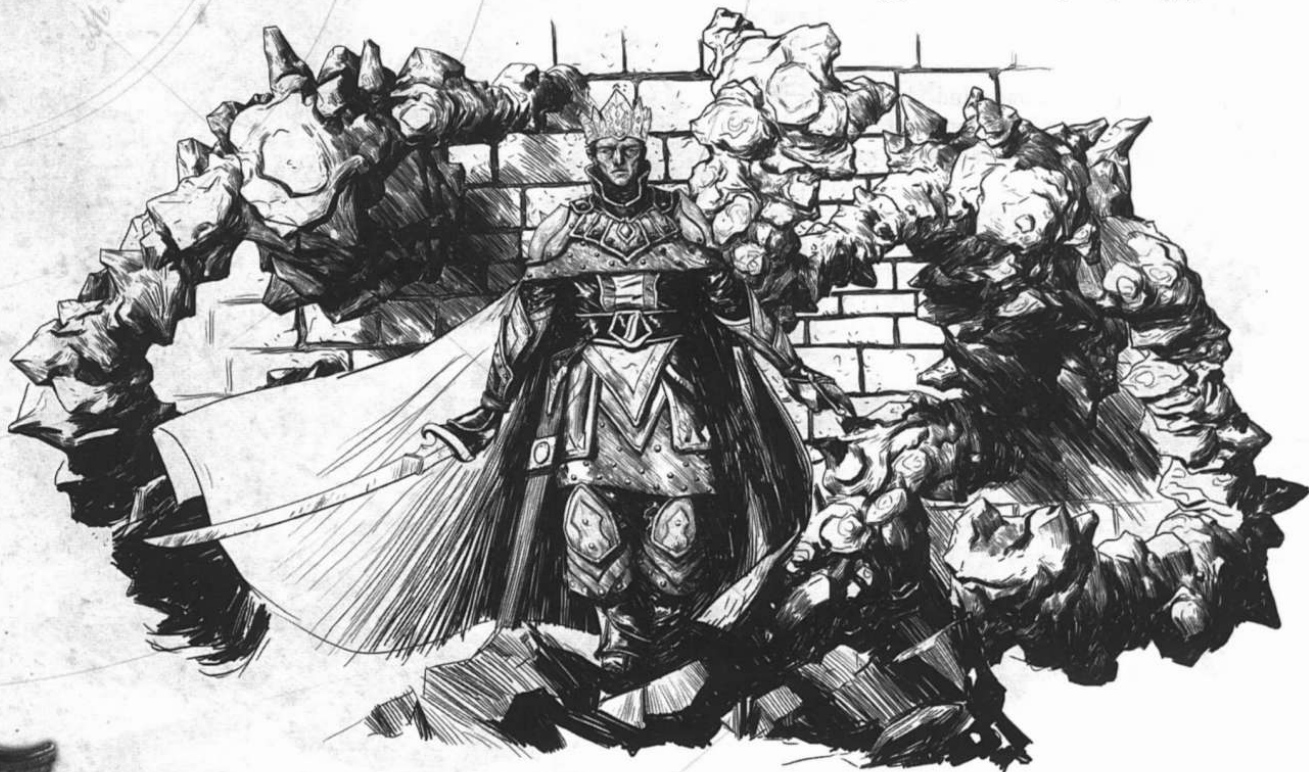
Gather Information +6, Hide +16, Intimidate +3, Jump

+7, Listen +4, Move Silently +14, Search +7, Sense

Motive +4, Sleight of Hand +11, Spot +4, Tumble +11,

Use Rope +6 (+8 involving bindings)

Possessions combat gear plus +1 studded leather armor, +1 rapier, masterwork dagger, *cloak of elvenkind*, *boots of elvenkind*, 2 *Quaal's feather tokens* (bird and tree), battered leather purse containing four small gems (100 gp each), four gold rings (50 gp each), brandy-filled pewter flask with gold filigree work depicting boars chasing gnomes on badgers (100 gp), small



silver mirror in a hard-backed leather traveling case, trail rations (3 days)

Hook "I'm not like other tieflings. I'm trying to make good in this cruel world."

Dodge Bonus +1 (Ex) During his action, Kazmir can designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. He can select a new opponent on any action. He loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load. Kazmir need not designate the same opponent for this ability as for the Dodge feat, but if he does, the bonuses stack.

14. DIRE BEAR (EL 7)

Loose rubble fills this 20-foot-high room.

Creature: A dire bear naps in the squares marked B on the map. It never travels far from the orcs in area 12 and accompanies them if they move to another area of the keep. While napping, the bear takes 10 on Listen and Spot checks (giving it rolls of 20 in both).

