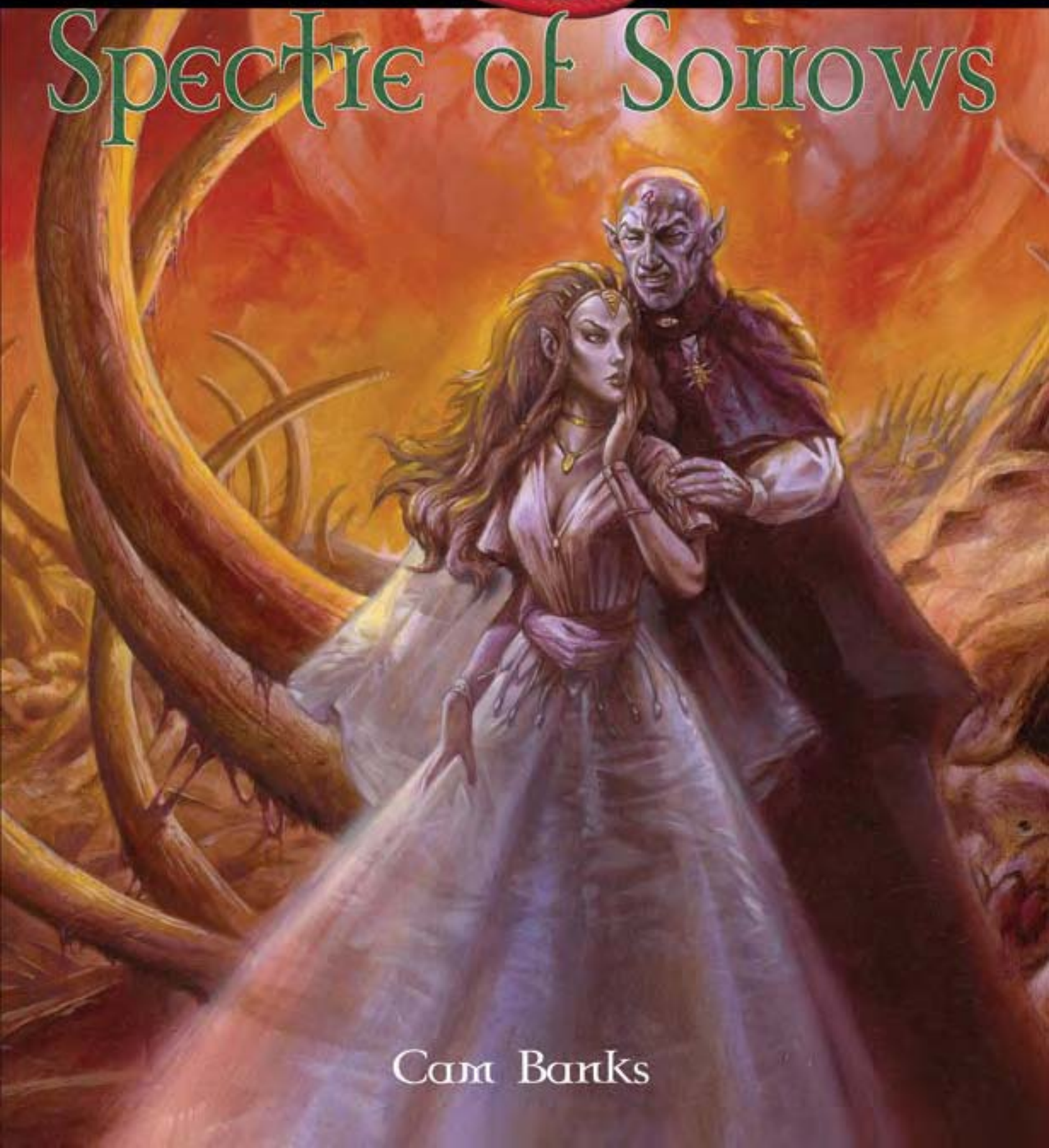




Spectre of Sorrows




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SPECTRE OF SORROWS

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INTRODUCTION

S*pectre of Sorrows* is the second part of a heroic DRAGONLANCE adventure campaign that ranges across Ansalon. The world is still readjusting to the death of three Dragon Overlords and the return of the gods, leaving much of the world in confusion and chaos. In this chaotic time, the characters are embroiled in events that will shape the world to come. And it all began with a tiny, unassuming music box.

Encounter Levels: *Spectre of Sorrows* is designed for a party of four characters of 7th–8th level. By the end of the adventure, the characters will have overcome a number of major milestones which should be enough to advance them to approximately 14th level.

PREPARATION

In order to run this adventure, you will need a copy of the *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual* and the *DRAGONLANCE Campaign Setting*. These books are all that are absolutely necessary to run this adventure, although there are a number of other supplemental books that will aid in fleshing out the campaign (as described below).

Spectre of Sorrows is the follow-on to the *Key of Destiny* adventure, and thus it is assumed the player characters have taken part in many of the exploits described in that adventure. If this is not the case, or if you would rather the characters become embroiled in the events of this adventure without having them get involved in the events of *Key of Destiny*, please refer **Getting Started** on page 5 for suggestions on how to incorporate this adventure into your campaign.

The adventure is set more than six months following the return of the gods at the end of the *War of Souls* trilogy. *Age of Mortals* provides in-depth detail on the state of the world following the return of the gods, as well as introduces a new core class (the mariner) and new prestige classes, spells, and magic items of the era. Several NPCs in this adventure use core classes or prestige classes that can be found in other books, but all pertinent abilities and statistics are included within the NPC entries in **Appendix Two**.

Text that appears in shaded boxes is information for the players, which you may read aloud or paraphrase as appropriate. Any text found in sidebars contains information pertinent to running the adventure, such as background information or things for you, the Dungeon Master, to keep in mind.

Monster and NPC statistics are presented in abbreviated form in the encounter entries. For standard monsters, full statistics can be found in the *DRAGONLANCE Campaign Setting* or the *Monster Manual*. Some monsters have also been taken from the *Age of Mortals* and the *Bestiary of Krynn* sourcebooks, though all pertinent abilities and statistics for these monsters are included in **Appendix Two**, along with any statistics for

unique monsters. Details on new monsters introduced in this adventure are presented in **Appendix One**.

Before you start the adventure, you should completely read through the adventure from beginning to end, including the Appendices, in order to familiarize yourself with the book.

ADVENTURE BACKGROUND

As far as most people believe, it all began with a tiny music box.

In many ways, they are correct, for the music box known as the *Key of Quinari* does play an important part in the events to come. However, the music box does not appear until near the end of the story.


During the War of the Lance, the Silvanesti Forest became twisted by the magic of the *dragon orb* that brought the nightmares of the elven Speaker Lorac into a horrifying reality. Following the War of the Lance, the Silvanesti elves returned to their homeland to try to cleanse the forest of the darkness that tainted it. It was not a task for the faint of heart, or weak of spirit, for even following Lorac's death and the disappearance of the *dragon orb*, the land still resonated with the foul echo of Lorac's unending terror.

One group that traveled through the twisted forest, working together to try to heal the land, was led by a powerful member of House Cleric, a priest of Quenesti-Pah (the name the elves give to Mishakal) known as Lothian Shadowbrow. Lothian was accompanied by Kayleigh Starfinder, a maiden of House Royal, whose skill with magic was said to have been surpassed, only by her beauty. Prior to the War of the Lance, Kayleigh and Lothian had been betrothed to each other in a prearranged marriage. At first this arrangement was just a simple formality, an agreement between families, but for Lothian it was soon to become much more.

For many months, Lothian and Kayleigh worked together with the kirath warriors to drive away the nightmare. A friendship swiftly grew between them, a camaraderie forged in trials and tribulations. However, something else also began to develop—a growing lust in Lothian for his noble companion.

It became clear to Lothian that Kayleigh's feelings were not the same as his own. He would bring attention to their relationship, only to hear from her that it was friendship and companionship, and nothing more. At first in denial about her comments, he started to wonder whether any of the other male elves in the kirath were the true target of his beloved's affections. This suspicion gnawed away at his soul.

Despite there never being any true vows of love between himself and Kayleigh, Lothian's mind finally seized upon the notion that his beloved had been seduced away from him by another. As bitterness and hatred grew in his heart, his connection to the goddess of healing and



love began to wane, but the cleric paid little attention to that for he had other, more pressing matters upon his mind—how to make Kayleigh his own.

As weeks passed, the group drove deeper into the midst of the Nightmare, stumbling eventually upon a band of skeletal warriors led by an elven death knight. Unprepared and overpowered, the elves fought to escape, but in the process of protecting her warrior companions from the death knight's magic, Kayleigh was struck down. The kirath went berserk, tearing through the skeletal warriors while Lothian rushed over to the fallen maiden. Gathering her up in his arms, Lothian tried to heal her, but Quenestipah did not answer his prayers. In desperation, Lothian called out to any god who would answer him—and his call was answered by an unexpected source.

The death knight felled the other elven warriors with blow after blow. He approached Lothian last, and made the grief-stricken elf a bargain—agree to serve Chemosh, the Lord of the Dead, and Kayleigh would be bound to Lothian for eternity. Blinded by grief and rage, Lothian agreed. The death knight called upon his magic to take the priest, the fallen maiden, and the bodies of the fallen kirath away from the forest.

His dedication ritual to Chemosh complete, Lothian was granted the ability to anchor Kayleigh's spirit to him forever, tying her to his side through undeath and magic. However, this was a pale shadow of what Lothian believed he deserved. As the years passed, Lothian grew more and more dissatisfied with the bargain he had struck with the Lord of Bones, yet were he to turn from Chemosh, the god would take Kayleigh from him.

In the aftermath of the Chaos War, with the absence of the gods, Lothian exulted. No longer was he as bound to Chemosh as Kayleigh was bound to him. It was then that Lothian began to research ancient lore, seeking a way to return Kayleigh to his side. In the ancient manuscripts that he uncovered, he found reference to a mysterious relic called the *Shroud of Soul's Calling*. It was said that the shroud could bring a spirit back from the afterlife. It lay within Quinari's Tomb, where it could be used to bring the ancient queen back from the realms of the dead so she could serve her people once again.

Delving further and further into his research, unworried by the passage of decades, Lothian learned that Quinari's Tomb was said to lay somewhere within the Dragons' Graveyard, the portal to which could only be opened by the song of a dragon of Light or by the key given to Quinari during the First Dragon War. For years, Lothian searched for clues about the whereabouts of the *Key of Quinari*, calling upon the powers of mysticism he had gladly embraced over his lost clerical magics. Yet no matter what powers he called upon or how hard he worked, he could find no clues to its location. He did not despair, however, for he knew that if he were patient, the answer would come to him.

During the War of Souls, only the strength of Lothian's magic and the force of his will kept Kayleigh by his side, preventing her from being lost to the so-called One God. When the War of Souls ended, however, the true gods

returned and Lothian felt the first stirrings of doubt—Chemosh would want Lothian to obey him once more, something the dark elf had no desire to do.

Six months after the War of Souls, a tiny music box was brought from the protective sanctuary of the Silvanesti Forest, triggering a powerful vision that came to Lothian's mind. Finally, he would be able to gain access to the Dragon Graveyard, retrieve the *Shroud of Soul's Calling*, and return Kayleigh to life. But if he left the protection of his fortress, Chemosh would surely strike out at him. So, greatly daring, Lothian used his beloved's bound spirit to find a group of hapless individuals who could bring the *Key* to where it needed to be, along with a few other items that could be used against Chemosh and his servants. The stage was set, the players in place, and Lothian sat back to watch the play unfold, little realizing his own part in the unfolding events was yet to come or that his efforts to locate the Dragons' Graveyard had not gone unnoticed.

ADVENTURE SYNOPSIS

In Chapter One, the characters escape the Peak of Malystriyx, in the process escorting a group of freed kender to the relative safety of Port Balifor. Unfortunately, they find themselves caught between a horde of red dragonspawn from the east and an army of Dark Knights from the west. Avoiding capture, the PCs are rescued by a group of phaethons who provide much-needed assistance. The phaethons reveal that the heroes are still bound by fate, but that a pair of artifacts known as the *Tears of Mishakal* might help them. The phaethons have one of the *Tears*, with the second being in the clutches of the Knights of Neraka at Darkhaven. Parting ways with the refugee kender, the heroes journey to Darkhaven with the phaethons' Tear and attempt to liberate the other one from the Dark Knight dungeons.

Chapter Two finds the characters in Flotsam, where they must investigate the means of ridding one of the *Tears of Mishakal* of its corruption. Lord Toede has the information, but he also has his eyes on the *Tears*. Armed with the knowledge provided by Toede, the heroes set out for Nordmaar, either by ship or by traveling overland along the Rugged Coast.

In **Chapter Three**, the heroes confront numerous hazards and dangers at sea and on land, leading ultimately to a shipwreck and becoming prisoners of the Dargonesti. The heroes discover that the sea elves are under the thrall of an aquatic ogre priest of Zeboim, and must liberate them before they themselves can escape.

In **Chapter Four**, the characters must cross the Kern peninsula, where a war is being waged between the hags and the ogre titans for control over the ogre nations. In order to get to Nordmaar, the characters must either strike a bargain with the hags or titans, or they must risk being on their own as they cross a land caught in the grip of a terrible civil war. At the northern coast of Kern, the characters must unravel the mystery of the Clocktower of Miremier in order to find the *Scroll of Stellar Path*, an important key to completing their journey, along the way potentially making a gnome very happy indeed.

In **Chapter Five**, the characters must work their way through the marshy domain of the black dragon, Mohrlex (Pitch), in search of the Fountain of Renewal. Pitch will aid them or hinder their efforts, depending on how the heroes approach the search for the means of purifying the *Tears of Mishakal*.

Chapter Six finds the characters set upon by an army of undead when they emerge from the swamps. The ancient ruins of Qwes once more hear the clash of steel and magic as the characters battle the army raised by the Betrayer to destroy those who wield the *Shard of Light* and the *Tears of Mishakal*. Fighting their way across a battlefield of the undead, the characters run into a contingent of draconians from Teyr, who will escort the characters to the barbarian city of Wulfgar. In Wulfgar, Kayleigh once more reveals herself, but freed somewhat from Lothian's control, the spirit is finally able to answer some of the character's questions. She pleads for them to stop Lothian from defiling the Dragons' Graveyard.

In **Chapter Seven**, the characters seek out the entrance to the Dragons' Graveyard. They open the portal with the *Key of Quinari* and enter the pocket dimension where the good dragons come to die. At that moment, having learned of Kayleigh's betrayal, Lothian strikes. As Lothian engages the characters, Kayleigh tries to stop him, but finds herself torn when the Betrayer appears. The agent of Chemosh has come to exact payment from Lothian for turning against the Lord of the Dead. This gives the characters time to use the *Tears of Mishakal* to open Quinari's Tomb, where they will discover that their journeys are far from over!

GETTING STARTED

As *Spectre of Sorrows* is the second part of an ambitious adventure trilogy meant to take characters from (roughly) 1st through 20th levels, there are a number of different things to take into account when running this adventure.

This chapter offers numerous suggestions on how to incorporate this adventure if you have not run *Key of Destiny*, how to keep the party together and motivated as they work through the adventure, and information on scaling the adventure for both higher and lower levels of experience, as well as other useful ideas.

PUTTING TOGETHER A PARTY

Spectre of Sorrows is the sequel to and continuation of the adventure *Key of Destiny*. It is assumed that most parties that were assembled in the first adventure continue on through the events introduced in this adventure. That might not be the case with your group, however. Some parties may have lost members during the events of the first adventure, while other parties might find themselves taking part in this adventure without any knowledge of the events found in *Key of Destiny*. You may even be starting the campaign with this adventure. What follows are suggestions on forming balanced parties, how to play races with ECLs, scaling the adventure, and how to introduce new characters into the game.

BALANCED PARTIES

This adventure, like most published adventures, is written for a party of four player characters, assuming one fighter, one wizard, one cleric, and one rogue in the party. As such, there are specific challenges aimed at the specialties of these characters—traps for rogues, magical research and useful spells for wizards, the combat ability of a pure fighter, and a cleric's ability to turn or rebuke undead creatures and cast divine spells.

It is certainly possible for parties composed of other mixes of classes to complete this adventure successfully, and there are ways that you can help things along. For example, if instead of a cleric the party has a mystic (a character unable to turn undead without the Sun domain), you can either tone down the strength of undead creatures, provide the party with a temporary NPC that can lend assistance, or provide the characters with a magical item that will help characters against undead (such as a weapon with the *disruption* quality). It will take a little work on your part as the Dungeon Master to go through the adventure and address those areas of concern.

SCALING THE ADVENTURE


There may be any number of reasons why the encounters given in this adventure may seem either too easy or too hard for your players.

First, remember that the encounters are written with four characters in mind. If you have more or less in your group, you will need to either increase or decrease the difficulty of the encounter respectively. Do this by altering the number or type of monsters in an encounter (goblins to hobgoblins; changing an encounter of 7 goblins to 4 goblins for fewer characters or up to 12 for more characters). Alternately, you can give certain creatures levels in a character class to help balance the encounter (giving one of the goblins a few levels in mystic) or add a template (such as the Tainted Blood template from the *Bestiary of Krynn*). If a creature with class levels seems too powerful, you can remove a few levels. For creatures with templates, you can either remove the monster template or replace it with another one. This does require some work on your part, however, so it's best to be aware of and address these things in advance.

There are many times that you'll find that you need to change things in the middle of an encounter. You might find that the encounter is going too easily for the players, so you might want to throw something else in to make the encounter more difficult. Or, if the encounter is going badly, throw something in to help the characters out. Go with your gut instinct, and remember that the aim is to provide the players with an exciting and challenging, yet manageable, adventure.

INTRODUCING NEW CHARACTERS

There could be any number of reasons why you might have to introduce new characters into your ongoing campaign, from character deaths, to a player's loss of interest in the current character to having a new player join the campaign. Rather than just having the new character



appear in the group, there are a number of ways you can seamlessly introduce a new character to the group.

Unlike *Key of Destiny*, *Spectre of Sorrows* begins with the assumption that the characters are already experienced adventurers, placing them between 7th and 8th level. This opens up the possibility of allowing players to play more powerful races that might have been inappropriate at the start of *Key of Destiny*, where characters were assumed to be 1st level. The character levels for the start of *Spectre of Sorrows* may also allow for new characters to begin play with prestige classes, particularly as a Wizard of High Sorcery or a Knight of Solamnia. Keep in mind that some players may have been working towards those classes since 1st level and it may lessen the impact of their perseverance to have another player join the game with that class already achieved.

The easiest way to introduce a new character to an existing party is to run a short introductory scenario that introduces the character to the group. In just about any city or town locale, this can be rather easily accomplished in a tavern or inn, but that is not the only possibility. Other possible “key points” in the campaign where new characters could rather easily be introduced include the town of Flotsam or in the prison of the Dargonesti, or perhaps the character is a mercenary working for the hags of Kern or an inhabitant of the Clocktower. Of course, there are many other points in the adventure where a new character could be introduced, but those points should be discussed between you and the new player in order to make it a natural transition.

CHARACTER HOOKS

Spectre of Sorrows picks up where *Key of Destiny* left off, with the characters having already acquired the *Dragonlance of Huma*, as well as possessing both the *Key of Quinari* and the *Shard of Light*. These three items play an important role in the following adventure. While it is suggested that you run the *Key of Destiny* adventure first, it is not necessary for you to have done so in order to run this adventure—although it will require some planning on your part to introduce the necessary tools into the player’s hands.

The pivotal item the players must come across, which truly sets them on the path towards dealing with Lothian’s machinations, is the small music box known as the *Key of Quinari*. The song played by the music box is the key to opening the portal to the Dragons Graveyard. While this is the most important item the players must have, it is also the easiest for them to come across. They could pick it up at a merchant’s shop. They could find it mixed in amongst random treasure. A character may be given the music box by a mysterious stranger or a kender PC might just ‘find’ the box in their pouches.

In *Key of Destiny*, as the adventurers are exploring the ruins of Hurim, they find the magical blade known as the *Shard of Light*. This short sword is a powerful weapon against the undead. By the time the players reach the Ruins of Qwes, if they are not properly equipped to deal with undead, they will have a rough time of it.

Introducing the *Shard of Light* can be a bit tricky, but it can be accomplished in a number of possible ways: the heroes could discover the sword in the armory of the Dargonesti village when they make their escape, it could be located in one of the rooms of the Clocktower, or it could be contained within the treasure hoard of the black DragonLord Pitch. Other options are certainly possible, but remember that the *Shard of Light* is a powerful weapon that should only be gained once the characters have undergone some hardship to acquire it.

The third and final component the characters will require is the *Dragonlance of Huma*. While it only plays a relatively minor role in this adventure, it is both one of the most important weapons in the player’s arsenal and something the characters will have to struggle to keep hold of—they aren’t the only ones in the world that desire the weapon. Giving the *Dragonlance* to the characters is something that will require some work on your part, as it is a major artifact and something that can swiftly change the entire pace and balance of the game.

One possible scenario for allowing the characters to find the *Dragonlance* involves having the characters discover a contingent of Dark Knights escorting a “precious” artifact towards Neraka, which the characters must intercept. For a slight variation on what happened after Dhamon Grimwulf stabbed Malystrixx with the *Dragonlance of Huma*, you can rule that she casually tossed the *Dragonlance* aside into the Sea of Blood, where it found its way into the hands of the Dargonesti. Like the *Shard of Light*, the characters should not just find the *Dragonlance* lying around—it should only be acquired after a grueling adventure that enables the characters to take pride of the effort they put forth in order to gain the reward.

RUNNING THE ADVENTURE

Spectre of Sorrows is the second of three epic adventures meant to take the characters across the continent, through numerous quests and side-quests, and create an epic adventure that will have ramifications in the world of Krynn for many generations to come. The possible complications that may arise are far too numerous to be covered in this book, but there are a number of things that are important for you to keep in mind as you run the adventure.

THE MOONS OF MAGIC

Given the unique tie between the magic of Wizards of High Sorcery and Krynn’s moons, it is important to know the positions of the moons when dealing with the effects on wizards. **Chapter Three** of the *DRAGONLANCE Campaign Setting* details two different methods of tracking the moon—one that requires constant record keeping and one that requires you to roll for random positioning of the moon whenever it becomes important. **Chapter Two** details the effects of the moons on High Sorcery.

As in *Key of Destiny*, each chapter within this adventure will begin with an annotation describing the current phase of the moon. This assumes that you and the characters follow the prescribed timeline of events. This may not

necessarily occur. It's up to you to decide whether or not you wish to keep track of the moons on your own (using the chart provided in the *DRAGONLANCE Campaign Setting*), or roll randomly each time it comes up, or simply use the suggested moon phases annotated at the beginning of each chapter. In the end, you should decide which method works best for you and for your players.

THEME AND MOOD

One of the primary themes of the entire Age of Mortals adventure trilogy is that of change and transformation. Begun in *Key of Destiny*, this theme carries through all three adventures. Too many changes in the past few decades have been detrimental to the world and its people, with few changes bringing any true hope. Yes, the moons and constellations have returned to the way that they were, but they bring with them memories of how things seemed different then, constant reminders of the way things used to be and of all the suffering and loss the world has undergone. However, if the player characters are successful in their quest they will find they have indeed brought about a great change to the face of Krynn, and even the worst changes can end up beneficial in the end.

There should always be an underlying context that not everything is what it seems to be at first glance. Appearances and perceptions can be deceiving, even manipulated. In the end, the only individuals that the characters can truly trust are one another. This underlying theme can be greatly enhanced by changing the mood from one chapter to the next. The best way to enhance a particular mood is through subtlety and judicious application, not through constantly reinforcing it to the point that the characters (and the players) feel openly manipulated by it. It is also important to remember that if the mood is at a constant low, it will bring the characters (and the players) down in mood as well, so be sure to give the characters some up time—time to unwind, to savor their victories, to heal their wounds and to prepare to face the trials the next day may bring!

PLAYING THE NPCs

In **Appendix Two**, you will find detailed stat blocks on every major NPC that appears in this adventure. Minor NPCs (those individuals only mentioned in passing or who are not as important to the adventure) do not receive detailed statistical information.

Remember that the NPCs are more than just a collection of statistical information. Play each NPC as a distinct individual, giving each a unique 'voice' that will stick with the players. For many of the NPCs, information on their personalities can be gleaned through reading the encounter information. From that, you can quite easily create a distinct persona. You can use accents or mannerisms to bring NPCs to life. Tricks like this make the NPC stand out from the masses, allowing the players to get a better mental image of the character.

Most NPCs are provided with an Initial Attitude, which is the basis of how they will interact with the characters. Depending upon the characters' actions or attempts at diplomacy, this attitude can either improve or worsen. Where necessary, attitude adjustment modifiers are provided, along with the DC of any Diplomacy skill checks.

Many encounters that involve combat between the PCs and the NPCs will contain a section entitled Tactics, which will provide you a number of different actions the NPCs can take during combat. Of course, it's impossible for this adventure to include responses to every possible action characters can take, but the given tactics will cover the most obvious choices and provide a framework from which to base other optional responses.

ENCOUNTER NUMBERING

To easily correlate encounters and locations with the provided maps, areas in this adventure have been divided into distinct sections.

The descriptions for subrooms listed by letter within these areas can be found in the text for the nearest main numbered room.

The areas in the adventure are designated:

GT	Goblin Tunnels	CT	Clocktower
DH	Darkhaven	NO	Nordmaar
FL	Flotsam	GM	The Great Moors
RC	Rugged Coast	RQ	Ruins of Qwes
SB	Sea of Blood	WU	Wulfgar
SU	Surf	DG	Dragon Graveyard
KE	Kern		

1. CLASH OF FIRE & DARKNESS

With the death of Malystryx and the return of the true gods, the area known as the Desolation has become even more chaotic and dangerous than it was. Assuming the characters completed the *Key of Destiny* adventure successfully, the surviving dragonspawn of Malystryx will discover the death of their leader, Sindra, and the theft of the *Dragonlance* (although they will be more upset at the loss of their leadership).

Even though the characters have survived the Peak of Malys, their adventures are far from over. They have achieved a major milestone, but they do not have time to rest. They still have to escape the Desolation.

DANGER IN THE DESOLATION

Current Date: 14th day of Rannmont (Winter). This date picks up at the end *Key of Destiny* (p. 128). It assumes the characters took approximately 2 days within the Peak of Malystryx. If the characters took longer, adjust the date accordingly.

Phases of the Moons

Solinari: Waxing, First Quarter.

Lunitari: Waning Gibbous, High Sanction.

Nuitari: Waxing, First Quarter.

The introduction presented below assumes that the characters completed the adventure *Key of Destiny*, leaving the Peak of Malystryx behind as they seek to escape the Desolation. If the characters have not played through *Key of Destiny*, then you may need to design your own beginning to the adventure, or you may wish to have the characters end up caught between a battle between the Dark Knights and the red dragonspawn from the Peak.

When you are ready to begin the adventure, read or paraphrase the following text aloud to your players:

The journey through the ant tunnels progresses with surprising ease, although the footing is treacherous at times. As you emerge from the twisting passageway, you are greeted by the sullen light of the Desolation's dawn. Behind you, the volcanic peak casts its shadow to the west, while the ruins of Kendermore can be seen off to the south.

The tunnel from which the characters emerge is a little over a mile to the north of the ruined Kendermore. The tunnel is 10 feet wide, made of stone excavated by the

phalanx ants of the Peak. From the exit of the tunnel, the characters can either return to Kendermore, where they can meet up with their Kagonesti guide and the refugee kender, or they can strike out towards the Oracles (if they retrieved the *Staff of Bones* and agreed to return it to the Oracles in exchange for the information they received; see *Key of Destiny* for details).

If the characters meet up with the Kagonesti and the refugee kender, they will find them camped out in the ruins of the Palace in Kendermore (Location K3, see map of Kendermore in *Key of Destiny*). The refugees have been made comfortable, fed, and their wounds tended by the insane afflicted kender, Deuce Spadestomper (male afflicted kender expert, hp 17; see description of the Palace in *Key of Destiny*), and Parrick Whistlewalk (male kender rog3, hp 14; see details in *Key of Destiny*), who is happily reunited with his sister, Kerra Whistlewalk (female kender rogue 3, hp 14), whom the characters may have rescued from the chamber in the Peak (again, see *Key of Destiny*).

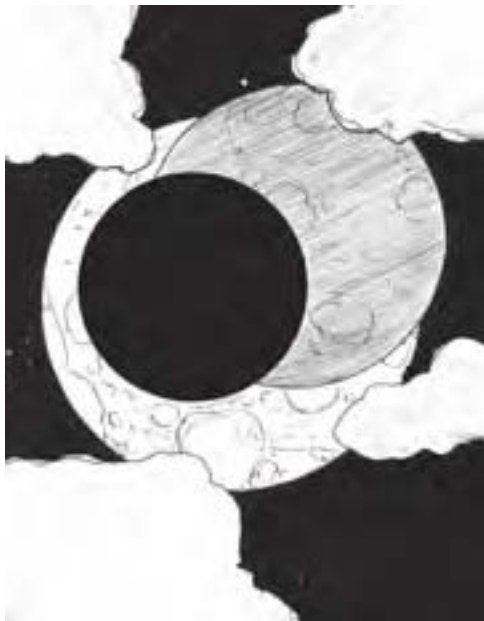
The characters will be hounded for information by the kender, while the Kagonesti will wait patiently for the characters to fill him in on what happened. If the characters are carrying the *Dragonlance of Huma*, this will open up an entirely new set of questions as even the afflicted kender in the group are awed by the obviously holy artifact.

This is an ideal place to let the characters catch their breath following their adventure in the Peak and give them enough time to rest up and heal their own

wounds. After about 8 hours, if the characters have not made any move to leave, have their guide suggest the party prepare themselves, telling them they should leave before the dragonspawn or ogres send out any patrols to come looking for them.

As the heroes rest, Sindra's death is discovered, sparking a massive search through the volcano by the dragonspawn, a number of scuffles between the ogres and dragonspawn in the Peak, and the regrouping of some of the dragonspawn by Sindra's mate, Vagard Bloodmane.

Getting the kender organized and ready to leave would normally be a massive undertaking, but the Kagonesti will have worked to get the kender ready for travel. When you feel that the characters are ready to move on, or if the pace is slowed for some reason, then run the following encounter and send the characters headlong into the rest of the adventure.



TRAVELING WITH THE KENDER

If the characters are helping to escort the kender away from Kendermore, they will find their going slowed a bit, and not only because of the volcano's eruption. There are 21 kender, not including Deuce Spadestomper (who will accompany the party to help the Kagonesti guide deal with the kender) and Parrick Whistlewalk (who will gladly help as much as he can). Seventeen of these kender are 1st-level afflicted kender commoners, while the other four are true kender.

The afflicted kender won't be too much of a problem, particularly under the care of Deuce Spadestomper, who will keep them whipped into shape like a little general. The true kender are a more problematic, as they will want to "help" as much as they can.

The true kender are:

Kerra Whistlewalk (female kender rogue 2/cleric 1 of Mishakal, hp 16), Parrick's sister. Ingenious and friendly, she tends to talk a lot more than even a normal kender, but contained within her speech is usually some good, solid advice. She's remarkably streetwise and does try to stay on topic. She, along with Parrick, will try their best to keep the other true kender under control. After her time in the Peak as a prisoner, and having closely witnessed the atrocities committed against her "people," Kerra has become a cleric of Mishakal, complete with a *Medallion of Faith* she "found" in the ruined Palace. She will act as the resident caretaker of the kender, healing wounds and offering advice in equal measures.

Wren Meadowlark (male kender rogue 2, hp 10) is a young kender, barely into his late teens and still early in his wanderlust. Wide-eyed and innocent, he takes everything said at face value, seeing no deception

in anything or anyone. He's also remarkably sharp-eyed and if the characters don't notice the circling dragonspawn, Wren will be the first to point them out.

Gilly Stickyfingers (female kender rogue 4, hp 18) is bossy, opinionated, and she has a bad habit of finding things that people have "dropped" and giving them back to the person with a stern lecture on how they should keep better watch over their possessions. She's also a convenient way of introducing small things that are needed at the right time (such as *potions of cure light wounds* or handkerchiefs to protect against the ash clouds).

Derrin Wolfnose (male kender ranger 3, hp 17) stays close to the Kagonesti, looking up to the elf with something akin to hero worship. He is a ranger, and has a keen ability to ferret out herbs and water. He also has a tendency to think of himself as a young wolf, complete with howling at the moon and snarling in combat.

During encounters, the afflicted kender will scatter, each seeking to find some place to hide. The true kender, however, will leap gleefully into the fray. They won't be truly effective combatants as they are mostly inexperienced, but for particularly difficult encounters they can provide assistance to the PCs (tripping up opponents, throwing rocks from a safe distance to distract enemies, etc.).

It is important to remember not to play the kender as comic relief here. The afflicted kender have been nearly broken, acting listless and generally obeying any order without question.

If the characters do choose to escort the kender out of Kendermore, award them a story bonus equal to their average party level +1.

OUT OF THE FIRE

Allow characters a Survival check (DC 20) to sense the telltale vibrations in the ground heralding an imminent eruption of the Peak of Malys. Regardless of the result, read the following:

There is a sudden deep rumbling sound from the volcano, a reverberation that causes the ground beneath your feet to tremble. A flaming spume explodes violently from the mouth of the peak and a noxious black cloud billows upwards, blanketing the sky in cinder and ash. Trails of molten light streak through the clouds, fragments of rock hurtle through the sky and strike the ground with concussive force. Unfortunately, the strength of the explosion is strong enough that some of those fragments are heading directly towards you.

The volcano has erupted, which it has not done since before Malystryx's death. The eruption has been building up for months, and was triggered by the backlash of magical energies following the disruption of the ritual and the death of Sindra.

The ash cloud from the volcano boils forth rapidly, expanding to cover a nearly 50-mile radius with the volcano at its epicenter, and visible for more than a hundred miles in every direction. This cloud will last for a week, completely obliterating the sun from the sky and making life a bit difficult for those unlucky enough to dwell in the volcano's shadow. Lava flocs rapidly wind their way down the side of the Peak and, though they won't travel much further than the base of the peak, the magma that travels just beneath the surface of the Desolation will continue to be volatile for the next few days.

Kendermore, at the base of the Peak, has witnessed and withstood many such explosions over the last few decades. Natural gullies have formed around the ruined town,

which provide protection against the lava flows, although little can be done about the cinders and ash that will rain down on the ruins for the next week as the volcano continues to vent.

There are three danger regions the characters may have to pass through as they seek to get away from the volcano. The first zone is on the Peak itself and the region that includes Kendermore. For the first hour following the explosion, there is the risk of being struck by falling rocks from the Peak. There is a 75% chance of being caught in a hail of stones within the first 10 minutes, decreasing by 10% for every 10 minutes after the first. Characters caught in a hail of stones take 4d4 points of bludgeoning and fire damage from being struck by falling rocks, (Reflex DC 15 half) as long as they remain in the open. The thick, noxious cloud inflicts a -10 penalty to Listen, Search and Spot checks, and provides concealment (20% miss chance) to anyone within it.

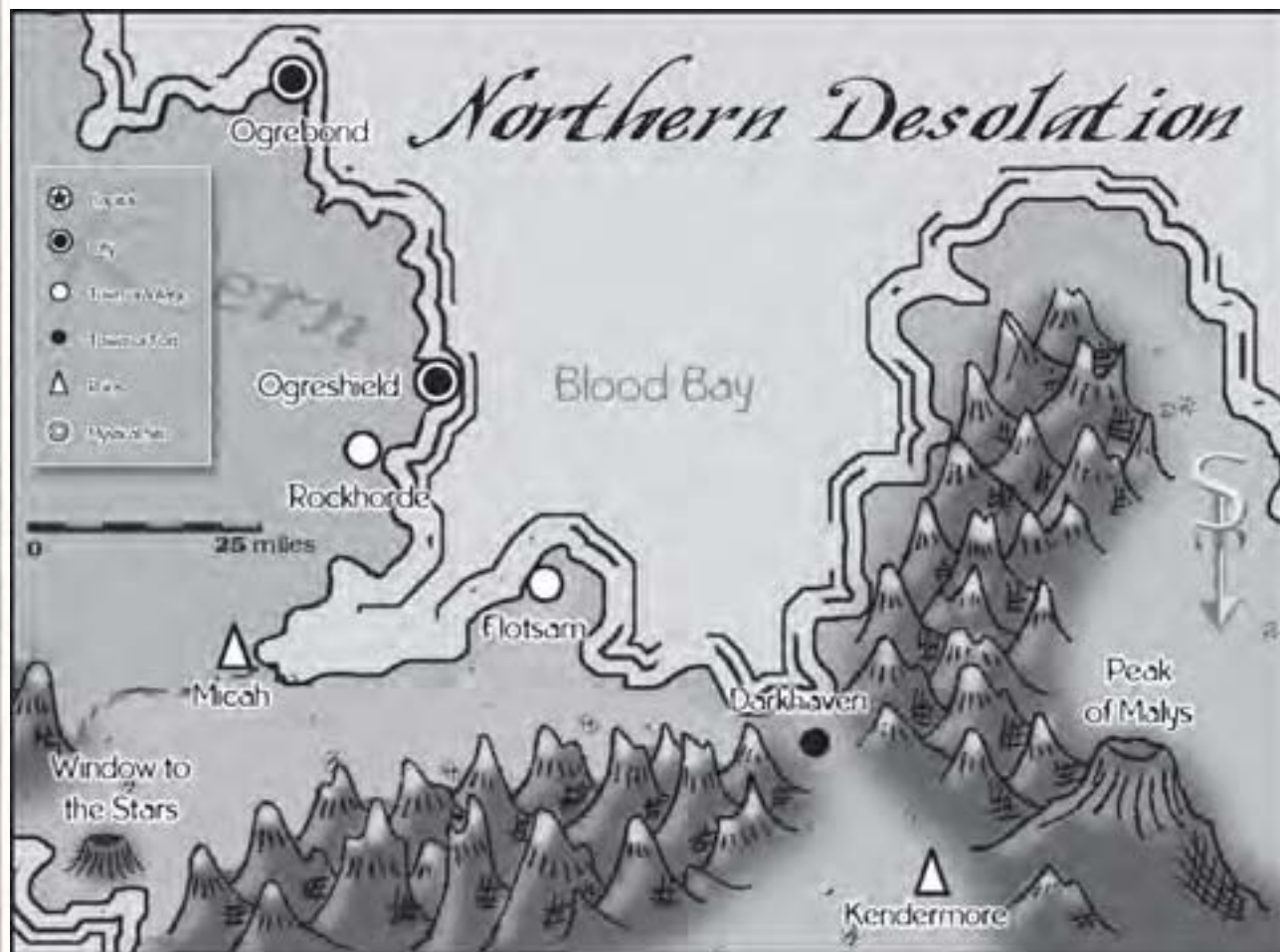
Those who do not protect themselves from the toxic fumes (either via a wet cloth worn over the nose and mouth, protective magic, or the like) must make a Fortitude saving throw each hour (DC 10, +1 for each check after the first) or spend 1d6 rounds choking and coughing. A character that chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage and is considered nauseated.

The second danger region, from 20 to 40 miles away from the epicenter, is marked by a near-constant threat

of choking ash and soot. This is similar to the effects of a constant (non-severe) silt storm (see **Travel in the Desolation** on p. 11), although there is little threat of damage from falling rocks. There is a 10% chance per hour, however, that the silt storm will worsen due to adverse weather conditions. In this case, the severe silt storm will last for about an hour before calming, forcing the characters to seek out shelter. In this area, characters will suffer a -6 penalty to Spot and Search checks, a -4 penalty to Listen checks, and a 10% miss chance due to partial concealment.

The third danger region, from 40 to 50 miles, is the least dangerous of the three, as it is the furthest from the volcano. In this region, the volcano ash falling from the skies is similar in effect to a silt storm (see **Travel in the Desolation**), mostly an irritant, although characters will suffer a -4 penalty to Spot, Listen and Search checks.

A successful Survival check will enable a character to weather each region much more easily. In the first zone, the Survival DC is 25, and a successful check enables the character to avoid having to make Fortitude saves against the gases. In the second zone, the Survival DC is 20, with a successful check allowing the character to halve the penalties imposed by the silt storm. The third zone's DC is 15, with a successful check allowing the character to halve the penalties from the silt storm.



TRAVEL IN THE DESOLATION

This inhospitable region is covered in greater detail in **Chapter 5** and **Chapter 6** of the first adventure module of the Age of Mortals campaign, the *Key of Destiny*. The kender city of Kendermore (**Chapter 5**) and the Peak of Malys (**Chapter 6**) are useful resources if you want to more fully flesh out the retreat of the party from the Desolation.

This chapter includes enough information for you to play out the events of this escape and the challenges faced by the heroes along the way. You should be familiar with the rules for heat exhaustion and thirst (see **The Environment, Heat Dangers and Starvation and Thirst in Chapter 8: Glossary** in the *Dungeon Master's Guide*), and desert environments (see **Desert Terrain in Chapter 3: Adventures in the Dungeon Master's Guide**).

The *Bestiary of Krynn* also includes expanded encounter tables and additional creatures that suit the Desolation, beyond what is provided here. You can use that sourcebook to introduce even more dangers for wayward heroes.

RANDOM ENCOUNTERS

The chance of a random encounter during the day is 15% and 35% chance each hour at night. Because of the volcanic fallout, line of sight distances are all reduced to less than 50 feet, as the volcanic particles effectively neutralize both low-light vision and darkvision. Rely more on resisted Listen checks against Move Silently checks (modified by the appropriate penalties based on the fallout zone) to determine surprise for each encounter.

Day Die Result	Creature Encountered	Average EL
01-04	Bad Weather	+2
05-15	Heiracosphinx pair (2) †	7
16-25	Arrowhawks (1 juvenile, 1 adult) †	6
26-35	Goblins in Need *	8
36-55	Lamia Seductress*	6
56-65	Ogre Expedition *	9
66-75	Desolation Giant	7
76-85	Athach †	8
86-95	Sand Wretch Band (3)	7
96-100	No encounter	

† See *Monster Manual* for details.

* Unique encounter. Do not use the same encounter again, either roll again or treat as no encounter.

Night Die Result	Creature Encountered	Average EL
01-04	Bad Weather	+2
05-15	Ogre Expedition *	9
16-25	Ankheg Cluster (3) †	6
26-35	Kender Vampire *	8
36-45	Shadow Mastiff (2) †	7

46-65	Lamia Seductress *	6
66-75	Desolation Giant	7
76-85	Barghest Pack (3) †	8
86-95	Wraith Gang (3) †	8
96-100	No encounter	

† See *Monster Manual* for details.

* Unique encounter. Do not use the same encounter again, either roll again or treat as no encounter.

BAD WEATHER

If this encounter occurs, the weather takes a sharp turn for the worse. Roll d% and consult the following table:

BAD WEATHER	
d%	Weather Hazard
01-29	Acid Rain
30-59	Electrical Storm
60-89	Silt Storm
90-00	Roll twice (catastrophic weather)

Acid Rain: When rain falls on the Desolation is it neither cool nor refreshing. The effects of precipitation and different types of storms are described in the *Dungeon Master's Guide*. However, when it rains in the Desolation, there is a 25% chance that the rain is acidic.

The black acid rain of the Desolation is laced with volcanic dust and volatile gases. In addition to the -4 penalty to Spot, Search, and Listen checks, the acid rain of the desolation eats away at equipment and irritates skin. Each round spent in the rain the character must make a DC 13 Fortitude save or take 1 point of acid damage. Magic items must also make saves or suffer damage as well. Normal items begin to weaken and eventually disintegrate if left out too long.

Electrical Storms: The dry heat of the Desolation fuels lightning storms above the broken lands. During a day when an electrical storm occurs, each storm lasts 4d10 minutes, with a lightning bolt striking approximately once each minute. There is a 10% chance that a bolt from that storm will affect the party on the ground (increasing by 2% for each character in medium armor and 5% for each character in heavy armor). Each lightning bolt inflicts 1d10 eight-sided dice of damage in a 10 foot radius. Roll randomly to determine which character is the center of the strike. Any affected character is allowed a DC 15 Reflex save to take only half damage.

Silt Storms (CR 3): The Sea of Cinders often has terrible silt storms that can be deadly if they catch one unaware. A silt storm blows fine grains of sand that obscure vision, smothers unprotected flames, and can even choke protected flames (50% chance). Silt storms are accompanied by severe winds (ranged attacks and Listen checks are at a -4 penalty). However, most silt storms in the Desolation (75% chance) are accompanied by windstorm-magnitude winds (Ranged weapon attacks are

impossible, and Listen checks are at –8 due to the howling of the wind.) These greater silt storms deal 1d4 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see **Water Dangers** in **Chapter 8 Glossary** in the *Dungeon Master's Guide*—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 x her Constitution score). Greater silt storms leave 2d3–1 feet of fine silt in their wake.

SAND WRETCH BAND

Sand wretches are twisted spawn of the Chaos War that thrive in Malystryx's twisted landscape. These particular wretches are composed of volcanic ash and silt as well as sand, but they are otherwise identical to the creatures detailed in the *Bestiary of Krynn*.

When the sand wretches attack, they will seek to target the weakest characters first (if the PCs are escorting the kender, they will focus on the afflicted kender). Because of the volcanic cloud, the sand wretches receive a circumstance bonus to their Hide checks dependent upon the zone in which they are encountered (+10 in the first region, +6 in the second region, +4 in the third region); this is cumulative with the penalties to Spot checks suffered by the characters.

☞ Sand Wretches (3): hp 32; see page 174.

DESOLATION GIANT

Driven out of its cave by the eruption of the Peak, enraged by the ash and silt, a rampaging Desolation giant will be stampeding on a path of destruction. Unfortunately, the characters have stumbled into the path of this beast.

☞ Desolation Giant: hp 89; see page 172.

Tactics: The Desolation giant will seek to take out the most physically impressive character first, making a spring attack to get in and out of combat quickly. It will seek to avoid being surrounded, using the cover provided by the ashen haze.

KENDER VAMPIRE

Terrin Whiteknot is a kender vampire—a creature that takes pleasure in feeding off others of his own kind. If this encounter occurs, he will start stalking the party during the night, keeping an eye out for opportunities to pick off the refugee kender. He is not particularly brave, so will not risk a direct confrontation with the party, instead preferring to snatch his prey and disappear into the darkness, retreating to his lair.

☞ Terrin Whiteknot, afflicted kender vampire: hp 59; see page 175.

Tactics: Terrin is a coward, and will do everything in his power to avoid a direct confrontation. He will start by using his *children of the night* ability to summon bat swarms to distract the characters while he snatches away one or two kender, retreating to his lair to feed. If he is caught in the open, he will assume *gaseous form* and retreat.

Development: Terrin's lair is a cave not too far from

where he encounters the party. He will not travel more than 5 miles away from his cave, as he is afraid of being caught out in the open. The volcanic fallout has given him a false sense of security, as he needn't worry about sunlight, but he still will not risk a direct confrontation if he is obviously outnumbered.

Tracking Terrin back to his lair requires a DC 25 Survival check. The entrance to his cave is hidden behind a large boulder, requiring a DC 20 Search check to find: Break DC 65, 900 hp, hardness 8, Strength DC 30 to move out of the way. Terrin typically uses his *gaseous form* to seep around the cracks, although to bring his prey to his cave, he will have had to move the boulder, then move it back, leaving the tell-tale traces of his presence to be discovered.

The tunnel behind the boulder is narrow and barely large enough for a Small creature to stand upright (Medium creatures would have to crawl, Large or larger creatures would be unable to pass through the tunnel). The tunnel angles downwards about 20 feet, with a simple trap halfway down:

☞ **Patch of Brown Mold:** CR 2; mechanical; touch trigger (disturbing the rock covering the patch); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22, Disable Device DC 16. Activating this trap automatically triggers a small bell, sending it skittering down the tunnel and alerting Terrin to an intruder's presence.

The tunnel emerges into a small natural cavern, about 20 feet in diameter with a 10-foot ceiling. It is here that Terrin rests, away from the light. If he is confronted in his lair, he will attack viciously, fighting like a cornered rat. The kender he snatched will be unconscious and tied up.

Treasure: The only treasure in the lair is found in Terrin's pouches, as he refuses to leave anything lying around to be carelessly picked up by wandering hands. Refer to **Appendix Two** for his treasure.

GOBLINS IN NEED

As the group is traveling through the fallout zones of the Desolation, they will see that the fallout has caused problems for those creatures that have somehow managed to survive in the Desolation all these years. Already scarce natural resources, such as drinkable water and edible plants have been made toxic by the ashes from the volcano.

In this encounter, the characters come across a small band of goblins that have gotten lost due to the fallout. The miserable creatures are huddled together under a crude lean-to, squabbling among each other and unfortunately attracting the attention of not only the characters, but also a rather hungry behir.

The characters will hear the sound of screeching and fighting as the starving behir attacks the goblins.

☞ **Goblins (8):** hp 5 each; see *Monster Manual*.

☞ **Behir:** hp 94; see *Monster Manual*.

Tactics: The behir has no real tactics—it's starving and the goblins are convenient. It will seek to swallow whole at least 4 goblins. If the behir is pressed, it will unleash its breath weapon towards the largest concentration of foes.

The goblins are too weak and scattered to have any true tactics except for survival.

Development: If the characters manage to save the goblins, they will find the goblins obscenely grateful; almost worshipful of the brave heroes that rescued them. They will offer to lead the heroes to a goblin tunnel entrance, which will enable the party to avoid any further random encounters above ground (see **Goblin Tunnels** on p. 19).

Treasure: The behir has no treasure, although the goblins will shower the heroes with “treasure” (mostly assorted junk and items that even kender wouldn’t have in their pouches), but hidden amongst the dross will be a *major ring of energy resistance (fire)*.

LAMIA SEDUCTRESS

If this random encounter occurs, the characters will come across a damsel in distress. Dressed as a nomad woman, with a veil covering her face to protect her against the fallout, she will approach the characters begging for assistance. She will tell the characters that her brother was injured in an attack by Dark Knights, that he’s resting in a cave not too far away while she came looking for help.

If the heroes agree to help her, she will tell them the cave is large enough to provide shelter for the party (as well as the refugee kender if they are with the party) and will lead them towards the south, where there is indeed a large cave. In the cave, they will find an unconscious man (one of the lamia’s previous victims). The lamia has been toying with the man for quite some time, having drained him to 3 Wisdom and keeping him *charmed*, however she has grown tired of this toy and wants a new one.

Realizing she cannot take on the full party alone, she will try and separate one of the males in the party (focusing on a particularly chivalrous character). She will try her best to get one of the characters to stay with her, pointing out that it would be only until her brother is healed enough to travel. If a cleric or mystic takes a look at the unconscious man, he will be able to determine that his leg has been broken and is mending poorly, but otherwise he seems to be suffering from some strange ailment (the result of repeated Wisdom drains by the lamia).

The lamia’s disguise is not impenetrable. She has a +11 Disguise check (+1 skill, +10 from *disguise self* spell-like ability), but the disguise is only illusory. She avoids anyone who wishes to touch her, claiming she is afraid whatever sickness is affecting her brother has affected her as well. She will particularly avoid any cleric or mystic, afraid that their magic will see through her disguise.

☞ **Shilandra, lamia:** hp 58; see *Monster Manual*.

Tactics: If her disguise is penetrated, Shilandra will drop her illusion and use her *mirror image* ability to create confusion, striking out with her touch attack and Wisdom drain to make people susceptible to her *suggestion*, *charm monster*, and *deep slumber* spells while she seeks to escape.

Development: The unconscious man under the lamia’s not-so-tender care is Brandel Bloodstone, a Dark Knight captain who was separated from his patrol a few weeks back. If you should need Brandel’s statistics, use Kalrik Skalion’s stat block, but lower his Wisdom to 3 and his Dexterity to 6. This will have the effect of lowering his Will saves and Wisdom-based skill checks by –4, and dropping his AC, Reflex saves, Dexterity-based skill checks, ranged attacks, and initiative bonus by –2.



ENCOUNTERS FOLLOWING THE ERUPTION

As the random encounters and the following encounters will occur during the fallout the eruption of the volcano, it is important to remember the penalties both sides will suffer to skill checks as well as the miss chances due to the concealment granted by the fallout. For ease of reference, the modifiers depending upon the region are as follows:

- **Region 1:** –10 penalty to Spot, Listen, and Search checks, 20% miss chance.
- **Region 2:** –6 penalty to Spot and Search checks, –4 penalty to Listen checks, 10% miss chance.
- **Region 3:** –4 penalty to Spot, Listen and Search checks.

If the characters don't just abandon him in the cave, award them a story bonus, increasing the effective Encounter Level (for awarding experience) by +1. Brandel will be indebted to the characters for saving him from certain death at the lamia's hands. He will warn the characters to avoid approaching Darkhaven at all costs, and if the characters treat him particularly well, he will offer to write the heroes a writ that will help them if they are stopped by any Dark Knight patrols.

The writ is a scroll, written in Nerakan, declaring that the player characters are under protection of the Third Legion for as long as they travel within the region known as the Desolation, including the occupied territories of Port Balifor and Flotsam. Brandel will seal the writ with his signet ring, found on a chain amongst the rest of his equipment in the lamia's treasure stash.

In return for the writ, he will ask for provisions to keep him supplied for a few days while he recovers, and for the characters to swear an oath they will report his location to the Dark Knights so they can retrieve him. He will not ask what the characters are doing, nor does he wish to travel with the characters, pointing out (rightly) that while he owes them for saving his life, he does not wish to call his own oaths into conflict.

Treasure: The lamia's treasure is hidden under a large rock in the back of the cave (DC 20 Search to discover). In there, the characters will discover a lamia's standard treasure as well as Brandel's equipment, including a set of masterwork black chain mail armor emblazoned with the Dark Knight Lily symbol, and a signet ring with a lily carved from a bloodstone.

OGRE EXPEDITION

In this random encounter, the group comes across a gang of ogres returning to the Peak from a foraging expedition. The ogres are surly from being caught out in the volcano's fallout and are itching to take out their irritation on anything that crosses their path—including the heroes.

☞ **Graak, Ogre Fighter:** hp 81; see page 173.

☞ **Ogre Brutes (3):** hp 29; see *Monster Manual*.

Tactics: Graak is a surprisingly cunning opponent, recognizing that the greatest threat typically comes from the “weak looking humans in funny clothes” (i.e., characters that wear the traditional robes of a wizard). While his gang takes on any warriors, Graak will use his javelins to try and take down any wizard-appearing characters before closing in with his great axe.

Treasure: Only the equipment the ogres are carrying, plus a large hide sack holding an assortment of animal carcasses from the hunting expedition.

DARK KNIGHT PATROL (EL 7)

When the characters are somewhere near the border to the third region of the fallout, have them to make either a DC 19 Spot or Listen check. If they succeed on the check, read the following:

In the distance, through the murky haze of ash and soot from the volcano, you can make out the vague shape of horses bearing riders. The figures are steadily approaching, making little effort to conceal their presence. After a few moments, you can begin to pick out what appears to be armored figures atop the horses, one of whom is carrying a standard of some sort. The image on the standard is indistinct, but, finally, you can pick out what seems to be a white flower standing out starkly against the black fabric—Dark Knights apparently; five of them, heading your direction.

Small groups of Dark Knights have been sent forward on patrol as advance guard (see **The Approaching Darkness** on p. 16).

The patrol consists of one Knight of the Lily and four soldier-squires. If they encounter the party, they will draw close enough to mark the presence of the characters, but they will not attack unless they are attacked first. Kalrik will send two of his squires back towards the contingent of Dark Knights traveling from Darkhaven with information about the strange group. If the characters are openly displaying the *Dragonlance*, this information will be included in the report, as the *Dragonlance* is the reason the Dark Knights are on the move.

If the characters have gained a writ from Brandel, they can use the writ to avoid the encounter almost entirely. If they approach Kalrik and his men under a white flag of truce, Kalrik will be suspicious, but will recognize the distinctive writing style and wording favored by superior officers in the Knights of the Lily, as well as Brandel's mark. The characters can give Kalrik directions to the cave, at which point they will have fulfilled the obligation of their

oath. If they do this, award them full experience for the encounter as a story award.

☞ **Kalrik Skalion, Knight of the Lily:** hp 63; see page 173.

☞ **Dark Knight Soldiers (4):** hp 15, see page 172.

Tactics: If the party attacks the Dark Knights, they will fight to protect themselves. Kalrik will dispatch two of his squires, shouting at them to get to the vanguard with the information as he and the remaining two squires hold off the characters.

Kalrik is mounted on a heavy warhorse, while his four squires are mounted on light warhorses (see *Monster Manual*). Kalrik and his squires will make the most of their mounts, using charge and overrun attacks, seeking to scatter their opponents, keeping them separated so they can deal with them individually. The Dark Knights fight as a well-trained unit, protecting each other's backs and seeking to keep their opponents off-balance.

Development: If the two squires escape, they will head for the Dark Knight vanguard, where they will deliver their report and wait for the vanguard to mobilize. Once the vanguard is mobilized, they will move to cut off the characters' escape route towards Port Balifor, penning the characters between the Dark Knights to the west and the dragonspawn in the east.

The battle between the Dark Knights and the characters will draw the attention of the dragonspawn patrols, who will immediately report back to the Peak of Malystrixx at about the same time the two squires (if they managed to escape) report back to the Dark Knight vanguard. It will take about 24 hours before either force can mobilize, travel to the location of the skirmish, and begin tracking the

characters. The dragonspawn will be the first to find the characters.

If the characters prevent the fight with the Dark Knights, through guile or by directing the Dark Knights towards Brandel, then you can choose to not have the characters deal with the Dark Knight vanguard (**The Approaching Darkness**, below) and only have them encounter the dragonspawn (**The Fury of the Spawn**, below). This is optional, if you feel the characters cannot handle both encounters.

Treasure: Only the equipment carried by Kalrik and his squires.


THE FURY OF THE SPAWN (EL 10)

Twenty-four hours following the encounter with the Dark Knight patrol, or three days following the explosion of the volcano (whichever occurs first), allow the characters to make DC 22 Spot or Listen checks (modified by local conditions) to see if they detect the approaching dragonspawn.

Read or paraphrase the following aloud if the characters detect the dragonspawn:

Over the familiar sound of dry wind, you can make out an echoing call high overhead. At first, it sounds like the shrill cry of birds, but after it's picked up and repeated over and over again, you can make out distinct words and phrases amongst the guttural growls. Briefly, you see a flash of illumination about a hundred yards away from you, a gout of fire that reveals an all-too-





familiar form—a group of red dragonspawn gliding through the murky ash in your direction, led by a large, brutish individual carrying a barbed trident. Just as you spot them, they seem to have seen you, as the large dragonspawn roars, “YOU! You will DIE!”

The leader of the group of red dragonspawn is Vargard Bloodmane, Sindra’s mate and the *de facto* leader of the red dragonspawn following her death. He will not wait for explanations, nor will he cease in his furious assault until either he or the characters are dead.

☞ **Bloodmane:** hp 42; see page 172.

☞ **Red Dragonspawn Warriors (8):** hp 22; see page 174.

Tactics: Bloodmane will begin battle with his breath weapon, seeking to strike the largest opponent first. Bloodmane disdains the use of magic, so neither he nor his warriors will use any of their sorcery in combat, preferring instead to fight hand-to-hand. Being chaotic, the dragonspawn do not operate well together, each focusing solely on a single opponent and unconcerned with the welfare of the others. Only Bloodmane is truly driven by a thirst for vengeance. If Bloodmane is taken down, any surviving dragonspawn will flee the battle. The dragonspawn will use their flying abilities, as well as their breath weapon abilities, to the fullest advantage, closing in only long enough to rake with their claws or strike with their weapons before flying back out of reach.

Remember to include any penalties for missing due to concealment based upon the current fallout—region when the encounter occurs. The penalties apply equally to both the PCs and to the dragonspawn.

Development: If the characters are being overwhelmed by the dragonspawn, you can choose to have the characters rescued in one of two ways. You can either have the Dark Knight vanguard arrive (**The Approaching Darkness**), or you can have the phaethons appear openly, adding their strength to the battle. Remember, though, if the characters have the *Dragonlance of Huma*, they have a powerful equalizing tool at their disposal.

Treasure: The only treasure the dragonspawn possess is their equipment, much of which will be destroyed in their death throes. Only magical equipment possessed by the dragonspawn could survive the death throes; make a saving throw for each magic item listed.

THE APPROACHING DARKNESS (EL VARIES)

If the characters encountered the Dark Knight patrol and allowed the squires to escape, then a contingent of the Dark Knight vanguard will have been dispatched to bring the characters in. The Dark Knights will catch up with the characters in a little more than 24 hours following the encounter with the patrol.

If the characters are being overwhelmed by the dragonspawn, have the Dark Knights arrive during the middle of the fight. The dragonspawn will shift their attack

from the PCs at this point to the Dark Knights, who will retaliate in order to defend themselves. In the confusion, allow the characters time to flee.

When you are ready to have the Dark Knights encounter the player characters, read or paraphrase the following aloud to the players:

A long, deep note echoes loudly, a note that is quickly followed by a rousing battle cry and the sound of dozens of hooves striking the ground rapidly. Out of the ashen haze emerges a troop of black-armored knights charging forward atop their fierce mounts. Their leader, at the head of the charge, is a fierce-looking woman, who raises her hand and points her men towards the battle. It seems the cavalry has arrived. Unfortunately, the cavalry are Dark Knights.

The dragonspawn scatter before the Dark Knights bearing down upon them, taking to the air and howling in anger at the interference.

If the characters dealt with the dragonspawn handily, and do not need the “rescue” by the Dark Knights, then have the Dark Knights appear in the moments following the encounter with the dragonspawn, giving the characters little time to recuperate before the Dark Knights arrive.

The Dark Knights will survey the scene, with Captain Velaria inquiring as to what occurred. Give the characters a chance to explain the situation, allowing Captain Velaria a Sense Motive check (+6 skill bonus) to discern any untruths or attempts to be evasive. If the characters possess the writ written by Brandel, Captain Velaria will look it over and verify its authenticity before allowing the characters to go on their way. She will tell them that the safest route out of the Desolation is to the northwest, through Darkhaven (not an untruth). If the kender are around, the characters may need to keep any of the true kender from blurting out the truth of what’s going on.

☞ **Captain Velaria Grimstone, Dark Knight Commander:** hp 58; see page 172.

☞ **Dark Knight Soldiers (12):** hp 15; see page 172.

Tactics: The Dark Knights are extremely well-trained, but the dragonspawn have the advantage of being able to fly, which puts the battle on more even ground between the two forces, particularly as the dragonspawn are fighting a battle on two fronts. The Dark Knights will not necessarily attack the characters unless the characters attack them first; at least until the dragonspawn are dealt with. The Dark Knights are as hampered by the ashen cloud as is everyone else, which is why they closed in for combat as opposed to striking with missile weapons from a distance.

Development: The Dark Knights are in the region for one reason: they are searching for one of the *Tears of Mishakal*. A gifted Knight of the Skull named Kelbur Ghosteyes saw the *Tear* in a vision, after which he assembled the Knights of Darkhaven and set them to

retrieve it, hoping to pair it with the one they already have (which was corrupted centuries ago by Chemosh, see **Appendix One**).

There are many different ways you can play out this encounter. You can have the Dark Knights appear as a way of giving the characters (and the kender) time to escape the dragonspawn (reducing the EL of the dragonspawn encounter by 2) or you can have the Dark Knights capture the characters, taking them to their fortress, **Darkhaven** (starting on p. 22).

If you choose to have the Dark Knights appear long enough to give the characters time to escape, you can either proceed to the following encounter, or you can have the Dark Knights give chase to them. Of course, if the characters are escorting the kender, the Dark Knights will have the advantage of being on horseback and unhindered by noncombatants. The balancing factor, however, will be that the Dark Knights will not have emerged from dealing with the dragonspawn unharmed.

If you choose to have the Dark Knights capture the characters, the Dark Knights will allow the kender, who are more trouble than they are worth, to flee the scene. The characters may have the writ Brandel gave them but, unfortunately, it will do them little good with Captain Velaria, who will consider it a directive to escort the characters to Darkhaven for questioning and their own protection. Depending on how the characters react, the Dark Knights may only surround the characters and escort them safely (keeping a keen eye on them), or, if they resist, the characters will be chained, their gear stripped off them, and the Dark Knights will discover the *Dragonlance* (if it was not already being used openly in battle against the dragonspawn). This will be a pleasant surprise for the Nerakans.

The journey to Darkhaven will take a few days, which will give the characters opportunity to escape, if they keep their wits about them. It will not be easy, particularly if the Dark Knights have gained possession of the *Dragonlance*.

Otherwise, this could lead the heroes straight to the last section of this chapter, **Darkhaven**.

Treasure: The only treasure is the equipment carried by the Dark Knights.

XP Award: How the situation is dealt with will determine the overall EL for the encounter. If the Dark



Knights save the characters from the dragonspawn, award the characters experience for both encounters equal to an EL 8. If the characters dealt with the dragonspawn handily, award them full experience for the dragonspawn encounter, plus any additional experience determined by their encounter with the Dark Knights.

WINGS OF FLAME

The following encounter should be used when you are ready for the characters to escape the Desolation and to set them upon the path to Flotsam, and onwards towards their ultimate goal of the Dragon Graveyard. It can be used following the encounter with the dragonspawn or at any time you want to move the adventure away from the Desolation.


The phaethons will approach the characters only if they are alone. The phaethons will not interfere in the battle with the dragonspawn, or if the Dark Knights capture the characters, but they will be watching. If at any point the characters manage to escape, the phaethons will then appear.

Out of the shadows, two figures emerge. Dressed in simple clothing, and carrying little in the way of weaponry besides crude spears, the two young men appear to be half-elven: too stocky to be full-blooded elves, yet bearing the distinctively pointed ears of an elven heritage. They are both coated with a dusting of gray powder, yet, despite this, the vivid red hue of their hair blazes brightly.

One of the two steps forward, holding out his hands as he speaks, "We mean you no harm. Please, you must come with us if you wish to get out of here alive. There are forces moving against you that you aren't even aware of."

The other figure, looking around nervously, speaks up in a low voice, "We must hurry. It's not safe here."

The two figures are phaethons, brothers named Kieran (LN male phaethon ranger 6) and Farren (LG male phaethon monk 3/fighter 3). They were sent by the village



elders to find the characters and bring them back to the phaethon encampment. The phaethons will not say much more to the characters at this point, except to encourage the PCs to hurry. If the characters inquire about the kender refugees, the phaethons will say that the kender have already been retrieved (if the kender “disappeared” during one of the battles or following the characters’ capture), or tell the characters that they were sent to retrieve everyone, including the kender.

Given the characters have every reason to distrust the sudden appearance of the phaethons, if the characters attempt Sense Motive checks, or magical means of testing the phaethons’ truthfulness, they will find the phaethons to be open and sincere, albeit nervous about being away from the safety of their village.

You may choose to allow any elven character, or any character with knowledge of elven lore, to make a DC 20 Spot check to recognize that there is something not quite right about the two “half-elves,” although it requires a DC 30 Knowledge (history) check to recognize that the two young men bear the distinctive look of the legendary phaethons.

The phaethons will not reveal who or what they are, except for their names. They will not risk using their wings right now, as the flames of their wings would clearly reveal their presence to any dragonspawn flying overhead. If the characters press for more information, however, one of the brothers will pull up his tunic, revealing a vivid tattoo of a blue phoenix emblazoned on his chest—the mark of Habbakuk, the Blue Phoenix.

If the characters agree to travel along with the phaethons, read them the following:

The two young men lead you through the oppressive gray haze, taking you along a rugged path. Through the murk, you can make out the shadow of a craggy outcropping of rocks that rapidly becomes clearer as you get closer. Your guides head toward a fissure in the face of the rocks and, as one of them slips through it, the other stops and indicates for you to follow him. “Through here,” he says. “You may rest, and we will tell you all that we know.”

The fissure leads up a narrow slope to an elevated and protected phaethon camp. The fissure is large enough for two people (Medium creatures) to pass through together. Kieran moves ahead of the heroes, while Farren trails the group to the camp.

INSIDE THE PHAETHON CAMP

When the heroes have all passed through the rock fissure and up the slope to the encampment, read the following:

Before you, surrounded on all sides by ramparts of black stone flecked with quartz crystals, is a group of stone buildings.

Each faces onto a central open square, where goat pens and a well-tended garden flank a natural spring of sparkling water. More of the mysterious red-haired folk are here, looking up at your group as you arrive.

There are thirty-two phaethons in this camp, evenly divided into men and women. Three of them are elder phaethons, individuals who have embraced the legacy of Habbakuk (see **Appendix One**): Aldif Skyblade, LN male elder phaethon monk 10/ranger 5; Telerie Dayspring, LG female elder phaethon cleric 8 of Habbakuk/ranger 7; and Oriselm Flamebond, LN male elder phaethon monk 6/sorcerer 9.

The remaining phaethons include the following: 3rd-level monks (4); 2nd-level monks (8); 1st-level monks (12); 3rd-level rangers (2); 2nd-level rangers (3). The phaethon monks in the camp handle most of the cooking, cleaning, preparation of food and defense of the camp, while the rangers act as scouts and hunters.

From the spring in the middle of the camp flows clean, untainted water, a blessing in this inhospitable region. The phaethons keep pails and a supply of waterskins here. The goats are watered from a wooden trough that is filled by a pipe connected to the spring, and the garden is similarly irrigated.

None of the buildings is particularly noteworthy; all are approximately 10 feet in diameter and feature a central firepit, a conical roof with a hole to allow smoke to escape, and several throw rugs and sleeping mats. Two of the eight buildings are used as storehouses, and contain crates and barrels of supplies and dried goods. The phaethons maintain a fairly ascetic existence with no need for luxury items or excess.

MEETING WITH THE ELDERS

When the heroes arrive in camp, they are greeted by the other phaethons and offered water, cheeses, and goat meat. If the kender are already here, they are seated around the square by the fountain and chatting away amiably with one or two phaethons, as if they were natives. Parrick waves cheerfully from the throng, while the Kagonesti guide watches silently over the group.

After the heroes are fed and given time to sit or become comfortable, the elder phaethons will step out of one of the buildings and speak to them. Read the following:

Three phaethons, two men and one woman, approach from one of the buildings. All three resemble bronze statues, noble and exquisite, their features serenely beautiful. When they speak, their voices are melodious. “Welcome, fated ones, to our camp,” says the woman, who wears the medallion of Habbakuk around her neck. “Please, partake of our hospitality and rest, for your destiny weighs heavy upon you and the road ahead is long. There is much that you must know.”

This elder, Telerie Dayspring, knows much about the role of the heroes in the unfolding saga. The Blue Phoenix has looked favorably upon the heroes, and Telerie's daily meditations have been blessed with visions of the characters and a number of answers to questions they might have. She invites the heroes to ask what they wish of the elders, and will answer as best she can. Refer to the sidebar for more details about what Telerie knows and what she can tell the heroes.

THE TEAR OF MISHAKAL

Once Telerie has spoken with the heroes, she steps aside so that Aldif Skyblade, another of the elders, may come forward. He presents the heroes with an item wrapped in soft goatskin leather, a pale blue gem the size of a child's fist that glows softly with an inner light when revealed. This is one of the two *Tears of Mishakal*, held in trust by the phaethons until the arrival of the heroes. Its powers are described in Appendix One, and Aldif will instruct the player characters on the use of its primary abilities. He admits to not knowing the full extent of the *Tear's* power, which the heroes will need to discover by themselves.

DEPARTING THE PHAETHON CAMP

Once the heroes are rested, fed, and ready to move on, Deuce and Parrick find them and let them know that the phaethons have agreed to assist in escorting the kender refugees out of the Desolation and over the mountains to Port Balifor. The Kagonesti guide will not accompany them, his path now clearly different from the heroes.

Parrick also tells the heroes that if they are headed to Darkhaven and don't want to be spotted, they should make use of the goblin tunnel network underneath the Desolation. In fact, Parrick is fairly sure that there's a way into the lower levels of the Dark Knight fortress through the tunnels, which would make recovering the second *Tear of Mishakal* much easier.

THE GOBLIN TUNNELS

One way to avoid further attacks by the dragonspawn and the Dark Knight patrols is to make use of the network of tunnels that crisscross beneath the blighted surface of the Desolation. The heroes are told about the tunnels after their visit with the phaethons (see *Wings of Flame* on p. 17) or hear about them from the goblins they save from the behir (see *Goblins in Need* on p. 12).

The tunnels are also a convenient tool for you, to lead the heroes from the events in the Desolation to the lower levels of Darkhaven and thus continue the story.

HISTORY OF THE GOBLIN TUNNELS

During the last century of the Reign of Istar, mercenaries hunted down the goblin races for money. The goblins, trying to hide from these bounty hunters, went underground. They dug tunnel systems beneath the lands of Istar and, over time, more races joined them in expanding the tunnel network. This network ran from mighty Istar all the way along the eastern coastlands before the Cataclysm struck the continent.

When the kender moved into the Kenderwood, they discovered the tunnel system and set to work exploring it. Realizing the importance of the tunnels, the kender started taking it upon themselves to maintain the system of caverns. Only the adult kender were told of the tunnels, and they kept them secret for hundreds of years. When Malys destroyed Kendermore, the kender used the tunnels to make their famed escape.

The Desolation had a profound impact on these catacombs. Many of the passages were destroyed by the violent changes Malys made to the landscape. Foul creatures spawned by Chaos and Malys' depredations inhabit sections of the tunnels now, making it almost as dangerous as the surface.



WHAT THE PHAETHON ELDERS KNOW

USE the following information as a guideline on what the characters can find out from the phaethon.

What is going on?

“You are caught up in a tangled web of deception and betrayal, but you were given the *Key* for a reason—although both mortal and spirit have tried to guide you, it is your own choices that will guide you to what will come.”

What is the Key?

“The *Key of Quinari* is not the music box; the true *Key* is the melody contained therein. If used at the proper place, the melody will open a gateway to the ancient burial ground of the dragons of light. Travel to Nordmaar, search out the entrance to the Dragon Graveyard, and use the *Key* to unlock your destiny.” [Refer to the information found in the **Introduction**, as well as **Appendix One**, if you want to elaborate further on the background to this story.]

Who is manipulating us?

“Several forces are moving against you and each other. One is but a pawn who shall find the strength to break free. One marked forever by betrayal shall be both a great enemy and a great ally. One cares not what you do, but shall use you if need be as a tool of vengeance.

One shall have that which is not his own torn from him. And one seeks protection and is willing to destroy the world in order to do so.” [Referring to Kayleigh, the Betrayer, Chemosh, Lothian, and Frost, respectively.]

“Know this, the ones who seek to control your destinies are not allies and, in working against one another, may in fact aid you in fulfilling your true destiny—if you have the courage to face it and accept whatever cost you must pay to fulfill it.”

What next?

“To aid you in your quest, we have been told to give you a precious relic—one of the two *Tears of Mishakal*. This *Tear* and its twin will be needed once you pass through the portal to the Dragons’ Graveyard, and may help you to heal the world in the wake of these troubles. The second *Tear* was corrupted in another age by the Lord of Bones, and even now is held in the dungeons underneath Darkhaven. Once you have them both, the knowledge required to purify the corrupted *Tear* lies in the town of Flotsam—your next stop on the journey to Nordmaar and the Dragons’ Graveyard.”

Is there anything else we should know?

“You have many tools to aid you, and all will be needed along the path ahead. Weapons of light, instruments of the gods, and your own talents will see you through the coming darkness.”

ENTERING THE GOBLIN TUNNELS

There are a number of entrances to the tunnels, each of which is identical for the purposes of this adventure. Whether the heroes are given directions to an entrance by the goblins or by the afflicted kender in the phaethon camp, the trip takes three hours, uneventful apart from the Desolation’s standard inhospitable climate. After this short trip, read or paraphrase the following:

The entrance to the goblin tunnels is a steaming fissure in the earth, surrounded by jutting pillars of black rock. The air escaping from the fissure creates a whistling sound, yet is less stale and noxious than the air on the surface. A steep slope, lined with ridges and handholds, plunges into darkness.

Climbing down the 30 feet into the tunnels requires a DC 10 Climb check, although there are plenty of protrusions and barbs to which a rope might be tied to assist in the descent. A DC 20 Survival check, or a DC 25 Knowledge (geography) check, will allow a character to know that despite appearances the tunnels are substantially less dangerous than many regions in the Desolation. While

underground, the heroes will not have to worry about environmental or weather-related dangers, but they will need a light source.

Unless otherwise stated, all passages in the goblin tunnels are 10 feet wide, 15 feet tall, and solid rock. There are no doors or other manufactured features. All floors are considered to be hewn stone floors, which make it difficult to run or charge across them (DC 10 Balance check; see **Dungeon Terrain, Chapter 3: Adventures in the *Dungeon Master’s Guide***).

Traveling through the tunnels is considered to be overland travel, even though it is entirely underground. The tunnels are the equivalent of a warm rocky desert highway for the purposes of travel time.

GOBLIN TUNNEL ENCOUNTERS

The following encounters can occur whenever you want them to, usually at one of the cavern locations indicated on the Goblin Tunnels map. If the heroes are using the tunnels to travel to Darkhaven, they will come across Encounter GT2. You can use encounters GT1 and GT3 if you want to give the heroes more opportunities to pick up experience points, or simply for variety. GT4 should be run as soon as the party reaches the subterranean tunnels that run underneath Darkhaven.

GT1. CHAOS BEAST ATTACK (EL 7)

A foul burbling sound, like a strangled creature screaming for help, echoes along the tunnels. Moments later a nightmarish creature surges into view—an ever-changing mass of flesh and bone, claw and fang. Twisted faces ripple across its surface between horns and limbs, hateful expressions of hate on every one of them.

Creature: This monster is the result of the powerful arcane energies surging through the Desolation. Whatever it once was, it has lost all identity, having become a roaming, endlessly changing beast.

☞ **Chaos beast:** hp 44; see *Monster Manual*.

Tactics: The chaos beast will attack the closest opponent, having little to no ability to discern threats. All it seeks to do is spread its corporeal instability among the life forms it encounters and, once a character is so afflicted, it will attack another.

Treasure: The area in which the heroes encounter the chaos beast has been its lair for the past two days, and prior to its arrival was a fiendish goblin camp (see encounter GT2). Once the heroes manage to defeat the chaos beast, they find the shapeless remains of several goblins, together with a locked iron strongbox (Open Lock DC 30, hardness 10, hp 5, Break DC 26). The strongbox contains 330 steel pieces, three gems (violet garnets worth 500 stl each) and a decorative masterwork elven dagger inlaid with jasper, worth 550 stl.

GT2. FIENDISH GOBLIN CAMP (EL 8)

Before this encounter begins, allow the player characters to make Listen checks (DC 25) to hear the sound of the fiendish goblins in the cavern ahead. If none of the heroes succeeds, the goblins may overhear them approach (Listen +2, DC 10) and have time to prepare an ambush. If at least one character succeeds, the PCs may have the advantage. Read or paraphrase the following:

Scattered around this cavern are straw-stuffed blankets and several barrels, some of which have been set up for use as tables or seats. In the center is a campfire smoldering beneath a stewpot hanging from an iron stand. The smell of rancid meat and sweat is almost overpowering.

Creatures: These goblins were another result of Malystryx's widespread magical changes to the Goodlund peninsula. They have acquired fiendish characteristics, making them stronger than other goblins. They are also even more paranoid and vicious. Their tribe now wanders the tunnel network, establishing camps like this one and preying upon wayward kender and even Dark Knights who venture into the subterranean levels of the Desolation.

☞ **Fiendish goblin warriors (6):** hp 12; see page 173.

Tactics: The goblins work in pairs, throwing their javelins at weaker-looking characters in the first round, and then attempting to get into flank positions around the stronger-looking opposition. If the heroes drop two or more Goblins in one round, the rest attempt to withdraw. Each goblin uses its *smite good* ability in conjunction with any sneak attack it manages to make.

Treasure: The camp has a locked strongbox similar to the one in GT1. It contains 410 steel pieces, two gems (jaspers worth 500 stl) and a map of the tunnels. This map, crudely drawn and labeled (poorly) in Goblin, will add a +2 bonus to all Survival checks made to avoid getting lost in the tunnels or determine direction.

GT3. CAVE-IN (EL 8)


As your party rounds the next bend in the tunnel, there is a faint smell of fresh earth and an ominous grinding noise from far above. The walls of the tunnel seem to vibrate for a moment, as if something extremely heavy were passing overhead.

This area has recently been weakened by the tremors caused by the eruption of the Peak of Malys and is highly unstable. Give the heroes an opportunity to make a DC 20 Knowledge (geography) or DC 20 Craft (stonemasonry) check to learn this fact. They have one round to decide what to do before the area suffers a cave-in. Any characters who run at full speed in either direction will avoid the worst of it, but those who stay or move at less than a run will be caught when the ceiling above collapses.

Refer to **Cave-Ins and Collapses, Chapter 3: Adventures in the *Dungeon Master's Guide*** for details about handling cave-ins and the effects of collapses on the heroes, including how to free those who have been buried in falling rock and rubble. The bury zone for the cave-in is a 20-foot radius, with a 15-foot slide zone extending beyond the bury zone.

GT4. UNDERVALLEY (EL 8)

You emerge into an astonishing cavern, larger than any of the others in the underground tunnel network. A sloping path leads down into a broad valley, weaving through the cavern's thousands of stalagmites and stone pillars. Phosphorescent fungus coats the walls, shedding an eerie greenish-yellow light. Your path disappears out of the chamber to the north, but another path some 100 feet away winds up the western cliff-face and into a tunnel entrance near the cavern roof. At the foot of this path, scattered like discarded children's toys, are several armored bodies. They appear to be victims of a substantial fall.



This is a natural limestone cavern situated right below Darkhaven. The western path leads up to the lower levels of the Dark Knight fortress, and into DH1. The northern path leads out of the cavern and onwards for another mile to an exit outside the Desolation. The latter is the best means of escaping the region, but, in order to retrieve the second *Tear of Mishakal* from the Dark Knights of Neraka, the heroes are going to have to take the western path. Regardless of which path they take, as soon as they come close to the armored corpses at the base of the western cliff, the heroes will have trouble on their hands.

Creatures: These bodies are the remains of Lily Knights against whom the Skull Knights of Darkhaven wielded the corrupt *Tear of Mishakal*. It transformed them into wights, which the Skull Knights then disposed of by forcing them out of the tunnel entrance and down the cliff. The wights serve as guards, of a sort; commanded to stay where they are. They hunger for the living and will attack any who come close to them.

☞ **Wights (5):** hp 26; see *Monster Manual*. These wights are wearing breastplates, improving their AC to 20 (touch 11, flat-footed 19) but reducing their Speed to 20 ft.

Tactics: The wights have very little in the way of strategic or tactical instincts. They rise from the cavern floor and leap upon the closest player characters, using their slam attacks.

Development: If turned, the wights will retreat away from the base of the path, not up it, leaving the heroes the opportunity to advance up the cliff. The wights will remain down in the cavern, hiding behind stalagmites until the source of the turning leaves. If the heroes destroy the wights, they'll find that one of them carries a ring of keys that opens the doors in the dungeon level above (something the Skull knights missed when they forced them down here).

DARKHAVEN

The fortress of Darkhaven is the primary center of operations for the Knights of Neraka in southeastern Ansalon. It sits in the center of the Valley of the Sun between the Desolation and the western corner of the Goodlund Peninsula. The fortress is composed of a main keep and a number of smaller outbuildings, surrounded by a high wall. Beyond the main fortress to the west lies a double wall with towers that stretch across the valley preventing easy access through the region.

The Knights of Darkhaven look different than those of Neraka. They have red emblems of flame engraved into their armor and shave their heads. Some adorn themselves with tattoos of red dragons or flames.

The purpose of this section of the adventure is to provide an opportunity to recover the second *Tear of Mishakal* as well as a way out for heroes who have been captured by Dark Knights. It is also the final stage of the characters' escape from the Desolation, and so you should play up the desperation of the events and encounters, emphasizing the mood of a commando raid into dangerous territory.

HISTORY OF DARKHAVEN

During the time of the Dragon Purge, many of the Knights of Takhisis realized that, with their goddess gone, it would be wise to seek a new alliance of strength. The Dark Knights sent a number of emissaries to speak with Malystriyx. Each was summarily burned or tortured, and their honor guard scattered and hunted down by ogres and dragonspawn.

One of the emissaries proved more of a match for the Overlord's followers. Despite weeks on the run, Lieutenant Rurak Gistere managed to survive in the Desolation and kill a number of hunters and predators there. The Dark Knight's strength and tenacity impressed Malys, and, when he was finally captured, she agreed to allow him to serve her. She bestowed one of her dragon scales on the knight and made him the commander of her new legion.

Malys granted the Dark Knights a piece of land to the northwest of her lair—the Valley of the Sun, one of the few breaks in the Goodlund Mountain range. There, the knights built a dark keep from the black stones of the region. When construction was complete, the knights dubbed the fortress Darkhaven.

While Malys was alive, the Knights of Darkhaven were fiercely loyal to her. This led to conflict between the knights and those of other regional outposts, especially the heads of the Order in Neraka. For the most part, however, the knights served the Red Marauder without much interference from the other Dark Knight factions until Mina's War of Souls. With Malystriyx's death, many of the knights fled Darkhaven and those that remained behind faltered. A small group of Thorn and Skull Knights chanced upon the corrupted *Tear of Mishakal* while exploring the Desolation, guided by signs from Chemosh. With this artifact, the knights at Darkhaven now seek to unlock the secrets of necromancy and undeath, which in turn may lead them to the Lord of Bones' service.

Darkhaven's current commander is Lord Knight Terence Forsyth, Gistere's replacement. A dragon vassal of Malystriyx while she was alive, he is now a haunted individual under the influence of the Orders of the Thorn and Skull, led by Sir Roth Vulhir. Neither character makes an appearance in this adventure, though the tension between their orders may make the heroes' task easier.

GETTING INTO DARKHAVEN

For the purposes of this adventure, the only real entrance into the Dark Knight fortress is from below. If the heroes approach the fortress from the surface, they will quickly run into Dark Knight patrols at the outer gates, with reinforcements arriving swiftly. If they approach via the goblin tunnels on the other hand, they can sneak into the fortress' dungeons, overcome the knights guarding the corrupt *Tear of Mishakal*, and leave before the rest of the keep is aware.

Another way in is, oddly enough, by being captured and imprisoned. Heroes who are escorted to Darkhaven by Captain Velaria Grimstone will be thrown into cells DH4b, DH4c, DH4e and DH4f. Their items and weapons will be taken from them and held by the guards in DH2. If

Darkhaven Lower Levels

LEGEND

1. Tunnel Entrance
2. Guard Room
3. Privy
4. Cells
5. Interrogation Room East
6. Vaulted Hall
7. Interrogation Room West
8. Storage
9. Research Lab
10. Necromantic Laboratory
11. Thorn Acolyte Chamber
12. Skull Acolyte Chamber
13. Guard Post
14. Basement Assembly Hall
15. Cold Storage
16. Dry Storage
17. Skull Knight Quarters
18. Thorn Knight Quarters
19. Lily Knight Quarters
20. Lower Armory
21. Lower Barracks
22. Dreadcat Kennels
23. Dreadspider Kennels
24. Ritual Cloister
25. Chamber of the Tear

BASEMENT LEVEL



DUNGEON LEVEL



□ FIVE FEET



this occurs, this section of the adventure should be played something like a prison breakout, with the added bonus of recovering the corrupt *Tear*.

THE DARK KNIGHT RESPONSE

As soon as the heroes create trouble in Darkhaven, either by making a lot of noise or by taking on guards and other individuals in the dungeon level, the alert may be sounded for the fortress. This will take some time to filter up to the keep, but the lower levels are occupied by guards, acolytes, and officers who will certainly become active.

About five minutes after a horn is sounded by any of the knights in the dungeon level, the Lily knights (from DH21) and their officer (from DH19) will arrive in DH6 with two dreadcats and two dreadspiders from the kennels (DH22 and DH23). The Thorn and Skull Knight officers will head towards DH24 and any acolytes will attempt to make their way upstairs to the same location. The remaining dreadspiders and dreadcats will be let loose on the basement level, wandering the halls looking for intruders who aren't wearing Dark Knight armor or uniforms.

If the heroes make it to the basement level before this five minutes elapses, these individuals will still be in their posted locations, but, if the horn has been sounded, they will be fully armored and prepared to move. The dreadcats and dreadspiders will still be in the kennels.

KEY TO DARKHAVEN LOWER LEVELS

Unless otherwise noted, assume the following to be true for the dungeon levels below the fortress of Darkhaven:

- Walls are smooth black stone (hardness 8, 15 hp/inch of thickness, generally 5-foot thick between rooms) and ceilings are 10 feet high.
- Hallways are lit by torches mounted in brackets and spaced 15 feet apart.
- Standard doors are made from wood (hardness 5, 15 hp, Break DC 16) and unlocked. Cell doors are made from stronger wood reinforced with iron (hardness 5, 40 hp, Break DC 26) and locked (Open Lock DC 30).

DH1. TUNNEL ENTRANCE

This passage leads to room DH2 from the Undervalley, area GT4 of the Goblin Tunnels. The passage is dark, but a light can be seen at the end of it. The knights have placed a stack of three beer barrels over the entrance. These require only a DC 18 Strength check to move. The barrels provide cover, have a hardness of 5 and 10 hp each. A DC 10 Listen check on the part of the player characters will allow them to overhear the conversation of the two guards in DH2.

DH2. GUARD ROOM (EL 2)

This room serves as a guard post for the Lily Knights assigned to guard the cells on this level. As it is not a very demanding job at present, the guards in this room are somewhat casual about their preparation.

☞ **Dark Knight Soldiers (2):** hp 13; see page 172.

Tactics: Once attacked, the soldiers respond by going for their swords. While there is a horn hanging on the

wall beside cell 4a, neither of the guards will think to use it until the second round, at which point one of them will use a move action to fetch it and a standard action on round 3 to sound it.

DH3. PRIVY

This is a water closet used by the guards on this level. A secret door (Search DC 20) in the wall, known to the Dark Knights, is activated by pushing aside a ceramic cistern and leads to DH6.

DH4. CELLS

Each of these 10-foot cells has a simple wooden bench, a straw mat, a bowl, and a hole in one corner for use as a toilet. Most are unoccupied, although 4d and 4g each have a prisoner. The prisoner in 4d is Ivor Dulet (LN male human expert 3, hp 12), a blacksmith who ran afoul of the Dark Knights after working with them for 3 months. The prisoner in 4g is Murance Brandis (NG male half-elf warrior 3, hp 17), a Legion of Steel aspirant who tried to join up with the Knights of Neraka in order to spy on them, but was swiftly discovered by the Skull Knights. Both prisoners will gladly aid the heroes in their endeavors.

If the heroes have not yet encountered the phaethons and do not know of the need to recover the corrupt *Tear of Mishakal*, cell 4a should hold Farren (LG male phaethon monk 3/fighter 3), the phaethon from the **Wings of Flame** encounter. If freed, he will aid the player characters in breaking out of Darkhaven and insist that they accompany him through the tunnels to the phaethon camp to meet with the elders.

DH5. INTERROGATION ROOM EAST

This chamber and the one in DH7 are full of torture implements. A brazier full of coals (currently unlit), a rack, an iron maiden, and other unsavory tools are spaced around the room. Additionally, there is a table and chair in the center, along with iron rings in the floor to attach manacles and chains to if needed.

DH6. VAULTED HALL

When prisoners are brought down to the dungeon level, the knights that accompany them hand them off to the guards in this room. Orders are relayed as to specific instructions on keeping the prisoners. There is a long table on the western wall upon which is kept a logbook, which the knights will fill out upon delivery of prisoners.

The secret door (Search DC 20) in this room leads to DH3. It is hidden behind a large tapestry depicting the skull, lily and thorn heraldry of the Order, surmounted by a flaming crown.

DH7. INTERROGATION ROOM WEST

This room is identical to DH5, although a Search check (DC 18) will uncover a spare set of keys to the cells on this level, dropped behind the iron maiden.

DH8. STORAGE

This room holds a number of casks of wine, crates of mundane equipment, and additional supplies. The guards on the dungeon level use it primarily for keeping straw, alcohol, and tools.

DH9. RESEARCH

The Thorn Knights conduct several of their experiments in sorcery in this room, recording the results and using an array of crystals and metal objects as foci. The floor of the room has been marked out with a summoning circle, but boxes, candelabras, a stand for a scrying glass (which is absent) and three chairs are covering part of the circle's outline.

Treasure: If the player characters spend at least 10 minutes searching the room they will uncover sufficient spell components and supplies to refresh their own needs. In addition, a DC 20 Search check will uncover three arcane spell scrolls, all at caster level 5: one with *summon monster II*, *summon swarm*, and *web*; one with *summon monster I*, *obscuring mist*, and *grease*; and a third with *lightning bolt*, *shocking grasp*, and *reduce person*.

DH10. NECROMANTIC LABORATORY

Similar to DH9, the research room, this chamber is used by the Skull Knights for their minor experiments in necromancy. After the Skull Knights acquired the Tear of Mishakal, they moved all of their major work to DH25, in the level above. Now, the room is a foul-smelling chamber piled with various preserved body parts on tables, jars with embalming fluid, and worse.

DH11. THORN ACOLYTE CHAMBER (EL 6)

Here is where the acolytes of the Order of the Thorn sleep and study. There are four beds in here, each with a footlocker containing spare gray robes and minor effects. If the horn has not yet been sounded, the acolytes will be in this room, quietly reading over their notes.

☞ Thorn Acolytes (4): hp 10; see page 175.

Tactics: If surprised, these knights will make every attempt to get away from the heroes, with one of them sounding the alarm on the second round of combat. Two will close with the party, drawing short swords, while the other two cast spells.

DH12. SKULL ACOLYTE CHAMBER (EL 6)

Here is where the acolytes of the Order of the Skull meditate, sleep, and live when not involved in the experiments with the *Tear*. If the horn hasn't been sounded, they will be in here discussing the latest results.

☞ Skull Acolytes (4): hp 13; see page 175.

Tactics: These acolytes are strong-willed and determined. While one seeks to sound the alarm, two rush forward with morning stars, and the fourth acts as support for his companions.

DH13. GUARD POST (EL 3)

This room doubles as a mess hall and guard post. A large table laid out with pots and ceramic urns, some of which are crusted with day-old stews or soup, dominates the far end. Wooden benches line the walls. Four Lily Knight guards are stationed here to assist the acolytes if they are in trouble. If a fight breaks out along the hallway in DH11 or DH12, these soldiers will come running in 3 rounds to see what the commotion is all about.

☞ Dark Knight Soldiers (4): hp 15; see page 172.

Tactics: If they are encountered here, the guards immediately attack anybody who doesn't look like a Dark Knight. One of them will try to locate his horn—it's on the table among the pots. That takes him 2 rounds, while his 3 companions attack the heroes with their longswords.

DH14. BASEMENT ASSEMBLY HALL

This room features stairs that lead up to the fortress proper and down to the dungeon level. Heading upstairs would be extremely dangerous at this time, especially if the alarm has sounded (see Upper Levels, later in this chapter). During the alert, the Lily Knight officer will organize the basement level soldiers here before advancing to DH6.

DH15. COLD STORAGE

This room has been kept permanently cold (around 0° F, see Cold Dangers, Chapter 8: Glossary in the *Dungeon Master's Guide*) by a *permanent wall of ice* that lines the walls. Barrels, crates, and skins filled with perishable food are stacked in orderly rows here.

DH16. DRY STORAGE

This room is stocked with dry goods, such as linens, wooden items (like chairs and benches), crates full of jars, and so on. There are enough rations in here to feed a party of four adventurers for three weeks.

DH17. SKULL KNIGHT OFFICER'S QUARTERS (EL 8)

This is the quarters of the Skull Knight officer, Sir Goran Hedegast. Sir Goran has been assigned to the routine study of the *Tear of Mishakal*, as well as the oversight of the acolytes in the lower levels. Thick-necked and ruddy-faced, Sir Goran is quite a glutton and enjoys a number of luxuries in his position.

☞ Sir Goran Hedegast: hp 40; see page 174.

Tactics: Sir Goran will not be armored if encountered in this room before the alert is sounded. His first action will be to cast *shield of faith* defensively, and then move in to strike with *inflict* spells. If he is encountered elsewhere, or if the horns have been sounded in the keep, Sir Goran will be fully prepared with a *shield of faith* spell cast, his armor and morningstar at the ready.

Treasure: Sir Goran has a locked footlocker, protected by a poison dart trap (see below), in which he keeps several potions: *cure moderate wounds* (x4), *cure serious wounds* (x2), and *remove disease*. He also has a leather pouch containing 290 steel pieces and a fire opal pendant on a red-gold chain (value 1300 stl).

☞ **Poison needle trap:** CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 22; Disable Device DC 17.

DH18. THORN KNIGHT OFFICER'S QUARTERS (EL 8)

Sir Witmar Dagdel, sub-commander of the Order of the Thorn in the lower levels of the keep, maintains his quarters in this room. Sir Witmar is a dark-haired, rail-thin man with a forked beard and drooping eyes, every bit the brooding necromancer.

☞ **Sir Witmar Dagdel:** hp 50; see page 175.

Tactics: Sir Witmar always wears his breastplate, so even if the alarm has yet to sound, he will be more prepared than most. His preference is to stand at a distance and use *scorching ray* or *ray of exhaustion* as often as possible, eschewing melee combat.

Treasure: Like his counterpart, Sir Goran Hedegast, Sir Witmar keeps a locked, trapped footlocker in his room (see DH17 for details on the poison needle trap). In addition to gray robes, soft leather gloves, and a flask of very good Ergothian wine (valued at 260 stl), Sir Witmar keeps 3 *potions of cure moderate wounds*, a *potion of lesser restoration* and an arcane scroll with two *restoration* (caster level 9th) spells in the footlocker.

DH19. LILY KNIGHT OFFICER'S QUARTERS (EL 8)

This is the quarters of Sir Klaviar Ettel, the grandson of a Dragonarmy Highmaster from the War of the Lance and a distinguished officer. However, the brawny, no-nonsense Sir Klaviar resents his current post and barely hides his distrust of the Skull and Thorn Knights.

☞ **Sir Klaviar Ettel:** hp 80; see page 174.

Tactics: Sir Klaviar is paranoid and wary. If he is encountered here, his first action is to question the intruders, hoping to learn why they are in Darkhaven. He will attack if the horn is sounded or if the heroes attack him first, drawing his sword and attempting to withdraw from the room and gather support.

Development: Sir Klaviar can be convinced to work against the Thorn and Skull knights, forcing a withdrawal of his guards and soldiers to the upper levels and leaving the Thorn and Skull Knights to their fate, assuming the heroes are persuasive enough.

DH20. LOWER ARMORY

The door to this room is locked. It contains weapon racks, each of which holds an assortment of martial weapons, many of which are masterwork quality. At least six masterwork breastplates, fashioned in the manner of the Dark Knights, with accompanying greaves, vambraces, and helm, stand to one side on wooden frames. None of the weapons or armor in this room are magical.

DH21. LILY KNIGHT LOWER BARRACKS (EL 5)

This room is home to all of the guards and soldiers stationed on the lower levels of the building. Most are currently stationed at their posts (2 at DH2 and 4 at DH13), but the rest can be found here when not being summoned by the alert.

☞ **Dark Knight Soldiers (6):** hp 15; see page 172.

