

ADP7-01

# Dragondown Grotto

A Multi-Round  
D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Adapted Adventure

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Reviewers and Contributors: The Circle

The Suss Forest is home to many strange and wondrous beasts. Not the least of which are long rumored ancient dragons that soared the skies in the past. Rumors of the foul god-queen Tiamat have swept through the region that her worshippers are stealing dragon eggs. Then seemingly out of nowhere a strange man asks for help in recovering these precious eggs. A multi-round Core adapted adventure set in the Suss Forest for characters level 8-12 (APL 10). You must have a copy of *Fantastic Locations: Dragondown Grotto* to run this adventure.

Resources for this adventure [and the authors of those works] include *Dragondown Grotto* [Ed Stark].

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

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## RPGA® SANCTIONED PLAY

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

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

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

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

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### Players Read No Farther

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

## PREPARATION FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. You also need a copy of *Field of Ruins*, the adventure to use with this supplement.

Throughout this adventure supplement, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

## TIME UNITS AND UPKEEP

This is a multi-round Core adventure, set in the Suss Forest. All characters pay 7 Time Units.

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

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

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

## ADVENTURE BACKGROUND

As per the adventure with the following changes:

- The adventure starts in Hardby when Targan Klem comes to the PCs asking for their help.
- The PCs will travel by boat to the Suss Forest and will encounter no problems upon entering the forest.
- Use the adventure hook, dragon egg rescue that includes Targan Klem.
- The eggs of Tiamat and Bahamut are one time only use items that can only be used in this adventure.

## ADVENTURE SUMMARY

The adventure should be run as written, with the exceptions noted below. It is assumed that the adventure will be played in the order presented in *Dragondown Grotto*. The APL of this adventure is 10, and the adventure is recommended for characters of levels 8-12. Characters of 13th level and higher may not find the adventure challenging enough, while 7th level characters may be overwhelmed.

The experience and gold of is presented per area in the Experience Point Summary and Treasure Summary below. There is a chance that the PCs could earn more gold than the maximum; however, they can only earn the maximum gold that is listed at the end of this document and on the Adventure Record (AR).

**Note:** This adventure requires approximately 6-8 hours of gameplay. You should ensure that players are aware of this before beginning, and that multiple sessions are set up to cover the entirety of the adventure.

## INTRODUCTION

The adventure starts in Hardby in the dock district. The PCs can decide how they got to Hardby on their own but with all the activity of Turrosh Mak in the Wooly Bay area should be the catalyst they need.

Use the Dragon Egg Rescue adventure hook in the adventure and proceed from there.

## CONCLUSION

The PCs may need to find a way to get back home since their employer Targan betrayed them. If they have no magical means of getting home they eventually find a ship while traveling along the coast that picks them up. It is captained by a familiar Halfling named Toct.

Also if the PCs were successful in stopping Targan from stealing the eggs and reviving the dracolich then they will get a special favor from the dragon gods themselves.

**Favor of Meepo:** For saving the life of Meepo and his dragonkin he has decided to relinquish some of the treasure his more mischievous younglings have found. Meepo will allow this PC to purchase the following items (Adventure access, all from *Races of the Dragon* or *Draconomicon*): *memento magica* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> level, *amulet of warmth*, *mantle of the silver wyrm*, *boots of dragonstriding*, and *dragonfang gauntlets*.

**Touched by the Scales of Good and Evil Dragon Gods:** For preventing the resurrection of an ancient enemy of dragonkind the dragon gods have blessed you. You gain a +2 circumstance bonus on any social interaction skill checks with true dragons. In addition you gain access to the following feats: Dragon Wild Shape, Dragonfriend, and Dragonsong (all from *Draconomicon*), Delay Potion, Magic Device Attunement, Melodic Casting, Rapid Metamagic, and Battlecaster Offense. (all from *Complete Mage*)

## EXPERIENCE POINT SUMMARY

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

### Area 1

Defeat or bypass the acid spray trap:  
APL 10 300 XP

### Area 3

Defeating all the blackscale lizardfolk  
APL 10 420 XP

### Treasure:

Loot: 66 gp; Coin: 0 gp; Magic: *potions of bull strength* x16 (25 gp), *+1 greataxe* x8 (193 gp)

### Area 3A

Defeating Sslarvag:  
APL 10 210 XP

### Treasure:

Loot: 2 gp; Coin: 0 gp; Magic: *potions of bull strength* x2 (25 gp), *+2 chain shirt* (354 gp), *+1 keen greataxe* (693 gp), *javelin of lightning* x3 (375 gp)

### Area 3B

### Treasure:

Loot: 0 gp; Coin: 1000 gp; Magic: *Quall's feather token* (swan boat) (37 gp).