Dire Bear: hp 105; MM 63. *Suggested Miniature:* Dire Bear (Deathkneel 26/60).

15. ROTTING CORPSES

Dead bodies have been stacked in this area like cordwood. Characters searching the maggot-ridden corpses find the remains of fifteen orcs, four humans, and two dwarves. A heap of mundane weapons and armor rests near the corpses.

The humans and dwarves were mercenaries hired by Raseris to help him reach the dungeon beneath the keep. The orcs died fighting Raseris and his goons.

16. TRAPDOOR TRAP (EL 8)

Piles of debris have been pushed against the walls of this 20-foot-high room. A heavy wooden trapdoor is set into the middle of the floor. The trapdoor is unlocked but requires a DC 15 Strength check to pull open. It is also trapped (see Trap, below).

Opening the trapdoor reveals a dark, 5-foot-wide shaft that descends 150 feet to area 18. A rusty iron ladder is set into one wall of the shaft. However, the 10-foot section of ladder 80 feet from the bottom of the shaft has become so corroded as to break apart when anyone attempts to use it. The first character to reach this point on the ladder must succeed on a DC 15 Reflex save or fall down the shaft as the section of the ladder gives way; failure results in 8d6 points of damage and the character landing prone at the base of the shaft.

Trap: Any attempt to open the trapdoor triggers a *reverse gravity* trap. Creatures and objects atop the trapdoor or occupying squares adjacent to the trapdoor are suddenly thrust upward, striking the ceiling for 2d6 points of damage and taking another 2d6 points of damage as they fall back to the floor. In addition, the spell weakens the ceiling overhead, triggering a partial collapse. Creatures in the trapped area take 5d6 points of damage from falling timbers and slate (Reflex DC 15 half) but are not buried.

Opening the trapdoor from below does not trigger the trap and, in fact, doing so disables the trap for as long as the trapdoor remains open.

Reverse Gravity Trap: CR 8; magic device, touch trigger; automatic reset after 1d4 rounds; spell effect (*reverse gravity*, 13th-level wizard, 2d6 upward fall, 2d6 downward fall, Reflex

DC 20 negates) plus falling debris (5d6, Reflex DC 15 half); Search DC 32; Disable Device DC 32.

Development: Raseris detected the trap on the trapdoor and circumvented it using a *passwall* spell. Kazmir, on the other hand, has no easy means to bypass the trap and thus needs help doing so.

17. OLD TREBUCHETS

Two wrecked trebuchets occupy this overgrown field near the keep. The ground around the trebuchets is littered with boulders, bits of armor, and the picked bones of slain keep defenders. The trebuchets cannot be repaired, and nothing of value can be found here.

FURTHER ADVENTURES

A nomadic tribe of hill giants frequently uses the Keep of Fallen Kings as a rest stop. Characters who claim ownership of the ruins or who stay there for more than a few days might encounter a wandering group of hill giants and their dire bear pets. If the PCs succeed in defeating or repelling the giants, more hill giants might return to besiege the keep.

In addition, orcs from the Death Moon tribe aren't willing to give up the keep and the surrounding territory to anyone. Although they are on good terms with the hill giants, they share a dim view of adventurers. The Death Moon chieftain might dispatch an orc champion to challenge the PCs for ownership of the ruins. This champion arrives riding a destrachan into battle and arrives at the keep with a small legion of orc warriors. If he survived the earlier battle along the Kings Road, Homthorg the ogre mage might be present as well, providing tactical advice.

Finally, the ogre shaman of the Death Moon tribe might seek vengeance for the deaths of her two half-fiend ogre sons, Skarvog and Vaazrak. With the aid of *divination* spells, she locates her sons' killers and sends agents to rain destruction upon them.

3: THE DUNGEON OF BLOOD

The secret of the Old Kings lies buried deep. When he realized that his forces were overwhelmed, the last tyrant-king hid the *Earthcrown* in a secret temple beneath the keep and, with the help of his night hag concubines, trapped four powerful extraplanar allies in crystal pillars to guard the artifact. Years later, one of the night hags returned to plot revenge against the enemies of the Old Kings. When the sorcerer Raseris entered the dungeon, he confronted and slew the night hag before her fiendish girallon pets tore him to pieces. During the battle, a fountain of blood prominently situated in the main temple cracked and began disgorging its contents onto the temple floor.

Incensed by the death of their mistress, the fiendish girallons shattered one of the crystal pillars in the temple, inadvertently releasing a blue slaad. The slaad's sudden appearance startled and drove away the fiendish girallons, at least for a while. The slaad is waiting for instructions from those who bound it to service. In the meantime, to put some distance between it and the hungry girallons, it has moved from the main temple to the base of the ladder leading up to the keep.