Tactics: These are veteran soldiers, used to working with each other. If the heroes encounter them in these barracks before the alert, one of them immediately sounds his own horn in the first round of combat (he has it slung at his hip). The others will take up a threat position and seek to overwhelm any strong, armored characters first.

DH22. DREADCAT KENNELS (EL 8)

This room has two doors; both of them are locked. If the horn has not yet been sounded, a Listen check (DC 20) will enable a character to hear a strange, muffled snarling sound from inside. With the help of the corrupt *Tear of Mishakal*, the Dark Knights have created undead cats, similar to the dreadwolves of the renegade wizard Galan Dracos of Huma's time. Only four were created, along with the four monstrous spiders in DH23.

The room contains cages, but they are unlocked and open. There is nothing else in the room; its inhabitants no longer have the need to eat.

☞ **Dreadcats (4):** hp 21; see page 172.

Tactics: The dreadcats immediately attack any character not wearing a Dark Knight uniform or armor.

Development: If the alert is sounded, two of these cats are loose in the basement level hallways, while two others are with the Lily Knights in DH6.

DH23. DREADSPIDER KENNELS (EL 7)

This room is identical to DH22, although its inhabitants are monstrous spiders transformed by the corrupt *Tear of Mishakal* into dread creatures. (The heroes will be unable to duplicate this effect of the corrupt *Tear*, should they try.) Unlike the snarling dreadcats, the dreadspiders make no noise and nothing can be heard from outside the locked doors.

☞ **Dreadspiders (4):** hp 13; see page 173.

Tactics: These creatures, if encountered in this room, immediately attack any individual not wearing a Nerakan uniform or armor. If the alarm has been sounded, two of them are wandering the halls while the other two are with the Lily Knights in DH6.

DH24. RITUAL CLOISTER

When the heroes arrive in this room, read or paraphrase the following:

The walls in this chamber are lined with pillars and statuary of black marble veined in red, depicting stylized representations of dragons, lilies, skulls and thorns. Stone benches are spaced between the pillars, and the floor is inlaid with reflective tiles of black obsidian.

A permanent *unhallow* spell has been cast on this room. The room has no permanent inhabitants, although if the alert has been sounded this is the first place the Thorn Knight officer from DH18 and the Skull Knight officer from DH17 will come. Together with any surviving acolytes, they will attempt to prevent any intruders from progressing down the hall to the west that leads to the Chamber of the Tear.

DH25. CHAMBER OF THE TEAR (EL 8)

The door to this chamber is not locked, but there is a good chance the heroes won't be able to reach the door without confronting resistance in DH24. Once they enter, read or paraphrase the following:

The smell of death and decay is almost overpowering in this vaulted chamber. Shadowy reddish illumination is provided by four, large, coal-burning braziers, one in each corner. Hideous pillars made of polished black and red marble flank both the entrance and an altar on the far wall. In front of the altar, resting on a wrought iron stand and glowing with a malevolent green light, is a gem the size of a child's fist.

This is the corrupted *Tear of Mishakal*. There are no acolytes or other soldiers in this room, as the chamber is guarded by something far worse—a greater shadow drawn from the corrupt *Tear*.

☞ **Greater shadow:** hp 70; see *Monster Manual*.

Tactics: The shadow is using the shadowy illumination of the room to keep out of sight (Hide check result of 28).

As soon as a character approaches the *Tear of Mishakal* (the glowing green gem on the stand before the altar), the shadow will peel itself from one of the walls and attack the closest character.

Development: The greater shadow, if defeated, retreats back inside the corrupt *Tear* where it abides until summoned again. The heroes are free to take the *Tear* and leave, assuming they have dealt with the Dark Knights.

UPPER LEVELS

The upper levels of Darkhaven have deliberately been left to the Dungeon Master to describe. The keep proper has four levels, including the ground level, and several other buildings in the area. Heroes who attempt to advance into the upper levels of the keep will encounter Dark Knight guards and patrols, and potentially even higher-level officers and commanders. If you have no intention of extending play into the rest of the fortress, you may discourage the players by having the stairs from DH14 lead to massive, locked doors.

ESCAPING DARKHAVEN

The best way out of the dungeon once the heroes have recovered the corrupt *Tear of Mishakal* is out the passage in DH1 and into the Goblin Tunnels. The northern path from the Undervalley leads further northwest and slopes up to another fissure on the other side of the Goodlund Mountains. The heroes will then be able to start the trek to Flotsam and Chapter Two.

If the heroes were captured and imprisoned before they met the elder phaethons, Farren (whom they will meet in area DH4a in this case) will take them to the camp first, after which they can use the tunnels to retrace their steps to the Undervalley and continue out of the Desolation.



2. FLOTSAM AND JETSAM

In Flotsam, the characters will be able to investigate the means of ridding the corrupt *Tear of Mishakal* of its foul taint, as well as book a ship to Nordmaar or a caravan along the Rugged Coast. In the meantime, Lord Toede, who holds the secrets of the *Tear's* renewal, realizes the heroes are just what he needs to rid himself of an imminent invasion from below.

This chapter includes a mix of investigation, social interaction, and urban adventure capped by a fairly traditional dungeon crawl within the ruins of Micah. Flotsam is a good place for the heroes to spend time in training, creating magic items, and otherwise making use of an opportunity to regroup after the Desolation. You are encouraged to make the most of the town, fleshing it out as needed. Like the cities of Ak-Khurman and Port Balifor in the *Key of Destiny*, Flotsam can serve as a staging point for further adventures.

Current Date: 21st day of Rannmont (Winter) [This assumes a week's time has passed since the characters left the Peak of Malystrixx, including only five days spent traveling the Desolation.]

Phases of the Moons

Solinari: 9th day of Low Sanction, Waxing Crescent.

Lunitari: 3rd day of Waning, Last Quarter.

Nuitari: 1st day of Waning, Last Quarter.

The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible affects the moons may have on wizards.

ON THE ROAD TO FLOTSAM

You emerge from the goblin tunnels, exiting the mouth of a small cave overlooking a barren stretch of land. Grayish snow covers the ground. It does little to conceal the twisted, blackened husks of the trees that must have once covered this area.

In the distance, you can make out battered walls and snow-covered buildings clustered at the edge of the Blood Sea. This must be the infamous town of Flotsam.

The goblin tunnel fissure leads to a point on the surface about five miles southwest of Flotsam. The surrounding area is marshy swampland, through which the characters will be able to travel unmolested. The once-fertile land was repeatedly razed at the whim of Malystrixx, leaving little more than twisted tree trunks and ruined farmsteads. Currently, given the winter season, much of this is cloaked beneath a thin layer of snow and ice.

THE TOWN OF FLOTSAM

Flotsam is located in a sheltered vale, in a protected bay just off the Blood Sea. Situated between Balifor (which became the Desolation) and the ogre lands of Kern, Flotsam is a town that has managed to grow from a fishing village to a haven for rogues and outcasts. The town has suffered under a succession of disastrous events—



occupation by the Dragonarmies, demonic invasion; the Chaos War; repeated attacks by the Red Marauder, Malystryx; and even occupation by minotaurs. Now, in the wake of the War of Souls and the return of the true gods, Flotsam is once more beginning to heal and rebuild itself. Unfortunately, a new threat has recently surfaced.

Flotsam (Large Town): Nonstandard; AL CN; 3,000 stl limit; Assets 567,750 stl; Population 3,785; Mixed (66% human, 10% gnomes, 6% kender, 4% gully dwarves, 3% half-elves, 2% dwarves, 2% elves, 2% half-ogres, 5% other).

Authority Figures: Flotsam is ruled by Lord Toede (LE male hobgoblin fighter 4/rogue 4/master ambassador 7) who, despite his frequent absences, has managed to establish a firm grip on the city. Minotaur pirates briefly held sway here, but soon after Toede's return events conspired to rid the town of their control.

The council is led by Mayor Aylesworthy (LN human female expert 9), who works herself ragged each day dealing with the concerns of town. Zand Zinar (LN male human noble 7/cleric 3 of Shinare), who comes from a long line of distinguished and successful merchants in Palanthas, is another notable council member. Following the War of Souls, he found himself drawn to become a priest of the goddess Shinare, which in turn has led him to Flotsam. Here he feels he can spread both the word of the true gods once again, as well as run his family's mercantile business. His business sense led to his seat on the council.

Important Characters: The Chamberlain (LN male rogue 5/bard 5), Lord Toede's major-domo and chief assistant is; Berrak Blistergold (CN male Neidar dwarf expert 6/fighter 3), a gruff, burly dwarf who runs the *Golden Goose*, one of the largest taverns and gambling halls in Flotsam; Bridget Stubbletoes (NG female afflicted kender expert 5), the cook and housekeeper of the Jetties, quiet and unassuming, yet aware of most things that happen in Flotsam.

FEATURES OF FLOTSAM

Following the Cataclysm, when the fiery mountain destroyed Istar, a new sea was created in its wake. Pieces of the destroyed city (as well as other towns and villages that were destroyed during the Cataclysm) were washed up on the shore by the prevailing winds and currents, and much of it seemed to collect in the Blood Bay. Many claim that Flotsam was created from the parts of Istar that the Blood Sea could not stomach. This has given Flotsam an eclectic mixture of architecture that borders on the bizarre.

The town is built at the bottom of a vale of rolling hills that end in a collection of bluffs at the water's edge. The town has expanded in a horseshoe shape around the Blood Bay, ending in a massive spur of stone known simply as the Rock on its eastern side.

Many of the buildings, shops, and homes in Flotsam still bear the scars of Malystryx's repeated attacks, although the last six months has seen a resurgence of new construction as the people work to rebuild their homes. During the War of the Lance, the Black Dragonarmy built a tall city wall, which was destroyed by Malystryx and rebuilt during the town's recent minotaur occupation.

OUTSIDE THE TOWN

The area around Flotsam is mostly fallow fields, marsh and scrubland, rising gently up into hilly country. Farms and paddocks that once supplied part of the town's food have been abandoned, although in the past six months many residents have sought to reclaim the farmlands. In winter, snow covers most of the landscape, but never very thick on the ground.

A community of almost 400 gnomes, lead by Gnome Foreman Manifew (N male gnome expert 12), has sprung up about a mile outside of town in a quarry nestled in the hills. Lord Toede has personally welcomed the gnomes into his town, not only because the enterprising gnomes continue to supply him with marvelous clocks and musical instruments, but because they helped rid the town of the minotaur pirates that had taken it over.

Almost 25 miles to the southwest is the ruined elven village of Micah. A disir colony recently infested this almost-forgotten place, giving Lord Toede no end of trouble.

ATTITUDES IN FLOTSAM

Flotsam is an eclectic city of vagabonds, outcasts, scoundrels, rogues, and the dregs of society who could not live anywhere else. It is a common saying throughout Ansalon that 'just as the trash from Istar washed up in Flotsam, so does the trash from everywhere else.'

Given their own origins, and that they have more or less accepted the hobgoblin Lord Toede as their governor in perpetuity, the residents of Flotsam have little issue with individuals of even the most bizarre origin. The truly strange (such as non-humanoid or outsider races) will get some attention, but, once the novelty wears off, the residents go back to their routine.

Most NPCs the characters will run into have an attitude of Indifferent, with merchants and shopkeepers having a Helpful attitude. Behavior, rather than appearance, has the biggest impact on the locals and will determine how attitude shifts from this baseline.

GATHERING INFORMATION IN FLOTSAM

For characters looking to gather information in Flotsam, below is a basic list of what information can be gained, depending on the DC of the roll.

DC	Information
10	The Blood Sea has been restless recently, with numerous stories of ships disappearing, phantom vessels, and other such nonsense. This time, though, there seems to be a thread of truth running through them. Lord Toede misses his old companion, the amphi dragon Hopsloth. Rumor has it that he acquired a clutch of amphi dragon eggs from a group of surly Dargonesti in the past month.
15	Lord Toede continues to receive shipments on a weekly basis from ports as far away as Palanthas. Most of the shipments have been packing crates filled with books and scrolls. Apparently, Toede has the largest library of books relating to rejuvenation, magical healing, and necromancy in Eastern Ansalon.

20	The gossip among the fishwives includes a rumor of a group of hooded, hunchbacked bandits who have been spotted breaking into basements and cellars. None have been captured or seen in the light.
25	A number of sailors have reported sighting a truly hideous creature along the coast, a monstrous whale by the name of Malmanas. The Dargonesti visited recently, surfacing and attending Lord Toede in his manor. They definitely brought him some eggs, and may have made some kind of agreement with him about shipping.
30+	The Dargonesti have a new ruler, and a new goddess—Zeboim, the Queen of the Sea, is their patron now.

The information above is correct for the most part. The Blood Sea has, in fact, been the location of many strange events, many of which are covered in **Chapter Three**. Toede really did acquire some amphi dragon eggs recently, but the “hunchbacked bandits” the fishwives are gossiping about stole them from his manor. These mysterious thieves are disir, members of a subterranean race led by a foul queen who plans to use the eggs to further her invasion plans. See the **An Audience with Lord Toede** on p. 38 and **Ruins of Micah** on p. 40, for more information.

POLITICS IN FLOTSAM

Politics in Flotsam were once an afterthought. Now the town is a maze of bureaucracy. This is most surprising given the history of the town’s government.

During the War of the Lance, Fewmaster Toede, a hobgoblin commander in service to the Dragonarmies, was posted to Flotsam as Highmaster (military governor). His initial rule was cut short, however, when an ill-fortuned kender hunt led to the Fewmaster’s death in a confrontation with an angry dragon.

Fewmaster Toede’s death only proved to be a minor inconvenience to him. Due to political wagers and rivalries in the Abyss, Toede was restored to life and ordered to quest for, and attain, nobility. During Toede’s quest—at which point he began calling himself Lord Toede—he managed to send ancient demons back to the Abyss, overthrew tyrants who had taken control of Flotsam during his ‘death,’ founded a new school of political thought, sponsored research into the ancient Irda, founded a broad-based coalition of races (including kender and gnolls), and managed to retake command of Flotsam. He did indeed achieve the task set upon him, but the Abyss no longer wanted his soul when he was finished, nor did any other god seem willing to accept him into the afterlife.

Lord Toede is now effectively immortal, as it seems impossible to kill the Lord of Flotsam for very long. He has been slain at least a dozen times, and sometimes he has even remained dead (or missing) for up to a year at a time before returning to reclaim control over Flotsam. Although Flotsam has suffered under numerous attacks following the Chaos War, most of the town’s survivors agree that Flotsam is better off with Toede than without him.

THE THIEVES’ GUILD

One of Flotsam’s proudest moments following the Chaos War was when it could finally boast it had gained a proper Thieves’ Guild (the lack of which had always rankled the rogues of Flotsam). The people of the town believe that this has elevated their burglars to a higher class of thievery, even if the primary duty of their Thieves’ Guild isn’t theft.

Flotsam’s Thieves’ Guild is a remarkably honorable organization of rogues, mercenaries, privateers, scoundrels, ladies of ill repute and more than a few kender. They do not engage in the skullduggery common to other Thieves’ Guilds. Instead they have focused on acting as an unofficial constabulary for the town (any thief not a member of the Guild is strictly dealt with), scouts and escorts for caravans traveling to and from Flotsam (ensuring that other thieves don’t steal the goods desperately needed by the townsfolk), and to quickly mobilize and get people to safety if the town is attacked. The Thieves’ Guild also oversees the tax collectors working for the council and Lord Toede, ensuring that collected monies are safely delivered and accounted for.

Silver Fox, an infamous half-elven freedom fighter during the War of the Lance, formed the Thieves’ Guild. Now, so many years later, his daughter Vixen serves as both the leader of the Thieves’ Guild and as an important member of the city council. She continues to manage the Thieves’ Guild for many reasons, not the least of which is to create a legitimate front for the Legion of Steel in the region. About half the members of the Thieves’ Guild are actually Legionnaires, while the other half provide cover for the Legion’s activities. Mayor Aylesworthy and Lord Toede are both aware of this double purpose, though few others on the council are.

The Thieves’ Guild used to be known as the Vigilance Force for many years because of the watch they kept for dragon attacks. Many still like to refer to themselves as such, though everybody in town knows the two are synonymous.

☞ **Thieves’ Guild Agents:** hp 25; see page 178.

THE MAZE OF BUREAUCRATS

Lord Toede has established, with the help of the council, an incredibly efficient (if highly complicated) network of clerks, officials, and signatories in Flotsam that makes it very difficult indeed to actually meet with him. In fact, this is an important feature of Toede’s court, for without the maze of bureaucrats, the hobgoblin wouldn’t have the time to learn as much as he needs to about visitors and residents.

If the characters wish to have any hope at all of seeking information about restoring the corrupt *Tear of Mishakal*, they will need to make their way through the maze. Skill in Bluff, Diplomacy and Intimidation will all be very useful here, as will Gather Information and Knowledge (local). This part of the adventure is definitely intended as a change of pace from combat encounters. Use the Maze Flowchart when running the sequence of events.

ENTERING THE MAZE

Most characters will start the process by asking for an audience with Lord Toede or the mayor. They might go straight to City Hall or walk up to the Rock and attempt to gain entry into the manor. Either way, a sentry or official will direct them to one of the subordinate offices. A DC 15 Gather Information check (hanging around in a tavern or bar for a few hours) will give them the same information. Start the PCs on a random (1d4) Subordinate Office box on the flowchart.

Important Rules: Influencing NPC Attitudes sidebar, Chapter 4: Skills in the *Player's Handbook*; Bluff skill, Diplomacy skill and Intimidate skill, **Chapter 4: Skills** in the *Player's Handbook*.

Each official has a standard abbreviated stat block, given below, which provides all of the important information needed to handle the character's methods. In addition, each type of official takes a certain amount of time to process the heroes' request (and send paperwork along to the next official), which vary depending on which method the heroes use (Bluff, Diplomacy, or Intimidate).

You should generate a basic personality type or quirk from **Table 4-24: One Hundred Traits** in **Chapter 4: Nonplayer Characters** of the *Dungeon Master's Guide* for each official the heroes meet. This will make each encounter different and add a little flavor to the NPC, who would otherwise be just an obstacle. Play up each encounter and be generous with bonuses or ruthless with penalties based on how the scene is playing out.

Beginning with a Subordinate Office, the heroes must decide which form of interaction they want to use to get past the official. Each box on the flowchart has three paths out: one is for failure, another is for success, and the third is for heroes who succeed by 10 or more (or if there are no more officials of that level remaining on the flowchart). Each official has a bribery increment listed (see below). This bribery increment is also the cost of processing fees for each official's office. The heroes must pay this fee or automatically be sent along the fail track.

In addition, the characters may attempt to bribe the official. Use of a bribe will add +1 to any Bluff or Diplomacy check for every increment of value offered, but

also carries with it a 10% chance per increment that the sentries will discover the bribe and be sent to arrest the PCs. (For example, if the heroes pay an underclerk a total of 150 stl—of which 50 stl is for the standard processing fee and 100 stl is bribe—they will gain a +2 on their Bluff or Diplomacy check for that official, but will have a 20% chance of being discovered and arrested.) Use of Intimidation always carries with it a chance of the sentries being summoned, checked at the end of the processing time. In either case, the heroes will need to start at the beginning again after spending a night in Flotsam's jail and/or paying a 250 stl corruption fine or 500 stl threat fine per person involved in the act.

Gather Information can be used by any of the heroes not actively meeting with officials in order to learn more about a specific official or garner helpful leverage. Knowledge (local) can do the same. A DC 20 Gather Information check or DC 30 Knowledge (local) check will add a +4 insight bonus to any skill check made against a single official. Gather Information requires spending at least 1d6 hours in town and spending 5 stl per hour to grease palms; Knowledge (local) doesn't take any time, but is considerably harder.

SUBORDINATE OFFICE

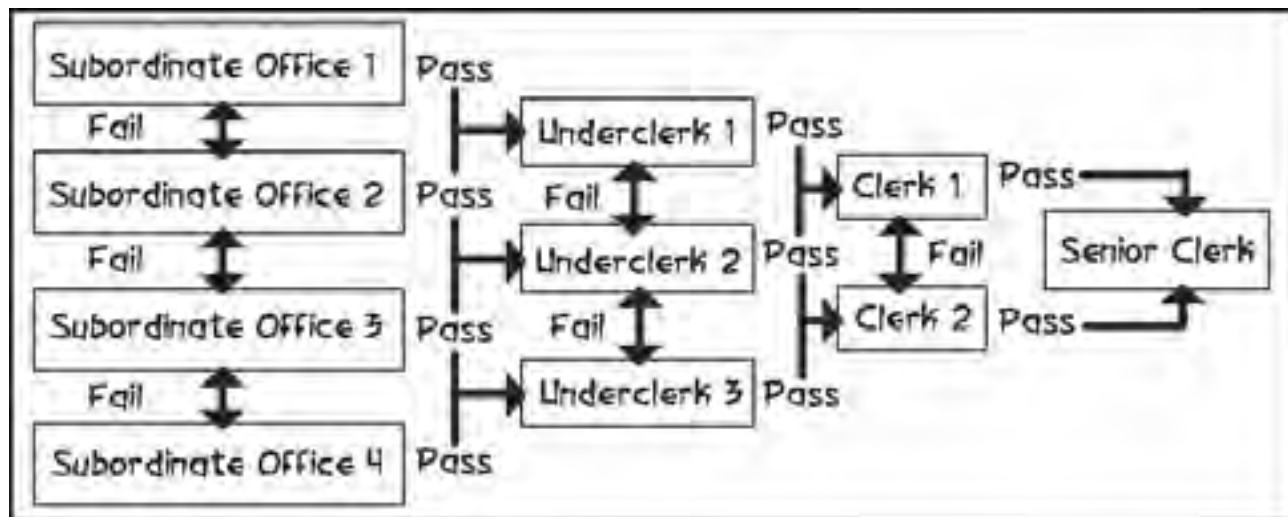
LN human expert 3: Int 11, Wis 11, Cha 11; Fort +1, Ref +1, Will +3. *Significant Skills*: Appraise +6, Decipher Script +6, Forgery +6, Knowledge (local) +6, Knowledge (nobility & royalty) +6, Listen +6, Sense Motive +6, Spot +6. *Bribery Increment*: 30 stl.

Processing Time: Bluff: 1d4 hours; Diplomacy: 1d6 hours; Intimidate: 1 hour (10% chance of arrest)

UNDERCLERK

LN human expert 5: Int 13, Wis 11, Cha 11; Fort +1, Ref +1, Will +4. *Significant Skills*: Appraise +9, Decipher Script +9, Forgery +9, Knowledge (local) +9, Knowledge (nobility & royalty) +9, Listen +8, Sense Motive +8, Spot +8. *Bribery Increment*: 50 stl.

Processing Time: Bluff: 2d4 hours; Diplomacy: 2d6 hours; Intimidate: 1d3 hours (20% chance of arrest)



CLERK

LN human expert 7: Int 13, Wis 13, Cha 11; Fort +2, Ref +2, Will +6. *Significant Skills:* Appraise +11, Decipher Script +11, Forgery +11, Knowledge (local) +11, Knowledge (nobility & royalty) +11, Listen +11, Sense Motive +11, Spot +11. *Bribery Increment:* 100 stl.

Processing Time: Bluff: 3d4 hours; Diplomacy: 3d6 hours; Intimidate: 1d4 hours (30% chance of arrest)

SENIOR CLERK

LN human expert 10: Int 15, Wis 13, Cha 11; Fort +3, Ref +3, Will +8. *Significant Skills:* Appraise +15, Decipher Script +15, Forgery +15, Knowledge (local) +15, Knowledge (nobility & royalty) +15, Listen +14, Sense Motive +14, Spot +14. *Bribery Increment:* 150 stl.

Processing Time: Bluff: 4d4 hours; Diplomacy: 4d6 hours; Intimidate: 1d6 hours (50% chance of arrest)

Ad Hoc Experience Award: While getting to Lord Toede is reward enough, the player characters should also be rewarded for their clever use of skills and talents to negotiate the Maze. For each clerk they encounter that leads them towards their goal, the PCs should be given an award based on their current average party level (APL):

Clerk	Equivalent Award (CR)
Subordinate	APL -3
Underclerk	APL -2
Clerk	APL -1
Senior Clerk	APL

For example, if the PCs manage to get through one of each clerk and their average party level is 8, then they receive the same award to XP as they would have for defeating a CR 5, CR 6, CR 7 and CR 8 encounter.

KEY TO FLOTSAM

Flotsam was once a large, thriving town, and even though it has suffered extensive damage, many of the ruined buildings have been entirely replaced or are in the process of being rebuilt. Only a few, those that may be important in terms of this adventure, are described in any detail.

FL1. CITY HALL

This long building stands two stories high. Of sturdy stone construction, it bears the scorched scars of dragonfire, but otherwise seems solid and strong, with signs of recent repair visible in the scaffolding and, new stonework.

Formerly the barracks for the Dragonarmies during the War of the Lance, following the Chaos War this building was claimed by the citizens and converted to serve as a city hall. From here, the mayor runs the city council, overseeing the day-to-day needs of the town's citizens and keeping the wheels of bureaucracy turning the way Lord Toede has directed.

During daylight hours (between Morning Watch and Twelfth Watch), trials and sentencing are conducted within the building (the town's prison is next door). At night, after Evening Watch, the building is closed down tight, with sentries standing guard at front of the building, directing visitors to return in the morning. Sentries also

patrol the interior of the building, ensuring that thieves (particularly those not associated with the Guild) do not ransack the building, or that spies don't steal sensitive documents.

City Hall is where the player characters will need to come in order to make an arrangement to talk to Lord Toede (see the **Maze of Bureaucrats**, p. 30). Appointments with officials are carried out only when the building is open, so no paperwork is filed after hours.

☞ Flotsam Sentries: hp 18; see page 177.

FL2. THE ROCK

On the eastern side of town, a hill rises above the bay, providing a natural breaker against the tides and storms from the Blood Sea. The hill has been scorched black from years of red dragon attacks, but buildings still stand upon it, rebuilt by the industrious locals. A large manor house topped by an observatory dominates the hill and the town below with its just-finished opulence.

Most of the residents who live up on the Rock are wealthy bureaucrats and senior clerks, or else merchants with considerable assets. A reasonable amount of space has been left between the homes of these residents and Toede's own manor house.

For more on the manor of Lord Toede, see the **Key to Lord Toede's Manor**, p. 36.

Most residents of Flotsam do not know that a section of ancient goblin tunnels leads directly to the Rock, running up to the top of the promontory through natural limestone caves (Climb DC 20 to climb up or down). This is the way the disir invaders from Micah entered the town. The opening is a well-hidden cistern (Search DC 22 to find it) about 300 feet from Toede's manor. The tunnels lead 25 miles underground and to the west to Micah.

FL3. THE JETTIES

This inn is made up of several older homes shoved together, connected by rickety hallways stretching outwards from a larger building in the center. A miniature pier overhangs the door, from which hangs a freshly painted sign: *The Jetties*.

Inside, the inn is clean and quiet, with a nautical theme—fishing nets suspended from the ceiling, various sailing accoutrements fill the corners, stuffed fish mounted on the walls. The air is filled with the scent of freshly baked bread and the yeasty smell of beer. The atmosphere is pleasant, homey, and seems a world away from the broken city.

The Jetties is the largest and best-maintained inn in Flotsam, well known throughout the region for having the softest beds, the cleanest rooms, and the best ales, all available for those able to afford the prices (+10% to costs listed in the *Player's Handbook*).

An aging kender named Bridget Stubbletoes (NG afflicted kender female rogue 5) has recently assumed control over the inn following the retirement of its previous owner. She has worked at the inn for years, serving as the resident maid and cook. Her face bears a number of scars, and though she seems friendly, she is

cautious of strangers. The townsfolk are oddly protective of Bridget, even the roughest types keeping fights outside her establishment. The Thieves' Guild will not tolerate any trouble at the Jetties, nor for Bridget herself.

FL4. MARKETPLACE

The marketplace in Flotsam sees more traffic than anywhere else in the city next to the gambling dens, taverns, and houses of ill repute along the docks. The marketplace is a motley collection of merchants, farmers and fishermen in brightly colored stalls, trying to shout over one another as they hawk their wares.

From dawn until dusk, the market is filled with people milling about, from prospective buyers to beggars and street urchins, who go from person to person asking for charity. Kender and rogues also frequent the marketplace, although always under the sharp eye of the Thieves' Guild and the merchants.

Some places that may interest the characters in the marketplace include:

Aranna the Alchemist: Aranna (N female thinker gnome mystic 8) specializes in creating alchemical concoctions, as well as providing potions to those who seek her out (she can create and sell any potion listed in the *Dungeon Master's Guide*). Uncommon potions (such as *philters of love*) are by order only, requiring 3 days to make and she charges twice the listed value for the service.

Shale's Arms and Armor: A mountain dwarf blacksmith, Shale (LN male Daewar dwarf fighter 5/expert 4) has set up a small forge near the docks. He deals in weapons and armor of all varieties (any non-exotic weapon found in the *Player's Handbook*), can repair armor and equipment, and he sells masterwork weapons for twice listed cost. He can be hired to craft specific items, although he will craft only specific armors (such as the distinctive armor worn by Knights of Solamnia or the Dark Knights) for three times listed cost.

Geon & Loren's Mystical Goods: Geon (CG male human sorcerer 9) and Loren (LG female half-elf wizard 5/White Robe 2) own a shop together tucked away in one of the side roads off the marketplace. They deal in magical items and scrolls, and are very careful to carry only what has been approved by the Thieves' Guild.

Maliak the Shy: Not truly a vendor or storeowner, Maliak is an old beggar of indeterminable race (some claim he's a half-goblin), who sits in a small alleyway and watches the marketplace all the time. He never asks for money, nor does he bother anyone, yet nothing happens in the Marketplace without him knowing about it. He's an excellent source of information for anyone who slips him a few coppers. He's left unmolested in his spot because the Thieves' Guild has extended him their protection.

FL5. RUINED QUARTER

This portion of the city has suffered the most from repeated attacks, and has been left alone until other more pressing restoration projects have been completed. Residents have long since found other places to live, and the only other buildings or establishments of note

that were in this part of town were a temple to Mishakal (converted during the early Age of Mortals to a hospital) and a magic shop (long since looted for anything, and recognizable now only by the signpost in front of the wreckage that depicts the three moons).

There is a very good chance that the **Little Boy** encounter will occur if the heroes venture into the ruined quarter. There is otherwise nothing that makes this part of town more dangerous than the rest, as the Thieves Guild still patrols it at night and the Flotsam council has sentries posted around it during the day.

FL6. BROWN PELICAN INN

Once a popular boardinghouse, the Brown Pelican was used as a shelter from the repeated attacks by dragons during the Dragon Purge, as well as for Malystrix's forays of destruction. It has survived all of those, and is now under new ownership.

Since the return of the true gods, the Thieves' Guild of Flotsam has taken up residency in the Brown Pelican. Here, most days, Vixen can be found going over plans with her closest advisors (most of whom knew her father), while new recruits undergo training in various skills deemed important by the Guild: lockpicking (for freeing prisoners, of course), rope use, climbing walls, appraisal, lessons in etiquette and culture, and many other similar pursuits.

A hidden passage in the basement leads to an underground cavern that once served as a smuggler's den, but was converted into a safe area for people to hide during an attack. With Malystrix gone, the townsfolk hope that the cavern will no longer be a necessary sanctuary, but that is one hope that even the most die-hard gamblers in Flotsam refuse to bet upon.

FL7. SHRINE TO SHINARE

This small building is newly constructed, bearing none of the signs of devastation so common throughout much of the city. Its tall walls are of amber-hued sandstone (not native to the area), with a tall, vaulted roof covered with silvery slate tiles. The building's large iron door is imprinted with a griffon's wing encircled by symbols of prosperity, with statues of a woman holding a set of scales on either side of the doorway.

Built only a few months ago by Zand Zinar, the shrine to Shinare has become the most visited temple in the town. There are other small shrines to the gods throughout the city, although most of them are manned by no more than a single low-ranking priest (the exception is the shrine to Zeboim, on the docks).

The shrine is not only a place of worship, but is also a moneylender and offers accounting services as well as religious services. Besides Zand, who lives in a large home not far from the shrine, the temple is served by four acolytes (LN human cleric 5), 2 accountants (LN human expert 5), and 1 subpriest, Fjona Goldstone (LN female Daewar dwarf cleric 7), who reside within the shrine and tend to both the building and the needs of those who visit.

Healing, magical assistance, and financial transactions can all be found within the temple. It is also a place where

individuals can become clerics. If they approach Fjona and seem genuine in their belief (of whatever god they wish to follow), she will provide them a *medallion of faith* and set them on their path.

☞ Zand Zinar: hp 50; see page 178.

FL8. THE DOCKS

The heart of Flotsam is the dockyard, for here is where the town started. As the town steadily grew the docks were expanded. In the murky waters of the harbor, visible remnants can still be seen of the old piers, destroyed during the attacks that leveled most of the town repeatedly over the last few decades. They stand in stark contrast to the new construction evidenced along the shoreline—the newly built warehouses and the four wooden piers that stretch out over the water.

Those sailors looking for a good time while in port can find numerous gambling halls, small taverns, and houses of ill repute. Unlike much of the city, the docks never truly close down; the music, laughter, and fights along the docks continue unhindered until the early hours of the morning. The Thieves' Guild watch is a constant presence along the docks, making sure that cargos are left untouched.

Currently berthed in the docks are four vessels:

The Bloodied Blade is a minotaur military vessel from Kothas, captained by Captain Kethak Hornblade (LE male minotaur fighter 7/mariner 6). Damaged during an encounter on the Blood Sea, the vessel has sailed into Flotsam for repairs.

The Lucky Maiden, captained by Captain Vanyth Swift (N male human mariner 7/duelist 3), has just delivered cargo from Palanthas and is waiting to pick up new cargo.

The Dark Lady is a large warship aligned with the Knights of Neraka, having pulled in to port for a transfer of personnel and supplies. The captain of the vessel is Commander Viara Malquist (LE female human mariner 6/Knight of the Lily 3).

The Seawraith, a privateer (pirate) schooner owned by the Thieves' Guild, captained by Captain Lucan Kalthor, (N male half-elf ranger 5/mariner 5).

The *Lucky Maiden* is probably the player character's best choice for sea transport, so it is detailed further in **Securing Passage by Ship** on p. 46. The heroes may choose to book passage with the *Seawraith*, especially if they have made connections with the Thieves' Guild, so this contingency is also covered. Neither the minotaur vessel nor the Dark Knight ship will take on the player characters.

☞ Vanyth Swift: hp 65; see page 175.

ENCOUNTERS IN FLOTSAM

While in Flotsam, the characters may spend some time wandering around, restocking their supplies, gathering information and searching for a ship willing to take them to Nordmaar, while investigating a means to restore the *Tears of Mishakal*.

Because nothing truly happens at random in Flotsam, what follows are a number of encounters that can occur at any time you want to inject a little more excitement into the heroes' stay in town. Use them to break up the long wait as the player characters attempt to get an audience with Lord Toede or as hooks into further adventures. Once the heroes have met with Toede, he will have a specific task for them to accomplish, so these encounters should take place before the trip to the ruins of Micah.



ACCIDENT (CR 6 OR 8)

In this encounter, the heroes find themselves in the middle of an accident. The type of accident is determined by the characters' current location:

Collapsing Building (CR 8; any location): The structural support for one of the newly constructed buildings proves to be unsound. As the characters are passing by, they hear an ominous rumbling sound nearby. Allow the characters to make a DC 25 Spot check to notice the swaying building next to them and get out of the way. One round afterward, the building will collapse outwards, towards the characters. All targets within a 15-foot by 15-foot area suffer 8d6 points of crushing damage (DC 20 Reflex save halves the damage).

Spiked Pit Trap (CR 6; any back alley in the southern area of town, or on the Rock): As the characters walk down the street, they unwittingly stumble across one of the old, forgotten defenses Toede added to the city—a spiked pit trap. A DC 20 Spot check will notice the unstable looking flagstones and a DC 20 Disable Device check will neutralize the trap. Otherwise, as the characters walk over the section of road, the ground opens up beneath them in a 100-foot drop (10d6 falling damage) onto iron spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 piercing damage each). A DC 20 Reflex save will allow a character to spring to safety.

LITTLE BOY (EL 9)

As the characters are walking through one of the ruined portions of town, they hear a low, choked sobbing, as if a child were crying. A DC 25 Listen check will enable the characters to track the sound a burned down shack. Inside sits a little boy, crying brokenly as he shifts through the rubble.

He appears to be a young human child, perhaps no more than 8 or 9 years of age, dressed in a simple peasant's smock and leggings. If the characters ask his name, he will tell them that his name is Gib. If asked where his parents are, he will say they have gone away and he can't find them, but maybe after he finds Husker, he can go find them. Husker is the name of Gib's toy bear.

The little boy is really a ghost who died years ago during one of the attacks Malystriyx made against Flotsam. He ran away from his parents during the confusion of the attack so he could get the bear he had left behind. He died when the house collapsed, never finding his bear. Now his body is buried underneath the rubble of the hut, along with Husker.

Gib will beg the characters to help him save Husker, because the wicked ones are tormenting him. If the characters ask, Gib will tell them that the wicked ones are like Husker, except that Husker's good and the wicked little ones are ugly and mean. In Gib's mind, the dolls are as alive as any other person (he doesn't realize that he himself is dead).

Any cleric character or a mystic with the domain of Necromancy may make a DC 20 Wisdom or Knowledge (religion) check as the little boy speaks. If they succeed on the check, they will realize that Gib is a restless spirit.

If the characters agree to help, Gib will clap his hands and smile brightly. He will tell the characters that Husker is being held captive beneath the hut, but that the door leading into the cellar is blocked by rubble that he can't move. Clearing the rubble away will reveal a heavy stone door set into the floor, half-hidden beneath the tattered and rat-eaten remains of a wool rug.

• **Stone Trapdoor:** 4 inch thickness, hardness 8; hit points 60; Break DC 28.

Opening the trapdoor reveals a small cellar beneath the hut, the air musty and still. Heavy cobwebs hang everywhere, and one can hear the sound of rats scurrying below. The cellar isn't very large, perhaps 10 feet by 10 feet and 10 feet high. The ladder leading down into the cellar has mostly rotted away and doesn't look strong enough to support the weight of anyone heavier than perhaps a kender.

If a light is shone down into the cellar, the characters will be able to see a bunch of dolls scattered across the floor. A toy bear seems to be lying in the middle of the other dolls, the yellow fur visible even beneath a layer of dirt and grime. When Gib spots the bear, he will squeal and point it out, begging the characters to hurry and rescue Husker before the wicked ones get her.

Going down into the cellar will require careful maneuvering (or the use of sturdy rope). Unfortunately the first person down there will also be the first victim of the kani dolls.

• **Gib, Little Boy Ghost:** hp 12; see page 177.

• **Kani Dolls (11):** hp 11; see page 177.

Tactics: If a turning/rebuke attempt is made against Gib or if he is attacked he will use a combination of his frightful moan and horrific appearance supernatural qualities as he screams in terror and disappears. Otherwise, he will not harm the characters.

The kani dolls will lie quiescent until the first character is completely in the cellar. At that moment, the kani dolls will surge to life and gang up on the hapless character. The kani dolls will seek to focus on one or two individuals at a time, combining their efforts to bring those victims down before moving on to another victim. The dolls will cackle and chatter eagerly as they attack, causing Gib to yell in terror (which in turn causes him to instinctively *frightful moan*, which may have a negative effect upon the characters).

Development: If the characters manage to "save" Husker from the kani dolls and give him back to Gib, the little boy will clutch the bear to his chest with a cry of delight, fading away with the bear as his spirit is swept away along the River of Souls to rejoin his parents.

Treasure: Hidden behind a stone in the floor of the cellar (requiring a DC 25 Search check to find), the characters will find a large leatherbound book—the spellbook that once belonged to Gib's father, a hedge mage who specialized in creating children's toys. The spellbook will contain the details of how to craft kani doll charms, as well as the spells: *bear's endurance*, *bull's strength*, *cat's grace*, *fox's cunning*, *owl's wisdom*, and *protection from evil*. The spellbook is worth about 7,500 steel pieces.

PRESS GANG (EL 9)

The minotaur vessel *The Bloodied Blade* is currently in port, and is looking for a few good men (or women) to serve as crew members—whether they wish to serve or not.

The press gang will attack only if there are no others about, waiting to catch the party either individually or in a back alley. They are not attacking to kill, but to subdue and capture, so will use saps and clubs in order to knock their opponents out cold. If they are attacked, however, they will turn to lethal combat.

Creatures: The press gang consists of 4 minotaur sailors who will seek to deal with each character on a one-on-one basis, plus 2 additional minotaurs that will keep an eye out for the Thieves' Guild watch and who will provide support, if necessary, to their companions.

☞ **Minotaur Sailors (4):** hp 36; see page 177.

☞ **Minotaur Support (2):** hp 23; see page 178.

Tactics: The minotaurs will attempt to overrun the characters, looking to take them quickly by surprise and knocking them unconscious. The minotaurs wield saps and clubs, but will pull their blows to inflict nonlethal damage. On the other hand, if they believe their own lives are in danger, they will drop their saps and clubs, instead pulling out their swords and switching to more lethal combat.

Those knocked unconscious by the minotaurs will be quickly picked up, wrapped in a cloak, and tossed over a shoulder to be hauled back to the ship.

Development: You may choose to have this encounter occur if the party separates, leading to one or more of the PCs being captured and forcing the others to mount a rescue before the ship sails out of port. If you choose this path, use the map provided for *The Lucky Maiden*. The characters will be held in the hold (LM10).

Ad Hoc XP Award: If the characters manage to negotiate their way out of the combat with a Diplomacy check of Friendly or Helpful or with a successful Intimidation check, award them experience appropriate to an EL of 7.

KEY TO LORD TOEDE'S MANOR

Eventually, the player characters are going to either succeed at gaining audience with Lord Toede or find a way to get to the Rock and infiltrate the manor. If the former is true, sentries posted around the manor and on the grounds will be aware of the heroes' imminent arrival and the Chamberlain will have them shown in the front door.

If the latter is true, however, or if the player characters are otherwise sneaking about the Rock in hopes of getting to see Toede without going through the bureaucrats, they will very quickly encounter Lord Toede's various defenses.

Unless otherwise noted, assume the following to be true for Lord Toede's manor:

- Internal walls are superior masonry (1-foot thick, hardness 8, Break DC 35, 90 hp) and ceilings are 8 feet high.
- Oil lamps mounted in brackets beside each door and in each corner light all hallways. Hanging chandeliers

holding candles light most large spaces, with oil desk lamps providing illumination in others.

- Standard doors are made from wood (hardness 5, 15 hp, Break DC 16) and unlocked on the ground floor, but locked on the second floor.
- Windows are leaded with glass inserts (hardness 1, 3 hp, Break DC 13) and let in plenty of light during the day. They are big enough for a Small or Medium creature to climb into, but not a Large or larger creature. In addition, breaking a window makes a lot of noise (DC 10 Listen check for any sentries within 100 feet).

MANOR GROUNDS AND GARDENS (EL 10)

Toede has sought after and acquired a cadre of very capable gardeners and landscapers from around Ansalon, who care for his many exotic trees, shrubs, and other plants. A groundskeeper, Vinzendo, takes care of most odd jobs around the manor and doubles as the kennel keeper for Lord Toede's "puppies" (six hellhounds).

Creatures: Eight sentries are usually patrolling the manor grounds at any one time, day or night. The "puppies" are unleashed but trained to stay within the grounds and work alongside Toede's mortal guards and Vinzendo himself.

☞ **Vinzendo:** hp 20; see page 177.

☞ **Hell hounds (6):** hp 22; see *Monster Manual*.

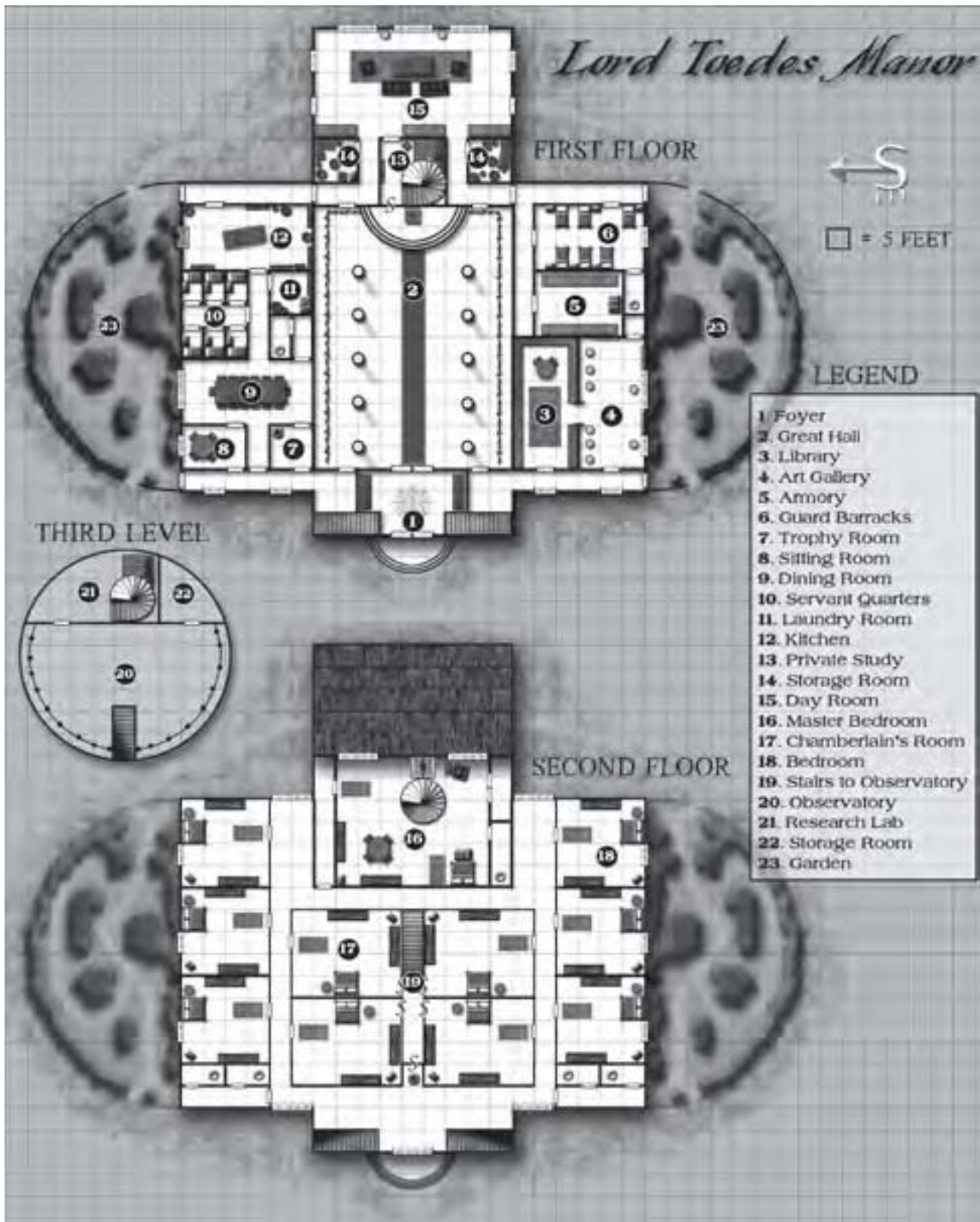
☞ **Flotsam Sentries (8):** hp 18; see page 178.

Development: If the heroes plan on sneaking into the manor, they have a number of options. Assuming they can avoid the hell hounds and sentries, they can attempt to break into the ground floor through a window or scale the side of the manor (Climb DC 15, 10 feet). They could try to bribe or take out some of the sentries (2 each at every door into the manor). Or they could use magic to get themselves inside, whether *invisibility* or *teleport*. You are encouraged to let the heroes make plans and carry them out—much of the fun of locations like Lord Toede's manor is in trying to breach the defenses.

GROUND FLOOR (EL VARIES)

This level of the manor is where most of the day-to-day activity takes place, at least for Toede's servants and staff. Audiences, banquets, and other events are held in the great hall, which is a lavishly decorated chamber lined with marble busts, paintings, and tapestries—all depicting the manor's hobgoblin master in glorious finery. Even the hallways and doors are decorated in the latest styles of the rich and famous, including cherrywood panels, white plaster, and ornate fixtures cast from steel and brass.

Locations of interest to the heroes on the ground floor include the day room (LT15, for smaller, informal gatherings and counsel), the armory (LT5, equipped with masterwork weapons and armor for the sentries, as well as several non-magical ceremonial suits of armor belonging to Toede), and the library (LT3, which is extensive but incomplete—the books that deal with rejuvenation and necromancy are kept in Toede's research lab on the third floor). Lord Toede's private study (LT13), located at the




base of the spiral stairs leading to his bedchamber, is where he keeps his personal seals, unfinished documents, and other administrative items.

Creatures: The ground floor is patrolled at all times by armed sentries, who have their regular rounds in the hallways and stand outside the grand hall every hour of the day or night. Any commotion, loud noise or sounds of battle or trouble sends them running to the source of

the disturbance. Lord Toede has other help, of course, just in case his sentries aren't up to the task—two invisible stalkers are on hand—one in the great hall (LT2) and one in the day room (LT15). They have been instructed to apprehend or incapacitate any newcomers unaccompanied by manor staff.

☞ Flotsam Sentries (8): hp 18; see page 177.

☞ Invisible stalkers (2): hp 52; see *Monster Manual*.



Development: For details on the meeting with Toede, see **An Audience With Lord Toede** on pages 38 and 39. The heroes may have broken into the manor or have passed through all the proper channels, but, either way, they're now in the manor and the adventure progresses. They may elect instead to sneak about and look for information they need, which is up on the third floor. If caught, they are brought to Toede.

SECOND FLOOR (EL VARIES)

The second floor is primarily devoted to bedrooms and living quarters. Only the Chamberlain and Toede actually use the rooms, however—the other bedrooms on this floor are for guests of the lord of the manor. If the heroes have been extended Toede's hospitality, they will be given their own private room (LT18), although a pair of sentries will be posted outside of their doors.

Creatures: Sentries are posted routinely on this level only at night, with the exception of the hallway to Toede's bedchamber (LT16) and the top of the stairs above the foyer. The statue in front of the secret door leading to LT19 is actually a stone golem crafted to look like a stylized representation of Toede himself. Like the invisible stalkers of the ground floor, the golem is tasked to prevent any unknown individuals from using the secret door.

☞ Flotsam Sentries (8): hp 18; see page 177.

☞ Stone golem: hp 107; see *Monster Manual*.

Development: During the day, characters that move around on the second floor without being accompanied by either sentries, the Chamberlain, or Toede, will be stopped and questioned. If they are legitimate guests, they will be told politely to go downstairs or stay in their rooms. If they are intruders, sentries will call for assistance from their colleagues or from the stone golem if the situation looks beyond their abilities. Any heroes captured or incapacitated by the sentries will be taken to Toede.

At night, the security on this level increases; under no circumstances should the heroes be moving about—guests or no.

THIRD FLOOR (EL VARIES)

The third floor of Lord Toede's manor is an observatory, and can be reached only by the secret passage on the second floor or Toede's private stairs. The telescope is a complicated apparatus of mirrors, lenses, cogwheels and tubes that allows him to watch the heavens, track the movements of comets and wandering stars, and chart out forecasts of his possible future. It has a single large chair, with winches and levers mounted beside it to align the lenses and point them at desired locations.

Characters with at least 5 ranks in Knowledge (arcane) or Knowledge (the planes) will see the merit in such a device. Any research or study relating to these disciplines gains a +2 bonus if access to the telescope is given. The thinker gnome, Ticktock, who aided Lord Toede in building the observatory years ago is presently having trouble with his primary responsibilities in Nordmaar (see **Chapter 4**). The telescope is very fragile (lenses have hardness 1 and 3 hp, Break DC 10), and the gnomes who

reside in the quarry outside of Flotsam haven't a clue how to repair it if it is damaged, Toede has made every effort to guard it.

Creatures: This is where Togo, Lord Toede's shield guardian, resides for much of the time. Togo knows that his master (who wears the amulet to which Togo is bound) is the only one who is supposed to be up here. Even the Chamberlain and sentries don't venture upstairs. If Toede is present, Togo stands absolutely still in area 20 by the door to area 21. If Toede is not present, Togo remains still for three rounds, assessing any intruders, before springing to the attack.

☞ Togo, advanced shield guardian: hp 130; see page 178.

Development: LT21, which is Toede's research lab, contains a wealth of magical and arcane components. None of them are much use to Toede, who is but a dabbler, although a wizard or sorcerer can replenish his or her supply of components easily given an hour of access to the room. In addition, the books, scrolls, and other materials filling this room contain sufficient research practicum to satisfy any arcane study of necromancy, conjuration, or transmutation a wizard would normally gain from a Tower of High Sorcery (*DRAGONLANCE Campaign Setting*, page 74). It is also possible for research to reveal the means to cleanse the Tear of Mishakal (see the "Secret of Renewal" on page 45).

Traps: Without Toede being present, any character that searches LT21 for writings or scrolls has a 25% chance per hour of stumbling across one of several items engraved with a magical trap.

☞ Sepia snake sigil trap: CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28.

Treasure: In addition to the spell components and other useful research items, Toede's collection includes a number of arcane and divine spell scrolls, as follows:

- Arcane—*false life*, *ghoul touch*, *vampiric touch* (caster level 6th)
- Arcane—*magic circle against chaos*, *summon monster II*, *summon monster III* (caster level 6th)
- Divine—*cure moderate wounds* (2), *cure serious wounds* (caster level 6th)
- Divine—*cure blindness/deafness*, *lesser restoration*, *restoration* (caster level 7th)

AN AUDIENCE WITH LORD TOEDE

One way or another, the player characters should find their way to Lord Toede. They will be brought before him in the great hall.

Creatures: Lord Toede is in the great hall. Beside him, as always, is his Chamberlain, along with at least two sentries, who will remain at their posts beside the door to the chamber. If the characters are brought before Toede because they broke into the manor, there will be two more sentries standing to each side of the throne, along with one additional guard for each player character.

☞ Lord Toede: hp 120; see page 177.

☞ The Chamberlain: hp 51; see page 175.

AN AUDIENCE WITH LORD TOEDE

THE player characters can present their case, ask questions, or make requests of Lord Toede, while he listens intently. What follows are the answers to most of the common questions or topics that the heroes may ask. Use them as a guideline to conduct the audience.

How are you still alive? What happened to you?

“Lord Toede regrets that he still has much to do in the world and despite the pleadings of the gods, he must decline their offer of life in the hereafter so that he may continue to serve the people of Krynn.”

What do you know about restoring a corrupted artifact?

“Lord Toede is one of the foremost experts on rejuvenation and healing in Ansalon, and has collected numerous texts and rare treatises on the matter for his private collection. At least one of his books has a lengthy article on removing the taint of corruption from a holy item.”

Can we visit your library or perform research here at the manor?

“Lord Toede would be delighted to afford you and your companions every opportunity to make use of his library. However, he is presently engaged in a matter that is most urgent and presses upon his time, and is afraid that without a solution to his problem he is quite incapable of extending his library to you.”

What problem is it?

“Lord Toede very recently acquired a half-dozen

dragon eggs at great personal cost, but they have been stolen. He is very distressed, and only has a few clues regarding the identity of the thieves. Our Thieves’ Guild, which is the envy of many cities in Ansalon, has provided His Lordship with one reliable piece of information—the reputed hiding place of the thieves.”

Where is this hiding place?

“Less than a day’s ride from Flotsam, to the west, is a ruin known as Micah. The bandits are no doubt gathering there, preparing to sell His Lordship’s precious eggs off to unscrupulous criminals. Surely a brave party of adventurers has nothing to fear from a band of robbers and ne’er-do-wells.”

What do you want from us?

“Lord Toede merely asks that you travel to Micah, recover his dragon eggs and return with them to Flotsam. If you rid him of the bandit problem, he will grant you hospitality in the manor and unlimited access to his private library as a reward for your services.”

What has happened to the Dargonesti?

“Lord Toede is a master diplomat and skilled politician, and does not usually have time for sea barbarians like the Dargonesti. However, they were kind enough to provide him with his dragon eggs, so he has gratefully paid them substantially. He has not noticed anything wrong with them.”

☞ Flotsam Sentries (variable number): hp 18; see page 177.

When the player characters are brought before Lord Toede, whether through the established channels or by being caught snooping, read or paraphrase the following:

Surrounded by all the finery his money can buy, Lord Toede of Flotsam sits upon his throne. He looks like a drooling white raisin. Incredibly old—older than any hobgoblin has a right to be—the former Dragon Highlord speaks in barely audible murmurs. These are further muffled by his fur-lined robes or drowned out by the clink-clink of the ostentatious rings and bejeweled trinkets he wears. A lanky man in well-tailored livery stands beside the throne, wearing a ridiculous cloth cap and fastidiously adjusting Toede’s accoutrements every few minutes. This is the Chamberlain, Toede’s mouthpiece and major-domo. He clears his throat when you enter.

The Chamberlain repeats in a thin reedy voice everything that Toede says. Anybody within 10 feet of Toede who succeeds on a DC 30 Listen check can also make out Toede’s words, but in most cases the Chamberlain is repeating them verbatim.

Lord Toede has learned enough about the heroes, (assuming they have been in town for more than a few hours) that he is familiar with each of them and their basic skills or traits. He doesn’t seem at all concerned by their presence in Flotsam, even if they are now before him as intruders. He is, however, very interested in what they want.

Read or paraphrase the following if the heroes made their way to Toede legitimately (using the **Maze of Bureaucracy**):

Toede’s shriveled lips move slightly and the Chamberlain nods in response, saying “Lord Toede gratefully acknowledges the presence of such an august and polite troupe of adventurers. He admires your willingness to act in accordance with his



laws, as he is a scholar in legislation and very fond of it.” Toede murmurs again. “Lord Toede invites you to present your request to him, so that he might deliberate upon it and give you his answer.”

Read or paraphrase the following if the heroes are in front of Toede because they broke into his manor, burst into the Great Hall uninvited, or otherwise avoided the bureaucrats:

Toede’s tiny wrinkled fingers tap impatiently on the arms of his throne as the Chamberlain adjusts his master’s robes, trying to make Toede look suitably menacing. He mutters something, which the Chamberlain relates. “Lord Toede is most displeased at your careless disregard for order and administration, doubly so as it was he who created the process of requests, and circumventing it is a grievous insult to Lord Toede’s honor. “That said, he admires your tenacity, cunning and skill. Lord Toede is willing to suspend potentially fatal judgment in order to hear what it is you want of him.”

Refer to the “An Audience with Lord Toede” on page 38 for information on how to conduct the audience with Lord Toede, answers to questions the players might ask, and information on what Toede wants the heroes to do.

Development: Ideally, Lord Toede would like to relieve the heroes of the burden of their various artifacts and magic items, such as the *Tears of Mishakal*, the *Key of Quinari* and the *Dragonlance of Huma*. He offers to keep them safe here at the manor for the time being, but will not put up much of a fight. He has the Chamberlain give the heroes anything reasonable for their journey—the council of Flotsam gets charged with the bill, of course.

If the heroes do anything rash, like attack the Chamberlain or Toede, sentries will rush to their aid. In addition, two rounds after combat begins, Togo, Lord Toede’s shield guardian (see the **Third Floor** description of the Manor), will arrive to join the fight. A round after that, any invisible stalkers still active on the ground floor will come to Toede’s aid.

If the heroes continue to cause trouble, and the situation begins to fall apart, you might consider allowing the heroes to escape (assuming they aren’t killed) and have the Thieves’ Guild aid in getting them out of town. One of Vixen’s agents, hearing about the character’s plight, could get them the information they want about the means of ridding the corrupt *Tear* of its taint, but the players should generally not be rewarded for foolish behavior.

Ruins of Micah

Micah is a sunken ruin on the edge of the Blood Sea. It is avoided by the ogres of Kern and considered by scholars to be nothing more than a broken reminder of the once-mighty Silvanesti empire of old. It has earned a reputation for being an eerie place, one that regularly unnerves travelers who stop to rest nearby.

Micah is currently the site of a disir nest, including an ambitious queen and her warriors. Lord Toede has learned that the individuals who stole his amphi dragon eggs have made Micah their base of operations, but he has no idea that these individuals are an invasion force of hideous, insectile marauders bent upon the conquest of the surface world in the name of Morgion, god of pestilence. The heroes are about to find this out for themselves.

HISTORY OF MICAH

Prior to the rise of the empire of Istar, Micah was an elven city on the edge of Silvanesti lands. It was built with impenetrable white walls raised and shaped by wild magic before the gods of magic passed knowledge of High Sorcery down to mortals. Spires of white stone soared over the eastern end of the city. Pearlescent, the spires changed colors slightly in the late hours of the day. Despite its proximity to the ogres and human barbarians of the north, the city of Micah stood as a bastion of light.

During the Second Dragon War one of the magical *dragon stones* found its way into the elven city. It is unclear how it came to be there, whether carried by dwarf, elf or human, but the stone ended up in the possession of Micah’s ruler and was locked away deep below the glistening white towers. When the spirits of the ancient dragons that were bound within the other *dragon stones* escaped their prisons, the fifth remained trapped below Micah, wrapped in primal sorcery.

As the dragons of darkness started their campaign against the elves of Silvanesti, Micah was one of their first targets. Armies of bakali lizardfolk and ogres descended upon the small city, but were unable to breach the magical walls or damage the magical stone towers. The elves of Micah dared to hope that an army of elves from the south would come to liberate them. It may well have happened, if the fifth dragon spirit had not broken out of its magical cell. A great explosion occurred below the towers and the entire city caved in. The destruction dispelled many of the magical wards and the city was overrun.

The final dragon spirit escaped. Except for the magical white stone of the walls and towers, the city was largely destroyed. Over time, the Sea of Shifting Sands buried the elven settlement and wiped it from history.

During the Reign of Istar, a second city named Micah arose further north, founded by human settlers who had kept the elven lore of glassmaking. This art was used extensively in this Istarian city, giving it the nickname “the City of Glass”, but when the Fiery Mountain struck Istar, this second Micah sunk beneath the waves.

In the violent years after the Cataclysm, the ruins were discovered by a horde of goblins looking to escape the destruction of the lands to the north. They had fled



through the catacombs that ran beneath the region and discovered the ruins of Micah quite by accident. Unfortunately for the goblins, they also uncovered the city's ghostly residents. The goblins partially excavated the ruins, but the unquiet spirits caused them to flee.

An expeditionary force of disir, seeking a place to establish a nest, surfaced in Micah via the same tunnels the goblins had used. The disir queen had her shaman, a priest of Morgion, drive back most of the ghosts so that she could prepare her dark breeding chambers.

Scouts sent into Flotsam to assess the natives returned with word that a clutch of dragon eggs had arrived in the town. Keen to experiment with the eggs, the queen had her scouts steal them from under Lord Toede's nose. She has vile plans for the eggs, unless the heroes can prevent them.

GETTING TO MICAH

The ruins are 25 miles to the west of Flotsam, a fairly uneventful journey. The trip can be spiced up by the

introduction of a random encounter or two, especially if you believe the player characters could do with the additional experience. However, they have some significant challenges ahead of them in Micah, so consider giving them of a break.

If a random encounter is desired, check three times during the journey. The chance is 20% during the day or 30% at night; roll on the following chart for the specific encounter.

Die Result	Creature Encountered	Average EL
01-20	Behir	8
21-45	Chimera	7
46-65	Gargoyles (1d3)	6
66-90	Ogre band (1d4+1)	6
91-00	Phase spider pair (2)	7

All encounters are standard; statistics may be found in the *Monster Manual*.

KEY TO THE RUINS

The ruins are partially buried beneath the hard earth that slopes downwards at an angle. The approximate depth of each section is noted on the map. All floors are sloped and are covered in loose sand or gravel in places. Any attempt to run or make a charge action in combat requires a DC 10 Balance check. Failure indicates the character may still act, but cannot run or charge that round.

The following is also true of the ruins of Micah:

- Ruin walls are smooth white stone magically strengthened by the elves of another era (hardness 16, 360 hp/10-foot by 10-foot section, generally 5 feet thick between rooms, Break DC 70, Climb DC 30) or natural sandstone rock (hardness 8, 270 hp/10-foot by 10-foot section, Break DC 50, Climb DC 20). Ceilings are usually 20 feet high.
- Areas are lit by a soft light from the magically treated walls of the ruins, providing shadowy illumination in most rooms and tunnels.
- Roadways are lined with flagstones cut from white stone or marble and are ten feet wide.

RM1. BROKEN PLAZA

When the heroes arrive at the ruins, read or paraphrase the following:

At the base of a low hill near the coast, a wide curving wall of pure white stone marks the boundary of an ancient ruined town. The walls, like the ruins themselves, seem to disappear at the far end into the hill and beneath the ground, as if the land itself was in the process of consuming it. A road paved with bleached flagstones enters through a gate and winds through crumbled buildings. Pieces of once-mighty structures are scattered about like the toy blocks of a giant child. There is no sound.

This was once a magnificent plaza, site of a great many fine elven residences and homes. Much of the white marble has been looted and taken from the ruins, leaving only the empty shells of buildings and a pile of goblin corpses.

A DC 25 Search check uncovers, in a narrow causeway between two buildings. They are relatively recent, perhaps 3 days old. Nearby, some kind of chitinous husk, sticky to the touch and the size of a breastplate, lies partially beneath another goblin body. This is from a disir, one of several that attacked and killed a goblin scout party, but the players cannot determine much from the husk.

If *Speak with Dead* or some other form of divination or detection is used on the goblin corpses or the husk, the characters will be able to learn that the goblins came into the ruins at night looking for somewhere to camp and were attacked by something they couldn't see. One of them managed to deal a severe blow to an assailant, breaking away some of its armored plating (the husk). The battle was over almost before it began.

RM2. BURIED GARDENS (EL 10)

This chamber was once a beautiful elven garden. The explosion that caused the city to collapse tore through here and killed most of the plant life. Now, it is a bizarre shadowy remnant of what it was, as spectral images of the lush trees, flowering plants and bushes flicker in and out of sight.

This room is avoided by the disir, whose shaman drove back the restless elven spirits from the other rooms but saw no purpose in doing so here. Characters that walk through the incorporeal garden will attract the attention of the chamber's primary resident.

Creatures: A treant named Feolildas once tended the gardens for the elves of Micah, and still does—as a ghost. The creature has endured years of this unceasing existence, even with the coming of the One God's storm, which served only to anger him more.

☞ **Feolildas, ghost treant:** hp 45; see page 176.

Tactics: Feolildas manifests as he attacks, making use of his horrific appearance before closing the distance with the heroes. His preference is to employ *corrupting touch* on warrior-type characters. He will not attack elves, concentrating all of his efforts on other opponents, unless the elves attack him first.

Feolildas can also manifest the spectral trees and plants in the garden, just as he would animate a tree when he was alive. He does this as a last resort, however.

RM3. RUINED TEMPLE (EL 9)

This was the location of Micah's primary temple to Branchala (or Astarin, to the elves). The white marble façade still stands, decorated with cracked and chipped representations of the Bard King's harp symbols and icons of beauty and literature. The interior of the temple, however, is now just a hollowed-out shell, littered with marble chunks. It currently serves as a lookout point for the disir nest.

Creatures: The disir have posted a unit of scouts, with tyin grunts to help them with potential intruders.

☞ **Disir rogues (4):** hp 40; see page 176.

☞ **Tyins (2):** hp 26; see page 178.

Tactics: The tyins are sent out first, to get close enough to use their acidic spit upon the heroes. The disir warriors move along the outside of the area, hoping to flank the player characters and make use of their sneak attack abilities. If the battle seems to be going badly, the disir abandon the tyins and head east to RM5.

Treasure: The temple used to be protected from looters by restless elven spirits, but these have been driven off by the disir. A DC 20 Search check will uncover four foot-long steel reliquaries inside the temple itself, each worth at least 900 stl pieces to a collector. Inside one of the reliquaries, among the desiccated contents, is an *amulet of natural armor +1*.

RM4. SUNKEN MARKETPLACE

When the spirit of the fifth dragon stone was released during Micah's fall, the city's marketplace was the first to suffer the effects. A great crack opened in the middle of the

traders and merchants, plunging them and their wares into the earth below. Chunks of the fallen towers rained upon the rest of the area. It is this crack that provided the disir with access to the ruins.

Anybody that chooses to climb down the 30 feet into the crack (DC 20 Climb check) will find that it has been blocked by a thick, sticky organic substance like webbing or mucus (hardness 5, hp 100, Break DC 22, takes double damage from cold). Discarded husks of disir eggs and other detritus have been thrown down into the pit, as well as the remains of other hapless adventurers and explorers who have stumbled upon the nest. The base of the pit is a roughly circular area with a 50-foot diameter.

Creatures: While there are no creatures living in the market proper, the disir keep several oozes at the bottom of the pit in order to maintain both the mucus plug and eliminate vermin.

☞ **Ochre jellies (3):** hp 69; see *Monster Manual*.

Development: If the heroes manage to defeat the oozes, and break through the mucus plug, they will find that the pit continues another 20 feet down into an ancient goblin tunnel, much like the ones in the Desolation. This is the means by which the disir first found the ruins. Since then they have also used the tunnel to gain entrance into Flotsam (via the caves beneath the Rock). The heroes may decide to use this as a means of egress from Micah if they like; the journey back includes 25 miles of goblin tunnels, similar to those described in Chapter One.

Disir can naturally pass through the mucus plug thanks to their ooze secretions. It takes a disir 2 rounds to fully move through it, and for the first round it loses its Dexterity bonus to AC. For 6 rounds after a disir passes through, another character can follow without needing to break it, but will take 1d6 acid damage from the disir's ooze.

RM5. SHATTERED AVENUE (EL VARIES)

This long, sloping area of roadway is characterized by large, flat flagstones torn up and broken by the collapse of the city. From here, the heroes can see the enormous pillars of white marble that were once the spires of Micah, as well as look down at the circular roadway that surrounds them.

Creatures: This road is dangerous, as it is well-guarded by disir warriors who serve as the next ring of defense for the nest. If the characters have arrived here in pursuit of the disir scouts, they will find that the scouts have reinforcements. Whether or not they are joined by the scouts, the disir in this location will present a unified front.

☞ **Disir warriors (6):** hp 32; see page 176.

Tactics: The road area features several large, 5-foot to 10-foot tall slabs at odd angles to each other, which the disir use as cover from ranged attacks. Each disir will move quickly between areas of cover until closing the distance, then moving in to strike.

Any disir scouts who have retreated here and regrouped will continue to attempt flanking maneuvers in order to get the most of their sneak attack abilities.

RM6. LOST ROAD

When the goblins excavated some of the ruins early in the Age of Despair, they stumbled upon this stretch of roadway shortly before the spirits of Micah rose up against them. Although it looks no different from any of the other flagstone-laid streets in the ruins, this road is unique.

Any character that stands with both feet on the road (rather than just placing one foot on it or crossing it in some other fashion such as flying or jumping over it) is immediately *teleported* to the junction of the road and the circular roadway around the pillars in RM7. However, no magic items (such as wondrous items, magical weapons and armor, rings, spell scrolls, etc) are transported with him. This is sure to inconvenience the player characters, although they might think of some means of using this to their advantage (removing a cursed magical item, for example).

The teleportation system was originally intended as a means of getting the residents of the city to the center, but most of it was rendered inactive when the city fell. This road is the only road in Micah that still operates in this fashion.

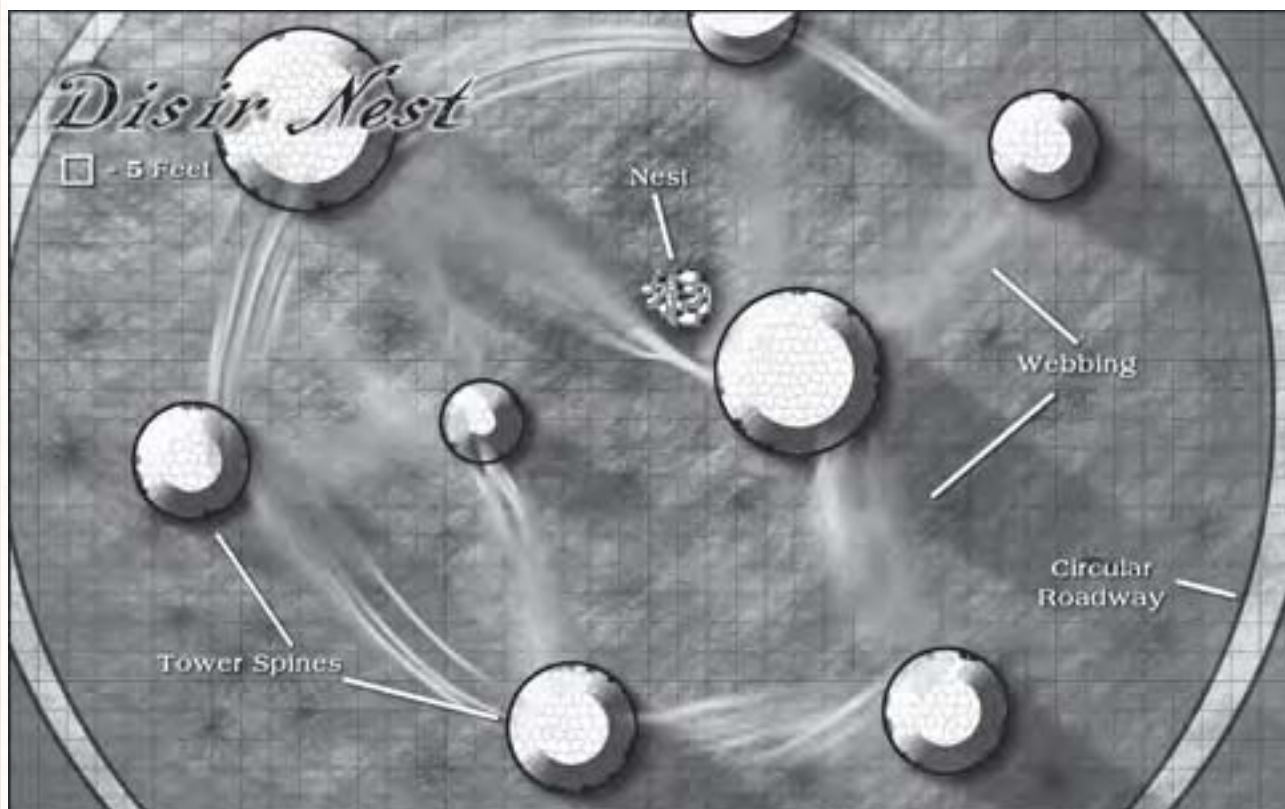
RM7. SUNDERED PILLARS (EL 12)

This area, formerly the base of the tall white towers of Micah, is enclosed by a roadway and visible from anywhere up the slope of the ruins. They were the core support pillars of the towers, which have either fallen about them or were destroyed in the explosive collapse of the city. Each pillar is a solid column of white stone, which reflects a beautiful rainbow of flickering colors if light is shone upon it. Deep cracks crisscross each pillar, however, giving the impression that they are not as stable as they once were. The pillars support a sandstone roof one hundred feet above.

Clustered at the base of the pillars, in the very center of the area, is the disir nest. From here, the queen sends out her disir warriors and scouts to do her bidding, while she concentrates on producing another generation of powerful insectile invaders. Thin, filmy sheets of web-like curtains have been put up between the pillars, keeping the queen and her larvae out of sight.

If the heroes pass through the curtains and into the nest proper, read or paraphrase the following:

The thick, heady smell of musk and the sharp tang of acid commingle in this nightmarish place. Surrounded by filmy curtains of webbing and hunched over a thick mass of writhing larval forms is a creature at least three times as large as a man, armor plated and glistening with ooze. Its head, enormous and wasp-like, swivels on a spindly neck, jaw opening and shutting. The voice that issues forth from it is eerily feminine, but filled with hate. "Kill them! Kill them! Bring their bodies that my children may feed on them!"



Creatures: The heroes may have made a lot of noise getting to this point, especially if they encountered the disir warriors in RM5. If this is the case, the queen's elite guard will already have moved outside of the nest to protect it. If the heroes have reached here without raising the alarms, the elite will be within the nest itself.

☞ Disir elite (4): hp 59; see page 176.

☞ Disir queen: hp 84; see page 176.

Tactics: The queen is no easy opponent to deal with, and her elite guards are fanatically loyal to her. They immediately take on any and all opponents, taking advantage of the enhancements she gave them when they were still larval infants. She stays atop her nest, which she defends with her life.

The nest is a mass of larva and eggs protected by soft jelly, with a collective hit point total of 75 and an AC of 14. If the heroes reduce its hit points to 0, the queen will flee to RM8. Any individual who attacks the nest directly will immediately become the queen's target.

Development: If the heroes use evocation magic or other effects with potential to cause collateral damage near the nest or around the pillars, have them make Listen checks (DC 18). Success indicates that they hear a deep, grinding and creaking sound. Keep a running total of the damage caused by each spell or effect.

As soon as the total reaches 50, the noise gets louder. When the total reaches 75, sections of the pillars break off and begin landing on random individuals in the area each round (determine randomly; each Small or Medium character counts as 1, Large characters count as 2 for 4d6 damage (Reflex DC 15 half). Once the total reaches 100, the pillars buckle and collapse, crashing to the floor of the ruins and bringing down tons of sandstone and white

marble on top of the nest and anybody in it (15d6 damage, Reflex DC 20 half).

If the pillars collapse, the whole underground area of the ruins becomes unstable. Within 10 minutes, all of RM4, RM5, RM7 and RM8 will be buried under rock. If the heroes have not yet recovered the eggs from RM8, then they will be returning to Flotsam with some very bad news.

Ad Hoc Experience Award: This is a very challenging encounter, one which might result in the deaths of one or more characters if they are not lucky. If they think to bring down the pillars to crush the nest, they should be awarded 75% of the XP for defeating the queen and her elite.

RM8. DEEP QUARTER (EL 10)

At the very back of the ruins of Micah, hidden in the remnants of ancient elven buildings, is a shrine to Morgion. Like the nest, this area has many sheets of filmy webbing and organic growths stuck to the rock. A bowl-shaped depression lined with mucus holds eleven amphidragon eggs, each about the size of a child's head. A hideous totem statue, carved out of rock and slick with ooze, stands beside the eggs. It depicts Morgion as the disir see him—a fly-headed, many-legged and clawed horror with a long, rasping tongue.

Creatures: The disir shamans and the queen's first amphi dragon/disir hybrid are the only creatures here, but they are dangerous enough.

The hybrid looks like a cross between a toad and a humanoid blowfly, oozing acidic goo from its pores and making dreadful croaking sounds. The shamans look like other disir, but are draped in black robes slick with slime.

☞ Disir shaman (4): hp 56; see page 176.

☞ Disir hybrid: hp 70; see page 176.

Tactics: The shamans use their magic to inconvenience or weaken characters, while the hybrid attacks with its breath weapon and natural attacks. Neither will allow the heroes to approach the eggs. They will not attack any character who picks up an egg for fear of damaging it.

Development: If the roof is collapsing, the shamans will gather up at least three of the eggs and head towards RM4, trying to escape. The hybrid will attempt to block the characters' pursuit.

THE RETURN TO FLOTSAM

Once the heroes have escaped Micah and hopefully retrieved the amphi dragon eggs, they can make their way back to Flotsam and return the eggs to Lord Toede. Toede will immediately grant the heroes audience once he hears they have come back; no extensive arrangement is necessary.

If the heroes have the eggs, Lord Toede is overjoyed, bouncing in his throne like a wrinkled jack-in-the-box. The Chamberlain relates his lord's pleasure and explains that the heroes have access to the manor's resources for the remainder of their stay.

If the heroes were unable to return with the eggs, but ended the disir threat, Lord Toede will be heartbroken but at least that his troubles from the insect-like invaders are over. He will allow the heroes to use his libraries, but only for one night. The Chamberlain explains that Lord Toede's sorrow is deep and he will need time to recover, time that necessitates the heroes not be in residence.

If the heroes don't have the eggs and did not end the threat of the disir, Lord Toede will be furious. He refuses them access to the libraries, and has his sentries show them the door. The heroes may still be in luck, however—the Thieves' Guild might decide to aid them in recovering the information they need about the *Tear*.

THE SECRET OF RENEWAL

Once the player characters are given access to the materials they need, a Decipher Script check (DC 18) or the use of a spell such as *comprehend languages* will allow them to find and compile the information. It takes 2d6 hours to pull all the information together; the overall time is decreased by 1 hour for each additional individual that assists (and succeeds with the Decipher Script check), to a minimum of 1 hour.

When the heroes have succeeded at this task, read or paraphrase the following:

Scattered about you are piles of books, scrolls, tomes and sheaves of loose paper, with corners turned in and bookmarks hanging out. The collected notes, now finally assembled, reveal their secrets:

SO IT WAS that Dereg Raynhold, Knight of the Sword, struck north from the hinterlands where his gods-given blade had aided in the Defeat of Sylviana, Ghoul-Queen of the Silvanesti; he left behind the druid Waylorn, and the righteous throng of Silvanost, and at

their insistence sought out the fabled Fountain of Renewal.

THERE IN THE NORTH beyond Istar's merchant cities, did Dereg take his blade. Great was his sorrow at the foulness which had afflicted him; Dark was the blood on his sword, and darker still the stain on his soul.

UNTO THE LAST did Dereg struggle to overcome the challenges of the Fountain's guardians, bereft of the light of his blade and heavy-hearted. But triumph was his, and into the Fountain did he plunge his sword and arm. Bright was the power of the gods of Redemption. With their blessing, both knight and sword were one again, hale and sharp, keen as the wind of Solamnia.

As the last of these words are read, pieced together from Toede's books, the air in the room grows chill, and hairs on the backs of necks rise.

Lothian sends Kayleigh, the bound spirit, to warn them against using the information they have found. He is hoping in the process to spur them onward in the direction of Nordmaar, now that they have the *Tears*.

Kayleigh's spectral form manifests above the books and scrolls, insubstantial and caught as if in a wind, though the air is still. "Nooo!" she shrieks. "Go no further! To use this knowledge is to risk all! You cannot rid the jewel of its stain! The Lord of Bones has claimed it!" With this, she screams again and whirls out of sight.

Any divination spells used by the characters to identify who the spirit was or where she came from will reveal only that she is to the north, in Nordmaar. Not coincidentally, Nordmaar is also the rumored location of the *Fountain of Renewal*, something a DC 25 Knowledge (religion), Knowledge (arcana) or bardic lore check will also reveal.

Now, the heroes need to decide what they want to do about this information, which leads directly into **Chapter Three**.



3. THE BLOOD SEA

WITH information in hand indicating that Nordmaar is the next stop in their journey, the characters must decide if that's where they will head and how they will get there. This lengthy chapter covers the two divergent paths that they may follow—one by land and one by sea. Both ultimately end in the same place—with the heroes as prisoners in the Dargonesti village of Surf. There, they learn that an yrasda (aquatic ogre) has achieved dominance over the minds of the sea elves for the glory of Zeboim, the Goddess of the Storm.

Current Date: 26th day of Rannmont (Winter)

[This assumes the characters spent five days in Flotsam, including going to the ruins of Micah]

Phases of the Moons

Solinari: 5th day of Waxing, First Quarter.

Lunitari: 1st day of Low Sanction, Waning Crescent.

Nuitari: 2nd day of Waxing, Waxing Crescent.

The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible affects the moons may have on wizards.

LEAVING FLOTSAM

The player characters have two primary modes of travel available to them when leaving Lord Toede's city—passage by ship or traveling overland around the Rugged Coast. The former is potentially quicker, but also runs the risk of seagoing dangers such as minotaur warships or worse. The latter is perhaps a little safer, but it means traveling through the Ogrelands, which can take longer. When the players have settled on one or the other, go directly to the appropriate section.

If the heroes choose to take an alternate route or use some other form of transport (such as flying there, or using *teleport* spells), you should think of some creative alternatives. It isn't absolutely necessary for them to become prisoners of Surf, but neither should they make it all the way to Nordmaar without difficulty. This chapter ends with the player characters coming ashore on the Hag's Dirk, so, while it is a sign of good Dungeon Mastering to be flexible in response to the players, it will serve you well to guide the storyline back before the end of the chapter.

SECURING PASSAGE BY SHIP

Important Rules: *Influencing NPC Attitudes* sidebar in **Chapter 4: Skills** in the *Player's Handbook*; *Diplomacy skill*, in **Chapter 4: Skills** in the *Player's Handbook*.

If the characters decide to leave Flotsam by ship, they will, in all likelihood, approach the *Lucky Maiden* and her captain, Vanyth Swift. Captain Swift is both charming and gregarious. He will invite them into his quarters where they can discuss the cost of passage over fine elven wine.

Captain Swift explains that the journey from Flotsam to Jennison (in Nordmaar) will take a little more than 5 days, given the proper weather and barring any unforeseen

circumstances. For the pleasure of passage on *The Lucky Maiden*, the captain will ask for 100 stl per person, and twice that for any additional cargo they may have (such as steeds or Medium size and larger animals, but not including smaller animals, such as familiars). The heroes will not be asked to perform shipboard duties, except to agree to provide defense in the unlikely chance of any encounters on the high sea.

The characters may attempt to haggle Captain Swift down in his asking price with successful *Diplomacy* checks. Captain Swift's initial reaction is *Indifferent*. On a *Friendly* result, Captain Swift can be bartered down to 75% (75 stl per individual, 150 stl per additional cargo), while a *Helpful* result will net 50% (50 stl per individual, 100 stl per additional cargo). Captain Swift will not react well to intimidation or hostility.

Depending on what time it is when the characters seek out *The Lucky Maiden*, they'll have a few hours before they must be back aboard. At nightfall, the gangplank will be raised and the ship will set sail before dawn, so the characters should be onboard before that time. This will allow the characters some time to go back to their lodgings (if any) to retrieve their equipment.

LEAVING THE HARBOR

When the characters are ready to set out aboard *The Lucky Maiden*, read or paraphrase the following:

In the misty hours before dawn, as the tides rise enough for the departing vessel to clear the bay, there's a loud, piercing whistle. Almost immediately, the deck is filled with activity; the mooring lines are cast off and *The Lucky Maiden* pushes away from its berthing. Within minutes, the ship passes between the cliffs to either side of the bay's entrance, sailing over heavy chains that lie just below the surface, and heading out into the Blood Sea. Another piercing whistle splits the morning, followed by the sound of numerous oars emerging from the sides of the vessel, striking the waves and sending the vessel surging forward.

The crew will use the ship's oars to get a few miles out to sea, waiting for the rising of the sun before they run up the sails and turn the ship into the wind. Jump ahead to **The Blood Sea** (p. 62) to continue the heroes' sea voyage.

"I'M NOT GOING ON THAT SHIP!"

If the heroes seek passage on another vessel, simply use the information provided in **The Lucky Maiden** sidebar as a guide to present a different ship to the players. Feel free to change the names and tweak some of the details to create a serviceable alternative to the *Lucky Maiden*.

THE LUCKY MAIDEN

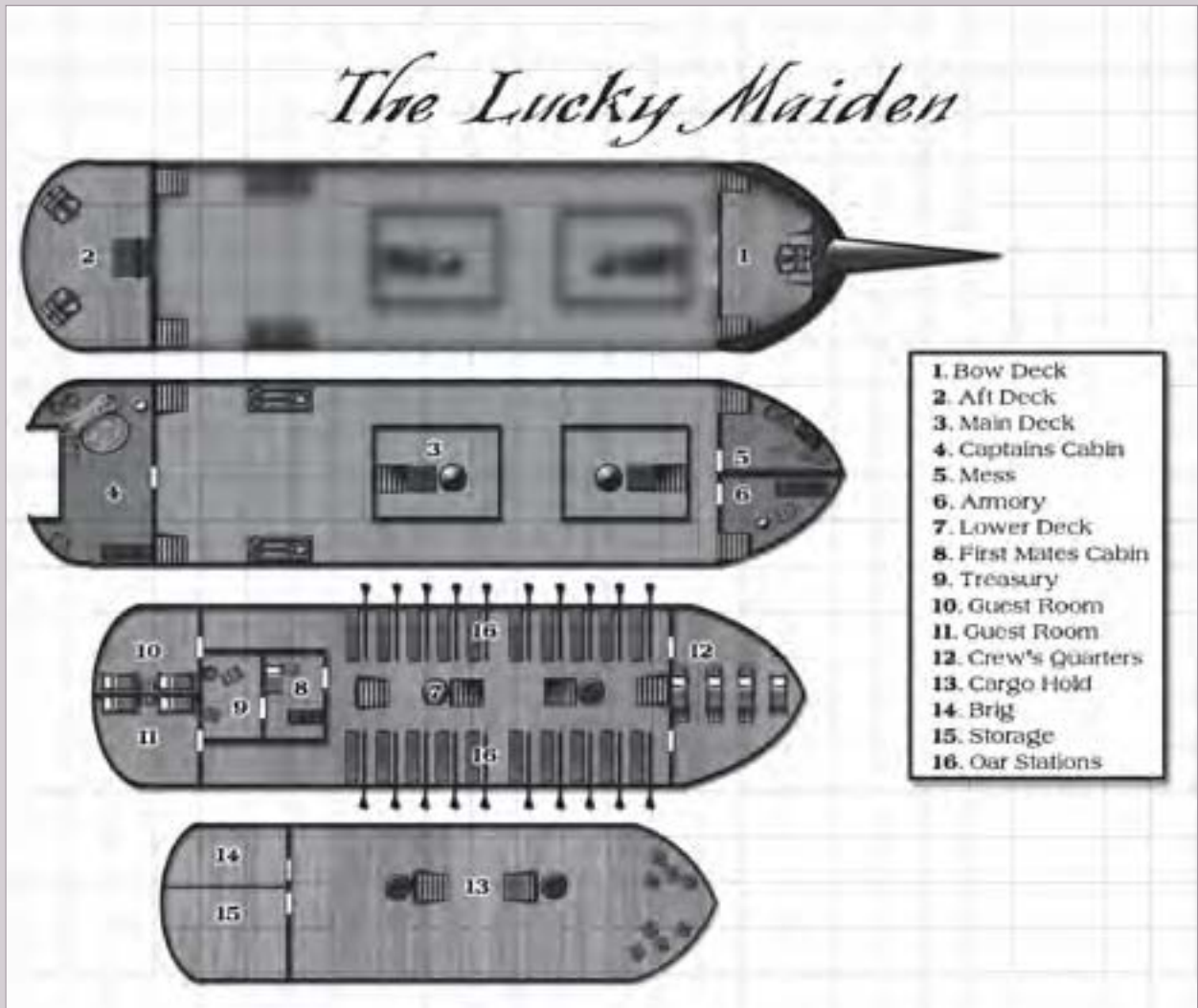
The *Lucky Maiden* is a schooner, a longship designed for speed and maneuverability.

☛ **The Lucky Maiden:** Galley; Speed 3 mph/72 miles per day; Crew 50; 3 ballistae, 2 catapults; Hull: hardness 5, 60 hit points (per 5 foot section); Doors: strong wooden (2 inch thickness, hardness 5, 20 hp, DC 23 Break, DC 25 Locked) and iron (2 inch thickness, hardness 10, 60 hp, DC 28 Break, DC 28 Locked).

Captain: Vanyth Swift (see page 175) is the captain of the *Lucky Maiden*.

First Mate: Undella 'Della' Sem-Thal (see page 178) is the ship's first mate. A priestess of Habbakuk, and Vanyth's best friend, she's a hale and hearty Ergothian woman who takes no guff and keeps the crew in line with a liberal application of her wicked sense of humor, along with a repertoire of curse words that can make even a minotaur blush.

Important Crew Members: Besides the captain and first mate, the rest of the crew members on the ship are evenly divided between sailors (human expert 2) and marines (human mariner 1/fighter 1).



HEADING AROUND THE RUGGED COAST

Important Rules: **Overland Movement in Chapter 9: Adventuring in the *Player's Handbook*; Survival skill in Chapter 4: Skills in the *Player's Handbook*.** The journey by land is relatively simple. Any merchant or traveler in Flotsam, including Zand Zinar or members of the Thieves' Guild, can provide the player characters with some basic information:

- The Rugged Coast is considered to be part of the OGRELANDS, the southern realm of Kern.
- The ogre seaport and regional capital, OGREBOND, is almost a week's travel from Flotsam by road.
- The village of ROCKHORDE grew up around the quarry that provided the town of OGRESHIELD with stone, but the times being what they are, there hasn't been word from there for months.

- The biggest threats to travelers in the OGRELANDS (aside from ogres) are spotted lions and packs of wild dogs, but they tend to avoid the roads.

Merchants in Flotsam are happy to supply the player characters' transportation needs, within reason. Flotsam may not be known for its fine horses or expertly crafted wagons, but the basics are available. Additionally, heroes who have made a name for themselves by helping Lord Toede recover his amphi dragon eggs will be given a 15% discount on all goods and services while they are in Flotsam.

The following is a basic outline of the overland travel time between key locations along the Rugged Coast:

Flotsam to Rockhorde

Caravan	5 days
Walking (20')	4½ days
Walking (30')	3 days
Horseback	2½ days

Rockhorde to OGREBOND

Caravan	3 days
Walking (20')	2 1/2 days
Walking (30')	2 days
Horseback	1 1/2 days

THE RUGGED COAST

To the west of Flotsam, along the coast and heading north, are the OGRELANDS of Kern. The ogre nation is in a state of change at this time—warlords, titans, and hags have become embroiled in the political upheavals of the Blood Sea Islands, influenced by the minotaur domination of the northeastern coast. In the OGRELANDS south of Kern, however, the ogres of OGREBOND are carrying on as if nothing was happening further north.

The Rugged Coast of the OGRELANDS consists of hundreds of miles of dry savannah and grassy plains, broken up by rocky bluffs and the occasional hill. Trails wind along the coastal region, some of which are paved with pre-Cataclysm stones stamped with the mark of Istar. Such a trail picks up half-a-mile north of Micah and continues past the town of Rockhorde, avoiding OGRESHIELD altogether, and runs right into the middle of the city of OGREBOND.

FEATURES OF THE RUGGED COAST

The Rugged Coast of the OGRELANDS presents an opportunity for further adventures as the heroes move to meet their destiny in the north. The village of Rockhorde and the city of OGREBOND are two significant locations, and the region itself is extensive enough to hold promise for further challenges.

WEATHER

During the winter months (the default for this adventure) the OGRELANDS are fairly dry and cold, with periods of high wind and occasional precipitation the coast. Standing water typically freezes

overnight and the low temperatures make outdoor travel after sunset unwise without proper clothing.

As the year progresses, the grasslands and hills become dry and hot. Periods of extended rain raise the humidity along the coastline. In the height of summer, the OGRELANDS see regular storms and inclement weather.

FLORA & FAUNA

The OGRELANDS are well known for their tough and hardy wildlife and grasslands, as well as forested valleys in the foothills of the Khalkists. Isolated trees, reaching incredible heights, are characteristic of the open savannah. Scrub and brush are found in significant amounts throughout the region.

Snakes are common enough in the OGRELANDS that they have become a nuisance, and they are especially abundant in the hilly valleys to the west. Apart from reptiles, the region is home to packs of wild dogs (the root stock of the Carsh hounds of the ogres) and spotted lions, both of which prey on herds of swift-moving deer and 'wari (flightless birds).

RANDOM ENCOUNTERS

Check for random encounters three times a day while traveling along the Rugged Coast: once in the morning, once in the afternoon, and once at night. The chance of encounter is 25% during the morning and afternoon and 35% at night; roll on the following chart for the specific encounter.

Die Result	Creature Encountered	Average EL
01-15	Wyverns (1d3)	8
16-35	Spotted lions (1d4+2)	7
36-55	Wild dog pack (2d6)	6
56-70	'Wari flock (1d6+6)*	6
71-90	Constrictor snake, giant (1d3)	7
91-00	Ogre band (2d4)	8

Except for those marked with an asterisk, all encounters are standard; statistics may be found in the *Monster Manual*. Spotted lions use leopard statistics. Wild dogs use riding dog statistics.

‘Wari Flock: The ‘wari are legendary for being stupid, flightless, and very dangerous in large numbers. This flock is prone to stampede if approached by threatening creatures, which essentially means anything that moves. When they are surprised, frightened, or hear a loud noise, they will all stampede in a random direction away from the noise. If the heroes aren’t careful, they might end up in the path of this feathered mob. ‘Wari make terrible game animals; any character that succeeds in a DC 15 Knowledge (nature) check will know that they are best avoided.

ROCKHORDE

The village of Rockhorde was, until six months ago, little more than a slate quarry with a settlement and a slave camp. Its primary export was slate and iron ore, although it also served as a stopping point for slavers heading into Khur or towards Blöde (through the Khalkists to the west). Since the War of Souls, however, Rockhorde has become something else entirely—it is now a religious community.

Rockhorde presents an opportunity for adventure, mystery, action, and perhaps some comic relief. Because of their religious beliefs, the inhabitants are quite reclusive and even xenophobic. Followers of Reorx, the kobolds and ogres of Rockhorde expect to be discovered soon by the

ogres to the north, and have taken drastic steps to prepare for this eventuality. They also have a prisoner, one who desperately wants to be rescued.

☛ **Rockhorde (Hamlet):** Magical; AL LN; 100 stl limit; Assets 600 stl; Population 120; Mixed (94 kobolds, 26 ogres).

Authority Figures: Rockhorde is governed by two kobold clerics, Kokoscha (LN male kobold rogue 2/cleric 6 of Reorx) and Klimt (LN male kobold fighter 2/cleric 6 of Reorx). Their chief lieutenant is Grungk the Hound, an ogre (N male ogre barbarian 2/cleric 2 of Reorx) who helps them keep ogre/kobold relations in hand.

Important Characters: *Master Yap* (LE male kobold necromancer 6/Wizard of High Sorcery 1), recent adherent of Nuitari, and prisoner.

HISTORY OF ROCKHORDE

Rockhorde was originally a quarry, excavated by ogres in the Age of Despair to provide slabs of sheet rock, as well as iron ore, for the town of Ogreshield. Enterprising ogres realized that the constant toil and labor was producing human slaves of considerable hardiness. This led to brisk slaving trade operations in Kern and Khur. The coming of the Dragonarmies impacted the village negatively, as the slaves were shipped primarily to Neraka as conscripts or labor teams, and Rockhorde’s business dwindled sharply.

The village turned again to its sheet rock quarry and iron mines, but its prosperity was fleeting. It wasn’t until



the coming of Malystryx, and the Dark Knights' need for more stone, that the village regained some of its former glory. A tribe of kobolds moved to the village to improve the mining operations. The future looked brighter.

When the gods of Krynn returned, however, a dramatic change came over the village. A pair of kobolds—brothers and joint owners of a slaving company that ran affairs in Rockhorde—received a vision from Reorx. The forge god, widely known as the patron of dwarves and miners, urged the kobolds to abandon the ways of slavery and evil, now that their Dark Queen had been slain. Instead, Reorx said, the kobolds should follow him. In return, he would give them the magic of the forge so that they would be wealthy, influential, and famous, like the great smiths of old.

Reorx had no idea of the impression he made on the brothers. The forge god had really just hoped that he could make life easier for the dwarves in the east, but ended up creating a movement. The kobold brothers are now the high priests of a small, but fanatically dedicated monastic community of Reorx-worshipping ogre and kobold miners. They are as loyal to the forge god as they are paranoid of being discovered by the rest of the world.