### Area 4

Defeating the hobgoblins of Tiamat:  
APL 10 300 XP

### Treasure:

Loot: 156 gp; Coin: 0 gp; Magic: *Amulet of natural armor* +1 x6 (167 gp), *+1 chain shirt* x6 (104 gp), *potion of heroism* x6 (63 gp)

### Area 5

Defeating Korak Fourclaw:  
APL 10 300 XP

### Treasure:

Loot: 0 gp; Coin: 0 gp; Magic: *+2 chain shirt* (354 gp), *wand of hold person* 10 charges (75 gp), *potion of cure serious wounds* x 2 (63 gp), *+1 flaming heavy mace* (693 gp), *amulet of natural armor* +2 (666 gp), *ring of protection* +1 (166 gp)

### Area 6

**Treasure:**  
Loot: 0 gp; Coin: 0 gp; Magic: *tome of leadership and influence* +1 (2291 gp).

### Area 7B

Defeating Meepo and his buddies (Cannot receive the story award for helping Meepo if they kill him):  
APL 10 300 XP

### Area 9

Defeating all the ogres:  
APL 10 330 XP

### Treasure:

Loot: 3 gp; Coin: 0 gp; Magic: *+1 greataxe* x4 (193 gp), *+1 hide armor* x4 (97 gp), *ring of protection* +1 x4 (166 gp)

### Area 10

Defeating the basilisks:  
APL 10 270 XP

### Treasure:

Loot: 0 gp; Coin: 0 gp; Magic: *dagger of venom* (691 gp).

### Area 12

Dealing Sekkatrrix:  
APL 10 330 XP

**Treasure:**

Loot: 0 gp; Coin: 1,870 gp; Magic: *Arcane scroll of baleful polymorph* (94 gp), *Arcane scroll of cloudkill* (94 gp), *Arcane scroll of hold monster* (94 gp), *Arcane scroll of scrying* (58 gp), *Pipes of the sewers* (95 gp), *Heward's Handy Haversack* (166 gp)

**Area 14**

Defeating all the cadaver collector:

APL 10 420 XP

**Treasure:**

Loot: 0 gp; Coin: 1,766 gp; Magic: *+1 longsword* (193 gp), *divine scroll of regenerate* (190 gp), *divine scroll of undeath to death* (179 gp), *potion of rage* (63 gp), *potion of barkskin +5* (100 gp), *bag of tricks (rust)* (250 gp)

**Area 15**

Defeating the adult blue dragon skeletons:

APL 10 300 XP

**Area 16**

Defeating the spectres:

APL 10 360 XP

**Treasure:**

Loot: 0 gp; Coin: 0 gp; Magic: *+1 full plate x2* (220 gp), *+1 longsword* (194 gp), *+1 buckler* (97 gp), *ring of protection +1* (166 gp), *bracers of armor +1* (83 gp), *+1 studded leather* (98 gp)

**Area 18**

Defeating the dragonne defenders:

APL 10 330 XP

**Area 19**

Defeating Targan Klem and Blackbone:

APL 10 450 XP

**Treasure:**

Loot: 0 gp; Coin: 3,900 gp; Magic: *+1 dwarven waraxe* (194 gp), *dwarven plate* (1375 gp), *Wand of searing light* (18 charges) (405 gp), *horseshoes of the zephyr* (500 gp)

**Story Award**

Not killing Meepo and his dragonkin:

APL 10 473 XP

**Discretionary roleplaying award**

APL 10 472 XP

**Total possible experience:**

APL 10 5,265 XP

## TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

**Area 3: Blackscale Barracks**

Looting the blackscals:

APL 10: Loot: 66 gp; Coin: 0 gp; Magic: *potions of bull strength x16* (25 gp), *+1 greataxe x8* (193 gp)

### Area 3A: Sslarvag's Lair

Looting Sliprursh:

**APL 10:** Loot: 2 gp; Coin: 0 gp; Magic: *potions of bull strength* x2 (25 gp), *+2 chain shirt* (354 gp), *+1 keen greataxe* (693 gp), *javelin of lightning* x3 (375 gp)

### Area 3B: Hidden Treasure

Looting the room:

**APL 10:** Loot: 0 gp; Coin: 1000 gp; Magic: *Quall's feather token* (swan boat) (37 gp).

### Area 4: Talons of Tiamat

Looting all the talons of Tiamat:

**APL 10:** Loot: 156 gp; Coin: 0 gp; Magic: *Amulet of natural armor* *+1* x6 (167 gp), *+1 chain shirt* x6 (104 gp), *potion of heroism* x6 (63 gp)

### Area 5: Old Sacristy

Looting the corpse Korak Fourclaw:

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: *+2 chain shirt* (354 gp), *wand of hold person* 10 charges (75 gp), *potion of cure serious wounds* x 2 (63 gp), *+1 flaming heavy mace* (693 gp), *amulet of natural armor* *+2* (666 gp), *ring of protection* *+1* (166 gp)

### Area 6: Ruined Temple Library

Looting the library:

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: *tome of leadership and influence* *+1* (2291 gp).