DUNGEON FEATURES

This section discusses specific features of the dungeon.

Walls: The walls of the dungeon are painted in the blood of the Old Kings' enemies. Consequently, they have a brownish-red hue, and the whole dungeon reeks of blood. Beyond their unusual and unpleasant color, they are typical masonry walls (DMG 59).

Illumination: Three glowing crystal pillars dimly illuminate the main temple (area 21), and some of their bluish light filters into adjacent chambers. However, the rest of the dungeon is unlit, and characters without darkvision must provide their own light sources.

Ghost Doors: All doors in the Dungeon of Blood are ghostly and insubstantial. They do not block line of sight, and creatures can walk pass them without opening them. Night hags formed the doors out of the tormented spirits of the Old Kings' enemies, forcing them to serve as guardians. Any non-evil creature that passes through a ghost door must succeed on a DC 15 Fortitude save or gain one negative level. The ghost doors are treated as 8 HD undead for the purpose of turning them. Successfully turning a ghost door causes it to fade away for 1d6 rounds, while destroying a ghost door causes it to vanish forever.

Dense Rubble: Some of the walls in the dungeon have collapsed, creating dense heaps of rubble. It costs 2 squares of movement to move into a square with dense rubble. Dense rubble imposes a -5 penalty on Balance and Tumble checks and a -2 penalty on Move Silently checks. Running or charging through dense rubble is impossible.

EXPANDING THE DUNGEON

The battle map for this portion of the adventure shows only part of the Dungeon of Blood, specifically the main temple (area 21) and environs. The map has several exits, however, and PCs can presumably move off the map and explore other areas of the dungeon. When a character exits the battle map, you have a few options:

- You can assume that the rest of the dungeon has collapsed. Characters who move beyond the map quickly discover that, after 1d6×5 feet, the passage they are traversing ends abruptly at a natural cave-in.
- You can expand the dungeon and illustrate the new sections using blank dry-erase battle maps. This requires some advanced preparation on your part, since these new areas presumably contain creatures, treasures, traps, and other things of interest to adventurers.
- You can introduce some sort of magical catastrophe that prevents exploration of other areas of the dungeon. For example, all areas beyond the map might be filled with a gnashing ether that deals damage to any creature that steps into it.
- You can place the dungeon in its own demiplane. Any creature that leaves the battle map discovers that the dungeon begins to quickly fade away. If the creature doesn't return to the battle map within 1 round, it is transported back on the Material Plane, perhaps to area 19 or to a location outside the Keep of Fallen Kings.

18. START AREA

The iron ladder from area 16 descends directly into this chamber, which has partially collapsed. When a PC reaches the bottom of the ladder, have the player place his or her miniature in the square occupied by the ladder. Then read or paraphrase the following text.

The ladder descends into the corner of a rubble-filled room dimly lit by a bluish light entering through one of many holes in the chamber's walls. Suddenly, a monstrous croak breaks the quiet.

The bluish light emanates from area 21. This room contains the creature described below and little else of interest.

Creature: A blue slaad stands in the squares marked S on the map.

Blue Slaad: hp 68; MM 229.

Tactics: During the surprise round, the slaad casts *hold person* on the first character it sees. It then moves into melee combat. As more opponents arrive to challenge it, it casts *chaos hammer*. The slaad then resumes attacking with its claws and bite, relying on its fast healing and various other natural defenses. If it finds itself cornered or flanked, it can use *passwall* to phase through the nearest wall.

19. FOYER

The walls of this foyer are covered in faded frescoes depicting horrific fiends dancing toward area 21. A shallow niche is carved into the wall on either side of the doorway to the main temple; the two niches once held golden statuary, but the statuettes were stolen years ago.

20. PREPARATION ROOM

The Old Kings and their clerics would prepare for their rituals here. Small holes in the walls once supported wooden shelves, upon which the evil clerics placed unholy relics. However, the relics were plundered after the fall of the keep, and the shelves were later dismantled. Bereft of furnishings, the room holds nothing of value.

21. TEMPLE OF BLOOD (EL 9+)

Read or paraphrase the following text when the PCs first peer into this area.

Blue light swells within three crystal pillars that support the 30-foot-high ceiling of this vile temple. The light is barely enough to illuminate the features of the room. A dark shape writhes within each pillar, but you can't make out what the shapes might be. The shards of a fourth pillar lie strewn upon the floor near a great dais, upon which sits a semicircular fountain with a hideous statue set into the wall above it. The fountain has cracked in two places, and rivers of blood spill from the fountain onto the floor, forming two streams. A huge demonic face is carved into the floor. The demon's mouth forms a gaping pit into which the rivers of blood pour. The chamber is palpably evil and chills your bones.