Recently, a kobold necromancer named Master Yap experienced an epiphany and was blessed with the understanding of High Sorcery in Nuitari's service. He had been sent an invitation to join the Betrayer's gathering army in the north, and planned to stop in the community of Rockhorde before continuing to OGREBOND. As soon as he was identified as a wizard, he was told he could never leave. Now, the necromancer is terrified of the villagers and wants nothing more than to be free of them.

GETTING TO ROCKHORDE

The village lies half a mile along a wide trail from the paved road that runs up the Rugged Coast. When the player characters are near the village, at the point the trail leads off to the east, read or paraphrase the following:

The road you are following is, edged by loose gravel and is overgrown in places by weeds. It curves around the base of a grassy hillock. To the east, the gravel forms a side trail that heads towards the coast. A milestone carved out of a single block of granite indicates that the trail leads to Rockhorde. At the point at which the trail departs from the road is the skeletal remains of a large rodent the size of a dog. Some kind of note, rolled and tied with string, sticks out of the skeleton's ribs.

The skeleton is that of a dire rat, animated by the power of the kobold necromancer, Master Yap. Master Yap is being held prisoner by the inhabitants of Rockhorde, and he sent the dire rat skeleton to the road with a note, hoping to attract rescuers.

Creatures: The skeleton is still animated, although it has been instructed to lie motionless. It will allow anybody to take the note from its ribcage. After about a minute or

two, it will scramble to its feet and skitter off along the trail to Rockhorde. If attacked, it tries to flee.

☞ **Dire rat skeleton:** hp 6; see page 179.

Development: The note is a torn sheet of parchment. It has writing on both sides. On one side, the following words can be made out by anybody who can read Khur (or makes a DC 25 Decipher Script check, uses magic, etc):

"You are respectfully invited to attend a great gathering in the North... forces loyal to the Lord of Bones... skills and experience will be of great service... the usurper, Lothian, and all who stand against... Qwes, ruined city."

On the back of the note, scribbled with shaky lettering, is a brief note in Common:

"I am being held prisoner by cultists please rescue me"

The front of the note is part of an invitation sent to Master Yap by the Betrayer, who has been recruiting necromancers and other individuals in his bid to destroy Lothian. Master Yap used the invitation to send out his rescue plea. If the note is examined or studied, it will be clear that the handwriting is different.

Any character that succeeds at a DC 25 Knowledge (geography) or Knowledge (history) check will know that Qwes is a ruined settlement in Nordmaar, beyond the Moors, site of an epic battle between ogres and humans in the first century after the Cataclysm. A DC 15 Knowledge (religion) check will inform a character that the Lord of Bones is one of Chemosh's titles.

If the heroes head to Rockhorde, refer to **Events in Rockhorde** (p. 53) for more information about investigating Master Yap's appeal for help. If the heroes decide to bypass Rockhorde, continue on with their journey to **Ogrebond** (see p. 55).

Experience: The skeleton offers little to no threat to the heroes (it has a CR of 1/3). Therefore, there is no experience award for destroying what is basically just an undead messenger.

FEATURES OF ROCKHORDE

Rockhorde is essentially an excavated depression surrounded by grassy savannah. A sloping pathway leads down through the village proper and then up the other side of the quarry. The quarry walls are staggered, with a ledge running around the outside of the quarry 40 feet down the cliff face, which in turn is 20 feet above the quarry floor.

The buildings in the village come in two distinct sizes: those along the main street are large, sized for ogres; the other buildings close to the walls of the quarry are smaller and sized for kobolds. All buildings have stone foundations with timber walls and sloping tile roofs. Most doorways have canvas curtains, rather than doors, and the windows are similarly protected.

The night air is warmer in the quarry than on the surface, making evenings very comfortable in the winter months. The air is also very still; none of the winds that cross the plains of the Rugged Coast reach the quarry floor. This makes sound travel very well, as do the enclosed quarry walls and hard earth floors; all Listen checks made outside in Rockhorde gain a +2 circumstance bonus.



ROCKHORDE DEFENSES

The inhabitants of Rockhorde have been very busy in the past few months readying the quarry for what they expect to be a full-scale onslaught from Ogrebond or Ogreshield. The kobolds, natural trap-makers, enlisted the help of the ogres in setting up the defenses around the quarry, enabling them to make use of larger and heavier materials than they would otherwise be capable of using. And, of course, the blessing of Reorx has touched all of it.

There are three distinct kinds of defensive traps in Rockhorde. These are listed below and marked on the map. The residents know where they all are, and take care not to activate them, although outsiders will not be quite so lucky.

⇒ **Fusillade of Spears:** CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 20.

Notes: These spear traps are set up facing the outside of the quarry. Anyone walking in front of and within 10 feet of the traps will set them off.

⇒ **Wide-Mouth Pit Trap:** CR 6; mechanical; location trigger; manual reset; DC 25 Reflex saves avoids; 40 feet deep (4d6, fall); multiple targets (all targets within a 10-foot by 10-foot area); Search DC 26; Disable Device DC 20.

Notes: These pit traps have been set up along the inner ledge of the quarry walls, below the surface level. The walls of the pits have been greased, adding +5 to all Climb check DCs.

⇒ **Tripping Poisoned Chain:** CR 5; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2 plus poison, spiked chain); poison (large scorpion venom, DC 18 Fortitude save resists (poison only), 1d6 Str/1d6 Str); Search DC 26; Disable Device DC 20. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Notes: These chain traps are laid out along the upper edge of the quarry walls and between certain buildings in the town. The residents know to avoid these areas, but may also attempt to lead opponents towards them (and step over them) or chase fleeing foes towards them.

KOBOLDS OF ROCKHORDE

The Rugged Coast is not the preferred climate for kobolds, who are more at home in the mountains and hills of the Khalkists. Rockhorde's kobolds, however, belong to a clan that moved to the region to work in the quarry, mine iron ore, and benefit from the slave trade. The dramatic changes that have occurred in the village meant that the kobold residents are lawful neutral in alignment now, rather than lawful evil, but they remain somewhat cowardly and sneaky.

Kokoscha and Klimt, the high priests and leaders of the residents of Rockhorde, are two extreme examples of this "new" kobold. Fervently loyal to Reorx, they have the conviction and fanaticism of the newly converted. Kokoscha is pragmatic, thoughtful, and cunning. Klimt is

direct, somewhat reckless, and brash. Both have overcome much of their racial tendency towards cowardice and sadism, though, when angered, they can be vicious.

Kobolds are dazzled in bright sunlight, but Kokoscha and Klimt have worked around this problem. All kobolds that go out in the daylight wear a pair of odd-looking goggles that shade their eyes from the glare. For the kobolds, this negates their light sensitivity. Any other Small sized creature that wears the goggles gains a +4 bonus on all saving throws vs. light-based effects and gaze attacks, but they also suffer a -2 penalty to Spot checks.

KEY TO ROCKHORDE

The following is a breakdown of the various areas numbered on the map of Rockhorde, including the inhabitants of these areas and general notes. Refer to **Events in Rockhorde** (p. 53) for more details.

RH1. KOBOLD CAMP (EL VARIES)

There are two of these camps in the village. Each is located by a cliff face, and provides ready access to one of the two iron ore seams in the quarry. Roughly half of the village's adult kobold population lives in each camp. This amounts to about 20 kobolds per camp, with the remainder as noncombatant females or children. As they are nocturnal by nature, the kobolds are active when it is dark and are much less active in the daylight.

☞ **Kobold miners (20):** hp 4; see *Monster Manual*. These kobolds are lawful neutral.

RH2. MAIN STREET (EL VARIES)

This is the primary road through Rockhorde, upon which much of the settlement is centered. The town's 25 ogres (and Grungk) each occupy a single dwelling, with other buildings dedicated to storage, trades, and so on. There are no ogre children in Rockhorde; the youngest have reached maturity.

☞ **Grungk the Hound:** hp 75; see p. 180.

☞ **Ogre residents (25):** hp 29; see *Monster Manual*. Most ogres in Rockhorde are chaotic neutral or neutral.

RH3. WEASEL PENS (EL 9)

This fenced-in area, formerly used for keeping slaves, now holds the kobolds' eight dire weasels. These animals are vicious and extremely dangerous when outside of their pen, and react aggressively when approached by anyone but their kobold handlers.

Rockhorde has four handlers in residence, each of which is responsible for the care and training of two dire weasels.

☞ **Kobold weasel handlers (4):** hp 12; see p. 181.

☞ **Dire weasels (8):** hp 13; see *Monster Manual*.

RH4. JAILHOUSE (EL 7)

This building was at one point an auction house for the slave market. It consists of a single 30-foot, by, 20-foot main chamber, with room for desks and seating, and three 10-foot by 10-foot cells that line the back of the chamber. Each interior cell wall is made up of iron bars (hardness

10, hp 30/bar, Break DC 24) with a 6-inch space between each bar. A Small size creature could squeeze through the bars with a successful Escape Artist check (DC 30) when at least one bar is bent. A Medium size creature can do the same if at least two bars are bent.

The building has barred windows (hardness 10, hp 30, Break DC 24)—one in each cell's exterior cell wall and three along the front of the building. A single door opens into the building, and is always kept locked. All locks (the front door, and cell doors) are good locks (DC 30 Open Lock check to defeat). The building's ogre guards each carry a set of keys.

The jailhouse's only prisoner is the necromancer, Master Yap. His hands and feet are manacled and he has a sack over his head. The kobold high priests put these restraints into place once they learned that he had tried to send word outside of the village. Master Yap is unable to cast any of his spells, but he is quite healthy and fed often.

In addition to the pair of ogre guards, two earth mephits are stationed at the jailhouse. They have been instructed to remain out of sight (Hide +9). These elemental spirits are loyal to any cleric of Reorx, and will not attack an individual faithful to the forge god. If the jailhouse is attacked, they will act to defend the guards, but they will not (contrary to expectations) prevent the prisoner from escaping.

☞ **Ogre guards (2):** hp 29; see *Monster Manual*. These ogres are neutral.

☞ **Earth mephits (2):** hp 19; see *Monster Manual*.

☞ **Master Yap:** hp 34; see page 182.

RH5. TEMPLE OF REORX (EL 5)

This building holds the village's primary iron forge and serves as the central worship site for Reorx's faithful. The forge is attached to one end of the building and is sheltered from rain by a wooden roof held up by timber supports. The interior of the temple is a single 30-foot by 20-foot hall with locked doors (hardness 5, hp 10, Break DC 20, Open Lock DC 20). The kobold brothers have rooms along one side of the hall. A third room is dedicated to storage.

In addition to the kobold brothers themselves, two fire mephits reside here at the temple, within the outdoor furnace. They will act to protect the kobolds or any other faithful of Reorx present in the temple. The mephitis will obey commands given only by the kobold priests. The mephitis can only understand very basic of instructions.

☞ **Kokoscha, priest of Reorx:** hp 28; see page 181.

☞ **Klimt, priest of Reorx:** hp 34; see page 180.

☞ **Fire mephits (2):** hp 13; see *Monster Manual*.

RH6. GATES (EL 6)

There are two routes down into the quarry itself, and they are the only part of the perimeter of the quarry that isn't trapped. At the surface level, these routes are protected by gatehouses that consist of two small wooden buildings with a pair of 10-foot tall iron gates between them.

At each gate, a guard unit composed of 2 ogres and 6 kobolds stands sentry at every hour of the day or night. The kobolds tend to keep out of sight, leaving the ogres to

present Rockhorde's public face, but will rush out if there are problems. A large gong stands behind the gate for use in warning the village of impending danger or threat.

The guards at the gates are drawn from the kobold and ogre numbers listed in RH1 and RH2. If guards are defeated, reduce their numbers accordingly.

EVENTS IN ROCKHORDE

This section outlines the primary flow of events in Rockhorde for this adventure, although you may use the background information above to work in additional encounters or challenges.

The events begin before the heroes arrive in Rockhorde (see **Getting to Rockhorde**) then proceed to the first event, below, when the heroes arrive at the village.

ARRIVAL IN ROCKHORDE

When the heroes approach Rockhorde, read or paraphrase the following:


Ahead of you, the road abruptly ends at a set of iron gates flanked by two squat wooden structures. Each structure has a single window. Two ogres stand in front of the gates, armed with enormous clubs. Beyond, the ground literally drops away, revealing a settlement that has been below the surface and is open to the sky.

These gates are detailed further in RH6. The two ogres, upon seeing the approaching party, quickly warn the six kobolds stationed within the wooden gatehouses, then the ogres step out to see the heroes more clearly.

The heroes may attempt to talk to the ogres, using diplomatic conversation or bluster. The ogres (and kobolds) have a starting attitude of Unfriendly. If the group contains any PC ogres or half-ogres, their attitude will shift to Hostile as soon as the ogre or half-ogre approaches. If the heroes include followers of Reorx, such as clerics or devout dwarves, the Rockhorde residents' attitude shifts to Indifferent. Success in diplomacy will result in the heroes being invited into the village, honored guests for the evening's **Ritual of the Forge** (see below).

The heroes may instead decide to use violence or intimidation, either of which will result in a fight. If the ogres are attacked or threatened, the kobolds will spring out to help, four of them using slings in the first round, while the other two close in with spears. After a round of combat, one of the kobolds will sound the gong just inside the gate. Six rounds later, reinforcements will begin to arrive: 2 kobolds and an ogre each round for four rounds, then the two high priests and Grungk the Hound. If the heroes flee for any reason, their opponents will not chase after them. If the heroes are defeated, they will be thrown into cells at the jailhouse at RH4.

It is also very possible that the heroes will, upon seeing the ogres and the gates, attempt to sneak into the village or make their way down into the quarry by some other



means. Using a *fly* or *teleport* spell is not likely to create problems, but any character walking down will more than likely have to pass through the traps marked on the map. As soon as either the fusillade or tripping chain is sprung, a warning will sound within the village and the element of surprise will be lost. If the heroes manage to get in somehow, they will bear witness to the **Ritual of the Forge**.

RITUAL OF THE FORGE

This ceremony is held the evening that the heroes arrive in Rockhorde. It is a blessing ceremony, conducted by both Kokoscha and Klimt, who will bless all of the tools and materials in the forge at RH5 in Reorx's name. The ritual takes an hour, during which time all of the village's residents are present, apart from the guards at the gates. Even the dire weasel handlers and the ogres at the jailhouse are in attendance.

The ceremony's primary purpose in the adventure is distraction. Because the entire village is otherwise involved in the ritual, the heroes have the perfect opportunity to sneak around and investigate the village. Or, they might choose to break Master Yap out of the jailhouse or even escape themselves if they were caught.

At some dramatic moment there is a loud resounding crack that echoes through the quarry. The anvil has split, to the horror of Kokoscha and Klimt and the other worshippers. They see this as a bad omen, and will immediately assume that it is a sign of displeasure from Reorx over the presence of either Master Yap, the heroes, or both.

In reality, the anvil has split because of poor treatment by the ogres, who have been overly enthusiastic about learning the blacksmithing trade. The priests have no way of knowing this. Whether the heroes are present and watching or sneaking around or locked up in the jailhouse, they will have suddenly become targets.

BREAKOUT

Once the heroes have decided to break Master Yap or themselves out of the jailhouse, they will need to overcome the ogre guards and the mephits that are guarding the

building. During the Ritual of the Forge, the guards will be absent, leaving the mephits to watch over the jailhouse. However, as stated in RH4, the mephits won't actually do anything to stop the prisoners from escaping (although the heroes may not realize this).

Master Yap will be beside himself with gratitude for being discovered. All he wants is to be freed from imprisonment, and will offer his services and help if the heroes agree to let him out. Of course, Yap is still an evil necromancer underneath his scaly rat-like demeanor, and won't hesitate to drop the party into trouble. In the meantime, however, if freed, he will fawn over the heroes and be as ingratiating as possible.

DEPARTURE

Once the heroes have decided it is time to leave (whether because they have overstayed their welcome or they need to escape with Master Yap), they will need to break out of the village through one of the gates or brave the trapped walls of the quarry. This may or may not be challenging, depending on what has happened so far.

The kobolds and ogres will not only be angry that the heroes are leaving (for fear of spreading word of their community), but they may also blame them for the cracked anvil. Pursuit is likely. This can be staged in any number of ways, from a mass of kobolds yelling threats in their high-pitched voices or dire weasels and mephits sent out to run the heroes down. It is up to you to decide what, if any, lasting consequences can be gleaned from the heroes' departure.

One particularly dramatic end to the adventure in Rockhorde is for the heroes to leave the village just as a large force of ogres (at least 20 or 30) arrives at the gates, having heard about the goings-on in Rockhorde from one of Master Yap's earlier attempts to send for help. The residents of Rockhorde will then be quite distracted, much too busy dealing with this new threat to worry about the player characters. Or, the heroes could stay and help the kobolds, which in and of itself could make for a significant finale.

WHAT MASTER YAP KNOWS

THE kobold necromancer doesn't know a great deal about the invitation from the Betrayer, but he does know that the note was specifically addressed to him. He had been directed to meet with a large force gathering in Nordmaar, near the ruins of Qwes, and that his skills were sought after. Master Yap is not the powerful necromancer he claims to be, although he isn't incompetent. He will be extremely interested in the heroes' goals, if he learns what they are, and will offer to accompany them all the way to Nordmaar if they so desire.

A Sense Motive check on Master Yap (DC 20) will reveal that his intentions are honest, if very much in his own interest. At this point in time, everything he is telling them is true. If the heroes do not rescue Master Yap, or do not wish him to come along with them, he will reappear later in the adventure. If he is attacked or gravely wounded, you should allow him to slip away, to return to the heroes again as soon as it's safe.

EXPERIENCE AWARDS

There are a number of opportunities in Rockhorde for earning roleplaying awards or for overcoming challenges and threats. An award for accomplishing the goal of freeing Master Yap should be given to the heroes equal to their current average party level -1. If the heroes manage to settle matters in Rockhorde without violence or if they aid the residents in the final battle against the ogres (if this ending is used), they should receive the same award for their heroism.

OGREBOND

Ogrebond is the capital city of the Ogrelands and the Rugged Coast, a fairly cosmopolitan urban center for a part of the continent that is otherwise wild and untamed. It enjoys brisk trade from the Blood Sea, considerable affluence, and a well-maintained port.

The city serves as a place where the heroes can pick up a ship to Nordmaar, which is especially important when they hear about the strife further north. It is also an ideal place to buy or sell equipment or magic items in preparation for the journey ahead. The heroes may even get caught up in a slave revolt, as Ogrebond's elven slave trade explodes in rebellion.

🏰 **Ogrebond (Small City):** *Conventional; AL CE; 15,000 stl limit; Assets 5,405,250 stl; Population 7,207; Mixed (76% ogre, 8% goblin, 5% half-ogre, 5% human, 3% elven, 2% gully dwarf, 1% other). Authority Figures: Ogrebond is ruled by Chieftain Huldagh (CE male ogre noble 3/fighter 9), an ogre whose clan hails originally from Blöde but was relocated during the War of the Lance in an attempt to bind Blöde and Kern together. His three brothers, Horgab (CE male ogre noble 2/fighter 7), Hamgaf (CE male ogre noble 5/rogue 5), and Hangash (CE male ogre noble 2/barbarian 2/fighter 6) and their families make up the core of Ogrebond's aristocratic elite.*

Important Characters: Emeril Bosphora (LN male half-ogre cleric 6 of Sargonmas/fighter 2), chaplain-general of the Clan Guard of Ogrebond; Jameka deRusto (LE female minotaur fighter 5/mariner 5), owner of the Horned Prow alehouse; Logrid Sonnek (NE male ogre expert 6), slavers union boss; Pelmathenas (CG male Silvanesti elf noble 5/mystic 3), rebellious slave.

Clan Guard: Ogrebond's military defense is as follows: Ogre warrior 6 (1), ogre warrior 3 (2), ogre warrior 1 (360).

HISTORY OF OGREBOND

The city of Ogrebond has grown in size and power since the Cataclysm. The city first began as the ruins of a provincial city of the former Empire of Istar. The ogres of the Khalkist Mountains discovered the city and killed and captured many of the human refugees who eked out an existence there. They claimed the settlement and the surrounding territory, defending it from outside influences for generations, and forming the core of the Ogrelands.

Ogrebond was never recognized as a proper city until the second century of the Age of Despair, when the ogres started allowing pirates to take refuge in their harbor. The acceptance of non-ogres into their community was a major turning point. The influx of goods and slaves from the pirates brought wealth to the port. The chieftain of Ogrebond became rich and used his newfound wealth to build a great palace on the cliffs overlooking the city below.

During the War of the Lance, Ogrebond became a major port for the Black and Green Dragonarmies in the east. Under orders from Highlord Salah-Khan, and with the encouragement of the ogre chieftain, Charbag, Ogrebond was expanded. Slave labor created new buildings and sturdy walls with massive stone towers, and a clear demarcation between the affluent Upper City and poor Lower City developed.

During the early Age of Mortals, Ogrebond kept out of the various conflicts and civil wars in the region. The coming of the ogre titans to Blöde and Kern had little impact on Chieftain Huldagh, but the rise of the minotaurs in the Blood Sea did. Huldagh encourages minotaur traders and warships to berth in Ogrebond, playing his cards close to his chest for the time being. Most recently, the elven diaspora from Silvanesti has brought slavery into sharp focus for the chieftain, and created a potential crisis for his governance of Ogrebond.

FEATURES OF OGREBOND

Within the Upper City one can find merchants from Saifhum, Khur, Neraka, and even Nordmaar who are willing to brave the journey to and from Ogrebond. The Upper City's other residents are haughty, arrogant ogres who make every effort to present themselves as the idle nobles they long to be. They hold the reins of government in the city. The Upper City is kept clean and regularly maintained by slave workers, most of whom are goblins or gully dwarves.

The Lower City is a motley collection of slums, taverns, and run down shops inhabited by slave traders, outlaws, and other seedy businessmen. It is filthy, overcrowded, and buildings are in constant need of repair. The only safe passage through is the main thoroughfare between the wharves and the elevators to the Upper City. This passage is protected by Huldagh, the ogre chieftain of Ogrebond, to allow the delivery of goods to and from the docks. This is not common knowledge, however, and many a man has been lured off the street to his ruin.

Ogrebond's streets are lit at night by oil lanterns on 10-foot tall poles, one on each city block. The lanterns shed bright light for 30 feet and shadowy illumination out to 60 feet. Lower City lanterns are often poorly maintained, and there is a 1 in 4 chance that any lantern on a Lower City street at night is unlit.

Upper City streets are paved with close-fitting granite slabs and are 15 feet wide. Lower City streets are packed earth and gravel and are 10 feet wide. The exception is the main thoroughfare leading from the Upper City lifts to the docks; this is a 20 feet wide avenue paved with uneven granite slabs.



Ogrebond's Upper City is surrounded by a 50-foot tall wall of smooth granite (Climb DC 20), 20 feet thick. A 10-foot wide wooden walkway runs the inside length of the wall. A ladder every 30 feet leads to the ground from the walkway. The Lower City is surrounded either by water or by cliffs, which are 100 feet in height and worn smooth by the sea air (Climb DC 25).

ATTITUDES IN OGREBOND

The most important thing to know about Ogrebond is that the ogres rule here. They consider themselves superior to any other race, outmatching them in size and strength and (according to them) cunning. Humans are given grudging respect, as are minotaurs, but most other races are seen as weak and incompetent.

That said, OGREBOND is not hostile to outsiders. It relies on steady trade to keep its prosperity high. If an individual appears to be in OGREBOND on business, he will probably be regarded with an attitude of Indifferent. With sufficient displays of wealth, prestige, or power, this increases to Friendly, at least for the purposes of trade.

Racial tensions do persist, however, and certain kinds of people are just bad for business. Knights of Solamnia, draconians, elves, kender, gully dwarves, and wizards all suffer a -4 penalty to Charisma-based skill checks with residents of OGREBOND. Hill or mountain dwarves, gnomes, half-elves, and centaurs suffer a -2 penalty. All other races, including humans who aren't Knights of Solamnia or wizards, suffer no penalty.

Slaves suffer a -4 penalty on top of other penalties, although successful use of Disguise or Bluff skills might allow a slave to avoid being recognized as such, in which case the penalty is negated.

GATHERING INFORMATION IN OGREBOND

For characters looking to pick up the local gossip and rumors in OGREBOND, compare the result of Gather Information skill checks to the following table.

DC	Information
10	OGREBOND is staying out of the "trouble up north" for the moment. War is bad for business. Nobody has been able to travel up there by road for weeks.
15	Some of the nobles in the Upper City are looking into the possibility of expanding slave trading into the north. It sounds as if another civil war is underway, and slaves are always popular in these times.
20	Elven slaves are especially popular with the ogres in Kern. Already many refugee elves have been sent north by ship to Hag's Dirk. Some of the ogre nobles are talking about claiming their ancestral birthright.
25	The civil war in the north is being fought between ogre titans and hags. The titans are trying to acquire more elves to support their dark spells, while the hags are gathering other powers in order to defeat them. OGREBOND may stand to benefit from staying neutral.
30+	Something much worse than the ogre titans is aiding the hags in their war efforts. The hag sorceresses have summoned a fiend from the Abyss to help them.

While the above is mostly gossip and speculation, there is some truth behind it. OGREBOND's ruling aristocracy has had overtures made to them by the titans, who promise them great power if they will aid them. The hags are making similar promises. Chieftain Huldagh is a cunning ogre, however, so he hasn't made any promises yet.

The elven slaves are being sent to the titans for their blood, which is a vital component of the process of titan transformation. This fact is known only to a select few in the slaving business, however—most think the slaves are wanted for more mundane purposes. PCs that succeed at a DC 30 Knowledge (arcane) check, bardic knowledge check, or similar lore check may have heard about the association between elven blood and the titans.

The rumor about the hags summoning a fiend from the Abyss is partly true. The great night hag Chumaz-Hera was called forth by the hags of the north. Her lair is not the Abyss itself, but a pocket realm bordering the Abyss. Regardless, her fiendish influence is something the heroes may be glad to hear about in advance. See **Chapter Four** for more information about the titans and hags of Kern.

KEY TO OGREBOND

OGREBOND is organized into the Upper and Lower Cities. What follows are a few of the city's highlights.

OB1. GATES

OGREBOND's six gates are always guarded by four of the Clan Guard and two Carsh hounds. The gates are wooden reinforced with iron, and opened by the winching of thick iron chains. During daylight hours, two of the Clan Guard stand outside the raised gates, while the other two remain within, the hounds at the ready. At sundown, the gates are lowered and the Clan Guard ogres are stationed inside. Lifting the gate without the use of the chains requires a DC 30 Strength check.

☞ Clan Guard ogres (4): hp 34; see page 179.

☞ Carsh hounds (2): hp 13; use the statistics for the riding dog in the *Monster Manual*.

EXPANDING OGREBOND

THIS adventure only covers a fraction of the adventure opportunities of OGREBOND. You might explore the possibility of detailing the city even further, using it as the site of additional events tied into the novels of the Age of Mortals era, or even as the base of operations for the heroes as they work to marshal their efforts in the region.

The city has much to offer, being a major seaport along the eastern coastline of Ansalon that has, until recently, remained isolated from the major events of the recent past. This independence is about to change, with so many powerful agencies around the Blood Sea jockeying for position and dominance. The minotaurs,

the cults of Sargonnas and Zeboim, the ogre titans and hags in the north, the Knights of Neraka in Darkhaven, and others might find OGREBOND's location of some importance.

How does Chieftain Huldagh respond to these potential threats? What secrets exist, buried under the surface of the city? What would happen to the ogre nobility if the city is brought under the control of Blöde or Lacynos? How might the events of the Dark Disciple trilogy affect the Rugged Coast? These and other questions will remain unanswered for the time being, but could lead to high-stakes adventures with the player characters on center stage!

OB2. CHIEFTAIN'S PALACE

Chieftain Huldagh's magnificent palace is constructed of marble, slate, and granite. It is a circular three-story building with two two-story wings that extend out in a V-shape. One wing holds all of the kitchens, slave residences, and other rooms used to make the palace run smoothly. The opposite wing is of an art gallery, with sculptures, paintings, tapestries, and objects of great value kept constantly under lock and key.

The palace is heavily fortified, protected from external threats by a full complement of Clan Guard ogres, two ogre magi, and numerous traps (each with a CR between 3 and 5) laid to seize those foolish enough to break into the building. Emissaries and dignitaries are welcomed, of course, but most visitors will see only the fine entrance hall and public rooms. The rest of the palace is off-limits to all but the chieftain's family.

☞ Clan Guard ogres (18): hp 34; see page 179.

☞ Fulgo and Trekla, ogre magi (2): hp 37; see *Monster Manual*.

OB3. UPPER CITY GARDENS

Ogrebond's gardens are a marvel, consisting of hundreds of different species of flowering plant and trees brought in from around the coast. The gardens are open on all sides to city residents, with numerous winding trails and pathways, benches, and sheltered groves suitable for clandestine meetings of the kind enjoyed by Ogrebond's nobility. To most outsiders, however, the gardens resemble nothing so much as overgrown wooded thickets and thorny tangles of plant life; what passes for beauty and serenity in the eyes of an ogre can seem like a horticultural nightmare for humans and elves.

During the daylight hours, the gardens are relatively safe; at any given moment, a handful of ogres are enjoying its beauty. After dark, the gardens become the sort of place that the cautious should avoid, especially since some of the garden's night-time visitors will not take kindly to having their midnight liaisons interrupted.

If you are feeling particularly cruel, you might have a chase scene or something similar lead into the gardens during the evening, firmly placing the heroes between the proverbial rock and the hard place. An assassin vine, tendriculos, or phantom fungus encounter is not outside the realm of possibility here.

OB4. TOURNAMENT GROUNDS

The so-called ogre nobility of Ogrebond enjoy blood sports, but they eschew the traditional gladiatorial arena for an open-air tournament-style setting. Here, on two fields lined with covered benches, booths, pavilions and stables, the ogres look on as slaves and willing participants (such as enterprising young ogre warriors or veterans) engage in jousting, duels, and the popular Grand Melee.

Throughout the summer months in Ogrebond, the nobility can be found here, cheering on their favored champions as they provide bloody entertainment. Winter finds the tournaments to be less popular, not because of the cooler temperatures or high winds and rain, but because the slaves are being put to use elsewhere.

This is also where any insulted ogre faces against his opponent in combat. Usually, these challenges among ogre peerage are decided by first blood; the ogres enjoy conflict and prefer to keep their enemies alive so they can insult them again at a later date. Non-ogres brought here are not so lucky—the heads of fallen foes have been known to decorate the victors' pavilions.

OB5. ELEVATORS

Ogrebond's two city levels are connected by a pair of enormous staircases. The elevators in the middle of the city are the only means of bringing crates, wagons, livestock, and other larger items up from the docks to the Upper City, or moving them from the city gates to the Lower City.

Four large wooden platforms with iron cages, each of them 10-feet by 10-feet, are raised or lowered from the clifftop to sea level by 6-inch wide iron chains. Each elevator is controlled independently by winches at the base of the cliff crewed by slaves. Six goblins or four humans are required to operate each elevator. The groups of slaves are each watched by four Clan Guard ogres, who ensure that the elevator system is always operating. In daylight hours, all four elevators are in operation; after dark, only two of them are crewed.

As long as those who wish to ride the platforms are not unaccompanied slaves or fugitives from the Clan Guard, there is no restriction governing the use of the elevators. Passage up and down requires a 10 steel piece surcharge per passenger, and 5 steel pieces for a load carried on the platform.

☞ Clan Guard ogres (4 per elevator): hp 34; see page 179.

☞ Goblin slaves (6 per elevator): hp 5; see page 180.

☞ Human slaves (4 per elevator): hp 5; see page 180.



OB6. TEMPLE QUARTER

During the latter years of the Age of Despair, OGREBOND saw the rise of temples dedicated to the Gods of Darkness. Takhisis, Sargonnas, and Zeboim were the primary gods venerated in the city. Because of the cosmopolitan nature of OGREBOND, however, shrines to other gods sprang up as well. In the wake of forty years of godly absence, the city's Temple Quarter fell into ruin and disrepair. Now that their patrons have returned however, the cults of Sargonnas and Zeboim have each recovered their temples.

The Temple of Sargonnas is significant because it is the home base of OGREBOND's Clan Guard, most members of which are recent converts. The Chaplain-General, a half-ogre priest by the name of Emeril Bosphora, is the current head of the Guard and can usually be found at the Temple, if he is not attending to the needs of the nobles of the Upper City. Bosphora, the son of an ogre warlord and a human slave, is a disciplined, hardened warrior who has managed to instill respect and fear in his charges despite his mixed ancestry.

The clergy of the Temple of Zeboim's have yet to be firmly established. The Sea Queen has sent numerous priests and envoys to OGREBOND, though they have stopped only long enough to marshal support for their goddess before departing. If the heroes inquire as to the current high priest's identity, locals know only that he has not yet arrived in the city. In truth, this is because he has been busy with the Dargonesti in *The Village of Surf* (see p. 70).

☞ Emeril Bosphora, Chaplain-General of the Clan Guard: hp 60; see page 179.

☞ Clan Guard ogres (10): hp 34; see page 179.

OB7. SLAVE QUARTER

This area in the Lower City is one of the busiest and most squalid districts in the city. The streets are lined with dormitories, pens, offices, leatherworkers, blacksmiths, and other establishments that capitalize on the traffic of goblin, human, and elven labor. It remains crowded and foul-smelling at all hours of the day and night, with the slave auctions opening around the middle of the day and lasting until well after nightfall.

Logrid Sonnek, the head of the slaver's union (NE male ogre expert 6) has a lot of influence in the city. He controls the purse strings of many of the larger slaver operations, enforces order on his own terms using his hired thugs (most of whom are ogres, hobgoblins, or bugbears) and makes a good profit. He's an easy ogre to get an audience with, but he is never found alone.

For the most part, the slaves in OGREBOND are kept healthy and well fed, as it is bad for business to have weak or sickly offerings for auction. This doesn't make their bondage any easier to stomach, however. Among the elven slaves, most of whom are refugees from Silvanesti, unrest has reached explosive proportions. See *Revolt!*, starting on p. 60, for more details.

☞ Logrid Sonnek, Slave Union Boss: hp 58; see p. 181.

☞ Ogre thugs: hp 29; see *Monster Manual*.

☞ Hobgoblin thugs: hp 6; see *Monster Manual*.

☞ Bugbear thugs: hp 16; see *Monster Manual*.

OB8. MERCHANT QUARTER

OGREBOND's Lower City markets are not as busy as the slave auctions, but they are still crowded and a haven for hawkers, craftsmen, charlatans, and thieves. The heroes stand a good chance of buying anything they want here, though the war in the north and general unrest in the region have driven prices up.

Equipment of any kind, services, and lodgings cost at least half-again as much (150% of standard price) in OGREBOND's markets before the bargaining begins. Clever or charismatic player characters might be able to talk the prices down to reasonable levels, but usually no lower than 10% above the listed costs in the *Player's Handbook*.

Magical ingredients, spell components, and other supplies are also available in OGREBOND. An ogre mage named Sekloga (LE female ogre mage wizard 3) makes it her business to import materials, including magic items of up to 8,000 stl in street value, to supply the region. If Master Yap is with the party, she will quickly fawn over him and offer the heroes an additional "Conclave discount" of 10% off. This will bring all items down to their standard sale values.

OB9. HORNED PROW ALEHOUSE

Ogre taverns are rowdy and dirty, built for larger-sized patrons and often more dangerous than sleeping outside in the street. The Horned Prow is something of an exception, as it not only caters to smaller patrons (such as humans), but its owner is a minotaur ex-pirate captain who likes to keep her establishment spotless.

The heroes will find that the Horned Prow is one of the only inns in OGREBOND that will allow them lodging. Jameka deRusto (LE female minotaur fighter 5/mariner 5), the alehouse's owner and innkeeper, is uncharacteristically blind to the appearances of her patrons so long as they don't create trouble, start fights or make a mess. The price for a room that sleeps four human-sized patrons is 25 steel pieces a night, with a good meal of potatoes, cornmeal, fish steaks, and broth included in the price. Ale, of course, is extra, and expensive—5 stl for a pitcher. To her credit, Jameka doesn't serve the bad stuff to guests of the alehouse.

☞ Jameka deRusto, innkeeper: hp 60; see page 180.

OB10. DOCKS

The calming of the Blood Sea actually helped OGREBOND's shipping profits, even if the arrival of the Dragon Overlords years later threw the region into turmoil. Merchant ships, pirate vessels, Imperial warships from the minotaur islands, fishing craft, and refugee boats are constantly coming and going.

When the heroes first arrive in OGREBOND, they may recognize some of the ships berthed in the harbor. The minotaur vessel *Bloodied Blade* is here, having been repaired in Flotsam and now stopping in OGREBOND before heading further north. If the heroes ran into problems with the press gang in Flotsam, they may recognize the crew. If they did not, the press gang remains an available encounter (see *The Press Gang* in Chapter 2, p. 36).

The other ship the heroes will recognize is the *Lucky Maiden*, assuming they did not book passage on this vessel in Flotsam. Captain Swift has anchored in OGREBOND in order to pick up additional supplies that he was unable to get in Flotsam due to Lord Toede's import restrictions. See **Leaving OGREBOND** (p. 62) for more information about booking passage on the *Maiden* in this city.

There is a third ship in the harbor, which the player characters will not have seen before. This is a slave ship, similar in many respects to the *Lucky Maiden*. It is currently berthed at the docks without a cargo, and will eventually leave with elven slaves aboard, headed for Sargonath. Its captain is Uggar Kozan (CE male ogre mariner 3), a brawny ogre sailor. See **Revolt!**, below, for more details.

EVENTS IN OGREBOND

Two events are detailed below, providing a framework for activity in the city. The first should occur as soon as the heroes arrive at the gates; the road they have been traveling on leads right to Ogres' Gate. The second event occurs sometime during the heroes' stay, and may precipitate the heroes' departure, depending on how it turns out.

ARRIVAL (EL VARIES)

When the heroes arrive at OGREBOND, read or paraphrase the following:

A cold, brisk wind comes off the Blood Sea, bringing with it the unmistakable smell of ogres. Your road leads right up to enormous arched gates set into high walls of smooth granite that curve from cliff-edge to cliff-edge. Beyond the walls, buildings and towers cluster together like stubby fingers reaching into the sky. The brutish guards at the gates don't seem as threatening as they could be, and the thick-necked hunting dogs on chain leashes seem content just to sit on their haunches. Ogre and dog alike watch people come and go from OGREBOND, the greatest city of the Rugged Coast.

This is the OGRE'S GATE, one of several leading into the city. Refer to area **OB1** for details of the gate, the guards, and the Carsh hounds. The heroes are not the only ones arriving at the city; several other groups have come from the interior of the Rugged Coast, mainly tribal ogres or Khurish merchants with their entourages. The Clan Guard stop all who seek to enter, but this seems to be a mere formality.

Unless the heroes are openly displaying something completely out of the ordinary (such as carrying the *Dragonlance of Huma* without any cover or wrappings) or if they insult or attack the ogres, the Clan Guard will let them in. If it is after dark, they will inform the heroes that nobody enters the city at night, and they should come back in the morning.

Creatures: Because the gates lead into the Upper City, the Clan Guard ogres are more numerous here. The heroes may have entered the city without too much effort, but if they create any problems for the ogres that live in the Upper City or otherwise make a nuisance of themselves, Clan Guard ogres will confront them.

☞ **Clan Guard ogres (1d4+1):** hp 34; see page 179.

Development: Once inside, the heroes will see that most traffic is headed towards the elevators at **OB5**. There are signposts set into blocks of carved stone indicating the location of the Temple Quarter, the Palace, and the Inn Quarter (which is where the Horned Prow Alehouse is located). The road ahead is marked "Lower City Elevators." All signs are in three written languages: Ogre, Khur, and Nerakese.

REVOLT! (EL VARIES)

Run this event late in the day, after the heroes have had time to look around the city, purchase supplies or items from the market, and seen enough of the current conditions to understand the extent to which slavery is a part of daily life in OGREBOND. It's also best to do this once the heroes have booked passage on a ship out of OGREBOND, but before they actually have to leave. The ship makes for a handy escape!

If the heroes are at any location other than the Slave Market, read or paraphrase the following:

ARRIVING BY SEA

THIS part of the adventure assumes the heroes arrive in OGREBOND by land, coming around the Rugged Coast. Another option is for the heroes to put in at OGREBOND after they encounter trouble at sea, such as an encounter with a dragon turtle or the events of the Mire. The **Lucky Maiden** anchors in the docks for repairs or to pick up supplies, and the heroes get caught up in the events of the revolt. This option is especially good if you want to use OGREBOND, but the players chose to leave Flotsam by ship, or if the player characters need more experience

before the campaign progresses to the village of Surf (see **Attacked from Below**, p. 68, for more details.)

Remember to account for the fact that the players who arrive by ship will enter OGREBOND by the docks, and travel into the Lower City. They might encounter a much seedier side of the city than those who arrive by the OGRE'S GATE. OGREBOND'S customs and shipping concerns can be dealt with by Captain Vanyth with no trouble at all, leaving the heroes time to explore and restock.

The approaching sunset casts long, purple shadows over the Lower City, and the air cools. Ogrebond's residents barely seem to notice, continuing with their routine unhindered by the gathering dark.

Suddenly, a series of horn blasts and the deep, rumbling chorus of shouting ogres cuts through the late afternoon. The din seems to be coming from the area of the waterfront, near the Slave Market.

As the street crowds react to the uproar, an ogre in torn finery pushes his way uptown. "The slaves! The slaves!" he cries. "Stop them! Stop them!"



The elven slaves are in revolt against their ogre masters. The elf on the shipping crate is Pelmathenas (CG male Silvanesti elf noble 5/mystic 3), a diplomat who fled Silvanesti along with the other refugees and quickly became a leader among them. Word has spread recently about that elves taken north are being slaughtered by titans. The heroes have arrived in Ogrebond just as weeks of planning by the elves have come to fruition.

If the heroes were not at the Slave Market, they can quickly learn about what has happened by asking around. A number of city residents have fled the Lower City for their homes, and there is a steady surge of merchants and other

visitors trying to reach the gates. A skill check isn't needed; any of these individuals will happily inform the heroes about the elven revolt. It will take the heroes at least 10 minutes to get down to the Lower City, even by using the stairs, although if they make use of magic or other mystical methods they can reach the scene more quickly.

If the heroes are already present or once they arrive at the site of the revolt, they see the situation rapidly grow out of control. The Clan Guards, slavers, and the slavers' hired muscle were not prepared for the uprising. The heroes have a choice: do they help the elves, risking their own lives in the process, or do they help the ogres? Another option would be to leave the city, which may actually be the more prudent course of action.

The Setup: Once you have an idea about what the players want to do, you should present the scene to them with the following key elements in place. First, the primary actors in the drama are the elven slaves, led by Pelmathenas, and the ogre slavers, lead by Logrid Sonnek (see OB7 for details about Sonnek and his bodyguards). Second, there are dozens of loosed goblins in the area, having broken free from their captors with the help of the elves, and creating much confusion.

The Slave Market area is littered with crates, cages, benches, wooden platforms, wagons, and other handy things to throw or break or jump onto. And, of course, only about a hundred feet away are the docks and the waiting slave ship. This is an excellent opportunity to allow the players to make use of the scenery. Don't worry overmuch about the details; it should be an encounter filled with chaos, action, and surprising turns of events, as ogres and elves turn on each other, throwing goblins

If the heroes are actually along the waterfront itself, in or near the Slave Market, they will bear witness to the revolutionary events first-hand. Read or paraphrase the following:

The fetid air of the Slave Market grows colder as long shadows fall upon the waterfront; evening is drawing near. Having taken their pick of the day's offerings, ogre nobles bellow orders at their muscular servants to herd the miserable goblins away. A line of elven slaves, linked by ropes, is led off towards a waiting ship. The slavers watch on, some grinning at their fat purses, others scowling at their unsold property. Business as usual in Ogrebond, it seems.

The routine is abruptly halted, however, when an outburst of Elvish erupts from the line of slaves heading to the docks. One elf—a tall and haughty man with flowing black hair—leaps upon a shipping crate, his wrists free of their bindings. At this sight, elven slaves everywhere turn on their masters, some grabbing at the swords or daggers sheathed at the hips of the ogres, others overturning wicker cages containing screaming goblins. The market explodes in chaos.



about, using ropes to grapple or to swing across gaps, and so forth.

Creatures: There are many creatures involved in this encounter, more than you may feel comfortable controlling at one time. The easy way out of this is to narrow the focus of the action to smaller, more controlled sections of the larger melee, and use the information provided below to give you a sense of what kind of opponents and challenges are present.

☞ Logrid Sonnek, slaver boss: hp 58; see page 181.

☞ Clan Guard ogres (10): hp 34; see page 179.

☞ Ogre thugs and slavers (25): hp 29; see *Monster Manual*.

☞ Pelmathenas, rebellious slave: hp 44; see page 182.

☞ Elven slaves (60): hp 12; see page 179.

☞ Goblin slaves (100): hp 5; see page 180.

☞ Uggar Kozan, slave ship captain: hp 40; see page 183.

Development: If the heroes do nothing to help the elves, they will eventually be overcome as more and more Clan Guard ogres swarm the slave market area. This will take time, however, and in the interim the city will be in chaos. The fighting will continue into the night, as the battle spills out of the Slave Market and into the twisted streets of the Lower City. The elevators to the Upper City will be shut down, the staircases guarded and blocked. Huldagh and his family will watch the slums and markets burn from their safe vantage point. Come the morning, any elves in the city (slave or not) will either be dead or rounded up and loaded into the ship to the Hag's Dirk.

If the heroes do attempt to help, the outcome will not be as certain. There are a number of obstacles that will need to be overcome, such as the Clan Guard and the slavers, who will be the primary antagonists. If the heroes manage to incapacitate, kill or defeat Logrid, the bulk of the slavers and Clan Guard will retreat, hoping to regroup under secondary leaders. This may give the heroes time to escape to their ship (see **Leaving OGREBOND**, below). If they didn't already have passage on a ship arranged, the slaver ship may be a substitute option for the *Lucky Maiden* if they can defeat its captain, Uggar Kozan (whose crew will have deserted him).

If Master Yap is with the party, he will stay out of the fight and reunite with them once they've made their departure. The elven rebel leader, Pelmathenas, is a tragic character in this drama—he will die attempting to liberate his people. If you don't want him to meet his end just yet, he could also accompany the heroes to their next destination, but his doom hangs over him like a cloud.

The final possibility is that the heroes get involved and are overcome themselves. If this is the case, perhaps they are bound and sent on the slave ship to Hag's Dirk along with the remaining elves. This leads nicely to the events later in this chapter, although you will need to substitute the specific events on board the *Lucky Maiden* for a shipboard breakout concurrent with the attack by the undead whale and the Dargonesti. All of the heroes' items and equipment will have been stowed on the slaver ship, as well, gifts for the ogre titans and locked away in the hold.

Whatever the circumstances, the elven slave revolt should be played out as a pivotal moment for the heroes, moving the story along. Make it as entertaining, exciting, and challenging for them as possible, and again—don't worry too much about the details!

XP Awards: The players should be awarded full XP for any battles they fight to help liberate the elves, getting them to safety, or otherwise performing significant actions that help move the story along. In addition, a minor party Mission Goal award might be awarded (see *Dragonlance Campaign Setting*, page 193) depending on how much of a role they play in the course of events. If the heroes aid the ogres against the elves, award them only half the XP for battles against the slaves, who are at a considerable disadvantage.

LEAVING OGREBOND

As soon as the events of the player character's stay have dictated that they depart, their only real route is by sea. In Flotsam they had a choice, but the road north is no longer an option for the heroes. Their path lies across the sea. The *Lucky Maiden* or the slaver's ship provide them with their avenue of escape from the slave revolt or (if you chose not to run that event) a leisurely departure. It should not be a challenge for the heroes to leave when the time comes, but ensure that they have done what they needed to do in the city before they set sail.

For specifics of the departure by ship, refer to the beginning of this chapter. Progress on to the **Blood Sea** section, below, but, as the heroes have traveled north by land and are leaving from OGREBOND and not Flotsam, they will not encounter **The Mire** and it will only take them a day to reach the encounter with Melmanas (**Attacked From Below**, p. 68) and the Dargonesti, **The Village of Surf** (p. 70).

THE BLOOD SEA

The Blood Sea is a massive body of water that lies east of Kern and north of the Desolation. Prior to the Cataclysm, this was a populous region that served as home to the mighty Empire of Istar. When the Cataclysm struck, Istar was at the epicenter of destruction, the point at which the hammer of the gods collided with Krynn.

Istar sank beneath the onrush of waters, leaving only the coastal mountains standing as a chain of islands to the northwest. In the heart of the newly formed sea, a swirling whirlpool known as the Maelstrom swept the reddish soil from the sea floor and spread its crimson hue throughout the waters, giving the sea its name: the Blood Sea of Istar.

The Maelstrom spun unabated for centuries, creating a dark and deadly region through which few sailors had the courage to journey. Only the bravest of captains dared even the outer ring of the Maelstrom, let alone the more rapidly spinning inner rings. Few survived the treacherous waters that led to the Heart of Darkness at the center of the whirlpool, which was believed to lead directly into the Abyss.

During the Chaos War, the Blood Sea was a battlefield where the minions of Chaos thrived. While only the battles

between the minotaurs and magori are commonly known, other battles were waged beneath the waters and a terrible toll was suffered by the Dargonesti of the Blood Sea.

When the Chaos War ended and the Queen of Darkness stole the world, the Maelstrom was silenced. For the first time, the waters of the Blood Sea began to calm. Without the force of the Maelstrom's tides, the reddish silt began to settle. The waters of the Blood Sea became less turbulent. Even following the return of the true gods in the wake of the War of Souls, the Maelstrom has not returned, leaving the waters relatively placid. A steadily increasing number of vessels, both minotaur and otherwise, have taken advantage of the calm waters to try and lay claim to the region.

FEATURES OF THE BLOOD SEA

For this adventure, the characters will likely remain in the western reaches of the Blood Sea, and will not be venturing too close to the minotaur empire. However, much of the information here applies to the entirety of the Blood Sea, unless otherwise noted.

WEATHER

Important Rules: Weather, **Chapter 3: Adventures** in the *Dungeon Master's Guide*; Swim skill, **Chapter 4: Skills** in the *Player's Handbook*.

Although it is not the dangerous hazard it once was, the Blood Sea is still prone to storms, waterspouts, choppy seas, and dense fog during the winter. The warm currents from the northern Courrain combine with variable temperatures south of the Blood Sea Isles to create isolated incidents of inclement weather, usually in the middle of the day or later afternoon.

In the summer months the region is remarkably calm and placid, as the warmer air and climate settles most currents and weather patterns into a sweltering stillness that causes trouble for sailing vessels. The ideal period for travel is in the spring and autumn, as the weather shifts and marine currents become somewhat stable.

FLORA & FAUNA

The coastal waters of the Blood Sea are choked with seaweed such as grey kelp and bloodwrack, usually about a hundred yards offshore. Most of the time, the seaweed creates very little trouble for shipping, but it does make it very hard to locate anything that sinks or is thrown overboard. Clusters of seaweed have also been known to create obstacles for smaller vessels. The Mire, an enormous kelp island infested with undead and cursed by fog, began as one of these clusters.

The Blood Sea's aquatic denizens have thrived with the cessation of the Maelstrom. While many creatures were able to make their homes in the formerly turbulent waters, especially along the coast, the region has seen a great influx of fish, marine mammals, and birds. A vast array of larger, uncommon forms of sea life, also call the Blood Sea home, from sea cats and squids to dragon turtles and the occasional tojanida, an aquatic creature usually found on the Elemental Plane Of Water.

RANDOM ENCOUNTERS

Check for random encounters twice a day while traveling across the Blood Sea, once after daybreak and once at nightfall. The chance is 25% during the day or 35% at night; roll on the following chart for the specific encounter.

Die Result	Creature Encountered	Average EL
01-15	Black dragon, young adult (1)	9
16-20	Dragon turtle (1)	9
21-45	Sahuagin patrol (1d6+6)	7
46-60	Minotaur vessel*	8
61-80	Human pirates*	8
81-85	Tojanida, adult (1d3+1)	9
86-00	Thunderstorm	N

Except for those marked with an asterisk, all encounters are standard; statistics may be found in the *Monster Manual*. The other groups are described briefly below. The thunderstorm lasts for 2d4-1 hours, and the effects are described in **Chapter 3: Adventures** of the *Dungeon Master's Guide* under **Weather**. Roll another encounter midway through the storm.

Minotaur Vessel: This is a fairly small, yet well-maintained keelboat from Kothas, taking a long route along the Rugged Coast and headed towards Sargonath. The all-minotaur crew consists of eight 1st-level warriors (sailors), two 3rd-level mariners (ship's mates), and one 5th-level mariner (the captain). They will treat the heroes' vessel as a threat only if they can see elves or wizards on board, in which case they seek to close and begin boarding maneuvers. Otherwise, they will sail on by.

Human Pirates: These are bloodthirsty and daring buccaneers from Saifhum, looking for booty and spoils. They also like a good fight. The human crew consists of four 1st-level rogues, four 1st-level mariners, and their leader, a 2nd-level mariner/2nd-level fighter.

THE MIRE

Important Rules: Listen skill, in **Chapter 4: Skills** in the *Player's Handbook*; *desecrate* spell and *obscure mist* spell, in **Chapter 11: Spells** in the *Player's Handbook*.

The Mire is a mile-wide island of seaweed, the site of many shipwrecks and the bearer of a powerful curse that has its origins before the Cataclysm. Surrounded by a permanent fog bank, it draws shipping vessels toward its shadowy reaches, tangling them in the choking sea wrack. The ill-fated crew is then forced to deal with the Mire's foul inhabitants. Few have ever escaped.

The Mire introduces an element of horror and peril to the heroes' journey across the Blood Sea. Because this is intended to partially substitute for the land-based path around the Rugged Coast, it should roughly account for the experience the heroes missed out on by taking a ship from Flotsam.

This section also features another opportunity to introduce the kobold necromancer, Master Yap. See the sidebar and notes on **Rockhorde** (see p. 50) for more information on this NPC. If the heroes met Yap in Rockhorde, they won't meet him here, and vice versa.

HISTORY OF THE MIRE

Several years before the Cataclysm, a young druid of Chislev by the name of Migerna fell in love with a handsome Istarian sailor. Their love was ill fated, for he was lost in a storm out in the Courrain Ocean and believed drowned. Migerna pleaded with her goddess, who could do nothing; it was nature's way. Migerna turned to Zeboim, the dark goddess of the tempest, and promised her anything if her love would be returned to her. Zeboim agreed, but on the condition that Migerna's first born would be given to the waters as a sacrifice. Reluctantly, Migerna accepted the condition and the sailor walked ashore the next evening, as if he had never been lost at all. In her joy, Migerna never noticed Chislev grow quiet and distant.

As the years passed Migerna forgot all about her promise to Zeboim, and found herself heavy with child. When the baby girl was born, Zeboim sent a messenger in the form of a shark to Migerna's home by the sea, demanding the child be handed over. Migerna refused, and the Sea Queen's wrath was great. Later that day, a terrible storm struck the sailor's vessel, and all aboard drowned. The shark again returned to Migerna, demanding her baby be thrown to the waves, and again Migerna refused. The thunderclouds chased Migerna as she fled inland, but the druid found solace deep in the forests of Mithra, many leagues from the ocean.

In desperation, Migerna turned once again to her patron goddess, Chislev. Chislev held no love for Zeboim and agreed to help protect the baby from the wrath of the Sea Queen. "Know this, my daughter," said Chislev. "Zeboim's wrath is eternal. She will do all she can to reclaim what she believes is hers. I can protect your child, but it is love's folly that has led to this, and eventually a price must be paid." With that, the Goddess of the Wild transformed Migerna so that she took root in the grove, her legs becoming the trunk of a willow, her arms the branches cradling the infant. A timeless peace came over the grove, and mother and baby were left unaffected by the ravages of the passing years.

When the Fiery Mountain struck Istar and the land around the empire sunk beneath the waves, the waters rushed up to cover Migerna's grove. Zeboim, like the other gods, had turned away from the world, but her desires were tenacious. Thick ropes of seaweed clustered about the grove, unable to pierce Chislev's protective barrier but eventually lifting it towards the surface, an island out of time surrounded by the choking grasp of the capricious Sea Queen.

Migerna and her baby were unharmed, but the island became the Mire, and the unnatural fog that arose about it caused sailors to lose their way and their ships to become tangled. Migerna's mind reached out through her roots, and her guilt and fear became a curse that Zeboim's power fed upon. The stranded sailors turned upon each other, and became the ghoulish creatures that now prowl the Mire, adding to their number as more ships are snared by Migerna's unfulfilled promise.

FEATURES OF THE MIRE

The Mire is roughly circular, with Migerna's grove at the island's very center. There are a dozen rotting shipwrecks, many of which are lodged deep in the seaweed hundreds of yards in from the outer edge of the island. The seaweed is thick and solid enough in most places to walk upon, although it is impossible to run across it without a DC 20 Balance check to avoid slipping and falling. Additionally, the seaweed that makes up the island is considered difficult terrain, effectively halving the movement of all creatures that tread upon it.

A carpet of fog covers everything, reducing all vision considerably. The effect is similar to a permanent *obscuring mist* spell, applying concealment to all creatures 5 feet away and total concealment beyond that. Much like the spell, this fog can be cleared away by winds or spells like *fireball* or *flame strike*, but the fog thickens again after about 6 rounds. Unlike the spell, this fog is only 10 feet high, so it is primarily an inconvenience to Medium or smaller sized creatures. The strange fog actually slightly amplifies sounds, rather than muffling them, so all Listen checks on the Mire are made with a +2 circumstance bonus.

The Mire is also under the influence of a permanent *desecrate* spell, which empowers and bolsters the undead creatures that lurk here. Because of this effect, all encounters with undead experience a +1 increase in effective Encounter Level (included in any EL listed).

RANDOM ENCOUNTERS

The Mire is crawling with dangerous opponents, although fortunately the misty and swampy conditions provide some degree of cover from them. Check for an encounter every hour. The chance of an encounter is 20% if the heroes are actually traveling the surface of the Mire, and 15% if they remain on board their vessel.

Die Result	Creature Encountered	Average EL
01-15	Lacedons (ghouls) (1d6+6)	9
16-35	Scrags (trolls) (1d3+1)	8
36-55	Assassin vines* (1d3+3)	7
56-70	Chuul (1)	7
71-90	Wraiths (1d3)	8
91-00	Will-O-wisps (1d3+1)	9

* Encountered on the surface of the Mire only. If the party is on board ship, roll this encounter again.

All encounters are standard; statistics may be found in the *Monster Manual*. The assassin vines are marine variants of the standard creature, resembling thick, fibrous kelp instead of leafy vines. They are otherwise identical. All creatures encountered will be Hostile.

Remember that the Mire is difficult terrain and under the influence of both the equivalent of *obscuring mist* and the *desecrate* spell. Note that the will-o-wisps and wraiths cannot be heard approaching, but there is a chance the other encounters will make enough noise to alert the heroes (Listen checks against a DC of 10 + the creature's Move Silently bonus, -2 for each additional creature). If detected, the encounter distance will be 2d8x10 feet.

GETTING TO THE MIRE

The Mire is not a set destination for the heroes or crew of the ship they are sailing upon, but instead an encounter upon the Blood Sea that will introduce the heroes to the kobold necromancer, Master Yap. Master Yap is stranded on the Mire and has made an effort to alert rescuers to his predicament (instead of being imprisoned within Rockhorde, he is marooned here). The Mire itself will draw the *Lucky Maiden* (or whatever ship the heroes are on) into its clutches.

MESSAGE IN A BOTTLE

One day out from Flotsam, read or paraphrase the following:

For the past hour or two, the weather has grown cold and damp. The sails and ropes of the ship creak and grind against the masts. A thick, impenetrable bank of fog has arisen along the surface of the Blood Sea, making it difficult to see much further than a few hundred feet. It is through this gray and dismal murk that you spot what looks to be a bottle bobbing along on the gentle swell of the waves.

Fetching the bottle out of the water should not be too difficult; a crewman can do it with an oar or a gaff hook, or a player character might try to lasso it with rope (ranged touch attack against AC 15, no modifiers). The bottle is smoky glass and tightly corked. It contains a folded piece of torn parchment with writing on both sides. On one side, the following words can be made out by anybody who can read Khur (or makes a DC 25 Decipher Script check, uses magic, etc):

“You are respectfully invited to attend a great gathering in the North... forces loyal to the Lord of Bones... skills and experience will be of great service... the usurper, Lothian, and all who stand against... Qwes, ruined city.”

On the back of the note, scribbled with shaky lettering, is a brief note in Common:

“under siege by undead on floating kelp forest please rescue me big reward”

Development: The front of the note is part of an invitation sent to the kobold necromancer, Master Yap, by the Betrayer, who has been recruiting wizards in his bid to destroy Lothian. Master Yap’s ship was caught in the Mire and in desperation he has used the invitation to send out his rescue plea. If the note is examined or studied, it will be clear that the handwriting is different.

Any character that succeeds at a DC 25 Knowledge (geography) or Knowledge (history) check will know that Qwes is a ruined settlement in Nordmaar, beyond the Moors, site of an epic battle between ogres and humans in the first century after the Cataclysm. A DC 15 Knowledge (religion) check will inform a character that the Lord of Bones is one of Chemosh’s titles.

STRANDED! (EL 9)

Half an hour after the heroes acquire the note, the fog will grow even thicker. The crew will have a few minutes to debate what to do next (the Captain is very suspicious of the fog, but intends to push on through) when the ship strikes the Mire. Read or paraphrase the following:

Without warning, your ship comes to an abrupt and sudden stop. There is a loud crack, as the hull strikes something in the water, followed by a deep sucking noise. Sailors run to the edge of the ship and look down; one of them cries out, “We’ve run aground, Captain! The water’s full of seaweed and we’ve hit something!”

The sound of the sailor’s voice echoes eerily across the fog. You can just barely make out the shape of masts, tilted at crazy angles, and a cavernous maw lined with sharp wooden teeth screams silently from the side of a ruined hulk. It is a mariner’s nightmare—a graveyard of ships.

The heroes are now faced with a challenging situation. Their ship has become caught in the weeds of the Mire and suffered some hull damage from the collision with the other wreck. The ship’s carpenter tells Captain Swift that it will take his crew at least a day to repair the damage to the hull and cut the ship free of the seaweed. The heroes will then discover that the crew of the other ship has been transformed into something horrid—ravenous lacedons, aquatic ghouls hungry for the living.

Creatures: There are ten lacedon sailors on the other ship, who can reach the *Lucky Maiden* by jumping across a gap of 10 feet (lacedon Jump skill bonus of +5 vs. DC 10,) or clambering down and then up the sides (which will take a lacedon 2 rounds to do). They seek to drag sailors and the heroes into the waters below. Assume at least three crewmen are drowned before the lacedons are defeated, unless the heroes make good use of the *shard of light*.


☞ **Lacedons (10):** hp 13; see *Monster Manual*.

Development: Once the heroes defeat the lacedons, they may choose to explore the other ship. They will learn that it was the *Rampant Spirit*, a passenger ship out of Flotsam, much like the *Lucky Maiden*. Its passenger manifest (Search DC 15 to locate it) lists only one paying customer: “Wizard. Small. Luxury Cabin.” This, of course, refers to Master Yap. One of the rowboats is missing.

Treasure: Apart from the usual supplies, which Captain Swift will gladly claim, there is a locked chest in the office of the other ship’s former captain (Open Lock DC 25) containing 1,600 steel pieces, a +1 *ghost touch heavy flail*, three *potions of water walking*, and a *lesser strand of prayer beads*.

ENCOUNTERS ON THE MIRE

It’s possible the player characters will remain on board their ship the entire time it takes to repair the damage and



free the hull from entanglement (in which case, proceed directly to **Continuing the Journey**, p. 68). However, if they choose not to set out in search of Master Yap, you can prompt them by having the captain ask them to patrol for any further undead threats (since they handled themselves so well with the lacedons), or they might hear screams in the distance, etc. Should they leave the ship, what follows are brief encounters and events that can transpire throughout the next day, ending with the discovery of Migerna's grove.

The heroes may wish to investigate other stranded vessels on the Mire while they are exploring. Use this as an opportunity to drop in additional encounters, introduce new player characters, or a convenient means of supplying the heroes with much-needed equipment or items. As ships have been trapped in the Mire for centuries, each wreck should vary in age and decrepitude, from relatively recent (like the vessel Master Yap was on before he took to the lifeboats) to ancient (perhaps even remnants of the Istarian fleet, or relics from the War of the Lance). Remember to emphasize the overall mood and tone of this section of the story when revealing these shipwrecks to the players. It will serve to enhance the events near the center of the Mire.

MASTER YAP (EL 7)

This encounter occurs about 20 minutes after the heroes leave the ship and set out across the Mire. Read or paraphrase the following:

The fog seems to lift for a moment as you cross a particularly foul-smelling stretch of seaweed and muck. A rowboat comes into view, about thirty feet from where you are. Twisted undead figures hiss and spit at a small, waterlogged and miserable looking robed figure sitting in the rowboat. The undead seem to be held in place, but only just.

Master Yap has been casting protective spells for the past day, and is now down to a single scroll of *halt undead* which he plans to use if any more lacedons approach. The ghouls are affected by the magic, but the permanent *desecrate* field allows them to snarl and leer menacingly even as they are held in place. The kobold is in dire straits, as six more of the lacedons have emerged from the fog moments before the heroes.

Creatures: In all, there are 12 lacedons here. Master Yap has managed to *halt* six of them, but the other six are unaffected. A *halted* undead is immobile and cannot move or act until the spell duration ends (in 3 rounds), takes damage or is attacked.

☞ **Master Yap:** hp 34; see p. 182.

☞ **Lacedons (12):** hp 13; see *Monster Manual*.

Tactics: The six active ghouls, seeing the heroes, will immediately seek to swarm the closest character. Master Yap will be safe for at least a round. On the third round, three of the undead affected by his *halt undead* spells

will become active and attack him; on the fourth round the remaining three will follow suit. Despite the negative influences of the Mire and the number of lacedons present, this should not be a terribly difficult encounter to overcome.

Development: Master Yap is very pleased indeed to see the player characters, thinking himself rescued from the constant onslaught of undead. All he wants at this point is help in getting off the Mire so he can continue north. The heroes might want to question him about how he got here and what his intentions are; refer to the **What Master Yap Knows** sidebar on p. 54 for more information.

Although Master Yap is out of spells for the time being, he will offer to accompany and help the heroes, as it is in his own best interests to be as useful as possible. He knows something about the Mire's cursed history—at least enough to know that the curse is being maintained by something at the center, and that it is very old.

If the heroes ask about the reward on the note, Master Yap reluctantly admits that he lost most of it when he fled the shipwreck, but he does have a handful of gems left that he gives them to have: golden yellow topaz worth 500 stl each (x3), alexandrites worth 750 stl each (x3), and blue star sapphires worth 1,000 stl each (x2).

MIGERNA'S GROVE (EL 10)

In the center of the Mire, about two hours' travel from the site of the shipwreck, the heroes will arrive at the tree that is now the druid Migerna and the grove of stasis in which she and her baby reside. Read or paraphrase the following:

The stench of kelp and blood grows stronger, and the thick mass of seaweed beneath your feet begins to slope upwards. Ahead, rising out of the gloom, is an enormous mound of green-black vegetation, glistening in the damp air. Gnarled roots extend out of it, coiling away and plunging into the surface of the Mire. The fog boils away from the mound, carrying with it a pervasive sense of sorrow and hopelessness.

This is the outer shell of Migerna's grove, a thick mass of seaweed that has surrounded the druid's place of safety. It is attached to the surface of the Mire and is twenty feet tall, thirty feet across, and three feet thick. The weed is tough and rubbery. A 10 foot section of the weed has hardness 2 and 90 hit points. It takes only half damage from fire, electricity, or blunt weapon damage; normal damage from piercing weapons, slashing weapons, cold or acid; and no damage from sonic attacks. *Diminish plants* will reduce the wall's hardness in a single area to 0, while *blight* will deal direct damage to the wall.

The roots are part of Migerna herself, her connection to the outside world. Attacking one of the roots will elicit a scream of anguish that echoes within the minds of all within 30 feet of the grove. The scream will sound distinctly feminine.



Creatures: Any attack upon the grove itself (not Migerna's roots) brings the attention of Zeboim's curse. One round after the grove wall takes damage four shambling mounds will rise up from the surrounding seaweed and attack.

☞ **Shambling mounds (4):** hp 60; see *Monster Manual*.

Tactics: The shambling mounds move to attack any characters involved in striking the grove or in defense against any character who attacks them. They are dull-witted, but still intelligent, and know when to withdraw. If one or two of them are destroyed, the others will immediately attack their companion's destroyer. If three are destroyed, the fourth will flee.

Development: A hero that touches or makes contact with one of Migerna's roots will initiate telepathic contact with the transformed druid. In a flash of transferred memory, Migerna will pass along all that has happened to her to the character. This prompts a DC 18 Will save; failure indicates the character is *stunned* for 1d4 rounds from the weight of the memories. This is the limit of Migerna's contact with the heroes at this point.

Once the heroes break through the wall of the grove and look inside, read or paraphrase the following:

Beyond the thick rubbery walls of the mound is a peaceful grove completely at odds with the foul and brackish vegetation that encloses it. A small woodland scene has been lifted out of memory and time and perfectly preserved. In the center of the grove stands a single willow tree, its gnarled roots leading away and through the wall of kelp. The tree itself is a sculpture of living wood in the form of a woman. Tree limbs curl protectively around what appears to be a human infant, sleeping peacefully in the boughs of the willow.

The tree is Migerna, the baby is her unnamed daughter. Only individuals of non-evil alignment and who do not

have an evil patron deity may set foot inside the grove. This includes Master Yap, who volunteers to stay outside when he realizes he can't pass over the threshold.

A druid, ranger, or other character with Chislev as his patron will immediately understand that this place is under her protection. Neither the infant nor Migerna have aged a day since Chislev took them into her care. However, Migerna's grief and guilt has touched the world outside, lending power to Zeboim's efforts to reach the child.

Development: There are a number of outcomes to this scenario, not all of which are good. Zeboim demands a life for that which she gave to Migerna over four hundred years ago and, until this occurs, the Mire will continue to grow. Once inside, the heroes will be able to converse with Migerna, who can speak to them telepathically. She knows that Chislev is keeping them safe, but she is completely unaware of what has happened in the outside world. She will be shocked and dismayed at the consequences of her actions, but mad with grief at the prospect of surrendering her daughter to the Sea Queen.


The heroes are clearly facing a moral quandary. They could attempt to take the baby from Migerna, who, for the purposes of this adventure has all the statistics and abilities of a treant, and will defend herself or her child. Or they could attempt to convince Migerna to surrender the infant. Neither of these is a noble solution.

The baby's life can be spared and the Mire's curse ended if Migerna herself or any other individual (including a player character) chooses to sacrifice himself or herself as payment. It may take some clever role-playing to convince Migerna of this option, but she will eventually accept her fate. If this occurs, read or paraphrase the following:

A soft green light radiates out from the willow tree, and the baby stirs in her sleep. The semblance of a woman moves upon the willow bark, the grieving woman passing along a silent farewell to the child in its arms. The glow intensifies, and a powerful echo of divinity surges into being. The baby is lifted up on arms of light, and a primeval voice resonates in the minds of those present. "I take this child, my daughter, to me, as she is my own and no prize of the Sea Queen. Love's folly is justly rewarded, Migerna. Go now to your fate. The girl will live in your stead; the Balance of the wild is maintained."

With that, the child is gone. The willow-woman gasps in despair, and the thick walls of the grove begin to move inwards.

The wave of divine energy originates from Chislev, who has transported Migerna's baby away to safety. The child's destination is unknown. Those who were within the grove at the time of Chislev's manifestation will benefit from the combined effects of a *cure serious wounds* and *restoration* spell (caster level 20).



The heroes will have a round or two to escape the inside of the grove before the seaweed collapses in upon them. Zeboim's power claims Migerna in payment, and the grove plunges through the surface of the Mire into the Blood Sea below. The fog begins to thin, and will be completely gone in the next six hours. The undead sailors and cursed creatures of the Mire will disappear beneath the weed and plague the heroes no longer.

The Mire itself begins to collapse, the ropy strands of kelp releasing their hold on the wrecked and ruined ships. Within 24 hours, nothing will be left of the Mire. The heroes will have just enough time to return to their own vessel before any further travel upon the surface is impossible, although if you want to make it even more perilous for them, they might be forced to commandeer the remnants of a rowboat or raft in order to make it the rest of the way back to the *Lucky Maiden*.

EXPERIENCE AWARDS

Overcoming the curse of the Mire and convincing Migerna to sacrifice herself to save her infant should earn the players a significant experience award. The amount should be equivalent to their average party level, at least, with additional awards for good role-playing or for rescuing Master Yap. A player character who offered to sacrifice his or her life for the baby's should receive an additional bonus of 25 XP multiplied by the character's level, even though ultimately it was Migerna who accepted her fate.

CONTINUING THE JOURNEY

Once the heroes have completed their adventures on the Mire and returned to their now-repaired ship, they may continue on with their journey. That journey will take them to **Ogrebond** (see p. 55) to take on supplies and, more importantly, allow them to experience firsthand the slave rebellion. After sailing from Ogrebond, they will be **Attacked from Below**.

ATTACKED FROM BELOW (EL SPECIAL)

Important Rules: Underwater Combat, **Chapter 3: Adventures in the *Dungeon Master's Guide*; control weather spell, Chapter 11: Spells in the *Player's Handbook*.**

This event occurs regardless of whether the heroes took a ship from Flotsam or from Ogrebond. It is intended to be very challenging and, in fact, the outcome is very likely one in which the heroes are incapacitated or captured. This forms part of the overall storyline, and no player characters should die as a result of this event unless they do something particularly foolish. The Dargonesti are not trying to kill them, merely subdue and capture them. So while the situation should look perilous to the players they will have many opportunities in the remainder of this chapter to escape (and possibly free an entire village of Dargonesti from the clutches of an evil ogre shaman).

On the third day out from Flotsam (or the first day from Ogrebond), the morning will dawn bright and clear. The day should pass relatively uneventfully, at least until dusk.

Read or paraphrase the following:

A sudden shout from the crow's nest raises the alarm. The crew bursts into a flurry of activity. Looking out over the edge of the ship, you can see a wall of dark, menacing clouds approaching. Flashes of lightning split the distant darkness. In the choppy waters ahead of the coming storm, something huge and black breaks the surface before plunging back into the blood-colored waters. "Melmanas!!" screams the sailor in the crow's nest. "Melmanas the whale!"

The storm is unnatural in origin, created through magic. A successful DC 20 Survival or Spellcraft check will allow a character to recognize the supernatural storm as the effect of a *control weather* spell. The storm takes ten minutes to build, during which time the crew of *The Lucky Maiden* will be scrambling to batten down the hatches, strike the sails, and prepare to ride out the storm.

Once the *control weather* spell has been cast, it will last for 4d12 hours (26 hours), focused on the area immediately surrounding *The Lucky Maiden*. The storm is contained within a three-mile radius, catching the vessel in the heart of the storm when it strikes.

The dark shape in the water is the great undead whale Melmanas. It is far below the surface as it approaches, out of range of most spells or attacks. The storm will strike the ship before the whale does, giving the heroes only a few moments to prepare for the titanic collision that is imminent. Melmanas is not alone, however; a boarding party of Dargonesti is making use of the whale's presence to kick off their attack.

Once the storm has struck in full, read the characters the following:

Through the sheets of driving rain and above the crash of thunder, the captain's voice can just be heard. "All hands! All hands! Brace for impact!" Faces pale as the crew grab onto ropes, clutch the rigging on the masts or throw themselves below decks. "It's here! The whale is here!" There is a deafening roar, like the death rattle of the ocean itself, and then a crash that sends everything that isn't tied down off into the sea. The ship lurches violently, tossed into the air like a child's toy before landing again among the raging waves.

Allow the players to describe how they prepared for the collision and where they are currently located onboard the ship. Every character must make a DC 18 Reflex save or take 6d6 points of nonlethal damage from the force of the collision. A successful save reduces this to half. Any character that did not make efforts to tie himself down or seek cover below decks will take an additional 3d6 points of lethal damage from random debris, splintered wood, and so forth.

The collision itself inflicts 35 points of damage to the bottom of the vessel, just enough to breach the hull and send seawater pouring into the hold. The *Lucky Maiden* is still barely seaworthy—Melmanas was not attempting to capsize the vessel, merely damage it. The whale then departs, leaving the heroes and the crew to deal with the Dargonesti.

Creatures: The Dargonesti raiding party consists of a dozen boarders, the Dargonesti witch Veylora, and their war chief, Lankaos. The elves have also brought along two giant octopi. The boarding party attacks immediately after Melmanas has departed.

☞ **Melmanas the Whale:** hp 217; see page 182.

☞ **Octopus, Giant (2):** hp 47; see *Monster Manual*.

☞ **Dargonesti Warriors (12):** hp 16; see page 179.

☞ **Veylora, Dargonesti Witch:** hp 32; see page 183.

☞ **Lankaos, Dargonesti Chieftain:** hp 68; see page 181.

☛ **The Lucky Maiden:** Galley; Speed 3 mph/72 miles per day; Crew 50; -1 ranged (3d8/19-20, 3 ballistae, 2 full round actions to reload), +1 ranged special (4d6, Reflex DC 15 half, 2 light catapults, DC 15 to hit aimed square, 2 full round actions to reload), see **Chapter 3: Adventures in the *Dungeon Master's Guide***; Hull—hardness 5, 60 hit points (per 5 foot section).

☞ **Captain Vanyth Swift:** hp 65; see page 175.

☞ **First Mate, Undella 'Della' Sem-Thal:** hp 49; see page 178.

☞ **Sailor (24):** hp 10; see page 183.

☞ **Marine (24):** hp 12; see page 182.

Tactics: The two giant octopi will focus their attacks against the ship itself, although any crewman or character swept overboard will become a target for the creatures. Each octopus is accompanied by a single Dargonesti boarder, whose task is to keep the octopi focused on attacking the ship. The 10 remaining Dargonesti, along with Veylora and Lankaos, will climb up the hull of the ship and seek to keep the crew occupied while the octopi do their work.

The Dargonesti will offer the crew the chance to surrender the ship. If they do, with the cooperation of the heroes, of course, then the Dargonesti will demand that all weapons be handed over and items surrendered. Veylora is capable of using her *wand of arcane sight* to determine

which items in the heroes' possession are particularly valuable; she'll ensure that these remain in her safekeeping. Once this is done, refer to **In the Belly of the Whale** for more information about the trip to the Dargonesti village.

If the option to surrender is rejected, the crew will be split; half of the crew (sailors and marines under the command of Della) will be below decks, seeking to stem the flooding, while the other half of the crew, along with Captain Swift, will work on repelling the invaders. Three of the marines will be stationed at each of the ship's weapon stations, assisted in turn by 2 sailors who will help with reloading and protecting the ballistae and catapult from being damaged. The ballistae are angled such that they can be used to attack the octopi, but the catapults are nearly useless at this range (any missed attack with the catapult would have a 50% chance of striking the ship's hull).

Development: With the effects of the weather and Melmanas, and the relentless assault by the Dargonesti, the ship will be overwhelmed; it's only a matter of time. Fallen and incapacitated heroes and crew will be carried away by the Dargonesti. Any who surrender will be bound and dragged under the waves. Continue to **In the Belly of the Whale** for what happens next.

XP Awards: Because of the stronger sense of predetermination inherent in this encounter and the terrible conditions, the heroes should be awarded full experience for their participation in the battle. Consider elevating the CR of each defeated opponent by +1 to account for the circumstances. This is also an encounter that the wiser player characters might decide is best fought at a later date, so be aware of opportunities for rewarding excellent role-playing.

IN THE BELLY OF THE WHALE

Eventually, the heroes and the crew of the *Lucky Maiden* will be prisoners of the Dargonesti raiders. Both conscious and unconscious prisoners are taken below the surface, where the Dargonesti summon Melmanas for the second time.

The whale returns to the scene of the attack upon the *Lucky Maiden*. It opens its colossal mouth, and swallows the crew and the player characters whole. Every minute the heroes are within the whale's cavernous mouth, they must

MELMANAS THE WHALE

MELMANAS is a monstrous undead leviathan—the manifestation of Zeboim's wrath against those land-dwelling races that fail to respect the oceans she holds under her sway. The Goddess of the Storm directed Melmanas to terrorize the seaways around Ansalon for hundreds of years, though few knew about the whale's existence outside of folklore.

Melmanas' statistics can be found on p. 182 in Appendix Two, but you are encouraged to consider

the whale a plot device rather than an opponent. In this adventure, Melmanas serves two purposes: smash into the heroes' ship before the Dargonesti attack, and then transport the heroes to Surf. It is possible that the heroes may find some way to attack the whale or otherwise engage it in combat, but this is not recommended. Melmanas is far too powerful for the heroes to deal with at this stage in their careers.

succeed at a DC 20 Fortitude save or lose consciousness. This is a supernatural effect. Melmanas then dives toward the sea floor, a bubble of air keeping those inside its mouth from drowning.

The Dargonesti do not travel inside the whale, choosing instead to make their way to their village under their own power. With them go all of the player character's essential equipment, items, and weapons, including the *Dragonlance of Huma*, the *Shard of Light*, the *Tears of Mishakal* and the *Key of Quinari*.

"BUT WE'RE NOT ON THE LUCKY MAIDEN!"


It's possible that the heroes aren't on the *Lucky Maiden*, especially if they came from OGREBOND before Melmanas attacked. They might be on board a slave ship, having commandeered it following the riot or even prisoners of ogres and locked in the hold. Or, they could have simply chosen another ship from the options in Flotsam or OGREBOND.

The events described above happen more or less the same regardless of which ship the heroes are on. If they are in the company of Pelmathenas the slave leader, his fellow freed slaves will replace the crew of the *Lucky Maiden* for the most part. Instead of Captain Swift, Della, and the other sailors, the Dargonesti will take Pelmathenas and the elves to Surf with the heroes. Feel free to expand upon or alter the events to suit the way your campaign has come about to this point.

THE VILLAGE OF SURF

Important Rules: Aquatic Terrain, **Chapter 3: Adventures** in the *Dungeon Master's Guide*; Swim skill, **Chapter 4: skills** in the *Player's Handbook*.

Surf is an underwater Dargonesti village about a day's travel from the Rugged Coast, located in between OGREBOND and SARGONATH. It is the site of the last portion of this chapter. Here the heroes find themselves prisoners of the Dargonesti elves and their current leader, the yrasda shaman, Makwur-Sal.

 Surf (Village): *Magical (formerly Conventional)*; *AL CE (formerly CG)*; 200 stl limit; Assets 4,600 stl; Population 460; Isolated (436 sea elves, 24 kuo-toa).

Authority Figures: Makwur-Sal (CE male yrasda cleric 9 of Zeboim), high priest; Lankaos (CG male sea elf fighter 9), war chieftain.

Important Characters: Veylora (CG female sea elf sorcerer 8), witch; Filkilil (NE male kuo-toa cleric 5 of Zeboim), sub-priest; Oxpachta (abolet), dread guardian; Seaquake (LG male juvenile bronze dragon), shackled prisoner.

HISTORY OF SURF

Surf, like many other Dargonesti villages under the Blood Sea and along the northeastern coastline of Ansalon, was founded in the first century after the Cataclysm as an outpost of the Dargonesti's primary nation of Watermere. The sunken ruins of Istar formed the core of the Blood Sea Dargonesti colonies, but small outlying settlements like

Surf were very important in the acquisition of resources and territory.

The sea elf war chieftain, Lankaos, has been the primary authority in Surf since a few years prior to the Chaos War. During that war, Lankaos led his people in battle against the Magori and worse creatures, proving his mettle and earning something of a reputation for himself. This brought him to the attention of the yrasda (or merrow) Makwur-Sal, who sought suitable candidates for his experimentation with the Turbidus leech. Makwur-Sal succeeded in attaching a leech to both Lankaos and his lover, the Dargonesti witch, Veylora. After that, the war chieftain served only Zeboim, and the conversion spread rapidly.

Surf is now the base of operations for Makwur-Sal. The yrasda has invited a small force of kuo-toa to the village, to serve as his loyal guard. Makwur-Sal doesn't trust the sea elves, even when they're mind-controlled. Although he is expected in OGREBOND to set up a temple to his volatile goddess, the yrasda shaman has been putting that appointment aside. Now that he has the heroes and their magical tools of power, he feels it is almost time for him to bring Zeboim's word to the surface.

FEATURES OF SURF

Surf is situated in a section of the sea floor thick with kelp forests, and it is difficult to locate without a guide (or the help of a monstrous undead whale). This has afforded Surf considerable protection, though not enough to keep out a persistent and disciplined foe!

The village is lit by shadowy illumination throughout, as ambient light and light from the surface filters through the settlement. Most of the elves can see without problems, but humans and other races without elvensight or its equivalent are disadvantaged. The water is clear, so any encounter distance is typically 120 feet.

Most of the village houses have been erected along the base of a wide trough or ravine, the walls of which are steep coral reefs and extremely sharp (1d6 damage to those swimming within 5 feet, DC 10 Reflex save avoids). The houses themselves are constructed out of tree coral growths, between 15 feet and 20 feet in height and surrounding a single 20-foot by 20-foot chamber in which the elves make their homes. The tree coral is not sharp, but somewhat brittle (hardness 5, hp 10, Break DC 15).

In between the tree coral houses are giant fan corals. These 15 feet tall, broad, and lacy-looking corals are not only decorative, but serve as a defense mechanism. The living coral colonies can send out long stinger-like tendrils from their fan-shaped structures to attack individuals. These have a melee attack bonus of +9, a reach of 10 feet, and deal 1d6 points of acid damage. Each giant fan coral has an AC of 10 and 22 hit points; a coral reduced to 0 hp or less is destroyed. The corals are normally inactive, but can be awakened by any of the sea elf residents of the village to "guard" the immediate area for up to 10 minutes. Awakening a fan coral can be attempted by a non-Dargonesti character with a DC 20 Handle Animal check.

OUTSIDE SURF

Surf is surrounded by miles of thick kelp forest. This overgrown aquatic foliage can grow as tall as eighty feet, blanketing the sea floor around the Rugged Coast with rubbery seaweed. Traveling out here runs the risk of a random encounter with one of the area's numerous underwater denizens, under less-than-favorable conditions (including near darkness). Each hour that the heroes spend outside of the trough, close to the bottom of the sea floor, there is a 30% chance of an encounter. Check against the following table.

Die Result	Creature Encountered	Average EL
01-25	Lacedons (ghouls) (1d6+6)	9
26-45	Scrags (trolls) (2d4)	9
46-65	Kuo-toa warriors (2d6)	8
66-80	Giant squid	9
81-00	Dragon turtle	5
All encounters are standard; statistics may be found in the <i>Monster Manual</i> .		

GETTING TO SURF

This adventure assumes the heroes reach the village of Surf by being captured and dragged to the bottom of the Blood Sea by Melmanas the whale. They are then taken into the Coral Citadel and thrown into a cell, stripped of their armor, weapons, and equipment.

If some or all of the heroes escaped capture and followed the Dargonesti here, they can decide upon their own approach to the Citadel. Use the **Key to Surf** as a guide to what the heroes might encounter if they go this route.

KEY TO SURF

The following is a breakdown of the various areas numbered on the map of Surf. You can use it as a guide for any activity that occurs outside the Coral Citadel. The Citadel itself has its own section, which follows the Key.

Unless otherwise noted, all locations are underwater, have shadowy illumination, and have no breathable air. Player characters will need additional measures, such as magic, to move about freely and breathe.

SUI. WATCH TOWERS (EL 5)

These tall pink-white coral buildings rise above the trough, providing an excellent view of the village. They are constructed of the same living coral as the homes in the village, but have two levels: an entrance level at the top, with broad circular openings that can also be used to provide cover; and a storage and residence level on the bottom, which can be reached only through a round opening in the floor of the upper level.

Creatures: 3 Dargonesti warriors are here at all times, observing the activity below and also keeping watch for anything or anyone approaching from the kelp forest



WHAT'S WRONG WITH THE DARGONESTI?

TURBIDUS leeches are foot-long parasites that, when attached to a living non-plant creature, make the victim's mind malleable. The host creature suffers a -4 penalty to all Will saves made while a Turbidus leech is attached to it, as well as taking 1 point of Constitution damage a day (thus, the creature is effectively always missing 1 point of Constitution). Any charm or compulsion effects cast upon a victim have a permanent duration so long as the Turbidus leech remains attached. Spells cast later on the victim take priority over older ones should they contradict previous charm or compulsion spells.

A creature with a Turbidus leech attached to it feels compelled to do everything he can to hide the leech's presence from others. One may notice the presence of

or from the surface. Because they have excellent vision underwater, the Dargonesti have a good chance of spotting the heroes unless steps are taken to use stealth.

☞ **Dargonesti Warriors (3):** hp 16; see page 179.

Tactics: Each warrior has a conch horn on hand, and will sound the horn at the first sign of danger. 6 rounds after sounding the horn, the Dargonesti warriors from the other watchtowers will arrive to provide aid. The horns are audible from any point in the village, including the Coral Citadel, so Makwur-Sal and his kuo-toa allies will also be alerted (but will remain inside the Citadel).

SU2. VEYLORA'S SHELL HUT (EL 8)

The sorceress Veylora lives in this giant nautilus shell, together with her familiar and an admirable collection of items and arcane trinkets. Before she was dominated by Makwur-Sal and the Turbidus leech, Veylora was an ambitious and curious elven woman from a noble Dargonesti family near Watermere, far to the east of Ansalon. She had traveled to the Blood Sea out of a desire to see more of the world and met Lankaos. They fell in love, but chose to live apart until their betrothal could be assured. Makwur-Sal interfered with their plans.

Creature: Veylora is always found here when she is not being sent to raid ships or solve an arcane problem. If the heroes approach her, she should be considered Unfriendly. She doesn't actively seek to harm people but Makwur-Sal's mental domination over her has left her paranoid, suspicious, and intolerant of others.

☞ **Veylora, Dargonesti Witch:** hp 32; see page 183.

Treasure: As well as the components and supplies typical of a sorcerer of her level and the items she carries on her person, Veylora has a number of additional minor magic items in her hut that she has gathered over the past few months. These items are kept behind an iris-door set into an interior wall of the shell (Open Lock DC 25, Break DC 20): 3 *potions of water breathing*, a *feather token (fan)*, *dust of dryness* (sealed in a copper flask), a +1 *buckler*, and a *golembane scarab*.

a Turbidus leech through another's clothing by making a Spot check opposed by the host's Disguise check. The host gains a +12 bonus due to the small size of the leech, as well as a circumstance modifier equal to the armor bonus provided by armor.

Unless otherwise stated, all Dargonesti in Surf have a Turbidus leech attached to the back of their necks. To remove a leech from a victim, the victim must be grappled successfully. An opposed grapple check will then allow the leech to be detached. Alternately, the leech can be struck at with a weapon; it has an AC of 22 and 3 hit points, but is considered to be grappling with the victim for the purposes of ranged attacks. Victims who have been freed of the leech will recover in 1d6 rounds; while they recover they are stunned.

SU3. ABOLETH LAIR (EL 7)

A crevice at the very end of the trough is home to Oxpachta, a particularly vile aboleth invited by Makwur-Sal to lair by the village. Oxpachta has been promised the Dargonesti villagers once Makwur-Sal's plans have reached fruition. In the meantime, the aboleth provides additional assistance and counsel. Makwur-Sal visits the lair at least once a day, consulting with Oxpachta and keeping the aboleth informed of Zeboim's will. Oxpachta fears the yrasda's relationship with the Sea Queen, and grudgingly heeds Makwur-Sal's wishes for the time being.

☞ **Oxpachta, aboleth:** hp 76; see *Monster Manual*.

Tactics: Oxpachta uses its illusionary powers to keep the entrance of its lair concealed from casual searching. It knows each of the Dargonesti and kuo-toa in the village by sight, and thus will recognize if a player character is an intruder or not. It typically waits until intruders approach, and then attempts to *dominate* the strongest-looking intruder before lashing out with tentacles.

SU4. CHIEFTAIN'S HALL (EL 11)

This large coral building, about the size of two or three standard Dargonesti residences, is home to Lankaos and his personal guard. Inside, the hall consists of a single large meeting area, which is also where Lankaos' guards sleep. A smaller room at the back of the hall, with a single entrance and no windows, is Lankaos' bedchamber.

Creatures: When he is not out conducting raids for Makwur-Sal, Lankaos is found here holding court, hearing the appeals and grievances of his people. At the moment, these are superficial and vacuous; all of Surf is under the control of Makwur-Sal and the Turbidus leeches, so the commonfolk are merely going through the motions. Eight Dargonesti warriors accompany Lankaos at all times. When he is under the leech's influence, Lankaos is an irritable, arrogant, and impulsive leader.

☞ **Lankaos, Dargonesti Chieftain:** hp 68; see page 181.

☞ **Dargonesti Warriors (8):** hp 16; see page 179.

Treasure: As befits a chieftain of the Dargonesti, Lankaos would normally have trunks and chests full of precious metals, gems, objects of art, and jewels. However, since Makwur-Sal took control of Surf, all of this wealth has been moved to the Coral Citadel. Lankaos now has only those possessions that he carries on his person.

THE CORAL CITADEL

This impressive structure was originally a massive colony of brain coral, creating the stony labyrinth that forms the Citadel's base. The upper levels of the Citadel were added by the Dargonesti hundreds of years ago, but corrupted and mutated by the events of the Chaos War. The Citadel was used by magori for some time until it was abandoned and later adopted by Makwur-Sal as his base of operations.

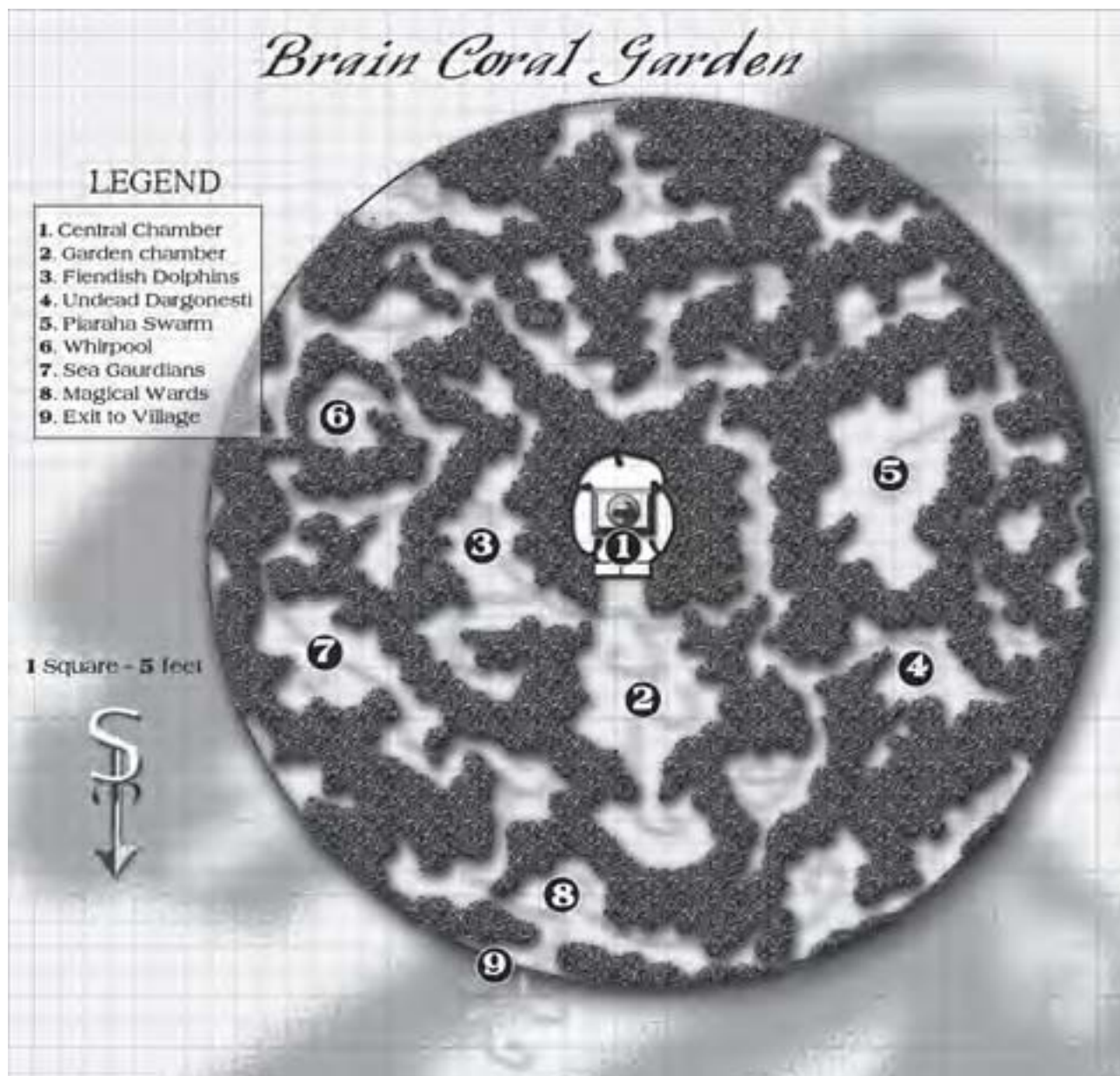
The Coral Citadel is where the heroes are brought once they are captured. They are taken to the dungeon level and thrown into several cells at location CC1. Their mundane equipment, apart from the clothes they are wearing, is


kept in CC2. Their magic items have been moved to CC5, except for major artifacts such as the *Dragonlance of Huma*, the *Shard of Light*, the *Key of Quinari* and the *Tears of Mishakal*. Makwur-Sal keeps these up in CC15, his ritual chamber.

FEATURES OF THE CORAL CITADEL

The foundation of the Coral Citadel is a maze of stony coral tunnels that lead to a pair of carved ivory doors in the center. Behind these doors is an altar to Zeboim. Above the altar is the central watery column that extends up into the Citadel proper, connecting each level. The Citadel has a dungeon level (CC1 to CC8), a main level (CC9-CC14), and Makwur-Sal's ritual chamber on the top level (CC15).

Some of the chambers in the Citadel are emptied of water and supplied with breathable (if somewhat stale) air. These chambers are CC1-CC6 and CC12-CC15. All other chambers, as well as passages connecting the areas in the Citadel and all the locations in the Brain Coral Garden, are





filled with water. A system of pumps and filters constantly replenishes both air and water in the Citadel, creating a constant hissing sound in air-filled rooms and a muffled sucking noise in water-filled areas. On the dungeon and main levels, this filtration system has tunnels large enough to move through.

All of the “doors” in the Coral Citadel are in fact strange, viscous, jelly-like portals that prevent the passage of water. Each door is in one of two states: soft (unlocked) or hard (locked). A soft door yields when pushed and can be moved through, automatically sealing itself. The effect is very much like walking through a wall of gelatin. A hard door resists pressure and stiffens when someone pushes against it, effectively preventing anything or anyone from passing through. Hard doors have a hardness of 1 and 20 hit points, with a Break DC of 24. They are vulnerable to acid, cold and sonic, taking half again as much damage from those sources, but impervious to fire and electricity. The kuo-toa and Makwur-Sal each carry a ring of reactive coral three inches wide which, when applied to the doors, locks and unlocks them. These coral keys are worth at least 650 stl on the surface.