### Area 7B: Heated Egg Nursery

Looting/killing Meepeo and his minions:

**APL 10:** Loot: 275 gp; Coin: 276 gp; Magic: *potion of cure serious wounds* x 3 (63 gp), *potions of bull strength* x2 (25 gp), *+1 white dragonhide heavy shield* (358 gp), *+1 flaming short sword* (693 gp)

### Area 9: Ogre Patrols

Looting all the ogres:

**APL 10:** Loot: 3 gp; Coin: 0 gp; Magic: *+1 greataxe* x4 (193 gp), *+1 hide armor* x4 (97 gp), *ring of protection* *+1* x4 (166 gp)

### Area 10: Basilisk Monitors

Looting one of the basilisk lairs:

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: *dagger of venom* (691 gp).

### Area 12: Sekkatrrix's Lair

Looting Sekkatrrix's Lair:

**APL 10:** Loot: 0 gp; Coin: 1,870 gp; Magic: *Arcane scroll of baleful polymorph* (94 gp), *Arcane scroll of*

*cloudkill* (94 gp), *Arcane scroll of hold monster* (94 gp), *Arcane scroll of scrying* (58 gp), *Pipes of the sewers* (95 gp), *Heward's Handy Haversack* (166 gp)

### Area 14: Bone Collectors

Looting the graveyard:

**APL 10:** Loot: 0 gp; Coin: 1,766 gp; Magic: *+1 longsword* (193 gp), *divine scroll of regenerate* (190 gp), *divine scroll of undeath to death* (179 gp), *potion of rage* (63 gp), *potion of barkskin* *+5* (100 gp), *bag of tricks (rust)* (250 gp)

### Area 16: Dragon's Tombstone

Looting the dead adventurers:

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: *+1 full plate* x2 (220 gp), *+1 longsword* (194 gp), *+1 buckler* (97 gp), *ring of protection* *+1* (166 gp), *bracers of armor* *+1* (83 gp), *+1 studded leather* (98 gp)

### Area 19: Dracolich Bones

Looting Blackbone's Lair:

**APL 10:** Loot: 0 gp; Coin: 3,900 gp; Magic: *+1 dwarven waraxe* (194 gp), *dwarven plate* (1375 gp), *Wand of searing light* (18 charges) (405 gp), *horseshoes of the zephyr* (500 gp)

## Conclusion

### Total Possible Treasure

**APL 10:** 8,050 gp

## Special

**Favor of Meepeo:** For saving the life of Meepeo and his dragonkin he has decided to relinquish some of the treasure his more mischievous younglings have found. Meepeo will allow this PC to purchase the following items (Adventure access, all from *Races of the Dragon* or *Draconomicon*): *memento magica* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> level, *amulet of warmth*, *mantle of the silver wyrm*, *boots of dragonstriding*, and *dragonfang gauntlets*.

# ITEMS FOR THE ADVENTURE RECORD

## Item Access

APL 10:

- ❖ *+2 Chain shirt* (Adventure; DMG)
- ❖ *+1 Keen greataxe* (Adventure; DMG)
- ❖ *Qualls feather token (swan boat)* (Adventure; DMG)

- ❖ *Javelin of lightning* (Adventure; DMG)
- ❖ *Wand of hold person* (10 charges, 900 gp, Adventure; DMG)
- ❖ *+1 flaming heavy mace* (Adventure; DMG)
- ❖ *Amulet of natural armor +2* (Adventure; DMG)
- ❖ *Tome of leadership and influence +1* (Adventure; DMG)
- ❖ *Arcane scroll of baleful polymorph* (Adventure; DMG)
- ❖ *Arcane scroll of cloudkill* (Adventure, DMG)
- ❖ *Arcane scroll of hold monster* (Adventure, DMG)
- ❖ *Pipes of the sewers* (Adventure, DMG)
- ❖ *Heward's Handy Haversack* (Adventure, DMG)
- ❖ *Dagger of venom* (Adventure, DMG)
- ❖ *Slippers of spider climbing* (Adventure, DMG)
- ❖ *Bag of tricks (rust)* (Adventure, DMG)
- ❖ *Divine scroll of regenerate* (Adventure, DMG)
- ❖ *Divine scroll of undeath to death* (Adventure, DMG)
- ❖ *Potion of barkskin (+5)* (Adventure, DMG)
- ❖ *Dwarven plate* (Adventure, DMG)
- ❖ *Wand of searing light* (18 charges, 4,860 gp, Adventure, DMG)
- ❖ *Horseshoes of a zephyr* (Adventure, DMG)