Any character who enters the temple should make a DC 20 Spot check. Those who succeed spot the remains of Raseris and the night hag, which are marked R and N on the map. Not much



remains of Raseris; the fiendish girallons tore him apart, then devoured pieces of him. Characters find the sorcerer's tattered robes, a severed hand, and his head lying in a pool of blood. They also find a magic ring on Raseris's severed hand (see Treasure, below). Characters who inspect the night hag's remains can, with a DC 15 Heal check or Spellcraft check, determine that she was killed by blasts of magical force and electricity.

The fiendish girallons spring forth and attack characters who approach within 5 feet of Raseris or who set foot on the dais. Characters with line of sight to one or both fiendish girallons can make a Spot check (opposed by the creatures' Hide checks) to avoid being surprised by them.

The crystal pillars do not, in fact, provide any structural support. They are quite fragile, and area effect spells can easily damage or destroy them. This fact is important because shattering a pillar releases the creature trapped within it (see Crystal Pillars, below).

Creatures: The fiendish girallons watch the temple from shadowy, rubble-strewn recesses. Their locations are marked G on the map.

Fiendish Girallons (2): See below.

Tactics: The fiendish girallons are hungry and still upset by the death of their night hag mistress. They move to attack the nearest foe and fight to the death, using their smite good ability on the first attack. The fiendish girallons prefer to fight

within the confines of the temple's *unhallow* effect (see Demon Face, below), giving them a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks made or effects created by good creatures. They are trained not to attack the temple's bound guardians, including the blue slaad in area 18 and the three guardians trapped in the intact crystal pillars (see Crystal Pillars, below). However, the fiendish girallons must succeed on a DC 14 Will save whenever a pillar is shattered or flee in fear for 1d4 rounds, beginning on their next turn. If a fiendish girallon is wounded while fleeing, it stops fleeing and resumes attacking. The fiendish girallons avoid passing through ghost doors whenever possible (see Dungeon Features).

Treasure: Characters searching Raseris's bloody remains find the *ring of wizardry I* on the first finger of his severed hand. The fiendish girallons destroyed all of Raseris's other worldly possessions.

Development: If the blue slaad is still alive, it follows the PCs into this area. Instead of attacking them, however, it attacks the nearest crystal pillar, intent on freeing the guardian trapped within. It moves from pillar to pillar in this fashion, hoping to sow as much chaos and mayhem as possible before finally turning its attention back to the PCs.

Characters who recover the remains of Raseris can present them to Lord Ironshard and claim their reward.

FIENDISH GIRALLON

CR 7

CE Large magical beast (extraplanar)

Init +3; Senses darkvision 60 ft., low-light vision, scent; Listen +1, Spot +6

AC 16, touch 12, flat-footed 15

hp 58 (7 HD); DR 5/magic

Resist cold 5, fire 5; SR 12

Fort +7, Ref +8, Will +5

Speed 40 ft. (8 squares), climb 40 ft.

Melee 4 claws +12 (1d4+6) and bite +7 (1d8+3)

Face 10 ft.; Reach 10 ft.

Base Atk +7; Grp +17

Special Actions rend 2d4+12, smite good 1/day (+7 damage)

Abilities Str 22, Dex 17, Con 14, Int 3, Wis 12, Cha 7

Feats Iron Will, Toughness (2)

Skills Climb +14, Jump +10, Move Silently +8, Spot +6

Rend (Ex) A fiendish girallon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+12 points of damage.

TEMPLE FEATURES

The temple contains many features that could come into play during or after the encounter with the fiendish girallons.

Demon Face: The demonic mosaic is the focal point of an *unhallow* spell (CL 9th), the radius of which is indicated on the small version of the map. All creatures within the area gain the effects of a *protection from good* spell, and no non-evil summoned creatures can enter the area. The circular, 20-foot-diameter pit that forms the demon's mouth drops 100 feet before the shaft dissipates into cold, opaque darkness. Any creature that falls

this far is instantly transported to the Negative Energy Plane (DMG 157). Dispelling this gate to the Negative Energy Plane requires a successful DC 31 dispel check; if the gate is successfully dispelled, the pit becomes an ordinary 100-foot-deep pit that slowly fills with blood from the fountain.

Fountain of Blood: The blood that fills this semicircular basin gushes from the gaping mouth of a 6-foot-tall statue of a demon embedded in the wall. Lodged deep inside the statue is a *decanter of blood*, which is similar in all respects to a *decanter of endless water* except for the liquid it creates. The *decanter of blood* cannot be removed without destroying it. At one point, the *decanter* generated just enough blood to fill the basin, but Raseris's spells damaged the fountain and caused it to crack. The damage forever altered the magic of the fountain, tricking the *decanter* into disgorging more blood to fill the basin. Two streams of blood now pour down the steps of the dais, forming shallow rivers.