Other features of the Citadel include:

- Internal walls (dungeon, main and top levels of the Citadel only) of polished ivory (6 in. thick, hardness 8, 90 hp, Break DC 35, Climb DC 30) and ceilings 12 feet high.
- Exterior walls (and interior walls in the Brain Coral Garden) of thick stone coral (5 feet thick, hardness 8, 750 hp, Break DC 65, Climb DC 20).
- Phosphorescent coral providing illumination in areas CC1 to CC15 equivalent to torchlight and shadowy illumination in areas BC1 to BC9.

KEY TO THE CORAL CITADEL

What follows is a breakdown of areas numbered BC1 to BC9, and CC1 to CC15 on the map of the Coral Citadel, including the inhabitants of these areas and general notes.

BC1. CENTRAL CHAMBER (EL 7)

The doors to this room are made of carved ivory (4 in. thick, hardness 8, 50 hp, Break DC 28), and are unlocked. The chamber itself is roughly 30 feet in diameter, and has only one notable feature: a stepped dais upon which stands an altar to the goddess Zeboim. The altar consists of a single block of jade carved to look like a dragon turtle’s shell set atop a carved slab of yellowed ivory. The entire chamber is under a permanent *unhallow* spell tied to an *invisibility purge* spell (caster level 9th).

This room has no ceiling; it is the base of the central shaft, described in CC4. The *unhallow* effect only extends 10 feet up, however, and not into the shaft itself.

Creature: The kuo-toa priest, Filkilil (NE male kuo-toa cleric 5 of Zeboim) spends almost all his time down in this room. If there is any disturbance above, he will swim up to investigate. Otherwise, he can be found meditating and praying to Zeboim at the base of the altar.

☞ Filkilil: hp 36; see page 180.

BC2. GARDEN CHAMBER (EL 6)

This open space is home to hundreds of varieties of plants, miniature coral colonies, weeds, and fish—including some that are phosphorescent, making the whole area glow and shimmer in eerie shades of blue and green. This provides the area with illumination equivalent to torchlight.

Creatures: There are four kuo-toa stationed here in front of the doors to BC1 at all times. The guards are directed to prevent any access to the Citadel by villagers or outsiders; only Veylora, Lankaos, Makwur-Sal, or one of the kuo-toa may enter.

☞ Kuo-toa (4): hp 11; see *Monster Manual*.

BC3. FIENDISH DOLPHINS (EL 5)

This area is long and lit faintly by phosphorescent moss, granting it shadowy illumination. A space of 6 inches at the top of the room has breathable air, kept in place by tiny bilge pumps connected to the primary system of filters in the Citadel above.

Creatures: Makwur-Sal has a number of foul servants granted to him by Zeboim, including the eight fiendish dolphins in this area. They attack any creatures that enter, driven by an irrational hatred for mortals.

☞ Fiendish dolphins (8): hp 11; see page 180.

BC4. UNDEAD DARGONESTI

This area is completely dark, the water befouled by the horrid creatures lurking within.

Creatures: Four vampiric Dargonesti warriors lair in this room, bound here by the power of Zeboim. Makwur-Sal has not yet decided what to do with the creatures, but throws the occasional sea elf into the room to keep them sustained.

☞ Dargonesti vampires (4): hp 20; see page 179.

BC5. PIRANHA SWARM (EL 6)

This large chamber is filled with softly glowing motes of light, caused by algae spores. Anyone breathing in the water of this room (such as a person under the effects of a *water breathing* spell) must make a DC 17 Fortitude save or be sickened for 2d6 rounds from the algae. The light provides the room with illumination equivalent to torchlight.

Creature: As well as glowing algae, this room is home to several swarms of carnivorous fish. If anything moves into the center of the chamber, the swarms launch out of the various nooks and crannies around the wall and immediately attack.

☞ Piranha swarms (4): hp 13; Use bat swarm statistics, replacing fly 40 ft. with swim 40 ft. See *Monster Manual*.

BC6. WHIRLPOOL

This section of the Brain Coral Garden is located at the confluence of several filtration currents from the Citadel above, which vent down through the floor. These conditions have created a swiftly spinning vortex that makes entering the room very hazardous.

Any character that comes within 5 feet of the vortex (essentially, moves beyond the entrance of the chamber)

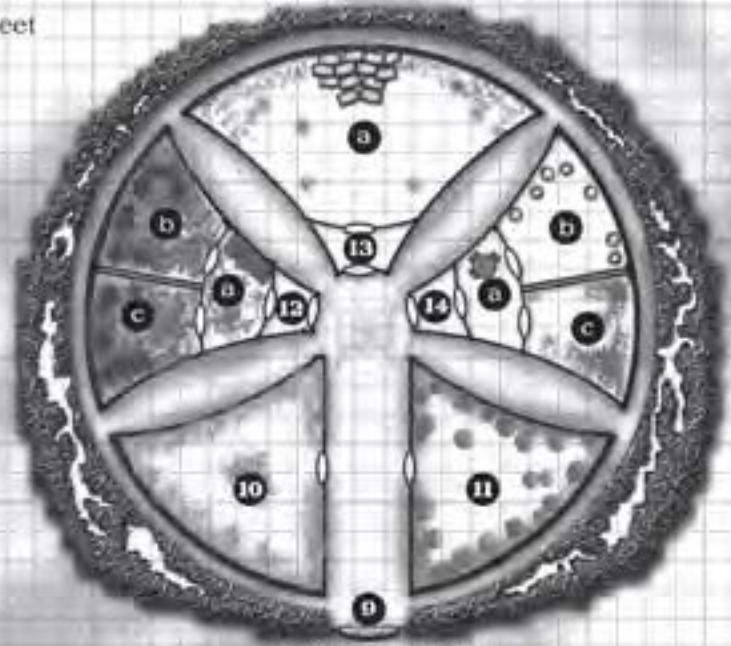
LEGEND

1. Prison Cells
2. Equipment Store
3. Mudroom
4. Central Shaft
5. West Vaults
6. East Vaults
7. West Menagerie
8. East Menagerie
9. Upper Gate
10. Turbidus Nursery
11. Kuo-Too Nursery
12. Kua-Toa Barracks
13. Dry Audience Hall
14. Kitchens
15. Ritual Chamber

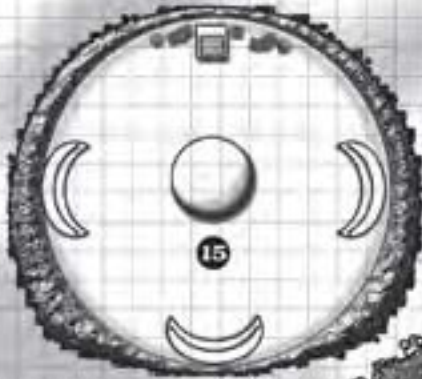
1 Square - 5 feet



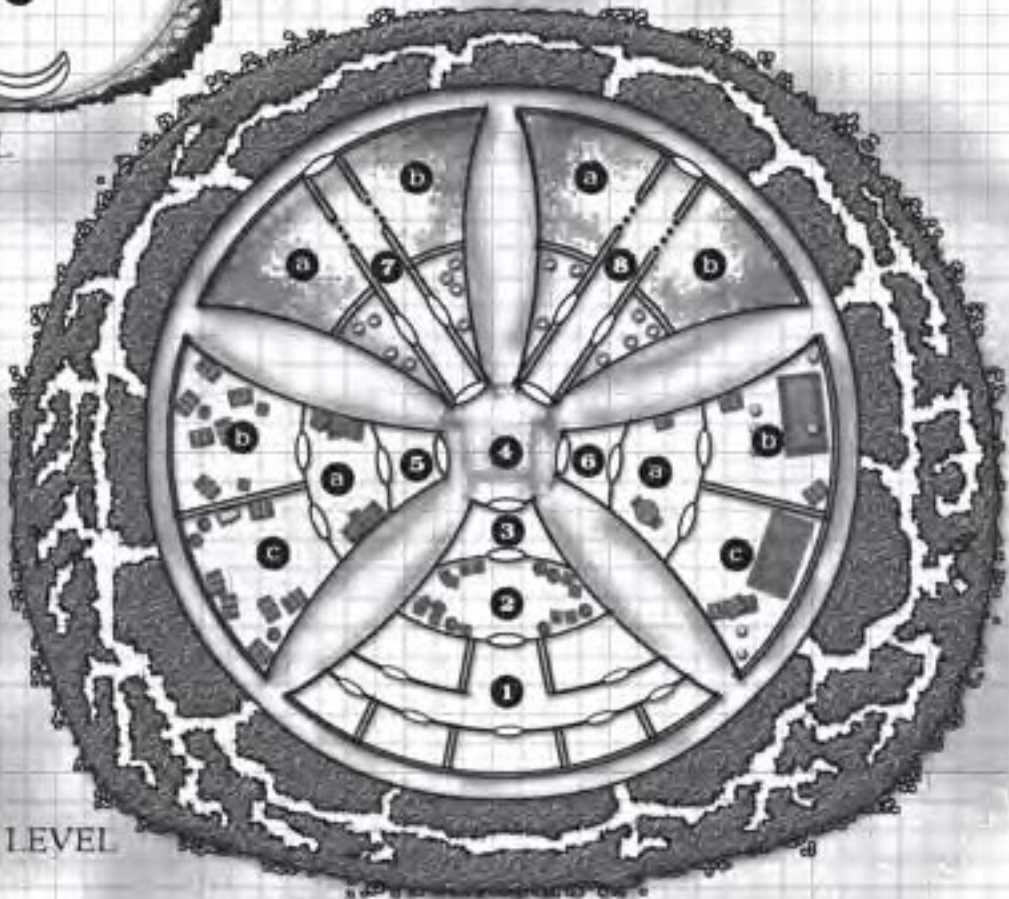
Coral Citadel



MAIN LEVEL



TOP LEVEL



DUNGEON LEVEL

must succeed at a DC 20 Reflex save or be sucked into the spinning waters. Characters caught in the vortex take 2d6 damage per round as they are swept around and into the walls. Each round after the first, a character may attempt a DC 20 Reflex check to halt their movement and escape

the whirlpool. This check is made after the character takes damage that round. If successful, the character is no longer caught within the whirlpool.

BC7. SEA GUARDIANS (EL 6)

This area is a wide passage. It is faintly lit by phosphorescence, though not enough to provide more than shadowy illumination.

Creatures: This room is guarded by two water minions, who have been called by Makwur-Sal and commanded to prevent any passage by intruders.

☞ **Water minions (2):** hp 39; see page 183.

Tactics: Water minions favor nonlethal attack and hand over incapacitated intruders to Makwur-Sal rather than kill them.

Development: If the heroes are defeated by the water minions, they are thrown into the cells at CC1 without their equipment or items as described under **Getting Out of the Citadel** on p. 79.

BC8. MAGICAL WARDS (EL 7)

This room is softly lit by striated lines of phosphorescent coral, providing shadowy illumination. The lines are arranged in specific patterns, outlining the unholy boundaries of two glyphs of warding. One is keyed to go off when any good-aligned creature enters the room and the other is keyed to lawful-aligned creatures.

☞ **Glyph of warding (good trigger):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th-level cleric, 4d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

☞ **Glyph of warding (lawful trigger):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th-level cleric, 4d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

BC9. EXIT TO VILLAGE

If the heroes approach the Coral Citadel from the outside, they can locate this entrance with a DC 22 Search check. It appears to be a fissure about 5 feet wide along one of the runnels of the brain coral foundation. Water flows out of the fissure, and faint light can be seen coming from within.

CC1. PRISON CELLS (EL 4)

There are 7 separate cells in this area of the dungeon level. Two of them are designed to hold creatures of Large size or larger; the rest are reserved for Medium or smaller creatures. The heroes, if they are imprisoned here, will be separated among the 5 smaller cells. All doors out of the cells are hardened (locked), but the guard is visible through the gelatinous portal.

Creatures: Makwur-Sal has two kuo-toa guards assigned to these cells.

☞ **Kuo-toa (2):** hp 11; see *Monster Manual*.

Development: One kuo-toa carries a pincer staff. The other has a conch horn to sound if there is any trouble. The guards walk back and forth in front of the cell doors. Once every 8 rounds, one of them leaves the cell area and spends 1d6 rounds in the equipment store. See **Getting Out of the Coral Citadel** on p. 79 for more information about breaking out of the cells.

CC2. EQUIPMENT STORE

Many wooden boxes and crates, most of which are water damaged and in poor repair, are stacked on one side of this room. These contain bolts of cloth, iron plugs used in forging steel, urns filled with spoiled food, and other items of cargo. Of greater importance to the heroes is that all of their mundane, non-magical equipment (anything that doesn't have a magical aura) has been tossed into open crates on the other wall.

CC3. MUD ROOM (EL 2)

This room is somewhat damp and smells strongly of salt and ooze. Its primary purpose is to allow creatures coming down the central shaft a space to dry off. There are no other features in the room.

Creatures: A single kuo-toa guard watches over those who come and go from the central shaft to the cells. He has a conch horn, although his first reaction is to attack anybody breaking out of the cell area to the south.

☞ **Kuo-toa:** hp 11; see *Monster Manual*.

CC4. CENTRAL SHAFT

This 30 foot diameter vertical passage connects all four levels of the Citadel, from the Brain Coral Garden to the top level. It is filled with water, and has a circular current that forms a loop from top to bottom and back again. This assists any character in rising or falling inside the shaft, but makes it difficult to stay in one place. Objects can be placed inside the shaft and, so long as they are not too heavy, the currents will bring them up or carry them down.

At the base of the shaft is area BC1. If the heroes make some kind of noise or disturbance in the shaft or send something suspicious down to the Brain Coral Garden level, Filkilil will come up to investigate.

CC5. WEST VAULTS (EL VARIES)

This section of the dungeon level is used to store treasures and wealth hoarded by Makwur-Sal and the kuo-toa. The heroes' magic items are stored here.

The first room is a mud room like CC3, with identical features (including the kuo-toa guard). The next room (CC5a) is a sorting area, where two more kuo-toa are rifling through open sea chests filled with steel coins and pewter goblets. The last rooms are divided into a vault for magic items (CC5b) and a vault for money, jewels, and treasure (CC5c). Each vault is protected by a pair of mephitis: one ooze mephit and one water mephit for each vault. The doors into rooms CC5b and CC5c are hardened and require a coral key to open.

Creatures: The three kuo-toa here behave very much like the others the heroes meet. They favor conflict over questioning. The mephitis have strict orders to attack any stranger entering the vaults.

☞ **Kuo-toa (3):** hp 11; see *Monster Manual*.

☞ **Ooze mephitis (2):** hp 19; see *Monster Manual*.

☞ **Water mephitis (2):** hp 19; see *Monster Manual*.

Treasure: As well as all of the party's magic items (weapons, armor, potions, wands, etc) and their loose

money and jewelry, these vaults contain a handful of other items of note: 73,100 stl in loose coins and semi-precious stones; 10 +1 fiery burst arrows, a lesser silent metamagic rod, 3 potions of water breathing, 3 potions of good hope, 1 potion of rage, 2 potions of barkskin +3, a wand of shatter (50 charges), a wand of cat's grace (30 charges), and a necklace of adaptation.

CC6. EAST VAULTS (EL 4)

This section of the dungeon level has been set aside for larger objects of art, sculpture, portraits, and the like. Makwur-Sal appreciates art in various forms, although he rarely spends time in here.

The basic layout of this area is identical to that of CC5. The only guards present are two kuo-toa in CC6a. Makwur-Sal has no mephit guardians in the two vaults. These vaults contain priceless works of art, but all of them are fairly bulky and large. A DC 15 Appraise check will determine that much of it seems to be from pre-Cataclysm Istar and Silvanesti. If you want to generate some examples (especially if the heroes are desperate to take something away even though they should probably be escaping), use the tables in Chapter 3: Adventures of the *Dungeon Master's Guide*. All treasures in here are at least 4 feet in length and cumbersome.

Creatures: The kuo-toa guards in here are unprepared for combat. They need to spend their first round recovering their weapons and shields, which are propped up against a table in CC6b.

☞ Kuo-toa (2): hp 11; see *Monster Manual*.

CC7. WEST MENAGERIE (EL 8)

This is one of two areas of the dungeon level that hold aquatic creatures Makwur-Sal intends to use in his plans. All rooms are water-filled with a 1-ft. air pocket at the ceiling, and lit dimly by phosphor coral, providing shadowy illumination. Each area has 2 cages. These do not have jelly-doors, but instead feature steel bars (hardness 10, hp 60, Break DC 25). The cage doors have small gelatinous locks that operate similarly to the jelly-doors, hardening in place to lock the cage door and softening to release them. Each lock has hardness 1, 20 hp and a Break DC of 24.

The two smaller rooms with doors in these sections contain food for the creatures in the adjacent cage rooms.

Creatures: Area CC7a holds a pair of sea cats, that are extremely hostile to anything that approaches. If released, they will attack any and all creatures they come across (including the kuo-toa or Makwur-Sal). Area CC7b holds a pair of adult tojanidas that, if released, will seek to flee the Coral Citadel as soon as possible.

☞ Sea cats (2): hp 51; see *Monster Manual*.

☞ Adult tojanidas (2): hp 45; see *Monster Manual*.

CC8. EAST MENAGERIE (EL 9)

This section is identical in layout to CC7, although there is only one inhabitant.

Creatures: Area CC8a holds a juvenile bronze dragon. This unfortunate dragon, named Seaquake, was captured

and locked away by Makwur-Sal several months ago. He has a wicked-looking steel muzzle around his head (hardness 10, 60 hp, Break DC 28), which prevents him from using his breath weapon or eating anything larger than fish. His legs have been manacled to the walls, (hardness 10, 10 hp, Break DC 28, Escape Artist DC 35) preventing him from exerting any pressure on the doors or polymorphing. Miserable and very angry, he spends most of his time curled up in one corner, overcome with depression. If released, he will be a useful ally in escaping the Citadel.

☞ Seaquake, juvenile bronze dragon: hp 142; see *Monster Manual*.

CC9. UPPER GATE (EL 8)

This is the main entrance to the Coral Citadel. As such, it is heavily guarded and barred. Unlike the other doors in the Citadel, these doors are crafted from magically hardened coral (hardness 20, 120 hp, Break DC 45). The weak point of the doors is the gelatinous ring that keeps them closed; this surrounds the doorway, sealing it and prevents water from escaping or entering. It has hardness 1, 30 hp and a Break DC of 24.

Creatures: Makwur-Sal has eight kuo-toa guards assigned to these doors and the passage behind it.

☞ Kuo-toa (8): hp 11; see *Monster Manual*.

Development: These kuo-toa are quite alert and respond to any incidents on this level of the Citadel as quickly as possible. Four will remain behind to guard the doors, but if things get worse, they will go to aid the Citadel's defenders. Three of these kuo-toa have pincer staffs, and will not hesitate to use them for restraint.

CC10. TURBIDUS NURSERY (EL 10)

This is where Makwur-Sal breeds more of the leeches he uses to subjugate the Dargonesti. Thousands of tiny, wriggling leeches are attached to thin films of protein along the walls.

Creatures: The larval leeches are not alone in the room. A single swarm of adult Turbidus leeches hovers in the middle of the chamber, and will immediately strike at anything that enters. Makwur-Sal and the kuo-toa are the only creatures the leeches ignore.

☞ Turbidus leech swarm: hp 84; see page 183.

CC11. KUO-TOA NURSERY (EL 6)

This is a spawning chamber for the kuo-toa. The room is lined with two-dozen strange, organic-looking receptacles that have been attached to the walls and floor by sticky resin-like goo. Each receptacle holds a clutch of eight kuo-toa eggs, which resemble fish eggs and are the size of watermelons. Thus far, none have hatched.

Creatures: These eggs are being watched over by four kuo-toa females. They are ferocious if attacked. One of them will sound her conch horn immediately, which will summon any other kuo-toa on this level (notably the ones guarding the Upper Gate).

☞ Kuo-toa (4): hp 11; see *Monster Manual*.

CC12. KUO-TOA BARRACKS (EL 4)

This area is where the kuo-toa sleep. The amphibious creatures favor murky and swampy waters, so the lower three feet of rooms CC12b and CC12c is a slurry of silt and mud. Strange, semi-solid gelatinous lumps that pass for beds line the back wall of these rooms. There is sufficient room for thirty kuo-toa to sleep in here at any one time, 15 in each area. Room CC12a is a communal space with a single table, but the kuo-toa do not use it.

Creatures: There are three sleeping kuo-toa present here, but kuo-toa are light sleepers. These individuals can be awake and alert in 1d4 rounds, and will respond to any conch horns on this level.

☞ Kuo-toa (3): hp 11; see *Monster Manual*.

CC13. DRY AUDIENCE HALL

The floor of this wide, triangular chamber is wet and muddy, and reed mats are scattered everywhere. The far wall of the room has been piled with sacks of sand, forming a kind of platform or stage. Upon the walls, etched into the polished coral, are jagged whorls and lines of symbolic reference to Zeboim. A DC 15 Knowledge (religion) check will reveal that this room is most likely used to inspire fervor in Makwur-Sal's servants.

There is nothing else in this room of interest, although it makes a good place for a battle. If the heroes are fleeing from pursuing kuo-toa, they might run in here only to find that their way out is blocked. Clever heroes might try to exploit the room's religious meaning, turning it around on the kuo-toa. Give any hero using Bluff or Intimidate a +2 circumstance bonus if they choose this tactic.

CC14. KITCHENS (EL 4)

The kuo-toa and other residents of the Coral Citadel prepare, store, and eat meals in this section of the main level. Much of it is fish, and the entire area reeks of it. There are many sharp implements, from steel skewers to cleavers, which enterprising heroes might make use of. There is little edible food here, unless the heroes intend to spend time preparing it. All of the gel doors in here are soft (unlocked).

Creature: The kuo-toa keep an otyugh in room CC14c, which devours scraps and refuse. It moves to devour anything which passes through the gel-door, but does not leave the room.

☞ Otyugh: hp 36; see *Monster Manual*.

CC15. RITUAL CHAMBER (EL 12 OR 13)

This room takes up the entire top level, and is reached via the central shaft (CC4) which ends level with the polished ivory floor, creating the effect of a pool of water 30 feet wide. The room itself is lit by a soft blue-green light from phosphorescent coral formations that encrust the walls.

Much like the shrine of Zeboim at the base of the central shaft, this room is under the permanent effects of an *unhallow* spell, but it is tied to a *bane* spell effect which affects only all who do not worship Zeboim.

All of the heroes' artifacts and major magic items are here. Makwur-Sal has them stowed against one wall. He



stands between them and the entrance if he is encountered here.

Creatures: This is Makwur-Sal's sanctum, and where he is most likely to be found. He is not alone, keeping two chuuls with him as favored pets and guards. The chuuls obey Makwur-Sal's direct commands, and may also carry out other duties for him (such as going in search of the heroes).

☞ Makwur-Sal, Lord of the Coral Citadel: hp 122; see page 181.

☞ Chuuls (2): hp 93; see *Monster Manual*.

Tactics: This is a very tough battle. The heroes may suffer considerable losses, depending on how much help they receive. They will definitely need help, especially if the chuuls are present.

The following is a guide to the first 5 rounds of combat, assuming Makwur-Sal and his chuuls are all involved.

Round 1: Makwur-Sal casts *ice storm* at the party. The chuuls close in for an attack with a claw.

Round 2: Makwur-Sal casts *righteous might* on himself. The chuuls attempt to grab a character, constricting them.

Round 3: Makwur-Sal draws his falchion and attacks the nearest character. The chuuls transfer any constricted foe to their paralysis tentacles, or else move to attack another character with their claws.

Round 4: Makwur-Sal makes a full attack action on his opponent, if possible. The chuuls repeat round 3.

Round 5: Makwur-Sal continues attacking individual heroes, using *cure* spells on himself when necessary. The chuuls repeat round 4.

Development: If the heroes kill or defeat Makwur-Sal, the chuuls will continue to fight if they have not already been reduced to half or less of their initial hit points. Otherwise, they flee down the central shaft to the shrine of

Zeboim in the Brain Coral Garden, attacking anything in their path. See **Getting Out of the Coral Citadel** for more information about the consequences of this battle.

GETTING OUT OF THE CORAL CITADEL

The primary aim of the heroes and those NPCs with them (such as Master Yap, Captain Vanyth, or Pelmathenas) will be to escape from the Coral Citadel with their equipment and the magic artifacts they had with them when they were captured. Because they have been disarmed and are therefore not completely prepared, this will prove to be more challenging than normal. Their secondary (but more heroic) aim is to thwart Makwur-Sal and free the Dargonesti of his control.

The heroes' first obstacle will be breaking out of their cell. The unique doors of their cells might fall to concerted efforts to break them open, or the kuo-toa that are guarding the cells could be tricked into opening them with a convincing Bluff check on the part of the heroes. Spellcasting characters might even have spells remaining that can be cast, although most spell components will be kept with their mundane equipment in CC2.

Once out of their cell, the heroes will need to locate their equipment and items. Some exploration will be necessary. If they free the bronze dragon in CC8, they may have a lot more luck. Any kuo-toa who are outnumbered by the heroes will seek reinforcements, which could lead to a chase within the tunnels and passages of the Citadel. Makwur-Sal himself will not respond to an incident, but he will send his chuuls to deal with any approaching heroes. Once the heroes get to area CC15, Makwur-Sal will be ready for them.

If Makwur-Sal is killed, the spells that have been keeping the Dargonesti under control will be broken. Oxpachta the aboleth will immediately be aware of this and head to the Citadel. The heroes will encounter him on the outside the main level's Upper Gate (CC9). His tactics are described in area SU3. If the heroes leave the Citadel without encountering Makwur-Sal, he and his chuuls will pursue the heroes out into the village and attack. This

outcome is more perilous, as the Dargonesti and Oxpachta will be on his side.

The Dargonesti elves of Surf still have Turbidus leeches attached to their necks, and lingering feelings of hostility and suspicion will remain even if Makwur-Sal's spells are ended. The heroes may find themselves pursued out of the village if they attack any elves, but careful Diplomacy or offers to help will mollify the villagers. If Lankaos or Veylora are still alive, they will strongly suggest the heroes take a supply of *potions of water breathing* (one per character, including NPCs) and head to the surface before Melmanas returns.

To emphasize the ongoing threat, one option would be to have the undead whale approach the village just as the heroes get ready to leave. The Dargonesti will move to intervene, calling to the heroes to flee while they can. If the heroes freed Seaquake, he will remain with the Dargonesti and help them fend off Melmanas.

WASHED ASHORE

The trip to the surface takes at least an hour of steady and exhausting swimming. The currents of the Blood Sea and the murk of the waters make it difficult to gauge direction underwater, but the heroes will eventually wash up on the shores of the Hag's Dirk, on a beach alongside the minotaur port of Sargonath. Their troubles are not yet over.

EXPERIENCE AWARDS

Escaping from the Coral Citadel and freeing the Dargonesti from Makwur-Sal's control constitutes one of the major goals of this adventure, bringing the character's adventures in the Blood Sea to an end and moving them on to Chapter Four. This is equal to a major party goal (see page 193, *Dragonlance Campaign Setting*.) Reduce this amount if the heroes relied too much on NPCs or outside help (such as the bronze dragon Seaquake). There are also many opportunities for roleplaying awards in addition to XP from encounters.



4. THE OGRE DIRK

HAVING escaped the Coral Citadel of Makwur-Sal and made it to dry land once again, the heroes have arrived in the war-torn nation of Kern. Here, a dreamscape encounter with the night hag Chumaz-Hera will lead to a race across the peninsula, avoiding hostile mercenaries, foul creatures, and bad weather, to ultimately recover a magic scroll in ancient Istarian ruin. This in turn takes them to a bizarre gnomish Clocktower, which occupies two places at the same time and provides the heroes with the key to the next stage in their journey.

Current Date: 5th day of Mishamont (Winter) [This assumes a week has passed between leaving Flotsam and surfacing on the shores of Kern]

Phases of the Moons

Solinari: 3rd day of High Sanction, Waxing Gibbous.

Lunitari: 1st day of Waxing, Waxing Crescent.

Nuitari: 1st day of Waxing, First Quarter.

The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible affects the moons may have on spellcasters.

COMING ASHORE (EL 7)

This event launches the heroes into this chapter and introduces them to two mercenary factions. Run this event after the heroes have made their way to land at the end of Chapter Three. Information covering the mercenaries, Sargonath, the civil war that is currently in progress, and further events follows after the encounter below.

The heroes may have with them a number of NPCs from the previous chapter, including the crew of the *Lucky Maiden* or the escaped slaves from Ogrebond. Master Yap is the only NPC who needs to be with them, however, as he plays a larger role in the coming events.

Read or paraphrase the following:

Dry land never looked so good or so welcome as you haul your exhausted bodies out of the Blood Sea and onto the shore. After all of your trials, you collapse on the pebbles and broken shells and enjoy being alive.

Angry shouts and the sound of steel drawn from scabbards echo along the beach. Off to the right, the walls of a port town are visible in the late afternoon light. Buildings and short towers cluster on a spit of land that extends into the sea. Outside those walls, and stretching off into the distance, are hundreds of tents, with banners flapping in the stiff offshore breeze. Two groups of armed soldiers seem to be in the midst of a dispute regarding the most recent flotsam and jetsam tossed up by the Blood Sea—you.

The heroes have come ashore just as mercenaries from the Brass Tiger Company and Piper's Company square



off against each other. Insults have already been traded, personal honor maligned, and weapons drawn, so a fight is imminent. The heroes' presence may change things, however.

Creatures: There are an even dozen mercenaries on each side, as well as a pair of sergeants commanding for their captains. The Brass Tiger Company soldiers include a mixture of men and women in chain shirts and leather skirting. Each wears a distinctive yellow and black insignia featuring a rearing tiger. Piper's Company wears scale mail, and bears a green and white insignia depicting panpipes. All are armed with swords.

☞ **Brass Tiger Company soldiers (12):** hp 9; see page 184.

☞ **Piper's Company soldiers (12):** hp 8; see page 186.

☞ **Olga Mer-Besa, Brass Tiger unit sergeant:** hp 15; see page 186.

☞ **Finegan Rake, Piper's Company sergeant:** hp 22; see page 185.

The Situation: The two groups of mercenaries start 30 feet from each other, with the heroes on the beach 10 feet back, forming a triangle. Each group forms two lines of six with a 5-foot gap between each line. The sergeants are located in the middle of each group, directing the action of their units.

Tactics: Each sergeant (and each player character) determines initiative. The mercenaries all act on the same initiative result as their sergeant. Once initiative order is determined, the forward lines of each company charge each other, while the rear lines make ready.

For their part, the sergeants spend their first action calling out to the heroes for assistance. Olga of the Brass Tigers shouts, "What are you waiting for? Help us take out these double-crossing Pipers!", before she charges after her men. Finegan of Piper's Company responds with, "Help them? Help us! Those thieving Brass Tigers will come after your stuff next! Get 'em!"

Development: If any of the heroes moves to assist one side or the other or, shows sign of favoritism or voices concern for one over the other, the other company's sergeant will shout, "To the Abyss with you, then!" and direct his or her rear group to attack them.

It is possible that the heroes stand aside and do nothing. In this case, Master Yap (or another NPC) does it for them; he casts a spell or otherwise directs his attention to aid the Brass Tigers. This leads to the Pipers going after him and any who came with him (namely the heroes and the rest of the NPCs).

Both sides have been working up to this battle for weeks. Neither side actively seeks to kill anyone, however—whenever possible they attempt to inflict nonlethal damage, and once an opponent is down or unconscious, he or she is left alone. The heroes may notice this in the first exchange with a DC 15 Sense Motive check. If they join in and use lethal force, it will only anger their opponents more, but the company they aid won't ultimately hold that against them.

Once at least half of one side has been knocked out or killed, its members retreat, shouting out more threats and

insults as they withdraw. If this side is the one the heroes are on, they order them to accompany them; otherwise, they direct the same insults at the player characters.

If the PCs assisted the winning side, which is more than likely given the additional help, that side's sergeant (or ranking member that is still standing) thanks them and offers the company's camp as a place to rest and recover. If they refuse this offer, the sergeant shrugs and says, "It's better than sleeping on the beach or in that town with all of the minotaurs."

The next event after this one is described under **Day One: Meeting the Captains** (see p. 86). Allow the heroes some time to get a feel of the area beforehand.

Experience Awards: This is something of an easy fight. Award the heroes appropriately for their success, but consider giving a minor award equal to the party's average level -2 for negotiation or clever plans. The heroes didn't necessarily ask for a fight, after all, and if they succeed in talking their way out of it, they should be rewarded.

SARGONATH

The minotaur colony of Sargonath is an imperial port town, gateway to the ogrelands of Kern and a supplier of timber and oil to the Imperium. Lately, it is also the gathering place for a substantial number of mercenaries, professional soldiers, and sellswords. At the point at which the heroes come ashore outside of the town, there is an active civil war underway in the surrounding land. None of this is making the governor of Sargonath happy.

☛ **Sargonath (Small Town):** *Conventional; AL LE; 800 stl limit; Assets 76,000 stl; Population 1,900; Mixed (76% minotaur, 11% human, 7% ogre, 5% half-ogre, 1% other).*

Authority Figures: *Sargonath has a history of being governed by strong military officers, including even General (later Emperor) Hotak de-Droka himself. Currently, the empire has appointed Captain Midian de-Spada (LE male minotaur fighter 10), a no-nonsense black-furred minotaur of the Timber Wolf legion, as governor. He is assisted by Hekturion Ajax es-Semok (LE male minotaur fighter 7), a lean and cunning grey-furred warrior who secretly wishes to assume command of the town.*

Important Characters: *Remic es-Mendas (LE male minotaur expert 6), Timber Wolf legion courier; Braag (CE male ogre barbarian 3/expert 3), Grand Lord Golgren's emissary in Sargonath; Piper OGREbrood (N male half-ogre bard 7/fighter 3), captain of Piper's Company; Gwynneth Cordaric (CG female human rogue 6/ranger 6), captain of the Brass Tiger Company.*

Timber Wolf Legion: *Sargonath's primary military defense is currently elements of the Timber Wolf legion of the Minotaur Empire, stationed here to defend the port from external threats and police the wharves: minotaur Fighter 5 (Timber Wolf dekarians, 9), minotaur warrior 3 (Timber Wolf rank and file, 90). They are led by Hekturion Ajax.*

HISTORY OF SARGONATH

Sargonath was originally established after the Chaos War as a joint effort of conciliation between the Minotaur Empire, the Knights of Takhisis, and the Kazelati. The Kazelati, spiritual heirs of the fabled hero, Kaz, from Huma's time, were very active in the battle against Chaos' minions and accorded much honor for it, but they soon realized that the alliance would not hold. They withdrew from the port, leaving it to the knights and the Empire.

The port served as an outpost garrison for many years, during which time it was assigned to Hotak de-Droka, a high-ranking officer of the Rearing Horse Legion. He was successful in using the port as a base of operations for several military campaigns against the ogres of Kern, and was responsible for ousting the Dark Knights from the town, as well. Before he left, he brokered a deal with Grand Lord Golgren of the ogres, establishing an alliance that served him well in his bloody coup over Emperor Chot.

With the invasion of Silvanesti, Sargonath's importance has waned slightly. The Empire can more efficiently acquire timber from the elven woodlands. Rebel uprisings and civil war in the area have made it less desirable to use Sargonath as a hub, but supplies still depart from the docks by ship to occupied Silvanesti (or Ambeon, as the minotaurs call it) and to the Blood Sea Isles.

THE MERCENARY CAMPS

In recent months, mercenaries have gathered in significant numbers near Sargonath, hoping to make use of the port and its resources while waiting for news on available commissions and recruitment.

There are over thirty separate mercenary companies encamped along the coast of Kern, most of them within walking distance of Sargonath's gates. Each company flies its company colors and insignia above canvas tents; the smallest have only two or three tents, while the largest may have two or three dozen. At night, campfires can be seen all across the surrounding hillsides and wetlands, sputtering in the occasional drizzle and lighting up the pre-dawn fog with an orange glow.

Governor Midian was not pleased to have a tent city grow up around his town, but he recognized that they serve as a convenient buffer between his outpost and the civil war to the north. The gruff minotaur allows the companies to recruit and organize along the coast and even use the docks, in return for a hefty harbor tariff and on condition that they not enter the town itself. The mercenaries have in fact helped to bolster Sargonath's flagging economy, at least in the short term.

The two most prominent companies are Piper's Company, led by a rakish half-ogre named Piper OGREBROOD, and the Brass Tiger Company, led by a freebooting Ergothian adventurer named Gwynneth CORDARIC. These companies are described in more detail below. Each company background is also accompanied by a brief stat block that includes pertinent details about company membership, assets, and skill bonuses for the company as an entity (which reflect the skill bonuses of the company's captains). Dungeon Masters can use these stat

blocks when they need to determine how the companies interact with each other, Governor Midian, and others.

PIPER'S COMPANY

Piper's Company (Mercenary Company): Neraka; AL N; Assets 6,200 stl; Bluff +13, Diplomacy +17, Gather Information +15, Knowledge (local) +11; Members 78; Human fighter 6 (lieutenants, 2), human fighter 3 (sergeants, 4), human fighter 1 (corporals, 8), human warrior 1 (soldiers, 63).

Piper OGREBROOD (N male half-ogre Bard 7/Fighter 3) was third in command of the notorious Cettrik's Company, a group of former Nerakan soldiers and knights who had fallen into hard times and turned to paid soldiery after the Chaos War. Piper hired on with Cettrik 6 years ago as an "ogre specialist", and quickly rose to prominence as a result of lucrative deals with the Grand Khan of Kern. When Cettrik and his second began to question Piper's loyalties, both mysteriously vanished.

Piper is a savvy bargainer and a ladies' man. He is attractive, free with compliments, and generous with his loot, but dangerous to cross. His preferred means of retribution is slander and gossip, although his deadly blade also "talks". Piper's secret is that his mother was a hag, not an ogre; this has ruled his decisions in recent months, now that the hags have risen up against the ogre leadership.

BRASS TIGER COMPANY

Brass Tiger Company (Mercenary Company): Northern Ergoth; AL N; Assets 9,400 stl; Bluff +10, Diplomacy +10, Gather Information +8, Knowledge (local) +8; Members 79; Human ranger 5 (lieutenants, 3), human ranger 2 (unit sergeants, 6), human ranger 1 (scout sergeants, 12), human warrior 1 (soldiers, 33), human expert 1 (scouts, 24).

Gwynneth CORDARIC (CG female human rogue 6/ranger 6) founded the Brass Tigers while making a name for herself in her native Ergoth. Obsessed with travel and treasure, she found the mercenary life offered both, while keeping her in shape. Cordaric, who claims to have once been married to a Solamnic Knight, brings a decisive and competent leadership to her mercenaries, many of whom are women, and all of whom are unswervingly loyal.

The Brass Tigers have earned the favor of a number of Kern's ogre titans in the past year, having recovered magic artifacts and objects from around the north and them back to Kern. While Gwynneth herself claims no special preference for the titans, it is rumored that they might hire her company on under a more permanent contract.

OTHER MERCENARY COMPANIES

There are at least two dozen additional mercenary companies encamped near Sargonath. Most, like Piper's Company and the Brass Tiger Company, are human soldiers (1st-level warriors) of neutral or lawful neutral alignment, with human captains (fighters of 7th to 9th level). Three are hobgoblin companies out of Throtl: the Jagged Knife Company, the Wailing Axe Company, and the Twice-Not-Taken Company. Other, smaller groups

BACKGROUND TO WAR

KERN has been in constant conflict throughout the Age of Mortals. The current year is no exception. While internal rebellion and strife plagues the Minotaur Empire, the ogres of Kern and Blöde under the leadership of Grand Lord Golgren have also faced repeated conflict. The ogre titans, who emerged shortly before the War of Souls under Dauroth, are in flux; their power is tempered by their need for elven blood that the titans use to create their potent elixirs. Without these elixirs, the ogre titans devolve into lesser ogres, and when this happens their grasp on areas in the OGRELANDS slips.

This brief period of instability has proven to be a fertile breeding ground for intrigue. The hags of Kern, long regarded as a barely tolerable facet of ogre society, have united against the ogre titans and Lord Golgren. They despise the minotaur alliance and fear the changes ogre mages like Dauroth have brought to the ogre race. Reaching back into their own legends, the hags have determined that they need to develop a similar process—a ritual of power that can elevate them to a position of control and dominance equal to that enjoyed by the ogre titans.

An inner cabal of hags known as the Dire Covey—made up of annis, greenhag and sea hag members—conspired to summon a night hag from the Abyss to aid them in their goal. The night hag, Chumaz-Hera, was once a handmaiden of Takhisis herself (or at least, this is the story she has told the Dire Covey) and agreed to assist the hags in surpassing their current state. Chumaz-Hera has partially succeeded, although her ideal conditions are not yet met. The hags need a Night of the Eye, and soon, before the ogre titans amass a large enough force to assault the city of Hag's Dirk and put an end to the opposition.

While the Dire Covey and Chumaz-Hera plot, the hags and ogres race to acquire more mercenary armies before the war blossoms into its fullest flower. Lord Golgren, confident that his emissary in Sargonath will handle matters, is not sullying his hands with this war. He is too busy dealing with his own political aspirations. Thus, Sargonath has become the very centre of mercenary activity in the OGRELANDS. It is only a matter of time before contracts are sealed, the armies are gathered, and war descends upon the peninsula.

of sellswords are nothing more than adventurers and freebooters held together by contracts, and include rogues, a few low-level wizards and sorcerers, and even barbarians.

These companies have not been detailed for the purposes of this adventure, but, if the two companies provided do not align well with your campaign or your players, there can be any number of additional groups ready to interact with, hire, or threaten the heroes. You will have to determine what allegiances each company has, although they are evenly divided between the ogre titans, the hags, and the undecided.

FEATURES OF SARGONATH

The minotaur port colony is built upon a short outcropping of land along the southern coast of the Kern peninsula. The town is well protected by a high stone wall surmounted by watchtowers and ballistae, and ringed by sturdy wharves patrolled by the Timber Wolf Legion. Twin lighthouses provide guidance for incoming vessels. The lighthouses are vital, due to the dangerous undercurrents and rocks offshore.

Sargonath is typical of a minotaur town, laid out in a circular shape with straight cross-quarter streets and stone-and-timber buildings of uniform size and construction. At the center of town is the imperial administration tower, close to the Temple of Sargas. Two large feast halls which double as arenas and meeting places, flank the main avenue beside the town gates, allowing the Governor to hold large gatherings without having visitors occupy the entire town.

The black banners of the Imperium fly, directly above the crimson banner of the Timber Wolf Legion. On some flagstaves, a smaller (yet distinctive) banner in green and black denotes Grand Lord Golgren's influence.

ATTITUDES IN SARGONATH

Sargonath was created as a union of ideals, but this high-minded founding principle has all but vanished. It is now very firmly under the yoke of minotaur rule and minotaur attitudes predominate.

Generally speaking, any adventurers who visit Sargonath will be mistaken for a mercenary or sellsword unless they are either minotaur or ogre. Even Knights of Solamnia or Neraka, or Wizards of High Sorcery, will be considered to be rogues or renegades of some stripe. In these troubled times, the minotaurs are fully aware of the strife that has struck at the heart of Ansalon's organizations.

Minotaur attitude towards these mercenaries is divided between those who benefit from their presence, such as shopkeepers, merchants and blacksmiths, and those who don't, such as city guards, soldiers and officials. The service industry's initial reaction to mercenaries in Sargonath will be Indifferent; the authorities are Unfriendly. The latter is especially true, given Governor Midian's edict that mercenaries are allowed in the city only when accompanied by their senior officers.

Characters that belong to any race other than minotaur, ogre, or half-ogre suffer a -2 penalty to Charisma-based skill checks with residents of Sargonath,

because of racial prejudices. For elves, kender, and draconians, the situation is much worse; these races suffer a -4 penalty and will attract the attention of the authorities for even the most minor of offences, and will likely remain under close watch for the duration of their stay.

GATHERING INFORMATION IN SARGONATH

Although it can be difficult to spend any length of time in Sargonath without attracting unwelcome attention from the minotaurs, the drinking houses and wharves are rife with gossip, rumor and speculation. Note that the following chart also covers the use of Gather Information in the mercenary camps.

DC	Information
10	Governor Midian is becoming tired of waiting for the mercenary companies to mobilize and move out. He's going to call the captains into the town soon and have them announce what their contracts are.
15	Both the Brass Tigers and Piper's Company have been making deals and arrangements with Governor Midian and enjoy special treatment. It also looks as if the two companies are going to score the biggest contracts, which means they will spend the most on supplies.
20	The hags are looking for something important for their new leader, a mysterious hag named Chumaz-Hera. Whoever ends up working for them will be going after it.
25	Hekturion Ajax has made some kind of deal with Grand Lord Golgren's agent, Braag, to get more power in Sargonath. The Empire doesn't seem happy with all of the mercenaries, and Ajax is planning something.
30+	Chumaz-Hera isn't just a hag, she's some kind of demon from the Abyss summoned by the Dire Covey up north in Hag's Dirk. It's said she's the hag's answer to Dauroth, the ogre mage who discovered ogre titans

All of the above is true. Ajax really is plotting to unseat Midian, Chumaz-Hera really is a fiendish creature ruling the hags, and so on. This information aids the heroes at this time, because it reveals to them the motives and ambitions of various NPCs in Sargonath and the larger picture in Kern itself. It does leave some unanswered questions, but these will be resolved in due course for the heroes.

KEY TO SARGONATH

What follows is an outline of the major locations in the port town of Sargonath, with notes on residents and other information that can be gleaned by visiting each site.

SG1. FORTIFIED GATES (EL 9)

Sargonath's landward entrance is an enormous stone gateway blocked by a sturdy wooden portcullis made from timber reinforced with iron bands (6 in. thick, hardness 5, hp 60, Lift DC 25, Break DC 28). The gate itself is stone and built into the 20-foot high walls of the town, which are standard for a small city (AC 3, hardness 8, and 450 hp per 10-foot section).

The gate is lifted during the daylight hours, and patrolled at all times by minotaurs of the Timber Wolf Legion. Governor Midian has given all guards strict

instructions not to allow entry to any mercenaries unless they are accompanying a senior officer or captain, or at the express invitation of the Governor or a ranking officer of the Legion. If approached, the guards first require identification or papers, and then force the characters to wait for several minutes while their papers are checked against a roster. Bluffs and bribes usually don't work against these guards; they have ample reason not to accept money or offers, especially since there are always at least a dozen of them on duty at the gates.

At night, the portcullis is closed. Entry to the city is limited to a pair of 8-foot tall iron doors to the right of the gate itself, which are locked (2 in. thick, hardness 10, 60 hp, Break DC 28, Open Lock DC 28). These doors have a sliding hatch set in them through which guards may observe visitors before opening the doors. A rope on the inside of the doors connected to a large iron bell. The bell is rung at the first indication of a threat, at which point the Timber Wolf Legion mobilizes within the town.

☞ Timber Wolf Legion minotaurs (12): hp 21; see page 186.

SG2. GREAT HALLS

When Sargonath was first founded, the idea behind the twin feast halls built by the town's gate was put forward by the Knights of Takhisis, who were in favor of keeping large meetings near the entrance to the town and away from the wharves as much as possible. The minotaurs also agree with this notion, and Governor Midian makes extensive use of these buildings for all public appearances, meetings, gatherings and performances.

Each hall is 40 feet wide and 100 feet long, constructed of a sturdy timber frame with a stone foundation and supports. Inside, each hall consists of a large central chamber. Surrounding trenches can be: used as firepits, seating areas, filled with water as pools, or covered in wooden flooring. A second floor looks down on this chamber and is, divided into smaller private rooms and offices that face out onto a railed balcony walkway.

Neither hall is kept locked; their purpose is to be easily accessed. Guards are placed at the main and side entrances when any important discussions are taking place. When no such event is going on, the halls are usually filled with minotaurs holding private meetings, attending feasts, engaging in arena sports, or other pastimes.

SG3. IMPERIAL TOWER (EL VARIES)

This three-story structure is the center of all imperial activity in Sargonath. Governor Midian, his aides, the imperial courier, Remic es-Mendas, and Hekturion Ajax all have residences and offices here. Unlike the rest of the town, the imperial tower is solid stone, marble, and carved ebony—a replica of similar imperial towers throughout the Minotaur Empire.

In most minotaur colonies, this tower would also be the primary location of official meetings and appointments, but such is not the case in Sargonath. For that, Midian uses the great halls. Instead, the Governor uses the tower as the administrative center for port and

custom operations, tariffs, finances and treasury, and imperial affairs.

The Timber Wolf Legion also operates out of the tower. An underground level, which can be reached from the street via large iron gates and a ramp, houses the barracks and armory. The dekarians of the Legion reside in the barracks along with the rank and file warriors.

- ☞ Governor Midian de-Spada: hp 75; see page 185.
- ☞ Courier Remic es-Mendas: hp 38; see page 184.
- ☞ Hekturion Ajax es-Semok: hp 56; see page 185.
- ☞ Braag, Grand Lord Golgren's Emissary: hp 76; see page 184.
- ☞ Timber Wolf Legion dekarians: hp 37; see page 186.
- ☞ Timber Wolf Legion minotaurs: hp 21; see page 186.

SG4. WHARVES

Sargonath's primary activity in past years has been the export of timber to the other minotaur cities in the Empire, and the wharves still reflect this. Along the waterfront, lumberyards and sawmills share space with warehouses, wainwrights, blacksmiths, carpenters, and the other trades.

Sargonath also has its fair share of drinking establishments, but the Governor has cracked down on brawl-houses and seedy bars. Instead, visitors are likely to find places in which the sailors and laborers exchange lengthy discussions over mulled wine about honor, minotaur history, the sacrifice of Sargas, and war. Mercenary captains and their lieutenants have found that the half-dozen or so places to buy a drink in Sargonath are nowhere near as interesting as their own camps, and usually avoid them.

SG5. LIGHTHOUSES (EL VARIES)

Twin lighthouses flank the town, one on each side of the short peninsula on which Sargonath has been built. They are each eighty-foot tall white towers with large oil lamps and mirrors at the top. The lamps are lit when night falls or during a storm to keep approaching vessels safe.

Because of the importance of their continued vigil, Governor Midian has assigned six members of the Timber Wolf Legion to each lighthouse during the evening, and half that in the daylight hours. Each lighthouse is also home to a lighthouse keeper (LE male minotaur expert 5) who will have burning oil at the ready in case anybody is foolish enough to stage an attack on the tower.

☞ Timber Wolf Legion minotaurs (3 or 6): hp 21; see page 186.

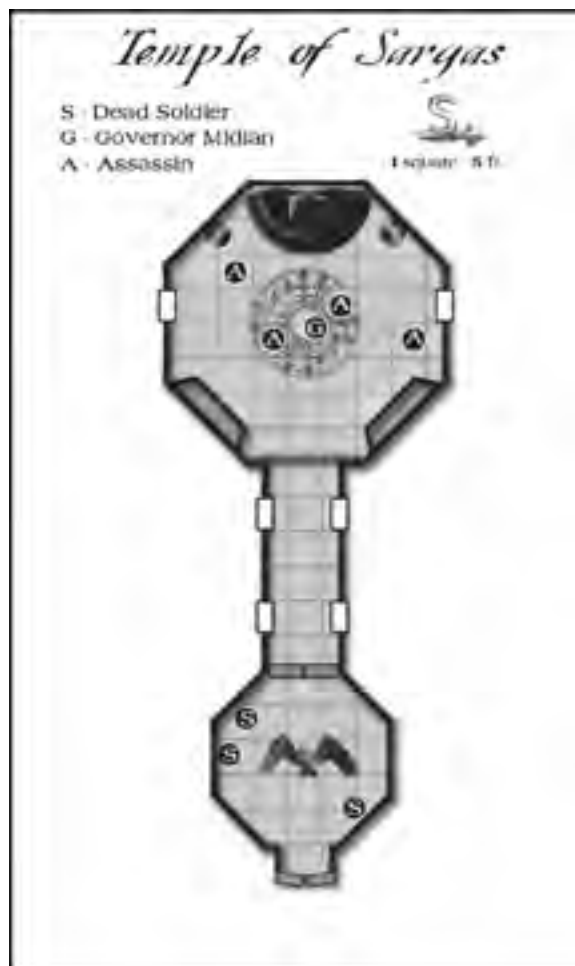
☞ Sargonath Lighthouse Keepers (2): hp 24; see page 186.

SG6. TEMPLE OF SARGAS

Throughout the Age of Mortals, prior to the return of the gods, this edifice became a memorial to the noble sacrifice the minotaurs believed their god Sargas had made, aiding his chosen people against Chaos. Sargas' return in the wake of the War of Souls has taken some time to sink in, and, indeed, the cult of the Forerunners insisted that the

building be torn down at one point. Nevertheless, priests of Sargas have once again ventured to the colonies and restored these shrines.

Sargonath has yet to benefit from an active church, however. The Temple, dedicated now to the Bloody Condor—one of the wrathful god's aspects—is a place of prayerful communion, meditation, and rigorous practice in combat. Governor Midian, who was never much of a religious man, may occasionally be found within the dark, red-black hallways of the Temple seeking advice from the god in the light of new revelations concerning the Empire and its fate. The map below has information specific to the event, **Assassins!** (see page 90 for more information).



SG7. MARKET QUARTER

Predictably, Sargonath's market revolves around the logging and shipping industries, something the shopkeepers in the Market Quarter are fully used to. The Market Quarter extends back from the wharves, supplementing the warehouses and mills with seamstresses, tailors, cartwrights, mapmakers, ostlers, and so forth.

Because they are part of the Minotaur Empire, tradesmen and merchants active in Sargonath are quite proud and dedicated, more disciplined than the merchants in ogre or human towns. The heroes will have to deal with the usual prejudices and problems discussed in **Attitudes in Sargonath**, but the businesses in Sargonath are making

money from the mercenaries, so they are a little easier to deal with than normal.

Equipment may be purchased here under the usual limits of a small town. It is unlikely that the heroes will have any success in purchasing higher-quality or expensive items, including magic items or masterwork items, given the 800 stl limit, but they can at least stock up for the adventures ahead.

EVENTS IN SARGONATH

The events of this section of the adventure follow a simple timeline and occur one after the other, following the initial event described at the opening of this chapter. The precise nature of the events differs depending on what the heroes decide early on, but the overall storyline takes place over two days, with the heroes leaving on their third day in Sargonath.

DAY ONE: MEETING THE CAPTAINS

If the heroes side with one of the two mercenary companies during the battle on the beach outside Sargonath, that company's sergeant or any surviving soldiers takes them to his or her camp to meet the captain and enjoy some mercenary hospitality. This event plays out a little differently depending on the mercenary company in question, so refer to the appropriate section below once the heroes accompany their new allies to their makeshift tent city.

PIPER'S COMPANY

Read or paraphrase the following:

The green and white banners of Piper's Company fly proudly over a tent city that would make any Khurish nomad envious. Marquees and pavilions of various sizes surround several gathering places, fire pits, and drill areas. Piper's men—rough and ready and veterans all—smoke from pipes or sip on tarbean tea from thick pottery mugs. Your guide leads you through all of this, to Piper himself.

The half-ogre is dashing, lean yet broad-shouldered, nothing like the usual brutes that his mixed blood produces. His lantern jaw and heavy set brow contrast with his musical voice and rakish grin. As you approach, the captain is playing a flute—cheering the grim pall of approaching war that hovers over the camp.

"Aha!" says Piper, noting your arrival with interest. "New recruits? Or a new audience?"

Refer to the Piper's Company section under **Mercenary Camps** on p. 82 for additional information and background to Piper OGREBROOD and his organization. Piper is a social animal, interested in establishing a rapport with the heroes in order to better understand them and their motives. He lets his sergeant (or whoever it is that

brings the heroes to him) make introductions, and then offers the heroes a flagon of wine or ale.

Piper is observant, but other eyes in his camp that are even more observant than he is. In fact, no fewer than seven *hag eyes* are in place at any one time, mounted in candelabras, carved furniture, or set into a ring or two. Members of the Dire Covey back in the city of Hag's Dirk use these *eyes* to observe Piper and his visitors, and Chumaz-Hera is capable of seeing through any one of them, thanks to the unique relationship she has with the hags who created them.

Characters who use magic to observe, scry or divine the area must overcome Chumaz-Hera's spell resistance 25 to detect the presence of the *hag eyes*. Success reveals them as disembodied eyes, glaring lidlessly at the caster. If confronted with their existence, Piper merely shrugs. "Insurance," he says, and changes the subject.

What Piper Knows: The heroes can learn a number of things from Piper through conversation, much as he will try to learn all he can from them. They will learn that the hags and ogre titans are preparing for war over political power and territory, which Piper says is quite normal. Piper suggests that the hags have a point, that the ogres under Golgren and Dauroth have been stepping on a lot of toes, and the alliance with the minotaurs hasn't helped. He doesn't volunteer information about his background or allegiances or any alliance with Chumaz-Hera or the Dire Covey. "They're all just potential clients!" he says.

What Happens Next: Piper gets down to business. He says that his company is considering a number of lucrative offers and that now is the perfect time to get on board with his organization. He offers the heroes an attractive weekly rate of 750 stl per head, plus a sign-on bonus of 250 stl per head. If they aren't interested in signing on, he suggests that a mutual alliance be struck and that the heroes accompany him into Sargonath tomorrow for the meeting with the Governor. In the meantime, they can relax in one of the company's tents, enjoy the wine and food, and spend the night in relative comfort.

☞ Piper OGREBROOD, Captain of Piper's Company: hp 88; see page 186.

BRASS TIGER COMPANY

Read or paraphrase the following:

The glory of Ergoth is apparent in the elegant tents and pavilions of the Brass Tiger Company. The company's namesake is emblazoned on everything in gold silk edged in black, often with distinctive zigzag designs common to Ergothian art. Here, the men and women of the Brass Tigers eat, drink, practice with weapons and engage in fervent speculation about the next contract.

Your guide takes you through the long canvas alleys between tents, until you reach the officer's mess. Within, the captain of the company—a dark-skinned woman in black leather armor chased with gold—looks over a

table covered in maps and dinner plates. She is Gwynneth Cordaric, a legend in her own time, or so gossip suggests. Scouts and rangers huddle about her, pointing out sites on the maps and shaking heads. She looks up as you enter, and smiles revealing large, even white teeth. "Excellent!" she says, clapping her hands to her hips and grinning. "Fresh meat for the cause. Come in! We have much to discuss!"

Gwynneth Cordaric and the Brass Tigers are detailed in their section under **Mercenary Camps** on p. 82. The Brass Tiger captain is certain that the heroes are here just in time to help her out, for she is under a great deal of pressure from the ogre titans to thwart the plans of the hags, and so far has had little success. She encourages the heroes to take a seat at one of the dining tables, and has her staff bring food and drink. At no point does she ask them to give up their weapons or equipment; she's operating on a trust basis for the time being.

Gwynneth's trust only goes so far, however, in that she won't talk to the heroes alone. She has at least two of her sergeants in the officer's mess, as well as a handful of other soldiers, most of whom continue to look as if they're viewing maps. In fact, they're keeping an eye out on the discussion, and will jump in to assist their captain if she seems to need it.

What Gwynneth Knows: The Brass Tiger captain is able to tell the heroes a number of pertinent details, including the fact that the ogre titans have been looking for a means of ending the hag uprising, and that it seems as if the current war is largely the hag's own doing. Gwynneth also suspects that Piper OGREbrood is working for the Dire Covey, although he hasn't declared his contract yet. She will ask questions about the artifacts the heroes have in their possession, and may even be able to volunteer some of her own arcane knowledge (especially if the heroes have yet to fully identify some of the properties of their items), but she says that she has no personal interest in them. She's got her sights set on other prizes.

What Happens Next: Once Gwynneth has answered any questions the heroes may have about local events, her organization, or the state of things in Kern, she puts an offer on the table. The Brass Tigers need the help, especially with Piper's Company working against them, so she offers the party a weekly rate of 700 stl per head, with a 300 stl per head sign-on bonus. They also get a cut in future contracts and connections in Ergoth, which may be of considerable use in the next book in the *Age of Mortals* campaign, *Price of Courage*. Gwynneth understands their reticence if they do not wish to sign on as mercenaries, but nonetheless offers a partnership and alliance for the coming weeks. She asks that they accompany her into Sargonath tomorrow for the meeting with Governor Midian, after they get a good night's sleep and recover from their ordeals.

☞ Gwynneth Cordaric, Captain of the Brass Tiger Company: hp 65; see page 185.

THE DREAMSCAPE OF CHUMAZ-HERA (EL VARIES)

This event occurs during the night after the first day, and involves only sleeping characters (Master Yap included). If for some reason one or more heroes stay awake all night, they won't be part of this encounter. Give such characters an opportunity to determine that something seems amiss with a DC 20 Spot or Listen check, especially if things go badly for the sleeping heroes. Otherwise the night will pass for them more or less uneventfully.

Read or paraphrase the following for sleeping characters:

The veil of sleep seems to lift, as if the dawn has come, but the world is not as it was when you closed your eyes. In fact, there is no tent around you, no camp; instead, you find that you are standing on a rocky island in a sea of tall grasses, below a broad-limbed tree. The light is muted, washing the color away into a soft azure palette of blues and grays. The air is cool, the sky clear. None of the moons have risen above the horizon, and the world is caught in the moment between night and day.

You are not alone. Walking slowly towards you, her bare feet only lightly touching the tips of the rippling grasses, is a white-haired young woman in sky-blue robes. The light seems to come from her, an echo perhaps of the lamps of heaven.

Any character who succeeds at a DC 15 Knowledge (religion) check will immediately recognize the woman as matching descriptions of the goddess Mishakal. Clerics of the goddess, including heroes who have the goddess as their patron, gain a +4 insight bonus to the check.

Unfortunately, this is not Mishakal. This is the night hag Chumaz-Hera, who has assumed the likeness of the goddess and is visiting the characters in their dreams. The world about the characters is a dreamscape fashioned out of the Ethereal Plane, and none of it is truly real, but it will look and feel and react just as it would if it were. All of the character's equipment is with them, apart from those artifacts the party possesses (the *Shard of Light*, the *Dragonlance of Huma*, the *Key of Quinari* and the *Tears of Mishakal*.) These items do not have dreamscape versions.

In this dreamscape, divination spells and other means of discerning the nature and identity of Chumaz-Hera do not function, instead giving a neutral reading. The night hag's visitation is not completely impervious to disbelief, however; a hero that actively seeks to deny the reality of the dreamscape or Mishakal/Chumaz-Hera may attempt a DC 21 Will saving throw. Characters with Mishakal as a patron deity gain a +4 bonus to their saving throw. If he succeeds, he realizes this is a dream and unreal, and may try to wake up (DC 15 Concentration check). Until he wakes, he is incapable of interacting with the dreamscape and it cannot interact with or affect him; he is merely an insubstantial observer.

The heroes have a couple of rounds in which to act before the radiant woman reaches them. If they attack her, she does nothing to defend herself. Chumaz-Hera is confident she can take a few hits before she needs to be concerned, especially here. As Mishakal, however, her expression shows great sadness and sorrow. She continues to approach until she is standing 30 feet from the heroes, floating above the grass.

Read or paraphrase the following:

The robed woman speaks, her voice clear and accented: “Children of destiny, I have come to you in this hour before the approaching storm of war. Around you, swords are drawn and shields polished. Prayers are being said, but this is an Age of Mortals. It is upon such as yourselves that a burden has been placed.”

The woman gestures, and two gems manifest before her, spinning about. One is bright and azure, the other dark and smoke-grey: the *Tears of Mishakal*.

“You bear this burden, and by it I recognize you. You can only use them at the Dragons’ Graveyard. The stars, however, are far from right. You will need a Night of the Eye to gain access to that fabled place, and such is not to occur for many months. All is not yet lost, my children. In ancient Istar, a scroll of magic was engraved that carries the power to align the moons, but it was sealed away by the Kingpriest in his fear that it would fall into the hands of evil. Soon, I shall send you a sign. Know that this scroll is desired by other forces aligned against you. Watch for my sign, and be ready to act upon it.”

Chumaz-Hera knows nothing about the heroes’ true quest, but she knows of the *Tears of Mishakal* because her spies in the mercenary camps have brought them to her attention. She needs the *Scroll of Stellar Path* that was last known to be kept in the Istarian ruin of Ghuth, 50 miles to the north of Sargonath. It is her hope that by visiting the heroes as Mishakal, she will encourage them to accompany either Piper’s Company or the Brass Tigers in going to Ghuth, and they will be able to enter the ruin and retrieve the *scroll*.

The sign she refers to will be revealed on the following day at the gathering of the mercenary captains in Sargonath. If the heroes ask her questions, or try to communicate with her after she has finished speaking, she merely shakes her head. “Watch for my sign,” she says, and fades from sight. The heroes wake soon afterwards. If they attack her, refer to Tactics, below.

A DC 25 bardic knowledge, lore, or Knowledge (arcana or history) check will allow a character to recall something of the legend of the scroll and the tower in which it was sealed. Ghuth was an observatory belonging to the Orders

of High Sorcery until the Kingpriest seized it. He used the place to keep a number of dangerous items safe from what he considered evil, including the *scroll*. The location of Ghuth was lost to history with the fall of Istar, but the heroes may soon play a part in changing that. If none of the heroes succeed in figuring this out, Master Yap volunteers the information for them.

Creature: Chumaz-Hera is a powerful night hag assassin with access to a unique *heartstone* that allows her to create these dreamscapes. Although she has power over her appearance in the dreamscape, she must still rely on her normal abilities and statistics, as described in **Appendix Two**.

☞ **Chumaz-Hera, night hag:** hp 98; see page 184.

Tactics: It is possible that the heroes won’t believe that Chumaz-Hera is Mishakal and confront her. It’s also possible that you as Dungeon Master would prefer the heroes go a few rounds with the night hag rather than have the encounter be largely informative. Either way, Chumaz-Hera will drop her guise if a fight begins. Her preference is to use *ray of enfeeblement* on any strong, physically dependent character, and then tear into spellcasters with her teeth. She takes every opportunity to use her assassin skills in a fight, but she wants only to harm the heroes, not kill them. She vanishes after 2 rounds of combat, crying, “Your fate is sealed, fools! You will never enter the Graveyard now!”

Experience: As this scene is largely role-playing and exposition, not combat, consider awarding the heroes a minor role-playing award if you believe they deserve it, such as 25 XP per character level. Obviously if they battle Chumaz-Hera and survive, they should benefit from the fight. Consider awarding the heroes a quarter of the standard XP for an encounter with a creature of Chumaz-Hera’s power.



DAY TWO: THE CAPTAINS GATHER (EL 9)

At around noon on the second day, the heroes are called by Piper or Gwynneth (depending on which mercenary camp they are staying with) and asked to prepare themselves for a trip into Sargonath. The captain explains that Governor Midian has requested all of the mercenary companies to make their contract announcements today, and that this may prove informative. The heroes are invited along as honorary lieutenants and counsel, which will qualify them for entrance into the heavily guarded port town. Once they're inside, they will be free to look around, but they should affix the emblem of the company to their clothing just in case.

Once the heroes are ready, read or paraphrase the following:

Mid day sees your party of adventurers accompanying the mercenary captain and a pair of company sergeants through the gates of the port of Sargonath. The gates are impressive and solid, the portcullis elevated. Once you are inside, the smells, sights, and sounds of the military outpost assail your senses. Timber Wolf Legion soldiers of the Minotaur Empire watch on as scores of mercenaries from a number of independent companies walk along the broad, avenues.

Twin longhouses—large structures clearly designed to hold many people and erected close to the gate—are the destination for these rough-and-tumble men and women. Company banners flutter from banners set into a series of brackets along the front of one of the longhouses, and every so often a minotaur soldier will gruffly direct a wayward mercenary to the main doors. This, your captain tells you, is the place.

Over thirty mercenary captains, each with a small retinue of sergeants or aides, are in attendance at the south Great Hall. The hall's stone trenches have been covered in wooden flooring, making the interior of the hall a single open space. A podium has been erected opposite the entrance, and thirty Timber Wolf Legion soldiers are present to maintain some sort of order. Ten stand around the podium. Another ten are outside the doors, and the last ten are assigned to the upper level platform that looks down upon the gathering.

Tensions are high in the Great Hall, especially between the Brass Tigers and Piper's Company. Other companies also seem on edge, with rivalries and uneasy alliances apparently being struck up on the spot while the crowd awaits Governor Midian's arrival. The player characters will have about ten minutes to themselves. Gwynneth and Piper have each brought their lieutenants with them. If the heroes are aligned with Gwynneth, Piper has his 4 sergeants, also. If the heroes are aligned with Piper, Gwynneth has 3 of her scout sergeants and 3

unit sergeants. A DC 15 Spot check will reveal all of this information after only a minute or two of observation.

Just as it seems the entire room is ready to erupt into a brawl, the doors open and Governor Midian, Hekturion Ajax, and Courier Remic, stride in and take their place at the podium. Ask the players where their characters are located, and what they do as the Governor prepares to speak. Once you have this information, read the following:

A blackfurred minotaur—a physically imposing representative of his race and apparently the Governor of the port of Sargonath—steps up to the podium. “Captains and soldiers of the collective companies in Kern,” he booms, his voice easily heard across the crowded hall. “The Empire has given you time to marshal your forces and make plain your interests. Your negotiations and agreements have been sown in the field of enterprise and will soon be reaped in the field of war. Know that as the lawfully assigned representative of the Imperium, I have been charged with keeping civil disobedience, strife, and unrest far from the halls of power. In this worthy capacity, I do demand on this day that you strike your pavilions and furl your banners. Captains, sound forth your allegiances!”

One by one, the captains of the minor companies step forward and call out the identity of their clients and patrons. In almost every case, the captain calls out: “The Grand Lord Golgren and his titans!” or “the Dire Covey of Hag's Dirk!” followed by a location or place on the Kern peninsula, such as Endscape or Styx.

Side doors have been opened leading to the streets outside, and each captain leads his men to one or the other door, with Courier Remic writing down the names of the company and their announced patron in a large book. The minotaur soldiers glare at any overt signs of cat-calls or jeers from opposing companies, but for the most part the process goes well until Piper's Company and the Brass Tiger Company are asked to make their announcements.

Whichever company is not aligned with the heroes is the one to make the announcement first. If this is Piper, he calls out, “The Dire Covey of Hag's Dirk at Ghuth!” If it is Gwynneth, she shouts, “The titans of Kern at Ghuth!” Immediately, the heroes' captain tugs a sheet of vellum from his or her belt and stares at it. “That's impossible,” the captain says in a lower voice to the heroes. “That's where we're supposed to be going! This can't be a coincidence—they must have a spy!” A lieutenant yells, “Breach of practice! Foul! Foul!” The hall is filled with shouting.

Governor Midian looks alarmed, then furious. Courier Remic says something to him, but this is lost in the din. Hekturion Ajax, on the other hand, seems to smile. A DC 20 Sense Motive check on the part of one of the heroes will alert them to his amusement. Then, before the Governor





or the mercenaries in the room can react, something bursts through the wooden panels in the center of the hall, tossing aside mercenaries like dolls.

Creature: The exact nature of the beast that has just broken through into the hall is determined by the alliance the heroes have with the mercenaries.

If the heroes are allied with Piper's Company (and through him, the Dire Covey), the creature is a bone devil, summoned forth from the Abyss by Dauroth on behalf of Lord Golgren. It has draconic aspects, having been a minion of the Dark Queen, and thus looks very much like a skeletally thin draconian with a wickedly barbed tail.

If the heroes are allied with the Brass Tigers (and thus, the ogre titans and Lord Golgren), the creature is a vrock demon, one of Chumaz-Hera's fiendish servants. The hideous bird-like demon was summoned from the night hag's pocket dimension on the dark planar shores of the Abyss, and has more in common with a raven or crow than the typical vulture traits of vocks.

Although there were 30 minotaur soldiers before the creature arrived, its entrance leaves only the 10 soldiers on the balcony standing; the 10 in the room are unconscious or dead, and the 10 outside have dispersed among the departing mercenary companies.

☞ **Vrock demon:** hp 115; see *Monster Manual*.

☞ **Bone devil:** hp 95; see *Monster Manual*.

☞ **Timber Wolf Legion minotaurs (10):** hp 21; see page 186.

Tactics: The vrock demon pulls no punches, and heads directly for Gwynneth and those with her. The bone devil, if it is summoned, launches an all-out attack on Piper and his aides. Whichever captain is under attack responds immediately with a rallying cry, "Get 'em!"

The minotaurs do not immediately intervene; they are more concerned with getting the Governor out of the hall. Midian, Remic, and Ajax spend their first actions running to a side door, and have no plans to stay. The other company's captain also makes good his or her exit, which likewise should take a round. The player characters are obviously free to leave, but might be eager for a fight.

Development: If the heroes succeed in overcoming the fiend, even with the help of their allied captain and lieutenants, they will have become minor heroes. The Governor sends for them, asking to meet them in the Temple of Sargas later that day so he might reward their efforts (see **Day Two: Assassins!** below). He is under guard for the rest of the day, of course, as the Timber Wolf Legion is not certain that the summoning was only intended to strike only at the mercenary captains.

The opposing company has already fled town, and in the chaos of all the other companies striking camp, the player characters will be unable to pursue them at this point in time. Regardless of whether Chumaz-Hera sent the fiend or not, she is not above exploiting the situation to her advantage. After the heroes beat the vrock or bone devil, a glowing blue infinity sign manifests in the air above the company's captain for a few seconds before fading away. This, no doubt, is the sign from "Mishakal" the heroes were told to expect.

Experience: Award the full amount of experience to the heroes for defeating the fiend and for any other success they have during the fight (rescuing others, helping people to safety, appropriate role-playing). If Piper or Gwynneth had a major role in the battle (which is not necessarily the case), include them when dividing the XP between the player characters. This might result in a smaller award, but the assistance of the mercenary captain should be accounted for. Creative means of overcoming the fiend should also be rewarded, although running away shouldn't be.

Day Two: Assassins! (EL 10)

Following the incident at the captain's gathering, most of the mercenaries have been asked to leave the town. Piper or Gwynneth return to the company's camp and ask for Master Yap's help in learning more about Ghuth, assuming he is still with the party. The player characters can explore town, as they have at least an hour before their meeting with the Governor at the Temple of Sargas. The temple map can be found on page 85.

When the time comes for the heroes to go to the temple, read or paraphrase the following:

It is strangely quiet at the Temple of Sargas. An imposing, squat structure of black-and-red marbled stone, the Temple has only one main entrance. Twin doors of polished wood twice the height of a man stand slightly ajar. There are no guards, no sign of Governor Midian or his soldiers, and definitely no sign of any priests.

If the heroes go inside, they find 3 dead Timber Wolf Legion soldiers slumped against the walls of the darkened inner foyer, apparently poisoned. Another set of doors, closed this time, leads to a hallway from which several cloakrooms, meditation rooms, and preparatory chambers can be accessed. At the far end of the hallway is the shimmering curtain of red brocaded silk that marks the entrance to the inner sanctum.

A DC 20 Listen check from the foyer allows a character to hear the faint sounds of a struggle coming from farther inside the Temple. The sounds are from the inner sanctum. If the heroes investigate, they walk in on the last moment of an attack upon Governor Midian by four minotaur assassins hired by Hekturion Ajax to dispose of his commanding officer.

Read or paraphrase the following:

Red candles flicker and dance in this dread chamber. Braziers of hot coals honor the volcanic wrath of the deity to whom the room is dedicated. An immense double-headed axe surmounted by the carved stone figure of a condor fashioned from jasper dominates the far wall and the altar. Lying in the center of the room is the body of Governor Midian.

Four other minotaurs in black leather and wearing stylized red silk hoods stand over him, bearing wickedly curved knives. They turn towards you as the Governor's lifeblood empties onto the cold stone floor.

The Governor is not yet dead; he has been reduced to -2 hit points and is poisoned with deathblade poison, so his Constitution score is currently 10. The heroes have 8 rounds to reach him before he dies. The assassins are ready to make this task difficult.

Creatures: The four assassins are very good at what they do, and could present quite a challenge to the heroes. Three of them have a dose of deathblade poison left (Fortitude DC 20 resists, 1d6 Con/2d6 Con) which will take them a round to apply to their blades. They take turns to do this once combat begins. The assassins want to eliminate any witnesses to the attack on the Governor, so killing the heroes is their foremost priority.

☞ **Minotaur assassins (4):** hp 33; see page 185.

Development: If the heroes defeat the assassins, their troubles are not yet over. Before they are able to leave, Hekturion Ajax will make an appearance. Ajax, having hired the assassins, has also learned that the Governor had extended an invitation to the player characters and shows up at the Temple to either implicate them in the murder or simply finish them off.

The heroes will run into Ajax and four of his loyal Timber Wolf soldiers in the foyer once they depart. If the Governor is present and conscious, he sees the Hekturion standing in the foyer and accuses him of being behind this. If the Governor didn't survive, and the heroes are leaving with or without the body, Ajax shakes his head and announces, "I'm sorry. I can't allow you to leave, not when this situation can so easily be used to my advantage." Either way, he and his men attack.

☞ **Hekturion Ajax es-Semok:** hp 56; see page 185.

☞ **Timber Wolf Legion minotaurs (4):** hp 21; see page 186.

It is very likely that Hekturion Ajax's bid for power will come to an end with this fight. Even if he lives, and the heroes incapacitate him without killing him, the Governor (or Courier Remic, acting in the Governor's stead) will have him executed. Another twenty Legion soldiers, as well as two dekarians, will be revealed as loyal followers of Ajax and imprisoned, awaiting trial (and a new governor, if Midian is dead).

Governor Midian or Courier Remic will once again praise the heroes for their valiant efforts. The attitude in the town towards the heroes will improve to Friendly for the remainder of their stay (Helpful in the case of merchants) and although it would be inappropriate for the Governor to award the heroes with distinction in the Empire's name, he won't let them leave without some reward.

Each player character who played a part in the foiling of Hekturion Ajax's plans and the incident at the Great Hall will be furnished with new or repaired equipment,

weapons, and armor (up to the 800 stl limit of the town per item so restored or granted). In addition, the party is given Hekturion Ajax's possessions, as is customary for those who have bested an enemy.

DAY THREE: ON THE MARCH

With their affairs in order, the player characters' mercenary allies break camp late at night on the second day, and by the next morning, are ready to depart Sargonath.

The captain brings the heroes up to speed, and meets with them to help them decide what they wish to do. If the heroes are working alongside Piper Ogrebrood, the half-ogre informs them that he's been ordered to go north to the lost ruin of Ghuth, where the Dire Covey expects to find something important to their cause. He doesn't know any more about the mission except that the Brass Tigers will do anything to get there first.

If the heroes are allied with the Brass Tigers, Gwynneth explains that Ghuth is the location of something the ogre titan Dauroth wants kept out of the hands of the Dire Covey. She expects that it's nothing the titans need, but she's spent the past 6 months keeping things out of the hands of the ogre's enemies and this is yet another one of those missions.

Because the other company has a head start, the heroes are going to have to get moving if they want to beat them to Ghuth. The captain gives them one last hour or two to stock up in Sargonath before the company departs.

THE KERN PENINSULA

Kern is one of two major ogre nations of the east, the other being Blöde. Kern lies between Nordmaar to the north, Neraka to the west, and Khur to the south. The draconian nation of Teyr also borders Kern, and, because much of Kern occupies a peninsula that extends into the Blood Sea, the Minotaur Empire is also a neighbor.

The ogres of Kern are primarily farmers and hunters. According to the ogres of Blöde, the ogres of Kern are uncivilized barbarians, but Kern's ogres are actually quite socially advanced. Small nomadic tribes wander the rocky, grassy plains and more settled clans inhabit small nameless villages, but the clan system and political framework is every bit as dynamic as that of Ansalon's other nomad cultures, such as those in Khur or Abanasinia.

Three prominent ogre clans claim most of the Peninsula. The southern lands between Dragon's Point and Hag's Dirk are claimed by the Grangh clan, traditionally ruled by ogre magi. The lands southwest of Hag's Dirk are inhabited by ogres of the Kreln clan, scavengers that live off raiding and banditry. The Darghen clan lives on the northern coast of Kern along the Miremier. Prior to the War of Souls, it was said that there was a powerful Darghen ogre shaman that ruled along the coast, but after the fall of the One God, the shaman disappeared and the tribe has fallen into infighting.

HISTORY OF THE KERN PENINSULA

Kern has recently become a battleground for a number of different factions: minotaurs loyal to the Empire, minotaur

NPCs LOOSE ENDS AFTER SARGONATH

If any NPC characters are still with the party at this point, apart from Master Yap (such as Captain Swift or the elven slave rebels), this is a good opportunity for them to part ways. Swift and his crew should be able to get passage out of Sargonath without much trouble, and the rebels will strike out west, heading for the northern Khalkists.

Of course, if you have decided that you like these characters and they are continuing to serve a role in

your campaign, it should not be too difficult to have them sign up with the mercenaries, as well.

Master Yap should remain with the party. He will have already won over the mercenary captain with his advice and somewhat flattering comments. He continues to be quite open and honest about wanting to help... for the time being.

rebels, ogres loyal to either Lord Golgren or to the Grand Khan of Kern, and military forces called together by the hags of Hag's Dirk. With relations between the ogres and the Minotaur Empire falling apart, great armies are traveling all over the rain-swept region, causing much political and social unrest and contributing to the region's current destabilized state.

TRAVEL ON THE KERN PENINSULA

Important Rules: Overland Movement, Chapter 9; Adventuring in the *Player's Handbook*; Survival skill, Chapter 4; Skills in the *Player's Handbook*.

The Kern peninsula is chiefly warm plains with light undergrowth and trails suitable for overland travel. The trails are not wide or frequently used, and can often loop around on each other, but the region is not wild enough to count as trackless terrain.

Because there are few villages or settlements on the peninsula, travelers will be required to hunt and forage. Fresh water is not always available, although following any period of rain there are usually pools and streams that can supply water suitable for drinking.

FEATURES OF THE KERN PENINSULA

The Kern peninsula is 200 miles long and approximately 50 miles across, a mighty wedge of land that juts into the Blood Sea.

In the early years after the Fall of Istar, it was covered in evergreen woodlands. The ogres chopped down many of the forests for their own use and now only two remain. One forest is located at Endscape, on the tip of the peninsula. The other shields the city of Kernen, forming a natural barrier that the Grand Khan keeps populated with terrible beasts and armed patrols.

Between the forests is a vast sea of tall grasses punctuated by islands of rock. Broad swathes of rugged earth dotted with weathered tree stumps cut through the grassy ocean, more evidence of ogre deforestation.

Numerous unmapped ruins of the ancient civilization of Istar can be found on the Kern peninsula. As a result, there are always rumors of ancient artifacts that wind up in an ogre chieftain's horde for those souls brave enough to try to take them.

WEATHER

During the winter months, Kern is rainy and mild. At night the temperatures seldom drop below freezing, and gusts of warm wind carried down from the north alleviate the chill.

In the summer months Kern is oppressively hot and humid. Nearly constant rain storms do not bring any relief. Outbreaks of disease and sickness are common, but the hardy ogres treat this as yet another trial they must endure.

FLORA & FAUNA

The warm temperatures and copious amount of rainfall allow many types of plants to thrive on the peninsula. The grasslands are lush and extensive. Gardens and any tended field tend to be productive. The woods are filled with all manner of exotic ferns and fruit. A number of rare plants come from the woods of Kern, usually at great risk to those who dare to harvest them.

The plains of Kern are home to a number of herd animals that keep the ogres well fed. Buffalo, antelope, and deer are plentiful and are often found wandering the plains. Mastarks, a unique species of elephant, can be found on the peninsula and further west. Reptiles are also common; the vicious giant hunting lizards known as the meredrake (the local name for megaraptors) are among the most dangerous. Other predators include spotted lions, hyenas, vultures and other carrion eaters.

RANDOM ENCOUNTERS

Important Rules: Wilderness Adventures and Weather, Chapter 3; Adventures in the *Dungeon Master's Guide*.

The chance of a random encounter each hour during the day is 10%, and 15% chance each hour at night. On the grassy plains, encounter distance is usually 5d6 x 40 feet. The tall grasses count as light undergrowth and thus provide concealment and hinder movement. Rock formations of 10 feet to 30 feet in diameter and up to 20 feet in height can be found every 1d6 x 100 yards.

The specific encounter table to use depends on whether the heroes are traveling with a mercenary company allied with Grand Lord Golgren's ogres or the hags of the Dire Covey. If neither is the case and the heroes are independent, determine a table randomly or choose one that seems most appropriate.

Die Result	Creature Encountered	Average EL
01-04	Bad Weather	+2
05-15	Megaraptor pack (1d4+2)	10
16-25	Displacer beast pride (2d4)	9
26-35	Ankheg cluster (2d6)	9
36-55	Manticores (1d4+1)	8
56-65	Harpy scout wing*	8
66-75	Dire lion pride (2d4)	9
76-85	Ettercap troupe	9
86-00	Hag witchband*	1

* Unique encounter. Do not use the same encounter again. Either roll again or treat as no encounter.

Die Result	Creature Encountered	Average EL
01-04	Bad Weather	+2
05-15	Megaraptor pack (1d4+2)	10
16-25	Displacer beast pride (2d4)	9
26-35	Ettin gang	9
36-55	Manticores (1d4+1)	8
56-65	Gorgon (1)	8
66-75	Dire lion pride (2d4)	9
76-85	Ogre warband*	9
86-00	Athaches (2)	

* Unique encounter. Do not use the same encounter again. Either roll again or treat as no encounter.

Most encounters are standard; statistics may be found in the *Monster Manual*. Exceptions are detailed below, most of which are organized warbands or mercenary forces working on the Kern peninsula.

Bad Weather

If this encounter occurs, the weather takes a sharp turn for the worse. Roll d% and consult the following table:

1d6	Weather Hazard
01-29	Rain
30-59	Windstorm
60-89	Thunderstorm
90-00	Thunderstorm with tornado

Any rain, windstorm, or thunderstorm lasts 1d6 hours. A tornado lasts 1d6x10 minutes and occurs an hour into the accompanying thunderstorm. Continue to check for random encounters during bad weather; this will elevate the Encounter Level of any subsequent random encounter by +2. A tornado in and of itself is an EL 10 event, and surviving one should earn the characters appropriate XP.

Harpy Scout Wing

This encounter consists of 3 harpies and a pair of quasit demons assigned to them by the Dire Covey. The quasits each have a *hag eye* so that any enemy activity can be reported back to their foul mistresses. If the heroes run afoul of the harpies, the next random encounter generated will automatically be a **Hag Witchband** (do not roll on the table).

Ettercap Troupe

This encounter consists of 6 ettercaps and a phase spider. The ettercaps are simple-minded, but cunning; they work closely with their phase spider ally to set up ambushes. The hags have sent them to an area in which they believe Golgren's ogres are active, but the ettercaps typically spring a trap on anything that comes by.

Hag Witchband

This encounter represents one of the major military units of the Dire Covey, a witchband. Each witchband is led by a single half-fiend greenhag (see *Hag Witchband Leader*, page 185) accompanied by 4 ogres equipped with masterwork weapons and armor. The hag also has as many as a dozen (2d6) goblins brought along to act as scouts, laborers, spear-carriers, and (on occasion) lunch. Each hag has a direct connection to Chumaz-Hera through a *hag eye*, reporting all activity to her mistress much as the harpy scouts report to the hag and her sisters. The hag is clever enough to know that the heroes are dangerous, and will use guile, trickery, and deception to her advantage when launching attacks on the party.

Ettin Gang

Grand Lord Golgren doesn't particularly like ettins, but is content to send them out in groups like this one. Two ettins, their brown bear pet, and 2d6 goblins make up the standard gang. The ettins always have the goblins rush their opponent, followed by the bear, followed by whichever ettin can stop arguing with itself long enough to take some initiative and charge.

Ogre Warband

This is one of Grand Lord Golgren's regional strike teams, composed of an ogre barbarian or ogre mage leading 4 ogres. The team can be expanded further by doubling up (2 leaders and 8 ogres) or by adding 1d6 goblins mounted on dire wolves, each of which boosts the EL by as much as +2.

THE RACE TO GHUTH

Important Rules: Overland Movement, Chapter 9: *Adventuring in the Player's Handbook*.

Assuming the heroes are going to want to reach the ruins of Ghuth before the other mercenary company, they will have to pick up the pace. Their opponents have already had a half-day's head start by the time they set out, and the journey overland to Ghuth will take as many as 3 days to accomplish (see below):

Sargonath to Ghuth (45 miles)	
Walking (20')	3 days
Walking (30')	2 days
Horseback	1 day

Add a half day's travel if in a large group with supply wagons or packhorses (such as a mercenary company).

NARROWING THE GAP

There are two primary methods of closing the distance between the two companies:

Leave the Company Behind: This option has the heroes set off in advance of their allies, with the intent to head off the other company by dint of smaller numbers and fewer delays. The heroes can attempt to use magic, such as overland flight, but teleportation is out of the question because of the *dimensional anchor* properties of the *Tears of Mishakal*.

Forced March: This option extends the number of hours per day the mercenaries can manage at the cost of fatiguing them. The captain (Gwynneth or Piper) won't let the company travel more than 12 hours a day, which is 4 hours longer than normal. If this succeeds, the trip can be shortened by as much as a day (assuming 8 more miles traveled for 2 days in a row).

CONTACT!

At some point, the heroes may catch up with at least part of the other mercenary company. The ideal time for this would be on the second day of the journey, or half way across the peninsula between Sargonath and Ghuth. Scouts will initially report sighting the other company at a distance of half a mile.

The other company will first make every effort to evade the heroes. Have one player character, preferably one with the Leadership feat, make an opposed Charisma check against the other mercenary captain. Add a +2 bonus to the check as the heroes' allied captain is providing key assistance. Success indicates the heroes have closed the gap to 1d6x100 yards. Failure means that the other company has eluded them for the time being. This can be repeated, each attempt representing a half hour of tactical movement, and reducing the distance by 100 yards for every additional success.

The heroes may decide to parley with the other company rather than engage them in combat. Depending on what they want to accomplish, this may have limited success. Whichever captain is allied with the heroes won't have any part in it at first, unless it's to somehow trick or outwit the other captain. If the heroes wish to make a bargain with the other captain, let them try (Diplomacy or Bluff vs. Sense Motive); it could present some interesting roleplaying opportunities. Ultimately, the best the heroes will be able to negotiate is a temporary truce, with each company going its separate way, yet still racing to get to Ghuth first.

FIGHT! (EL 8)

Once the heroes feel they are close enough to engage, run combat as normal. For the purposes of this encounter, assume that the heroes take the lead with a group of 20 mercenary soldiers and one sergeant (or scout sergeant, if they are Brass Tigers). The other company's group consists of 30 soldiers (or combination of soldiers and scouts, if Brass Tigers) plus a lieutenant and a sergeant (or scout sergeant). The remainder of the company is left behind or out of the field of battle.

You can use skirmish rules for this battle if you choose; many d20 products contain suitable rules for running small-unit battles. If you don't want to handle it in this fashion, simply break the entire battle into 1-minute rounds. Each round, assign 1d4 enemy soldiers to each player character and major NPC and resolve the combat. Heroes may group together if they choose, pairing off or staying in one unit, in which case add together all of the soldiers for each hero.

After each 1 minute round, have one member of each side (typically a player character with the Leadership feat and the other company's lieutenant) make an opposed roll equal to his or her base attack bonus plus their Charisma modifier. Whichever side succeeds drops 1d8 enemy soldiers in addition to those defeated by the exchange that round, but may also suffer a loss (1d8-4, minimum 0). A natural 20 doubles this amount and eliminates the possibility of own losses unless the opposing side also rolls a natural 20.

Once the opposing side loses more than half its numbers, the soldiers will attempt to flee. If this fails (if the heroes outflank them, catch up to them, or otherwise prevent them), they surrender. If the heroes' side loses half of its numbers, the soldiers aiding the heroes flee themselves, to rejoin the main group a half mile behind the skirmish. In the event that this happens, the opposing side withdraws and continues on towards Ghuth.

You can spice up this encounter with other random encounters interrupting the skirmish or perhaps with some bad weather (such as rain). The heroes have a very good chance of defeating the other company's force, so be sure to play up the shining talents of the heroes and their successes.

Experience Awards: Award all participants in the battle full XP for their success. If the heroes negotiated or attempted to avoid a battle, they should each receive sufficient XP for defeating a CR 8 opponent, along with rewards for role-playing.

RUINS OF GHUTH

The ruins of Ghuth consist of a fallen tower structure that has been excavated in the past few years by ogres of the Darghen clan, and the still-intact basement and foundation. The area is surrounded by scrub and rock-strewn fields, overgrown with wild grain. It is a frequent camping area for the nomadic Darghen ogres, but since the civil war it has been abandoned. The hags are now interested in the site once again, thanks to Chumaz-Hera's search for the *Scroll of Stellar Path*.

HISTORY OF GHUTH

Ghuth was an observatory in the days of Istar, a hundred years before the Cataclysm. The tower served as a place to watch the passage of the stars and moons in the heavens, record such events as comets or luminary displays, and maintain accounts of them. The Orders of High Sorcery oversaw the site and considered it a remote outpost of the Tower of High Sorcery in Istar. It was not a well-known or frequently visited location in its day.

In 19 PC, when the Kingpriest began his crusade against the Orders of High Sorcery and seized the Tower of High Sorcery in Istar, he learned of Ghuth and had the Knights of the Divine Hammer investigate it. They reported that the basement level contained a number of questionably dangerous written works, such as arcane scrolls and ritual papers. Rather than destroy these scrolls, the Kingpriest had the observatory sealed by wards and the basement heavily secured. The magic he employed made it impossible to scry into the observatory or use magic to teleport oneself inside.

The Cataclysm toppled the observatory, burying it underneath the rising earth surrounding the Blood Sea. It was lost for centuries, but its existence was discovered shortly before the Chaos War by ogre magi of Kern. They had managed to uncover only a portion of it before war and disaster came to the region and the ruins were never fully excavated.

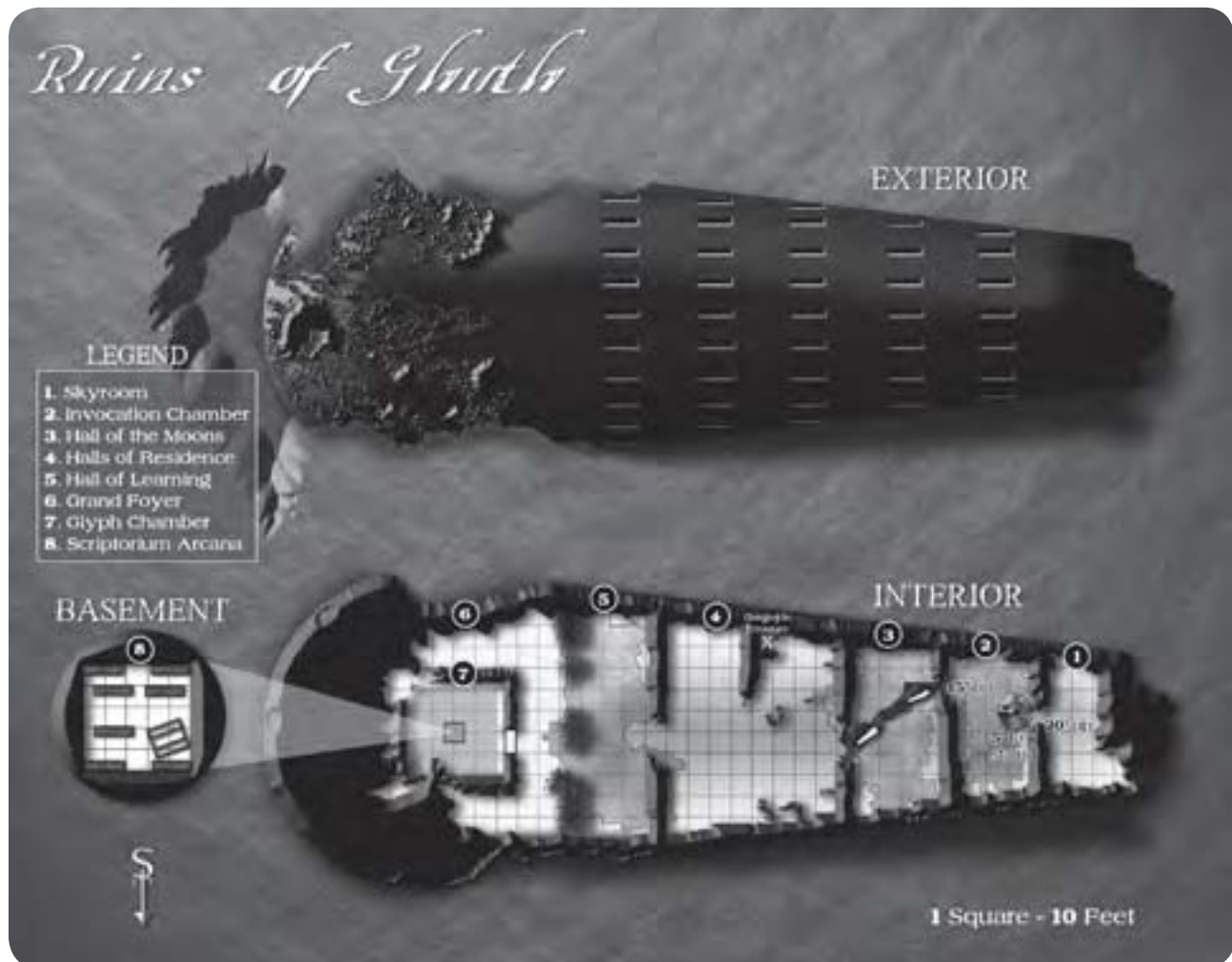
In the recent past, Ghuth was located by a very enterprising gnome, Ticktock, and his assistant, Cogsworth. Ticktock was responsible for the care, safekeeping, and maintenance of the Clocktower that exists in two places at once, on either side of the Miremier. The Clocktower was configured as an observatory and astronomical clock, and shared much in common with Ghuth, but was in dire need of being recalibrated.


Ticktock's research led him to Ghuth, in hopes of finding the *Scroll of Stellar Path* that was locked away inside. He had no intention of using the scroll for its true purpose, but as a reference schematic for recalibrating the Clocktower. With Cogsworth's help, Ticktock retrieved the scroll, bypassing the glyphs and wards and other defenses, and carried the scroll back to the Clocktower.

Chumaz-Hera's divinations have failed to provide her with any of this information. As far as the night hag knows, Ghuth is still the location of the *Scroll of Stellar Path*, and she needs the heroes to go inside and fetch it for her. She plans on ambushing the heroes once they come back out. She is in for a great disappointment.

ARRIVING AT GHUTH

If the heroes have managed to close the gap between themselves and the other mercenaries and get to Ghuth ahead of them, they won't face any immediate opposition. Their company captain volunteers to form a perimeter around the ruins at a distance of about a hundred yards or so, to keep the other company back and give the heroes time to go inside and explore. The mercenary captain's contract doesn't indicate what the item is, only that it is apparently well defended and marked with the seal of Istar. That's all the information Gwynneth or Piper can give the player characters.