The fountain radiates strong conjuration and necromancy auras under scrutiny of a *detect magic* spell. Destroying the *decanter* ceases the flow of blood to the fountain and renders both the fountain and the rivers of blood (see below) nonmagical. The *decanter* can be destroyed by dealing 25 points of damage to the demon statue (hardness 8) embedded in the wall.

Resting at the bottom of the fountain's cracked basin, hidden by a foot-deep pool of blood, is the *Earthcrown* (see sidebar). The *Earthcrown* is a minor artifact and, as such, does not radiate magic. However, anyone feeling around the basin quickly finds it. Removing the *Earthcrown* from the basin causes all the intact crystal pillars to shatter at once, freeing the guardians bound within (see Crystal Pillars, below). If Kazmir the tiefling is with the PCs, he tries to steal the *Earthcrown* and flee the dungeon with it (see area 13 for details).

Rivers of Blood: A river of blood confers a singular benefit upon any creature standing in it: Any attack made by the creature has its critical threat range doubled. For example, a fiendish girallon standing in a square occupied by a river of blood has a critical threat range of 19–20 with its claws and bite. Similarly, a character armed with a rapier who stands in such a square has a critical threat range of 15–20 instead of 18–20. This effect stacks with other effects that increase a weapon's threat range, such as the keen weapon special property. Rivers of blood radiate a moderate necromancy aura under the scrutiny of a *detect magic* spell.

The rivers of blood have one lethal drawback: Any creature reduced to –1 or fewer hit points while in contact with a river

must succeed on a DC 15 Will save or immediately drop to –10 hit points, as though killed by a *death knell* spell. A successful save or a *death ward* spell negates the *death knell* effect.

Crystal Pillars: The Old Kings bound four guardians to the 30-foot-high pillars of blue crystal. Characters studying the pillars closely cannot discern what types of creatures are trapped within, although all of the guardians seem quite large. A *detect magic* spell reveals that the three intact pillars radiate strong abjuration and transmutation auras; the shattered pillar sheds no aura whatsoever.

The guardians are unable to damage their pillars from within; however, the crystal pillars can be easily shattered from the outside. Each pillar has hardness 0 and 30 hit points. Successfully dispelling a pillar's magic (dispel check DC 29) causes it to shatter, releasing its guardian. A *shatter* spell deals 1d6 points of damage per caster level to a crystal pillar. Treat the square occupied by the shattered pillar as though filled with dense rubble. The crystal pillars cease to glow once shattered; when the last of the three standing pillars is broken, the temple and all surrounding areas are cast in darkness.

The three remaining guardians include a chaos beast, a fiendish ettin skirmisher, and an invisible stalker. Determine randomly which guardian is contained in each pillar. If you're missing the requisite miniatures, feel free to substitute other CR 7–8 monsters as guardians.

When a guardian is released, place its miniature in a space adjacent to the shattered pillar from which it sprang. If all of the spaces around the pillar are occupied, place the guardian's miniature in the closest available space. Do not place the figure representing the invisible stalker unless one or more PCs have the ability to see invisible creatures. The guardians do not attack one another.

Chaos Beast: hp 44; MM 33.

Fiendish Ettin Skirmisher: See below.

Invisible Stalker: hp 52; MM 160.

FIENDISH ETTIN SKIRMISHER

CR 8

CE Large giant (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

Languages Abyssal, Giant, Goblin, Orc

AC 18, touch 8, flat-footed 18

hp 65 (10 HD); **DR** 5/magic

Resist cold 10, fire 10; **SR** 15

Fort +7, **Ref** +8, **Will** +5

THE EARTHCROWN

The *Earthcrown* is a translucent crystal crown that resizes to fit neatly upon the head of its wearer. The wearer becomes instantly aware of the *Earthcrown's* powers upon donning it. First, the wearer gains a +1 bonus on attack and damage rolls if both he and his opponent are touching the ground. Second, the *Earthcrown* allows its wearer to use the following spell-like abilities: 3/day—*shatter*, *stoneskin*; 1/day—*summon monster VII* (1 Huge earth elemental, 1d3 Large earth elementals, or 1d4+1 Medium earth elementals only), *wall of stone*; 1/week—*earthquake*.

The *Earthcrown* can be harmed only by adamantite weapons and has 90 hit points. While worn, it cannot be attacked directly; only after its wearer has been slain can it be removed and destroyed. Legend has it that the *Earthcrown* contains the life force of a powerful dao sultana, and that destroying the *Earthcrown* releases the dao spirit. Those who believe the legend also believe that the freed dao must grant one *wish* to whoever releases her. This legend, in whole or in part, might or might not be true.

Aura/Caster Level: Strong evocation (earth) and conjuration (summoning). CL 20th.

Weight: 3 lb.

Speed 30 ft. (6 squares)
Melee 2 morningstars +12/+7 (2d6+6) or
Melee 2 morningstars +8/+3 (2d6+10) with Power Attack feat
Ranged 2 javelins +5 (1d8+6)
Face 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +17
Special Actions superior two-weapon fighting
Abilities Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11
Feats Alertness, Improved Initiative, Iron Will, Power Attack
Skills Listen +10, Search +1, Spot +10
Possessions 2 morningstars, 2 javelins
Superior Two-Weapon Fighting (Ex) The fiendish ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the fiendish ettin does not take a penalty on attack or damage rolls for attacking with two weapons.
Hook "The Old Kings speak to us!" "Yeeeah, they say you die now!"

22. VESTIBULE

This room once contained cleric robes and unholy fonts, but these items were removed years ago. A pair of wooden double doors lies smashed on the floor, and a large hole in one wall peers out into the main temple (area 21). The room is otherwise bare.

23. CLERIC QUARTERS

A few broken furnishings lie scattered about this neglected chamber. Temple priests once resided here, but those who survived the attack on the keep either fled or saw no hope of escape and hurled themselves down the pit in area 21. The room currently holds nothing of value.

24. THE CRIMSON VAULT (EL 9)

The Old Kings used this area as a vault to store their treasures. Treacherous clerics, greedy night hags, and bold adventurers looted the vault after the fall of the keep, leaving little behind. Read or paraphrase the following text when the characters explore this area.

A long, blood-red corridor stretches between a pair of ghostly, translucent doors. Three narrow alcoves run the length of one wall, and three deeper alcoves run the length of the other. Large cracks have formed in the 20-foot-high ceiling of the corridor, evidently the result of some recent geological instability.

The alcoves once contained stone pedestals, upon which rested the finest treasures of the Old Kings. Only rubble remains, however. Characters searching the middle 10-foot-square alcove find five fragments of translucent white crystal that somewhat fit together to form a crown. This crown was a devious replica of the *Earthcrown*, but its true nature was discovered, and the fake crown was subsequently shattered on the floor. A *mending* spell repairs the crown, and intact it's worth 100 gp, but it has no magical properties.

As the PCs inspect the alcoves and the shattered pieces of the crystal crown, the creatures described below appear.

Creatures: Two crimson oozes (variants of the ochre jelly) seep into the corridor through large cracks in the ceiling. They fall in curtains to the floor (in the squares marked C) and

coalesce into viscid mounds before sprouting bloody tendrils that enable them to lash at prey and pull their amorphous forms across the floor. Any PC directly beneath a crimson ooze as it drops is attacked during the surprise round.

Crimson Oozes (2): See below.

Tactics: A crimson ooze pursues prey beyond the confines of the vault but will not pass through any of the ghost doors (see *Dungeon Features*).

CRIMSON OOZE

CR 7

N Large ooze
Init -5; **Senses** blindsight 60 ft.; Listen +10, Spot +10
AC 4, touch 4, flat-footed 4
hp 84 (8 HD)
Immune critical hits, flanking, gaze attacks, illusions, mind-affecting spells and abilities, paralysis, poison, sleep effects, stunning
Fort +8, **Ref** -3, **Will** -3
Speed 10 ft. (2 squares), climb 10 ft.
Melee slam +7 (1d8+3 plus blood feast)
Face 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +12
Special Actions blood feast
Abilities Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1
SQ ooze traits, split
Skills Climb +10

Blood Feast (Ex) When a crimson ooze hits a living creature, it deals 1d4 points of Constitution damage in addition to its slam damage. For each point of Constitution damage dealt, the crimson ooze heals 5 points of damage as it draws nourishment from the victim's blood. The blood feast ability only affects creatures that bleed.

Split (Ex) Slashing and piercing weapons and electricity attacks deal no damage to a crimson ooze. Instead the creature splits into two identical oozes, each with half of the original's current hit points (round down). A crimson ooze with 10 or fewer hit points cannot be further split and dies if reduced to 0 hit points.

Skills A crimson ooze can always take 10 on a Climb check, even if rushed or threatened.

FURTHER ADVENTURES

The *Dungeon of Blood* might not be the only dungeon under the Keep of Fallen Kings. One or more of the Old Kings could still exist as undead creatures locked away in a secret, sealed crypt along with some of their most prized treasures. Perhaps the theft of the *Earthcrown* awakens their restless spirits and sends them out into the world, seeking vengeance.