If the heroes do not catch up to the other mercenaries, on the day that they reach Ghuth their captain informs them that scouts have sighted the other company ahead. There's at least another half a mile to go to the ruins, so the mercenaries accompanying the heroes volunteer to provide a distraction. They head off to take on their opponents, giving the heroes time to make it to the ruins and go inside. Before they part ways, the captain reassures the heroes that his or her mercenaries will be outside waiting for them when they come out, and if not, that there won't be much left of the other side for the heroes to worry about.

Master Yap is unable to go into the ruins with the heroes, due to the various wards against evil wizards (and other evil characters) set up around Ghuth. Instead, he remains with the mercenaries (if appropriate) or finds a place to hide and stays there until the heroes come out. Note that any evil members of the party also cannot enter the ruins.

KEY TO THE RUINS

Important Rules: Darkness and antimagic, Chapter 8: Glossary in the *Dungeon Master's Guide*.

Ghuth used to be a seven level cylindrical tower constructed almost entirely from black marble strengthened and enchanted by the Orders of High Sorcery, with a single underground level. It is now a ruin, lying on its side, partially buried, and protected by numerous magical defenses that have deteriorated or become erratic.

The following traits are common to all areas:

- Ruin walls are polished black marble, magically strengthened by the Orders of High Sorcery (hardness 10, 360 hp/10-foot by 10-foot section, generally 5-foot thick between rooms, Break DC 50, Climb DC 20). Ceilings vary in height, as most used to be opposing walls when the tower was upright.
- Most areas are in total darkness.
- Permanent *hallow* spell in place on the structure, caster level 18 (except area RG6)
- The tower blocks all divination (including scrying) going in or out, as if the entire structure was affected by *nondetection* (caster level 18).

RG1. SKYROOM

This level of the tower was Ghuth's prized observatory, a large circular room with a roof made from magically hardened black glass that allowed those within the chamber to observe the stars at night, yet kept out the sunlight by day. The magic that allowed this effect to operate functions still. However, now that the tower is horizontal, the ceiling has become the eastern wall of the room.

This room is only illuminated when the sun has dropped below the horizon and the moons are visible in the sky, which will provide typical moonlight. When the sun is in the sky, however, it is dark.

A single crack in the roof/east wall permits entry into the tower. This crack is only wide enough to comfortably allow a Small or smaller creature inside; Medium creatures

must make a DC 10 Escape Artist check to squeeze in. Large creatures must make a DC 20 Escape Artist check, and Huge or larger creatures cannot enter at all. This is another reason the ogres have not entered the tower.

The "floor" of this room is covered in shards of broken meteoric rock and glass—the remains of an immense reflective table. There is nothing else of interest in here. A large hole in the west wall used to be a circular stair and connects this room to RG2. It is 20 feet above the "floor", but chunks of rock and other debris have formed a natural ramp up to the hole.

RG2. INVOCATION CHAMBER (EL 9)

This level of the tower was used to conduct rituals involving large groups of wizards and apprentices. The twisted remains of a circular staircase used to lead up one level to RG1 but has broken free of the stairwell and tumbled to the "floor". The distance from the stairwell opening to the floor is 30 feet, but a jump of 5 feet from the hole will allow the heroes to use the staircase remains to climb down (DC 10 Climb check, 30 ft.)

Another opening leads to RG3, although this one is only 15 feet from the "floor". There is sufficient rubble and debris to allow the heroes to scramble up to it and proceed to the next room.

This room is currently under an antimagic effect, which dispels all active magical effects, suppresses others, and makes it impossible to cast spells (see **Chapter 8: Glossary** in the *Dungeon Master's Guide*). This, together with the total darkness, may make dealing with the room's occupants somewhat challenging.

Creatures: A clutch of gargoyles has made their home in the ruins of Ghuth in the months following the gnomes' visit. Six of them nest in this room, with another eight laired in RG4.

☞ **Gargoyles (6):** hp 37; see *Monster Manual*.

Tactics: The gargoyles remain frozen in place, clustered around the base of the twisted staircase, until they get a sense of party numbers. They usually prey on wildlife or bats, so the heroes present a welcome change of menu. They launch themselves upwards in pairs, hoping to snare any character on the stairs (who may be easy targets). Armored heroes are the gargoyle's main targets.

Development: If the gargoyles seem to be in trouble, or the heroes take down half their number in only three or four rounds, the rest flee towards RG3. They make sufficient noise there to attract half of the gargoyles in RG4, who will arrive 2 rounds later.

RG3. HALL OF THE MOONS

This level was devoted to the study and discussion of the moons that are central to the wizard orders. Three huge tables, each one carved of wood and seating 30 people, were the centerpieces of the room. One table is a polished black wood, another is a blanché white, and the last is a lustrous rosewood.

Now, these mighty tables lie broken and discarded. The timbers form a natural bridge from the former stairwell opening in the east wall (RG2) to the stairwell opening in

the west wall leading to RG4. The structure is precarious, however—walking across the 40-foot gap requires DC 17 Balance checks. Falling from the structure means a 30-foot drop to the cold marble “floor” below.

Like RG2, this section of Ghuth has a permanent antimagic effect in place. Spells, supernatural abilities, magic items and effects are cancelled or suppressed here.

RG4. HALLS OF RESIDENCE (EL 10)

This section of Ghuth was set aside as living quarters. As many as a hundred wizards and support staff could be housed on these two floors when the tower was still standing. Now, this area is a hollowed shell. Interior walls have split and shattered, forming an uneven though level floor, as chunks of rock and masonry have settled in the intervening years. The floor between the two levels has also been demolished, although there are numerous remnants of wall, floor, and support beams to act as cover or shelter.

This section of the observatory does not have an antimagic field. Over time, the gargoyles have hoarded a number of choicer items and shiny baubles from their victims, all of which are secreted away in an alcove (marked on the map on page 95).

Both the west and east “walls” have exits that can be reached easily due to the accumulation of stone and debris.

Creatures: The rest of Ghuth’s gargoyle community lurks here. They attack immediately, hoping to gain the element of surprise. They will also fly to support the gargoyles of RG2 if those individuals have fled to RG3.

☞ **Gargoyles (8):** hp 37; see *Monster Manual*.

Tactics: Like their companions at RG2, these gargoyles prefer to attack in pairs. They will try to flank opponents to hit those heroes in armor.

Treasure: The gargoyle’s treasure hoard includes three large ironbound chests filled with steel coins from Neraka (1,700 stl, 2,650 stl, and 3,080 stl respectively); a sack containing eight emeralds, each valued at 900 stl; a decorative leather sheath worth 500 stl holding a +1 *thundering dagger*, a pair of *brooches of shielding*, and a pair of finely-tooled *lesser bracers of archery*.

RG5. HALL OF LEARNING

This level of the observatory tower was set aside for instruction and the training of apprentices in astronomy, astrology, and astronomical phenomena, as well as basic classes that focused on the influence of celestial events. When the Kingpriest seized Ghuth, all of the apprentices and students had long since fled, so it was stripped of most of its furnishings and left bare.

Carvings and murals still adorn the walls, making this level more attractive than the others. A DC 15 Knowledge (arcana) check allows a character to identify many of the core principles of High Sorcery illuminated and displayed about the room.

The west wall is a crumbling remnant of the former floor, and now consists of 10-foot piles of rock that serve as barriers between RG5 and RG6. They also mark the outer edge of this room’s antimagic field (which operates just like that of RG2 and RG3).

RG6. GRAND FOYER (EL 10)

This area is not on its side like the others, and is the original ground floor level of the tower. The ceiling of the vaulted chamber, some 30 feet in height, is now a jagged mess. When the tower fell over, it sheared off between levels (the western wall of RG5 was once that chamber’s floor). A ground-level opening does exist between the two chambers, which the heroes used to reach this point. The Foyer once had an elegant and colonnaded entranceway, but this has long since been buried under tons of rock and earth.

In the center of the Grand Foyer is a 15-foot high freestanding structure covered in carved panels of onyx, jasper and ivory. This square structure has a single entrance—leading inside to RG7. The door is locked with a complicated 3-stage lock: Open Lock DC 20 for first stage, DC 25 for second stage, and DC 30 for third stage. Three uses of the *knock* spell are required to bypass these locks. There is evidence of magical bindings now discharged (DC 25 Search check result), but no other traps or wards.

The Grand Foyer is filled with statues, works of art and sculpture. They represent figures from history, great wizards and friends of wizards, and symbols associated with them. The gargoyles do not venture here, as not all of the statues are inanimate. The enormous spider-like ebony statue on the roof of the building in the middle of the Grand Foyer is no work of art.

Creatures: When the tower fell, a number of powerful spells maintained by the wizards before they departed were sundered. Chief among these was the conjuring seal that extended along the roof of the Grand Foyer, used to summon guardians for the wizards of old. When the gnomes broke in, their presence caused a retriever to manifest in the ruins bypassing the *hallow* effect. It is now trapped here, standing motionless on top of the freestanding chamber which houses RG7. It did not attack the gnomes, which it immediately recognized as its (unwitting) summoners, but it will now attack anything else that enters the Foyer.

☞ **Retriever:** hp 135; see *Monster Manual*.

Tactics: A retriever is a very dangerous opponent. This one’s only directive is to defend the Glyph Chamber from unauthorized access. Only a gnome can bypass the retriever, in part because of the circumstances of the creature’s summoning. It uses its eye rays first, before closing in to attack with its claws, fixing on one opponent at a time unless attacked by others.

Development: If the retriever is tricked into chasing a character into RG5 past the crumbling walls, the antimagic field of that room will dispel the magic holding the retriever here, sending it back to the Abyss from whence it came. If one of the heroes is a gnome, he might notice that the retriever doesn’t attack him, which could present some other options. If the heroes get through the door into RG7, the retriever will not pursue them, but will definitely be waiting for them on the way out.

Treasure: Much of the sculpture and art in the foyer is valuable beyond price, but too large or unwieldy to remove (3d10x100 lbs. each). If the heroes do come up with a way



to carry some choicer pieces out, randomly determine the resell value for each piece as 6d6x100 stl.

RG7. GLYPH CHAMBER (EL 9)

This chamber is almost 45 feet square, with 5-foot thick walls made of the same impervious stone as the rest of Ghuth. The ceiling is 10 feet high and featureless. The floor, however, is what stands out the most.

Traps: A 40-foot by 40-foot section of floor in this chamber is engraved and inscribed with holy sigils, deific signs, appeals to the collective power of the Pantheon of Good, and righteous warning. Each 10-foot by 10-foot section is inscribed with one of 4 varieties of *glyph of warding*, for a total of 16 individual glyphs. A 5 foot walkway surrounds the engraved area. Six glyphs have already been discharged, but will require a DC 28 Search check (DC 20 if coupled with *detect magic*) to tell which sections these are in.

The glyphs all surround a trapdoor that opens to the basement level, below. The trapdoor itself has a recessed handle and simple locking mechanism that resets itself when the door is shut (DC 20 Open Lock). Once again, there is ample evidence here to show that additional magical protections have been dispelled (DC 20 Search check).

⇒ **Glyph of warding (fire):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

⇒ **Glyph of warding (electricity):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

⇒ **Glyph of warding (cold):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 cold, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

⇒ **Glyph of warding (sonic):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

RG8. SCRIPTORIUM ARCANUM

The observatory tower's basement was originally a storehouse for logbooks and charts of the heavens. 50 feet on each side, the basement is square with a 20-foot vaulted

Glyphs Map

Each Glyph covers 10 ft.



Sonic



Electricity



Fire



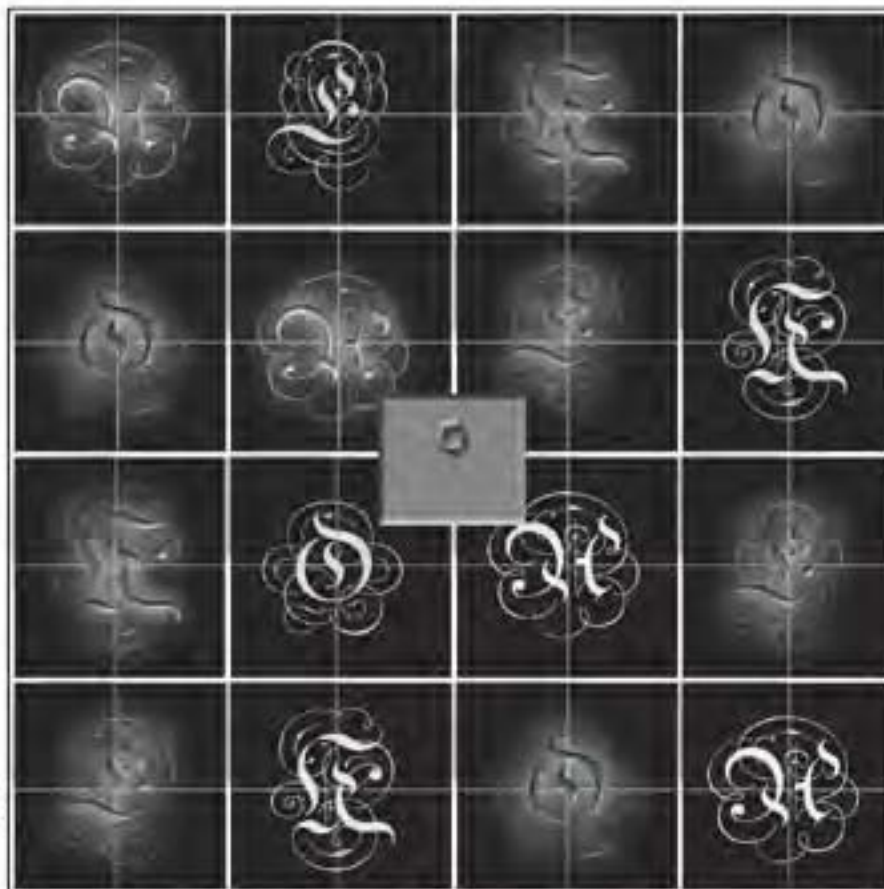
Cold



Active



Discharged



ceiling. The basement is lined with wooden scroll racks that reach all the way to the top. The whole chamber smells of old paper.

A knotted rope ladder, attached by pitons to the ceiling just inside the trapdoor, hangs down into the middle of the room. Below it are six glass display cases. One looks as if something dropped onto it and knocked it over, smashing the contents. The others are still standing, although one has a circle of glass cut cleanly out of it. In place of whatever was there is a slip of paper that reads, “REQUISITION FORM 544791-AB. Item #: 455-898981. Desc: Arcane ritual formulation and diagram pursuant to lunar alignment. Requisitioned by: Ticktockringringclank lankiswhatgearsoundlike.”

Ticktock, the gnome custodian of the Clocktower, and his assistant Cogsworth made it all the way into this room and retrieved the *Scroll of Stellar Path* from the now-empty glass display case. On their way back out, Cogsworth slipped and fell onto one of the other cases, hence the smashed remains. Ticktock, the gnome custodian of the Clocktower, and his assistant Cogsworth made it all the way into this room and retrieved the scroll of stellar path from the now-empty glass display case. On their way back out, Cogsworth slipped and fell onto one of the other cases, hence the smashed remains. Cogsworth failed to notice that one of Ticktock’s journals had fallen from the knapsack he was wearing, and it is still lying partially concealed (Search DC 20, Spot DC 25) in the wood and shards of glass (see sidebar on page 103).

Obviously, the *Scroll of Stellar Path* (or “Item #455-898981”) is no longer here. The heroes’ efforts are not entirely wasted, however—now they know where the scroll has been taken. The Scriptorium has many more valuable items.

Treasure: Most of the scrolls in the racks around the Scriptorium make for dry reading, being essentially parchment after parchment of notations and accounts of the movement of the moons, the wheeling of the stars, and so forth. If the heroes want to find something useful in the racks, they need to attempt a Search check. The check result determines what they find. All results are cumulative.

DC	Items Uncovered
15	Arcane scroll, caster level 9th: <i>cloudkill, cone of cold, transmute mud to rock, transmute rock to mud</i>
20	Divine scroll, caster level 9th: <i>antiplant shell, command plants, spike stones, tree stride</i>
25	Arcane scroll, caster level 11th: <i>globe of invulnerability, mass bull’s strength, stone to flesh</i>
30	Divine scroll, caster level 11th: <i>find the path, mass cure moderate wounds, repel wood</i>

The other items in the remaining four display cases are as follows: *flesh golem manual; sovereign glue; lens of detection; deck of illusions*. Each glass case is locked and trapped, although the glass canopy has a hardness of only 1 and 5 hit points.

Traps: The glass cases each have a simple lock securing the glass canopy, enhanced by an *arcane lock* spell (Open Lock DC 30). In addition, the seal between the canopy and the wooden base of the display case is trapped, activated when the lid is lifted.

⇒ **Insanity Mist Vapor Trap:** CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay; poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 20.

Getting into the case without unlocking and lifting the canopy avoids the trap. The gnomes managed to figure this out, but Cogsworth fell victim to the mist when he landed on a case on his way out, and was insensate for several weeks afterwards.

CHUMAZ-HERA’S AMBUSH

Once the heroes survive the perils of the ruins of Ghuth and learn that the *Scroll of Stellar Path* is already gone, they will need to retrace their steps and leave the ruins the way they came in. Of course, Chumaz-Hera is waiting for them.

While the heroes were inside the ruins, the night hag made her way swiftly to Ghuth. There are four possible scenarios here, depending on whether the heroes were allied with Piper’s Company or the Brass Tigers. Each is briefly outlined below.

PIPER IS ALLY

If the heroes were allied with Piper OGREBROOD and managed to reach Ghuth before the Brass Tigers, Piper and his men were able to hold off the Brass Tigers until Chumaz-Hera arrived, suffering only 10% losses. The night hag’s fiendish servants scattered the rival mercenaries, driving them away and capturing Gwynneth CORDARIC. Piper then regrouped, made camp 100 yards from the ruins, and made Master Yap a deal. Master Yap weighed his options and threw in his lot with Chumaz-Hera, figuring that the night hag might want to keep the kobold around for his services, and thus keep him alive.

If Piper and the heroes arrived after the Brass Tigers did, events played out much the same, but Piper’s Company suffers 50% losses.

GWYNNETH CORDARIC IS ALLY

If the heroes were allied with Gwynneth CORDARIC and arrived before Piper’s Company did, she was able to hold off Piper’s Company until Chumaz-Hera arrived, suffering only 10% losses to Piper’s 50%. Once the night hag’s fiendish servants appeared, however, Gwynneth was forced to withdraw. Piper’s Company pursued them, and captured both Master Yap and Gwynneth CORDARIC. Each was offered a deal, but only Master Yap took it. He has thrown his lot in with Chumaz-Hera, hoping to keep himself alive for the time being. Piper’s Company returned with these prisoners to the ruins and made camp 100 yards away.

If the Brass Tigers arrived after Piper’s Company did, they gave the heroes time to get to the ruins by engaging the rival company, inflicting 10% casualties. However, they



suffered 50% losses, and Gwynneth and Master Yap were captured before the remaining Brass Tigers were routed and forced to flee. Events then played out much as they did above, with Master Yap making a deal with Chumaz-Hera.

THE NIGHT HAG REVEALED (EL 12)

When the heroes finally emerge from the ruins, read or paraphrase the following:

As your eyes adjust to the light, you see a dozen figures about twenty yards away, standing in the overgrown grasses of the field surrounding the ruins of Ghuth. They fly the standard of Piper's Company. Piper himself, arms folded, stands at the forefront of the group, together with the short, rumpled form of Master Yap. There is an iron cage on a wagon behind the group; someone is inside. Floating above the group is the radiant form of a woman in blue robes.

"My children," the woman says. "You have survived a great trial. Now..." Her radiance darkens; her features grow twisted and obscene. The blue robes fall away, revealing a hideous cassock of violet and yellow. The smell of sulfur and vinegar clouds the air. She extends a hand with nails like knives, and beckons with a shark-like grin.

"...give me the scroll."

Piper and some of his mercenaries have gathered in front of the ruins with Chumaz-Hera and Master Yap. If he was once an ally of the heroes, he shrugs and gives them a "Sorry, that's business" look. Master Yap keeps the hood of his cloak pulled down, so that the heroes don't have to see his scaly face. The figure in the iron cage is Gwynneth Cordaric, currently at half of her hit points and staggered (nonlethal damage equal to her current hit points, and only able to move or take a single action each round).

The heroes have a number of options, although they won't have long to make up their minds. Obviously they

don't have the *Scroll of Stellar Path*, and this doesn't look like a fight they can win easily. How they react to Chumaz-Hera will determine the course of events, so here are a few guidelines based on their response:

Bluff: The heroes may decide to bluff their way out of this mess. They might have some scrolls from the Scriptorium, or some of their own. They might have something else they can use to pull the wool over the night hag's eyes. Whatever they have in mind, let them describe what they'd like to do, and make Bluff checks as appropriate. If they have suitable props (like a scroll), give them a +2 circumstance bonus. In the event that this bluff actually works, the heroes are allowed to leave. However, it will only be a head start; Chumaz-Hera will see through the duplicity in short order and pursue them.

Diplomacy: The heroes may simply tell the truth, and say that the scroll wasn't in the ruins. They might offer to go to the Clocktower to find it, or they might ask to be left alone, as they don't know where the scroll is. Their best option—and one that will let them escape Chumaz-Hera—is to "sign on" and volunteer to retrieve the scroll from the gnomes. Most other alternatives will merely convince the night hag that the heroes are of no further use, and she will attack them. This calls for a Diplomacy check; have the heroes actually role-play the negotiation out. Chumaz-Hera's initial attitude is Unfriendly. If they succeed in making her Friendly, she will allow them to depart. If not, she falls upon them.

Fight: Although this is an extremely challenging battle, the heroes may feel they have no other choice or they might find their hand is forced (through a failure to

bluff or negotiate with the night hag, etc). If the heroes attack or are attacked, Master Yap will quickly excuse himself from the conflict and run off to safety. Piper Ogrebrood and his mercenaries will support Chumaz-Hera, joining in the battle.

Creatures: Chumaz-Hera, Piper, and the mercenary soldiers are the heroes' opposition.

☞ Piper's Company soldiers (12): hp 8; see page 186.

☞ Chumaz-Hera, night hag: hp 98; see page 184.

☞ Piper Ogrebrood, mercenary captain: hp 88; see page 186.

☞ Gwynneth Cordaric, mercenary captain: hp 65, current hp 32; see page 185.



Note: Because the heroes will be aided a few rounds into the fight, the Encounter Level for this battle is lower than it would be if they were acting without divine aid.

Tactics: Chumaz-Hera and Piper Ogrebrood are each formidable opponents. Chumaz-Hera is a skilled assassin, and Piper is a competent bard and leader. Each is gifted with spellcasting and supernatural abilities, making this more than just a straight-up melee. What follows is a brief round-by-round breakdown of possible tactics for the two antagonists and the soldiers.

Round 1: Chumaz-Hera uses her *etherealness* spell-like ability, and moves invisibly into the group of heroes, singling out one for her death attack. Piper casts *crushing despair*. The soldiers draw their weapons and attack the nearest heroes, trying to get into position between them and the iron cage.

Round 2: Chumaz-Hera casts *nondetection* on herself and continues to observe her target. Piper casts *haste* on himself and six other soldiers. The soldiers continue their attack, maneuvering themselves so that the heroes must move through them to reach Piper or the iron cage.

Round 3: Chumaz-Hera casts *true strike* on herself, and spends her last round observing her target. Piper draws his bastard sword and closes with any spellcaster, preferably a cleric, making an attack if possible. The soldiers continue their attacks.

Round 4: Chumaz-Hera drops her *etherealness* and makes a death attack upon her target with her bite, enjoying the bonus gained from *true strike* and sneak attack, if any. Piper continues his assault on the spellcaster while his soldiers get into flanking positions around other characters, continuing their own attacks.

Round 5: Chumaz-Hera becomes ethereal again, moving away from her position to repeat her tactic on another character. Piper and his soldiers continue to focus on spellcasters and other individuals able to deal out large amounts of damage.

Development: If the heroes can manage to free Gwynneth, she will help to the best of her abilities, especially if they heal her and give her a weapon. The iron cage door has a lock with a hardness of 10, 5 hit points, Break DC 23 and Open Lock DC 30. Her primary target will be Piper, whom she despises. If she can, she will occupy Piper or his soldiers for as long as the heroes need.

Master Yap will not get involved in the fight until Chumaz-Hera is banished or driven off by Mishakal (see sidebar). If this occurs, he immediately joins in, siding against the mercenaries, as if nothing ever happened. “You looked like you were capable of taking care of yourself!” he says, in his defense.

Piper is not a fool, and if Chumaz-Hera is banished, he stages a tactical withdrawal, casting *mirror image* or *blur* as he retreats. His mercenaries will surrender if reduced to a quarter of their numbers or abandoned by their leader, as they aren’t being paid enough to fight to the death.

Experience Awards: If the heroes manage to defeat Chumaz-Hera without Mishakal’s help, award them full experience for their efforts. If Mishakal comes to their aid, you should still award them half the standard experience for defeating Chumaz-Hera, given the amount of threat they were under. This is an ideal opportunity to also reward intelligent and thoughtful roleplaying when negotiating or bluffing the night hag, even if it doesn’t end up working out the way the heroes would have liked.

LEAVING GHUTH

Assuming the heroes have dealt with Chumaz-Hera and her ambush or made a deal with the night hag to retrieve the *Scroll of Stellar Path* from the gnomes, they can set off west along the coast in the direction of the Clocktower. It’s possible that the heroes won’t want to take Master Yap along with them; if so, he parts ways with them and you can introduce him back in Chapter Six with the gnomes of Picketville (he will be an early guest of Picket). If he

WRATH OF THE LIGHT BRINGER

CHUMAZ-HERA took the form of Mishakal in a dream to manipulate and deceive the heroes, an affront not gone unnoticed by the goddess. In an age where her faithful are constantly under threat, and falling victim to the depredations of evil, such an act brought against the heroes by a fiend like Chumaz-Hera cannot go unpunished.

After five rounds of battle, or if you believe the player characters are in dire threat of being overwhelmed by the night hag and her minions, Mishakal acts. The character that currently bears the uncorrupted *Tear of Mishakal* hears the voice of the goddess in his mind:

“Know that you are the Bearer of Light against the darkness. Hold aloft my jewel that those who weep might

see its light and those that take my name in false conduct might fall before it.”

If the hero takes the *Tear of Mishakal* and presents it as he would a *medallion of faith* or some other symbol, the tear begins to hum and glow with a brilliant blue light. The *tear* produces a *dispel evil* effect as if cast by a 20th-level cleric. The bearer of the *Tear* is aware of the effects of the spell and knows that succeeding on a touch attack against Chumaz-Hera will send her back to her fiendish plane. The effect has all of its usual benefits against evil, although Piper himself is not an evil man, just a very selfish and amoral one. While the hero bears the *tear*, Chumaz-Hera’s *heartstone* is incapable of working, and she immediately loses its benefits (saving throw bonuses and ability to use *etherealness*).

stays with the group, he will be quite self-deprecating and fawn over the heroes, pleading for their forgiveness and promising his valuable services in the coming weeks.

If the heroes made a deal with Chumaz-Hera, she has Piper's Company escort the heroes to the Clocktower, although the mercenaries will not enter it. If Gwynneth has been freed, she will say her goodbyes and leave to find the Brass Tigers. (The freebooting Ergothian captain will return in Chapter Six).

The following is a breakdown of the time it will take to travel to the Clocktower. Refer to the **Random Encounters** section of **Features of the Kern Peninsula** (see p. 92) for specifics regarding the chance of encountering obstacles or bad weather on the way.

Ghuth to Clocktower (30 miles)

Walking (20') 2 days

Walking (30') 1½ days

Horseback ½ day

Boat 3 days

Add a half day's travel if in a large group with supply wagons or packhorses (such as a mercenary company).

CLOCKTOWER OF MIREMIER

The Clocktower is equal parts engineering marvel, magical device, and work of art. Originally constructed in the first century following the Cataclysm, the Clocktower required the cooperation of the Orders of High Sorcery and the gnomes of Mt. Nevermind—an alliance that has never occurred since. Among the strangest of its many fantastic traits is the fact that the Clocktower exists simultaneously on the north and south shores of the Strait of Miremier, in Kern and in Nordmaar. It is the key to the next stage in the journey of the heroes, and the life's work of a pair of gnomes (see sidebar, **Ticktock and Cogsworth** on p. 104).

The tower is an 8-level structure with four sides that exists in two locations at the same time. Each of the locations is occupied by a squat base—one in Kern and the other in Nordmaar. The base holds the four lower levels and may be entered by a single set of double doors from either Kern or Nordmaar, although the doors in Nordmaar are locked. The upper four levels are slightly narrower, but are only visible in one of the two locations at any one time, manifesting above the base. Presently, the upper levels of the tower, which also feature the enormous astronomical clock dials, are visible in Kern. Observers in Nordmaar see only empty space.



TICKTOCK'S JOURNAL

TICKTOCK, the gnome whose LifeQuest is to maintain and perfect the Clocktower of Miremier, keeps meticulous notes and diagrams in leather-covered notebooks 4 inches long and 3 inches wide. The writing is tiny and very difficult to read, filled with technical jargon and scientific notation. In places it seems to get extremely messy; in others, more care has been taken. The journal Cogsworth inadvertently left behind in Ghuth is even more indecipherable than normal, but the last few entries are notable:

"Reorxmont-10-421. Flotsam. Still upset about moons being back. Cogsworth has surfaced from library of Lord Toede with notes about astronomical schematic, Item #455-898981. Returning to Kern by boat.

"Reorxmont-22-421. Made it to Kern. Ogres upset. Not as much as I am! Constellations restored, no Queen

and no Valiant Warrior, quite annoying. Must recalibrate soon. Cogsworth says Ghuth is likely source of Item #455-898981.

"Reorxmont-24-421. Ghuth is being excavated. Ogres even more upset. Cogsworth has surfaced from ruins with plan of approach. Toolbox ready. Very curious Istarian protections. Definitely pre-Cataclysm. Kingpriest? Fistandantilus? (scribbled out)

"Reorxmont-25-421. Last note before entering Ghuth. Ogres gone south. Once Item #455-898981 retrieved from basement, must return quickly to Clocktower for calibration. Remember to give journal to Cogsworth for safekeeping."

A diagram follows, mapping out the glyphs in RG7, showing where each type of glyph is placed. Scribbled notes seem to suggest a path through the glyphs.

HISTORY OF THE CLOCKTOWER

During the years of reconstruction following the Cataclysm, amidst the plagues, famine and widespread fear brought about by the destruction of Istar, the wizards of High Sorcery and the gnomes of Mt. Nevermind came together in a highly unusual alliance. A gnome engineer named Wander seized upon the notion of constructing a device that would help determine if any other catastrophic cosmic events were imminent. A small cabal of wizards had much the same idea.

The Clocktower was conceived as an astronomical barometer of sorts, aligned with the motion of the sun, moon and stars. The wizards contributed substantially at first, but gradually, as the project began to grow more and more complicated, they withdrew and left Wander and his son to carry on the task alone.

The task of building and maintaining the Clocktower was passed down from father to son. Near the close of the Age of Despair, when the Knights of Takhisis had begun to gather in the north, the last in the line of gnome engineers seemed to finally stumble upon the element that had kept it from working. He built a second foundation for the tower across the Miremier in Nordmaar, allowing it to shift between sites. For a week, the Clocktower's mechanisms and powerful magical nexuses all aligned perfectly with the cosmic forces. That gnome, Ticktock, experienced what few gnomes had—success. Then, somewhat predictably, the heavens changed.

Following the Chaos War, the Clocktower was thrown out of alignment and began to exhibit erratic behavior. Ticktock worked furiously throughout the early Age of Mortals, resetting all of the tower's internal mechanisms to deal with the new stars, the single moon, and the loss of magic. By the time of the War of Souls, Ticktock's life's work had once again been returned to operational status.

Then, once again, the heavens shifted. The gods returned, the moons reappeared in the sky, and the

Clocktower was thrown completely out of balance. Ticktock's acquisition of the *Scroll of Stellar Path* would have been the answer to his prayers had he not then locked himself out of the Tower. Now, the Clocktower is open to Kern, Cogsworth is trapped inside, and the *Scroll of Stellar Path* has been lost.

GETTING INTO THE CLOCKTOWER

Because the tower exists simultaneously in two places at once (Kern and Nordmar), the entire structure is impervious to harm. In addition, spells such as teleport or passwall do not provide access, for while the tower appears quite solid, its co-located state folks the use of magic that requires a fixed target. The only way into the Clocktower is through the doors on the ground floor, and only one location has doors functioning at any one time. For the past few months, the Kern location of the tower has been active, while the Nordmaar location is closed off.

The double doors are carved from a thick, grainy wood inlaid with cogwheel designs of brass and copper. Whorls of gold and silver edge the ring-pull handles, which are forged from bronze. A locking mechanism keeps the entire portal shut fast. It has a spell resistance of 22 and Open Lock DC of 30. If the heroes manage to overcome this obstacle, the doors swing open, allowing entrance to the ground floor.

KEY TO THE CLOCKTOWER

Unless otherwise noted, assume the following to be true for the Clocktower of Miremier:

- Internal walls are superior masonry (1-foot thick, hardness 8, 90 hp, Break DC 35) and ceilings are 10 feet high on the lower four levels, 20 feet high on the upper four levels.
- Oil lamps mounted in brackets beside each door and in each corner light all hallways. Hanging chandeliers holding candles light most large spaces, with oil desk

lamps providing illumination in others.

- Standard doors are made from wood (hardness 5, 15 hp, Break DC 16) and unlocked.
- Four access shafts filled with pipes, lengths of chain, and clockwork run the length of the first four floors at each corner. One of the shafts has a ladder that allows an easy climb up and down the shaft, while the other three require a DC 20 Climb check. Each shaft is reached on each level by secret doors (Search DC 30).

CT1. Living Quarters

The ground floor has been set aside as a residential level. Here, the tower's occupants would live, work and spend their time when not attending to the tower's maintenance. As the Clocktower has only ever had two residents at any given moment, this floor looks more like a museum than a dwelling. All four bedrooms (1e) and the dining hall (1b) look as if they haven't been touched in decades.

As the heroes move through these rooms, they should get a strong sense that they are looking at unrealized potential, a place that should by rights be a home, but which instead is empty. Even so, somebody has been sweeping, dusting, and generally keeping it clean, as well as refilling the oil lamps (that somebody is Cogsworth).

Notable places of interest on this floor include the following. The kitchen (1c): Fully stocked with dry foods and sealed canisters of prepared liquid meals like soups and fruit preserves and has a cold storage (magically



maintained at 35° Fahrenheit). The library (1f): Four free-standing bookshelves containing nothing but blank books and scroll cases. The chart room (1d) contains a rough layout of the fifth, sixth and seventh floors covered in scribbled notes and tarbean tea stains. Parts

storage room (1h) are piled high with various cogs, gears, springs, glass plates, and at least three sets each of masterwork artisan's tools and thieves' tools. The last room also has a "clockwork butler,"—an impressive-looking individual that ultimately doesn't function at all.

Creatures: The chaotic energies that occasionally surge through the upper levels of the tower sometimes spike through to the living quarters, turning a bed, table, bookshelf or some other item of furniture into a dangerous opponent. Cogsworth has learned to sense a spike when it occurs. The heroes do not have this benefit. Each room the heroes enter has a 15% chance of producing an animated object of Medium (1-5 on d8), Large (6-7 on d8) or Huge size (8 on d8).

☞ Animated object, Medium: hp 31; see

Monster Manual.

☞ Animated object, Large: hp 52; see *Monster Manual.*

☞ Animated object, Huge: hp 84; see *Monster Manual.*

Development: No more than eight occurrences of energy spikes will take place. Once the heroes have encountered them all, do not roll for more.

CT2. HYDROPONICS (EL 10)

Prior to the Chaos War, this entire level was turned over to an associate of Ticktock's—an individual who was

TICKTOCK AND COGSWORTH

THE gnomes who figure prominently in this adventure are from Sancrist. They are the latest in a long line of astronomers and their plucky assistants. Ticktock's father, grandfather, and great-grandfather were all obsessed with one thing—the Clocktower of Miremier. Their LifeQuest was to see it completed, fully operational, and in use. Cogsworth's father, grandfather and great-grandfather were also obsessed with only one thing—being the perfect assistant. For the past sixty-seven years, Ticktock and Cogsworth have actively pursued their LifeQuests together—a dysfunctional and codependent partnership doomed to serve as the punching bag of fate.

By the time the heroes reach the Clocktower, Ticktock has been locked out of the tower for

several months, forced to live with the wild gnomes of Nordmaar. His assistant Cogsworth has slowly gone mad, trapped inside the tower as it becomes increasingly unbalanced and dangerous. With Cogsworth's help, the heroes should be able to sabotage the tower and stop it from spinning out of control, which will enable Ticktock to once again spend all of his efforts trying to make it work.

Note: Ticktock and Cogsworth both possess levels of master, a new core class described in the *War of the Lance* sourcebook. The master is a class that focuses on skills and talents possessed by many of Krynn's famous people. All the necessary rules and information for playing Ticktock and Cogsworth are provided in their writeup in Appendix Two.

The Clocktower

- 1. Living Quarters
- 1a. Great Hall
- 1b. Dining Hall
- 1c. Kitchen
- 1d. Chair Room
- 1e. Bedroom
- 1f. Library
- 1g. Storage Room
- 1h. Paris Storage
- 2. Hydroponics
- 3. Laboratories
- 3a. Alchemist Lab
- 3b. Alchemist Lab
- 3c. Cogsworth's Room
- 3d. Ticktock's Lab
- 4. Under Construction
- 5. Star Room
- 5a. Mirrors
- 5b. Planetarium
- 6. Sun Room
- 7. Moon Room
- 8. Control Room



1 Square = 5 Feet



WHAT DOES COGSWORTH KNOW?

THE following nuggets of information may be used if the heroes question Cogsworth on what is going on in the Clocktower. His conversation should be interrupted by frequent mad rambling, run-on sentences, high-pitched squealing and other incoherent noises. The gnome is, after all, quite mad.

Who are you?

“Hmm. Yes. Once? Or now? You mean? Yes. Cogsworth. Yes. Short form. Cogsworthalotifyoureallyre allyneedit, that’s me. Part of my name. Yes.”

Why are you here?

“Me? Here? Of course. Well. Family obligation. Life Quest, you understand? Yes? Ticktock’s assistant. That’s me. Part of my job.”

What is this tower for?

“BANG! CRASH! WHOOP! Tells time. Yes. Sun time. Or moon time. Or star time. Moons line up. Moons go away! Moon? Moon? Where’ve you gone?”

What has happened to it?

“Used to work. Very nice! Ticktock’s big success! Big win, yes! Wine and cheese! Then... moons go away! Moons come back! All topsy-turvy, yes. Mixed up, going crazy. Lost its balance. Lost its way.”

How do we stop the tower from going berserk?

“Control Room. Upstairsupstairs. The Engine. Stop the Engine. Can’t get there myself. Too much in the way. Celest-something... Celestinfernal Engine, yes. BANG! CRASH!”

Have you seen the Scroll of Stellar Path?

“Yes! Scroll! Oh yes. Item #455-898981. Ticktock had it. Took it upstairs. Upstairsupstairs. Yes! Then locked himself out, silly of him. Probably in Nordmaar now. Been months. Scroll though... if it weren’t for me, he’d leave everything right where he last had it. And I wasn’t there.”

obsessed with perfecting a method of growing vegetables that possessed additional helpful benefits. Ticktock’s expectation was that this process would aid in feeding the Clocktower’s residents. Unfortunately, the associate fled the tower after the Chaos War and left all of his creations, choosing instead to start a commune in the Great Moors.

Four 25-foot long troughs dominate the level. Once filled with water and used to grow plants without soil, each has suffered considerable damage. Water has long since drained from them and covered the floor in six inches of nutrient-rich liquid. Thick vegetation, ferns, vines, and fungus choke the available space. Due to the frequent chaos spikes from the upper levels of the Clocktower, this level is now home to a number of dangerous plant creatures and is avoided by Cogsworth.

Creatures: Four shambling mounds lurk in here among the dense foliage. They normally subsist on the hydroponic water, but are attracted by movement and will seek out any wayward travelers passing through the level.

☞ **Shambling mounds (4):** hp 60; see *Monster Manual*.

Development: Any character who succeeds in at least a DC 20 Knowledge (nature) check, or DC 20 Profession (herbalist) check, will find enough wild fruits and vegetables on this level to feed a party of four characters for a week. A DC 30 Search check also uncovers a crate of what appears to be super-concentrated fertilizer. When set alight, it smolders for three rounds and then explodes on the 4th round in a 30-foot radius burst dealing 9d6 fire damage (Reflex DC 16 half). There are three separate containers of the fertilizer in the crate.

CT3. LABORATORIES

This level has a number of laboratories and research rooms, originally intended for use by the gnomes and any visiting scholars or associates. Rooms 3a and 3b are equipped as alchemist labs (see **Chapter 7: Equipment** in the *Player’s Handbook*) and room 3d is Ticktock’s own lab, which contains sufficient masterwork tools and kits to provide a +2 bonus to Knowledge (engineering) and Craft (blacksmithing) checks. Ticktock’s prized item is in a hiding place above the door (DC 30 Search to find): a *rod of metal and mineral detection*. The rod looks something like a chunky flashlight with brass knobs on each end and a series of sockets and sliding silver switches along its length.

Cogsworth’s room (3c) is also on this level. There is a 50% chance Cogsworth is here; otherwise he is on the next level up. His room is a complete mess—a laboratory turned into a sleeping area, filled with blankets and pillows. A makeshift fire set alight and burning away in a metal cylinder as tall as the gnome keeps the room quite warm.

Creature: If the heroes meet Cogsworth here, he will initially be Unfriendly, shouting at the heroes and trying to get behind a table or chair and tossing random items at them. Once this proves ineffective, or once he’s talked down by a character using Diplomacy, Cogsworth relents. He explains in a small voice that he’s been trapped here for months, can’t leave, that the place has gone crazy, and that his boss hasn’t come back. Refer to the **What Does Cogsworth Know?** sidebar for more information. The gnome will come with the heroes if asked, especially if

they agree to climb to the Control Room and sabotage the Celestinfernal Engine.

☞ Cogsworth, crazed gnome: hp 30; see page 184.

CT4. UNDER CONSTRUCTION (EL 8)

The fourth level of the Clocktower was originally intended for use by the Wizards of High Sorcery for arcane research, a library, gatherings, and other functions. Because the Orders were never fully invested in the project after it was begun, and because Ticktock was unsure quite what to do with the area, he simply left it alone. A dozen large packing crates stuffed with arcane components and supplies are set out on a smooth stone floor.

Creatures: If the heroes have not yet encountered Cogsworth (in area 3c) they will meet him here. Cogsworth is rooting around in one of the crates, trying to find something that will help him reach the upper levels. Unfortunately for Cogsworth, he has done this over and over again for months, with no success.

Regardless of whether they encounter the gnome here or not, after the heroes have spent at least a minute on this floor, a chaos spike from the upper levels lances into the area and reacts with a crate full of arcane components. The resulting flash will dazzle any character for 1d4 rounds if he fails a DC 16 Fortitude save. Emerging from the haze are two *thaumavores*: twisting, eel-like creatures, eight feet long, radiating a noxious purple-orange light.

☞ *Thaumavores* (2): hp 58; page 186.

Tactics: The *thaumavores* have been wrenched from the Ethereal Plane, having been trapped there since Takhisis stole Krynn and brought them along with it. They are enraged, and seek only to drain sufficient magical energy to empower their *plane shift* ability and depart. The *thaumavores* use their *detect magic* ability to select the target with the most magic or a spellcaster, to single them out for assault.

Development: If Cogsworth is here, and the heroes drive off the *thaumavores*, he will be extremely grateful. Alternately, they might flee and take him with them, which will also be well received. Refer to the **What Does Cogsworth Know?** sidebar for more information.

Treasure: There are at least 12,000 steel pieces worth of magic item creation materials in the crates (1,000 stl per crate), materials that can only be applied to the crafting of wondrous items, rods, etc. Each crate weighs as much as 100 pounds, so it would be quite an effort to transport it out of the Clocktower to where it could be best used.

CT5. STAR ROOM

Important Rules: Elemental and Energy Planar Traits, **Chapter 5: Campaigns** in the *Dungeon Master's Guide*. This is the first of the four upper levels of the Clocktower. On the outside of the structure, intricate clock faces and fanciful symbols represent the movement of the stars and planets. An array of 36 mirrors (5a), connected to a complex network of reflective tubes and lenses, has been set up in such a way that the night sky over Ansalon is cast upon the interior walls of the Planetarium (5b). The result is a glorious panoramic view of the stars and

constellations. Unfortunately, in daylight all the mirrors do is focus blinding light into the Planetarium, creating a nexus of positive energy.

The Planetarium doors are unlocked. There is no way to tell from the outside whether the mirrors are bringing in starlight or sunlight. If the doors are opened during the day, anyone who looks into the room must make a DC 10 Reflex save or be blinded for 10 hours. A successful save reduces this to being dazzled for 1 round, unless the character has evasion (in which case there is no effect). At night there is no effect.

If the Planetarium is investigated during the day, the entire room is considered to have major positive-dominant planar traits, as follows. Any creature in the room must make DC 15 Fortitude saves to avoid being blinded for 10 rounds by the brilliance. Simply being in the Planetarium grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the Planetarium. However, a creature must make a DC 20 Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding—killing it.

If the Planetarium is investigated at night, the image of the cosmos can be viewed. This has no direct game effect, although it is a very useful tool for astrologers and stargazers.

CT6. SUN ROOM (EL 9 OR 10)

Important Rules: Heat Dangers, **Chapter 8: Glossary** in the *Dungeon Master's Guide*.

This is the second of the four upper floors, and dedicated to Krynn's solar body. On the outside of the structure, a huge clock face indicates hours, minutes, seconds, sunrise, and sunset, along with offsets for distance and travel and other useful indications. On the inside, Ticktock's predecessors thought it would be useful for the wizards to analyze the sun directly, so they constructed a solar chamber for that purpose.

The solar chamber doesn't exactly perform its intended function, because of the tower's imbalances. A tiny pinhole into the Elemental Plane of Fire exists inside the solar chamber, making the room quite hazardous. The temperature in the chamber is equivalent to extreme heat (1d6 damage per minute if breathing the air, no save, effects similar to *heat metal* spell) and each round the character remains in the chamber he stands a chance of catching on fire (DC 15 Reflex save to avoid). The walls, floor and ceiling are impervious to heat, although the doors will feel warm to the touch on the outside.

Creatures: To add to the danger, this level is prone to producing fire elementals whenever the chaotic imbalances shake the structure. There is a 20% chance each minute the heroes are on this level that such an elemental will appear in their area. Such creatures are driven mad by their confusion and attack anything they can see, until driven off or destroyed.

☞ Greater fire elemental: hp 178; see *Monster Manual*.

CT7. Moon Room (EL 7)

This level is the third of the four upper levels of the tower, dedicated to the moons of Krynn. On the outside of the Clocktower, a single ivory disk rotates in such a way that it becomes eclipsed by a black iron disk. The moon that this depicts is in actuality the moon that was present over Krynn in the absence of the gods during the early years of the Age of Mortals. Ticktock has yet to replace it with its original triple-dialed clock face for Solinari, Lunitari, and Nuitari.

This chamber was once strongly aligned with the passage of the moons of magic, and was Ticktock's crowning achievement. He had to undo all of his work in order to align the the Clocktower with the newer moon, but now that it has gone and the original three moons have returned, this level is unbalanced. Ticktock made an attempt to recreate his original work on this floor, but it is wildly out of control.

Three huge metal orbs of varying sizes whirl about this chamber at great speed, attached by lengths of chain forged with starmetal (hardness 20, 50 hp). A 15-foot diameter orb of platinum (hardness 10, 200 hp) represents Solinari, a 10-foot diameter orb of copper (hardness 8, 120 hp) represents Lunitari, and a 5-foot diameter orb of iron (hardness 10, 90 hp) represents Nuitari. A large gold moon in one corner—almost as large as the platinum moon—is motionless and represents the moon of the early Age of Mortals.

Strong currents of chaotic power flow constantly into this room from the Control Room above. On this floor, all wizards suffer under the effects of Low Sanction, even those non-aligned or renegade wizards that do not ordinarily find their magic affected by the moons. Sorcerers and mystics, whose power is partially derived from the influences of Chaos, gain a +1 bonus to effective caster level and +1 bonus to spell save DCs for spells they cast while on this level.

Trap: The furiously spinning chain-linked moons constitute a dangerous obstacle for anybody trying to cross this room to the opposite door. On each character's round, if he or she moves through or stands in any point in the room apart from the stairs or the four extreme corners, there is a chance that one, two or even all three moons will strike. Refer to the table below:

d6	Moon Threat	Reflex DC	Damage
1	Solinari	15	6d6
2	Lunitari	20	4d8
3	Nuitari	25	2d10
4	Sol + Lun	15, 20	6d6, 4d8
5	Lun + Nui	20, 25	4d8, 2d10
6	All	15, 20, 25	6d6, 4d8, 2d10

Moon Threat: This reflects which moon or moons are a potential threat to the character in that round.

Reflex DC: The DC of a Reflex save to avoid being struck and damaged by the moon(s).

Damage: Bludgeoning damage dealt to the character with a failed saving throw.

Experience Awards: Getting through this room is roughly equivalent to overcoming an encounter with a Challenge Rating of 7, but consider additional ad hoc XP (25 per character level) for unique or clever ways to address the problem.

CT8. CONTROL ROOM (EL 12)

When the heroes enter this room, read or paraphrase the following:

A riotous mass of stone blocks, metal pistons, glass plates, and whirring wheels of brass dominates the room. The spiral etchings and thin cracks that splinter across its surface radiate with an orange glow. Cables and pipes and vents and struts extend from it, making the construct seem like a kind of alien brain held in place by gnomish science.

This level is the very top floor of the Clocktower and the location of the Celestinfernal Engine, the masterstroke of Ticktock's erratic genius. Combining arcane rituals of the Orders with engineering secrets handed down to him from Wander, his ancestor, Ticktock has finally set the Clocktower's myriad elements dancing to one tune.

Ticktock's dark secret, however, is that he has only managed to accomplish this feat by bottling a twisting rivulet of the River of Time in the Engine. He enclosed it in infernal and celestial forces and surrounded it with the steady wheels of balance, guided as if by an unseen hand.

This thin stream of causality has twice been disturbed—once when Krynn was torn from the River of Time and second with the return of the gods. Ticktock was able to begin adjustments to reset the tower but the second disturbance occurred before that task was complete. Now the twist, tainted by Chaos in the past forty years, is sending out violent reactions to Ticktock's attempts recently to recalibrate it with the *Scroll of Stellar Path*.

Creatures: The seed of Chaos within the Celestinfernal Engine has awakened it into sentience. Surges of chaotic power lance out of the Engine, setting off events on lower levels. In the Control Room, the Engine is at its strongest and its need to defend itself from those who wish it harm is great. Summoning forth the creative energies within, it can animate and launch attacks with pseudomechanical limbs or blast targets with streams of chaotic energy. It attacked Ticktock when he tried to use the *Scroll of Stellar Path* to make the final adjustments in the Control Room and caused the gnome to flee the tower. It is distinctly antagonistic and erratic, the mad godhead at the crown of the Clocktower of Miremier.

☞ **Celestinfernal Engine:** hp 256; see page 184.

Tactics: The Engine is incapable of movement but can reach anywhere in the Control Room with its attacks. In any single round it can use its four limbs to smash, grapple or trip opponents, or use its spell-like abilities to disorient or harm foes. The following is a breakdown of the first 5 rounds of combat to use as a guide:

Round 1: Engine casts *cloak of chaos* upon itself.

Round 2: Engine uses two limbs to strike, a third to grapple, and a fourth to trip any opponents.

Round 3: Engine casts *word of chaos*.

Round 4: Engine constricts any grappled foe, strikes two more, and trips a fourth.

Round 5: Engine casts *chaos hammer*.

Throughout the battle, Cogsworth can assist a hero by pointing out a weak spot, or alerting him or her to a dangerous maneuver. Choose a single hero who has treated Cogsworth with respect or shown concern for his safety. That hero enjoys the benefits of an aid another action on the part of Cogsworth, without the gnome having to make an attack roll against AC 10. Determine randomly each round whether Cogsworth uses it for attack or defense.

Development: Once the heroes have defeated the Engine, delivering sufficient damage to it to reduce it to 0 hp, the central mass of the construct ruptures. A foot-long metal cylinder tumbles out of the Engine, landing with a thump in front of it. The Engine's limbs all drop to the floor with a clatter and the orange light grows dim. The Clocktower has been rendered inert for the time being, the seed of Chaos exhausted of its power.

Treasure: The cylinder contains the *Scroll of Stellar Path*, the object of the heroes' quest within the Clocktower. Also contained in the cylinder is a *chime of opening* (6 charges remaining) that once belonged to Ticktock.

Experience Awards: As well as the XP from the encounter, this battle qualifies as the achievement of a minor party mission goal (*DRAGONLANCE Campaign Setting*, page 194).

LEAVING THE CLOCKTOWER

Once the heroes have successfully retrieved the *Scroll of Stellar Path*, they can make their way down through the levels of the Clocktower and out the doors once again. The energy spikes and chaos surges have stopped, putting an end to the random encounters, although any creatures still prowling about the levels will need to be dealt with.

The heroes are in for something of a shock when they leave. The double doors open not onto the grassy plains of Kern, but the fetid, swampy marshes of the Great Moors of Nordmaar. The Clocktower has materialized above the base, now stuck in place until Ticktock can repair the damage to the Control Room. Some distance away is a gnome village unlike any the heroes have ever seen.



5. PLAGUE AND REDEMPTION

In this chapter, the heroes have reached Nordmaar and are a step closer to their goal of finding the Fountain of Renewal. Ahead of them are the Great Moors, the domain of the black dragon Mohrlex, or Pitch, who has been stricken with plague. The dragon is their key to locating the Fountain of Renewal, just as the heroes are the dragon's key to a cure and, perhaps, his own redemption and acceptance of his fate.

This chapter may be as thematic as you make it. You might focus on the ways of good and evil, master and servant, truth and falsehood. Or, the chapter could be a test of the heroes' persistence, compassion, and courage, which will hold them in good stead for the coming conflict with the Betrayer and with Lothian. Themes in your roleplaying will enhance the experience of heroic adventure.

Current Date: 11th day of Mishamont (Winter) [This assumes 6 days have passed between arriving in Sargonath and leaving the Clocktower]

Phases of the Moons

Solinari: 9th day of High Sanction, Waning Gibbous.

Lunitari: 5th day of High Sanction, Full.

Nuitari: 1st day of Low Sanction, New.

The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible effect the moons may have on spellcasters.

OUTSIDE THE CLOCKTOWER

When the heroes leave the confines of the Clocktower, they will find that they are no longer in Kern, but on the southern coast of Nordmaar. Being displaced in this way may be confusing, but Cogsworth may provide some insight into the unexpected change of locale. Read or paraphrase the following:



The realization that you are no longer in the place you were before you entered the Clocktower sinks in literally as you notice that you are standing in an inch or so of thick mud. Lunitari's light brings a sanguine clarity to the forbidding landscape around you. Brackish ponds and channels of dark water extend as far as the eye can see, filling the spaces left between damp mounds of sod and peat, cypresses, mangroves and dense paddocks of watercress and reeds.

Perhaps a hundred or so feet away from you is a small wooden post marking the beginning of a trail into the moors. A wooden sign, fashioned to look like a mushroom, has been nailed into the post above an arrow. The sign reads, "MT. NEVERMIND REMOTE HORTICULTURAL RESEARCH COLONY." Underneath this has been scrawled, "PICKETVILLE EST. 384 POP. 310."

The trail heads northeast two miles until it ends at Picketville—an autonomous collective of wild gnomes (see the **What Cogsworth Knows** sidebar). The ground is marshy, but presents few problems for the duration of the journey there, as long as the heroes remain on the path.

For more information on the surrounding marsh and **The Great Moors** in general, refer to that section, starting on p. 118. It's possible the heroes won't want to set off towards the gnome village, so you will need to ensure that they uncover the information they learn from the gnomes from another source. Some good alternatives include the bakali, some of the tribesmen, or a wandering group of gnomes from the village making an excursion into the swamp.

PICKETVILLE

Two miles from the Clocktower is Picketville, a community of gnomes who live a very different life from those of Mount Nevermind. These wild gnomes are more rustic, earthy, and in tune with nature than their tinker cousins. They live in a co-operative environment centered on an agricultural lifestyle, although (being gnomes) their particular views on these things are more than a little obsessive and extreme.

The wild gnomes are an excellent source of information about the Great Moors. They have been studying everything here—from the plant life and fungi to the birds, lizards, mammals and even tribesmen and bakali. Their interest in developing new and different methods of interacting with the environment has resulted in some extraordinary advances in herbalism and animal husbandry.

🏠 Picketville (Hamlet): *Nonstandard*; AL N; 100 stl limit; Assets 3,100 stl; Population 310; Isolated (310 wild gnomes).

Authority Figures: Picket (N male wild gnome druid 9 of Chislev/righteous zealot 4), commune leader; Mohrlex (aka Pitch, CE male wyrm black dragon), Dragonlord.

Important Characters: Reedflute (N male wild gnome ranger 5), crocodile trainer; Hedgerow (N female wild gnome druid 6 of Chislev), chief biologist; Ticktock (N male gnome master 10); Barathrutus (LE male aurak sorcerer 4), scheming major-domo.

HISTORY OF PICKETVILLE

The collective has been in existence for roughly forty years, founded in 384 AC by the gnomish botanist Picket. Picket and his cadre of assistants and aides fled the Clocktower after the turmoil caused by Chaos. The Mt. Nevermind Remote Horticultural Research Colony was established. The name has since lost any real meaning to them, and the town was renamed Picketville after its founder.

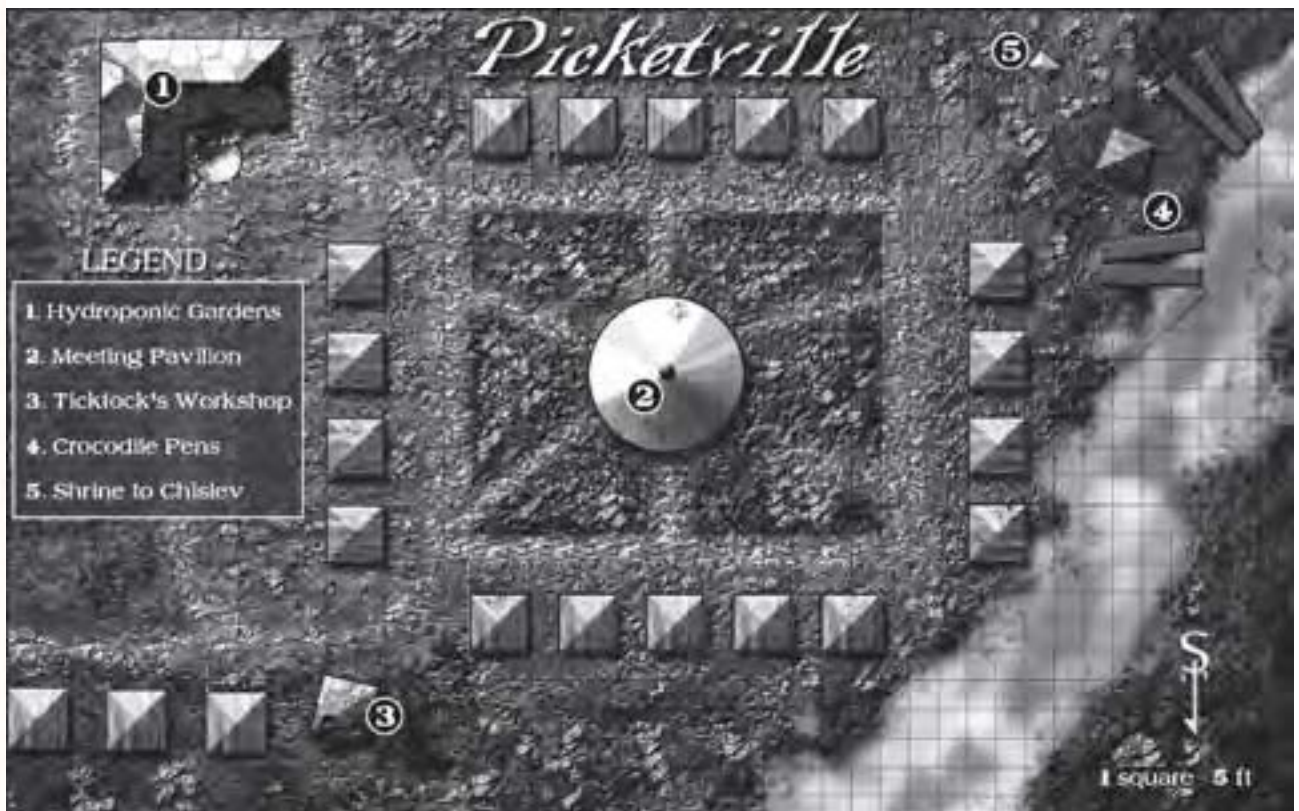
A new generation of young gnomes, raised in the spirit of conservation and advancement of "natural science," grew up in this colony. In 399 AC, when Mohrlex (Pitch) came to the Moors and claimed them for his own, the wild gnomes made sure to send a representative. There was some misunderstanding at first—many of the representatives became Pitch's lunch—but a treaty was eventually signed. In return for not being devoured or killed or chased from the swamp, the gnomes agreed to help Pitch whenever he needed them.

About four years ago, the gnomes discovered a large, perfectly round and flawless concave disk of glass in the swamp. They inquired of Pitch's draconian major-domo, Barathrutus, to see whether the black dragon would aid them in bringing it back to Picketville. The crafty aurak realized that the disk was much more than it appeared, but

WHAT COGSWORTH KNOWS

COGSWORTH is still somewhat shaken from the events in the Clocktower. A party member using Diplomacy or Heal (DC 15) might be able to calm him down enough to tell the party what he knows of Picketville. He is aware of such a research colony having been established here years ago by Picket, the gnome

associate who originally worked in the Clocktower's hydroponics farm. There has been no communication with Picket or any of his followers for many years, and Cogsworth has never been to Picketville. Cogsworth suggests that Ticktock came this way when he fled the tower and is now staying with the research gnomes.



did not want his master to know about it. He had a troupe of bakali lizardfolk drag the disk all the way to the gnome community, where the gnomes immediately filled it with water and made a hydroponic garden out of it. Barathrutus filed the information away for later use.

Within the last few months, in the wake of the War of Souls, something happened to change the idyllic lifestyle of the commune. Mohrlex fell sick, a victim of the dark experiments of the black Dragon Overlord, Onysablet. The gnomes learned that “their dragon” had been stricken by a disease called the bakalian plague, and their efforts have now been largely focused on searching for a cure. When Ticktock arrived in the village, having been chased out of the Clocktower, he was quickly recruited by the wild gnomes and is now reconsidering his old life.

FEATURES OF PICKETVILLE

Picketville is not a very big settlement, with only about 300 residents. It is somewhat square, marked out primarily by rows of vegetable patches, standing groves of fruit-bearing plants, and a shallow creek. Most buildings are single-floor dwellings or workshops. Streets and pathways have been laid using odd-sized slabs of rock and loose gravel. In the center of the village is a large open-sided canvas tent, with many wooden benches and tables scattered about beneath it.

Plant life and fungi are the dominant features of Picketville. Shrubs, bushes, potted plants, gardens, and clusters of mushrooms and toadstools flourish in every part of the community. In the daylight hours, numerous flowering plants bring color to Picketville, while at night phosphorescent fungi growing along the eaves of buildings and along the pathways provide the community with soft greenish-yellow light (counts as shadowy illumination).

The gnomes are always tending, planting, repotting or pruning the vegetation in Picketville, working as industriously as their tinker cousins in Mount Nevermind.

KEY TO PICKETVILLE

What follows are brief descriptions of significant locations in the gnome community that can be used as a basis for other events and encounters while the heroes are visiting.

PVI. HYDROPONIC GARDENS

Picket continued his hydroponic research after he founded the community. By the time the heroes arrive, it constitutes one of the more extensive areas of study in Picketville. In addition to water-filled troughs and glass bowls, all of which have plants spilling from them, Picket’s pride and joy is the 10-ft. diameter concave disk of glass that Barathrutus assisted him in bringing back to Picketville. The disk is now the largest of his hydroponic gardens, held above the ground by sturdy wooden trestles. Picket presently uses it for spring vegetables and asparagus.

Neither Picket nor any of the other gnomes in Picketville has any idea that the disk is actually the Great Lens of Solinari, part of the shrine that surrounded the Fountain of Renewal in the Age of Dreams. Anyone who succeeds on a DC 30 Knowledge (arcana), Knowledge (history) or lore check (such as from a bard’s bardic knowledge or loremaster’s lore ability) will recognize the disk from illustrations or descriptions in stories as being part of a shrine to the gods. A DC 20 Appraise check reveals that the disk is flawless in its creation. It is clearly not just a big glass bowl.

Creatures: Picket is found working in his gardens during the day. Nobody is here during the evening hours.

☞ **Picket, commune leader:** hp 71; see page 188.

PV2. MEETING PAVILION

This covered area offers shelter from inclement weather for the wild gnomes when they meet to discuss their work, life, important topics of note, or just to enjoy each other's company. The latter is more common among the younger gnomes, who have developed quite a social aspect to their research that usually involves bringing a plant, herbal preparation, salve, ointment, or food dish to one's peers and having everybody try it out.

Most evenings, the meeting pavilion is crowded with wild gnomes enjoying what they call a "pot luck," and the bizarre mix of aromas from three dozen baked, grilled, stewed, or finely chopped vegetarian meals fills the air. If the heroes stop by when this is going on, they are surrounded by gnomes offering them a sample or a bowl or something wound around a skewer; the gnomes are generous with their food and keen to hear feedback.

PV3. TICKTOCK'S WORKSHOP

Ticktock's workshop is a single-level wooden building like most of the others in the community. Unlike most, half of the roof has been removed and many brick and mortar chimneys extend up through it. A forge juts from the back of the dwelling, and inside are various lengths of glass and tubing that have been blown, cooled and stacked in preparation for further work.

Since he fled from the Clocktower a few months ago, Ticktock has been depressed. He has none of his tools and no real opportunity to pursue his LifeQuest in Picketville. Picket has suggested that Ticktock help the wild gnomes with the hothouse project, which has occupied Ticktock for many weeks.

Creatures: Ticktock can be found here most of the time, with a leather apron, big hand-made goggles wrapped about his head, and thick leather gloves, working away at his peat-fueled glass furnace.

☞ Ticktock, Master of Clocks: hp 45; see page 188.

PV4. CROCODILE PENS (EL 10)

The wild gnomes don't have much in the way of armed defense against hostile threats, but they do have Reedflute and his crocodiles. The crocodile pens are a series of eight submerged cages in the creek, with iron bars and a latched door on each cage. Each cage is 20 feet in length, with a long, tightly braided hemp rope connecting the latch to the shore. Reedflute tugs on the rope when he wants to unlatch the pens, sending the crocodiles surging into the water to look for prey.

Reedflute lives in a small hut by the creek, spending his free time working on new tricks to teach his "pets." He is oddly dressed, even for a wild gnome, wearing a broad-rimmed hat, a necklace of crocodile teeth, and numerous knives and daggers.

Creatures: These crocodiles have been conditioned not to attack or bite gnomes. Most other races are fair game unless accompanied by a gnome. The reptiles have not yet been affected by the plague.

☞ Giant crocodiles (8): hp 59; see *Monster Manual*.

☞ Reedflute, crocodile trainer: hp 41; page 188.

PV5. SHRINE TO CHISLEV

This simple shrine is little more than a wooden shack enclosing a number of shallow bowls set atop small stone idols. Each bowl is filled with some kind of carefully groomed and cultivated grass, bush, or miniature tree. The idols are ancient, recovered from the swamp during the early Age of Mortals by Hedgerow, Picketville's chief biologist. When the gods returned, Chislev spoke to Hedgerow and Picket through the idols and encouraged their work, revealing herself to them as the divine within all life. The wild gnomes found this fascinating and incorporated a rather haphazard yet devoted faith into their ongoing research.

Chislev's presence is noticeable here to any who are attuned to it. Druids or clerics of the goddess will certainly feel her hand in the work of the community. A DC 20 Knowledge (religion) check identifies the idols as embodying various traits of the goddess. A DC 30 Knowledge (religion), Knowledge (history) check or lore (bardic, loremaster, etc.) check makes it obvious that they are pre-Cataclysm idols from the islands that existed before Nordmaar.

Creatures: Hedgerow now keeps the shrine and, although the idols have not spoken since that first occasion, the gnome holds out a hope that they will again. She is always happy to talk about life and the mysteries within it. Or, at least, how to take accurate notes about it.

☞ Hedgerow, chief biologist: hp 31; page 187.

EVENTS IN PICKETVILLE

The following events occur in sequential order unless something happens to precipitate them early, or if you, as Dungeon Master, decide to alter the flow of the story. Each event unfolds the situation for the heroes and leads them to seek out the location of the Fountain of Renewal and the role that the black Dragonlord, Pitch, has to play in their quest.

ARRIVING IN PICKETVILLE

Read or paraphrase the following once they reach the end of the trail into Picketville:

The pathway into the swamp ends after two miles at a curious settlement on the banks of a wide, muddy creek. Small, rustic buildings of wood and brick are visible between overgrown bushes, reeds, and stands of trees. Potted plants and window boxes are everywhere, set upon any free surface. Creepers and vines wind around lean wooden poles and fence posts. Mushrooms and toadstools rise from the damp sod at the base of trestles and tables. Dozens of nut-brown figures, wearing cassocks, aprons, smocks, and overalls, move around the settlement tending the plants and taking notes. They are gnomes, but you have never seen gnomes like these. These are gnomes gone native.

WHAT DOES PICKET KNOW?

Use the following questions and answers as a guide for determining what the heroes might learn from Picket. You can paraphrase the responses if the heroes talk with somebody else, such as Reedflute or Hedgerow, though most gnomes will defer to Picket for this kind of information.

Who are you?

“Picket’s my name. It used to be Rudimentaryapplication of hydroponic principle... can tell why I changed it?”

What kind of gnomes are you?

“We’re just gnomes that live a simpler life. I suppose you could call us wild gnomes. Moor gnomes. Swamp gnomes. Wilder gnomes. Make up any epithet you like. We’re still gnomes.”

Where is Ticktock?

“Oh, he’s somewhere around here. He hasn’t yet grown accustomed to life here in Picketville. Still very wound up, like one of those springs he puts in his clocks. We have him working on something a little more relaxing. Glassblowing. He’s getting better.”

What do you know about the Fountain of Renewal?

“Never heard of it. A fountain? In the Great Moors?”

Pitch never mentioned it before. Is it new? I wouldn’t mind taking a look. If you ever find it.”

Who is Pitch?

“He’s the black dragon that lives here in the Moors. His real name is Mohrlex. Far less trouble than you would think. He’s not been very well lately. Poor dragon. We’re looking into it. Seems quite serious.”

What’s that big glass disk?

“That? Oh, we had that brought into the village by Pitch’s friend, Barathrutus, after some of the gnomes found it out in the swamp. Barathrutus is a draconian who handles Pitch’s business. I asked him to tell Pitch all about the disk and Barathrutus said we shouldn’t bother the dragon about it. He had the bakali bring it into town. Now I use it for my plants. It’s perfect for growing plants.”

Are you a druid?

“I’m not sure what you’re talking about. I’m a botanist. It’s easier to be a botanist when you have a good working relationship with She Who Lives In The Wild, though. I can’t begin to tell you how useful it is to be able to change into a pig when you’re looking for rootstock.”

The heroes may find that as many as five or ten minutes go by before any of the gnomes notice them or address them. If they initiate a conversation with one of the commune members, the gnome listens for a moment and nods slowly before he or she shakes her head and says, “You should talk to Picket.”

The heroes will either be directed to the hydroponic gardens (PV1), where Picket is working on a rosebush, or to the meeting pavilion (PV2), where the gnomes are preparing for the evening meal. Which location they are directed to depends on what time of the day they arrive (daylight or early evening).

Picket is a very sociable and easygoing individual. He speaks slowly, without run-on sentences or jargon. The heroes should get the feeling that he is completely at peace with the world. If he has a LifeQuest, he is in no hurry to complete it. He suggests the heroes stay in the village while they get their bearings; they aren’t the first to show up unannounced. Use the **What Does Picket Know?** sidebar for information about the wild gnome leader.

If the heroes choose to stay, Picket has his assistant show them to one of the dwellings near the middle of the commune. There they can rest and recover as necessary, perhaps a much-needed break from the events of the past two or three days.

Development: At this point, the heroes don’t have a lot they are required to do. Time is not pressing upon them

as greatly as it was in Kern, although they still need to locate the Fountain of Renewal. Picketville makes a good point to slow the pace before it starts up again, as well as a convenient location to pick up replacement player characters, take stock of their supplies (not that Picketville has any kind of marketplace) or train.

MEETING TICKTOCK

When the heroes are ready to meet Ticktock—either before or after they take Picket up on his offer of hospitality—they can find him at his workshop (PV3). Read or paraphrase the following:

The heady smell of burning peat grows stronger as you approach this workshop that sits in the shadow of a willow tree. A section of the roof has been removed, and brick chimney stacks rise out from it, sending trails of gray smoke into the air above the moors. Chairs have been arranged in front of the workshop, together with a rustic looking table and a large potted rubber plant.

From inside, you can hear the sound of glass breaking. This is immediately followed by rapid-fire curses and the swish-swish of a broom.

Ticktock is the source of the curses. He has just dropped his seventh glass bulb of the day and is quite agitated. If Cogsworth is with the heroes, he claps his hands and his mouth forms a wide, toothy grin. “That’ll be the boss all right,” he says. “Better go in and see what I can clean up.” His expression looks almost normal, as if the sound of his companion’s voice has cured many ills. Ticktock hears a stream of explanatory statements from Cogsworth, making his attitude toward the heroes friendly. This will be enough to get him to cooperate.

If the heroes go inside to greet Ticktock without Cogsworth, his initial attitude is indifferent. He doesn’t know the heroes and he has no real reason to work with them. They will have to improve his attitude towards them before he has anything to say.

Ticktock fills them in, if asked, about his escape from the Clocktower, his frustration with the recalibration, and his desire to go back and continue working on it. If the heroes tell him about the Celestinfernal Engine and their efforts to stop it from producing chaotic spikes, Ticktock sighs and agrees that it was probably for the best. The gnome would greatly enjoy using his old skills again—he is a master craftsman and an expert at clockwork devices, glasswork and engineering, after all. Putting together a hothouse for the wild gnomes is something of a letdown.

Development: There is not much else at this point that Ticktock can tell them. He doesn’t know anything about the Fountain of Renewal and doesn’t need the *Scroll of Stellar Path* back from them. He’s pleased to have Cogsworth back again and thanks the heroes for saving the gnome’s life. In return for helping him with the Clocktower, Ticktock offers his considerable talents if the heroes ever need anything involving engineering, glass or clockwork. This may come in handy in the next few days.

KAYLEIGH

Once the heroes have had time to explore Picketville, relax, interact with the gnomes, and catch up with Ticktock and Picket, run this event to move the storyline along. It occurs outside, near the hydroponic gardens at PV1, but can happen almost anywhere on the map of Picketville. It leads directly into the next event, and serves to reintroduce the bound spirit, Kayleigh, and bring some focus to the Great Lens of Solinari.

Read or paraphrase the following:

The air of Picketville stirs like a restless animal. Leaves around you curl slightly, flowers grow ashen, as the figure of a lovely elven woman appears as a reflection in the pools of water on the path. A heartbeat later, the ghostly form of the elf maid comes into being before you. Her arm is lifted, finger pointing across the way to the large glass disk serving as Picket’s outdoor hydroponic garden, and she speaks.

“That should not be here. It should never have been brought here. It does not belong here.”

With a gasp, she wails, “They know not what they have!” The elven spirit whirls out of existence again, leaving behind only the echoes of her cry.

Kayleigh has again been sent by Lothian, who knows the disk is an important element of the Fountain of Renewal and wants to bring this to the heroes’ attention. He needs them to rid the corrupt *Tear* of its stain, and this seems the most obvious way to ensure it. None of the gnomes in Picketville have ever seen a ghost before, let alone one of a beautiful elf maid, so they are no help.

Allow the heroes a DC 15 Knowledge (religion) check to identify the spirit as one they’ve encountered before. Any divination magic will once again reveal only that she has not gone far, and that she is somehow connected to the *Tears of Mishakal*. You can let the heroes have a few moments to discuss what just happened, before you drop the next event on them.

BAKALI ATTACK (EL 10)

This event occurs immediately after the heroes encounter Kayleigh. It introduces Barathrutus, Pitch’s aurak majordomo, and they hear about the bakalian plague that has stricken the Great Moors.

Read or paraphrase the following:

The pastoral atmosphere of Picketville is disturbed by the sound of splintering wood and squelching mud. A noisy chorus of hisses and rasps can be heard coming from the direction of the disturbance. All about you the gnomes drop what they are doing and hurry into their houses or throw themselves behind trestles and bushes.

Through a break in the trees, you can see the source of the noise—a band of at least a dozen scaly, axe-wielding lizardmen, charging through the outskirts of Picketville in your direction.

Creatures: This group of lizardfolk, or bakali, is maddened by the bakalian plague and poses quite a threat to the community. Normally even-tempered, these bakali are gripped by the plague’s frenzy effect, causing them to lash out and attack anything in their path.

☞ **Frenzied Bakali (12):** hp 24; under effects of bakalian plague; page 187.

Tactics: The bakali have little in the way of tactical skill while frenzied. They charge the heroes and anybody else in their way, swinging axes and attempting to overpower their opponents. If Master Yap is with the heroes at this point, he is targeted by one of the bakali’s natural attacks. A hit by the bakali’s bite or claw will infect Yap with **The Bakalian Plague** (see sidebar) and have consequences later.

Development: If the heroes defeat or kill the bakali, a DC 20 Heal check will reveal that the creatures are stricken

THE BAKALIAN PLAGUE

THIS supernatural disease is Onysablet's darkest and most foul creation; a plague she developed as a means to eliminate draconic opposition and eradicate any failed reptilian experiments. It strikes at the heart of dragonkind, fueled by her own blood and bile and mutated with the power of her skull totem into a lethal pathogen. The plague targets the brain, making the victim prone to frenzy, and calcifies the victim's flesh over time, hardening their skin, scales, and eventually their muscles and organs.

The bakalian plague affects only creatures with the dragon or humanoid (reptilian) types, or magical beasts and animals with reptilian characteristics (such as behirs, chimeras, crocodiles and snakes). It has no effect on any other creature, nor does it affect outsiders or undead versions of the aforementioned creatures. Creatures that are immune to natural diseases may still be affected by the bakalian plague. Immunity to magical disease will prevent infection.

Bakalian Plague: Injury, Fortitude DC 30, incubation period 1 day, damage 1d3 Dex, 1d3 Wis. Each day after the first that the creature fails its save, its natural armor bonus increases by +1 as its body begins to calcify. When the creature's Dexterity reaches 0, it becomes an immobile statue and dies. After the first day, the victim also becomes prone to frenzy (see below).

Frenzy (Su): An infected creature that becomes the target of a successful attack, whether or not it takes damage, must make a successful Will save (DC 15 + any damage dealt) or become frenzied. While in this state the creature suffers the combined effects of a *rage* and

confusion spell. Because this effect is magical, it can be dispelled or affected by antimagic (caster level equal to creature's HD), but is unaffected by spell resistance, and each instance of frenzy is treated separately. For the purposes of determining the effects of the *confusion*, substitute the source of the damage that invoked the frenzy for caster. The frenzied state lasts for 3d6 minutes or until the victim is killed or rendered unconscious.

The plague is highly resistant to curative magic. *Remove disease*, *heal*, and other spells fail unless the caster is at least 18th level. The combined power of the *Tears of Mishakal*, for example, is sufficient (caster level 20), but an individual *Tear* is unable to affect it (caster level 15).

AN EPIDEMIC OF BETRAYAL

Sable's recent use of the plague comes as a result of failed attempts to create an alliance with Pitch. The smaller dragon wisely understood that no such alliance would be equivocal and that Sable only wanted his obedience. His major-domo, Barathrutus, felt that this was a foolish decision and acted as go-between for a while until he grew tired of appealing to Mohrlex's stubborn nature.

Furious at her failure, Sable decided to teach Pitch a painful lesson, and Barathrutus became her accomplice. The crafty aurak felt that if Pitch and some of his bakali were infected, the Dragonlord might turn to Sable for help, and the alliance would be made. He was disappointed when Pitch turned instead to the wild gnomes. Now Barathrutus is desperate to find a way to twist things to his advantage.

with some kind of wretched disease. The disease infects the brain and has caused the scales on the bakali's flesh to grow thicker and more calcified. What the heroes won't learn is that this group contracted the disease as part of Barathrutus' own experimentation.

Read or paraphrase the following after the bakali attack is resolved:

After the bakali have been dealt with, you see another small group of lizardfolk approaching from the west. This time, however, the creatures seem calmer and less aggressive. A gold-scaled draconian dressed in black robes walks ahead of them. He wears an amulet with a large ruby set in gold, hanging around his neck on a thick chain. One of the wild gnomes looks out from a hiding place and sees him.

"Praise Chislev," says the gnome. "It's Barathrutus. He'll set things right."

Barathrutus is an ambitious and cunning aurak, one who takes great care to adapt to any changes to his circumstances. The heroes represent just such a change and, although the draconian hadn't planned on the bakali attacking the gnome community, he now sees an opportunity to make use of the presence of a band of adventurers.

If the heroes attack Barathrutus, his lizardfolk guards interpose themselves while the aurak uses his *dimensional step* ability to remove himself from the immediate range of the party. Any wild gnome in the vicinity will raise a clamor, trying to explain to the party that the aurak is allowed to be here and should at least be given the chance to explain the frenzied attack of the bakali.

If the heroes approach the aurak and ask for an explanation, read or paraphrase the following:

The draconian speaks: "Worthy souls," says the draconian in an aristocratic voice. "I am Barathrutus, and I represent the interests of Mohrlex, Dragonlord of the Great Moors.

May I first express my deepest apologies to my lord's friends and allies in Picketville, for the regrettable assault upon their community?" He bows deeply to the gnomes, who shrug and wave their hands as if to brush aside an unnecessary subject. "These bakali were victims of a virulent plague that has recently spread among the lizardfolk of the Moors. Indeed, my own master has become so afflicted, and even now fights to overcome its insidious effects."

The aurak gestures at the settlement around you. "The industrious gnomes of Picketville have been working hard to produce a cure. We can only hope that it can be contained before all of Krynn's dragonkind are threatened by the disease."

The aurak is telling the truth, although his motives are quite suspect. He has convinced the wild gnomes of his sincerity, however, and they regard him as the voice of Pitch in any event. The heroes might attempt to use divination magic to discern Barathrutus' intentions or read his thoughts, but the aurak's spell resistance and his *amulet of proof against detection and location* make that very difficult. If they somehow manage to penetrate his defenses, the heroes will be able to discern that Barathrutus knows more about the plague and Pitch's sickness than he has let on, and that he is, in fact, a treacherous individual. However, they will also be able to sense that he feels he is acting in Pitch's best interests and is, to that extent, loyal to his master.

Barathrutus suggests that the bodies of any slain bakali be taken away and burned. If Master Yap has been injured, Barathrutus tells the heroes that Master Yap has 24 hours before the plague develops, but that he has no idea how it will affect a kobold. Thus far, only lizardfolk and Pitch seem to have been infected. Because kobolds are said to have bakali ancestors, the aurak says Master Yap is at risk of becoming consumed by the frenzy. The kobold panics.

If the heroes have other questions for Barathrutus, the draconian suggests that this is not the time. He instead offers to address a council of the Picketville gnomes and the player characters to discuss the plague, his dragon master, and the fate of the bakali. In the meantime, he will see to the funerary customs of his master's fallen subjects.

THE COUNCIL OF PICKETVILLE

This event occurs an hour or so after the heroes have resolved the bakali attack and encountered Barathrutus. Picket, Ticktock, Hedgerow, Reedflute, and the others gather the community together at the meeting pavilion (PV2). This is a substantial crowd, and not everybody can fit under the canvas roof. The heroes are invited to attend and contribute.

Barathrutus begins by explaining what he knows so far about the bakalian plague: the calcification process, the frenzy, and the nature of its victims. You can summarize

the information in the sidebar that deals specifically with the plague's effects. The aurak offers no explanation of how Pitch or the bakali originally contracted it, but does tell them that it was first seen in the bakali three months ago. Pitch's first indications of infection occurred shortly afterwards.

Picket spends some time detailing the various solutions the wild gnomes of Picketville have been working on since they learned about the dragon's illness. The heroes learn that it was the dragon himself who came to Picket, requesting that the gnomes help him. Herbal preparations, salves, tonics, and even prayers to Chislev have so far failed to work. The wild gnomes are out of ideas.

Picket then asks what the heroes can do to help, and what it is that brought them to Picketville. The heroes may choose to fill the gnomes in on their quest to purify the *Tears of Mishakal*, or take the *Key of Quinari* north to the Dragons' Graveyard, or any number of other details. Of course, they might also want to hide as much of this as possible from an aurak draconian!

If the heroes raise the subject of the Fountain of Renewal, Barathrutus seizes on the opportunity to make use of the heroes and salvage his plans. He suggests that the heroes travel to Pitch's lair, Mohrlexctlan, and ask the dragon what he knows of this fountain. "My lord knows many of the secrets of the Great Moors," the aurak adds. "Perhaps he knows of what you seek."

If the heroes don't mention the Fountain, Barathrutus appeals to them to take their wondrous artifacts and skills to Mohrlexctlan to see if they can aid his master. The aurak reassures them that his master is desperate and open to aid from any quarter, and would reward them handsomely for their assistance.

If the heroes mention the glass disk (the Lens), Barathrutus shakes his head as if to dismiss the thought. "No, no. That is inconsequential. It is performing an excellent role at this time as part of research." A DC 20 Sense Motive check will alert the heroes to the fact that the subject of the disk is an irritant to the aurak, but he explains this if pressed as being "such a small mystery in a time when one wishes to have all the larger answers."

Whichever reason he gives the heroes, Barathrutus wants the heroes to go north. He has plans to make their journey a one-way trip. Once the aurak makes his appeal, the gnomes of Picketville offer their support and encouragement to the heroes.

"You are welcome to make your preparations here," Picket says. "Our community is grateful."

LEAVING PICKETVILLE

When the heroes decide to depart, the wild gnomes fall over themselves to offer food, herbal remedies and assorted gifts to the party. They can't offer much else, as they are poorly stocked in adventuring gear or even some basic travel needs, but what they do have (subject to the community's maximum steel piece limit) is provided free of charge.

The gnomes can offer the heroes a pair of shallow boats, as well as a raft to which supplies or crates (or the



TROUBLESHOOTING DIVINATION MAGIC

If the heroes have made it as far as Picketville, they should be at least in the 10th-11th level range, possibly even 12th level. With this in mind, some of the mysteries of this chapter and the ongoing events might be discovered by characters using divination magic.

The following is a summary of what the heroes might learn using the major spells available to them.

Analyze dweomer: As the Great Lens of Solinari is an artifact this spell won't reveal anything about it. That alone might tell the heroes something.

Augury: If used to ask about the wisdom of going to Pitch's lair, this spell returns a *Weal* result (assuming any result at all). If used to ask about other courses, the result is typically mixed.

Divination: If this spell is used to ask about going to Pitch's lair or doing what Barathrutus suggests, the spell returns a cryptic reference to "golden serpents taking their own tail into their mouths" and other hints at Barathrutus' guilt.

Identify: The information given above for *analyze dweomer* applies to this spell, also.

Legend Lore: When cast and directed at an object or person, you can adapt and rephrase their background information to suit.

Scrying: This spell can be difficult to cast with either Barathrutus or Mohrlex as subjects because of their spell resistance and the aurak's *amulet*. Clever heroes might use the spell on a specific bakali or on an object they know to be near the dragon or aurak.

Great Lens of Solinari) can be lashed. The boats each carry four people of Medium size, with room for personal items. The raft can hold an additional two Medium sized people or a horse, as well as equipment. Each boat comes with oars and poles, and the raft is supplied with a bolt of canvas and rope so that it might be converted into a lean-to or shelter.

NPC LOOSE ENDS AFTER PICKETVILLE

Barathrutus and his bakali aides all depart long before the heroes do. The aurak apologizes, saying that there are other parts of the black dragon's domain that he must see to and that he wishes the heroes well for their journey. He provides them with a rough map of how to reach Mohrlexctlan from Picketville and thanks them again for their services.

Once he leaves the village behind, however, Barathrutus heads directly for Mohrlexctlan. He plans to inform his master that a band of adventurers, hearing of his poor health, are coming to slay him.

Ticktock offers to come along with the heroes if they don't already ask him. He has had very little luck with his hothouse work, and suggests that if the heroes need him he'd prefer to be on hand rather than stuck in Picketville. Cogsworth, of course, stays with his boss at all times.

If he is with the party, Master Yap insists on coming along as well. He doesn't want to remain in the gnome community waiting to go mad and die, and would rather go with the heroes in the event that they find the Fountain of Renewal.

THE GREAT MOORS

The Great Moors constitute Krynn's second largest marshy region, after Sable's own. In fact, before Sable used her power to increase the size of her domain, the Great Moors had no equal in Ansalon. Their size fails to impress anybody, however—the Great Moors are often regarded as just a trackless wasteland. Those who spend any amount of time in them learn that this is not the case.

HISTORY OF THE GREAT MOORS

Before the Cataclysm, the Great Moors were largely underwater. The impact of the Fiery Mountain upon Istar buckled the continental shelf of the northern coastline, affecting not only the Khalkist Mountain chain that ran along Istar's western border but also raising hundreds of miles of seabed to the surface.

Geographic change on such a large scale had a significant impact on the natives who lived on the islands off the northwest coast of Istar. Settlements and tribal divisions that had previously used the ocean as a natural boundary were thrown into chaos. Those sea nomads that survived the Cataclysm soon spread to the new lands to the south, occupying what is now Nordmaar throughout the first century AC.

The Great Moors themselves became home to several tribes, both human and nonhuman. Bakali, the lizardfolk of Krynn who, until that point, had been pursued to the brink of extinction for their alliance with the evil dragons, found new hope. Even in the wake of the War of the Lance, the Great Moors remained a region of uncharted mystery, ignored by the rest of the world.

When the Dragon Purge occurred, following the Chaos War, one of the minor Dragonlords claimed the Great Moors as his own. This dragon was Mohrlex, called Pitch by mortals, and he quickly brought the swamp under his dominion. Over the next two decades, however, he discovered that, despite his tendency to eat those that failed to entertain him, his subjects did not feel oppressed by his presence. Indeed, working relationships with the wild gnomes, the human tribespeople, and the bakali all developed in spite of his erratic and eccentric nature. Mohrlex began to realize that in seizing the apparently worthless swamp, he had inherited a land that needed a king.

TRAVEL IN THE GREAT MOORS

Important Rules: Overland Movement, **Chapter 9: Adventuring in the *Player's Handbook***; Survival skill,

Chapter 4: Skills in the *Player's Handbook*; Marsh Terrain, Chapter 3: Adventures in the *Dungeon Master's Guide*. Travel through the Great Moors is not as difficult as it is through many other swamps in Ansalon, such as those around the New Sea. Many of the region's water channels are wider and less choked with vegetation, so it is possible to travel from one end to the other by shallow boat.

Crossing the Great Moors on foot or horseback is much trickier. Travel time is increased, since finding a way around extensive marshy sections, peat bogs and acres of sucking mud is time-consuming. Horses and other mounts will be of little use unless they can be ferried across stretches of brackish water by boat.

What follows is a basic outline of the overland travel time between Picketville and Mohrlexctlan, the lair of the dragon Pitch:

Picketville to Mohrlexctlan

Walking (20')	4½ days
Walking (30')	4 days
Horseback	3½ days
Boat	3 days

FEATURES OF THE GREAT MOORS

The Great Moors take up a full third of Nordmaar's land area. An estuarial salt marsh at the southeastern coastline gradually shifts to steaming peat bogs in the northwest. Throughout the Great Moors, creeks and shallow rivers wind between clumps of thick vegetation and jungle only to widen and amble around large patches of grassy swamp. It is a varied and sometimes dangerously unpredictable environment.

The Great Moors present many opportunities to test the player character's survival skills, resources and talents. You can use the time in transit to throw a few more encounters at them or have them come across one of several pre-Cataclysm ruins of sea elf communities, dredged up from the sea floor hundreds of years ago. Adding more to the adventure is simple enough at this point, especially given the length of time it might take the heroes to reach Pitch's lair.

WEATHER

During the summer, the Great Moors grow steadily warmer and more oppressive until midsummer, when they are almost unbearably hot and steamy. The waters dry up somewhat around the outskirts of the regions, leaving vast stretches of brittle grass and thick, sticky mud. As the season cools again, rainfall becomes more frequent until winter, when daily rainstorms flood the creeks and rivers and wash out settlements of tribal humans who haven't already fled to higher ground.

FLORA & FAUNA

The Great Moors are home to an incredibly diverse variety of plants and animals, all of which have adapted to life in the warm, marshy terrain. Mangroves, cypresses, willows, bulrushes, and other hardy trees and grasses are common.

Fruit trees and vines produce berries, stonefruit, and pendulous peelfruit. Citrus, sweet fungi, and mudfruit are highly praised both for food and for distillation into liquors and cordials. Seeds, flowering herbs, and spice roots make even a day's trip into the Great Moors an herbalist's dream.

Reptiles and birds top the list of species found in the region. Many are much larger than ordinary varieties found elsewhere, having adapted to the unique combination of weather, food, and shelter available in the Great Moors. Huge crocodiles, iguanas, shocker lizards and the occasional behir or hydra have all been chronicled by visiting sages. (Since the plague is not widespread, they have not been affected.) Waterfowl of all colors and sizes make the morning and evening hours noisy with birdcalls. And, of course, insects and vermin ranging from tiny gnats and mosquitoes to enormous centipedes and dragonflies ensure that the full spectrum of swamp life is represented.

RANDOM ENCOUNTERS

The chance of a random encounter during the day is 20% in the morning, midday and afternoon, and 15% chance during the evening and night. In the swampy terrain, encounter distance is usually 2d8 x 10 feet. While off the waterways, light undergrowth provides concealment and hinders movement.

Encounters	Creature Encountered	Average EL
01-15	Shocker lizard attack *	11
16-25	Spirit nagas *	11
26-40	Will-o'-wisp string (1d3+2)	10
41-55	Medusa covey (1d3+1)	10
56-70	Wyndlass *	10
71-85	Black dragon twins *	11
86-00	Twelve-headed hydra	11

* Unique encounter. Do not use the same encounter again, either roll again or treat as no encounter.

Most encounters are standard; statistics may be found in the *Monster Manual*. Specific encounters are described below:

Shocker Lizard Attack

This encounter consists of 2d6 shocker lizards coupled with a single behir. The behir lives in a kind of symbiotic relationship with the shocker lizards, who feed from the behir's leftover kills in return for acting as scouts and groomers. Half of the shocker lizards will be encountered first; the rest, along with the behir, will hold back until the advance group spots a worthy target.

Spirit Nagas

Black dragons and spirit nagas have something of a traditional working relationship. The famous naga Nura Bint-Drax proved that any black dragon worth its acid could benefit from one or more of the creatures aiding him in its lair. Pitch keeps these two nagas (Nazid and Pilofina) in his service, but they are independent and restless. Heroes wandering the Great Moors would make

for a perfect distraction. Their sister, Esmani, resides in Pitch's lair and does not travel with her siblings.

The dragon is unaware that the three naga sisters were once the guardians of the Fountain of Renewal (see area MX5 in Mohrlexctlan), for even they have forgotten this duty in the hundreds of years since the Cataclysm. Any character that uses divination magic, *detect evil*, *discern thoughts*, etc. on the nagas will get a confused reading. If the heroes reduce the nagas to fewer than half of their total hit points, they flee rather than perish.

Black Dragon Twins

Pitch is not the only black dragon in the Great Moors. Younger serpents, seeking court with Mohrlex and finding that the Dragonlord is more trouble than he is worth, often linger in the area for several weeks before departing. This pair of young adult black dragons (Sufac and Formac) were rebuffed by Pitch, who sought to avoid infecting them but instead managed to convince them he was crazed. They don't share his growing interest in the welfare of the Great Moors, and will gladly attack any hapless adventurers they see.

MOHRLEXCTLAN

Mohrlexctlan (mor-LESH-sit-lan) is the name the tribal humans of the Great Moors gave to Pitch's lair, an area three miles in diameter that was once an island off the coast of Istar. Mohrlexctlan is on higher ground than

the surrounding swamp, with considerable drainage and extensive vegetation, though it remains a treacherous place to enter uninvited.

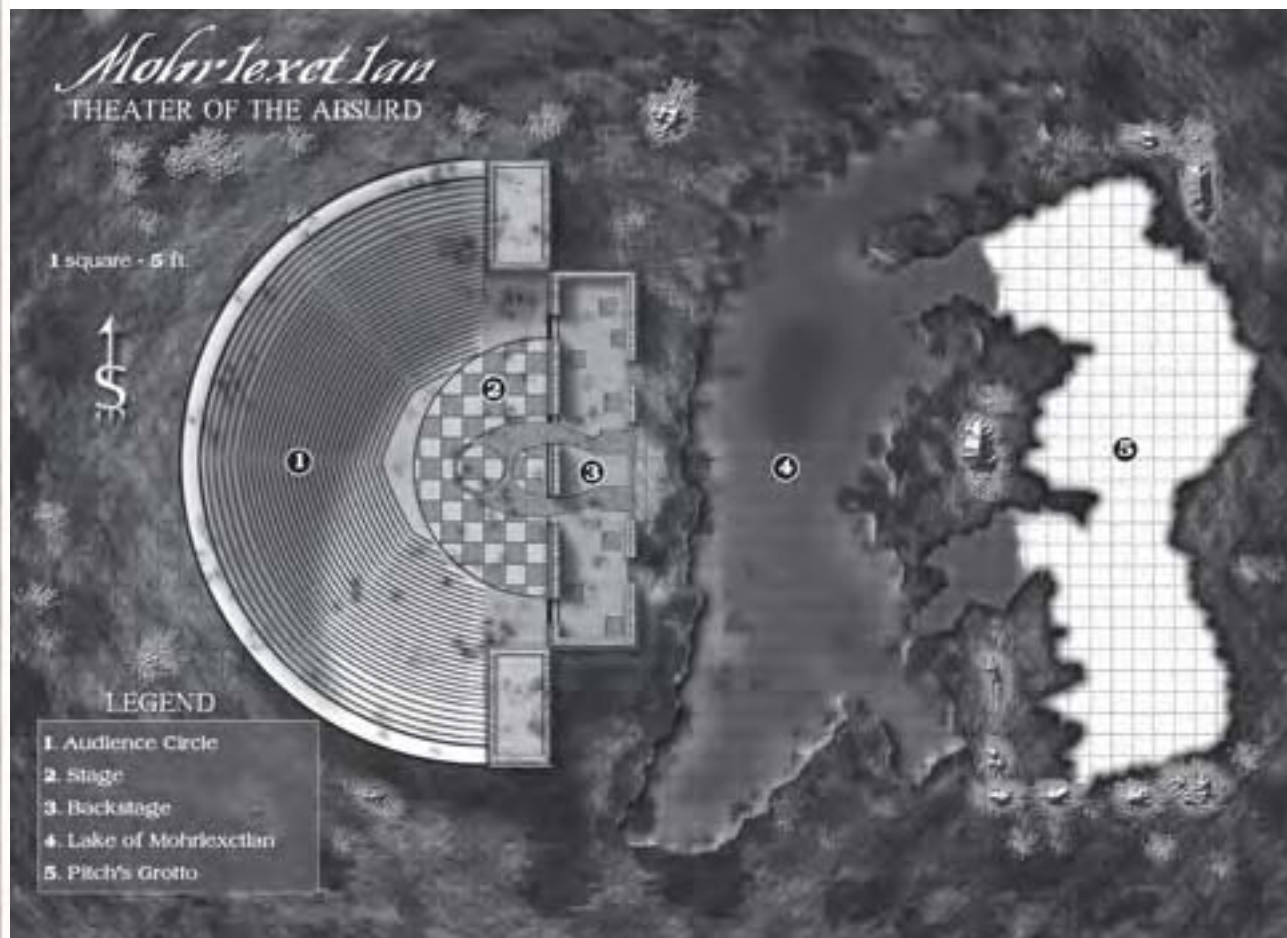
Mohrlexctlan proper is a structure at the center of the swamp island, a building known as the **Theater of the Absurd** (see p. 121). This is where the dragon keeps his lair, in a subterranean cave that can be reached only via a brackish, weed-choked lake behind the theater.

Pitch is unaware of the true history of the island, however. Before it was known as Mohrlexctlan, it was known as the Island of Chabacuictli. Before the swamp had encroached on the lake, Pitch's lair was known as the Fountain of Renewal. This secret is known only to Barathrutus, who has deduced the truth and is doing his best to keep it from his master.

GETTING TO MOHRLEXCTLAN

The journey from Picketville to Pitch's lair is straightforward, if frustrating. Barathrutus' map is accurate, although it is not the route the aurak would himself take. Once the heroes are in the general vicinity of Mohrlexctlan, they will eventually reach the Outer Rim of the Dragonlord's domain.

The Outer Rim, Inner Rim, and the Theater itself (built on top of the forgotten Fountain of Renewal) are described below, followed by a more detailed key to Mohrlexctlan proper.



THE OUTER RIM

The Outer Rim marks the border of the island, a mile and a half from Pitch's lair. All along the Outer Rim are totems, posts, effigies of spirits made of bulrushes and mud, and other cryptic warnings. The Outer Rim is patrolled by primitive, tribal humans of the Xocnalic, who live in small settlements nearby. These humans, fiercely loyal to Pitch, devote their lives in service to their black dragon ruler and will not stop to think before engaging in battle with outsiders.

Creatures: A patrol of Xocnalic warriors includes 3d4 2nd-level warriors and a 4th-level mystic/2nd-level barbarian who acts as leader.

☞ Xocnalic warrior (3-12): hp 10; page 189.

☞ Xocnalic leader: hp 44; page 189.

Tactics: The Xocnalic prefer to hurl javelins before attacking. They then close with their targets. The leader casts spells as necessary, whipping himself into a rage once he's in a position to do so.

Traps: The mile of land between the Outer Rim and the rock wall of the Inner Rim is dangerous to cross, with many hidden traps and hazards. Chief among these are spiked wall traps and mud chute traps:

☞ **Spiked Wall:** CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (3d6, spikes); multiple targets (All targets in a 5-foot by 15-foot line); Search DC 26; Disable Device DC 20.

Notes: These traps are 15-foot long wooden walls covered in iron spikes, set to spring up and slam into a line of targets. Anyone walking alongside (within 5 feet of) the traps will set them off.

☞ **Mud chute:** CR 8; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 70 feet deep (7d6, fall, water); onset delay (3 rounds, water only); Search DC 27; Disable Device DC 25; Climb DC 20.

Notes: This is essentially a 4-foot wide, 70-foot deep chute of mud with a stone floor, covered by camouflage. Three rounds after anybody slides down the chute and hits the bottom, the chute is filled with gallons and gallons of muddy water.

There is a 25% chance of encountering a spiked wall and 15% chance of encountering a mud chute every 10 minutes. Alternately, you can simply choose when or if the heroes run afoul of one or both types of trap, depending on their current condition and how well they seem prepared.

THE INNER RIM

Encircling Pitch's lair at a distance of half a mile is a crudely built stone wall that marks the Inner Rim. The wall is hardly more than a ring of stones cemented together with mud and peat. It is between 3 and 8 feet tall at various points, and is patrolled by bakali warriors.

Creatures: Each patrol consists of as many as a dozen bakali (1d6+6) together with a bakali sorcerer and a warchief (fighter 3). The patrols are given orders directly from Barathrutus, and obey the aurak without question. In addition to the bakali, a flight of wyverns is on hand to engage flying intruders.

The bakali are typically Unfriendly. Diplomacy or bluffing the bakali is always an option, especially if the heroes have support from other bakali or from the wild gnomes. If they have orders from the aurak, the bakali will begin as Hostile.

☞ Bakali warriors (7-12): hp 20; page 187.

☞ Bakali sorcerer: hp 20; page 187.

☞ Bakali warchief: hp 37; page 187.

☞ Wyverns (6): hp 59; see *Monster Manual*.

Tactics: The bakali usually like to charge their opponents, picking up speed and closing with them. However, any sign of a spellcaster or archer in the opposing party will have them using their javelins. The sorcerer provides magical support, while the warchief singles out the hero that looks most like the leader and targets all of his attacks on him or her.

If the intruders are flying over the Inner Rim, the bakali take to the air on wyvernback. Each wyvern acts as the mount for a bakali warrior, except for one that is reserved for the sorcerer. In this fashion they make every effort to delay flying opponents in time for Pitch to take notice, or otherwise weaken them.

THE THEATER OF THE ABSURD

This building, erected with the help of the bakali and the tribal humans of the Great Moors, serves as Pitch's court. The theater gets its name from the bizarre stage plays and performances the dragon often forces his visitors to conduct for him. Before the Cataclysm, when this site was a sacred shrine to Habbakuk and the gods of Light, the seating area was a terraced earth mound that looked down upon a stone arch, in which the Great Lens of Solinari was mounted. The arch toppled during the Cataclysm. The Great Lens was taken away and later lost, found several centuries afterward by the curious wild gnome scouts of Picketville.

KEY TO MOHRLEXCTLAN

Use the brief descriptions and summaries below when referencing the map of Mohrlexctlan.

MX1. AUDIENCE CIRCLE

The theater has thirty tiers of seating, each of which is carefully laid granite set into pre-existing terraces. The rear of the audience circle is 45 feet above the ground. The upper tiers are sufficiently elevated that approaching visitors or intruders can be spotted from as far away as the Inner Rim, albeit with some difficulty (-20 to Spot checks).

MX2. STAGE

The stage itself has been constructed around the fallen Arch of Light, the stone edifice that once held the Great Lens of Solinari. Pink and ivory slabs of marble have been carefully laid down in a checkerboard pattern, which gives the arch the look of a stylized walkway or path onto the stage from MX3. A DC 20 Knowledge (engineering) or Craft (stonemasonry) check, or similar skill check, will reveal that the arch is much older than the other stonework and that it collapsed some time ago.

For more details about the Arch of Light, see the **Fountain of Renewal** section, starting on p. 126.

ΠΧ3. BACKSTAGE

This part of the theater is built entirely from wood and is supported by stone pillars salvaged from the ancient ruins of Mem. It provides shelter from the elements and doubles as a backstage area and interior audience hall. Heavy velvet curtains and overstuffed chairs stolen from various towns and ruins along the coast of Nordmaar complement the curious tribal artwork. Chests, trunks, wardrobes, and other furniture appear to have simply been thrown in here at random. Costumes from at least a dozen small troupes of traveling players are draped everywhere. The sheer volume and quality of costumes and stage props constitute masterwork tools for use of Perform (acting) or Disguise.

ΠΧ4. LAKE OF ΜΟΗRLEXCTΛΑΠ

Behind the theater is a small lake, over thirty feet deep, its surface covered in algae and weeds. The water is cloudy and cold. In the winter months the rain swells the lake over its banks and floods the soft muddy earth around it. Though it appears to be just another slime-covered pond, appearances are very deceiving. This is in fact the source of the Fountain of Renewal, the waters the heroes have been looking for. Until the Arch of Light is raised again and the Great Lens of Solinari replaced, the lake will remain a dismal cesspool.

The lake is the only entrance into Pitch's grotto, a subterranean cave that can be reached through one of two underwater tunnels. The dragon slips into the lake and swims quickly through the larger tunnel when he wants to retreat into his lair, or uses the lake itself as a place to hide when he chooses to watch and study intruders.

ΠΧ5. PITCH'S GROTTΟ (EL VARIES)

Before the Cataclysm, this sunken chamber was a shrine to Habbakuk and the gods of Light. Established by island natives and visited routinely by pilgrims from Istar, the shrine doubled as a temple and place of healing. More notably it is a place of quiet reflection and forgiveness. It is indeed ironic that Pitch has made the buried shrine his lair.

The grotto bears little resemblance to its former state, although smooth granite surfaces and decorative carvings can still be seen in places along the damp, mud-caked walls. Given time, the grotto could be restored to its glory, but Pitch never had the interest. He likes it dark, cold, and wet—the perfect environment for a black dragon.

Creatures: As well as Pitch himself, who is detailed elsewhere, the grotto is home to Esmani, a spirit naga. Esmani's primary role is guardian of Pitch's hoard, which is quite sizeable. Her secondary role is that of confidant. Unfortunately for Pitch, Esmani is unable to keep her mouth shut and usually tells Barathrutus everything she learns.

☞ **Esmani, spirit naga:** hp 76; see *Monster Manual*.

Development: Pitch is unaware that Esmani and her two sisters, are the guardians of the Fountain of Renewal.

In the hundreds of years since the fall of Istar they have forgotten who they truly are and become spirit nagas. If the Fountain is restored, the three naga sisters will be restored also.

Treasure: Pitch maintains at least a dozen caches of treasure, valuable items and artwork throughout the Great Moors. If the heroes manage to get past Pitch and the naga Esmani they will find one of the Dragonlord's larger caches piled in one corner of the grotto in oilskin bags and sea chests.

Coins: 48,000 steel pieces, 1,900 platinum pieces, 11,550 silver pieces.

Gems: 10 stl gems (x8), 100 stl (x5), 500 stl (x3), 750 stl (x3), 1,000 stl (x2), 1,250 stl (x1)

Artwork: three 350 stl tapestries; three 600 stl silver combs; a 1,200 stl gold-inlay chalice with fire opals; a 1,500 stl sapphire pendant on a gold chain; six 2,500 stl strings of pearls; a 3,000 stl emerald-studded gold scepter; and a 3,000 stl emerald-studded gold orb.

Magic items: *bracers of armor* +3; *gem of brightness*; *gloves of dexterity* +2; *scabbard of keen edges*; *greater horn of blasting*.

EVENTS IN ΜΟΗRLEXCTΛΑΠ

Once the heroes reach the Theater of the Absurd, the exact sequence of events plays a key role in determining the outcome of this chapter. Both the heroes and the Dragonlord have been duped by the aurak, Barathrutus. How the heroes handle their meeting with the plague-ridden black dragon could change the Great Moors forever.

Depending on how the heroes make their way to Pitch's lair, they will have to deal with the patrols and guardians at the Outer and Inner Rim before reaching the Theater in the centre of the Dragonlord's domain. Because Barathrutus has gone ahead of the player characters and alerted Pitch to the "threat," all defensive forces in Mohrlexctlan should be considered Hostile. Refer to the descriptions of the two defensive circles for specifics of Xocnalic and bakali tactics.

THE APPROACH TO ΜΟΗRLEXCTΛΑΠ

When the heroes have passed through the Outer and Inner Rims and reached the Theater of the Absurd and Pitch's lake, read or paraphrase the following:

At the center of the dragon's realm is a half-circle of stone seats looking down upon a stage. Behind the stage building, cypresses and reeds line the edge of a small lake, green-black with algae.

As you draw nearer, you spot figures moving about on the stage. Some of them are curiously dressed human tribespeople, while others are awkward-looking bakali standing in place. A single figure dressed all in black and grey holds a sheaf of papers in his left hand, and directs the other figures with a goblet in his right.

THE BIG (DRAGON) PICTURE

USE the following as a guide to understanding the motives and behavior of the various players in the drama that unfolds.

Pitch was offered an alliance by Sable, the Black Dragon Overlord. He refused, believing correctly that he would become a subordinate. In doing so, he earned the wrath of Sable and the growing faithlessness of his chief aide, the aurak, Barathrutus. Infected with a plague that Sable created and Barathrutus secretly delivered, Pitch is weak and desperate for a cure. He has already seen what how illness has affected the realm he has claimed. His fate is written in the stars.

Barathrutus acted as Pitch's face on the world, his voice and his hand in mortal affairs. The aurak draconian was also his emissary to Onysablet the Black, but Sable's demands were not well favored by Barathrutus' master. The aurak sincerely believed that if only he could steer Pitch back to an arrangement with Sable, all would be well. In doing so, Barathrutus lied, deceived, manipulated, and betrayed everyone he met. His fate rushes to meet him.

Master Yap is a minor necromancer and chosen agent of Nuitari, summoned by invitation to Nordmaar

by the Betrayer, chief servant of the god Chemosh. The kobold failed to reach Nordmaar by himself and has thrown his lot in with the heroes. Since the bakali attack on Picketville, Master Yap has been infected with the same plague that has stricken Pitch and many of the reptilian creatures of the Great Moors. His fate is in the hands of the heroes.

Ticktock is a clockmaker, the last in a line of gnomes whose sole purpose was to complete the great Clocktower of the Miremier. His quest has been thrown off course by the return of the gods and, although the heroes have reunited him with his assistant Cogsworth, his path has yet to lead back to his clocks. His fate is adrift in the River of Time.

Kayleigh is a bound spirit, the shade of an elven noble enslaved to a ruthless master. Her shackles were forged by Chemosh at the behest of that master, Lothian, and still resonate with the Lord of Bones' power. The corrupt *Tear of Mishakal* serves as a potent metaphor for her own state—a pure creature tainted by the touch of evil. Her fate, unbeknownst to Lothian, lies with that jewel.

The figure directing the bakali and Xocnalic is Pitch, *polymorphed* into human form. Unless the heroes have undergone extraordinary lengths to hide their approach, the observant dragon is expecting them and knows they are there. This entire scene is more theatrical than it appears to be, as Pitch has assembled some of his subjects in order to confuse the heroes.

Although he has been told that the heroes are here to slay him and it is likely that he knows they carry the *Dragonlance of Huma* (among other items), Pitch is exhausted by his illness and does not like the prospect of a fight. He intends to assuage the threat directly, personally, behind the illusion of being human.

Refer to the **Theater of the Absurd** section, previous, for details about the heroes noticing the Arch of Light and other features of the theater.

Let the heroes determine their next course of action. They could close with the players on the stage, to try to interact with them. They could hide, watching things unfold, hoping to get a sense of what to expect. Or they could suspect something and simply attack the figures on the stage outright. The last option is quite impulsive, especially if they have been sent here to provide Pitch with aid.

DIPLOMACY WITH THE DRAGON

If the party approaches the stage to talk to the actors and their “director,” read or paraphrase the following:

Getting closer, the voices of the figures on the stage can be heard, ranging from inarticulate hissing and rasping from the lizardfolk to oddly guttural speech from the tribespeople. A human male dressed in black, wearing a velvet doublet, hose, and ruff, glances at you, then waves his goblet again at his players.

“That’s enough for now, my friends. Go. Get changed, and take a breath.” He turns to you, his handsome features creased in an expression of inquiry. “So. Are you here to slay the dragon?”

Allow the heroes an opposed Sense Motive check against Pitch's own Bluff (total bonus +22). If they succeed, they can tell that this man is not human. Using magic to discern his true appearance or nature will also work. He won't flinch or react to any efforts to do so. His true form is that of an immense black wyrm, covered in calcified patches of scales that cover all of one side of his head. Even in *polymorphed* form, the left side of Pitch's face seems numb and expressionless, like someone with a nerve injury or facial paralysis.

Pitch is interested in hearing what the heroes have to say. Use the examples in the sidebar **Questions for Pitch** to help you determine responses to any questions or lines of discussion the heroes might present to the disguised dragon.



Let the conversation go on for as long as you believe dramatically appropriate or until the heroes come right out and say that they were told by Barathrutus to come help Pitch, or to ask him about the Fountain and/or the glass disk. It will slowly dawn upon the dragon that the aurak has set up both him and the heroes. Once this happens and, assuming the player characters have not attacked him, Pitch's manner changes.

Read or paraphrase the following:

The man's face darkens in anger. "So that's it," he says, looking up to the empty seats of his theater. "Even you, Barathrutus? What false counsel have you given me that has stricken me so?"

The man's voice thickens with venom. "Fool's gold, that's what you are. A two-faced treacherous worm! Better a lance in the heart from a noble knight than a knife in the back from a tarnished traitor."

The man ends his acidic outburst by looking back at you, studying you, reading you like a complex script handed to him by a mad playwright. "It appears we have a common enemy. If you in truth are here in noble spirit, then aid me in plucking out this weed from my garden."

Pitch gives the heroes an opportunity to come up with a plan to deal with Barathrutus. If they mention the disk, the Fountain, and any suspicion that Barathrutus knows the two are connected, Pitch will reveal that the Theater of the Absurd was indeed built atop a ruin of some kind, a ruin he had thought was an ancient amphitheater. If the



heroes have the disk with them, Pitch agrees to allow them to investigate the possibility of restoring the Arch and the lens, but wants them to agree to help him deal with the aurak first. If they don't have the disk, Pitch tells them that he can have it brought here.

The heroes may make the suggestion that Pitch simply kill Barathrutus outright, but the dragon refuses. In his weakened state, he says, there is a chance that Barathrutus will exploit that weakness and it will all be for naught. "I have labored long and hard for this realm," he says. "I will not lose it or my people to the treachery of ill-counsel."

If the heroes are without any real clues at this point, and don't seem able to think of a means of addressing the problem with Barathrutus, Master Yap or Ticktock can point out the obvious and say that Mohrlexctlan is clearly not just a theater and that Barathrutus has been hiding this from the dragon.

Whatever plan the heroes come up with, Pitch offers to summon the draconian to his presence. Barathrutus expects the dragon to have slain the heroes or the other way around. He will not expect the two sides to still be alive, a fact the heroes can use to their advantage.

HIDE AND SNEAK

If the heroes take a more subtle approach and try to sneak up on Pitch and his players, go ahead and allow them to discuss their plans, make Hide and Move Silently checks, or cast appropriate spells. Pitch will more than likely know they are there; at this point, he is trying to determine their intentions, even with Barathrutus' warnings.

Pitch carries on with his stage direction for a few more minutes, until he tires of it. He waves his actors off, just as he does under **Diplomacy with the Dragon**, and then walks into the middle of the stage. Setting aside his papers, taking a mouthful of wine from his goblet, he calls out to the heroes, obviously aware of their presence: "So. Are you here to slay the dragon?"

QUESTIONS FOR PITCH

Who are you?

"I manage the theater. More or less."

Where is the dragon?

"What possible reason would you have to look for him?"

What's wrong with the dragon?

"He is suffering from an unwanted gift from an unseen quarter. It is of no concern to such as you."

We're here to help the dragon.

"Help him? How could you help him? Put him out of his misery?"

What do you know of the Fountain of Renewal?

"A legend. Its truth is elusive. What do you know of it?"

At this point the scene moves into the events of **Diplomacy with the Dragon** or **A Pitch Battle**. Keep in mind that the dragon is difficult to surprise and, despite the potential aggression of the player characters, is still somewhat curious as to their motives.

A PITCH BATTLE (EL 16)

There is a chance the heroes will want to take the fight to Pitch, especially if they believe him to be an evil creature. Any gnomes present will be aghast at the move to attack the dragon; even Ticktock, who has no reason to think that Pitch is a threat.

Creatures: Pitch, if attacked, fights alone. His bakali and tribal servants know better than to intervene when the dragon is in battle. He drops his *polymorphed* form as soon as things escalate.

☞ **Pitch, male wyrm black dragon:** hp 459; page 188.

Tactics: Pitch doesn't want to make this a lethal fight. He is still unsure of the warning Barathrutus gave him and about what he knows of the heroes' actions to this point, from his spies in the Great Moors. What follows is a round-by-round summary of Pitch's actions:

Round 1: Pitch gets right down to business in the first round. A quickened use of his *darkness* spell-like ability in the same round that he launches himself into the air provides him with cover and gives him some distance.

Round 2: On his next round, Pitch uses his *plant growth* spell-like ability to cause the swampy terrain in the area to surge upwards with ropy tentacles, vines, mangroves and other thick vegetation, slowing movement down to 5 ft.

Round 3: Pitch casts *mind fog* directly below him, aiming at the area filled with *darkness* and overgrown vegetation hoping to target all of the heroes.

Round 4: The dragon casts *hold person* on a spellcaster, which will include the -10 penalty on Wisdom checks and Will saves from the *mind fog*.

Round 5: Pitch dispels his *darkness* and lands in front of the heroes, rearing back like a cobra. He demands their surrender, activating his *frightful presence* for the first time.

Pitch tends to rely on his spells and spell-like abilities. If he is directly engaged and cannot withdraw to safety, he will lash out with his natural attacks, but he never uses his breath weapon, at least not in a fight he doesn't necessarily wish to end quickly. He also keeps as far away as possible from the *Dragonlance of Huma*, for obvious reasons.

Development: Pitch seeks to end the battle as early as possible. He is clearly struggling, not at his best; clumsy and distracted, he is also trying very hard not to enter into frenzy. If he does, he flees immediately before the plague's mind-rage takes over, plunging into the lake and hiding away in his lair. He'll also do this if he seems to be losing the battle with the heroes (reduced to a quarter of his hit points or less).

If he can get the heroes to stop attacking, Pitch attempts to begin a discussion about why the heroes are trying to kill him. Move the discussion over into **Diplomacy with the Dragon**, keeping in mind the battle that just occurred.

CONFRONTING BARATHRUTUS (EL 13 OR 14)

Run this event once the heroes and Pitch have settled on dealing with the aurak draconian, or you have determined that it is time for Barathrutus to show up at Mohrlexctlan to see whether the dragon or the heroes were the victors. All of the previous activity should lead to this point. If it doesn't, you may need to improvise something in order to properly engage the heroes in the restoration of the Fountain of Renewal and the redemption of Pitch.

If Pitch summons Barathrutus, the draconian arrives back in Mohrlexctlan by wyvern, along with four of his bakali warchiefs. If he shows up without being summoned, he may or may not come accompanied by bakali. Either way, he's not completely unprepared. Living so long in deception, the aurak is always aware of the possibility that he is being duped.

As soon as Pitch and Barathrutus face each other, read or paraphrase the following:

Mohrlex, the Dragonlord of the Great Moors, assumes the form of a human male as his aurak lieutenant approaches the Theater. Barathrutus is austere in his night-black robes; Pitch is a seething cauldron of fury under the veneer of gentility.

"My lord!" the aurak exclaims, his draconic mouth wide with insincerity. "How fortunate that you are yet alive. When I received your summons, I despaired that I would not reach you in time, but I can see..."

Pitch interrupts the draconian by tossing aside his goblet. It rings the stone of the stage as he stalks forward. "O poor plagued Mohrlex, to have so faithless a servant! Across these moors your honey-voiced agency has governed in his name, yet t'was a voice so foul and false that it worked ill on the body and poisoned the mind. You, Barathrutus! I call you knave and naught-spirited! You have cozened with Onysablet and brought her stony doom to me!"

Backing away, Barathrutus shakes his head. "No, no, my lord, I have only ever had your best intentions at heart. You must understand! Were you but to ally yourself with Sable..."

Pitch roars, abandoning his human form to expand into the monstrous black dragon behind the mask of man. The plague is clearly widespread; fully half of his enormous charcoal-black hide has been calcified, forming a yellow-white crust of bone. "No more lies!" he bellows.

"I regret that my hand is forced," Barathrutus says, looking up at the huge form of Mohrlex. "Why wouldn't you see reason?" Pulling out a fist-sized lump of coal, the aurak throws it at the dragon. As it shatters on the dragon's hide, there is a hideous tearing sound, followed by a mighty scream. Pitch,

his draconic body convulsing, falls backwards onto the stage. The calcification of his scales rapidly advances.

“Why wouldn’t you see reason?”

Barathrutus repeats.

The draconian has carried one of Sable’s minor treasures with him for some time, now. The coal allows the bearer to intensify and enhance the strength of a disease. Using it on Pitch has effectively taken the black dragon out of the fight, which means if the heroes are planning on attacking the aurak, they will be doing it without the aid of a dragon.

Creatures: If Barathrutus came with bakali and wyvern support, the lizardfolk will engage the heroes with their master. The wyverns will stay out of any fight. Otherwise, Barathrutus will fight alone.

☞ Barathrutus, aurak sorcerer: hp 92; see page 187.

☞ Bakali warchief (4): hp 37; page 187.

Tactics: The aurak is a very dangerous opponent, but the heroes may have the advantage. The following is a round-by-round breakdown of Barathrutus’ tactics, including information on his prepared spell effects.

Before the Fight: Barathrutus cast *protection from arrows* an hour earlier.

Round 1: Barathrutus uses his *dimensional step* ability to get some distance from the heroes, moving to cover. The bakali warchiefs charge the heroes.

Round 2: Barathrutus casts *fireball* on any group of player characters in range. Bakali move into flanking positions and continue to strike.

Round 3: Barathrutus casts *mass suggestion*, suggesting the heroes attack the dragon while he is helpless. The bakali withdraw.

Round 4: If some or all of the heroes have resisted the *suggestion*, Barathrutus attacks with energy rays at the nearest unaffected spellcaster. If the heroes have been affected, Barathrutus uses *dimensional step* to position himself beside the fallen dragon. The bakali return to the battle if Barathrutus is under attack.

Round 5: If he still has opposition, Barathrutus casts *glitterdust* on nearby heroes and moves to cover. If the heroes are still affected by *mass suggestion*, he attempts to deliver a coup de grace on Pitch. The bakali hold off unless Barathrutus is attacked.

The aurak makes every effort to avoid being attacked by a character with the *Dragonlance of Huma*. He is especially wary of spellcasters and is capable of readying an action in order to counterspell with *dispel magic*. If things are going badly for him, he will flee, either by casting *overland flight* and flying away, or using his last *dimensional step* to widen the gap between himself and the PCs before running.

Development: Although Barathrutus might be successful in turning the heroes around briefly and having them help to attack Pitch, this will be a short-lived effort. Pitch will come to his senses long enough to strike out at Barathrutus and roar at the heroes. Allow any characters

under the influence of Barathrutus’ *suggestion* to make another saving throw.

If the heroes defeat Barathrutus, he explodes in a raging whirlwind of energy, as per the normal death throes of an aurak. This will consume his *amulet*, but his *bracers* and *ring* will remain intact. His bakali warchiefs, realizing their master has fallen before the heroes and the dragon, immediately surrender.

EXPERIENCE AWARDS FOR MOHRLEXCTLAN

There is a lot going on in this section of the adventure, and some very challenging foes. Mohrlex and/or Barathrutus are not easy to overcome, but the heroes should be awarded 50% of the experience for Mohrlex if they survive the battle and realize that he is not the true threat. They gain full experience for defeating Barathrutus. As there is an extensive opportunity for roleplaying in this section, consider giving an additional 50 XP per character level to each party member as a reward.

THE FOUNTAIN OF RENEWAL

This section begins when the threat of Barathrutus is over, and the heroes have determined that the glass disk from Picketville belongs in the fallen Arch of Light. They may have determined that the Theater of the Absurd is built over the ruins of the Fountain of Renewal.

Pitch is in a very bad state. His confrontation with Barathrutus has worsened his disease, such that he is now almost 90% covered in a crust of thick, bony white scales and practically immobile (Dexterity of 2). If he doesn’t get help soon, he will die.

Master Yap may also be quite impaired by his disease at this point, if he is with the party. He can provide advice or suggestions, but the calcification is advanced. Although not as critical as Pitch’s condition, Yap may have only a matter of days.

Finally, the heroes need to cleanse the corrupted *Tear of Mishakal* of Chemosh’s taint, so that they possess the power to confront Lothian and the Betrayer and take control of their destiny once more. This will have unexpected consequences for later chapters.

POWERS OF THE FOUNTAIN

Before the Cataclysm, the Fountain of Renewal was a place of pilgrimage for those seeking redemption and absolution. When it is restored by the heroes, it will be so again. The Fountain’s powers depend on the time of day. At dawn, the Fountain embodies the full power of Habbakuk and the gods of Light. At night, as starlight is focused onto the lake by the Great Lens of Solinari, it is a place of contemplation and restoration.

At all times, the lake and an area 40 feet around the lake in all directions benefits from the effects of a *hallow* spell (including *magic circle against evil*, protection of bodies of the dead from becoming undead, and bonus to turn undead).

At dawn the Fountain acts as an intensely powerful *atonement* spell (caster level 20th), capable of all of the usual effects of that spell including the reversal of magical

alignment change and (most significantly) the offer of redemption. This power is active only for an hour at most, before the lake subsides and returns to its placid state. As well as atonement, the Fountain grants the additional effects of *restoration* (caster level 20th).

At night, when the light of the stars is visible, the Fountain grants those who bathe in its waters the effects of *calm emotions*, *calm animals*, and *lesser restoration* (all at caster level 15th).

RECONSTRUCTING THE FOUNTAIN

The characters must come to a decision on what they want to do. If they did not bring the Lens with them, Pitch dispatches bakali and a pair of wyverns to fetch it. This takes 3 hours. If the heroes did bring it with them, they can begin work on installing the Great Lens in the Arch, lifting the Arch from the stage and setting it upright.

The Arch weighs 3 tons (6,000 lbs) and is therefore extremely heavy. Spells such as *shrink item* (to reduce the arch down and then dispel the spell once the arch is in place), *move earth* (to push the Arch upwards by forming the mud and dirt beneath it) or spells that might *summon* allies strong enough to lift the Arch could be used. Alternately, Pitch is strong enough to lift it upright as a last resort.

Ticktock is the heroes' best choice for re-installing the Lens. The Lens requires a DC 20 Craft (glassworking) check, the use of the *fabricate* spell, or something similar. Knowledge (engineering) provides a +2 bonus through the use of the Aid Another action. Installing the Lens takes 20 minutes less 1 minute for every point of difference between the Craft check result and the DC, to a minimum of 5 minutes.

ACTIVATING THE FOUNTAIN (EL 10)

Once the Arch is lifted upright with the Lens installed successfully, the Fountain is almost ready. Inscriptions on the front of the Arch in the language of Istar (Decipher Script check DC 30 or *comprehend languages*) explain the use of the Fountain. When the light of the dawn appears over the stone steps to the east (usually an hour after daybreak in summer, half an hour or less in winter) the Lens will catch this light and focus it into the lake. This will awaken the Fountain of Renewal, which will be active for as much as an hour afterwards before the sun is too high.

At night, when the stars are visible, starlight is focused through the Lens, causing the lake to become illuminated and provide secondary benefits. This function of the Fountain will not occur until after the light of dawn has awakened the lake for the first time.

When all of the conditions for activating the Fountain are met, read or paraphrase the following:

The light of dawn bathes the swamp in its soft, pink radiance. For a short time, the Arch of Light remains in the shadow of the stone steps, until finally the first glimmer of light falls upon the Great Lens of Solinari. The effect is immediate—the lens catches and

holds the dawn, the flawless glass filling with brilliant white light. A heartbeat later, a shaft of scintillating energy lances from the Lens with an audible hum of power, and strikes the green-black swamp water of the lake.

The water churns and froths, as centuries of muck and slime boil away to the outermost edges of the lake. A halo of light rises phoenix-like from the surface of the lake, bringing with it a spray of water over fifty feet high. A rainbow forms in the fountain, creating a pathway of multicolored light from the bottom of the Arch to the edge of the column of dancing water. All around the fountain proper, smaller plumes of water dance to the chorus of divinity.

A sinuous, dazzlingly beautiful creature coils its way from the Fountain's gleaming depths and onto the shore at the edge of the rainbow path. It has the head of a woman and the body of a snake, yet there is no malice in her countenance. Her scales ripple with colors in time with the fountain.

"Noble ones," she says, in a voice that echoes the ages. "I am Esmani, one of the guardians of the Fountain. By the Blue Phoenix and the Light of the Gods, I thank you for restoring this shrine."


Activating the Fountain has restored Esmani's memory of who and what she is. Although she is thankful, she nevertheless has a role to play now, and must protect the Fountain from those that would abuse it. Esmani asks the heroes to tell her what they have brought to be renewed, who shall be redeemed, and what shall be made whole again. The obvious answer is the *Tears of Mishakal*. However, any character in need of atonement for sins committed that have caused him or her to lose access to class abilities or spells is a good candidate.

Creature: To gain access to the Fountain, a character must approach the rainbow path and stand before Esmani. The guardian naga asks what they seek. Bluffing or evading the truth with Esmani is difficult (Sense Motive bonus +18) and if she feels that the character is insincere or unwilling, she will warn him to turn away. Attacking her will result in her swift and immediate response (either spitting poison or a *lightning bolt*).

☞ **Esmani, guardian naga:** hp 93; see *Monster Manual*.

Development: If the heroes attack Esmani for some reason, her two sisters Nazid and Pilofina will arrive in 3 rounds, having felt the pull of the Fountain from the depths of the swamp. If the PCs have already met them and defeated them, the nagas are once again whole and healthy. They also look like guardian nagas now, rather than spirit nagas. Both nagas will join Esmani in defending the Fountain.

If the heroes do not attack Esmani and answer her question truthfully, she lets them pass. They find that they



can walk up the rainbow path to the fountain, and bathe the *Tear of Mishakal* directly in the watery column. The jewel's malevolent green-black light fades and changes as the waters wash away the stain, leaving behind a pale blue gem that is the exact twin of the other *Tear*. The character that washes the tear has a sudden, intense feeling that something else has happened, too—unknown to the heroes at this time, ridding the *Tear* of its corruption has also weakened Lothian's hold over Kayleigh, the elven spirit. (More will be revealed in Chapter 6.)

Once the *Tear* has been redeemed, read or paraphrase the following:

Once again Esmani, the serpent guardian, speaks. "You now carry the power of great healing and powerful change," she says. "Plague and sickness fall away from the light of these jewels. The plague that has struck the Great Moors will have no hold over you, nor over any for whom you bring this light."

Esmani looks over at the great Dragonlord, curled up on the stage of his theater, almost a statue. "Some infections are far deeper than they appear, however. Mohrlex, lord of the Great Moors, your time is ending. The *Tears* alone cannot save you. What say you, dragon?"

The dragon's eyes, barely capable of opening for the bony scales covering his head, turn to rest on Esmani. "I am no victim," he says, his voice deep and labored. "It was all my own doing. I am no right and just ruler. I am but a part that is played out at the mercy of the gods and of fate. But for the selflessness of the smallest of my subjects, I would already be dead. I deserve it, for they deserve better than mad, venomous Pitch."

Esmani turns again to you, and speaks. "The waters of the Fountain may undo what has been done. A chance to remake one's life in the mirror of one's past. But, the dragon cannot do it alone. He needs an advocate, one who will bring the *Tears of Mishakal* once again to the purifying waters."

The player characters have an even greater decision to make. Esmani is asking one of them to bring the *Tears* to the Fountain so that Pitch might bathe in its waters and be cured. If they do not, and feel that he must be allowed to die, then nobody else steps forward to do so. Pitch, the Dragonlord of the Great Moors of Nordmaar, takes a last breath upon his stage and dies.

If on the other hand the heroes agree to help the dragon, they will need to convince Pitch to enter the fountain. This will not be difficult, especially if he sees that they want him to live. Esmani asks that they plunge the two *Tears* into the lake while Pitch crawls slowly to the rainbow path. If this is done, the waters are shot through with motes of blue light as the dragon slides his enormous,

plague-ridden body into the Fountain. Read or paraphrase the following:

Mohrlex disappears beneath the waters of the lake. The Fountain of Renewal dances within a halo of divine light, carrying the energy of the blue jewels along its length. Then, with a primal cry, the dragon breaks the surface of the water, lifting his long serpent-like head and neck up into the Fountain. The bony scales fall away from his body like a foul husk. In the light of dawn, the dragon's scales are no longer the dull coal black they once were. Now, they are the gleaming silvery-black of polished lead, each scale rimmed in blue.

"Is is done, the naga says, smiling. The wyrm has accepted his fate, and Pitch is no more."

With the help of the heroes, Mohrlex has finally been healed of both the sickness of Sable's bakalian plague and the morass of corruption deep within him. Conflicted over his feelings for his "subjects" and the lands he has claimed, he has chosen nobility over tyranny. What becomes of the dragon in the wake of his redemption is a matter for the future.

The *Tears of Mishakal* can be used handily to remove any lasting effects of diseases from any of the heroes or from NPCs such as Master Yap. The kobold will once again be in the heroes' debt, but he is also fascinated by the events of the past few hours, unsure what exactly to make of them. Note that Master Yap will not enter the Fountain, even if the heroes choose not to heal him.

SAYING GOODBYE TO THE MOORS

With the *Tears of Mishakal* purified, the dragon Pitch's fate realized, the treachery of Barathrutus eliminated, and the Fountain of Renewal once again restored, the heroes' time in the Great Moors is very nearly done. Now, they have to find their way to the Dragons' Graveyard, taking with them the *Scroll of Stellar Path*, the *Key of Quinari*, and the *Tears of Mishakal*.

Mohrlex, the redeemed black Dragonlord of the Great Moors, grants the heroes clemency and hospitality for the duration of the time in his realm. He offers his wyverns to the heroes, saying that the winged drakes can easily carry the party of adventurers to the northwestern border of the Great Moors and drop them at the edge of the Horselands. From there, it is only a few days' journey to Wulfgar, a walled city that Mohrlex knows is a haven for Solamnics. They are sure to learn more about the Dragons' Graveyard.

If Pitch is dead, the guardian nagas make the same offer to them that he would have—compelling the wyverns to take them to the Wastes. They ask the heroes to make sure that the Fountain remains a secret for the time being, so that the land can heal around it.

Ticktock and Cogsworth decide to remain in the Moors, perhaps to use Picketville as a place to work and

eventually recalibrate the Clocktower. They are as curious as anybody to see what comes of the dragon.

Master Yap, as always, chooses to remain with the player characters. Now that the party is in Nordmaar, he knows that he is closer than ever to the Betrayer's army. The kobold is not sure how that will end up, but he is still holding all of his cards very close to his chest. (If the heroes don't heal him, the naga will.)

EXPERIENCE AWARDS

Finding and restoring the Fountain of Renewal and purifying the *Tears of Mishakal* is one of the major goals of this adventure, bringing the characters closer than ever to their eventual destination at the Dragons' Graveyard and

resolving plot elements that have been in play since the earliest chapters of the campaign. This is equal to a major party goal (see page 193, *Dragonlance Campaign Setting*.) Reduce this amount if the heroes relied too much on NPCs or outside help. There are also many opportunities for roleplaying awards in addition to XP from encounters.

Assisting the black dragon Pitch in freeing himself from his diseases (both actual and metaphorical) and giving him a renewed chance to be a true ruler of his people constitutes a minor party goal. Although it is by no means necessary for this to have happened, it is especially significant given the overall themes of this adventure and of DRAGONLANCE as a whole.



6. GHOSTS OF THE PAST

Now that the heroes have purified the corrupt *Tear of Mishakal*, their next destination is Wulfgar. In that fortress city, they will regroup and acquire the last bit of information they need to locate the Dragons' Graveyard. Getting to Wulfgar will be an ordeal, however, as Caeldor the Betrayer has gathered an army of undead in the name of Chemosh, the Lord of Bones, and the army lies between the heroes and their goal.

This chapter also reintroduces a number of old and familiar faces, from the Betrayer himself (last seen in flashback sequences in *Key of Destiny*) and the Brass Tiger Company (from Chapter 4), to an elven prince whose role in this adventure is but a foreshadowing of events to come.

Current Date: 16th day of Mishamont (Winter) [This assumes 5 days have passed between arriving in Nordmaar and leaving the Great Moors]

Phases of the Moons

Solinari: 5th day of Waning, Last Quarter.

Lunitari: 5th day of High Sanction, Full.

Nuitari: 2nd day of High Sanction, Waning Gibbous.

The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible effect the moons may have on spellcasters.

DEATH IN THE HORSELANDS (EL II)

This encounter occurs shortly after the heroes leave the Great Moors. If Mohrlex or the guardians of the Fountain of Renewal have provided wyverns for the heroes, the creatures drop them a mile from the edge of the swamp and fly off. If the heroes find their way here under their own power, run this encounter once they have left the Great Moors behind them.

Read or paraphrase the following:

Wind gusts over the sea of short grasses, bringing the smell of smoke. Some distance away, thick black clouds curl upwards from row after row of blackened wooden stakes. There is no sound, no other movement, until several figures pull themselves up from the pyres and stumble in your direction. They appear to be on fire!

A war party of Huitzitic horsemen fell upon a group of undead recently and staked them all to the ground, setting them alight in the traditional fashion. Chemosh's power is great here, however, and his undead are not so easily dispatched.

Creatures: These figures are ankholian wights, undead creatures infused with extraplanar energy that causes their bones to glow with a sickly green light and their flesh to burn with a greenish flame. They are signs of worse things to come.

☞ **Ankholian wights (8):** hp 26; page 189.

Tactics: These creatures have a breath weapon of soul-chilling green flame and are capable of draining life with each slam attack. They have a poor grasp of tactics, however; each wight closes with a target and attempts to eliminate him or her.

Development: The nature of these undead can be determined with a DC 30 Knowledge (arcana), Knowledge (religion) or lore check. Success indicates that the character knows something of the background of ankholian undead, that they are related to the same abyssal power that creates fire shadows, and are very rare indeed.

Once the heroes defeat the ankholian wights, they will find evidence of local superstitious warnings and wards against both evil and the risen dead all around the area. Unfortunately for the Huitzitic nomads, none of these protections have power over the Betrayer's army.

ONWARDS TO WULFGAR

Once the heroes have dealt with the burning undead, they can set off northwest for Wulfgar. Although there are no signposts or trails in the Horselands, a DC 15 Survival check is sufficient for the heroes to find their way. Pitch (or the guardian nagas of the Fountain, if Pitch is dead) would have given the player characters enough information that their route should be more or less a straight line.

If the heroes want to explore, you may need to create a number of side trek adventures for them. Locations of interest in the area include Robann, to the south on the border with Teyr; the city of Teyr itself, in the southwest; Mt. Brego, in the Asitvar Mountains to the west; or the Great Moors behind them to the east. Dungeon Masters should make use of the information found in the *DRAGONLANCE Campaign Setting* or the *Age of Mortals* sourcebook for more information on ruins, geography and encounters in this part of the world.

THE HORSELANDS OF NORDMAAR

The broad, grassy prairies of western Nordmaar are home to nomadic riders, members of the Huitzitic tribe, cousins to both the Xocnalic of the Great Moors and the tribes of Khur. The nomads have only one fixed city, Wulfgar, built with the assistance of the Solamnic knights. There, the Khan of the Wastes holds his winter court while his people spend the cooler part of the year in the lowlands near the Great Moors. In the spring and summer, the Huitzitic move westwards to the slopes of the Astivar Mountains, where their horses foal and the nomads themselves can avoid the worst of the sweltering temperatures.

The Horseland people are fiercely independent, but they have spent the better part of the last few hundred years fighting occupying forces, invading dragons, and hordes of shadow wights boiling forth from the will of Chaos. Although ties to Solamnia have recently been reformed, the Huitzitic are still a suspicious people. The

King of Nordmaar holds nominal sovereignty over the Huitzitlic, but it is to the Khan that the riders look, and right now the Khan is young, reckless, and aggressive.

HISTORY OF THE HORSELANDS

Nordmaar began thousands of years before the Cataclysm as a collection of tropical islands north of Ansalon, settled by sea-going nomads. Estranged from the mainland, the nomads cultivated a unique culture all their own. They lived in small tribes, migrating from island to island, and warring with one another over precious resources. Over time, permanent settlements were established.

When the Fiery Mountain struck Istar, the entire continent was split down the middle and much of Ansalon sank beneath the waves. The devastation in Nordmaar was no less tragic. Tsunamis swept the islands and quakes shook the earth. Unlike the rest of Ansalon, the people of Nordmaar watched a new land rise from the waves, land that had been at the bottom of the ocean since the creation of the world.

In 72 AC, the legendary Solamnic explorer and Knight of the Sword, Janothon Wicturn, traveled to Nordmaar and made first contact with the nomadic horsemen of the steppes. The knight's diplomatic manner, self-confidence, attention to tribal customs, and respect for culture won for himself and the Knights of Solamnia the respect and admiration of the Horseland nomads and the rest of Nordmaar. By the time Sir Wicturn passed away in 97 AC, Solamnic relations with the nations were strong and the walled fortress of Qwes had been established at the edge of the plains. Most of the leaders of the smaller Nordmaar tribes swore fealty to Cuichtalic, the chieftain of the Quintalix, calling him king; the Horseland nomads were no exception. This resulted in a unique semi-nomadic nation of feudal lords and chieftains that flourished in the Age of Despair, even as other nations struggled.

Through years of invasion and occupation, the Horselands endured. The nomadic Huitzitlic suffered greatly at the hands of the Dragonarmies, the Knights of Takhisis, and the horrors of Chaos. Their people experienced great losses, and many of their finest equine bloodlines were lost. The true horses of Nordmaar are now much prized, while the bulk of the nomads' mounts are crossbreeds introduced from Khur and Solamnia.

When draconians rebuilt the dwarven ruins of Teyr and claimed the lands southwest of Nordmaar, a long-established hatred for the former minions of Takhisis led to immediate suspicion on the part of the Nordmen. Draconian spies were rumored to have infiltrated even the mighty walls of North Keep. By the time the gods had returned and the War of Souls was over, Nordmaar knew that in order to rise again as a power in the north it would need to re-establish ties to the free peoples. What they fail to understand is that the draconians are their greatest potential ally against the evil encroaching upon the nation.

TRAVEL IN THE HORSELANDS

Important Rules: Overland Movement, **Chapter 9: Adventuring** in the *Player's Handbook*; Survival skill,

Chapter 4: Skills in the *Player's Handbook*.

The Horselands are trackless warm plains with little to no undergrowth. There are no settlements or farms in the Horselands, so travelers must hunt and forage. Fresh water is usually available, and following any period of rain there are pools and streams that can supply water suitable for drinking.

The following outlines the time it takes to travel between key locations in the Horselands:

Great Moors to Qwes (25 miles)

Walking (20') 2 days

Walking (30') 1½ days

Horseback 1 day

Qwes to Wulfgar (15 miles)

Walking (20') 1 day

Walking (30') ¾ day

Horseback 3 hours

FEATURES OF THE HORSELANDS

Nordmaar is one-third jungle, one-third swamp and one-third highland plains. These plains—the Horselands or Southern Wastes of Nordmaar—stretch from the Turbidus Ocean in the northwest and the Astivar Mountains in the west to the Great Moors in the southeast and the Sahket Jungle in the east. To the south lies the new draconian nation of Teyr, occupying the formerly barren stretch of wasteland leading to Kern and Neraka. Although the presence of the draconians has given rise to much fear and suspicion, they are actually keeping the Knights of Neraka and the ogres out of Nordmaar.

WEATHER

Nordmaar is a tropical region where the temperature remains fairly consistent, even into the winter months. Up in the higher elevations of the Horselands, persistent wind and light rain lasts for weeks at a time, especially in the winter months. These conditions are enough to keep the land hospitable; they also act as a kind of greenhouse, keeping weather warm despite the higher altitude. Closer to the Great Moors, the rainy season lasts longer, though when summer arrives the lowland floodplains become unbearably humid, driving much of the wildlife west along with the nomads.

Apart from the heat and occasional thunderstorms, Nordmaar has little significant inclement weather. The exception is the Cape and the steamy jungles along it. There, in contrast to the Horselands, frequent tropical storms and monsoon rains come off the Courrain and drench the region, making it one of the wettest areas in Ansalon.

FLORA AND FAUNA

The Horselands, like the grasslands of the Kern peninsula, are wild and untamed and home to many forms of life. Unlike Kern, however, reptilian creatures are far less common. Instead, the bulk of the animal population

in the short-grass prairies of the Horselands consists of mammals and birds. Predator and prey are found in proportionate numbers: coyotes, wildcats, and ankhegs hunt antelope, geese, and giraffes. Rhinos and wildebeest are common in the lowlands near Teyr and the Great Moors. Dire animals—larger and more primeval versions of standard animals—are frequently encountered.

The Horselands are a short-grass prairie, so most vegetation is low to the ground and features an extensive rootstock that can survive summer wildfires and extensive soil degradation. Herbal flowers, shrubs, and vast stretches of grain-producing grasses cover the land from east to west. Close to the Astivar Mountains, the vegetation gets tougher and sparser. Near the Great Moors and the Shadowglades, thicker fields of grass and trees are common.

RANDOM ENCOUNTERS

The chance of a random encounter during the day is 10% for the morning, midday, and afternoon, and 15% chance during the evening and at midnight. In the warm plains terrain, encounter distance is usually 6d6 x 40 feet. Concealment is next to impossible in the shorter grasses, with only occasional rises and falls in the land providing any cover; sufficient ranks in Survival will enable characters to make use of camouflage.

Die Result	Creature Encountered	Average EL
01-15	Displacer beast pack	13
16-25	Chimera flight (1d6+6)	12
26-40	Gnoll warband	11
41-55	Digester pack (1d6+4)	11
56-70	Plains nomads	11
71-85	Undead warband	12
86-00	Gorgon herd (1d4+3)	13

Most encounters are standard; statistics may be found in the *Monster Manual* or are described below:

Displacer Beast Pack

This encounter consists of a single displacer beast pack lord and 1d6+4 displacer beast females. The pack typically roams at night; if found during the day, the heroes have unwittingly come across a den (an underground cave lair with access to the surface) and the displacer beasts will fight to protect their young.

Gnoll Warband

Unlike the jackal-featured gnolls of the Desolation, the gnolls of Nordmaar are the standard hyena-featured nomads of the *Monster Manual*. A gnoll warband consists of 2d6 gnolls, three gnoll sub-chieftains (fighter 3) and a gnoll warchief (fighter 6). The characters will more than likely encounter scouts first (1d4 gnolls), followed by the rest of the band.

Plains Nomads

This encounter consists of an elite war party currently scouring the Horselands in search of undead: 2d6 riders

(human warrior 4), 1d6 champions (human warrior 6) and the chief rider (human ranger 6). Because the undead have been so prevalent in the past month, these are highly skilled warriors suspicious of any outsiders. Diplomacy and shows of cooperation will head off any major confrontation.

Undead Warband

The Betrayer's army is gathering around the ruins of Qwes, but smaller warbands of undead have been marauding through the Horselands as well. This encounter consists of 2d6 wights mounted on skeletal steeds and armed with lances and longswords. They are led by a skeletal warrior ranger (see **Appendix Two**, p. 191). They attack without provocation, even in daylight, hoping to deliver more souls to Chemosh.

EVENTS IN THE HORSELANDS

The first of these events may be run at any time. The other two should happen sequentially, when the heroes are close to Qwes.

WILD HORSES

Important Rules: Handle Animal skill, **Chapter 4: Skills in the *Player's Handbook***.

Run this event if you feel the characters are having difficulty traveling by foot, or if you would like to give rangers, druids, or other characters a chance to use their animal handling skills.

Read or paraphrase the following:

As you crest a low rise and look out over the next stretch of grassland, you see movement in the distance. It is a herd of horses, fine sleek animals quite unlike the powerful destriers of Solamnia or the thoroughbreds of Khur. These horses possess an uncanny grace, as if the gods had taken gazelles or antelopes and married them with ponies. They are the legendary wild horses of Nordmaar, rare and valued and as fast as the wind.

Independent and willful, these Nordmaarian horses present a challenge to any who wish to master them. The horses begin at standard encounter distance for the plains, and are moving parallel to the heroes. They must first be caught, which could require the use of a lariat (treat as a net, but apply a non-proficiency penalty of -4, or -2 if the character has at least 5 ranks of Use Rope skill; success on a ranged touch attack entangles the horse) or spells such as *calm animal* or *hold animal*. You can require that the heroes come up with a means of surrounding or running interference on the horses, or simply try to keep up with them.

If the horses are restrained, a character can attempt to acquaint himself with the animal with a DC 25 Handle Animal check. Apply a -2 penalty for each instance of

poor treatment on the animal (using offensive spells, deliberately trying to hamper the horse other than with ropes, etc.). This process takes at least 10 minutes.

The horses will then be responsive to being taught the general purpose Riding trick, which for the purposes of this adventure can be done in 6 hours with a DC 30 Handle Animal check. This “crash course” only conditions the horses to a single rider (either the trainer or another character), until additional time is later allotted to training the horse fully. Note that any rider will need to “push” the horse if he wants to have it enter combat or perform any other trick not covered by the Riding trick.

Creatures: Nordmaarian horses are considered light horses in all respects. They are capable of sprinting once an hour at 5 times their Speed (300 feet) when making a charge (similar to a cheetah). Remaining on a sprinting Nordmaarian horse when it sprints requires a DC 20 Ride check. Failure means the character tumbles backwards off the horse and takes 2d6 damage from the fall. A trained Nordmaarian horse can fetch as much as 500 stl, especially in a city like Wulfgar.

SCOUTS OF THE BETRAYER (EL 11)

This event takes place an hour or so before dusk, so you may wish to structure the travel leading up to this point in such a way as to have the heroes arrive in the late afternoon. Five miles from the ruins of Qwes, the party runs into one of the Betrayer’s advance scout units.

Read or paraphrase the following:

Some thirty or forty yards away, the grasslands dip into a shallow valley that runs about a quarter of a mile north to south. Loose mounds of earth and shale are piled near the point at which the ground slopes downward. The jangle of saddle gear and armor and a low, unnatural rasping sound can be heard from the slope.

In the fading afternoon light, the source of the noise comes into view. A skeletal horse and rider flanked by a pair of spectral cats as large as ponies rides out of the gorge. Each cat fades in and out of sight, sniffing at the ground, while the horseman’s empty eye sockets search the horizon.

The mounds in front of the ravine are freshly dug graves, part of the Betrayer’s efforts to create a network of *unhallowed* zones across the Horselands. At this point they are inactive, and the corpses in the graves are not animated. Each is a Huitztilic nomad slain in battle by the Betrayer’s forces.

Creatures: This scout unit consists of a skeletal warrior ranger, his skeletal steed, and two bezekira (hellcats) sent by Chemosh as part of his fiendish contingent.

- ☞ Skeletal warrior ranger: hp 60; page 191.
- ☞ Light warhorse skeleton: hp 25; page 191.
- ☞ Hellcats (2): hp 60; see *Monster Manual*.

Tactics: The heroes will have only a moment to make a decision, for the cats (and the skeletal warrior) will soon realize they are there. Once this happens, the skeletal warrior will send the two hellcats charging forward to intercept the heroes while he positions himself for his own attack. If the battle seems to go poorly, the skeletal warrior will spin about on his horse and ride off, leaving the hellcats to deal with the player characters.

Development: If the heroes investigate the grave mounds, allow them a DC 30 Knowledge (religion) or Knowledge (arcana) check. A success on Knowledge (religion) indicates that the mounds are intended to be made *unhallowed* as part of a dark ritual of Chemosh. Knowledge (arcana) indicates that the pattern and placement of the mounds suggests a larger network, which could at some point in the near future activate simultaneously and produce a powerful necromantic charge. Successful use of bardic knowledge or another lore-based ability may give similar results.

If Master Yap is with the party, he seems very interested in the possibility of a broader effect being rendered (i.e. the Betrayer having a bigger plan). “Something as large as this... Nuitari’s tail, the possibilities are endless.” He then smiles weakly, baring sharp teeth. “My apologies,” he says. “A force of habit.”

SEEDS OF TREACHERY (EL 8)

This event only occurs if Master Yap is with the party, although with some minor modifications it could be used with any other traitor or antihero NPC that you like. It takes place only a mile or two from Qwes, some time before sunset.

Read or paraphrase the following:

The sun is low and heavy in the western sky, and your shadows stretch long across the grasses of the Horselands. Master Yap, the kobold wizard, shuffles along to one side, poking at every clump of dirt or unturned rock. His scaly lizard nose, peeking out from under the black hood of his robes, sniffs and snorts as if he has caught the scent of something.

A few minutes later, the scruffy mage stops, looks about, and then announces, “Hmm. Yes. This is probably it.” He produces a small nail, made of blackened iron, partially crusted with earth. “Are you watching, priest?” he says to the ground below him. “I don’t know how long this will hold them off.” With that, Master Yap pokes the nail into the soft earth of the grasslands.

A tremor ripples out from where the nail was pushed in. Grasses shake and the earth seems to quiver. An instant later, skeletal hands force themselves out of the dirt like a field of bony saplings.



Master Yap deduced earlier that the Betrayer's entreaties to Chemosh were making the surrounding land a nexus of untapped necromantic power. He has deliberately led the heroes to the site of an old battlefield, one that has an effect resembling an *animate dead* spell partially prepared upon it.

While his fondness for the heroes has been growing, the kobold's desire to know more about this power the Betrayer is gathering eclipses any personal feelings he has for them. In his heart, he doesn't believe the heroes will have too much difficulty with the skeletons, and it gives him time to get away.

Creature/Trap: Master Yap's *iron nail of iteration* (see Appendix One, p. 169) has indeed brought the attention of the Betrayer, who springs the skeletons upon the heroes.

☞ **Master Yap:** hp varies; page 182.

☞ **Field of Skeletons:** CR 7; magical; location trigger; onset delay 1 round; automatic reset; Atk +10 melee (6d4, claws); multiple targets (all targets in 240-foot by 240-foot area, rolled separately); Search DC 28; Disable Device DC 28.

Notes: The battlefield is 240 feet in diameter, and it will take a single character moving at full speed (assuming 30 feet unencumbered movement) 2 rounds to get out of it. The skeletons take a full round to pull themselves out of the earth, but after that each round the heroes are in the affected area they will be swarmed with the grasping, slashing claws of dozens of undead. The skeletons are rooted in place, but many occupy a single square.

A character that does nothing in a round except take a full attack action can make a single attack roll against AC

16 to stave off attacks into his area until his next round. Area effect spells that deal at least 20 points of damage can clear a path through the field, although the skeletons will replace those that are lost in 1d4 rounds.

Casting spells after the first round in the field requires a Concentration check, just as if the character were sustaining continuous damage (DC 15 + half damage dealt last round + spell level).

Pulling the *iron nail* out of the earth won't have any effect on the skeletons; its magic is already expended. The *nail* radiates a faint aura of necromancy.

Development: Master Yap turns and runs as soon as the field of skeletons attacks. If he is the target of a ranged attack by one of the heroes, the skeletons that leap from the earth in his wake effectively provide him with cover and, after the second round, he will be clear of the skeletons. At that point he casts *teleport* on himself and is gone (he has sent himself to the Betrayer).

If the heroes are able to drop Master Yap in the first attack, the Betrayer will step in and have him transported out. It's possible that you feel this should be where Master Yap's story ends and, if that is so, the tragedy will be that he let his urges take him over. On the other hand, letting him get away opens up further developments in his story for use later.

Ruins of Qwes

These ruins are the location of a major confrontation between the heroes and the army of Caeldor the Betrayer, a priest-lich from the lost valley of Hurim. The Betrayer has amassed his army of undying spirits and fiendish servants

in Chemosh's name, intending to strike into Estwilde and further west, seeking out the dark mystic Lothian. The heroes stumble into the midst of his gathering power, bringing with them relics that may turn the tide of the coming conflict.

Qwes is quite an undertaking, even with the *Shard of Light* and the *Tears of Mishakal* in the characters' possession. The Betrayer himself, his skeletal warrior lieutenants, and army of undead pose an overwhelming threat. The heroes won't have to take them on directly or for long, however—they will get assistance from a quite unexpected quarter.

HISTORY OF QWES

Qwes was once a Solamnic outpost, built in the 2nd century of the Age of Despair. An otherwise ordinary stone fortress, the outpost was home to a circle of Solamnic knights, their squires, retainers, and two companies of men-at-arms: one of archers and one of footmen. Being so far from Solamnia, the bulk of the men-at-arms were actually Nordmen, recruited by the knights to serve as allies in the defense of their country from the ogres of the Khalkists.

For a hundred or more years, Qwes served as a way station for Solamnic caravans, a place for young Nordmen to train as elite footmen or archers (they were already expert cavalry), and a relatively cozy assignment for young knights, many of whom came from noble families forced to leave Solamnia in the dark years following the Cataclysm.

It was just such a body of knights and men-at-arms that witnessed, in the summer of 348 AC, one of the first and most violent attacks of the War of the Lance. The Red Wing of the Dragonarmies struck north from Neraka, surging into Nordmaar on its way to take North Keep. Phair Caron, the Red Dragon Highlord at the time, used it as an opportunity to test the effectiveness of the draconian strike units and her red dragons. The battle was over almost before it had begun, as searing flame and deadly kapak blades made short work of the unsuspecting Solamnics.

So quick was the destruction of Qwes, the Highlord failed to even notice the Solamnic presence there. She moved on to North Keep, sending her Highmaster Rivven Cairn to Wulfgar and leaving Qwes in smoking ruins. Over the years, the horror of the attack has caused the ruins to acquire spectral traits that manifest at night, and the unnatural aura surrounding the ruins has kept animals from lairing inside them or plants from growing around them. They have never been rebuilt or reclaimed, and are avoided by nomadic horsemen and Solamnics alike.

APPROACHING QWES

The ruins of Qwes are located en route to Wulfgar, so the heroes are likely to come upon them if they travel by land. If they are airborne for some reason (by use of overland flight spells, flying mounts, and so forth) they will still come within range of the airborne elements of the Betrayer's forces.

When the heroes are five miles from Qwes, run the event **Scouts of the Betrayer** on p. 133. When they come closer, between one and two miles away, run the event **Seed of Treachery**, assuming Master Yap is still with the heroes. The only major event that occurs at the ruins of Qwes themselves is the assault by the Betrayer's forces.

FEATURES OF QWES

Qwes is a two-level stone ruin that occupies the same space as its own spectral manifestation. This ghost-Qwes is a spiritual remnant of the original building prior to being attacked by the Red Wing.

At night, when the sun drops below the horizon, this ghost-Qwes manifests. It acts like the *ghost touch* weapon or armor quality in that incorporeal creatures cannot pass through the ghost walls, even though corporeal creatures can. Characters fleeing from a wraith, for example, could run through a ghost wall and be protected from the wraith, which would be unable to pass. Characters with *ghost touch* weapons or armor will find that the weapons and armor cannot pass through the ghost walls.

The following is also true of the ruins of Qwes:

- Ruin walls are rough stone masonry (hardness 8, 90 hp/10-foot by 10-foot section, generally 1 foot thick around turrets and 5 feet thick in walls, Break DC 35, Climb DC 15). Ceilings are 15 feet high.
- Ground level floors are flagstone and present no movement difficulties. Upstairs floors are partially reinforced wood (hardness 5, 15 hp/5-foot by 5-foot section, 6 in. thick, Break DC 25).
- All doors are good wooden doors (hardness 5, 15 hp, Stuck DC 16, 1-1/2 in. thick).
- All rooms are unlit unless open to the outside.
- Continual *unhallow* and *dimensional anchor* effects are in place (caster level 15th).

OUTSIDE THE RUINS

Qwes is surrounded by about a mile and a half of open plain, with several large boulders and rocks clustered at a distance of thirty yards or more to the north and south of the ruins. These appear to be remnants of outbuildings or watchtowers, and are 20 feet tall and 30 feet in diameter. The rock clusters are partially hollow, and can hold up to 4 Medium, 8 Small, 32 Tiny, 128 Diminutive or 256 Fine creatures, while also providing cover.

The immediate area around the ruins has been seeded with skulls of various sizes, from gnome and kender skulls to those of larger animals—horses, bison, even a handful of behir skulls. They form a 10-ft. wide ring that runs around the entire structure and empower the *unhallow* and *dimensional anchor* spell effects that are continually operating (caster level 15th). If the heroes eliminate at least a 10-foot by 10-foot section of the ring of skulls, the spells will cease to operate.

KEY TO THE RUINS

The following information summarizes key details about significant locations in the ruins themselves. The external features of the ruins (surrounding terrain, etc.) are covered



in *Outside the Ruins*, above.

Because of the collapse of sections of the fortress, the ruins are open to the outside air. Specifically, only the west, northwest, and northeast tower stairs are not exposed to the outdoors; all of the other rooms either have a section of wall missing, an open ceiling, or both. At night, the spectral manifestation of Qwes fills in these gaps with ghostly masonry and wood, preventing incorporeal creatures from entering the outpost.

None of the rooms described contain fixed encounters or treasure. All opposition to the characters in this section of the adventure comes from the Betrayer; Qwes is the backdrop against which the scene is played out.

QW1. GREAT HALL

This is the largest room on the lower floor and was once the main gathering area for the outpost's residents. Here, the knights and their men-at-arms would eat, congregate, and assemble. Four great wooden tables and sixteen benches, all scorched and brittle from the assault on the outpost, lie scattered about. At night, ghostly versions of the tables manifest in the hall, lined up evenly along the walls, with an open aisle through the middle. A trio of chairs, marked with Rose, Crown, and Sword, stand against the southern wall near a low table, unravaged by fire.

The ceiling is missing at the southern end of the room, leading up to QW7 and letting in light.

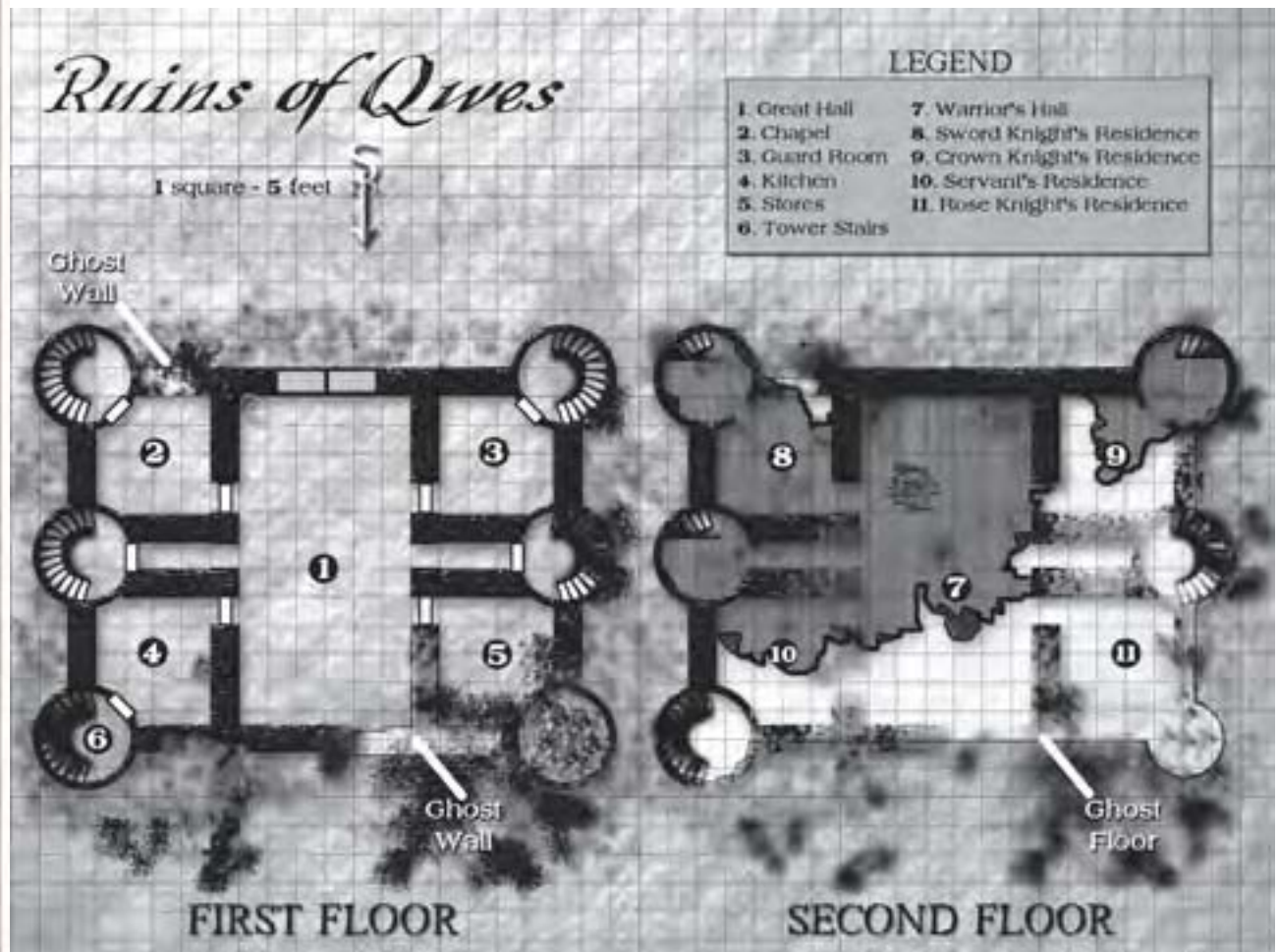
QW2. CHAPEL

The northwest corner room was dedicated as a chapel and remains sanctified despite the horrors of the fortress' destruction. The *unhallow* spell that floods the entire ruin has no hold over this chamber; indeed, this room, with its altars to Paladine, Kiri-Jolith, and Habbakuk, is considered to be under the effects of a permanent *consecrate* spell (caster level 15) dedicated to the three Solamnic patrons. Paladine's altar has no more power due to the god's absence from the pantheon, but any characters devoted to either Kiri-Jolith or Habbakuk will benefit further.

One corner of the wooden ceiling collapsed in the attack, and now a hole leads up to QW8. The northern wall was also knocked out, so this room opens directly to the outside.

QW3. GUARDROOM

The northeast corner room was set aside for those squires or men-at-arms assigned to guard duty. It has a round table, eight chairs, and a weapon rack (currently empty). At night, spectral versions of lances and swords appear in the weapon rack, useful only for incorporeal foes. The ceiling of this room was badly damaged in the Dragonarmy attack, opening it up to QW9.



QW4. KITCHENS

The southwest corner room was equipped with brick ovens, butcher blocks, a table, and several standing cupboards for use as a kitchen. With no cold store, it was primarily used to prepare and cook fresh food or grains from the area. Very little fire damage hit this room, although the wooden ceiling was partially destroyed, opening this room to QW10 above. This has resulted in a curious assortment of broken furnishings from the servants' residence scattered across the southern half of the room.

QW5. STORES

This was once a room for the storage of dry goods, barrels, and crates; the southeast corner room has been demolished. Chunks of rock and planks of wood make it impossible to get into this room or the one above it (QW11).

QW6. TOWER STAIRS

These stairwells are all in various states of ruin. The eastern, southeastern, and southwestern stairwells are either partially or completely destroyed; the others are merely blackened or burned.

QW7. WARRIORS' HALL

Located directly above the Great Hall (QW1), this large room is where the men-at-arms and soldiers of Qwes slept. Row upon row of cots and footlockers once took up the north end of the hall, with the other end set aside for ablutions and baths. Now, the southern half of the room is gone, blown away by red dragon breath weapon strikes, leaving it open to the air. At night, the ghostly outline of the walls, floor, and ceiling still reflect the original barracks.

QW8. SWORD KNIGHTS' RESIDENCE

This corner room is located over the chapel at QW2. When the outpost was occupied, this was the quarters of any Sword knights in residence at the fortress. Nothing remains of the room's former guests now beyond their old beds, which are just so much kindling in the corner.

QW9. CROWN KNIGHTS' RESIDENCE

This room is located above QW3, and much of the floor has long vanished. What remains of the quarters of the Crown knights is a sort of wooden platform sticking out of the stairwell door. This platform is dangerous to walk out onto, as very little is still supporting it. There is a 20% chance that any creature weighing more than 100 lbs that



stands on the platform will cause it to snap and crash to the floor below (2d6 falling damage, Reflex DC 18 half).

QW10. SERVANTS' RESIDENCE

Built above the kitchens, the servants' quarters are half-demolished, having long ago fallen through into QW4. There is very little in here now.

QW11. ROSE KNIGHTS' RESIDENCE

This room was given to the Rose knights that lived at Qwes to serve as their offices and bedroom. Once located directly above the storage room, the entire residence (and the upper section of its attached tower stairs) is now gone. Its spectral reflection is still visible at night.

THE ASSAULT ON QWES (EL VARIES)

The following section covers the Betrayer's attack upon the ruins of Qwes and the player characters. This part of the adventure should be treated much like a cross between a cinematic battle with overwhelming odds and a horror scenario as endless hordes of undead advance upon the heroes. The Betrayer shows up again in the next chapter, so his purpose here is to re-introduce his threat and provide some background to recent events.


This section offers much opportunity for heroic action and yet should be run with an eye towards its potential lethality. Heroes who make foolish decisions may end up falling before the Betrayer's army. Heroes who make heroic decisions may still suffer injuries or worse, but should get out alive.

SETUP FOR THE BATTLE

By the time the heroes reach Qwes, it will be dusk and the light will be fading rapidly.

Read or paraphrase the following:

The sun's ebbing light edges the distant Astivar Mountains in gold as it sinks below the horizon. A hundred yards away, on a low rise, a ruined fortress is visible, silhouetted against the gathering gloom. Its upper level has been blown away by some force, collapsing walls and leaving behind scorched rubble. Curiously, as the light recedes, a spectral outline of the fortress manifests, filling in the missing sections of the walls and towers with eerie silver-blue replacements.



All around the fortress, perhaps a hundred feet from the walls and spaced many yards apart, other smaller collapsed outbuildings and structures can be seen. None of these, however, has manifested a ghostly echo of their former selves.

Give the heroes some time to investigate further. Use the information in the **Key to the Ruins** section for more details about the ghost walls, the external rubble towers, and the layout of the tower. A DC 20 Knowledge (architecture and engineering) check will reveal that this fortress is Solamnuc in origin; DC 25 Knowledge (history) or lore checks will reveal that it was once the Solamnuc outpost of Qwes, destroyed by the Red Wing in 348 AC.

ENTER THE BETRAYER

Once you've determined that the heroes have had enough time, the Betrayer reveals himself. Read or paraphrase:

The warm evening air around the ruins grows sharply colder, as if a chill cloud had descended. An ill breeze catches in the narrow spaces in the rock piles, creating an eerie wail that comes from everywhere and nowhere. What little illumination there is—moonlight piercing through the ragged clouds—is muted. It is then that you notice the other lights appearing in the darkness—small red and yellow pinpricks that bob and weave in unison. With horror, you realize that they are the eyes of an army of undead soldiers. Appearing out of shadow before the unholy host, riding on a painfully thin black horse that spits flame and glowers in your direction, is a man you have only seen in half-remembered flashes of insight and history—the Betrayer, ex-cleric of Mishakal, current high priest of Chemosh. His face is completely concealed by an odious white skull mask, the rest of him clad in ivory-enameled armor. One chainmail-clad hand lifts, pointing at your group. “Life for unlife!” he bellows, and the army surges forward.

Only the corporeal elements of the army are visible at first: the Betrayer, the armored wights and four skeletal warriors mounted on skeletal steeds. The shadows and wraiths manifest soon after, hovering above the heads of the army like a wall of inky darkness. The odds look very unfavorable, and they are, as this assault should send a signal to the heroes that they should retreat to the fortress. Those who stand and fight may be overwhelmed in short order.

RUNNING THE BATTLE

Although it might be fun to run this battle with mass combat or skirmish rules, it can enhance the horror of the battle by having it become personal. The battle should

last only a few rounds before the heroes get the support of reinforcements. In that time, stress the desperation of the situation the heroes are in: they are surrounded by undead creatures led by a terrifying lich-priest bent on destroying them.

Use the following as a guide to the flow of events. Assume that if the heroes move about around the ruins, each wave of undead attacks them from out of the darkness in whichever direction makes the most sense.

1st Wave: The first wave of undead surge forward at the heroes. This wave consists of a company of fifteen wights, armored in banded mail, and their skeletal warrior commander. Divide the wights evenly among the heroes, set up into squads. Note to the players that the rest of the army is also moving forward, but that these wights are the closest to them at this point. The skeletal warrior sits the first round out, then charges on horseback for the second round. After three rounds, the second wave advances.

2nd Wave: The second wave is composed of shadows and wraiths. The shadows attack in the first round, with the wraiths hanging back until the second and third rounds. Any remaining wights coordinate with the shadows for flanking.

3rd Wave: The next push forward consists of a second company of fifteen wights led by a mounted skeletal warrior. Again, the skeletal warrior holds back in the first round. If additional undead from the first and second waves are still present, they regroup and gather behind the skeletal warriors for another charge.

Once all three waves of undead have struck the ruins—or if at any time the heroes look completely overwhelmed and in need of help—the cavalry literally arrives (see **Draconians to the Rescue**, below.)

THE BETRAYER'S TACTICS

Through each of the first three waves, The Betrayer takes command from the midst of the larger force. He is completely surrounded by a company of undead (15 wights, 10 shadows, 5 wraiths and a skeletal warrior) so he is difficult to reach.

The Betrayer does not engage any characters directly. Each round of combat, he casts spells to distract and impair the heroes, especially those who bear any of the divine relics of the campaign (the *Dragonlance of Huma* or the *Shard of Light*), or uses his rebuke/command undead ability to bolster the undead against PC turning checks. If he is attacked directly, such as with spells or ranged attacks, he singles out the offending hero and casts *flame strike* (which produces a roaring column of black flames from the ground). Heroes who somehow manage to close with the Betrayer are targeted by *blasphemy*.

Should the Betrayer become reduced to less than half of his total hit points, he withdraws, bringing along his cadre of undead as described above. If he is struck with (or otherwise becomes the target of) the *Shard of Light*, he departs immediately with all speed.

ORDERS OF BATTLE FOR THE ASSAULT ON QWES

THE following notes should be useful for those wishing to play this section of the adventure out as a mass combat or tactical battle. Although a more personal approach is encouraged, you should find this sufficient for writing up unit stats for your favorite mass combat system. Remember that the player characters are essentially singular hero units, so the battle will seem very one-sided until the draconians and Brass Tigers arrive.

THE ARMY OF THE BETRAYER

The Betrayer's army is divided into four companies of thirty soldiers. Each company is commanded by a mounted skeletal warrior. Fifteen of the soldiers in each company are wights in banded mail armor; another ten of the soldiers are shadows, with the remainder being wraiths.

- ☞ Caeldor, the Betrayer: hp 150; page 190.
- ☞ Nightmare: hp 45; *Monster Manual*.
- ☞ Skeletal warrior knights (4): hp 50; page 191.
- ☞ Light warhorse skeleton (4): hp 25; page 191.
- ☞ Wights (60): hp 26; *Monster Manual*, except AC 21 (banded mail) and damage 1d8+1 (longsword).
- ☞ Shadows (40): hp 19; *Monster Manual*.
- ☞ Wraiths (20): hp 32; *Monster Manual*.

THE DRACONIANS OF TEYR

Brigadier Haggizal's army consists of two units of 20 baaz warriors, led by sivak captains, and one unit of 12 kapak archers led by a bozak captain. One unit of

baaz is mounted on deinonychus (lesser meredrake) mounts. The brigadier and the sivak in command of the mounted baaz unit are mounted on megaraptors (meredrakes).

- ☞ Brigadier Haggizal, sivak commander: hp 72; page 190.
- ☞ Sivaks (2): hp 51; *DLCS*.
- ☞ Bozak: hp 26; *DLCS*.
- ☞ Baaz (40): hp 18; *DLCS*.
- ☞ Deinonychus (20): hp 34; *Monster Manual*.
- ☞ Megaraptors (2): hp 79; *Monster Manual*.
- ☞ Kapaks (12): hp 17; *DLCS*.

THE BRASS TIGERS

The remnants of the Brass Tiger Company have allied with the draconians of Teyr in the past week, having moved up through Teyr from Kern. Gwynneth Cordaric adds two units of 20 mercenary soldiers and a unit of 10 scouts to the draconian company. Each unit is commanded by a sergeant. All soldiers are mounted on light warhorses; sergeants are mounted on heavy warhorses.

- ☞ Gwynneth Cordaric: hp 65; see page 185.
- ☞ Brass Tiger unit sergeant: hp 15; see page 190.
- ☞ Brass Tiger soldiers (20): hp 9; see page 184.
- ☞ Brass Tiger scouts (10): hp 7; see page 190.

THE HEROES' TACTICS

Though they are outnumbered, the heroes have a range of advantages they can bring to bear that should let them survive the battle. Chief among these is the *Shard of Light*, which is deadly to the undead. The Betrayer concentrates his spells upon the character who bears this weapon. He will also become a target for the stronger undead, although a successful hit by the *Shard of Light* on any of the skeletal warriors or the Betrayer will drive them back.

The *Tears of Mishakal*, now that they can be combined, give the player characters a potent defense against energy drain, negative energy damage and injuries. The characters who bear these relics will similarly be targeted by the Betrayer, who is filled with hatred for the items that remind him of his former patron. If an unlucky character holds both *Tears* and bears the *Shard of Light*, the Betrayer will stop at nothing to eliminate him or her.

The ruins of Qwes themselves are one of the heroes' best resources. Because of the ghost-walls that manifest at sundown, the characters can run into the fortress while all but the skeletal warriors and wights are hindered by the spectral walls and floors. Indeed, the heroes can stand behind the walls and use ranged attacks and spells upon

the incorporeal undead with impunity until the creatures find a way in. The *unhallow* effect of the fortress works against the heroes somewhat, but clever players might find more ways to turn the situation to their advantage.

DRACONIANS TO THE RESCUE

The draconian nation of Teyr has been working hard in recent months to stem the tide of instability in the region, despite the often-hostile reactions from its neighbors. With Kern actively involved with the Minotaur Empire and Neraka struggling to regain its foothold on Ansalon in the wake of Mina's crusade, Teyr's best hope for external support has been Nordmaar. But the Nordmen hold a long-standing grudge against draconians.

Brigadier Haggizal is a grizzled veteran of many conflicts and he is committed to improving relations with the King of Nordmaar for the long-term benefit of Teyr. To this end, he has staged scouting missions into the Horselands, taking on some of the more dangerous threats in the area to aid the Khan of the Wastes. In the past week, he encountered the remnants of the Brass Tiger Company out of Kern and with their help has moved against some of the Betrayer's undead farther north.

Read or paraphrase the following:

A furious battle cry erupts from off to the left. Somewhere in the darkness, the sound of many armored and armed combatants swinging swords and raining arrows on the Betrayer's forces can be heard. Flashes of light and goutts of flame and smoke signal the use of spells, and in the random chaos that follows you see, to your amazement, that your new allies are draconians.

As the undead wheel and scatter to face this unexpected threat, the tattered yet proud banner of the Brass Tiger Company can be seen flying above the melee. It is proof that either the gods have excellent timing, or the mortal spirit of enterprise is far-reaching indeed.

Development: At this point, the heroes have an opportunity to withdraw from their current engagement, press the attack, or try something else. Bring a number of draconians and mercenary soldiers into the PCs' immediate vicinity equal to the number of undead the heroes are fighting. Gwynneth Cordaric is with them. She aids the heroes in driving off their current enemy, and then urges them to break from the battle and follow her. "We need to get you out of here," she cries above the din. "The Khan of the Wastes is going to want to see you, and you're much too important to lose here at an old ruin."

If the heroes refuse to leave, more undead arrive to replace those that have been destroyed. The Teyr army and their Brass Tiger cohorts are able to hold off the bulk of the Betrayer's forces for only a short while before they engage in a tactical withdrawal of their own. A DC 15 Sense Motive check should be enough to impart to the heroes that the the draconians and mercenaries are here is to distract the undead, not fight a hopeless battle.

THE FLIGHT FROM QWES

The battle ends when the heroes either fall to the undead army or retreat. It is beyond their abilities to actually score a victory at this point, but this is no failure. Express to the players that their success hinges on surviving the battle, not delivering a decisive win!

Gwynneth Cordaric leads the heroes, together with a unit of her scouts and a unit of kapak archers from Teyr, away from the battlefield. The remaining draconian forces led by Brigadier Haggizal, retreat to the south. Although the Betrayer is fully aware of the heroes' escape, he lets them go for the moment. He is confident that they will meet again.

Once the heroes are a half-mile from Qwes, they will have an encounter with the Khan's plains nomads (see **Random Encounters**). This patrol has a number of additional horses, if the heroes do not have their own, and after a brief word with the Brass Tiger captain, the patrol agrees to speed the heroes to Wulfgar.

EXPERIENCE AWARDS

Surviving the attack of the Betrayer should not only earn the heroes the usual experience for defeating challenging opponents, but the chance for additional story awards and role-playing awards. Heroic actions, clever ideas, and noble sacrifices should all be rewarded.

One problem with the onslaught of undead is that the CR of individual wights and shadows is 3, which is too low to qualify for an XP award for characters of 11th level or above. Consider grouping these opponents into groups of 4 for the purposes of XP awards, treating them like a single creature of CR 7. Do this only if the heroes are challenged by these undead. If they are merely an inconvenience and easily dispatched, no XP award is given. Driving off the Betrayer should earn each character involved 50 XP per average party level.

WULFGAR

Wulfgar is a walled city on the edge of the great Horselands of Nordmaar, built with the cooperation of the Solamnic knights. It is the seat of power of the Khan of the Wastes, Nacon II, the young and courageous leader of the plains nomads, who answers only to the King of Nordmaar himself. It is also a city at the forefront of the rise in Nordmaar's fortunes and the most cosmopolitan city the heroes are likely to find in the northeast.

The role of Wulfgar in this adventure is to serve as an information gathering location and a place to train, recover and regroup. There is an active Solamnic circle in the city, a number of temples and shrines, and a sizeable (and friendly) merchant district. This is also where the heroes speak with the shade of Kayleigh and the legendary hero of the War of the Lance, Gilthanas. Events in this city will lead to and have an influence over events in the next module, *Price of Courage*.

🏰 **Wulfgar (Small City):** *Conventional; AL NG; 15,000 stl limit; Assets 3,757,500 stl; Population 5,012; Mixed (79% human, 9% elven, 5% half-elven, 3% kender, 2% gnome, 1% gully dwarf, 1% hill dwarf).*

Authority Figures: Nacon II (CG male human barbarian 11), Khan of the Wastes.

Important Characters: Xipetlotec (NG male human sorcerer 7/noble 3), palace magician; Sir Terrance Ironclad (LG male human fighter 5/Knight of the Crown 3/inquisitor 3), Solamnic circle commander; Olmechtla (NG female cleric 11 of Habbakuk), Priestess of Chabacuictli; Gilthanas Kanan (CN Qualinesti elf noble 3/fighter 3/sorcerer 4/eldritch knight 7), emissary from Southern Ergoth.

Huitzilitic Feathered Plumes—Wulfgar's primary armed force, consisting of cavalry equipped with chain shirts, lances, short swords and short bows, and lead by an elite cadre of six officers (NG male human ranger 5/fighter 5): ranger 3/fighter 2 (12), ranger 1/fighter 1 (24), fighter 1 (48).

Wulfgar Jaguars—These individuals form the chief defense of the city, and are equipped with breastplate, light steel shield, shortspear, and



dagger. Their leader is Kimoc (NG male human warrior 12): warrior 6 (2), warrior 3 (4), warrior 1 (250).

HISTORY OF WULFGAR

The city of Wulfgar was founded in 210 AC, following the so-called War of the Sky. Up until that point, the land on which Wulfgar currently stands was one of several winter gathering sites for the Huitztilic tribe. In relatively close proximity to the Solamnic outpost of Qwes, Wulfgar was designed by Solamnic architects and erected in only two years by dedicated Nordmen. Its mighty walls and sturdy buildings were initially intended to repel ogres. This was sufficient for the next hundred years, but proved to be inadequate defense against the Dragonarmies.

In 348 AC, when the Red Wing swung out of Neraka and into Nordmaar, the city of Wulfgar was taken completely by surprise. The Solamnic Knights had already

lost Qwes, and a rag-tag group of survivors had made it to Wulfgar only to find it occupied by Highmaster Rivven Cairn and the 12th Red Dragonarmy, most of whom were kapak draconians and mercenaries from Neraka. Whole sections of the city had been destroyed by dragonfire, and the walls had been breached in numerous places. Unprepared for aerial assault, Wulfgar had been laid open and spent the entire duration of the War in Red Dragonarmy control.

Nordmaar was not fully liberated from the Dragonarmies until several years after the War of the Lance, but Wulfgar had at least been largely overlooked by the remnants of the Red Wing in favor of North Keep and Jennison. When the Whitestone armies arrived, they found only a minimal occupation force. They did, however, find a generation of young Nordmen without fathers. Most of the older warriors and leaders in the city had been killed or driven out in the interim.

The Chaos War, which took place almost thirty years later, saw the second greatest tragedy of Wulfgar's history. Shadow wights flickered through the city, erasing many of its citizens from existence. They came as a storm, leaving quickly, but only after further demoralizing the residents. The people of Wulfgar withdrew from the world for many years. The city attracted more and more nomads and refugees from other cities seeking a place with growth potential.

The young Khan of the Wastes, Nacon II, has taken leadership of a city with twice the population it had a hundred years before. Energetic and inspirational, the Khan has led forays into the Horselands to deliver his people from undead, ogres, and worse. He has let the Solamnic circle, once reviled and hated, establish itself again. And he has opened trade and defense discussions up with Teyr, the better to understand his people's former enemies.

FEATURES OF WULFGAR

Wulfgar is a circular walled city one mile in diameter, surrounded by open short-grass prairie and patches of light jungle undergrowth. In the center of the city is a half-mile diameter area 20 feet above the rest of the city and surrounded by an interior wall. Flowering trees and shrubs, many of which occupy rooftop gardens, are abundant. The streets are wide and paved with clay brick. Most buildings are similarly built from clay brick, with a substantial number possessing a second floor built of hardwood.

Four huge bronze gates, each flanked by cone-roofed watchtowers, provide methods of entrance to the city. These gates are 20 feet tall and 1 foot thick (hardness 10, 360 hp, Break DC 30). The exterior walls are reinforced basalt, 40 feet tall (AC 3, hardness 8, hp 360 per 10-foot section, Climb DC 30) and hollow. 5-foot wide passages run inside the walls between watchtowers, with 5 feet of stone between the city and the passages and 10 feet of stone between the passages and the outside. Interior walls are 20 feet tall (but 20 feet above the outer city streets) and 5-foot thick (AC 2, hardness 8, hp 240 per 10-foot section, Climb DC 25).

At night, the main thoroughfares are lit by hanging lanterns and oil lamps spaced sufficiently close together as to provide near continuous illumination. Alleys and streets between the main areas and through residential or mercantile districts are not lit and are a haven for thugs and robbers. The palatial district is always brightly lit except for the Horseman's Arena, which is only lit during races.

Wulfgar is kept clean and relies on a simple system of narrow drains, gullies, and underground sewers to keep the streets clean. Communal wells are found in almost every residential block, tapping into a large underground body of water several hundred feet beneath the city. Irrigation channels leading from the city help maintain fields and pastures in the surrounding area during drier parts of the year.

ATTITUDES IN WULFGAR

The influence of the new Khan and the growing presence of the Solamnic knights has begun to change the overriding attitude of xenophobia and suspicion held by most Nordmen in Wulfgar. The older residents still bear some of the scars of the former occupation, while the younger residents like to blame any and all of the nation's woes on outsiders. However, by the time the heroes arrive in the city, they will find it more welcoming than most of the other cities they have been in since Flotsam.

Because of recent Solamnic activity in the city, members of the Solamnic orders or whose origins are in Solamnia are looked on with some measure of grudging respect. Draconians, minotaurs, ogres and half-ogres (as well as other "monster" races) suffer a -4 penalty to all Charisma-based skill checks used to elicit a positive reaction while in Wulfgar.

GATHERING INFORMATION IN WULFGAR

Wulfgar is a city that likes to share gossip and information, chiefly about itself, but increasingly about outsiders and visitors to the region. The following chart provides a summary of the major talking points in the city's taverns and gambling dens, distilled from an evening's worth of time and eavesdropping:

DC	Information
10	The Khan of the Wastes has been eyeing the throne of Nordmaar, even though he's of the Huitzitlic tribe! He certainly is brash.
15	Solamnic Knights seem to be excited about some visitor from Southern Ergoth here on knightly business. The Khan has been out in the Horselands chasing down undead, which have become quite numerous lately.
20	The visitor from Southern Ergoth is an elf, apparently a noble or prince of some kind. He's been in town for a week now; nobody knows how long he's going to stay.
25	The visitor is Gilthanas Kanan, a legendary Hero of the Lance! No sign of the silver dragon, but if he's here in Nordmaar, then something must be up.
30+	Gilthanas is here to establish more ties with the Nordmen, but he's also been looking around for something or somebody. He was last in Sanction, and before that there was a rumor about him visiting the Lake of Death in Qualinesti

This information gives the heroes a fairly clear impression of the current political climate, but little else. It should point them in the right direction, at least in terms of whom they should be talking to and where.

KEY TO WULFGAR

The following information takes the form of summaries of various key locations in the city and their primary features and details.

WUI. GRAND PALACE (EL VARIES)

This is Khan Nacon II's winter residence, an impressive edifice built along Solamnic lines with a heavy local influence. It is brightly colored, a departure from the mansions and palaces of the west, and features numerous

SOLAMNIC CIRCLE in WULFGAR

The Solamnic Knights' presence in Nordmaar dates back to the first century of the Age of Despair. Over the more than three hundred intervening years their popularity and acceptance has waxed and waned. Since the War of Souls created a power vacuum in the Knights of Neraka, the Solamnics have mobilized their individual circles in independent or free cities in an attempt to regain some measure of influence. This has succeeded beyond their expectations in Nordmaar, especially in cities such as Wulfgar and Jachim.

Wulfgar's Solamnic circle is a sizeable group, consisting of thirty-eight Squires of the Crown (human fighter 4 [3]; human fighter 2 [6]; human noble 1/ fighter 1 [6]; human noble 1 [12]; human fighter 1 [11]), eight Knights of the Crown (human fighter 5/ Knight of the Crown 4; human fighter 5/Knight of the Crown 2 [2]; human fighter 2/noble 3/Knight of the Crown 2 [2]; human fighter 5/Knight of the Crown 1 [3]), three Knights of the Sword (human fighter 2/cleric 4 of Kiri-Jolith/Knight of the Crown 1/Knight of the Sword 3; human fighter 3/cleric 3 of Kiri-Jolith/Knight of the Crown 1/Knight of the Sword 2; human fighter 5/cleric 1 of Kiri-Jolith/Knight of the Crown 1/Knight of the Sword 1), and two Knights of the Rose (human noble 4/cleric 4 of Kiri-Jolith/Knight of the Crown 1/Knight of the Sword 3/Knight of the Rose 1; human fighter 4/cleric 2 of Kiri-Jolith/Knight of the Crown 1/ Knight of the Sword 3/Knight of the Rose 1).

In addition, the Solamnic circle's commander is a Knight of the Crown named Sir Terrance Ironclad (LG male human fighter 5/Knight of the Crown 3/inquisitor 3), a by-the-book military historian whose influence in the circle is considerable. Through his efforts, the knights in Wulfgar have managed to reclaim their traditional role as supporters and advisors to the Khan of the Wastes, who trusts their commitment to honor, faith, and noble purpose.

The Solamnic circle has 170 men-at-arms (human warrior 4, human warrior 2 [2], human warrior 1 [167]). These act as foot soldiers, guards and rank-and-file.

PC Solamnic Knights who have until now been unable to find a suitable city for their Knight's Trial to be recognized or officially sanctioned will find that in Wulfgar. The knights operate out of the Solamnic Quarter (see Key to Wulfgar, below) and gladly accept new squires, acknowledge worthy knights-presumptive, and will support any established knights as best they can. Sir Terrance, as a strict traditionalist, insists on a thorough knowledge of the Measure and the ideals of the knightly Orders as exemplified by Vinas Solamnus and Huma. He is not fond of women, mystics or non-humans in the Orders, but understands the crisis the Solamnics are in at present. Qualified applicants will therefore always be accepted.

cupolas, buttresses, miniature towers, and extensive balconies. The entire palace fits snugly against the northern curve of the interior wall, and its northern face is both well-fortified and well-protected.

Few people outside of the Khan's family are permitted to enter the palace. While the young ruler is more liberal-minded than his predecessors, the penalty for trespassing is still death by being dragged around the Horseman's Arena. This is a widely-known fact that most residents of the city gladly share with visitors just to see their reactions.

Creatures: The palace is always protected by members of the Huitztlitl Feathered Plumes, the Khan's personal guard and elite cavalry. At any one time, there are at least a dozen at the palace gates and several others on balconies or at windows throughout the palace.

☞ Feathered Plume cavalryman (12): hp 12; page 190.

Development: While the heroes are in town, they are welcome to visit the Khan of the Wastes, so long as they arrived in the city with him. The Khan spares no expense in throwing enormous feasts and parties with exotic fruits, spices, smoked meats, and other delicacies. Although this good-natured hospitality is the limit of the Khan's interaction with the heroes while they are in Wulfgar, he can be quite valuable to them in getting somebody else "sorted out."

WU2. HORSEMAN'S ARENA (EL VARIES)

Located within the well-guarded inner palatial district, the Horseman's Arena is nevertheless one of the more popular locations in the city. At least twice a week, grand events are staged here featuring chariot races, horse races, mock battles, re-enactments of famous Nordmaarian victories and so forth.

The Arena is well over fifty feet tall and seats a thousand people, most of whom pay exorbitant prices to see the attractions. There are many in the city who have never been inside the arena, but gambling houses are always packed on event days with commoners and merchants eager to place their own wagers on the outcome of the competition.

Creatures: Unlike the palace, the Horseman's Arena is guarded by members of the Wulfgar Jaguars, singled out among their companions for their dedication and hard work. Being called to duty on an event day is a high honor.

☞ Wulfgar Jaguar militia (24): hp 10; page 192.

WU3. ZIRAK BAZAAR

At the Zirak Bazaar, hundreds of semi-permanent booths and stalls are open throughout the year, their owners hawking their wares well into the night. Operated by both merchants and craftsmen, the booths of the Bazaar offer



a dizzying array of silks, spices, fruits, oils, carved stone, polished metals, livestock and more.

Barter and deal-making dominate all transactions in the bazaar. A player character will find their Appraise, Bluff and Diplomacy skills used to great effect here in the Zirak Bazaar. Most goods start out at least 200% above the listed price in the *Player's Handbook*. With enough effort, this can often be reduced to as little as 75% of the cost.

The Khan himself occasionally rides through the maze of stalls and tents, randomly selecting a merchant or tradesman to receive his blessing. When this happens, the merchant is swarmed by patrons and customers desperate to acquire such honored goods.

WU4. ALOCHTLIXAN FIELDS

Wulfgar's legendary horses are bred and maintained here in the Alochtlixan Fields, which are fenced off from the rest of the city and feature many large stable areas, tracks and pastures for the care and development of equines. This is not only an ideal location to purchase a horse, but an excellent place to sell one that has been caught in the wild.

The Fields have several young horse-healers (human mystic 2 of Animal) and druids (human druid 2 of Habbakuk) on hand to care for the needs of any unhealthy or injured animals.