Characters who keep the *Earthcrown* will make enemies among those who covet its power and those who seek to destroy it. A couple of adventure hooks are presented below:

- An exiled dwarf prince hires other adventurers to steal the *Earthcrown* as part of a plot to seize his father's throne.
- A powerful dao from the Elemental Plane of Earth seeks to destroy the *Earthcrown* and release the dao sultana trapped within it. He might be the sultana's estranged lover, or he might be a common dao intent on using the sultana's *wish* to improve his social status by forcing her to marry him.



Three of the battle maps in *Fantastic Locations: Fields of Ruin*, in addition to their usefulness for the DUNGEONS & DRAGONS roleplaying game, were designed to allow exciting battles using the DUNGEONS & DRAGONS Miniatures Game battle rules. These are Kings Road, Keep of Fallen Kings I, and Dungeon of Blood. Essentially, using one of these maps replaces the terrain setup step for your battle. To use the maps in this way, follow the rules below.

WARBAND CONSTRUCTION

Warband construction occurs normally, with one exception. Instead of bringing four terrain tiles to the skirmish, each player brings one battle map.

TERRAIN INITIATIVE

Players first reveal their warbands, then determine terrain initiative.

Choose a Map: Each player rolls 1d20 for terrain initiative, adding the Commander rating of his or her best commander to the roll. The winner chooses which map (his or her own or the opponent's) will be used for the skirmish.

Choose a Side: After the map has been chosen, each player rolls 1d20 for start area initiative, adding the Commander rating of his or her best commander to the roll. The winner chooses in which start area his or her warband will set up and places the entire warband there. If a map has multiple start areas with the same designator (such as Start Area A), the warband can occupy squares in any or all of those areas.

WARBAND PLACEMENT

The player who picked the first start area sets up his or her warband first, using the chosen start area.

VICTORY AREAS

The victory areas on each battle map are important for the Assault scenario, described below.

Assault: When playing the Assault scenario on a battle map, you score 10 victory points at the end of each round in which at least one of your creatures occupies a space in a corresponding victory area. The player whose warband sets up in Start Area A scores victory points at the end of each round in which at least one of his or her creatures occupies a square in a space marked as Victory Area A. The opponent scores victory points for occupying a square in a space marked as Victory Area B.

SCOUT

The Scout special ability works slightly differently when using a battle map. Instead of placing this creature on your start area at the start of the skirmish, you can place it on any victory area. Two creatures with Scout can't set up on the same victory

area. If a creature with Scout enters play after the first round, it enters like any other creature.

TERRAIN

Different types of terrain have various effects on play. The terrain described below is specific to the maps in *Fantastic Locations: Fields of Ruin*. For other types of terrain, see the *D&D Miniatures Game* advanced rulebook.

CRYSTAL PILLARS

Crystal pillars are treated as walls. They block movement and line of sight. A creature can't move or make a ranged attack through a crystal pillar. A creature also can't move diagonally past a corner of a crystal pillar. Count around crystal pillars to see if commanders are close enough to influence the creatures in their warband.

Crystal pillars appear on the Dungeon of Blood map.

DOORS

Ignore doors marked on the maps. They are included to facilitate using the maps in a roleplaying game, and have no effect on skirmish play.

PITS

The Dungeon of Blood map features a pit. Rules for how to play with pits can be found in the *D&D Miniatures Game* advanced rulebook.

FOREST

Some of the squares on the Kings Road map are forest terrain. Rules for how to play with forest terrain can be found in the *D&D Miniatures Game* advanced rulebook.

RIVERS OF BLOOD

Rivers of blood have the same game effect as blood rock. A creature standing in a river of blood scores a critical hit when its melee attack roll is a natural 19 or 20. The attack automatically hits no matter how high the defender's AC, even if the defender is immune to extra damage from critical hits.

A square contains a river of blood if the river passes through the middle of the square.

The Dungeon of Blood map includes rivers of blood.

SCENARIOS

The following scenarios are provided to introduce variety in casual one-on-one games and should not be used in tournament play.

Demonic Defenses: This scenario uses the Dungeon of Blood map. One player is designated as the dungeon defender. That player gets 20% more points with which to construct his or her warband, but it can contain only CE Outsiders.