WU5. TEMPLE DISTRICT

Wulfgar is a city with a history of spiritual and religious tradition, combining the respectful attitudes of Solamnia with the often fierce and passionate worship of the nomadic peoples of Nordmaar. During the early Age of Mortals, mystics served the spiritual needs of the Nordmen, carrying on in the name of Habbakuk, Mishakal and Paladine. With the return of the gods, many simply continued on as if the past forty years had been only a trial.

The temple district has three major temples to the city's dominant patrons: Chabacuiltli (Habbakuk), Mixactli (Mishakal) and Tlacoatl (Paladine). Olmechtla (NG female human cleric 11 of Habbakuk), priestess of Chabacuiltli, is the most influential priestess in the district. The priest of Mixactli, Incuatla (NG male cleric 8 of Mishakal), usually advises Olmechtla, though he is very much the junior of the two clerics. Because of Paladine's sacrifice, that temple stands empty, and those mystics who had continued on in his absence have moved out into the world to honor the former god.

Most of the other gods of Light and Balance are represented in the Temple District, even the gods of magic (each of whom has a small underground shrine with an opening in the roof to let in the moonlight). The shrine to Kiri-Jolith has been relocated to the Solamnic Quarter. Player characters who seek clerical training, spells, advice, or consultation should be able to find it here. As Olmechtla is the highest-level cleric in Wulfgar, most NPC clerics the heroes meet will be in the 4th-7th level range.

WU6. WARRIORS' QUARTER (EL VARIES)

The Warriors' Quarter is the heart of the city's proud fighting tradition, home to training lodges, feast halls and sparring rings. The Wulfgar Jaguars operate out of this quarter, and each warrior has a residence either in the quarter itself or nearby.

PCs who venture into the Warriors' Quarter might become the target of the occasional good-natured brawl or drunken fistfight, especially if they seem to be spoiling for a fight themselves. Otherwise, Wulfgar's militia tries to maintain a disciplined (if passionate) neighborhood.

Creatures: The city militia is always available, either to break up a fight or start one. Patrols are usually composed of 6 individuals.

☞ Wulfgar Jaguar militia: hp 10; page 192.

WU7. SOLAMNIC QUARTER (EL VARIES)

Located on the other side of the city from the Warriors' Quarter, the Solamnic Quarter is home to Wulfgar's knightly population, their families, and their servants. Disaffected nobles from around Ansalon live in simple, if sturdy halls; the result has been a kind of determined self-assurance that the knights lacked in the early Age of Despair. Here, too, can be found Kiri-Jolith's shrine, kept by the Sword knights in Wulfgar in the absence of any priests from the Holy Order.

The heroes will find Sir Terrance Ironclad at Kingfisher House. This building is a two-story barracks with offices for the Lord Knight and his staff. Individuals who clearly belong to the Minotaur Empire, the Knights of Neraka or any other disreputable or enemy organization will be stopped at the entrance to the Quarter by one of the patrolling groups of men-at-arms.

Creatures: Each patrol consists of 8 soldiers, led by a squire. They are quick to sound the alert if a fight breaks out or some grave threat manifests.

☞ Solamnic men-at-arms (8): hp 10; page 191.

☞ Solamnic Squire: hp 12; page 192.

WU8. KHAN'S PLAZA

This broad thoroughfare is shaped much like two arrowheads and leads to the north gate of Wulfgar. Because it is directly to the north of the Khan's Palace, where the Khan can address large crowds that congregate in the plaza from its balconies, it is known as the Khan's Plaza. During daylight hours, the plaza is filled with people, from performers and tumblers to peddlers and street folk. At night, the plaza is often used to organize and assemble militia or cavalry in readiness for an excursion into the Horselands. Otherwise, it is a wide and empty space watched closely by the Feathered Plumes from the relative safety of the palace.

WU9. RESIDENTIAL DISTRICT

Wulfgar's population lives in residential districts that surround the inner city and back up against the inside curve of the exterior wall. Most dwellings are clay brick, with the upper level of more affluent households being wooden and thatched or covered with leather canvas.

Many poorer homes are single-level dwellings with flat adobe roofs that are used for gardens, livestock, or sleeping. Alleys are winding and cluttered; people are everywhere. The smells and sounds of daily life are a constant backdrop to everything that happens in Wulfgar.

WU10. MERCHANTS' DISTRICT

This part of the city is located just inside the west gate. All of Wulfgar's merchants, including a substantial number of craftsmen, operate their businesses from clay-brick establishments in the Merchants' District. These buildings are grouped thematically—scribes, ink merchants, papermakers, and wax merchants all operate in one section, while in another are all of the blacksmiths, toolmakers, wainwrights, and others. Most merchants take their wares to the Bazaar to actually sell them.

The heroes might want to come here if they're looking for a masterwork item or something that can't be purchased from a stall. Also, many service professionals operate in the Merchants' District, such as mageware shopkeepers (selling the ingredients and components for minor magic) and solicitors (who spend most of their time helping people with contracts and legal arrangements). The bulk of Wulfgar's inns and dormitories are in this quarter, notably the Smoking Mirror Lodge and the Fiery Pinion Lodge (each of which is fully-staffed and charges only 10 stl per person per night, 15 if basic meals are included).

EVENTS IN WULFGAR

The following events take place sequentially, beginning with the heroes' arrival in the city and ending with a daring attack by the Betrayer's undead. Between events, the player characters should be allowed to explore the city, train, and otherwise rest before heading out.

You are the judge of just how long the heroes can stay in the city. There is, theoretically, no reason why they can't stay for as long as a week, but as events occur it should become obvious to the players that they should be on their way to the Dragons' Graveyard. Their biggest problem right now, however, is finding it.

ARRIVING IN WULFGAR

This event assumes the heroes are being escorted by Gwynneth Cordaric to Wulfgar, but it can easily be modified for other circumstances. Without Gwynneth, Khan Nacon II's boisterous welcome may be a little less enthusiastic, unless there is another attractive female character in the party. It also assumes that the heroes' arrival occurs in the same night as their departure from Qwes. Adjust as needed.

As the heroes approach Wulfgar, read or paraphrase the following:

Perhaps a mile or two ahead, the light of a small city becomes visible from behind high walls. To the south, a score of armed riders turns about on the moonlit plain and heads in your direction. Pennants are unfurled as they approach—a white banner with an

azure device upon it resembling a fiery bird with a curled dragon held in its claws. The riders are nomads, and their helms bear long, sweeping, feathery crests. Their leader is an enormous man with shoulders that look as if he could bear the city upon them.

Gwynneth Cordaric smiles as she sees him. "Well, well," she murmurs. "If it isn't the young stallion himself." She spurs her horse onwards and gallops off to meet them. The head rider leaps from his horse as she closes, and sweeps the mercenary captain out of her own saddle with a bear hug that should, by rights, crush the wind out of her.

One of the Brass Tiger Company mercenaries rides up beside you as this goes on and gestures with his thumb. "I guess they know each other," he says, winking.

The broad-shouldered lead rider is none other than the Khan of the Wastes, Nacon II. He and Gwynneth are old friends and occasional lovers, although she has repeatedly turned down offers to become one of his wives. When the heroes approach, the Khan clasps hands with them and presents a magnificent grin. "The Brass Tiger, she tells me much of you, yes? She says you are filled with the fighting spirit. You are blessed by Chabacuictli and fierce as jaguars! This I like. Come! We go to my camp. It is not much, but I enjoy. Come!"

The Khan insists that the heroes join him in entering Wulfgar (his "camp") through the north gate. The draconians remain outside, out of courtesy; the Khan nods at them, acting more subdued than he has been thus far, and rides on into the city.

Members of the Wulfgar Jaguars part before the returning Feathered Plume riders and their Khan, and residents of the city throw petals, wave palm fronds and cheer in several different languages. All along the Khan's Plaza, the citizens of Wulfgar gather to celebrate.

"You see?" the Khan grins. "It is not much, but you enjoy, yes?" He continues to talk, playing down Wulfgar's size and longevity and avoiding discussions of major import.

The heroes may decide not to enter the city with the Khan and go in through another gate, in which case they see the pomp and ceremony described above unfold from a distance. It won't matter which gate they enter and, unless they cause a disturbance the heroes won't attract any unwanted attention from the authorities.

Development: The Khan parts ways with the heroes at the base of the interior wall. Before he goes, he asks them (again, if necessary) what it is they want. If they mention rest and recuperation, he directs them towards the Merchant's Quarter, where the Smoking Mirror Lodge is located. If they mention the *Dragonlance*, the *Tears of Mishakal* or the Dragons' Graveyard, he directs them to the Solamnic Quarter and Sir Terrance. For all other questions, the Khan shrugs and says, "May as well go to Warrior's

Quarter. For Brass Tiger men and women, popular place.” Gwynneth goes with him, accompanied by her mercenary group.

☞ *Nacon II, Khan of the Wastes: hp 88; see p. 191.*

THE KNIGHTS’ COUNCIL

Run this event when the heroes decide to seek out the advice or assistance of Sir Terrance Ironclad, the head of Wulfgar’s Solamnic circle. This could be the very first hour after they’re in town but could also be the next day. When the heroes stop by, the Lord Knight is bustling about his office, bellowing something about paperwork. To gain audience with him, they will need to present their case to the four squires nervously guarding the door to his office (DC 20 Diplomacy check).

When the heroes are given audience, read or paraphrase the following:

If honor and tradition were forged into a straight-edged sword, the man before you would wield that blade. Sir Terrance Ironclad has no seat at his desk, nor any stool or chair. Instead he strides about, fully armored in Solamnic plate, the symbol of the crown prominent on the breastplate. He glances your way occasionally, until his assistants finally announce you. When he talks, it sounds as if he has spent most of his life in this walled city of nomads.

“So. You have my attention,” says the Lord Knight of the Solamnic circle of Wulfgar. “Now what do you want?”

Sir Terrance is about to conduct his usual weekly meeting. These meetings, or councils, are held at Kingfisher House in a large stateroom filled with tables. The heroes are welcome to attend. They are instructed to find seats against the wall while the knights file in and engage in a spirited debate about eligibility and tradition. With a DC 20 Knowledge (nobility and royalty) check, lore check or Knowledge (history) check, a hero can determine that the Measure speaks volumes about these topics, and the knights don’t seem in any hurry to summarize it. If

the heroes try to contribute to the discussion, they will be asked politely to wait until afterwards, unless their contribution is news about the undead, the Betrayer, Chemosh, or something of that nature. If this is the subject of the heroes’ conversation, the knights will be all ears.

Of the most use to the heroes is the news that an emissary from Castle Eastwatch in Southern Ergoth (still under the icy grip of Gellidus) has arrived in Nordmaar, and is staying with them here in the Solamnic Quarter. The emissary is Gilthanas Kanan, a Hero of the Lance and former Governor of Kalamán. Sir Terrance believes that the elf is here to share important news about the resistance efforts against Gellidus, and that he has chosen Wulfgar

because of the honor of its knights. If the heroes seem interested, Sir Terrance sets up a meeting (see *A Meeting With Gilthanas*, below).

Development: Heroes with levels in a Knight of Solamnia Prestige Class or those that aspire to join the knightly orders can use the opportunity at the Kingfisher House to discuss their own futures as knights or auxiliaries. If knight heroes have never officially passed their Trial, they should do so here (see *DLCs*, page 54). If the heroes ask Sir Terrance whether Wulfgar’s Solamnic circle has any resources for them, he apologizes gruffly and says that all of their material possessions are in use against the growing threat of the undead.

If the heroes show the *Dragonlance of Huma* to Sir Terrance, his whole demeanor changes. He will ask to study the *Dragonlance*, talk to them

about its rescue from the Peak of Malys, and so forth. While it is clear that he wishes he could wield it himself, he does pass on his thoughts: “If you want to embrace your destinies and your true fates, you should take this holy deliverance to Southern Ergoth.”

A MEETING WITH GILTHANAS

Run this event if the heroes set up a meeting with the outcast elven prince with the help of the Solamnics or track him down after hearing rumors about his presence in the city. Gilthanas is staying at a small, two-story building in the Solamnic Quarter, together with a small unit of men-at-arms supplied by Sir Terrance. They will not let



WHAT GILTHANAS KNOWS

Who are you?

“Gilthanas Kanan, of the House of Solostaran, once of Qualinesti. Castle Eastwatch is my home now.”

Why are you here?

“I was sent here by the Knights of Solamnia in Castle Eastwatch to restore connections between Solamnic circles and recruit help in our fight against the White Overlord, Frost.”

Where is Silvara, the silver dragon?

“She is back in Southern Ergoth. I don’t like being away from her for so long, but I must.”

Where have you been?

“Qualinost, Sanction, the Northern Wastes of Solamnia. Everywhere, looking for the knights.”

What do you know of the Betrayer?

“I’ve never heard of him. Or her. What should I know about this Betrayer?”

What do you know of the Key of Quinari?

“It’s a music box owned long ago by Silvanos’ queen, legend says. There’s something magical about the sound. I’m not sure exactly what it is, but the queen had thought it was highly important.”

What can you tell us about the Tears of Mishakal?

“Legendary divine relics. Said to have been shed by Quen Illumini when the Silvanesti queen, Quinari, had to leave the elves.”

What can you tell us about the Dragonlance of Huma?

“I’ve been to Huma’s tomb. I know it well. That Lance was there, and I helped Goldmoon’s Heroes recover it. I had believed it lost in the attack on the Red Marauder.”

What can you tell us about the Dragons’ Graveyard?

“It is where the good dragons go to die. I was there several years ago, when I was searching for Silvara. No mortal has ever entered, save the Dragonsinger, but there hasn’t been a Dragonsinger in years. And it is a moot point—you would need the song, and a Night of the Eye, just to try an entrance.”

anybody inside to see the elf without official notification; however, they are not the brightest of guards and any reasonable plan on the part of the heroes to get by them should work, so long as it leaves them unharmed. If the heroes kill these guards, Gilthanas is not going to be happy.

Read or paraphrase the following:

In a room with a single oil lamp, and a wooden table sits an elven man in a pale blue tunic and a chainmail shirt. His cloak rests on a hook behind him. He holds a chilled glass of wine. The elf’s hair is ash-blond, silvered by the washed out lamplight, and his sunken eyes tell of months of travel in the cold.

“Welcome, friends,” says the elf. “Well met in Wulfgar. You make an unlikely band of companions. Clearly, you must be trying to save the world.”

He motions to the array of seats and benches near his table. “Please, make yourselves at home. Humor an old campaigner and tell me why you’ve come all this way.”

Gilthanas’ appearance is a direct result of his transformation into a dragon vassal of Gellidus, although this is a very closely guarded secret. The elf is the White’s eyes in the east, and anything that Gilthanas can see, Gellidus can see. This means that if the heroes have the

Dragonlance of Huma with them, Frost is aware of it immediately. The White will want Gilthanas to get as much information out of the heroes as possible.

A DC 30 Sense Motive check will reveal that Gilthanas is deeply troubled by something, but he is covering it up very well. Attempts to use divination magic on Gilthanas will typically fail, due to his *ring of mind shielding*, but clever players might at the very least learn from external sources (*augury*, etc.) that Gilthanas’ heart is conflicted and he is searching for something of great importance.

Use the following information when conducting a conversation between Gilthanas and the heroes:


As soon as the heroes tell Gilthanas about the Dragons’ Graveyard, Gellidus exults. The White Overlord informs the elf that he must, no matter what, accompany the heroes to this place. If they can get in, the dragon theorizes, so might Gilthanas, and deep within the Graveyard are hundreds of skulls.

Gilthanas knows that securing some dragon skulls from the Dragons’ Graveyard could be the solution to his problems (see **What’s Wrong with Gilthanas?** sidebar.) The elf is therefore eager to accompany the heroes and will let them know that as soon as they are ready to go he will be their guide.

☞ Gilthanas Kanan, Fallen Hero: hp 145; see p. 190.

“We’re Not Telling Him Anything!”

It’s possible that the heroes are wary of Gilthanas, especially if they tried to read his mind with magic!



If they don't ask him about the *Tears*, the *Key*, or the Graveyard, Gilthanas will be able to sense that they are up to something and press them on it. He volunteers his help, noting, "If you are traveling here in the north, it would be good to be accompanied by somebody who knows the area."

THE SPECTRE OF SORROWS (EL 11)

This final event should be used to spur the heroes onward to the Dragons' Graveyard. It takes place after sundown, and, ideally, once the heroes have already spoken to Gilthanas. If they haven't sought a meeting with the elf lord yet, have Sir Terrance, Gwynneth, or another NPC close to the player characters send them a note suggesting that they do so. Gilthanas has heard of their presence in the town and expressed this to the NPC, who in turn is passing on the word to the heroes.

Once you have decided to run this event, read or paraphrase the following:

Wulfgar slumbers under a blanket of silver-crimson moonlight. The brick-paved streets are quiet. Banners hang in the still air and the heady smells of the evening's festivities lingers. Before sleep overcomes you, the hairs on the back of your neck prickle with warning. There is something unnatural approaching, something wrapped in a cloak of malice and wickedness. Something walking through the alleys, between houses, tall enough to look into second-floor windows. Something looking for you.

The Betrayer has finally tracked the heroes to Wulfgar and dispatched a terrifying undead creature known as a devourer to find the heroes and destroy them. Kayleigh, the elf spirit the PCs unwittingly aided in the last chapter when they purified the *Tear of Mishakal*, has sent them the mysterious feeling of dread that they are experiencing. She is hoping to warn them before the creature reaches them.

If the heroes rush outside, or look out of their windows, they will see the devourer approaching. It is 80 feet away from them, but, as yet, nobody else has seen it (it keeps to the shadowy alleys between buildings). They should have a moment to prepare, although the creature will be within melee range in two rounds.

Creature: A hideous skeletal nightmare with a mummified corpse in its chest cavity and eyes that flare with a ghastly green light, the devourer is one of the Betrayer's worst minions. It could potentially end the life of one of the PCs, but they should be able to hold their own with the aid of the *Shard of Light*.

☞ **Devourer:** hp 78; *Monster Manual*.

Tactics: The devourer makes use of its ranged spell-like abilities before it closes with the heroes. It will use *ray of enfeeblement* or *confusion*, then move in with its wicked claws. The creature chooses to assault one character at a time, but if one of the heroes reveals the *Shard of Light*,

the devourer will lash out at that character with its *trap the essence* ability.

Development: When the heroes manage to overcome the devourer, the Wulfgar Jaguars will show up with a sergeant, who asks them what has just transpired. The heroes may make a DC 20 Spot check. Characters that succeed notice a ghostly female figure in a doorway several houses down. This is Kayleigh, who will fade from sight once she is seen.

As soon as the heroes return to their room, Kayleigh manifests directly before them. Read or paraphrase the following:

The room is bathed in a silver light as the ghostly figure of a beautiful elf materializes before you. It is the elven ghost that appeared back in Flotsam and again in Picketville.

"Peace, brave ones," she says, lifting her hands up. "Thanks to your efforts in the swamp, the hold my master Lothian has over me has relaxed. I risk much by coming here, but you need to know the truth, and only I am in a position to reveal it to you."

It is difficult to use Sense Motive on a ghost, but a DC 30 check will reveal that Kayleigh seems sincere. She is telling the truth—although Lothian has yet to lose her completely, his bonds to her are weakened. If the heroes attack her, she will cease to be manifested and vanishes from sight. She will manifest at least once more that evening, hoping to catch a less belligerent character, but after that she gives up and returns to Lothian.

If the heroes question her, read or paraphrase the following:

The spirit speaks. "In life, my name was Kayleigh Starfinder, a cousin of the Silvanesti House Royal. I was among those elves that fought to rid our forests of the Nightmare. My closest ally was Lothian, a cleric of Quenesti-Pah, who loved me even though I did not love him. After my death, grief and desire turned him from his goddess to the worship of Chemosh. The dark god answered his prayers and bound my spirit to him forevermore.

"Lothian no longer serves any god, for he gained the knowledge of mysticism while the gods were absent. It empowers him, maddens him, makes him arrogant. He has learned of a burial shroud in the legendary Dragons' Graveyard, one that will call a fallen spirit from the next world and reunite it with its body. He wants to use it to bring me back to life and consummate his desires."

The elven ghost sighs. "I cannot allow this. As a child, I was told that I would be the

Dragonsinger, the heir to Quinari's mantle. It would be my sacred duty and most sacred vow to deliver the dying wyrms to the Dragons' Graveyard. It never happened. There have been no Dragonsingers in the world since the forces of Chaos claimed the life of the last, and since that time, the Dragons' Graveyard has been cut off from the realms of the gods of light. Despite their return, the final resting place of the good dragons may soon drift away completely from the mortal plane. It will be lost forever unless you help.

"Find a way to the Dragons' Graveyard. There, you must use the healing power of the *Tears* to reconnect that sacred place with the Dome of Creation. Lothian will try to stop you, but you must prevail. I will help you if I can, but the chains that bind me to him are god-forged. They will not break until I do."

This last statement is nothing more than a sigh, as the spirit of the elf maid fades from your sight.

In the event that you need to expand this encounter, use the information in the **Adventure Background** from the **Introduction** chapter for more details. Kayleigh is telling the truth, although she is also still bound to Lothian, so the heroes might not trust her fully. If they ask Gilthanas about her, he will confirm her story of the Dragonsingers, saying that in the Age of Mortals the Dragons' Graveyard has been very difficult to enter, even for dragons of light. He advises the player characters to venture to the Graveyard and do what they can to prevent it from tumbling into the Ethereal Sea.

LEAVING WULFGAR

When the heroes decide that they need to move on and cross the rest of the Horselands to the coastline, Khan Nacon II throws them a huge heroes' farewell. He informs them that they will always have a home in Wulfgar, especially any female heroes, of whom he is especially fond.

If the heroes successfully gained the help of Gilthanas, he leaves with them and acts as their guide across the wastes. If they did not, consider having him meet the heroes just outside the gate, offering to assist them. Alternately, if the player characters are adamant that he cannot join with the group, he will follow them at a distance, weighing his options.

In any case, the heroes should purchase what they need, stock up on equipment and supplies, say their goodbyes, and leave.

EXPERIENCE AWARDS

Although there are no major milestones at the end of this chapter, take note of how the heroes interacted with Gilthanas, the Knights of Solamnia, and Kayleigh, rewarding good role-playing whenever possible. The encounter with the devourer has the potential to leave one or more heroes dead; therefore surviving the fight should also be worth substantial rewards. The heroes will need all the experience they can get before the climactic battle with Lothian and the Betrayer.

WHAT'S WRONG WITH GILTHANAS?

GILTHANAS' full story and the background to his appearance in *Spectre of Sorrows* will be found in the next adventure, *Price of Courage*. For the moment, the following information is all that you need to run the adventure, together with Gilthanas' stat block in **Appendix Two** (see p. 190).

Several months ago, to save the life of his beloved silver dragon Silvara, Gilthanas allowed the White Dragon Overlord Gellidus (commonly called "Frost") to embed a scale into his back. This opened a connection between the dragon and the elf that crosses thousands of miles (see the *Bestiary of Krynn* for more details), as well as supernaturally boosting Gilthanas' strength, endurance and resistance to injury. With

Silvara still held prisoner in his icy lair, Frost has forced the reluctant elven prince to seek out and bring back the skulls of powerful dragons to add to his totem.

Gilthanas should be played as a tragic hero. He never wanted to be in this state and, after years of being driven almost mad with grief looking for his silver dragon, he is now compelled to serve a monstrous master just to keep her alive. Gilthanas is always aware that Frost is watching, and this influences every move and decision that he makes. He is a desperate man, willing to do almost anything to free Silvara.

7. THE DRAGONS' GRAVEYARD

In this final chapter of *Spectre of Sorrows*, the characters will find themselves traveling to and entering the Dragons' Graveyard, the hidden realm in which the dragons of light find eternal rest. The *Key* will open the way to the realm, but, unfortunately for the characters, as they enter the Dragons' Graveyard, they will open the way for a far greater threat than any they have faced thus far.

Current Date: 21st day of Mishamont [assumes 5 days have passed since leaving the Great Moors and departing Wulfgar]

Phases of the Moons

Solinari: 1st day of Low Sanction, Waning Crescent.

Lunitari: 3rd day of Waning, Last Quarter.

Nuitari: 1st day of Waxing, Full.

The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and for the possible effect the moons may have on spellcasters.

THE JOURNEY WEST

This chapter opens with the heroes heading west to the coastline of Nordmaar, on the shores of the Turbidus Ocean. There are no settlements or ruins between the coast and Wulfgar, although the village of Haant and the city of Pentar both lie along the coast to the north. To the south, in the salt marshes of the Shadowglades, is the large town of Ohme. These locations are not covered in this adventure, although Ohme is detailed in the first chapter of *Price of Courage*.

The distance between Wulfgar and the entrance to the Graveyard is 50 miles. Total travel time varies by the means of transport, though, unless the heroes acted foolishly in Wulfgar, they are almost guaranteed to be on horseback (2 days ride). You should use the information provided in **Chapter Six** to determine random encounters and other challenges in the Horselands. Undead are particularly suitable, as the Betrayer's forces prowl the grassy plains looking for prey.

It is assumed that Gilthanas is with the party, either leading the heroes to the Dragons' Graveyard or trailing them. He remains somewhat grim and quiet for most of the journey, never striking up a conversation. In truth, he is mentally preparing himself for the possibility that he will enter the Dragons' Graveyard despite his belief that he is not fit to enter.

Once the heroes have reached the coast, read or paraphrase the following:

Where Nordmaar meets the Turbidus Ocean, great black and grey cliffs of granite stand like ramparts against the crashing surf. Stark and featureless, they edge the coast and slope inland toward the grassy prairie, shielding the Horselands from the very sea that gave them rise. Out on the

water, as light chases the waves, there is the barest hint of a reflection. It is a mirage rimmed in gold, silver, brass, copper, and bronze, twisting in your mind's eye before slipping into memory. You have reached your destination, but the gates are not yet open.

A path down to the beach below can be found with a DC 20 Search check. The path cuts into the cliffs, barely visible from the top. The cove below the cliffs appears to be little more than a sandy beach, but it is the site of the entrance to the Dragons' Graveyard.

If Gilthanas is with the heroes, he tells them that he was once here, years ago, and that this is indeed where the radiant corridor to the Graveyard opens. A DC 30 Knowledge (arcana), bardic knowledge or lore check will reveal that, with the correct combination of moon phases, coupled with the song of a dragon, the way into the heroes' destination can be unlocked.

OPENING THE WAY

The characters will need to wait until sunset before they will be able to open the pathway to the Dragons' Graveyard. Once the sun sinks below the horizon, one of the characters (an arcane spellcaster, or somebody who succeeds at a DC 25 Use Magic Device check) will need to read from the *Scroll of Stellar Path*. Upon the utterance of the final syllable, just as the three moons are conjoined by the magic within the scroll, another character must use the *Key of Quinari*, either opening the music box or successfully replicating the song with a DC 30 Perform check.

As the mournful melody of the key rises above the sound of the surf, the music begins to change, gaining a life of its own. A low thrum fills the air, swelling into a crescendo carried by a chorus of a thousand phantom voices.

The pitch of the song rises, notes coming faster and higher. A final note so pure and true that it seems no mortal throat could make the sound marks an abrupt end to the music. At that moment, a flash of light slices through the night, the rays of Solinari and Lunitari merging into a single radiant beam that pierces the night, slashing an arc across the murky waters.

Slowly at first, then with increasing speed, the sea is parted by the blade of moonlight. Within minutes, a path through the waves is revealed. The path is easily more than a hundred feet wide and three times as long. Unlike the sandy black sands of the beach, the

ground seems to be firm and clear except for a few small puddles of water.

At the far end of the pathway you can see a glowing vortex of light, tendrils of energy weaving together in a sinuous dance of radiance, creating a magical portal—the entrance to the Dragons' Graveyard.

The magic of the *Key of Quinari* will cause the ocean to part, creating a passageway along the sandy sea floor that stretches about one hundred yards. The walls of water to either side are held back, the murky depths indistinct. Touching the “wall” of the sea is like touching a solid barrier; nothing can pass through, nor can it be brought down or destroyed.

When the party passes through the portal and steps into the Dragons' Graveyard, read or paraphrase the following:

The air on the other side of the portal is cool, without any trace of humidity. The cloudless sky is an ebon blanket of night, empty of constellations. A solitary moon, the pale satellite that hung in the sky before the return of the gods some months ago, is the only source of light.

Stretching as far as your eyes can see is a sea of bones, the skeletal remains of dragons great and small. The distinctive skulls of the various dragon species indicate silver, gold, brass,

copper, and bronze dragons, from hatchlings to great wyrms. Yet, despite the presence of the skeletons, there is a sense of peace and quiet in this place. It may be a place of death, but it is not a place of suffering or sorrow.

In the distance, you can see large islands of rock suspended within the sea of bones. As you try to make out details of the strange islands, a shadow passes overhead. Looking up, you see a smaller island suspended far above the others, slowly moving in orbit and crossing the path of the pale moon. Before you look away, something else catches your attention.

A grim constellation slowly appears in the night sky. It is the sign of the goat's skull. It is the sign of Chemosh.

The opening of the portal has allowed the Lord of Bones to partially extend his influence into the sacred realm of the Dragons' Graveyard. A DC 30 Knowledge (religion) or Knowledge (the planes) check will suggest that Chemosh's power, unlike that of the other gods, is strong here.

If he is with the heroes, Gilthanas curses under his breath and suggests that the group move to restore the connection between the Graveyard and the Dome of Creation before Chemosh's influence becomes fully established.



DRAGONSINGERS: THE HEIRS OF QUINARI

SINCE the time of Quinari, one mortal was born into each generation who possessed the pure spirit necessary to act as the representative to the dragons. Chosen at birth and given a gift from the Gods of Light that enabled them to find the bodies of fallen dragons and take them to their final rest in the Dragons' Graveyard, they were known as the Dragonsingers. Each Dragonsinger candidate, as part of the final trial, would enter the Dragons' Graveyard and make his or her way to the Tomb of Quinari to be blessed by the souls of the dragons.

Kayleigh was one of these chosen, though she was struck down and bound to Lothian before she could journey to the Dragons' Graveyard and assume that mantle. During the Chaos War, shadow wights attacked Kayleigh's successor—the last of the Dragonsingers. All trace of him was lost to oblivion. After the Queen of Darkness stole the world, the Gods of Light were unable to find either the world or the Graveyard, and thus could choose no new Dragonsinger. The sacred line of chosen ones has been broken.

All Dragonsingers share the following traits:

Dragonsong (Sp): This ability, possessed by all Dragonsingers, functions like the spell *calm emotions* in all respects, except that the only component required is a DC 20 Perform (singing) skill check, and it only affects good dragons. The song also allows the

Dragonsinger to open the entrance to the Dragons' Graveyard and counter magical effects that depend on sound (like the countersong of bards). A Dragonsinger may use this ability a number of times a day equal to her Charisma bonus (if any).

Empathic Link (Su): A Dragonsinger has an empathic link with all good dragons within 1 mile that resembles the connection between a wizard and his familiar, including the transmission of general emotional content and the ability to share the connections between items or places that dragons in range possess. A Dragonsinger may choose to suppress this power with regards to specific dragons in range, and a dragon that chooses not to share an emotional link may also suppress the link. Overcoming a dragon's reluctance requires an opposed Charisma check on the part of the Dragonsinger and the dragon in question.

Resist Dragonfear (Ex): Dragonsingers gain the Resist Dragonfear feat (from the *DRAGONLANCE Campaign Setting*) for free.

Skills: A Dragonsinger gains a +8 sacred bonus to Diplomacy, Knowledge, Listen, Sense Motive, Spot and Survival skill checks involving good dragons. She also gains a +4 competence bonus to Perform checks.

Challenge Rating: HD 9 or less: as base creature +2. HD 10 or more: As base creature +1.

Level Adjustment: +2.

THE DRAGONS' GRAVEYARD

The Dragons' Graveyard is the sacred realm where the dragons of light go to die. Whether they are on death's door due to wounds or sickness, or they have simply lived too long and no longer wish to bear the burden of their nearly immortal lifetimes, they can come to the Dragons' Graveyard and find eternal rest.

The Graveyard is a pocket dimension, a realm that exists apart from the Material Plane, floating in the Ethereal Sea. The realm is spherical; the 'sky' is a window onto the Dome of Creation above an apparently endless Sea of Bones. In this sea float small islands, each of which bears a massive shrine where the spirits of the five types of metallic dragons rest before returning to the Dome of Creation. There is one island, however, unlike the other five. This small island circles above the others like a small moon. It is the Island of Quinari.

HISTORY OF THE DRAGONS' GRAVEYARD

The Dragons' Graveyard has remained untouched since the Age of Dreams, when it was created as a refuge for the dragons that died in the First Dragon War. Not even the Dark Queen could gain access to the Dragons' Graveyard, nor has any evil dragon ever entered the domain. The Silvanesti queen, Quinari, inaugurated a long line of

spiritual heirs to her legacy—elves chosen at birth to one day guide the dragons to their rest, to be the Dragonsinger.

When the Chaos War began, the spirits within the shrines awoke and joined their brethren in the Abyss to battle the fire dragons and the minions of Chaos and to act as guides to those dragons who fell during the titanic battle. They returned shortly before the end, bringing with them knowledge and understanding of the true threat of Chaos. They were just in time.

In the aftermath of the Chaos War, when the Queen of Darkness stole the world, the Dragons' Graveyard was severed from the Dome of Creation. Only its connection to the Material Plane prevented it from being lost entirely. The sky turned black; the comforting light of the gods vanished. The light of the moons was replaced by the solitary moon of the Age of Mortals. The shock of the transition was devastating, many of the skeletons disintegrated into dust. The spirit dragons were beset by the minions of Chaos that remained in the world and sought their own place of refuge. The Dragons' Graveyard became a battleground but, in the end, the guardians were able to expel the Chaos spirits.

During the Dragon Purge, countless dragons fell before the onslaught of the alien dragons, their corpses ravaged for the skulls necessary for the Dragon Overlords' *skull totems* and their spirits enslaved and twisted by the

Overlords' magic. There was nothing the spirit dragons could do, as they were bound within the Graveyard. They thanked the departed gods that no Overlord discovered the entrance to the sacred realm. Over time, the entrance to the Graveyard became resistant to the cries of the dying dragons, until it failed to open altogether.

At the beginning of the War of Souls, the spirit dragons sensed the return of the Queen of Darkness and her siren song in the storm. Only their ancient oaths prevented them from leaving their realm and revealing its presence to the Dark Queen. When Takhisis was slain and the true gods returned, the spirit dragons rejoiced, but their joy was tinged with fathomless sorrow. Paladine was gone. No new Dragonsinger arose among the mortals, so the remains of those dragons that fell during the Age of Mortals are still in the possession of the surviving Dragon Overlords. The connection between the Dragons' Graveyard and the Dome of Creation has yet to be restored.

The skulls used by the Queen of Darkness in Sanction, once part of the *skull totems* of Malys, Skie, and Beryl, were borne aloft by good dragons and transported to the Dragon Isles. There they await the restoration of the Dragons' Graveyard and the naming of the new Dragonsinger.

FEATURES OF THE DRAGONS' GRAVEYARD

Important Rules: Planar Traits, Chapter 5: Campaigns in the *Dungeon Master's Guide*.

The Dragons' Graveyard is a realm that exists in a pocket dimension bordering the Material Plane, the Astral Plane, and the Dome of Creation. As such, it bears some unique traits that are important to take into account for travelers within the realm.

The following traits are always true for the various locations within the Dragons' Graveyard, unless otherwise stated in the location's description (under **Key to the Dragons' Graveyard**):

- **Infinite size.** The Dragons' Graveyard is finite but unbounded, looping around on itself to create a spherical world. Characters traveling in one direction will usually end up right where they started.
- **Objective directional gravity.**

- **Coterminous with the Material Plane.**
- **Coexistent with the Astral Plane.**
- **Mildly neutral-aligned.**
- **Mildly good-aligned.**
- **No elemental traits.** The various shrine islands in the Sea of Bones do have elemental associations, but the rest of the demiplane does not.
- **Divinely morphic.** The gods of Krynn have the power to make changes to the realm with just a thought, though none have done so since the Age of Dreams and none will while it is so loosely tethered to the Material Plane (even Chemosh). Other creatures must use standard physical or magical methods to achieve change.
- **Timeless.** Age, hunger, thirst, poison and natural healing cease to function in the Dragons' Graveyard, though they resume functioning when a character leaves.
- **Impeded magic, limited magic and wild magic.** Because the power of the gods of magic is weakened here, all wizard magic requires a Spellcraft check to cast (DC 10 + spell level). The same is true for godly (cleric) magic, apart from that of Chemosh (whose influence manifests once the heroes enter the Dragons' Graveyard). This includes druids, rangers and paladins. Sorcerers, bards, assassins and mystics all find that their connection to the ambient magic of the world is erratic and dangerous here in the wake of the War of Souls. Such characters must make a level check (DC 15 + spell level or effect) in order to contain the spell and not have it run awry.
- Due to the complete absence of the three moons of magic, all wizards of the Order of High Sorcery cast spells at -1 caster level and with the saving throw DCs against their spells decreased by -1.
- Spells that rely on the Ethereal Plane or the Shadow Plane do not function here at all, and Conjunction (teleportation) magic is similarly unusable. Necromancy and Conjunction (healing) spells in the Dragons' Graveyard are always considered to be Empowered and Extended, as if those feats had been applied to them. This does not increase spell levels.

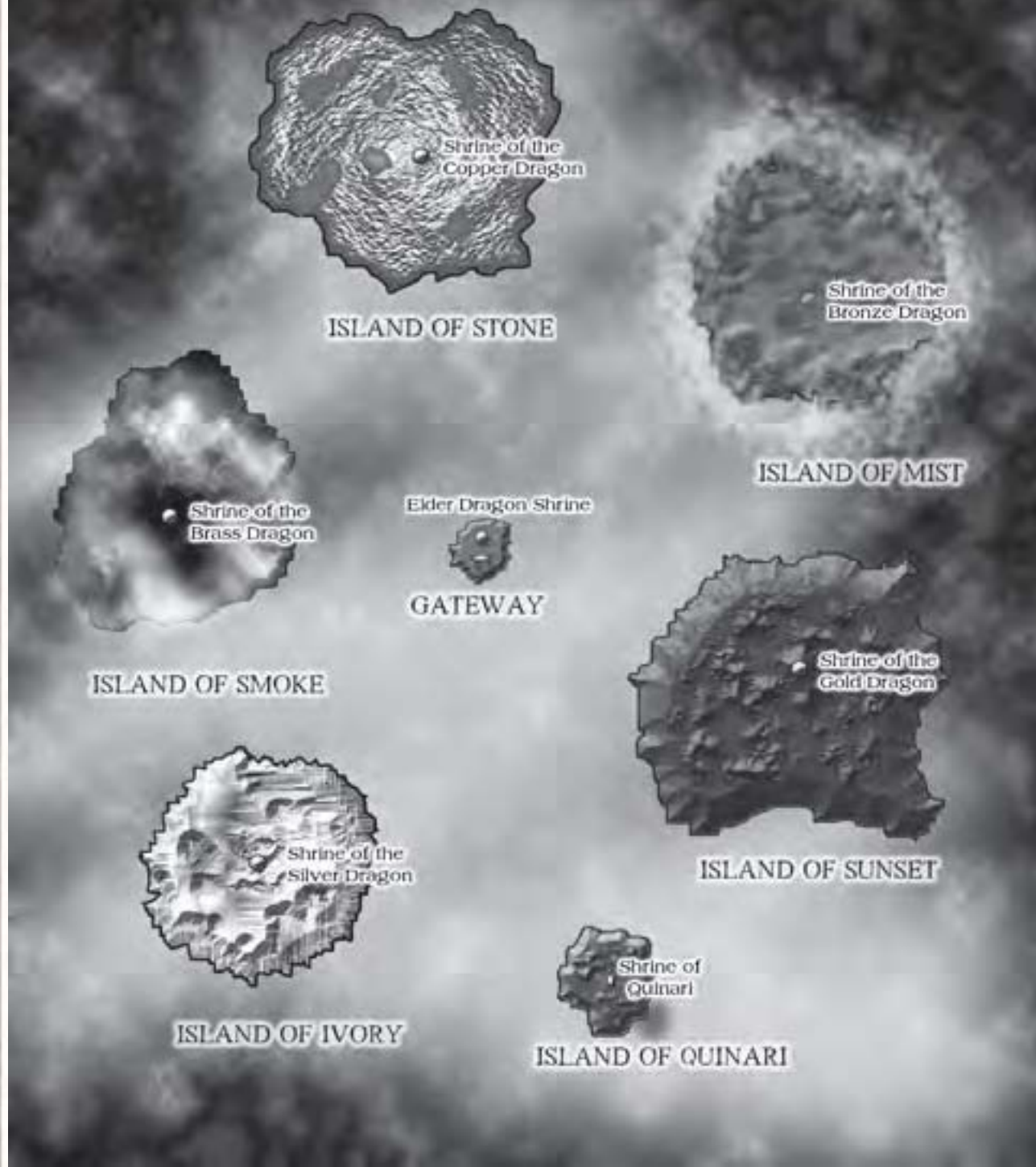
GILTHANAS AND THE DRAGONS' GRAVEYARD

GILTHANAS Kanan, secretly a dragon vassal of Gellidus, will accompany the heroes on all of their adventures in the Dragons' Graveyard. He is following orders, trying to find a way to retrieve a number of skulls from the realm, and also to assess the capabilities of the heroes.

Specific notes about his activity are mentioned in events, but one major factor is key: none of the inhabitants of the Dragons' Graveyard (including the

spirit dragons and the guardians of the shrines) can sense him. He is effectively invisible and inaudible and carries no scent. This is a side effect of his current state as a dragon vassal, one of which he isn't aware. Keep this in mind in all battles and encounters—none of the NPCs, save Kayleigh, Lothian, the Betrayer, or Master Yap can perceive Gilthanas, though he can still attack or affect them.

The Dragons' Graveyard



RANDOM ENCOUNTERS

The Dragons' Graveyard is home to guardians known as the spirit dragons—incorporeal souls of wyrms that have not rejoined their brethren in the Dome of Creation, choosing to act as protectors of the realm and guides for those who enter the Graveyard until the end of the world.

In most circumstances the heroes will not come into direct conflict with the spirit dragons. If necessary, their statistics can be approximated by using an adult dragon and adding the incorporeal subtype, or looking for the

spirit dragon bonus material available online at www.dragonlance.com. If the player characters decide to create trouble apart from the conflicts in the **Trial of the Dragonsinger**, these dragons might come into conflict with them at the DM's discretion.

KEY TO THE DRAGONS' GRAVEYARD
Important Rules: The Environment, **Chapter 8: Glossary** in the *Dungeon Master's Guide*; Survival skill, **Chapter 4: Skills** in the *Player's Handbook*.

There are only a few specific locations within the Dragons' Graveyard: the Gateway, the Sea of Bones, the five Islands of the Dragons, and the floating Island of Quinari that circles above the realm.

Each of the five larger islands is distinct and different from the others, although they do have some traits in common. They are roughly circular, approximately three miles across and a mile deep (hidden beneath the surface of the Sea of Bones). The Gateway and the Island of Quinari are smaller, free-floating islands without overt elemental traits.

DG1. THE GATEWAY

The Gateway is where the heroes first arrive when they pass through the portal from the beach along the coast of Nordmaar. It is their means of safely navigating the Dragons' Graveyard and meeting the goals of this chapter.

The Gateway abides by all of the demiplane's standard planar traits and has none of its own.

Features: The Gateway is a floating circle of rock about three hundred feet wide and a little more than fifty feet deep. Unlike the Island of Quinari, which is suspended in a higher orbit, the Gateway floats just above the surface of the Sea of Bones. It usually remains in place 1 mile equidistant from each of the five large islands, unless it is piloted at the Elder Shrine.

The portal itself is a massive arch, 100 feet wide and 100 feet tall, comprised of interwoven strands of pure silver, gold, bronze, brass, and copper which glow with a brilliant light when the gateway is activated. It remains open for at least 10 minutes after the heroes pass through it, after which it closes. When it is not active, the space within the arch is empty.

The only other feature of the Gateway is the Elder Shrine, located in the middle of the floating island a short distance from the portal. The Elder Shrine is detailed in location DG2.

Inhabitants: The Gateway has no inhabitants, although the spirit dragons are all capable of traveling here to defend the Graveyard from invaders.

Hazards: None. The Gateway is relatively harmless to mortals.

DG2. THE ELDER SHRINE

When the heroes approach this location from the Portal, read or paraphrase the following:

Before you is a place of serenity and ageless grace, a shrine of purest white and rose marble. Twelve mighty pillars mark the outer edge of a stone circle more than one hundred feet in diameter. Five metal stanchions, each forged from one of the five dragon metals, form a semi-circle before a single stepped dais, upon which stands a podium. Five enormous dragon skulls, one of each of the five good dragon clans, sit upon smaller pillars, looking down upon the interior of the shrine like ancient bone guardians.

This place serves the same purpose as a Wind Captain's Chair in a flying citadel. Bound with powerful magic from the Age of Dreams, it controls the movement of the Gateway Island, allowing travel to the other islands.

The central podium on the dais bears an inscription which explains how the Gateway Island is operated and outlines the Island's purpose (see **Trial of the Dragonsinger** on p. 159). The inscription is written in Draconic and Elven. It reads as follows:

*If to the Isle of Quinari you aspire
First must this puzzle you retire
Five notes of crystal guarded dear
Should you from perilous isles acquire.*

*One of smoke, and one of mist
One of stone, one sunset-kissed
One of ivory, with chill beware
To each dragon shrine must you persist.*

*An elven hand upon the stones
Guides this island across the bones
When all the notes are gathered here
If song is sung, the Gateway's flown.*

*Quinari's tomb your destination
O chosen one of dragon nations
Within yourself find courage there
To take upon your wyrm-blessed station.*

Five precious stones (amber for bronze, topaz for brass, citrine for gold, moonstone for silver and carnelian for copper) rest upon the marble top of the podium, each lining up with a metal stanchion and a dragon skull. If an elf or half-elf lays his hand upon one of the gemstones, the Gateway Island will move like a ship across the Sea of Bones towards the specified island, traveling the distance in 5 minutes (12 miles/hour). Once the Island reaches its destination, it stops, enabling the heroes to walk from the Gateway to the chosen island. The Gateway will not move again until directed.

Each of the metal stanchions is a smooth, 4-foot tall pillar with a narrow vertical opening in front about 6 inches tall and 3 inches wide. These receptacles are used to hold the 5 crystals located at the dragon shrines. When the correct crystal is placed in the receptacle and the proper note is played or sung, the eyes of the corresponding skull light up—indicating the stanchion has been activated.

Once all five stanchions are activated, the Gateway Island will lift up from the Sea of Bones and travel up into the sky to meet with the Island of Quinari. Both islands link together and remain connected as they orbit the Dragons' Graveyard.

The dragon skulls are, in fact, the skulls of the five metallic dragon clan progenitors, truly ancient and bearing an overwhelming aura of good. They are necessary elements for the movement of the Gateway Island and will soon have a greater role to play in the campaign.



DG3. THE SEA OF BONES

The largest portion of the Dragons' Graveyard is the Sea of Bones. It is a horizontal plane of dragon skeletons, several hundred feet deep, tumbling over and over each other.

Features: The Sea of Bones has the following traits, which also apply to the open space between the larger islands and the Isle of Quinari:

- No gravity. Moving through the area requires magic, force or the use of a DC 16 Wisdom check to gain a fly speed of 5 x Wisdom bonus (perfect).
- Alterable morphic. It is possible through magic or force to shift about the skeletons that form the Sea of Bones, as they simply float freely in space.
- Entrapping. This is a trait unique to the Dragons' Graveyard. As the resting place for the dragons of light that are ready to die, the Sea of Bones gently lulls them into a slumber and allows them to die in peace. While within the Sea of Bones (as opposed to on one of the islands or flying above it), living creatures take 1d4 nonlethal damage per round as the energy from their bodies seeks to rejoin with the essence of life. Once a creature's nonlethal damage exceeds his hit point total, he falls unconscious. Each round after that, he suffers 1 point of permanent Constitution drain. Once he reaches 0 Constitution, he is dead; his flesh fades away and leaves behind only a skeleton to join the Sea of Bones. A creature that dies in the Sea of Bones cannot be *raised* or *resurrected*, even by means of a *miracle* or *wish* spell, short of divine intervention.

The Sea of Bones has no other features apart from the skeletons themselves and the islands floating within it.

Inhabitants: None. The spirit dragons can travel at will across and within the Sea of Bones, but there are no other creatures present.

Hazards: The Sea's entrapping trait is the most significant hazard. Any character entering the Sea will immediately begin to feel the pull of the bones to potentially deadly consequences.

DG4. THE ISLAND OF IVORY (EL 14)

The Island of Ivory is the location of the Shrine of the Silver Dragon. The shrine is situated at the heart of the island, a massive temple of rime-coated stone on a plain of unblemished white snow. Peaks of glistening ice form a barrier around the island, with occasional narrow openings providing entry.

Features: The Island of Ivory has the following traits.

- Air-dominant.
- Mildly law-aligned and strongly good-aligned.

Inhabitants: The primary inhabitants of the Island of Ivory are ice mephits and other cold-related creatures. The guardian of the Silver Dragon shrine is a celestial frost worm who, in conjunction with the silver spirit dragon, Soul, conducts the Test of the Silver Dragon.

☞ **Celestial frost worm:** hp 147; see *Monster Manual*, except add extraplanar subtype, *smite evil* 1/day (+14 damage), resistance to acid and electricity 10, spell resistance 19, damage resistance 10/magic, CR 14.

☞ **Soul, silver spirit dragon:** hp 161.

Hazards: The Island of Ivory's climate is considered to be severe cold (below 0° F). Around the Shrine of the Silver Dragon (within 100 feet), the temperature drops even lower to below 20° F, making it very dangerous to be without some means of protection from cold dangers.

Challenge: The challenge of the Shrine of the Silver Dragon is simple: the crystal of the shrine is deep within the gullet of the celestial frost worm. The frost worm will not appear when the heroes first arrive; it is deep beneath the ice. Read or paraphrase the following when the heroes locate the Shrine:

You stand before the Shrine of the Silver Dragon, a mighty structure of stone encased in a permanent shroud of shining ice. Spires and towers of ivory and frost give the impression of a coldly beautiful crown set upon a vast plain of pure white snow.

A ghostly silver dragon, sleek-winged and slender, materializes from the chill ambience of the Shrine. Her voice echoes in your minds as she speaks. "Welcome, mortals, to the Island of Ivory. I am Soul. You seek the crystal of the silver dragon?"

If the heroes reply in the affirmative, Soul bows her head and says, "Very well. You shall find your prize—in the heart of the worm!" With that, she fades from sight, just as the celestial frost worm trills its arrival from below.

The worm attacks the heroes. When it is beaten, it explodes, leaving behind thousands of ice crystals. Locating the crystal the heroes need in the icy mess will take a DC 30 Search check—or clever use of spells and items! If the heroes absolutely cannot find it, Soul locates it for them. Once the heroes have the crystal, she reveals the single pure note of music needed to activate it.

DG5. THE ISLAND OF MIST (CR 13)

The Island of Mist is the location of the Shrine of the Bronze Dragon. It is a bowl of rock 100 feet thick holding a fog-shrouded freshwater lake. The shrine itself is a pearlescent chapel located in the very center of the lake, 100 feet below the surface and surrounded by strong currents.

Features: The Island of Mist has the following traits.

- Water-dominant.
- Mildly law-aligned and strongly good-aligned.

Inhabitants: The Island of Mist's island is inhabited by water mephits and other aquatic creatures, such as fish. The guardians of the Bronze Dragon Shrine are two celestial elder tojanidas who, in conjunction with the bronze spirit dragon, Siren, conduct the Test of the Bronze Dragon.

☞ **Celestial elder tojanidas (2):** hp 127; see *Monster Manual*, except add extraplanar subtype, *smite evil* 1/day (+15 damage), resistance to acid and electricity 10, spell resistance 20, damage resistance 10/magic, CR 11.

☞ **Siren, bronze spirit dragon:** hp 153.

Hazards: The Island of Mist's watery depths are the main hazard to player characters attempting to reach the shrine. Without proper preparation (such as spells like *water breathing* and *freedom of movement*), dealing with the shrine's guardians will be very difficult. The strong currents around the shrine require a DC 30 Swim check to negotiate; failure indicates the character takes 2d6 points of damage as he is swept around and out into calmer waters. Armor and heavy equipment can also make the situation perilous.

Challenge: The challenge of the Shrine of the Bronze Dragon consists of the heroes entering the shrine and leaving with the crystal while the two celestial elder tojanidas try to stop them. Read or paraphrase the following when the heroes locate the Shrine:

Before you is the Shrine of the Bronze Dragon, a hauntingly beautiful pearl of titanic size, carefully hollowed out in homage to the nobility of the bronze wyrms. Carvings of porpoises, octopi, seahorses and kelp fronds cradle the central sacred sanctum that is visible in a greenish-yellow light that permeates the water. A ghostly bronze dragon, crested and beaked, materializes from the waters of the Shrine. Her voice is sinuous within your minds as she speaks. "Welcome, mortals, to the Island of Mist. I am Siren. You seek the crystal of the bronze dragon?"

If the heroes reply in the affirmative, Siren lifts her head and says, "It shall be so. Claim your prize from within the shrine—if you have the means to do so!" With that, she fades from sight, just as the celestial elder tojanidas burst from the kelp forests. One tojanida attacks the heroes, while the other swims into the shrine to await them. The shrine itself is a circular chamber 60 feet in diameter, with three major entrances and walls that look like latticework or lace. The crystal is within a fragile floating bubble of air 10 feet wide in the middle of the sanctum. The heroes start 100 feet from the entrances. The two tojanidas will do anything they can to prevent them from reaching the crystal.

If the heroes retrieve the crystal and exit the shrine with it, the tojanidas will depart. Siren reappears, praises the heroes, and rewards them with the musical note that activates the crystal.

DG6. THE ISLAND OF SMOKE (EL 14)

The Island of Smoke is the location of the Shrine of the Brass Dragon. It is a blistering smoke-filled desert with sheets of burning flame lining the pathways that lead inward to the shrine. The shrine itself is a temple of obsidian topped with minarets and chimneys, located on a molten lake of fire.

Features: The Island of Smoke has the following traits.

- Fire-dominant.
- Mildly chaos-aligned and strongly good-aligned.

Inhabitants: The primary inhabitants of the Island of Smoke are magma mephits and other fire-related creatures. The guardians of the Brass Dragon shrine are a pair of celestial noble salamanders who, in conjunction with the brass spirit dragon, Sultan, conduct the Test of the Brass Dragon.

☞ **Celestial noble salamanders (2):** hp 112; see *Monster Manual*, except add extraplanar subtype, smite evil 1/day (+15 damage), resistance to acid and electricity 10, spell resistance 19, damage resistance 10/magic, CR 12.

☞ **Sultan, brass spirit dragon:** hp 136.

Hazards: The Island of Smoke is dangerously hot. The normal temperature is close to or a little more than 110° F, which is considered severe heat. Around the shrine, which is itself a hazard due to the lake of magma, the temperature rises to extreme heat (140° F) that is deadly without proper protection.

Challenge: The challenge of the Shrine of the Brass Dragon involves recovering the crystal from a small island of obsidian before it sinks beneath the molten rock. Read or paraphrase the following to the heroes when they arrive:

Through the waves of heat and flame you see the Shrine of the Brass Dragon. Floating in a lake of fire, it is an imposing temple of glassy volcanic rock bristling with spires of obsidian and belching fiery smoke. A ghostly brass dragon, ram-horned and graceful, shimmers into view from the smoky heat. His voice thunders in your heads as he speaks. "Welcome, mortals, to the Island of Smoke. I am Sultan. You seek the crystal of the brass dragon?"

If the heroes reply in the affirmative, Sultan turns and gestures with one sinuous limb at a smaller island of rock in the magma lake. "Indeed! You shall find your prize—upon the lake of fire!" With that, he fades from sight, and the two celestial noble salamanders emerge from the fiery lava, brandishing their tridents.

"Here is your crystal!" one calls, tossing a shard of quartz onto the small island. "Come and claim it!"

The island is 20 feet from the edge of the lake and 15 feet in diameter. One celestial noble salamander stands upon the island, while the other comes ashore. Each acts to prevent the heroes from getting to the crystal. The obsidian island sinks lower and lower each round; it will be submerged in 10 rounds.

If the heroes take hold of the crystal before it sinks below the surface, the noble salamanders depart. If they don't, but defeat the salamanders, the crystal will rise to the surface once more. Sultan, the spirit dragon, reappears, praising the heroes and singing the pure, resonant note that will activate the crystal.

DG7. THE ISLAND OF STONE (EL 12)

The Island of Stone is the location of the Shrine of the Copper Dragon. It is a fractured disk of rock, with dozens of crevices and fissures that lead ultimately to a subterranean chamber. The shrine is in the chamber—a many-pillared granite temple surrounded by needle-sharp rocks.

Features: The Island of Stone has the following traits.

- Earth-dominant.
- Mildly chaos-aligned and strongly good-aligned.

Inhabitants: The Island of Stone is home to earth mephits and several other earth-related creatures. The guardians of the Copper Dragon Shrine are a pair of celestial elder xorns who, in conjunction with the copper spirit dragon, Stealth, conduct the Test of the Copper Dragon.

☞ **Celestial elder xorns (2):** hp 130; see *Monster Manual*, except add extraplanar subtype, smite evil 1/day (+20 damage), resistance to acid and electricity 10, spell resistance 19, damage resistance 10/magic, CR 10).

☞ **Stealth, copper spirit dragon:** hp 144.

Hazards: The Island of Stone's shrine is a mile underground and requires travel through precipitous crevices, tunnels and other underground dangers. Every 10 minutes, there is a 10% chance of encountering a collapsing floor or wall (Search DC 22, Reflex DC 22, damage 6d6, 30 ft. deep collapses floor). In addition, surrounding the shrine are needle-sharp rocks that halve movement and require a DC 18 Reflex check each round of movement to avoid taking 1d6 points of slashing damage.

Challenge: The challenge of the Shrine of the Copper Dragon involves recovering the crystal from inside one of the two celestial elder xorns. Read or paraphrase the following to the heroes when they arrive:

You stand before the Shrine of the Copper Dragon. A temple of colossal pillars embedded with geodes, rocky spurs, and precious stones, the shrine forms the stony heart of the subterranean chamber. Razor-sharp fields of needle rock cover the floor, ceiling and walls between you and the shrine. A ghostly copper dragon, burly and broad-headed, emerges from the darkness. His voice is mischievous and sarcastic as he speaks. "Welcome, mortals, to the Island of Stone. I am Stealth. You seek the crystal of the copper dragon?"

If the heroes reply in the affirmative, Stealth angles his wedge-shaped head to the side and seems to grin. "Oh really? Then claim your prize—from the guardian's gullet!" With that, he fades from sight. The celestial elder xorns spring up from the rocky floor of the chamber, 15 feet from the party. Only one of the xorns has the crystal, undigested and whole, within its alien gizzard, but they give no hint as to which.

"We compete," one of the xorns announces in its gravelly voice. "We battle. You win, we give rock. You lose, no rock for you!" The creatures then rush in, preferring to use their Awesome Blow feat, along with the dangerous environment, to inconvenience and intimidate the heroes.

If the heroes defeat the xorn that has the crystal, it regurgitates it and sinks beneath the rocky floor. Stealth, the spirit dragon, reappears and praises the heroes—singing the pure, resonant note that will activate the crystal.

DG8. THE ISLAND OF SUNSET (EL 13)

The Island of Sunset is the location of the Shrine of the Gold Dragon. It is a mountainous realm assailed by blistering winds and surges of radiant power. The Shrine lies at the very peak of the island, a glittering palace of marble and gold.

Features: The Island of Sunset has the following traits.

- Fire-dominant.
- Mildly law-aligned and strongly good-aligned.

Inhabitants: The primary inhabitants of the Island of Sunset are fire mephits and other fire-related creatures. The guardian of the Gold Dragon shrine is a celestial elder fire elemental who, in conjunction with the gold spirit dragon, Seraph, conducts the Test of the Gold Dragon.

☞ **Celestial elder fire elemental:** hp 228; see *Monster Manual*, except add extraplanar subtype, smite evil 1/day (+20 damage), resistance to acid and electricity 10, spell resistance 19, damage resistance 10/magic, CR 13).

☞ **Seraph, gold spirit dragon:** hp 170.

Hazards: The Island of Sunset is considered forbidding mountainous terrain. It is very hot (above 90° F). Chasms and cliffs are common. Flying characters must deal with severe winds 10 feet from the rock face (-4 on ranged attack rolls and Listen checks, may knock down or check based on size) and occasional surges of energy (15% per hour, Reflex DC 18 half, 4d6 fire). The Shrine of the Gold Dragon is a mile up, sheltered from the hot winds and radiant storms. Getting to the peak is possible through mountain paths, switchbacks, and occasional rock-climbs.

Challenge: The challenge of the Shrine of the Gold Dragon involves retrieving the crystal from a small cleft in the cliff face below the Shrine. Read or paraphrase the following to the heroes when they arrive:

You stand before the Shrine of the Gold Dragon. A wind-swept palace of marble and metal, the shrine radiates glory and power. Here on the highest peak of the island, the fiery storms whirl and dance, and their light bathes the shrine in vivid orange and gold. A ghostly gold dragon, regal and white-maned, appears, as if created by the flickering storm light. His voice is grave as he speaks. "Welcome, mortals, to the Island of Sunset. I am Seraph. You seek the crystal of the gold dragon?"

If the heroes reply in the affirmative, Seraph furls his mighty wings and extends a claw, indicating the nearest cliff. “Your prize awaits you below!” With that, he fades from sight. A fiery roar comes from over the edge. The crystal is located in a small crevice 100 feet down the side of the cliff, with a 400 foot drop down to the sharp rocks beyond. The Climb DC for the sheer cliff is 25, but the greatest threat is the celestial elder fire elemental waiting for the heroes. The elemental aims to prevent any character from lifting the crystal out of its nook.

If the heroes recover the crystal, the fire elemental retreats, joining with the firestorms that rage about the island. Seraph, the spirit dragon, reappears, praising the heroes and singing the pure, resonant note that will activate the crystal.

DG9. THE ISLAND OF QUINARI (EL SPECIAL)

The Island of Quinari is a free-floating disk of rock covered in grassy pastures, larger than the Gateway and smaller in size than the five major islands. It is the location of the Tomb of Quinari, the elven queen’s place of eternal repose, and the last step in the pilgrimage of Dragonsinger candidates. It floats a mile above the Sea of Bones, traveling in a strange elliptical orbit around the Dragons’ Graveyard.

Reaching the Island of Quinari is the goal of the Trial of the Dragonsinger (see *Events in the Dragons’ Graveyard*, below)

Features: The Island of Quinari has the following traits:

- Divinely morphic.
- Strongly good-aligned.
- Restricted. The Island of Quinari is surrounded by a magical barrier that the living may breach only with the harmony of the 5 dragon crystals. Spirits are capable of entering and leaving the Island at will, however.

Inhabitants: None. No creatures reside on or near the Island of Quinari.

Hazards: None. The Island of Quinari has no inherent dangers.

EVENTS IN THE DRAGONS’ GRAVEYARD

The following events together comprise the final events of *Spectre of Sorrows* and determine the fate of at least one if not three or more significant NPCs of the campaign. These events should be run in order, but there is a lot of room for variation if necessary.

Throughout these events, keep track of how the party is doing in terms of resources, spells prepared, wounds suffered and abilities used. They will have the use of the *Tears of Mishakal* for healing, but as the events play out the situations will become more treacherous.

TRIAL OF THE DRAGONSINGER

The Dragons’ Graveyard is not only the final resting place for Krynn’s dragons before they return to the Dome of Creation, it also serves as the testing ground for the Dragonsingers. The Gateway, the structure of the five islands and their shrines, and the Island of Quinari

all make up a series of challenges that the heroes must overcome to reach their destination.

When the heroes have located the Elder Shrine of the Gateway and uncovered its function through reading the inscription, read or paraphrase the following:

Wisps of smoky-gray ether coil out of the marble slabs beneath your feet and swirl upwards in a column of mist. The mist coalesces into the spectral figure of the elven spirit, Kayleigh.

“Courageous allies,” she says, floating above the marble floor of the Elder Shrine. “Your path lies before you, but you have a choice. You may turn back here and leave this place and me to our fate. My will is not my own—I must remain here until someone meets the challenges ahead. I have faith in you, but beware—the Lord of Bones turns his baleful eyes upon this place.”

Kayleigh is offering the heroes a way out, but the choice is fairly clear for them. At this point, Gilthanas should be with the heroes. If he isn’t, he will arrive from the portal, having followed the heroes in. Give the players a few moments to talk about their options and deal with Gilthanas’ arrival. Whatever the case, the elf lord offers to pilot the Gateway in the absence of any elf or half-elf PCs, but will defer to those heroes who are able to operate the Gateway.

The heroes may have questions for Kayleigh. She will answer as best she can. She can tell the heroes that she cannot accompany them to retrieve the crystals from the shrines, but that as long as her presence is here in the Elder Shrine, she is safe, and the spirit guardians of the Dragons’ Graveyard will not attack the heroes. It is her hope that the heroes will prevail and reach the Island of Quinari, so that the *Tears of Mishakal* may be used to restore this realm and allow her to pass on to her next life.

Kayleigh also tells the heroes that, along with the crystals from the shrines, they will need the musical notes required to activate them. The *Key of Quinari* is able to store and play back more than just the music within it. If it is opened while a song or melody or single note is sung or played, it will be able to play it back. She suggests that this may be easier than trying to remember the notes when they hear them.

Once the heroes have decided upon their first destination, proceed to the next stage of the Trial, using the information in the **Key to the Dragons’ Graveyard** section as a guide. Gilthanas accompanies the heroes on every excursion—he is hoping to assess their qualities and see how they handle themselves.

ISLANDS OF CHALLENGE

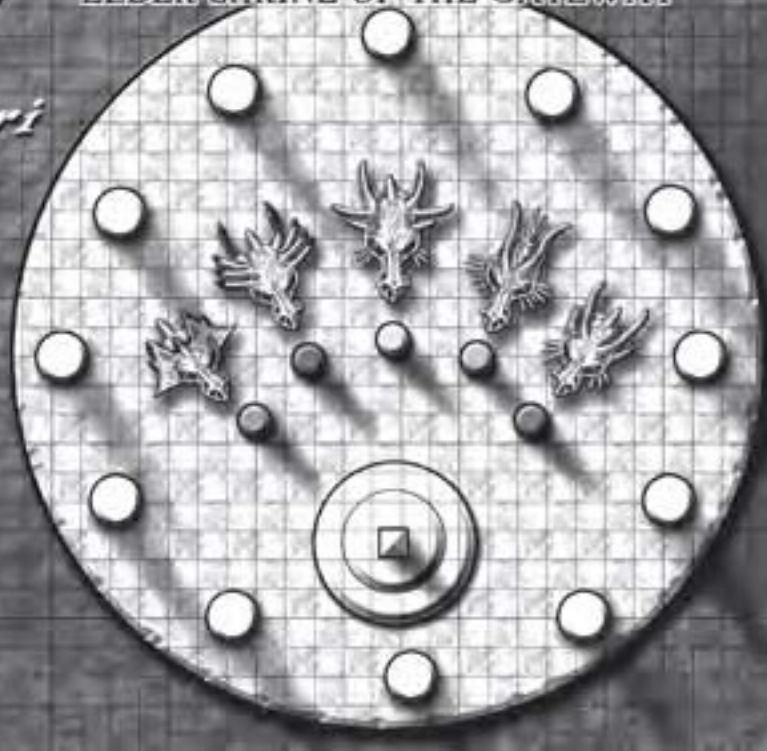
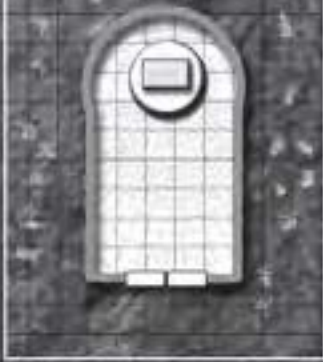
The Gateway comes to rest alongside the chosen island, like a boat in a harbor. Each island has a small area of land, like a beach, which allows those who disembark to



Gateway Island and Island of Quinari

ELDER SHRINE OF THE GATEWAY

SHRINE OF QUINARI



prepare themselves before heading in. The task is relatively simple: travel to the center of the island and confront the guardian of the shrine. The nature of each challenge is described under the description of each island, along with information about the hazards that present themselves to the heroes.

You should feel free to either make this as arduous and difficult as you like or as swift as possible. Each Island can be expanded into an adventure in and of itself, as they are easily large enough to accommodate more challenges and threats. However, this adventure assumes that the journey into the center can be resolved with a little role-playing and some necessary die rolls.

The guardians of the shrines are celestial versions of standard monsters, hailing originally from realms bordering the Dome of Creation that interact with the Elemental Planes. They have been here since the Dragons' Graveyard was created and have taken part in the trial of every Dragonsinger since. Ageless and eternal, they cannot be slain permanently and are tireless in their roles. Each shrine also has a spirit dragon guardian who serves the role of adjudicating and resolving challenges. The spirit dragon will present the heroes with the crystal once they have overcome the shrine's guardian, sing the activation note for the heroes to remember (or store in the *Key of Quinari*), and retrieve the crystal at a later date when the Trial is over.

Although the heroes are the ones overcoming these obstacles and retrieving the crystals, the Trial assumes the Dragonsinger will have aid. Perhaps without realizing it, the player characters are assisting Kayleigh in reaching her untapped potential as a Dragonsinger. If they succeed, she will have passed the Trial with their help and will inherit the mantle once she gains the blessing of the spirits at Quinari's Tomb.

USING THE CRYSTALS

The crystals are slender shards of quartz, each resonating with a different musical note and engraved with a rune in Draconic that corresponds to the dragon clan that provided it. When the crystal is placed in the proper receptacle at the Elder Shrine and the correct note is sung or played (DC 20 Perform check if the heroes don't have the note stored in the *Key of Quinari*), the eyes of the dragon skull will light up and the crystal will glow with a soft radiance.

Once all five crystals are in place and activated, Kayleigh tells the heroes that the pathway to the Island of Quinari has been opened. Whoever is piloting the Gateway feels the central podium hum with power. Placing his hands on the top of the podium, he causes the Gateway to rise up from the Sea of Bones and into the sky, moving along the course to intercept the Island of Quinari. This journey takes 5 minutes, giving the heroes time to prepare themselves for whatever lies in wait for them at the Tomb.

ON QUINARI'S ISLAND

When the Gateway reaches its destination, it comes to rest against the orbiting island, making it possible for the heroes to disembark. Before they do, read or paraphrase the following:

With a deep resounding thud, the Gateway joins the Island of Quinari high above the Sea of Bones. The eyes of the elder dragon skulls flare with light and then settle into five pairs of smoldering coals. Kayleigh Starfinder turns to address you, the pale moonlight giving her spectral form substance.

“The end of the trial is almost upon us,” she says, lifting an arm to point out across the moon-silvered pastures of the Island of Quinari. “The Tomb is at the center of the island awaiting the *Tears of Mishakal*. The *Key of Quinari* holds within it the melody of the ages, the Dragonsinger’s song, to unseal the Tomb and throw open the door into the Sanctuary of Spirits. Come! This time, my friends, our paths are one.” With that, the spirit of the Dragonsinger glides from the Elder Shrine and onto the Island of Quinari.

At this point, Gilthanas informs the heroes that he will stay behind. “Elven hands guide this island, and you are needed. Go with Kayleigh. I will stay here to guard these crystals and keep watch over the Portal, in case something else decides to pass through it.” The elf lord will not accept offers for him to accompany them, insisting that they are Kayleigh’s guardians. Though he wants the heroes to go so that he may do his work and leave the Dragons’ Graveyard, he also knows that their mission is important. Regardless of his current obligations and grief, Gilthanas wants the heroes to succeed.

If one or more heroes decide to stay behind, Gilthanas won’t try too hard to force the issue. However, when the time comes, he will not be shy in knocking them out or dispatching them in other ways so that he can carry out his grim task.

The journey from the Gateway Island to the Tomb of Quinari takes less than half an hour of uneventful travel through a sea of grasses. There are no random encounters or obstacles in their path, at least not until they reach the Tomb.

LOTHIAN REVEALED

When the heroes are close, read or paraphrase the following.

After a half-hour of travel the Tomb of Quinari comes into view, a mausoleum of rose-veined marble chased with silver, gold, and other precious metals. The doors to the Tomb are formidable, each at least twice the height of an elf, but there are no other visible entries or exits. Beside each door is a receptacle that appears perfectly suited for one of the *Tears of Mishakal*.

“The music-box!” urges Kayleigh. “Have it ready, for its song will open the way.”

The heroes are now 50 feet from the Tomb on a fairly open grassy plain. Nothing happens until the player character who is holding the *Key of Quinari* brings it out from where it has been stashed or stowed. As soon as it is revealed, Lothian strikes.

The elf mystic has been following the heroes since they crossed the Portal into the Dragons’ Graveyard,

maintaining *invisibility* and *nondetection* spells and biding his time until they attained the Island of Quinari. Furious that the heroes seem to have formed a bond with Kayleigh and that she has been working against him, Lothian has come to take her away and, in the process, spoil the heroes’ plans to restore the Dragons’ Graveyard.

Read or paraphrase the following:

A low sizzle of power followed by a deafening, high-pitched note splits the air moments after the *Key of Quinari* is brought forth. Kayleigh screams in horror as the music box shatters into splinters of wood, glass, and shards of metal. A gaunt, bald, elf clad from the neck down in a black cassock appears—from nowhere, clutching a large funerary urn in one hand. His other hand points at the remains of the music box. “Kayleigh!” snarls the elf, his face a mask of fury. “I’ve changed my mind about the shroud—if I can’t have it, no one will! Leave these fools to their fate. You’re coming with me.”

The Situation: Lothian has used *disjoin* and *shatter* to sunder the *Key of Quinari*. The character holding the *Key* must make a DC 15 Reflex save to avoid taking 1d6 points of damage from the music box’s destruction. The music box is beyond the character’s capacity to repair (including using spells such as *mending*).

Ordinarily this sort of action would call for saving throws and other effects being brought into play, but the destruction of the *Key of Quinari* is a plot device and a story conceit meant to highlight the threat of Lothian and the dire situation the heroes are now in. Without the *Key*, it appears as if the Tomb of Quinari cannot be opened or the *Tears of Mishakal* activated to restore the realm. More immediately, however, the heroes must deal with Lothian himself.

Lothian carries the funerary urn containing Kayleigh’s mortal remains. This is the vessel that binds her to the material world, the chain that Chemosh once forged between the two ill-fated elves. With the restoration of the corrupt *Tear of Mishakal*, the range of Lothian’s control over Kayleigh has been reduced considerably, but he still has power over her.

The Conflict: Lothian is a very dangerous opponent. The heroes may choose not to fight him, but if they do nothing, the elf uses the urn to compel Kayleigh to follow him to the Portal. If they attack, Lothian responds in kind. The battle is joined.

☞ Kayleigh, *Spectre of Sorrows*: hp 83; page 192.

☞ Lothian: hp 90; page 192.

Tactics: Run this encounter to last only two or three rounds. Lothian is aiming to kill or at least severely incapacitate the characters, but his efforts will be thwarted with the arrival of the Betrayer. As such, this battle should be about surviving Lothian, not eliminating him. Use the following tactics as a guide to Lothian’s actions:



Round 1: Defensively, Lothian casts *time stop*. He uses the 1d4+1 rounds he has available to him to position himself near the weakest-looking character (a rogue, wizard or some other hero not combat oriented) and casts spells such as *bull's strength*, *dispel good*, *talons* and *darkness* in preparation for next round.

Round 2: Lothian casts *harm* on his chosen victim, and then positions himself near Kayleigh.

Round 3: Lothian casts *polymorph any object* on a likely target, using it to duplicate *flesh to stone*. He orders Kayleigh to use her corrupting gaze on the characters.

As soon as the third round ends, or if the heroes have managed to target the urn in Lothian's possession, the Betrayer arrives on the scene.

ENTER THE BETRAYER

Chemosh has delivered his agent Caeldor, the Betrayer, to the Dragons' Graveyard now that Lothian has revealed himself. The Betrayer has brought along Master Yap, who has joined forces with the evil lich-priest but has his doubts. The Betrayer acts last on the round the heroes have just completed. Set his initiative result to one lower than the others, and Master Yap's to one lower than that.

Then, read or paraphrase the following:

The battle with the crazed elf is interrupted by a tremendous roar of challenge from the direction of the Gateway. Looking back you see the armored form of the Betrayer, charging forth on his hideous mount, his mace held aloft. Holding on for dear life on the back of the nightmare is a small figure swathed in black robes from head to toe, a thin rat-like tail peeking out from underneath the flapping cloth.

"Lothian!" shrieks the Betrayer, with the voice of the angry dead. "It is over! Your soul belongs to the Lord of Bones!"

Lothian recoils in surprise and then snarls in defiance. Kayleigh looks desperately at you, and at the Tomb. It appears the cavalry, such as it is, has arrived.

The Situation: At this point, all hell breaks loose. Lothian forgets about the heroes for the time being, now that the Betrayer is after him. If the heroes have not

destroyed the urn, Kayleigh will use the distraction to urge somebody to destroy it. If this fails, the Betrayer's first act is to wave his hand, wrenching the urn out of Lothian's clutches with the power of Chemosh. Give the heroes the opportunity to do this first, however, as it will be much more dramatic if they are the agency of Kayleigh's freedom. With Lothian distracted, the heroes are free to make some difficult decisions. Their options are detailed below.

Fight!

This choice is obvious. Which enemy the heroes engage may not be. The Betrayer's primary goal is the elimination of Lothian and the taking of his soul for his lord, Chemosh. Lothian makes an attempt at responding to the Betrayer's challenge by casting spells, although many of them have no effect on undead and thus have no effect on Caeldor. If the heroes actually target the Betrayer, he merely notes their efforts for when he's done with the elf.

If the heroes don't drop Lothian in 2 rounds, the Betrayer ends his life with a well-placed *destruction* spell. Lothian's soul, separated from his mortal body, is snatched away by the Lord of Bones. This dramatic end should be enough of a clue to the heroes that Chemosh's power at this point is truly overwhelming.

Master Yap, although present, stays out of any fight. If the heroes come after him, he yelps and takes off, hoping to keep distance between himself and the player characters. If he is approached carefully, he might speak with a single character (preferably one who is short).

Parley!

Negotiation with either the Betrayer or Lothian is highly unlikely. The Betrayer has no time for words other than his challenges, and Lothian is too enraged by his circumstances to talk things over. Each should be considered Hostile to the player characters.

Kayleigh, on the other hand, is the perfect individual to talk with. As a Friendly NPC, she is willing to help. She will relate that the urn represents the last of Lothian's control over her, and that the Tomb of Quinari (and therefore the Sanctuary of Spirits) must be opened in order

for the *Tears of Mishakal* to do their work.

Master Yap is Indifferent. Right now, he is planning on staying with the Betrayer, but he has a soft spot for the heroes. It won't take much to convince him that he's on the wrong team, although actively helping the heroes might be stretching it.



Attempt to Open the Tomb!

If some or all of the heroes make a run for the Tomb of Quinari, with the *Tears of Mishakal* in hand, Kayleigh goes with them. Kayleigh reminds them that the power of the *Key of Quinari* was the song inside it—not the music box. As the Dragonsinger she herself could sing the melody, but she is only a spirit, and the song must come from the mortal realm.

One of the heroes must allow her to possess his or her physical body and temporarily share the mantle of the Dragonsinger. Any suggestion from the heroes about this will result in Kayleigh's approval, but you should feel free to have Kayleigh suggest it herself if the players don't leap to the same conclusion (or fill in the gaps if they come close). The elven spirit warns that whoever becomes her host will suffer for the blending of their souls, and must therefore waste no time in completing the task.

Any hero who volunteers to act as Kayleigh's host immediately gains all of the powers of the Dragonsinger template, but may only take a move action or a standard action each round. He is in control of his body, but the addition of Kayleigh's spirit is overriding some of his motor controls. In addition to this slowing down, the host takes 1d6 points of fire damage every round (no save) as Kayleigh's spirit consumes him. Use of healing magic or fire resistance can help relieve or overcome this effect.

TEARS AND SONGS

When the heroes are ready and have a plan for replacing the music box in the ritual (such as Kayleigh possessing one player character and singing, or perhaps a PC bard trying to duplicate the *Key of Quinari's* melody), run this event. The Betrayer should probably still be busy battling Lothian some distance away.

The heroes need to put one *Tear of Mishakal* in each of the sconces by the main doors of the Tomb. Putting the gems into the sconces is a standard action. When this is done, they begin to radiate a soft blue light, indicating that the placement is correct.

Next, the Kayleigh-possessed hero (or a hero making an attempt without Kayleigh's assistance) must spend three full rounds singing the haunting melody of the *Key of Quinari*. This requires a DC 20 Perform check; the hero can continue to try if he fails, but this takes up another 3 full rounds. At the end of the song, the twin doors into the Tomb are outlined in blue light, and they swing open (see **The Tomb is Opened**, below).

Development: The Betrayer does not want the heroes to use the gems, the song, or anything else capable of ruining his relationship with Chemosh. If he has not already slain Lothian, he does so (using *destruction* and a little Dungeon Master's license) and stalks towards the heroes at the Tomb as they begin the song. At this stage, Master Yap will shout a warning ("He's coming! Watch out!" or something like it) and try to delay the Betrayer. Emphasize how ineffectual this looks to the PCs so that they can decide whether they go to the kobold's aid.

Tactics: The Betrayer may or may not have time to bring an attack against the heroes before they complete the ritual. If he does, he favors *flame strike* and *summon monster* spells, as well as his mace. If he does not, he will have to deal with the consequences of the restoration of the Dome of Creation, below.

THE TOMB IS OPENED

When the ritual is completed, read or paraphrase the following:

As the final note of the song of the Dragonsinger is sung, the *Tears of Mishakal* blaze with a brilliant azure light. Lines of liquid blue trace themselves out upon the walls of the Tomb, following the carvings and engravings. The same luminous glow surrounds the two doors, and they swing noiselessly inwards.


Everything stops, hanging in the sudden wash of radiant divinity for a split-second, like a lightning stroke cutting through the darkness. The chaotic clamor of battle is frozen in place as if the universe were holding its breath. Then, in exhalation and exultation, the brilliance explodes into countless scintillating motes of light that hurtle heavenwards. Tiny white fires wink into existence across the sky, forming the constellations of the gods. Chemosh's goat skull, once dominant, is now surrounded by its stellar peers. With the finality of a painful memory forever put to rest, the three moons of magic wax full upon the celestial tapestry, eclipsing the pale traitor's moon and shedding their own light upon the Dragons' Graveyard.

The guardian spirits of the realm fly about the Island of Quinari, lifting their spectral voices in joyous union. Their song is immediately familiar, an echo of the Dragonsinger's music to celebrate the return of the Dome of Creation.

The Situation: With the restoration of this realm's connection to the Dome of Creation, Chemosh's power has been checked by that of the other gods. The barriers that cut off the divine power of clerics from their patrons and impeded the flow of wizardly magic in the Dragons' Graveyard are lifted, restoring these characters to their full strength.

The Betrayer, having until now benefited from his own dark patron's sole influence, feels it diminish. Kayleigh, no longer bound in any sense by Chemosh's shackles or indeed any others, passes through the doors and into the Tomb. If she possessed a character, that hero is once again able to act freely. The mantle of the Dragonsinger is gone from that character.





This is the final battle, the exchange that was promised all the way back in Hurim, between the player characters and Caeldor the Betrayer. Here, he fights alone, without skeletal warriors or undead. He pulls out all the stops, unleashing all of his lich-born might upon the heroes. He is desperate, knowing that Chemosh may at any time withdraw his unholy support.

Tactics: The Betrayer gets up close and personal for this fight, using his unholy heavy mace and paralyzing touch interchangeably, along with spells as needed. He selects wounded or weak targets first, trying to eliminate the heroes one by one. Because of his damage reduction and formidable defenses, Caeldor does not typically shy from melee combat. There is one weapon, however, which will make him feel fear: the *Shard of Light*.

The *Shard* is anathema to the Betrayer, being the weapon that brought him down once before. Blessed by the gods of light, it is a potent weapon against the lich. For the duration of this combat, any character of good alignment who bears the *Shard of Light* deals maximum damage to the Betrayer with a successful hit, which is doubled because the lich is undead. In addition, the first successful attack made against the Betrayer with the *Shard of Light* will cause the lich to become *shaken* (-2 penalty on attack rolls, saving throws, ability checks and skill checks) for the remainder of the battle.

Development: The doors of the Tomb of Quinari are open, and Kayleigh has passed through. If the heroes can somehow bring the Betrayer through the doors and into the Tomb itself, his clerical spells will cease to function (as with *antimagic shell*). He is aware of the Tomb's divine power, so this will be a difficult proposition. It is not necessary for his defeat; this exists merely as another interesting element for the battle.

If the heroes defeat the Betrayer, Chemosh finally withdraws his power from the lich. His skull mask phylactery falls away, drained of its negative energy, and the Betrayer's body convulses and spasms uncontrollably. With a final scream of despair, time catches up with him and he crumbles to dust. His soul—a black and cancerous shade burning with hatred—is visible for a moment before being drawn violently backwards across the fields of the Island of Quinari and through the Portal.

With the Betrayer's destruction and Kayleigh's freedom, this portion of the Age of Mortals campaign has almost reached its conclusion. Proceed to the **Epilogue** to learn what happens next.

EXPERIENCE AWARDS

Chapter Seven has many highly dangerous challenges. Defeating all of them will no doubt earn the heroes considerable experience points. In addition to these awards and any for good role-playing, the player characters have met a major group mission goal by bringing the *Key of Quinari*, the *Tears of Mishakal* and Kayleigh together and defeating the Betrayer. This award is worth half the party's average XP total, divided among the heroes.

EPILOGUE: BLESSING AND BETRAYAL

This epilogue wraps up the events of the previous seven chapters and sets up the events of the next campaign adventure, *Price of Courage*. By this point, the heroes of *Spectre of Sorrows* have outrun volcanic eruptions, stolen a corrupt artifact from Dark Knights, attended the court of Lord Toede, prevented a disir invasion of Ansalon, made their way across the Blood Sea, thwarted the efforts of a shaman of Zeboim, freed the Dargonesti, joined a mercenary company, defeated a night hag, explored a gnomish clocktower, aided a disease-ridden dragon, fought off an undead army, entered the Dragons' Graveyard, passed the Trial of the Dragonsinger and now...

Read or paraphrase the following when the heroes have defeated the Betrayer and followed Kayleigh inside the Tomb:

The interior of the Tomb of Quinari is a place of serenity and peace, celebrating the life of the elven Queen rather than mourning her death. Soft ambient light fills the room. Following Silvanesti tradition there is little ostentation or decoration.

The rectangular chamber curves thirty feet from the entrance to surround a carved stone bier on a simple circular dais. Upon the bier, the marble statue of Quinari, wife to Silvanos, lies in peaceful repose. A shimmering silk-like cloth drapes the statue and hangs in loose folds down the side of the bier: the *Shroud of Soul's Calling*, spun from starlight by Paladine himself.

Kayleigh Starfinder's spirit watches silently over the sepulcher, waiting for you. Pale, ghostly forms hover about the room, just at the edge of perception—the echoes of Dragonsingers of old.

If any of the heroes were killed in the Dragons' Graveyard, their souls have not yet passed on. They have joined this chorus, hovering here at the border between the Material World and the Gate of Souls, in the space known to the elves as the Sanctuary of Spirits. The Tomb of Quinari, as the repository of the *Shroud of Soul's Calling*, is coterminous with the Sanctuary.

THE BLESSING

When the heroes approach, Kayleigh smiles and addresses them all by name. She explains that in restoring the connection between the Dragons' Graveyard and the Dome of Creation, the heroes have ensured that the spirits of the dragons that have fallen since the Chaos War may now pass on to their deserved rest. This realm is again anchored securely and is no longer at risk of drifting off into the Ethereal Sea. The light of the gods shines again.

Most importantly, the line of the Dragonsingers has been restored. Although Kayleigh herself has decided to journey into the hereafter, another chosen one will arise among the elves to reforge the sacred bond between her people and the dragons of light. The heroes have borne witness to the Trial and may one day be sought out by the next Dragonsinger as allies. The *Tears of Mishakal* must be returned to the world, however, and thus the heroes are asked to deliver them into the hands of one of Mishakal's clerics in nearby Kalaman. "This is the final strand of fate," she says. "No longer will your carry that burden."

Before they depart, Kayleigh reveals that the souls of their slain comrades will be given the choice of entering the River of Souls with her or returning to the mortal realm with the heroes. The players have the option of having their characters restored to life (as with *true resurrection*) or retiring them and creating new characters.

If Master Yap was slain in the battle with the Betrayer, he, too, is given the choice. The kobold chooses life over final rest, as he has much to do (and Nuitari has plans for him). The necromancer will part ways with the heroes, however, stating that Nordmaar could do with a lot of help in getting rid of its undead problem.

If the heroes ask about Lothian or the Betrayer, Kayleigh shakes her head. "I know only that their souls belong to Chemosh," she says. Lothian will return in *Price of Courage*, although Kayleigh has no knowledge of this. The Betrayer, on the other hand, has failed his Lord and his soul is trapped in the Abyss, awaiting judgment.

Finally, as reward for their services, sacrifices and persistence, the heroes are granted a boon by the Gods. Each character may select one nonmagical weapon, suit of armor or shield. Kayleigh directs the heroes to lay the items before the stone bier. A soft radiance unwinds itself from the shroud, enveloping the proffered items and lifting out any nicks, scratches, imperfections, or marks.

When the light withdraws, each item is now of masterwork quality (if it was not already) and has been granted a +2 *enhancement bonus*. If the hero has a good or neutral patron deity, that deity's symbol has been emblazoned on the item. If the hero does not have a patron deity, or the hero's patron is an evil deity, the Draconic symbol for "ally" appears instead. Regardless of the specific symbol, these items confer a +1 sacred bonus to all Charisma-based skill checks when dealing with dragons of any alignment.

THE BETRAYAL

Once the heroes depart the Tomb of Quinari with any resurrected companions (and Master Yap), the doors to the Tomb close behind them, and the *Tears of Mishakal* may be retrieved. The charges on each *Tear* have been expended in opening the way to the Tomb, so they will need time to recharge once the heroes return to the world outside the Dragons' Graveyard.

As the heroes approach the Gateway Island, they will get a sense that something is wrong. The spirit dragons from the five islands are gathered around the Elder Shrine, and they look furious. Read or paraphrase the following:

The spirit dragons form a circle about the Elder Shrine. As you approach, the gold spirit dragon, Seraph, turns to face you.

"You brought the power of Chemosh into this realm, and allowed the elven mystic to invade our most sacred of havens. But because of the good you also brought, we forgive you," the ghostly dragon says, his majestic voice deep and resonant within your minds. "However, a greater crime has been committed here. You have been deceived."

The dragons withdraw from the columned shrine, with expressions of deep sorrow, resentment, and fury. Looking in, you see now what crime it is they are speaking of.

Gilthanas, the elven prince who accompanied you to the Dragons' Graveyard, is gone... and the skulls of the five elder dragons, the ancient forebears of their clans, are missing.

TO BE CONCLUDED...

This ends *Spectre of Sorrows*, the second in the Age of Mortals trilogy. The fate of the skulls, of Gilthanas and his White Dragon Overlord master, Gellidus, forms the major plot of the third installment of the Age of Mortals campaign. The campaign progresses, as the heroes journey first towards Kalaman and then follow the trail of Gilthanas all the way back to Southern Ergoth. Along the way, powerful enemies, unexpected allies, dangerous plans and long-forgotten secrets will be encountered.

Will the heroes rise to meet these challenges? What of Lothian? And have Chemosh's plans truly been thwarted? The adventure continues in *Price of Courage*!



APPENDIX 1. MONSTERS AND MAGIC

This appendix contains descriptions and statistics for the new monsters, spells, equipment, and magic items found in this adventure.

NEW MONSTERS

There are a number of new creatures and monsters introduced in the adventure. The next few pages contain the detailed entries for these new monsters.

DRAGONSPAWN TEMPLATE (ERRATA)

The following are changes to the dragonspawn template given in **Chapter 7** of the *DRAGONLANCE Campaign Setting*.

—“Dragonspawn” is an acquired template that can be added to any corporeal giant, humanoid or monstrous humanoid of Small, Medium or Large size (hereafter known as the “base creature”).

Size and Type: Creature type changes to dragon, with the augmented subtype and the same subtype as the dragon type (fire, cold, etc) of its creator. Size remains unchanged. Do not recalculate base attack bonus or saves.

Special Qualities: Add the following special quality to the template.

—*Immunities:* The creature gains immunity to *sleep* and paralysis effects, as well as immunity to the type of damage dealt by their breath weapon (acid, electricity, etc).

OGRE, YRASDA

The yrasda is an aquatic ogre subrace favored by Zeboim and once rumored to be an offshoot of the Irda. In truth, the yrasda is identical in appearance and statistics to the freshwater aquatic ogre or merrow (see *Monster Manual*), with the following differences:

- +8 Strength, -2 Dexterity, +4 Constitution, -2 Intelligence, -4 Charisma.
- *Alternate Form (Su):* 3/day—An yrasda can assume the form and physical qualities of a manta ray and remain in this form indefinitely. It does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the yrasda's character level. The yrasda may only use this ability while in an environment suitable for manta rays (such as the sea).
- Automatic Languages: Common, Ogre. Bonus Languages: Aquan, Elven.
- Level Adjustment: +3

PHAETHON

1st-level Warrior

Medium Humanoid (Elf, Fire)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares), flight 60 ft. (average)

Armor Class: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Spear +1 melee (1d8/x3) or unarmed strike +1 melee (1d3/x2 plus 1d6 fire) or longbow +2 ranged (1d8/x3)

Full Attack: Spear +1 melee (1d8/x3) or unarmed strike +1 melee (1d3/x2 plus 1d6 fire) or longbow +2 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flaming wings

Special Qualities: Elf traits, immunity to fire, low-light vision, vulnerability to cold

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 11, Dex 12, Con 11, Int 10, Wis 11, Cha 8

Skills: Handle Animal +2, Search +3, Sense Motive +3, Spot +3

Feats: Improved Unarmed Strike

Environment: Temperate or warm mountains.

Organization: Squad (2-4), patrol (5-8 plus 2 2nd-level sergeants and 1 leader of 3rd-6th level), or band (20-50 plus 10% noncombatants plus 1 2nd-level sergeant per 5 adults, 2d4 6th-level lieutenants, and 1d4 9th-level elder phaethons)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful neutral.

Advancement: By character class.

Level Adjustment: +2

This red-haired humanoid has elven features and is dressed in a simple shirt and breeches. It wears sandals and carries a spear with a leaf-shaped bladed point. Large angelic wings made of flame sprout from its shoulders.

Phaethons are reclusive, mountain-dwelling folk. They are honest-minded and embrace the truth, but remain aloof from other races due to years of isolationism.

A phaethon resembles a half-elf in appearance, with hair color ranging from red-blond to a dark coppery-brown. Their eyes are always deep brown in color, and their skin is typically weathered and ruddy from exposure to the elements. Phaethons dress in simple clothing—usually tunics, breeches, sandals, or boots in colder weather. They favor natural colors, such as browns, ivories and pale greens.

Phaethons possess the ability to manifest wings of flame, a legacy of their distant past. Phaethon legends tell of their common ancestor, a Kagonesti elf who claimed to be the son of Habbakuk. His descendants fled persecution in the Kinslayer Wars to live in remote mountain settlements in the Khalkists, and inherited their fiery wings from him. As this is considered a sacred power, they are loathe to use it unless necessary.

Phaethons speak their own dialect of Elven and most also know Common and Sylvan. Because of their connection to fire, some phaethons learn to speak Ignan.

COMBAT

Phaethons are disciplined and organized combatants, but they are also reluctant to fight unless the situation is dire or their homesteads are threatened with destruction.

Phaethons favor the spear, the longbow, the quarterstaff, and the dagger in combat. Most experienced phaethon defenders and scouts are trained in unarmed combat to some degree. Rank and file phaethon warriors are dressed in light armor such as leather. Metal armor is rare.

Flaming Wings (Su): As a free action, phaethons can manifest a pair of angelic wings made of fire which enable them to fly at the listed speed. These wings may also be used to cause fire damage in unarmed combat. A phaethon who makes an unarmed strike while his wings are manifested inflicts 1d6 points of fire damage in addition to the standard unarmed damage. A phaethon who is involved in a grapple may add this damage to any damage inflicted on the opponent as a result of a grapple check. A phaethon who uses his wings to inflict additional fire damage in a round cannot also use them to fly in that round.

Elf Traits (Ex): For all effects related to race, a phaethon is considered an elf. Phaethons, for example, are just as vulnerable to special effects that target elves as their elf ancestors, and they can use magic items that are only usable by elves. Phaethons possess the same immunity to *sleep* spells as elves and half-elves, low-light vision, and gain a +2 racial bonus to saving throws against enchantment spells and effects.

Skills: Phaethons have a +2 racial bonus on Search, Sense Motive, and Spot checks.

The phaethon warrior presented here has the following ability scores before racial adjustments: Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Challenge Rating: Phaethons with levels in NPC classes have a CR equal to their character level. Phaethons with levels in PC classes have a CR equal to their character level +1.

PHAETHON SOCIETY

Phaethons inherited much from their elven kindred, including a fondness for nature and a close relationship with animals and forests. However, their forced isolation and self-reliance has given rise to a distinctly ordered and ascetic community that embraces honesty, truth, and simple traditions. They lead rustic lives in high mountain areas where sheltered valleys provide some measure of agricultural resources and seclusion.

Following the Chaos War, when incursions of fire dragons and daemon warriors destroyed their ancestral homes in the Khalkists, and most phaethons escaped to the Desolation. There, with an agreement forged between their elders and Malystyx the Red, the phaethons were given the freedom to build new mountain settlements in return for acting as Malys' border scouts and occasional agents. In the wake of Malys' death and the conclusion of the War of Souls, the phaethons are now forced to deal with treasure hunters, adventurers, rogue dragonspawn and other threats to their peaceful existence. This being the case, younger phaethons are drawn to the outside world in order to better know the danger to their kindred.

Phaethons don't typically get along with most other races, simply as a result of their isolated past. The people of Krynn thought of them as a myth until recently. However, their preference is towards other trustworthy folk, such as dwarves, or to sylvan people like the Kagonesti who, while barbaric and wild, are still more honest than other elves.

PHAETHON CHARACTERS

Most phaethon leaders are monks or rangers. Phaethon clerics worship Habbakuk, Sirrion, or (rarely) Sargonnas. During the Age of Mortals, some phaethons turned to mysticism, though after the War of Souls most phaethon spellcasters are clerics or druids.

Phaethon characters possess the following racial traits.