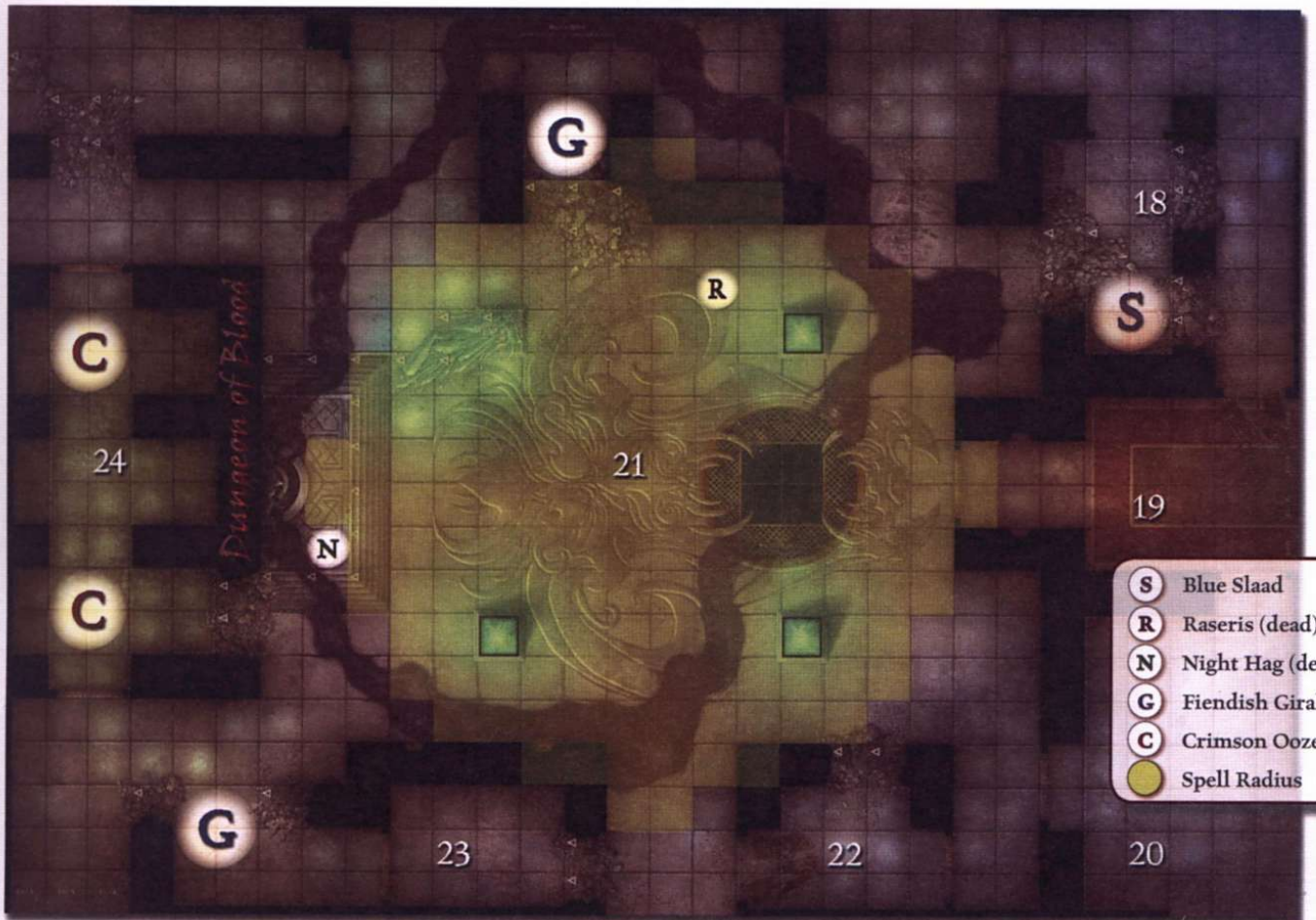
Kings of the Castle: This scenario uses the Keep of Fallen Kings I map. Creatures within the walls of the ruined keep gain a +2 bonus on morale saves to avoid being routed.

Looting the Grave: This scenario uses the Kings Road map. Player A can win the scenario by moving one of her creatures onto a square occupied by a grave, keeping the creature there for an entire round, and then moving the creature off any edge of the map. Player B cannot move creatures through or place creatures on the six squares occupied by the graves (not wishing to defile them).

KEEP OF FALLEN KINGS II



DUNGEON OF BLOOD



CONQUER

ANCIENT BATTLEFIELDS
TO PLUNDER THE KEEP OF
FALLEN KINGS

The Kings Road cuts across fields where great battles once raged—fields littered with bones, shattered weapons, the wreckage of mighty siege engines. Follow the road to the sundered gates of the Keep of Fallen Kings, a great ruin wherein lies the fabled Earthcrown. But be warned! The keep has attracted its share of monsters and treasure hunters over the years, and rumors of a fiendish dungeon beneath the keep have lured many adventurers to their doom.

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