- Strength -2, Wisdom +2
- Medium size.
- A phaethon's base land speed is 30 feet. It also has a fly speed of 60 feet (average).
- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus to saving throws against enchantment spells or effects.
- Low-light vision.
- Racial Skills: A phaethon character has a +2 racial bonus on Search, Sense Motive and Spot checks.
- Racial Feats: A phaethon character gains feats according to its character class.
- Special Attacks (see above): Flaming wings.
- Special Qualities (see above): Elven blood, fire subtype (immunity to fire, vulnerability to cold).
- Automatic Languages: Common, Elven. Bonus Languages: Dwarven, Ignan, Sylvan.
- Favored Class: Monk.
- Level adjustment: +2

PHAETHON, ELDER

This is a tall, angelic figure with refined elven features. He has white hair, black eyes and copper-colored skin. Brilliant flaming wings, dazzling in variegated colors of red, orange and white, with occasional flickers of blue, sprout from his broad shoulders.

A handful of phaethons carry within them the legacy of their divine

origins—a fiery phoenix-like spark which smolders and dances for most of their lives unnoticed. As they mature, these individuals gradually begin to feel the pull of something greater and, when the time is right, they find themselves ascending into the skies to the very limits of their endurance. At this point, closer to the sun and in the reaches of the upper atmosphere, they undergo a surprising and wondrous change. This apotheosis transforms them into elder phaethons.

An elder phaethon is the embodiment of the ideals of the race, blessed by Habbakuk, Sirrion, or Sargonnas, with searing wings over 30 feet wide and tall and a noble bearing. They are as much angels as they are elf cousins, and their fate is forever tied to their kindred. They are guardians, solitary and watchful, and are perhaps the true voice of the phaethon people.

ELDER PHAETHON SOCIETY

Although considered the leaders and benefactors of the phaethon society, elder phaethons typically have little to do with the usual day-to-day affairs of other phaethons. They spend a great deal of time in thought, soaring through the skies patrolling, or engaged in debate with each other. Elder phaethons do not need to eat or sleep as often as their younger cousins, and thus they have little need for company when not directing units of phaethons into battle.

ELDER PHAETHON CHARACTERS

Most elder phaethons are monks or rangers. A few elder phaethons discover the secrets of sorcery and practice wild magic, but they are in the minority.

CREATING AN ELDER PHAETHON

"Elder Phaethon" is an acquired template that can be added to any phaethon of at least 7 character levels (referred to hereafter as the base creature).

An elder phaethon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, skill points or saves. Size is unchanged. Elder phaethons are normally native outsiders.

Hit Dice: As base creature.

Speed: Increase flight speed by 30 feet.

Armor Class: Gains a defensive bonus to AC equal to the base creature's Charisma bonus (if any).

Special Attacks: An elder phaethon retains all the special attacks of the base creature and gains the following special attacks.

—*Flaming Wings (Su):* Increase fire damage to 2d6.

Special Qualities: An elder phaethon retains all the special qualities of the base creature and gains the following special qualities.

—Spell resistance equal to creature's HD + 10 (maximum 35)

Abilities: Increase from the base creature as follows: Str +2, Dex +2.

Challenge Rating: Same as the base creature +2.

Level Adjustment: Same as the base creature +2.

TENACIOUS SOUL

On very rare occasions, the soul of an individual possessed of great drive, cunning, or personal charisma refuses to part with its body upon death, but rather continues on as if it were still alive. Such a creature continues to age, suffer from disease and hunger, and all of the other traits of the living. However, if killed, it simply comes back to life.

This state of being is actually a result of the gods refusal to accept the individual into the Progression of Souls, for their own mysterious reasons. The gods are the only beings capable of bestowing this state upon individuals, and likewise the only beings capable of ending it.

Tenacious souls are not undead. They are unaffected by spells and effects that target or affect undead, and continue to be vulnerable to spells and effects that target or affect living creatures.

Lord Toede, the cunning (and aged) hobgoblin veteran of the War of the Lance, is an example of a tenacious soul.

CREATING A TENACIOUS SOUL

“Tenacious Soul” is an acquired template that can be added to any corporeal creature with Intelligence and Charisma of 3 or greater (referred to hereafter as the base creature).

A tenacious soul uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type remains the same. Do not recalculate Hit Dice, base attack bonus, skill points or saves. Size is unchanged.

Hit Dice: As base creature.

Speed: As base creature.

Armor Class: As base creature.

Attacks: As base creature.

Special Qualities: A tenacious soul retains all the special qualities of the base creature and gains the following special qualities.

—*Fast Healing (Su):* A tenacious soul gains fast healing 2, and recovers 2 hit points a round as long as it has at least 1 hit point remaining. A tenacious soul creature always stabilizes when it is reduced to 0 or fewer hit points, but its fast healing does not activate until it is brought to at least 1 hp.

—*Immunities:* A tenacious soul is immune to death spells and effects, energy drain, and negative energy damage.

—*Rejuvenation (Su):* A tenacious soul never stays dead; if it is killed, it will restore itself in 2d4 weeks. A tenacious soul that would otherwise be destroyed returns to the last place that it considered home (or otherwise the place that it died) with a successful level check (1d20 + character level) against DC 16. Only the actions of a deity can grant the tenacious soul permanent release; even the use of a wish or miracle spell serves to delay the tenacious soul’s return by 1d4 weeks.

Abilities: Increase from the base creature as follows: Con +2, Cha +2.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

WILD GNOME

The gnomes of the Great Moors of Nordmaar have adapted to a life of rustic inventiveness and communal living, thanks to the inspirational leadership of Picket, their leader. These gnomes have become highly skilled—if erratic and unpredictable—biological tinkers, producing some of the most bizarre and unexpected plants and creatures on Ansalon.

Personality: Wild gnomes are obsessed with life and living things. Despite their name, they are not barbaric, merely unconcerned with civilization. Wild gnomes are unable to resist tinkering with genetics, hybridizing plants, interbreeding animals, and producing salves, poison, oils and tinctures from organic sources. A wild gnome that meets another creature spends some time studying it, sniffing at it, prodding it, and comparing it to other things. Wild gnomes have long discarded any notion of cleanliness or orderly conduct.

Physical Description: Wild gnomes range from 3 ft. 6 in. to a little over 4 ft. in height. They have dark brown skin, usually covered in paints, oils, or herbal poultices. Their hair is naturally white, but they keep it in long ropey dreadlocks, or bound up in braids and stiffened with fat or gum. Their eyes are a bright cobalt blue.

Relations: Wild gnomes consider other races on a case-by-case basis, treating them like any other life form they encounter. They have already run afoul of bakali, humans, and even draconians in their attempt to capture and experiment with these races. Once they are made aware of their subjects’ intelligence, wild gnomes usually release them, but remain intensely fascinated.

Alignment: Wild gnomes tend towards a chaotic alignment, and are usually neutral. Very few wild gnomes are evil, just misunderstood.

Wild Gnome Lands: Wild gnomes are found almost exclusively in the southern reaches of the Moors of Nordmaar, in the village of Picketville near the

Clocktower or in “outreach communities” deeper in the swamp. They make their homes in the swampy terrain, making use of existing buildings and structures or assembling large warrens of mud and peat moss.

Religion: Wild gnomes revere nature in all its forms, and thus honor Chislev. Those wild gnomes who develop a somewhat more spiritual approach to their obsession with nature become druids. Reorx remains a distant yet honored patron, in the form of the God of the Clock—the one who ensures that the sun comes up every morning, the seasons work the way they do on time, and everything eventually fits together.

Language: Wild gnomes speak the same distorted form of Common as other gnomes do, but more slowly, and the technical references are considerably more organic in nature. Wild gnomes also pepper their language with animal sounds, grunts and bizarre noises they pick up from the environment.

Names: Much like other gnomes, wild gnomes have three names. One is genealogical, and includes comments about various inherited traits deemed significant by the gnome’s family. The second is a shorter version that is still very long by other races’ standards and consists primarily of a breeding record. The third is their commune name, used in daily parlance and typically a combination of nature-sounding words. Wild gnome names are genderless.

Male or Female Wild Gnome Names: Heathchestnut, Leafbloom, Marshrabbit, Mossglow, Thistlewick.

Adventurers: Wild gnome adventurers are typically those individuals who seek to explore the wider world for more understanding and analysis of living things. Several wild gnomes have set out from the small community, never to be seen again; others return after having only been gone a week, with detailed and often outlandish reports of monsters and leviathans beyond the imagining of the other gnomes.

WILD GNOME RACIAL TRAITS

Wild gnomes share all the racial traits of ordinary Krynnish gnomes, except as follows:

- -2 Strength, +2 Constitution, +2 Intelligence, -2 Charisma: Wild gnomes are considerably harder than ordinary gnomes, but not as agile and nimble. They are just as intelligent, but while they are slightly more aware than other gnomes their propensity for treating others as case studies makes them less socially gifted.
- +2 racial bonus to Handle Animal, Knowledge (nature) and Survival checks. Wild gnomes are generally more focused on these areas than the broader range of guilds among ordinary gnomes. This bonus replaces the gnomish Guild Affiliation and Craft (alchemy) bonus.
- +2 racial bonus on saving throws against poison and disease. Wild gnomes have built up a number of resistances to the dangers of their environment.
- Favored Class: Ranger.

NEW MAGIC ITEMS

The following new magical items and artifacts can be found in this adventure.

DRAGONLANCE OF HUMA [MAJOR ARTIFACT]

This unique *dragonlance* was the first ever forged, specifically created so that the knight Huma could face the Queen of Darkness and her dragon hordes. This is the weapon that Huma used to defeat Takhisis in the Age of Dreams, and the weapon the Heroes of the Heart used in a failed attempt to slay the red dragon overlord, Malstryx, in the Age of Mortals.

The *Dragonlance of Huma* is a +5 *holy keen greater dragonlance*. When used against an evil true dragon, the *Dragonlance of Huma* deals an additional 2 points of permanent Constitution drain with every hit that causes damage. If the wielder scores a critical hit, the lance instead deals a number of points of permanent Constitution drain equal to 5 + wielder’s level + wielder’s Charisma modifier.

The wielder of the *Dragonlance of Huma* automatically gains the benefits of the Mounted Combat feat when wielding the lance as it imparts the instincts to its

wielder.

Once per day, the lance can cast *dismissal* as a 20th level spellcaster on any evil outsider wounded by the lance. This can also be used on divine entities and servitors.

The *Dragonlance of Huma* bestows two negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

In the hands of a non-lawful good creature, the *Dragonlance of Huma* functions only as a +4 *holy greater dragonlance*, without any of its other characteristics.

Clerics and mystics with the domains of Good or Evil, outsiders with the Good or Evil subtypes, and particularly dragons of any alignment can sense the presence of the *Dragonlance of Huma* in the hands of a proper wielder within a 10-ft. radius per HD, although it requires a Concentration check against DC 20 + wielder's Charisma modifier for the creature to pinpoint its location. If the *Dragonlance* is not being wielded (i.e., it is put away or appropriately stored), then its aura becomes muted.

It is believed that the *Dragonlance of Huma* has other special qualities, such as the ability to appear in the dreams of those who are pure of heart to offer advice or visions, but such instances are rare and have never been verified.

Overwhelming evocation [good], transmutation and abjuration; CL 20th.

DRAGONPURGE AMULET [MINOR ARTIFACT]

Created by Malystriyx the Red several years before her death, this foul item is a 3-inch disk of starmetal suspended on a chain of iron links. The disk has ten smoky quartz gemstones set into it, forming a circle, with a single graven symbol in the middle (the Draconic symbol for "skull"). The amulet was given to Gellidus as a gift and as a sign that Malys did not consider the White to be a threat. Gellidus in turn has given the amulet to Gilthanas.

The *Amulet's* primary purpose is the storage of dragon skulls. By uttering the command word and pointing at a true dragon's skull (wyvern, tylor, dragonspawn, etc. skulls do not count) within 30 feet, the wearer of the *Amulet* can cause the skull to vanish and become stored inside one of the smoky quartzes. The quartz changes color to match the type of dragon the skull once belonged to (red, green, copper, gold, etc.). A second command word, spoken while touching the smoky quartz, will cause the skull stored within to reappear anywhere within 30 feet of the *Amulet*. Using the *Amulet* is a standard action that does not provoke attacks of opportunity.

While the *Amulet* is storing skulls, it bestows a number of benefits to the wearer. The *Amulet* confers a +1 natural armor bonus for every 2 dragon skulls stored of young adult age or younger (rounded down), +1 for every dragon skull between adult and wyrmling, and +2 for every dragon skull of great wyrmling age or older. In addition, for every dragon skull stored of mature adult age or older, the *Amulet* confers a +1 bonus to saving throws.

The *Dragonpurge Amulet* can be used on a living true dragon, with modified effects. The *Amulet* must have at least one empty smoky quartz gem. The wearer speaks the command word and must succeed on a ranged touch attack. Success indicates that the target dragon takes 15d6 damage and must succeed at a Fortitude save (DC 15 + half wearer's level + wearer's Charisma modifier) or be *stunned* for 1d6 rounds. Spell resistance applies to this effect, which has a caster level of 15. The skull of any dragon slain by the *Amulet* immediately becomes stored in one of the *Amulet's* gems.

Each time the *Dragonpurge Amulet* is used by a non-evil character to store a dragon skull, it temporarily bestows a negative level on the wearer. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the *Amulet* is worn. The levels go away at a rate of one per day, so if more than one dragon skull is stored in a 24 hour period it can take two or more days for the negative levels to fade.

The smoky quartzes on the *Dragonpurge Amulet* each has a hardness of 10 and 5 hit points. If a gem is smashed, any skull stored within is immediately released and appears within 30 feet of the amulet. A smashed or broken gem is no longer capable of storing skulls.

Strong necromancy and transmutation; CL 15th.

THE KEY OF QUINARI [MINOR ARTIFACT]

The *Key of Quinari* is described on page 283 of the *DRAGONLANCE Campaign Setting*. The true *Key* is the melody played by the music box, which is capable of duplicating the haunting music the Dragonsinger uses to open the Dragons' Graveyard. The music box itself, however, possesses additional useful traits.

The box has the power to capture and mimic music in addition to that of the *Key*. The box's bearer has only to open the box slightly, speak the command word (the elven word for "memory"), and close the box when the music to be recorded is done. As much as a half hour of music, speech or other sound can be captured within the box. The music box can even be used to capture the sonic-based effects of creatures such as harpies, or accurately provide the verbal component to spells, but cannot itself be used to cast spells. A wizard could, for example, use the music box to capture the verbal component of a specific spell and then play it back while carrying out the rest of a prepared spell. This makes it a boon to wizards who have lost the capacity for speech.

Capturing additional music or sounds with the music box does not in any way overwrite or eliminate the *Key of Quinari's* melody. However, each time the music box is used in this way, all prior captive sounds are lost.

Strong abjuration and illusion; CL 16th.

IRON NAIL OF ITERATION

This item is crafted from a nail pulled from a coffin that has been buried for at least a year. It resembles a rusty iron nail, often encrusted with the dirt or splinters from its former grave.

An *iron nail* may be pushed or driven into a surface that has a magical aura (such as the earth in an area with a lingering aura or a wooden doorframe under the effects of a spell). This has two effects. The first is that the spell or spell-like ability (arcane or divine) that created the aura is repeated, as if recast by the original caster, and with identical effects. If the aura belongs to a spell with ongoing or continuous duration, the duration is reset as if the spell had just been cast. In some cases, this may even result in harm to the driver of the nail (such as with a *fireball* or *ice storm*). The *iron nail* will repeat only a spell or spell-like ability of 5th level or lower, and only while the original spell effect's aura remains.

The *iron nail's* other effect is to immediately inform the repeated spell's caster of the location and identity of the individual that drove the *nail*. This functions much like a *sending* spell, with identical range and chance of reaching across planar barriers.

Once used, an *iron nail of iteration's* magic is expended. It continues to radiate a faint aura, but the aura is that of the spell effect it repeated (rather than evocation and transmutation).

Moderate evocation and transmutation; CL 11th; Craft Wondrous Item, *lucubration* and *sending*; Price 4,000 stl.

SHARD OF LIGHT [MINOR ARTIFACT]

The *Shard of Light* is a +2 *short sword*, with a blade made of solid crystal that appears lit from within, as if sunlight had been captured in the stone. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of x2).

The blade, when unsheathed, gives off light as a torch (20-foot radius). Twice per day, the wielder can hold the blade overhead and call upon the Gods of Light. The *Shard of Light* begins to shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outwards at 5 feet per round for 10 rounds thereafter, to create a globe of

THE LEGEND OF QUINARI

In the Age of Dreams, the elf, Silvanos, gathered together the leaders of the great elven houses, the Sinthal-Elish. Unifying the fractious houses, Silvanos led his followers away from the ancestral homeland of the elves in order to build a new kingdom. The forest the elves chose to be their new home was already occupied, thus igniting the spark that began what historians record as the First Dragon War.

The war between the dragons and the elves lasted for 350 years, before the gods of magic stepped in and gave the elves five magic stones that enabled them to capture the spirits of the first chromatic dragons. The *Dragon Stones* granted the elves victory and the mighty elven kingdom of the Silvanesti was born.

Following the war, Silvanos wed the young and beautiful elf maiden, Quinari. Though this was a political marriage made to solidify the elven houses beneath a single crown, the two grew to love one another. Quinari's beauty was said to be unrivaled by any other elf maiden who had ever lived, a beauty that even dragons respected. Quinari's beauty was only equaled by her grace, her wisdom, and her kindness. It was her compassion and kindness during the Dragon War that led her to be revered by the metallic dragons. Quinari moved among their wounded, singing soothing melodies as she called upon E'li (Paladine) to heal their wounds. Her kindness prompted the metallic dragons to form an alliance with the elves, and they named her the Dragonsinger.

One night, beneath the light of the moons, Gloranthia, the leader of the gold dragons, sought out Quinari privately, finding the elven woman weeping silently over the body of a young copper dragon who had died because of wounds suffered during the previous day's battles. That night, Gloranthia took Quinari into her confidence, revealing one of the greatest secrets of dragonkind to the young elven woman—the location of the legendary Dragons' Graveyard.

From that night forward, Quinari became the secret guardian of the metallic dragons, using her magic to sweep away the bodies of the fallen, taking them to the Dragons' Graveyard, where she could ensure that they would remain unmolested by anyone. After the war, Gloranthia once more

approached Quinari. Gloranthia cast a spell upon the elven woman, removing the knowledge of the Dragons' Graveyard to ensure the sanctity of the mystic site.

As the years went by, Silvanos and Quinari ruled Silvanesti wisely, creating a kingdom unrivaled anywhere on Ansalon. The two began to build their own family when Quinari bore Silvanos his first son, Sithel, the first prince of the Silvanesti. Each night as Quinari rocked her son in her arms, she gently sang him to sleep. Quinari often sang the same melody to herself when she was alone, or when her mind wandered. Slowly, this melody became incorporated into the subconscious of the Silvanesti people, who never realized the true significance of the melody, or the magic held within the music.

At almost two thousand years of age, Silvanos passed away. With great ceremony, the first Speaker of the Silvanesti was buried in a crystal tomb. Quinari died soon after. Her sorrow at the passing of her beloved was too great. As the grieving Silvanesti prepared their queen for burial, the golden dragon, Gloranthia, appeared during the funeral. To the elves amazement, Gloranthia explained that Quinari was a hero to the dragons, although her accomplishments were unknown to the elves. Gloranthia promised the elves that Quinari would be interred in a place of great honor, a place sacred to the gods of light. It is said that E'li himself appeared, assuring the elves that their queen would be honored for all time. Touched, the elves allowed the dragon and the god to take their queen. E'li wrapped Quinari in a shroud of woven starlight, gently placing her upon the back of the bowed dragon. As he gazed once more upon the assembled Silvanesti elves, E'li smiled and told them, "*When there is great need, the Key of Quinari shall open the portal, allowing one to return from the Sanctuary of Spirits. The path, however, shall not be easy; for if evil were to open the portal and enter the Sanctuary, then great darkness shall befall the world.*" With that, E'li and Gloranthia carried away Quinari's body, disappearing into the night.

light with a 60-foot radius. When the wielder lowers the blade, the radiance fades to a dim glow but persists for another minute before fading entirely.

Once per day, as a free action, the wielder can transform the blade into pure light, enabling it to ignore nonliving matter when it strikes. This effect lasts until the wielder's next turn. Armor bonuses to AC (including enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor and other such bonuses still apply.) When transformed into solid light, the blade cannot harm undead, constructs, or objects.

Once per week, the *Shard of Light* can unleash a ray of sunlight as a 60-foot cone. Anything within the cone is revealed as if affected by a *true seeing* spell. The cone only lasts for 1 minute before fading away, taking the *true seeing* effect with it.

The *Shard of Light* is of good alignment and any evil creature attempting to wield it gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong abjuration; CL 18th.

TEARS OF MISHAKAL [MAJOR ARTIFACTS]

The *Tears of Mishakal* are a pair of fist-sized pale blue sapphires cut to look like faceted teardrops. Individually, each *Tear* has significant power, but when used together their power increases.

The *Tears* were given to the elves of Ansalon by Mishakal following the First Dragon War, to aid them in healing the lands ravaged by war and disaster. Fearing that their power would undo all of his efforts to harvest the souls of the dead, Chemosh conceived of a plan to corrupt one of the gems. Appearing before a young elf whose loved ones had died in the war against the dragons, Chemosh promised their souls would be returned if the elf would steal away one of the *Tears* from the Temple of Quenesti-Pah.

Grief-stricken, the elf agreed to the Lord of Bones' offer, but was caught by a temple guard on his way out with the prize. The elf stabbed the guard, who in turn responded with a fatal sword stroke. The robber's blood stained the captured *Tear* and, as the dying guard watched on, Chemosh's foul undead crawled from the woods and bore the corrupted *Tear* away.

The *Tears of Mishakal* have not been reunited since the Age of Dreams. When the Nightmare descended upon Silvanesti, the corrupt *Tear* ended up in the hands of an elven knight who used it in an effort to defend his charges from the Dragonarmies. Slain by the blistering fumes of green dragons, this knight arose as a death knight some days later. He was instrumental in the turning of Lothian against Mishakal and the death and binding of Kayleigh Starfinder.

The corrupt *Tear* later fell into the hands of the Knights of Neraka, who housed it in Darkhaven. Its pure opposite had long been in the hands of the phaethons, who took responsibility for safeguarding it from evil. Now, prophecy and fate have determined the two be once again brought together, and the stain of the corrupted gem removed.

Much like the fabled *Blue Crystal Staff*, the *Tears of Mishakal* are artifacts of healing and restoration. Each *Tear* holds 20 charges when it is fully charged. Each regains charges at a rate of 1 charge per day at daybreak. Their powers may be used only by a non-evil character (the “bearer”). Evil characters who hold or attempt to use one of the uncorrupted *Tears* gain two negative levels. These negative levels remain as long as the *Tear* is being held (though not if stowed away) and disappear when the *Tear* is no longer held. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the *Tear* is held.

When used, the *Tears* glow with a soft blue radiance equivalent to a *light* spell. Their major powers are described below.

The following powers expend 1 charge:

bless
cure light wounds
sanctuary

The following powers expend 2 charges:

calm emotions
cure moderate wounds
restoration, lesser

The following powers expend 4 charges:

cure serious wounds
remove blindness/deafness
remove disease

The following powers expend 6 charges:

cure critical wounds
neutralize poison
restoration

The following powers expend 8 charges:

cure light wounds, mass
death ward
dispel evil

The following powers expend 10 charges and may only be used if both *Tears of Mishakal* are carried:

heal
heroes' feast
raise dead

In addition to spells, a *Tear of Mishakal* possesses three other significant powers. If immersed for 24 hours in a vessel containing no more than a gallon of water, the *Tear* transforms the water into holy water just as if a *bless water* spell had been cast upon it.

Secondly, for as long as the bearer has one of the *Tears of Mishakal* on his or her person (whether held or stowed) and the *Tear* still has charges remaining, the bearer benefits from a continuous *shield of faith* spell (caster level 15th, or a +4 deflection bonus). If the bearer possesses both uncorrupted *Tears*, the caster level increases to 20th and the deflection bonus likewise increases to +5.

Finally, the *Tears of Mishakal* bestow a continuous *dimensional anchor* effect upon the bearer. So long as the *Tear* is on the bearer's person, she cannot be affected by spells such as *blink*, *dimension door*, *plane shift*, *teleport* or similar effects that allow extradimensional travel. This effect functions at either 15th or 20th caster level (depending on whether the bearer has one or both *Tears*). Even if overcome by spell resistance or some other means, the *Tear* itself cannot be transported in this fashion and is left behind or dropped. The only exception is if the tears are carried through the portal to the Dragons' Graveyard, to which they are attuned.

The goddess Mishakal has been known to act directly through the *Tears*, allowing them to demonstrate powers and abilities outside the scope of their typical use. Such instances occur at your discretion and at specific points in the adventure.

Strong (all schools); CL 15th or 20th.

THE CORRUPTED TEAR

THE corrupted *Tear of Mishakal*, stained with the blood of the elf who stole it from the temple of Quenesti-Pah in Silvanost, appears to glow with a sickening green light instead of the soft blue radiance it once did.

The corrupted *Tear* functions similarly to its uncorrupted twin, except that it regains its charges at nightfall, may only be used by non-good characters, and inflicts negative levels on good characters who hold or attempt to use it. The corrupted *Tear* does not bolster the power of its twin (raising caster level to 20th, allowing additional domain spells, etc.) while it remains corrupted.

The following powers expend 1 charge:

bane
cause fear
inflict light wounds

The following powers expend 2 charges:

death knell
desecrate
inflict moderate wounds

The following powers expend 4 charges:

animate dead
bestow curse

inflict serious wounds

The following powers expend 6 charges:

enervation
inflict critical wounds
unholy blight

The following powers expend 8 charges:

dispel good
inflict light wounds, mass
slay living

It creates unholy water (as the spell *curse water*) if immersed for 24 hours in up to a gallon of water. Unlike the uncorrupted *Tear*, the corrupted *Tear* does not provide a continuous *shield of faith* spell effect, but the bearer may *summon* a greater shadow by expending 10 charges. The shadow remains until dismissed or destroyed.

The Knights of Neraka at Darkhaven, who spent many years studying the powers of the corrupted *Tear*, were able to draw out additional effects and abilities from the gem, using it to power necromantic spells and create foul creatures such as dreadcats and dreadspiders. These effects are outside the ability of most characters to exploit.

APPENDIX 2. CHARACTERS AND CREATURES

This appendix contains all the game statistics for all the nonplayer characters and monsters encountered during the adventure.

CHAPTER ONE: CLASH OF FIRE & DARKNESS

BLOODMANE

Male red dragonspawn human barbarian 3: CR 6; Medium dragon (augmented humanoid [human], fire); HD 3d12+18; hp 42; Init +1; Spd 30 ft., fly 60 ft. (average); AC 23, touch 11, flat-footed 22; Base Atk +3; Grp +7; Atk +7 melee (1d4+4, bite) or +9 melee (1d8+4 plus 1 Con, +1 *wounding trident*) or +2 melee (1d4+2, claw); Full Atk +7 melee (1d4+4, bite) and +9 melee (1d8+4 plus 1 Con, +1 *wounding trident*), or +7 melee (1d4+4, bite) and +2 melee (1d4+2, 2 claws); SA breath weapon, spells; SQ darkvision 30 ft., death throes, low-light vision; AL CE; SV Fort +6, Ref +2, Will +2; Str 19, Dex 13, Con 17, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +10, Intimidate +8, Jump +10, Listen +7, Survival +7; Improved Sunder, Power Attack, Weapon Focus (trident).

Breath Weapon (Su): 30-ft. cone, damage 4d10 fire, Reflex DC 14 half.

Death Throes (Su): 10-ft. radius, damage 2d10 fire, Reflex DC 14 half.

Sorcerer Spells Known (caster level 1; 5/4): 0—*detect magic, flare* (DC 12), *light, resistance*; 1st—*burning hands* (DC 13), *disguise self*.

Possessions: Masterwork breastplate, +1 wounding trident, 1 week's dry rations.

CAPTAIN VELARIA GRIMSTONE, DARK KNIGHT COMMANDER

Female human noble 7/Knight of the Lily 2: CR 9; Medium humanoid (human); HD 7d8+7 plus 2d10+2; hp 58; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +7; Grp +10; Atk +12 melee (1d8+4/19-20, +1 *longsword*) or +10 melee (1d4+3/19-20, dagger); Full Atk +12/+7 melee (1d8+4/19-20, +1 *longsword*); SA demoralize, sneak attack +1d6; SQ coordinate, favor, inspire confidence; AL LE; SV Fort +5, Ref +5, Will +6; Str 16, Dex 10, Con 10, Int 14, Wis 12, Cha 18.

Skills and Feats: Bluff +11, Diplomacy +17, Gather Information +14, Intimidate +20, Jump +6*, Knowledge (nobility and royalty) +7, Knowledge (religion) +14, Listen +6, Ride +12, Sense Motive +6; Honor-Bound, Mounted Combat, Persuasive, Weapon Focus (longsword).

* Includes -4 armor check penalty.

Bonus Class Skill: This noble has Jump as a class skill.

Coordinate (Ex): This noble grants a +3 bonus when using the aid another action.

Demoralize (Ex): This knight gains a +2 bonus to Intimidate checks to demoralize an opponent in combat. If successful, the target is shaken for 2 rounds.

Favor (Ex): Three times a week, this noble can call in a favor with a +3 bonus.

Inspire Confidence (Ex): Twice a day, this noble can inspire up to 3 allies, granting them a +2 morale bonus to saving throws and a +1 morale bonus to attack and weapon damage rolls for 5 rounds.

Possessions: +1 breastplate, +1 heavy steel shield, +1 longsword, dagger, duty roster.

DESOLATION GIANT

CR 7; Large giant; HD 10d8+40; hp 89; Init +2; Spd 50 ft.; AC 21, touch 11, flat-footed 19; Base Atk +7; Grp +17; Atk +12 melee (1d8+6, claw); Full Atk +12/+12 melee (1d8+6, 2 claws) and +10 melee (2d6+6, bite); SA Pounce, rend 2d6+9; SQ Low-light vision; Space/Reach 10 ft./10 ft.; AL NE; SV Fort +11, Ref +5, Will +3; Str

23, Dex 14, Con 18, Int 10, Wis 11, Cha 8. See *Bestiary of Krynn* for full details on Desolation giants.

Skills and Feats: Jump +23, Listen +8, Spot +8; Dodge, Mobility, Multiattack, Spring Attack.

Pounce (Ex): If a desolation giant leaps upon a foe on the first round of combat, it can make a full attack even if it has already taken a move action.

Rend (Ex): If a desolation giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 damage.

DARK KNIGHT SOLDIER

Male human warrior 2: CR 1; Medium humanoid (human); HD 2d8+4; hp 15; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +4; Atk/Full Atk +6 melee (1d8+2/19-20, masterwork longsword); SA —; SQ —; AL LE; SV Fort +5, Ref +0, Will +2; Str 14, Dex 10, Con 15, Int 12, Wis 10, Cha 13.

Skills and Feats: Climb +2*, Intimidate +6, Jump -1*, Knowledge (local) +3, Ride +5; Iron Will, Weapon Focus (longsword).

* Includes -4 armor check penalty.

Possessions: Masterwork breastplate, masterwork heavy steel shield, masterwork longsword, dagger, provisions.

DREADCAT

Dread beast leopard: CR 5; Medium undead; HD 3d12; hp 21; Init +6; Spd 40 ft., climb 20 ft.; AC 19, touch 16, flat-footed 13; Base Atk +2; Grp +7; Atk +8 melee (1d6+5, bite); Full Atk +8 melee (1d6+5, bite) and +3 melee (1d3+2, 2 claws); SA dread rot, improved grab, pounce, rake 1d3+2, stench; SQ damage reduction 5/magic and silver, darkvision 90 ft., low-light vision, scent, turn resistance +4, unnatural aura; AL NE; SV Fort +5, Ref +9, Will +4; Str 20, Dex 23, Con —, Int 4, Wis 16, Cha 8.

Skills and Feats: Balance +14, Climb +13, Hide +10, Jump +13, Listen +16, Move Silently +18, Search +5, Spot +14, Survival +11; Alertness, Weapon Finesse.

Dread Rot (Ex): Disease—injury with natural weapons, Fortitude save (DC 10), incubation period 1 hour, damage 1d6 Con.

Improved Grab (Ex): To use this ability, a dreadcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dreadcat charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d3+2.

Stench (Ex): A dreadcat's rotting body gives off an offensive odor of decay and death. All living creatures within 30 feet of the dreadcat must succeed at a Fortitude save (DC 10) or be sickened for 2d6 rounds. Creatures that successfully save cannot be affected by the same dreadcat's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws.

Telepathic Link (Su): A dreadcat's creator has a telepathic link to the creature out to 50 miles. The dreadcat acts as the creator's eyes and ears, and the creator may deliver directions to the dreadcat telepathically or speak through the dreadcat's mouth (concealing the creator's own voice, granting a +10 bonus to Bluff checks to hide his identity). Because of this link, the dreadcat's creator has the same connection to a person or location as the dreadcat does.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dreadcat at a distance of 60 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as

long as they are within that range.

DREADSPIDER

Dread beast medium monstrous spider: CR 4; Medium undead; HD 2d12; hp 13; Init +3; Spd 30 ft., climb 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk/Full Atk +6 melee (1d6+2 plus poison, bite); SA poison; SQ damage reduction 5/magic and silver, darkvision 90 ft., tremorsense 60 ft., turn resistance +4, undead traits, vermin traits; AL NE; SV Fort +4, Ref +5, Will +2; Str 15, Dex 21, Con —, Int 2, Wis 14, Cha 4.

Skills and Feats: Climb +13, Hide +9, Jump +2, Move Silently +13, Search +4, Spot +14, Survival +10; Weapon Finesse.

Dread Rot (Ex): Disease—injury with natural weapons, Fortitude save (DC 8), incubation period 1 hour, damage 1d6 Con.

Poison (Ex): Fort DC 12; damage 1d4 Str.

Stench (Ex): A dreadspider's rotting body gives off an offensive odor of decay and death. All living creatures within 30 feet of the dreadspider must succeed on a Fortitude save (DC 8) or be sickened for 2d6 rounds. Creatures that successfully save cannot be affected by the same dreadspider's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws.

Telepathic Link (Su): A dreadspider's creator has a telepathic link to the creature out to 50 miles. The dreadspider acts as the creator's eyes and ears, and the creator may deliver directions to the dreadspider telepathically or speak through the dreadspider's mouth (concealing the creator's own voice, granting a +10 bonus to Bluff checks to hide his identity). Because of this link, the dreadspider's creator has the same connection to a person or location as the dreadspider does.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dreadspider at a distance of 60 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

FERRAN

Male phaethon monk 3/fighter 3: CR 7; Medium humanoid (elf); HD 3d8+3 plus 3d10+3; hp 36; Init +2; Spd 40 ft., fly 60 ft.; AC 16, touch 14, flat-footed 14; Base Atk +5; Grap +6; Atk +7 melee (1d6+1, unarmed strike) or +6 melee (1d6+1, masterwork quarterstaff); Full Atk +6 melee (1d6+1, unarmed strike) or +6 melee (1d6+1, masterwork quarterstaff); SA flaming wings, flurry of blows; SQ elf traits, elvensight, evasion, still mind; AL LG; SV Fort +3, Ref +3, Will +3; Str 12, Dex 15, Con 13, Int 9, Wis 14, Cha 10.

Skills and Feats: Balance +10, Listen +7, Search +4, Sense Motive +4, Spot +6, Tumble +8, Alertness, Dodge, Improved GrappleB, Improved DisarmB, Mobility, Spring Attack, Weapon Focus (unarmed strike).

Flaming Wings (Su): As a free action, a phaethon can manifest a pair of fiery wings that allow him to fly at the listed speed. These wings may also be used to cause fire damage in unarmed combat. A phaethon who makes an unarmed strike while his wings are manifested inflicts 1d6 points of fire damage in addition to the standard unarmed damage. A phaethon who is involved in a grapple may add this damage to any damage inflicted on the opponent as a result of a grapple check. A phaethon who uses his wings to inflict additional fire damage in a round cannot also use them to fly in that round.

Elf Traits (Ex): Elvensight; immunity to sleep spells and effects, +2 racial bonus on saving throws vs. enchantment spells & effects, +2 racial bonus on Search, Sense Motive, and Spot checks.

Still Mind (Ex): This monk gains a +2 bonus to saving throws against enchantment spells and spell-like effects.

Possessions: Masterwork quarterstaff, bracers of armor +2, monk's outfit.

FIENDISH GOBLIN WARRIORS

Male fiendish goblin warrior 2: CR 2; Small humanoid (extraplanar, goblinoid); HD 2d6+2; hp 10; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grap -3; Atk/Full Atk +2 melee (1d4/18-20, scimitar) or +3 ranged (1d4, javelin); SA sneak attack +1d6; SQ darkvision 60 ft., evasion, resistance to cold 5 and fire 5, spell resistance 7, trapfinding; AL NE; SV Fort +1, Ref +3, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +6, Listen +2, Move Silently +6, Ride +4, Spot +2; Alertness.

Smite Good (Su): Once per day the fiendish goblin can make a normal melee attack to deal +2 extra damage to a good foe.

Possessions: Studded leather, light wooden shield, scimitar, javelin, trail rations.

GRAAK, OGRE FIGHTER

Male ogre fighter 5: CR 8; Large giant; HD 4d8+11 plus 5d10+10; hp 81; Init -1; Spd 30 ft.; AC 23, touch 9, flat-footed 23; Base Atk +3; Grp +13; Atk/Full Atk +9 melee (3d6+10/19-20, +1 greatsword); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., low-light vision; AL LE; SV Fort +6, Ref +0, Will +1; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +1*, Listen +2, Spot +2; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, Toughness, Weapon Focus (greatsword).

* Includes -5 armor check penalty.

Possessions: +1 banded mail, +1 greatsword, ring of protection +1.

KALRIK SKALION, KNIGHT OF THE LILY

Male human fighter 5/Knight of the Lily 1: CR 6; Medium humanoid (human); HD 6d10+6; hp 63; Init +4; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +6; Grp +8; Atk +10 melee (1d8+5/19-20, +1 longsword) or +8 melee (1d4+2/19-20, dagger); Full Atk +10/+5 melee (1d8+5/19-20, +1 longsword); SA sneak attack +1d6; SQ —; AL LE; SV Fort +7, Ref +1, Will +3; Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 15.

Skills and Feats: Climb +7*, Diplomacy +7, Intimidate +11, Knowledge (religion) +6, Ride +9; Honor-Bound, Improved Initiative, Mounted Combat, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

* Includes -4 armor check penalty.

Possessions: +1 breastplate, +1 heavy steel shield, +1 longsword, dagger, duty roster.

KIERAN

Male phaethon ranger 6: CR 7; Medium humanoid (elf, fire); HD 6d8+12; hp 60; Init +2; Spd 30 ft., fly 60 ft. (average); AC 14, touch 12, flat-footed 12; Base Atk +6; Grap +7; Atk +9 melee (1d6+1/18-20, masterwork scimitar) or +9 melee (1d4+1/18-20, masterwork kukri); Full Atk +7/+2 melee (1d6+1/18-20, masterwork scimitar) and +7/+2 melee (1d4+1/18-20, masterwork kukri); SA improved combat style (two weapon fighting), favored enemy Knights of Neraka +4, favored enemy giants +2, flaming wings; SQ elf traits, elvensight, immunity to fire, vulnerability to cold, wild empathy +5, woodland stride; AL LG; SV Fort +7, Ref +7, Will +4; Str 13, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Knowledge (nature) +9, Move Silently +11, Listen +11, Search +11, Sense Motive +4, Spot +13, Survival +11 (+13 above ground). Combat Reflexes, EnduranceB, Improved Two-Weapon FightingB TrackB, Two-Weapon FightingB, Weapon Focus (scimitar), Weapon Focus (kukri).

Flaming Wings (Su): As a free action, a phaethon can manifest a pair of fiery wings that allow him to fly at the listed speed. These wings may also be used to cause fire damage in unarmed combat. A phaethon who makes an unarmed strike while his wings are manifested inflicts 1d6 points of fire damage in addition to the standard unarmed damage. A phaethon who is involved in a grapple may add this damage to any damage inflicted on the opponent as a result of a grapple check. A phaethon who uses his wings to inflict additional fire damage in a round cannot

also use them to fly in that round.

Elf Traits (Ex): Elvensight; immunity to sleep spells and effects, +2 racial bonus on saving throws vs. enchantment spells & effects, +2 racial bonus on Search, Sense Motive, and Spot checks.

Possessions: Masterwork scimitar, masterwork kukri, *bracers of armor* +2, monk's outfit.

RED DRAGONSPAWN WARRIORS

Male red dragonspawn human warrior 2: CR 4; Medium dragon (augmented humanoid [human], fire); HD 2d8+12; hp 22; Init +1; Spd 30 ft., fly 60 ft. (average); AC 23, touch 11, flat-footed 22; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, bite) or +8 melee (2d6+4/19-20, masterwork greatsword) or +1 melee (1d4+2, claw); Full Atk +6 melee (1d4+4, bite) and +8 melee (2d6+4/19-20, masterwork greatsword), or +6 melee (1d4+4, bite) and +1 melee (1d4+2, 2 claws); SA breath weapon, spells; SQ darkvision 30 ft., death throes, low-light vision; AL CE; SV Fort +6, Ref +2, Will +2; Str 19, Dex 13, Con 17, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +7, Intimidate +7, Jump +7; Cleave, Power Attack, Weapon Focus (greatsword).

Breath Weapon (Su): 30-ft. cone, damage 4d10 fire, Reflex DC 14 half.

Death Throes (Su): 10-ft. radius, damage 2d10 fire, Reflex DC 14 half.

Sorcerer Spells Known (caster level 1; 5/4): 0—*detect magic, flare* (DC 12), *light, resistance*; 1st—*burning hands* (DC 13), *disguise self*.

Possessions: Masterwork breastplate, masterwork greatsword, 1 week's dry rations.

SAND WRETCHES

CR 3; Medium outsider (chaotic, earth, extraplanar, wretch); HD 5d8+10; hp 32; Init +4; Spd 50 ft.; AC 18, touch 14, flat-footed 14; Base Atk +5; Grp +6; Atk/Full Atk +6 melee (1d6+1, slam); SA blinding, smite law 1/day, whirlwind; SQ damage reduction 5/magic, darkvision 60 ft., vulnerability to water, wretch traits; AL CE; SV Fort +6, Ref +8, Will +3; Str 13, Dex 19, Con 14, Int 5, Wis 9, Cha 7.

Skills and Feats: Intimidate +6, Knowledge (the planes) +5, Search +5, Spot +7, Survival +7; Combat Reflexes, Dodge.

Blinding (Ex): A sand wretch who scores a critical hit with its slam attack has blinded its opponent unless that individual succeeds at a DC 15 Fortitude save. The DC is Strength-based and includes a +2 racial bonus. The blindness lasts for 1 hour or until the character spends a full round flushing their eyes and face with water.

Whirlwind (Ex): A sand wretch's natural state is a whirling funnel of sand particles. A sand wretch does not draw an attack of opportunity when moving, even if it enters another character's space.

A sand wretch that enters the space of an opponent of Small size or less may either inflict damage or lift the opponent bodily from the ground, trapping that individual in the whirlwind. The opponent must succeed at a DC 15 Reflex save or take 1d6 points of damage from the force of the spinning cloud. If the opponent succeeds, the sand wretch is forced back out of the creature's space. If the opponent fails, she takes the listed damage and must then succeed at a second DC 15 Reflex save or be caught within the whirlwind. The DC is Strength-based and includes a +2 racial bonus.

Trapped creatures take damage every round they are in the whirlwind, and can only move where the sand wretch takes them. They suffer a -4 penalty to Dexterity checks and a -2 to all attack rolls, and must succeed at a Concentration check (DC 15 + spell level) to cast a spell, but are otherwise able to act freely. Trapped creatures may make DC 15 Reflex saves each round to free themselves (including the Dexterity penalty). Flying creatures gain a +2 bonus. Success means the creature takes damage but is no longer trapped. If the sand wretch is killed, any trapped creature is immediately freed. Trapped creatures may attack the sand wretch from within, but at the listed attack penalty, and only with natural or light weapons.

Smite Law (Su): Once per day the wretch can make a normal melee attack to deal +5 extra damage to a lawful foe.

Vulnerability to Water: Sand wretches take damage from exposure to water. A flask of water inflicts 2d4 damage to a sand wretch, much as holy water causes damage to undead. A sand wretch caught outside in a rainstorm takes 2d4 points of damage per round, or 2d8 points if the rain is a downpour. A sand wretch that is immersed in water is instantly slain. Sand wretches that attempt to cross bodies of water take 2d4 points of damage for every 5 feet of water they move across, and therefore they typically avoid doing so. A creature with the elemental (water) type who attacks a sand wretch inflicts double damage.

Wretch Traits: Resistance to acid 5, cold 5, electricity 5 and sonic 5; immunity to paralysis, petrification, polymorph, poison, stunning, disease, and death effects; immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects); not subject to critical hits, nonlethal damage, ability drain or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion effects; not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

SIR GORAN HEDEGAST, SKULL KNIGHT

OFFICER

Male human mystic 6/Knight of the Skull 2: CR 8; Medium humanoid (human); HD 8d8+8; hp 40; Init -1; Spd 20 ft.; AC 16 (19 w/*shield of faith*), touch 9 (12 w/*shield of faith*), flat-footed 16; Base Atk +5; Grp +7; Atk/Full Atk +9 melee (1d8+3 plus 2d6 unholy, +1 *unholy heavy mace*); SA smite good 1/day; SQ aura of evil, dark blessing, *detect good*; AL LE; SV Fort +11, Ref +5, Will +12; Str 14, Dex 8, Con 14, Int 13, Wis 15, Cha 15.

Skills and Feats: Concentration +13, Diplomacy +13, Knowledge (arcana) +6, Knowledge (religion) +12, Spellcraft +7; Alertness, Honor-Bound, Spell Focus (enchantment), Weapon Focus (heavy mace).

Rebuke Undead (Su): 5/day, turning check 1d20+4, turning damage 2d6+8.

Smite Good (Su): Once a day, the knight may attempt to smite good with one melee attack. He gains a +2 bonus to attack and weapon damage rolls against an opponent with a good alignment.

Mystic Spells Known (caster level 7; 6/7/7/4): 0—*cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds* (DC 12), *resistance, virtue*; 1st—*bane* (DC 14), *detect undead*, *hide from undead, inflict light wounds* (DC 13), *protection from good, shield of faith*; 2nd—*death knell* (DC 14), *inflict moderate wounds* (DC 14), *enthrall* (DC 15), *lesser restoration*; 3rd—*animate dead, inflict serious wounds* (DC 15), *halt undead* (DC 15).

[Ⓟ] Domain spell. Domain: Necromancy (rebuke. Command or bolster undead as a 6th level evil cleric).

Possessions: +1 *breastplate*, masterwork light steel shield, +1 *unholy heavy mace*, crystal skull (divine focus).

SIR KLAVIAR ETTTEL, LILY KNIGHT OFFICER

Male human fighter 5/Knight of the Lily 3: CR 8; Medium humanoid (human); HD 8d10+16; hp 80; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +8; Grp +11; Atk +1 melee (1d8+5/19-20 plus 1d6 fire, +1 *flaming longsword*) or +8 melee (1d4+2/19-20, dagger); Full Atk +10/+5 melee (1d8+5/19-20, +1 *longsword*); SA demoralize, fight to the death, sneak attack +1d6; SQ —; AL LE; SV Fort +7, Ref +1, Will +3; Str 16, Dex 10, Con 14, Int 11, Wis 13, Cha 15.

Skills and Feats: Diplomacy +8, Intimidate +11, Knowledge (religion) +4, Ride +6, Sense Motive +4; Cleave, Diehard[Ⓟ], Honor-Bound, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Demoralize (Ex): This knight gains a +2 bonus to Intimidate checks to demoralize an opponent in combat. If successful, the target is shaken for 3 rounds.

Possessions: +1 *breastplate*, +1 *heavy steel shield*, +1 *flaming longsword*, dagger, manacles, keys.

SIR WITMAR DAGDEL, THORN KNIGHT

OFFICER

Male human fighter 2/sorcerer 4/knight of the Thorn 2: CR 6; Medium humanoid (human); HD 2d10+4 plus 4d4+8 plus 2d6+4; hp 50; Init +2; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +5; Grp +6; Atk/Full Atk +9 melee (1d6+1/15-20, +1 *keen rapier*) or +8 melee (1d4/19-20, masterwork dagger); SA spells; SQ armored spellcasting -5%, diviner, read omens; AL LE; SV Fort +4, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 15, Wis 10, Cha 15.

Skills and Feats: Concentration +5, Handle Animal +5, Intimidate +7, Knowledge (arcana) +10, Knowledge (religion) +6, Profession (undertaker) +2, Ride +7, Spellcraft +7; Combat Expertise, Eschew Materials, Honor-Bound, Spell Focus (necromancy), Weapon Focus (rapier), Weapon Finesse.

Diviner (Ex): This knight casts all divination spells at +1 caster level.

Sorcerer Spells Known (caster level 6; 20% arcane spell failure; 6/7/6/3): 0—*daze* (DC 12), *detect magic*, *disrupt undead* (DC 13), *light*, *mending*, *read magic*, *touch of fatigue* (DC 13); 1st—*chill touch*, *detect undead*, *mage armor*, *ray of enfeeblement* (+7 ranged touch, DC 14); 2nd—*augury*, *command undead* (DC 15), *scorching ray* (+7 ranged touch); 3rd—*ray of exhaustion* (+7 ranged touch, DC 11)

Possessions: +1 *breastplate*, *ring of protection* +2, +1 *keen rapier*, dagger.

SKULL ACOLYTE

Male human mystic 2: CR 2; Medium humanoid (human); HD 2d8+4; hp 13; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1, masterwork heavy mace); SA spells; SQ —; AL LE; SV Fort +3, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 11, Wis 13, Cha 13.

Skills and Feats: Bluff +3, Concentration +6, Diplomacy +3, Knowledge (arcana) +5, Knowledge (religion) +5, Listen +3, Sense Motive +3, Spot +3; Alertness, Iron Will.

Mystic Spells Known (caster level 2; 6/5): 0—*cure minor wounds*, *detect magic*, *guidance*, *inflict minor wounds* (DC 11), *resistance*; 1st—*bane* (DC 12), *command** (DC 12), *inflict light wounds* (DC 12).

*Domain spell. Domain: Mentalism (+2 bonus on Bluff, Diplomacy & Sense Motive checks, +2 bonus on Will saves vs. enchantment spells).

Possessions: Masterwork chain shirt, masterwork light steel shield, masterwork heavy mace, dagger.

TERRIN WHITEKNOT

Male afflicted kender vampire rogue 6: CR 6; Small undead (augmented humanoid [kender]); HD 6d12; hp 59; Init +8; Spd 20 ft.; AC 20, touch 14, flat-footed 16; Base Atk +4; Grp +3; Atk/Full Atk +8 melee (1d4+3 plus energy drain, slam); SA blood drain, children of the night, create spawn, dominate, energy drain, sneak attack +3d6; SQ afflicted kender traits, damage reduction 10/silver and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, trap sense +2, trapfinding, turn resistance +4, uncanny dodge; AL CE; SV Fort +3, Ref +12, Will +4; Str 17, Dex 19, Con —, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +20, Climb +5, Hide +27, Jump +15, Listen +20, Move Silently +23, Open Locks +6, Search +18, Sense Motive +18, Sleight of Hand +11, Spot +20; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes.

Possessions: *ring of improved jumping*.

THORN ACOLYTE

Male human sorcerer 1/fighter 1: CR 2; Medium humanoid (human); HD 1d4+1 plus 1d10+1; hp 10; Init +1; Spd 30 ft.; AC 11 (15 w/*mage armor*), touch 11, flat-footed 10; Base Atk +1; Grp +2; Atk/Full Atk +3 melee (1d8+1/19-20, masterwork longsword) or +2 melee (1d4+1/19-20, masterwork dagger); SA spells; SQ —; AL LE; SV Fort +3, Ref +1, Will +4; Str 12, Dex 12, Con 12, Int 11, Wis 11, Cha 13.

Skills and Feats: Concentration +6, Knowledge (arcana) +4, Knowledge (religion) +4, Spellcraft +5; Honor-Bound, Iron Will, Weapon Focus (longsword)

Sorcerer Spells Known (caster level 1; 5/4): 0—*detect magic*, *flare* (DC 11), *mending*, *read magic*; 1st—*magic missile*, *mage armor*.

Possessions: Gray robes, masterwork longsword, masterwork dagger, spell components.

CHAPTER TWO: FLOTSAM & JETSAM

CAPTAIN VANYTH SWIFT

Male civilized human mariner 8/duelist 2: CR 8; Medium humanoid (human); HD 8d8+8 plus 2d10+2; hp 65; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +8; Grp +10; Atk +12 melee (1d6+3/15-20, +1 *keen rapier*) or +11 melee (1d4+2/19-20, masterwork dagger) or +12 ranged (1d8/19-20, masterwork light crossbow); Full Atk +12/+7 melee (1d6+3/15-20, +1 *keen rapier*) or +11/+6 melee (1d4+2/19-20, masterwork dagger) or +12 ranged (1d8/19-20, masterwork light crossbow); SA dirty strike; SQ canny defense, improved reaction +2, sailor lore, seamanship; AL LN; SV Fort +7, Ref +12, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +18, Bluff +4, Climb +15 (+17 w/ ropes), Gather Information +13, Jump +6, Listen +3, Perform (dance) +8, Profession (Sailor) +12, Sense Motive +5, Spot +16, Swim +13, Tumble +16, Use Rope +9; Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Quick Draw, Spring Attack, Weapon Finesse.

Note: The mariner class appears on p. 25 of the *Age of Mortals Campaign Sourcebook*.

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent must make a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals an additional 2d4 points of damage. Dirty strike can only be used against an individual once per day.

Sailor Lore (Ex): A mariner may make a special sailor lore check (1d20+9) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions.

Seamanship (Ex): A mariner receives a +2 bonus to all Balance, Climb and Profession (sailor) checks.

Possessions: *bracers of armor* +2, +1 *keen rapier*, masterwork dagger, masterwork light crossbow, 10 crossbow bolts, *potion of cure moderate wounds*.

THE CHAMBERLAIN

Male civilized human rogue 5/master 5: CR 10; Medium humanoid (human); HD 10d6+10; hp 51; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +6; Grp +6; Atk +7 melee (1d4+1/19-20, +1 *dagger*); Full Atk +7/+2 melee (1d4+1/19-20, +1 *dagger*); SA sneak attack +3d6; SQ evasion, knacks, primary focus (sage), trap sense +1, trapfinding, uncanny dodge; AL LN; SV Fort +3, Ref +7, Will +7; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 18.

Skills and Feats: Appraise +10, Bluff +14, Decipher Script +7, Diplomacy +27, Disguise +18, Forgery +9, Gather Information +23, Intimidate +6, Knowledge (local) +17, Knowledge (arcana) +9, Knowledge (nobility) +9, Knowledge (religion) +9, Listen +14, Open Lock +10, Search +17, Sense Motive +12, Sleight of Hand +10, Spot +14; Alertness, Charming*, Deceitful, Trustworthy*, Negotiator, Improved Initiative, Investigator. *Feats from *Age of Mortals Campaign Sourcebook*.

Note: The master class appears in the *War of the Lance Campaign Sourcebook*.

Knack—Linguist (Ex): This master is an exceptional linguist. Whenever he encounters a new language he does not know, he can make an Intelligence check to determine if he can understand it. The check is made with an additional bonus equal to half the character's master level (+3). For a written language, this bonus applies to a Decipher Script check instead. The DC of the check is 15 for a language related to one the linguist knows, 20 for one unrelated to a known language, and 25 for a lost or ancient language. A successful check means the linguist can glean the gist or general meaning of a conversation or document, but does not mean the linguist becomes able to fluently speak, read or write in the language.

Knack—Complementary Scholarship (Ex): The master may substitute ranks in one Knowledge skill for ranks in another Knowledge skill in which he has no ranks on a 2 for 1 basis (effectively gaining 6 ranks in any Profession skill, for a +10 overall bonus).

Possessions: Brooch of charisma +2, +1 dagger, fine clothing, hat of disguise.

DISIR ELITE

Disir fighter 3: CR 6; Medium aberration; HD 5d8+10 plus 3d10+6; hp 59; Init +2; Spd 30 ft., 10 ft. burrow; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d6+3 plus poison, claw); Full Atk +8 melee (1d6+3 plus poison, 2 claws) and +6 melee (1d8+2 plus poison, bite); SA poison; SQ darkvision 60 ft., light sensitivity, resistance to fire 5; AL LE; SV Fort +6, Ref +3, Will +6; Str 14, Dex 12, Con 14, Int 13, Wis 12, Cha 7. *Bestiary of Krynn*, page 41.

Skills and Feats: Climb +9, Escape Artist +9, Hide +5, Intimidate +1, Jump +5, Listen +7, Move Silently +5, Spot +7, Survival +5; Alertness, Multiattack, Power Attack, Weapon Focus (claw), Blind-Fight.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Light Sensitivity (Ex): Disir are dazzled in bright sunlight or in the radius of a daylight spell.

Possessions: potion of cure light wounds (caster level 1st).

DISIR HYBRID

Male half-amphi dragon/half-disir warrior 3: CR 8; Medium dragon; HD 5d10+15 plus 3d8+9; hp 70; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +12; Atk +12 melee (1d6+6 plus poison, claw); Full Atk +12 melee (1d6+6 plus poison, 2 claws) and +10 melee (1d8+1 plus poison, bite); SA breath weapon; SQ amphibious, darkvision 60 ft., immunity to acid, *sleep*, and paralysis, light sensitivity, low-light vision, resistance to fire 5; AL LE; SV Fort +7, Ref +3, Will +5; Str 22, Dex 12, Con 16, Int 15, Wis 12, Cha 9.

Skills and Feats: Climb +11, Escape Artist +10, Hide +6, Jump +16, Listen +8, Move Silently +7, Spot +8, Survival +5, Swim +16; Alertness, Multiattack, Power Attack.

Breath Weapon (Su): 60-ft. line, damage 6d8 acid, Reflex DC 14 half.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Light Sensitivity (Ex): Disir are dazzled in bright sunlight or in the radius of a daylight spell.

DISIR QUEEN

Female disir noble 8: CR 11; Large aberration; HD 13d8+26; hp 84; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 15; Base Atk +8; Grp +13; Atk +9 melee (1d6+2 plus poison, claw); Full Atk +9 melee (1d6+2 plus poison, 2 claws) and +7 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./10 ft.; SA poison; SQ coordinate +2, darkvision 60 ft., favor +3, immunities, inspire confidence 2/day, light sensitivity, resistance to fire 5; AL LE; SV Fort +7, Ref +9, Will +9; Str 14, Dex 14, Con 14, Int 18, Wis 15, Cha 13.

Skills and Feats: Bluff +14, Climb +10, Diplomacy +16, Escape Artist +6, Heal +18, Hide +6, Intimidate +19, Knowledge (nature) +15, Listen +20, Move Silently +6, Sense Motive +13, Spot +12, Survival +6 (+8 aboveground); Alertness, Multiattack, Persuasive, Power Attack, Skill Focus (Intimidate).

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Light Sensitivity (Ex): Disir are dazzled in bright sunlight or in the radius of a daylight spell.

Immunities (Ex): Immune to *sleep*, paralysis and poison. +4 to saves to resist mind-affecting spells and spell-like effects.

Possessions: potion of cure moderate wounds (2), oil of darkness.

DISIR ROGUE

Disir rogue 1: CR 4; Medium aberration; HD 5d8+10 plus 1d6+2; hp 40; Init +1; Spd 30 ft., 10 ft. burrow; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk Claw +5 melee (1d6+2 plus poison); Full Atk 2 claws +5 melee (1d6+2 plus poison) and bite +3 melee (1d8+1 plus poison); SA Poison, sneak attack 1d6; SQ Darkvision 60 ft., light sensitivity, resistance to fire 5, trapfinding; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 12, Con 14, Int 13, Wis 11, Cha 7. *Bestiary of Krynn*, page 41.

Skills and Feats: Balance +5, Climb +10, Escape Artist +13, Hide +11, Jump +6, Listen +10, Move Silently +11, Spot +10, Survival +4; Alertness, Multiattack, Stealthy.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Light Sensitivity (Ex): Disir are dazzled in bright sunlight or in the radius of a daylight spell.

Possessions: potion of cat's grace.

DISIR SHAMAN

Male disir cleric 5 of Morgion: CR 8; Medium aberration; HD 8d8+24; hp 56; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +4; Atk +4 melee (1d6+2 plus poison, claw); Full Atk +4 melee (1d6+2 plus poison, 2 claws) and +2 melee (1d8+1 plus poison); SA poison, rebuke undead 2/day (-1, 2d6+4, 5th), spells; SQ darkvision 60 ft., light sensitivity, resistance to fire 5; AL LE; SV Fort +8, Ref +5, Will +10; Str 12, Dex 16, Con 17, Int 12, Wis 15, Cha 8. *Bestiary of Krynn*, page 43.

Skills and Feats: Climb +4, Concentration +11, Escape Artist +11, Hide +6, Listen +6, Move Silently +6, Spellcraft +9; Brew Potion, Combat Casting, Multiattack.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Light Sensitivity (Ex): Disir are dazzled in bright sunlight or in the radius of a daylight spell.

Cleric Spells Prepared (caster level 5th): 0—*resistance (2), detect magic, cure minor wounds, virtue*; 1st—*cure light wounds (x2), doom^P (DC 13), protection from good*; 2nd—*summon monster II^P (1d3 fiendish dire rats only), darkness, cure moderate wounds*; 3rd—*contagion^P (DC 15), blindness/deafness (DC 15).*

^P Domain spell. *Domains:* Destruction (smite 1/day, +4 bonus on attack rolls and +5 damage), Pestilence (immunity to disease).

Possessions: medallion of faith (Morgion), potion of cure light wounds (2), potion of cure moderate wounds (2), potion of cure serious wounds.

DISIR WARRIOR

True disir: CR 3; Medium aberration; HD 5d8+10; hp 32; Init +1; Spd 30 ft., 10 ft. burrow; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +5 melee (1d6+2 plus poison, claw); Full Atk +5 melee (1d6+2 plus poison, 2 claws) and +3 melee (1d8+1 plus poison, 2 claws); SA Poison; SQ darkvision 60 ft., light sensitivity, resistance to fire 5; AL LE; SV Fort +3, Ref +2, Will +4; Str 14, Dex 12, Con 14, Int 13, Wis 11, Cha 7. *Bestiary of Krynn*, page 41.

Skills and Feats: Climb +6, Escape Artist +9, Hide +5, Listen +6, Move Silently +5, Spot +6, Survival +4; Alertness, Multiattack, Power Attack.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Light Sensitivity (Ex): Disir are dazzled in bright sunlight or in the radius of a daylight spell.

FEOLILDAS, GHOSTLY TREANT

Male ghost treant: CR 10; Huge undead (augmented plant, incorporeal); HD 7d12; hp 45; Init -1; Spd fly 30 ft. (perfect); AC 10, touch 10, flat-footed 10 or 20, touch 7, flat-footed 20 against ethereal creatures; Base Atk +5; Grp +22; Atk +4 incorporeal melee touch (1d6, corrupting touch) or +12 melee (2d6+9, slam) against ethereal creatures; Full Atk +4 incorporeal melee touch (1d6, corrupting touch) or +12

melee (2d6+9, 2 slams) against ethereal creatures; Space/Reach 15 ft./15 ft.; SA *animate trees*, corrupting touch, double damage against objects, horrific appearance, manifestation, trample 2d6+13; SQ damage reduction 10/slashing, darkvision 60 ft., low-light vision, plant traits, rejuvenation, turn resistance +4, vulnerability to fire; AL N; SV Fort +5, Ref +1, Will +7; Str 29, Dex 8, Con —, Int 12, Wis 16, Cha 16.

Skills and Feats: Diplomacy +5, Hide -1*, Intimidate +8, Knowledge (nature) +6, Listen +16, Search +9, Sense Motive +8, Spot +16, Survival +8 (+10 aboveground); Improved Sunder, Iron Will, Power Attack.

*Treats have a +16 racial bonus on Hide checks made in forested areas.

Horrific Appearance (Su): Fortitude DC 16 half.

Trample (Ex): Reflex DC 22 half.

FLOTSAM SENTRIES

Civilized human warrior 4: CR 3; Medium Humanoid (human); HD 4d8; hp 18; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 12; Base Atk +4; Grp +5; Atk/Full Atk +5 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger); SA —; SQ —; AL LN; SV Fort +4, Ref +1, Will +2; Str 13, Dex 10, Con 11, Int 9, Wis 12, Cha 8.

Skills and Feats: Listen +6, Spot +9; Alertness, Endurance, Skill Focus (Spot).

Possessions: Leather armor, club, dagger, manacles, hooded lamp, handbell.

GIB, LITTLE BOY GHOST

Male ghost civilized human commoner 1: CR 2; Small undead (incorporeal); HD 1d12; hp 12; Init +1; Spd fly 30 ft. (perfect); AC 14, touch 14, flat-footed 13 or 12, touch 12, flat-footed 11 against ethereal creatures; Base Atk +0; Grp -6; Atk/Full Atk none or -1 melee (1d3-2, unarmed strike) against ethereal creatures; SA frightful moan, horrific appearance, manifestation; SQ darkvision 60 ft., incorporeal traits, rejuvenation, turn resistance +4; AL NG; SV Fort +0, Ref +1, Will +0; Str 6, Dex 12, Con —, Int 10, Wis 10, Cha 14.

Skills and Feats: Climb +2, Listen +12, Search +8, Spot +12; Ability Focus (frightful moan), Run.

Frightful Moan (Su): Will DC 14 negates.

Horrific Appearance (Su): Fortitude DC 12 half.

KANI DOLLS

Diminutive construct (evil): CR 1; HD 2d10; hp 11; Init +3; Spd 20 ft.; AC 19, touch 17, flat-footed 16; Base Atk +1; Grp -16 (+0 if attached, see below); Atk/Full Atk +8 melee (1 point ability damage); Space/Reach 1 ft./0 ft.; SA ability damage, attach; SQ Darkvision 60 ft., low-light vision, scamper; AL CE; SV Fort +0, Ref +3, Will +0; Str 1, Dex 16, Con -, Int 6, Wis 10, Cha 3. *Bestiary of Krynn*, page 84.

Skills and Feats: Hide +16, Jump +10, Move Silently +6; Weapon Finesse.

Ability Damage (Ex): A kani doll's bite delivers 1 point of ability damage with a successful hit or each round it remains attached to its victim. The ability damaged depends on what sort of doll or toy animal it is: bear (Con), bull (Str), cat (Dex), dragon (Int), dog (Wis), dwarf (Con), eagle (Cha), elephant (Wis), elf (Cha), fox (Int), human (Int), kender (Dex), lion (Cha), ogre (Str), owl (Wis), rabbit (Dex), tiger (Str), turtle (Con).

Attach (Ex): If a kani doll succeeds in its bite attack, it is effectively grappling with its victim. The kani doll loses its Dexterity bonus to AC (which drops to 16), but holds on with great tenacity. An attached kani doll may be attacked with a weapon, or grappled. To remove an attached kani doll by grappling, the opponent must achieve a pin against it.

Scamper (Ex): Three times per day, a kani doll may double its base speed to 40 feet for one round.

LORD TÖEDE

Male tenacious soul hobgoblin fighter 6/rogue 4/Master Ambassador 7*: CR 18; Medium humanoid (goblinoid); HD 6d10+6 plus 11d6+11; hp 120; Init -3; Spd 30 ft.; AC 18, touch 10, flat-footed —; Base Atk +14; Grp +14; Atk +17 melee (1d6+3/19-20, +3 *defending short sword*); Full Atk +17/+12/+7 melee (1d6+3/19-

20, +3 *defending short sword*); SA sneak attack +2d6; SQ darkvision 60 ft., evasion, fast healing 2, favored embassy, immunities, insightful acclimation, rejuvenation, retinue +2, trapfinding, trap sense +2, uncanny dodge; AL LE; SV Fort +9, Ref +5, Will +12; Str 10, Dex 4, Con 12, Int 14, Wis 14, Cha 12.

*The master ambassador prestige class appears in the *Age of Mortals* sourcebook.

Skills and Feats: Bluff +9, Decipher Script +10, Diplomacy +23, Gather Information +15, Intimidate +19, Jump +6, Knowledge (arcana) +10, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Move Silently +1, Ride +1, Sense Motive +18; Combat Expertise, Improved Disarm, Improved Feint, Improved Initiative, Iron Will, Mounted Combat, Negotiator, Persuasive, Skill Focus (Intimidate), Trample.

Fast Healing (Su): A tenacious soul gains fast healing 2, and recovers 2 hit points a round as long as it has at least 1 hit point remaining. A tenacious soul creature always stabilizes when it is reduced to 0 or fewer hit points, but its fast healing does not activate until it is brought to at least 1 hp.

Favored Embassy (Ex): A master ambassador becomes intimately familiar with the political arenas to which he is assigned, and learns to adjust to the unique customs and quirks of courtly life. This master ambassador gains a +6 bonus to all Diplomacy, Gather Information, Knowledge (nobility and royalty) and Sense Motive checks in the town of Flotsam and the surrounding area.

Immunities: A tenacious soul is immune to death spells and effects, energy drain and negative energy damage.

Insightful Acclimation (Ex): Whenever a master ambassador is interacting with somebody from a different culture, race, political background or religion than his own, he may attempt a Sense Motive check to gather or assemble information from the individual's body language, non-verbal cues, attitude and cultural quirks. This resembles a bard's bardic knowledge ability, but is more immediate and direct, and requires at least ten minutes of conversation or close observation of the individual to work. The DC of the Sense Motive check depends on the kind of information the master ambassador is trying to learn. The information gained must have some cultural, local or tradition-related context, and will rarely be more than a few key points, but is often enough to give the master ambassador a sense of the individual's background.

Rejuvenation (Su): A tenacious soul never stays dead; if it is killed, it will restore itself in 2d4 weeks. A tenacious soul that would otherwise be destroyed returns to the last place that it considered home (or the place that it died, otherwise) with a successful DC 16 level check (1d20 +17). Only the actions of a deity can grant the tenacious soul permanent release; even the use of a *wish* or *miracle* spell serves to delay the tenacious soul's return by 1d4 weeks.

Retinue (Ex): The master ambassador effectively gains the Leadership feat, and his leadership score gains a +2 bonus.

Possessions: +3 *defending short sword*, *bracers of armor* +6, *ring of protection* +3, *ring of force shield*, *cape of the mountebank*, shield guardian's amulet.

MINOTAUR SAILOR

Minotaur mariner 5: CR 5; Medium humanoid (minotaur); HD 5d8+10; hp 36; Init +4; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d6+3, club) or +6 melee (1d6+3 nonlethal, sap) or +7 melee (1d6+3/18-20 cutlass) or +7 melee (1d4+3/19-20 dagger) or +6 melee (1d6+3, gore); SA Dirty strike +1d4; SQ minotaur traits, sailor lore, seamanship +2; AL LE; SV Fort +6, Ref +5, Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Balance +11, Climb +5, Listen +3, Profession (sailor) +11, Spot +11, Swim +13, Use Rope +10; Alertness, Power Attack, Improved Overrun, Improved Initiative.

Note: The mariner class appears in the *Age of Mortals Campaign Sourcebook*.

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent must make a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals 1d4 points of additional

damage. Dirty strike can only be used against an individual once per day.

Sailor Lore (Ex): A mariner may make a special sailor lore check (1d20+4) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions.

Seamanship (Ex): A mariner receives a +2 bonus to all Balance, Climb and Profession (sailor) checks.

Minotaur traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim, and Use Rope checks; +2 natural armor bonus to AC.

Possessions: Masterwork studded leather armor, club, sap, masterwork cutlass, masterwork dagger.

MINOTAUR SUPPORT

Minotaur warrior 5: CR 4; Medium humanoid (minotaur); HD 5d8; hp 23; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +8; Atk/Full Atk +8 melee (1d6+3/18-20, cutlass) or Atk +8 melee (1d4+3/19-20 dagger) or +8 melee (1d6+3 gore); SA —; SQ minotaur traits; AL LE; SV Fort +4, Ref +1, Will +2; Str 17, Dex 10, Con 11, Int 7, Wis 12, Cha 6.

Skills and Feats: Intimidate +8, Listen +3, Spot +3, Swim +5*; Alertness, Power Attack. *Includes double -1 armor check penalty.

Minotaur Traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim, and Use Rope checks; +2 natural armor bonus to AC.

Possessions: Cutlass, dagger, studded leather armor.

THIEVES' GUILD AGENTS

Civilized human rogue 5: CR 5; Medium humanoid (human); HD 5d6+5; hp 25; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +4; Atk/Full Atk +6 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/19-20 light crossbow); SA Sneak attack 3d6, evasion, trap sense +1, uncanny dodge; SQ —; AL LN; SV Fort +2, Ref +6, Will +0; Str 13, Dex 15, Con 12, Int 14, Wis 9, Cha 10.

Skills and Feats: Appraise +10, Diplomacy +10, Gather Information +10, Hide +9*, Move Silently +9*, Open Lock +10, Sense Motive +7, Spot +7, Search +12, Sleight of Hand +9, Tumble +9*; Improved Initiative, Investigator, Weapon Finesse.

* includes -1 armor check penalty

Possessions: Masterwork chain shirt, masterwork buckler, masterwork rapier, masterwork light crossbow (10 bolts), masterwork manacles, masterwork thieves' tools, tanglefoot bag (2).

TOGO

Advanced shield guardian: CR 9; Large construct; HD 18d10+36; hp 130; Init +0; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +13; Grp +23; Atk +19 melee (1d8+6, slam); Full Atk +19 melee (1d8+6, 2 slams); Space/Reach 10 ft./10 ft.; SA —; SQ construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, *shield other*, *spell storing*; AL N; SV Fort +6, Ref +6, Will +6; Str 23, Dex 10, Con —, Int —, Wis 10, Cha 1. *Monster Manual*.

TYIN

Tyin: CR 3; Large aberration; HD 4d8+8; hp 26; Init +2; Spd 40 ft.; AC 15, touch 11, flat-footed 13; Base Atk +3; Grp +10; Atk Claw +7 melee (1d6+3) or bite +6 melee (1d8+1 plus poison) or tail spike +4 melee (2d4+1); Full Atk 2 claws +7 melee (1d6+3) and bite +4 melee (1d8+1 plus poison) and tail spike +4 melee (2d4+1); SA Reach 10 ft., acid spit (+5 ranged touch attack, range increment 10 ft.), poison; SQ Darkvision 60 ft., resistance to fire 5; AL N; SV Fort +3, Ref +3, Will +5; Str 16, Dex 14, Con 14, Int 5, Wis 13, Cha 5. *Bestiary of Krym*, page 43.

Skills and Feats: Climb +10, Escape Artist +10, Hide +2; Multiattack, Weapon Focus (claw).

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Acid Spit (Ex): 3/day—10 ft. ranged touch, 1d6 acid in 1st round, 1d6 acid for 1d4+1 additional rounds unless the wound is doused with at least a gallon of water

(a full round action).

UNDELLA DELLA SEM-THAL

Female civilized human cleric 5 of Habbakuk/mariner 2: CR 7; Medium type; HD 7d8+14; hp 49; Init +1; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +4; Grp +5; Atk/Full Atk +6 melee (1d6+2/18-20, +1 scimitar) or +5 melee (1d4+1/19-20, dagger); SA dirty strike +1d4, spells, turn undead (+4, 2d6+8, 6th); SQ sailor lore, seamanship +1; AL NG; SV Fort +9, Ref +4, Will +7; Str 12, Dex 12, Con 14, Int 11 Wis 16, Cha 14.

Skills and Feats: Bluff +4, Concentration +6, Intimidate +7, Knowledge (nature) +8, Knowledge (religion) +8, Profession (sailor) +7, Spellcraft +4, Survival +7, Swim +5; Combat Casting, Improved Turning, Persuasive, Skill focus (Intimidate), Weapon Focus (scimitar).

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent must make a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals an additional 1d4 points of damage. Dirty strike can only be used against an individual once per day.

Sailor Lore (Ex): A mariner may make a special sailor lore check (1d20+9) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions.

Seamanship (Ex): A Mariner receives a +1 bonus to all Balance, Climb and Profession (sailor) checks.

Cleric Spells Prepared (caster level 5th): 0—*create water* (2), *detect magic*, *light*, *mending*; 1st—*command* (DC 14), *detect evil*, *endure elements*, *remove fear*, *calm animals*^P (DC 14); 2nd—*augury*, *make whole*, *owl's wisdom*, *obscuring mist*^D; 3rd—*prayer*, *searing light*, *water breathing*^D.

^D Domain spell; **Domains:** Animal (May use speak with animals once per day as a spell-like ability), Water (May turn fire creatures, rebuke, command or rebuke water creatures 5/day).

Possessions: +1 scimitar, masterwork dagger, 20 ft. rope, *ring of swimming*, *potion of barkskin* x2, masterwork studded leather armor.

VINZENDO THE GROUNDSKEEPER

Male half-ogre ranger 1/expert 4: CR 4; Medium humanoid (half-ogre); HD 1d8 plus 4d6; hp 20; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +4; Grp +7; Atk/Full Atk +7 melee (1d6+3, club); SA favored enemy animals +2; SQ low-light vision, wild empathy; AL LN; SV Fort +3, Ref +3, Will +7; Str 16, Dex 10, Con 11, Int 8, Wis 16, Cha 12.

Skills and Feats: Handle Animal +11, Spot +10, Listen +12, Knowledge (nature) +7, Knowledge (the planes) +3, Ride +4, Survival +8; Alertness, Animal Affinity, Track^R.

Possessions: Bullseye lantern, club, leather armor, flint & steel, 20 ft. rope, various leashes and collars, pouch of 1/2 lb. dried beef in bite-sized pieces.

ZAND ZINAR

Male civilized human noble 7/Cleric 3 of Shinare: CR 10; Medium humanoid (human); HD 10d8; hp 50; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +7; Grp +6; Atk +10 melee (1d6+1, +2 *light mace*); Full Atk +10/+5 melee (1d6+1, +2 *light mace*) or +9/+4 ranged (1d8/19-20, masterwork light crossbow with Rapid Reload feat); SA spells, turn undead (+4, 2d6+5, 3rd); SQ bonus class skill (Decipher Script), coordinate +1, favor +3, inspire confidence 2/day, spells; AL LN; SV Fort +5, Ref +7, Will +13; Str 8, Dex 13, Con 10, Int 13, Wis 16, Cha 14.

Skills and Feats: Appraise +13, Bluff +12, Decipher Script +8, Diplomacy +13, Gather Information +14, Knowledge (local) +11, Knowledge (religion) +9, Sense Motive +15, Survival +7; Diligent, Iron Will, Negotiator, Rapid Reload, Weapon Finesse.

Cleric Spells Prepared (caster level 3rd): 0—*create water*, *cure minor wounds*, *detect magic*, *mending*; 1st—*command* (DC 14), *comprehend languages*, *longstrider*^P, *protection from good*, *remove fear*; 2nd—*cure moderate wounds*, *hold person* (DC 15),

locate object^D.

^D Domain spell. *Domains*: Law (casts law spells at +1 caster level); Travel (*freedom of movement* for up to 3 rounds/day).

Possessions: Masterwork leather armor, light wooden shield, +2 *light mace*, masterwork light crossbow, 10 bolts, *ring of feather falling*, *medallion of faith* (Shinare), merchant's outfit.

CHAPTER THREE: THE BLOOD SEA

CLAN GUARD OGRE

Ogre warrior 1: CR 3; Large giant; HD 5d8+13; hp 34; Init -1; Spd 40 ft.; AC 16, touch 8, flat-footed 16; Base Atk +4; Grp +9; Atk/Full Atk +9 melee (2d8+7, greatclub) or +9 melee (1d6+5/19-20, dagger); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6*, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub). *Includes -3 armor check penalty.

Possessions: Hide armor, large greatclub, large dagger.

DARGONESTI VAMPIRE

Dargonesti warrior 3: CR 4; Medium undead (augmented humanoid [elf]); HD 3d12; hp 20; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +7; Atk/Full Atk +7 melee (1d6+5, slam plus energy drain) or +7 melee (1d8+5, trident) or +7 melee (1d4+5, dagger); SA blood drain, children of the night, create spawn, dominate, energy drain; SQ alternate form, damage reduction 10/silver and magic, Dargonesti traits, darkvision 60 ft., elvensight, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits; AL CE; SV Fort +3, Ref +6, Will +1; Str 20, Dex 17, Con -, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +9, Hide +11, Listen +10, Move Silently +11, Search +8, Sense Motive +8, Spot +10, Swim +14; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Swim).

Alternate Form (Su): This Dargonesti can assume the form and physical qualities of a porpoise 3/day, and remain in porpoise form indefinitely. He does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the Dargonesti's character level. The Dargonesti may only use this ability while in an environment suitable for porpoises (such as the sea).

Dargonesti Traits (Ex): Elvensight; breathe water; +2 racial bonus on checks to notice peculiarities about water; -2 circumstance penalty on attack rolls, saves, and checks when more than 24 hours out of water; immunity to magic sleep spells and effects; +2 racial bonus on Listen, Search and Spot checks.

Spell-Like Abilities: 1/day—*blur*, *dancing lights*, *darkness*, and *obscuring mist*. Caster level 3rd.

Possessions: Leather sharkskin armor, trident, dagger.

DARGONESTI WARRIOR

Dargonesti ranger 2: CR 2; Medium humanoid (elf); HD 2d8+4; hp 16; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +4; Atk +4 melee (1d6+2 nonlethal, sap) or +5 melee (1d8+2, masterwork trident) or +4 melee (1d4+2/19-20, dagger) or +4 ranged (entangle, net) or +5 ranged (1d8+2, light crossbow); Full Atk +3 melee (1d8+2, masterwork trident) and +2 melee (1d4+2/19-20, dagger); SA combat style (two weapon fighting), favored enemy animals +2; SQ alternate form, Dargonesti traits, darkvision 60 ft., elvensight, wild empathy +0; AL CE/CG*; SV Fort +5, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 15, Cha 6.

*CE when under the influence of Turbidus leeches, CG otherwise.

Skills and Feats: Climb +7, Hide +7, Move Silently +7, Listen +9, Search +2, Spot +4, Survival +7, Swim +10; Exotic Weapon Proficiency (net), Skill Focus

(Swim), Track^B, Two-Weapon Fighting^B.

Alternate Form (Su): This Dargonesti can assume the form and physical qualities of a porpoise 3/day, and remain in porpoise form indefinitely. He does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the Dargonesti's character level. The Dargonesti may only use this ability while in an environment suitable for porpoises (such as the sea).

Dargonesti Traits (Ex): Elvensight; breathe water; +2 racial bonus on checks to notice peculiarities about water; -2 circumstance penalty on attack rolls, saves, and checks when more than 24 hours out of water; immunity to magic sleep spells and effects; +2 racial bonus on Listen, Search and Spot checks.

Spell-Like Abilities: 1/day—*blur*, *dancing lights*, *darkness*, and *obscuring mist*. Caster level 2nd.

Possessions: Masterwork sharkskin leather armor, masterwork trident, dagger, net, *potion of cure light wounds*.

DIRE RAT SKELETON

Dire Rat Skeleton: CR 1/3; Small undead; HD 1d12; hp 6; Init +8; Spd 40 ft.; AC 16, touch 14, flat-footed 13; Base Atk +0; Grp -4; Atk/Full Atk +4 melee (1d4, bite); SA —; SQ DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +0, Will +2; Str 10, Dex 19, Con —, Int —, Wis 10, Cha 1.

Feats: Improved Initiative.

ELVEN SLAVE

Silvanesti noble 2: CR 2; Medium humanoid (elf); HD 2d8; hp 12; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d3 nonlethal, unarmed) or +1 melee (1d6, club) or ranged +3 (1d4, thrown stone); SA —; SQ bonus class skill (Hide), elvensight, favor +1, inspire confidence 1/day, Silvanesti traits; AL LN; SV Fort +0, Ref +6, Will +5; Str 10, Dex 15, Con 10, Int 10, Wis 14, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +10, Listen +9, Sense Motive +7, Spot +4; Alertness.

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Possessions: Tattered clothing.

EMERIL BOSPHORA, CHAPLAIN GENERAL OF THE CLAN GUARD

Male half-ogre cleric 6 of Sargonnas/fighter 2: CR 8; Medium humanoid (half-ogre); HD 6d8+12 plus 2d10+4 plus 3; hp 60; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +6; Grp +10; Atk +12 melee (2d6+7/x3, +1 *greataxe*) or +10 melee (1d3+4, unarmed strike); Full Atk +12/+7 melee (2d6+7/x3, +1 *greataxe*) or +10/+5 melee (1d3+4, unarmed strike); SA rebuke undead 3/day (+2, 2d6+6, 6th), spells; SQ low-light vision; AL LN; SV Fort +10, Ref +1, Will +7; Str 18, Dex 9, Con 14, Int 10, Wis 15, Cha 11.

Skills and Feats: Concentration +5, Diplomacy +3, Intimidate +4, Knowledge (religion) +9, Spellcraft +3; Cleave, Great Cleave, Improved Unarmed Strike, Power Attack, Toughness, Weapon Focus (*greataxe*).

Cleric Spells Prepared (caster level 6th): 0—*cure minor wounds* (3), *resistance* (2); 1st—*divine favor*, *doom* (DC 13), *protection from chaos*^D, *sanctuary* (DC 13), *summon monster I*; 2nd—*bull's strength*, *enthral* (DC 14), *hold person* (DC 14), *spiritual weapon*^D, *zone of truth*; 3rd—*cure serious wounds*, *magic circle against chaos*^D.

^D Domain spell. *Domains*: Law (law spells are cast at +1 caster level), War (Martial Weapon Proficiency (*greataxe*) and Weapon Focus (*greataxe*) bonus feats).

Possessions: +1 *breastplate*, +1 *greataxe*, *medallion of faith* (Sargonnas), *potion of bull's strength* (2), chaplain-general's signet ring.

FIENDISH DOLPHIN

Fiendish dolphin: CR 1/2; Medium magical beast; HD 2d8+2; hp 11; Init +3; Spd Swim 80 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +1; Atk/Full Atk +4 melee (2d4, slam); SA smite good 1/day; SQ blindsight 120 ft., hold breath, low-light vision, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 8; AL NE; SV Fort +4, Ref +6, Will +1; Str 11, Dex 17, Con 13, Int 3, Wis 12, Cha 6.

Skills and Feats: Listen +8, Spot +7, Swim +8; Weapon Finesse.

Smite Good (Ex): Once per day, a fiendish dolphin may make a normal melee attack to deal +2 damage to good-aligned foes.

Slam: The fiendish dolphin's slam attack is treated as a magic weapon for purposes of bypassing DR.

Possessions: None.

FILKILIL

Male kuo-toa cleric 5 of Zeboim: CR 10; Medium monstrous humanoid (aquatic); HD 7d8+7; hp 36; Init +0; Spd 20 ft., swim 50 ft.; AC 21, touch 10, flat-footed 21; Base Atk +5; Grp +7; Atk/Full Atk +8 melee (1d8+3, +1 trident); SA lightning bolt, rebuke undead 4/day (+3, 2d6+6, 5th), spells; SQ adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +7, Ref +4, Will +10 Str 14, Dex 10, Con 13, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Heal +8, Knowledge (arcane) +6, Knowledge (religion) +9, Escape Artist +2*, Listen +8, Move Silently -1*, Search +8, Spellcraft +8, Spot +12, Swim -3*; Alertness, Combat Casting, Great Fortitude. *Includes -3 armor check penalty.

Cleric Spells Known (caster level 5th): 0—*create water, cure minor wounds, detect magic, resistance, guidance*; 1st—*bane* (DC 13), *cause fear* (DC 13), *curse water, doom* (DC 13), *protection from good*[†]; 2nd—*darkness, hold person* (DC 14), *sound burst* (DC 14), *desecrate*[‡]; 3rd—*earthen shield*[†], *blindness/deafness* (DC 15), *water breathing*[‡].

[†] Domain spell. *Domains:* Evil (Evil spells are cast at +1 caster level), Water (may turn fire creatures as good clerics turn undead, may rebuke/command water creatures as undead).

[‡] Description found in *Dragonlance Campaign Setting*.

Possessions: Masterwork breastplate (made from the shell of a giant sea turtle), +1 trident, medallion of faith (Zeboim), dolphin skin pouch of spell components, *potion of cure light wounds*, vial of unholy water.

GOBLIN SLAVE

Goblin commoner 2: CR 1/2; Small humanoid (goblinoid); HD 2d4; hp 5; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp -3; Atk/Full Atk +1 melee (1d2-1 nonlethal, unarmed strike) or +1 melee (1d4-1, club) or ranged +1 (1d3-1, thrown stone); SA —; SQ darkvision 60 ft.; AL NE; SV Fort +0, Ref +2, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Ride +4, Move Silently +4, Spot +5; Endurance.

Possessions: Tattered clothing.

GRUNGK THE HOUND

Male ogre barbarian 2/cleric 2 of Reorx: CR 7; Large giant; HD 4d8+16 plus 2d12+8 plus 2d8+8; hp 75; Init -2; Spd 30 ft.; AC 19, touch 7, flat-footed —; Base Atk +6; Grp +17; Atk +13 melee (2d6+7/x3, masterwork large warhammer); Full Atk +13/+8 melee (2d6+7/x3, masterwork large warhammer); Space/Reach 10 ft./10 ft.; SA rage 1/day, rebuke undead 4/day (+1, 2d6+3, 2nd), spells; SQ darkvision 60 ft., low-light vision, uncanny dodge; AL N; SV Fort +14, Ref -1, Will +5; Str 24, Dex 6, Con 19, Int 6, Wis 13, Cha 8.

Skills and Feats: Climb +7*, Craft (blacksmithing) +3, Knowledge (religion) +0, Listen +3, Spot +3, Survival +5; Power Attack, Skill Focus (blacksmithing), Track. *Includes -3 armor check penalty.

Rage (Ex): Once per day, this barbarian may fly into a rage and temporarily

gain +4 to strength, +4 to constitution and a +2 bonus to will saves, but takes a -2 penalty to AC. The rage lasts for 9 rounds, after which he becomes fatigued. This modifies his statistics as follows: AC 17, touch 5, hp 91, Atk +15 melee (2d6+9/x3, masterwork large warhammer), Full Atk +15/+10 melee (2d6+9/x3, masterwork large warhammer), Fort +16, Will +7, Str 28, Con 23.

Cleric Spells Prepared (caster level 2nd): 0—*mending* (2) *resistance* (2); 1st—*bane* (DC 13), *burning hands*[‡] (DC 13), *command* (DC 13), *divine favor*.

[‡] Domain spell. *Domains:* Fire (may turn water creatures and rebuke or command fire creatures), Forge (+2 insight bonus to Appraise or Craft skill checks concerning stone or metal).

Possessions: Masterwork breastplate, masterwork large warhammer, masterwork heavy steel shield, *medallion of faith* (Reorx), apron, *potion of cure moderate wounds* (2).

HUMAN SLAVE

Civilized human commoner 2: CR 1; Medium humanoid (human); HD 2d4; hp 5; Init 0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d3 nonlethal, unarmed) or +1 melee (1d6, club) or ranged +2 (1d4, thrown stone); SA —; SQ —; AL N; SV Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Spot +5, Use Rope +5; Endurance.

Possessions: Tattered clothing.

JAMEKA DERUSTO, INNKEEPER

Female minotaur mariner 5/fighter 5: CR 10; Medium humanoid (minotaur); HD 5d8+10 plus 5d10+10; hp 60; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +8; Grp +11; Atk +13 melee (1d6+3/18-20, +1 cutlass) or +11 melee (1d6+3, gore); Full Atk +13/+8 melee (1d6+3/18-20, +1 cutlass) and +6 melee (1d6+3, gore); SA dirty strike +1d4; SQ minotaur traits, sailor lore, seamanship +2; AL LE; SV Fort +10, Ref +8, Will +2; Str 16, Dex 12, Con 14, Int 11, Wis 11, Cha 13.

Skills and Feats: Balance +3, Climb +17, Intimidate +9, Listen +10, Profession (sailor) +6, Profession (innkeeper) +7, Spot +10, Swim +17, Use Rope +7; Alertness, Athletic, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Profession [innkeeper]), Weapon Focus (cutlass).

Note: The mariner class appears in the *Age of Mortals Campaign Sourcebook*.

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent must make a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals 1d4 points of additional damage. Dirty strike can only be used against an individual once per day.

Sailor Lore (Ex): A mariner may make a special sailor lore check (1d20+4) to see whether she knows some relevant information about local people or history, far away places, or strange superstitions.

Seamanship (Ex): A mariner receives a +2 bonus to all Balance, Climb and Profession (sailor) checks.

Minotaur traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim, and Use Rope checks; +2 natural armor bonus to AC.

Possessions: Masterwork leather armor, +1 cutlass, alehouse keys, apron.

KLINT, PRIEST OF REORX

Male kobold fighter 2/cleric 6 of Reorx: CR 8; Small humanoid (reptilian); HD 2d10-2 plus 6d8-6; hp 34; Init +2; Spd 20 ft.; AC 20, touch 13, flat-footed 18; Base Atk +6; Grp +3; Atk +10 melee (1d6/x3, masterwork small warhammer); Full +10/+5 melee (1d6/x3, masterwork small warhammer); SA rebuke undead 4/day (+1, 2d6+7, 6th), spells; SQ darkvision 60 ft., kobold traits; AL LN; SV Fort +7, Ref +4, Will +7; Str 12, Dex 14, Con 8, Int 9, Wis 14, Cha 13.

Skills and Feats: Craft (blacksmithing) +6, Craft (trapmaking) +1, Hide +3*, Knowledge (religion) +3, Profession (miner) +6, Search +1; Dodge, Endurance, Mobility, Spring Attack, Weapon Focus (warhammer). *Includes -3 armor check penalty.

Kobold Traits: Small, +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks, included in skill bonuses above, +1 natural armor bonus.

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

Cleric Spells Prepared (caster level 6th): 0—*light*, *mending* (2), *resistance* (2); 1st—*burning hands*^D (DC 13), *command* (DC 13), *detect chaos*, *divine favor*, *doom* (DC 13); 2nd—*bull's strength*, *heat metal*^P, *make whole*, *resist energy*, *sound burst* (DC 14); 3rd—*dispel magic*, *keen edge*^D, *prayer*.

^D Domain spell. **Domains:** Fire (may turn water creatures and rebuke or command fire creatures), Forge (+2 insight bonus to Appraise or Craft skill checks concerning stone or metal).

Possessions: Masterwork breastplate, masterwork light steel shield, masterwork small warhammer, *medallion of faith* (Reorx), apron, *potion of bull's strength*, goggles.

KOBOLD WEASEL HANDLER

Kobold warrior 2: CR 1/3; Small humanoid (reptilian); HD 2d8; hp 12; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp -3; Atk/Full Atk +4 melee (1d6-1/x3, masterwork small spear); SA —; SQ darkvision 60 ft., kobold traits; AL LN; SV Fort +3, Ref +1, Will +1; Str 9, Dex 13, Con 10, Int 8, Wis 9, Cha 10.

Skills and Feats: Craft (trapmaking) +1, Handle Animal +6, Hide +5, Profession (miner) +1, Ride +3; Animal Affinity.

Kobold Traits: Small, +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks, included in skill bonuses above, +1 natural armor bonus.

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

Possessions: Masterwork leather armor, masterwork spear, weasel food (dried mice), muzzles.

KOKOSCHA, PRIEST OF REORX

Male kobold rogue 2/cleric 6 of Reorx: CR 8; Small humanoid (reptilian); HD 2d6-2 plus 6d8-6; hp 28; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk +5; Grp +0; Atk/Full Atk +6 melee (1d4, masterwork quarterstaff) or +11 ranged (1d8/19-20, masterwork heavy crossbow); SA sneak attack +1d6, turn undead 4/day (+1, 2d6+7, 6th), spells; SQ darkvision 60 ft., evasion, kobold traits, trapfinding; AL LN; SV Fort +4, Ref +9, Will +7; Str 8, Dex 18, Con 8, Int 9, Wis 14, Cha 13.

Skills and Feats: Craft (blacksmithing) +6, Craft (trapmaking) +1, Escape Artist +8*, Hide +12*, Knowledge (religion) +5, Move Silently +8*, Open Lock +9, Profession (miner) +9, Search +6; Point Blank Shot, Rapid Reload, Run. *Includes -1 armor check penalty.

Kobold Traits: Small, +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks, included in skill bonuses above, +1 natural armor bonus.

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

Cleric Spells Prepared (caster level 6th): 0—*detect magic*, *guidance* (2), *mending* (2); 1st—*divine favor*, *magic weapon*^P, *shield of faith* (2), *summon monster I*; 2nd—*find traps*, *make whole* (2), *soften earth and stone*^D, *summon monster II*; 3rd—*protection from energy*, *stone shape*^D, *summon monster III*.

^D Domain spell. **Domains:** Earth (may turn air creatures and rebuke or command earth creatures), Forge (+2 insight bonus to Appraise or Craft skill checks concerning stone or metal).

Possessions: Masterwork chain shirt, masterwork small quarterstaff, masterwork small heavy crossbow, 10 silvered bolts, 10 standard bolts, *medallion of faith* (Reorx), apron, *potion of cat's grace*, goggles.

LANKAOS, DARGONESTI CHIEFTAIN

Male Dargonesti fighter 9: CR 9; Medium humanoid (elf); HD 9d10+9; hp 68; Init

+7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +9; Grp +12; Atk +14 melee (1d8+6, +1 *trident*) or +13 melee (1d6+3/x3, handaxe) or +12 dagger (1d4+3/19-20, dagger) or +13 ranged (1d8/19-20, masterwork light crossbow); Full Atk +14/+9 melee (1d8+6, +1 *trident*) or +12/+7 melee (1d8+6, +1 *trident*) and +11 melee (1d6+3/x3, masterwork handaxe); SA —; SQ alternate form, Dargonesti traits, darkvision 60 ft., elvensight; AL CE/CG*; SV Fort +7, Ref +6, Will +5; Str 17, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

*CE when under the influence of Turbidus leeches, CG otherwise.

Skills and Feats: Handle Animal +12, Intimidate +14, Swim +15; Combat Expertise, Improved Initiative, Iron Will, Power Attack, Quick Draw, Skill Focus (Intimidate), Two Weapon Defense, Two Weapon Fighting, Weapon Focus (trident), Weapon Specialization (trident).

Alternate Form (Su): This Dargonesti can assume the form and physical qualities of a porpoise 3/day, and remain in porpoise form indefinitely. He does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the Dargonesti's character level. The Dargonesti may only use this ability while in an environment suitable for porpoises (such as the sea).

Dargonesti Traits (Ex): Elvensight; breathe water; +2 racial bonus on checks to notice peculiarities about water; -2 circumstance penalty on attack rolls, saves, and checks when more than 24 hours out of water; immunity to magic sleep spells and effects; +2 racial bonus on Listen, Search and Spot checks.

Spell-Like Abilities: 1/day—*blur*, *dancing lights*, *darkness*, and *obscuring mist*. Caster level 9th.

Possessions: +1 studded sharkskin leather armor, +1 *trident*, masterwork handaxe, masterwork light crossbow, 10 bolts, *potion of cure serious wounds*.

LOGRID SONNEK, SLAVE UNION BOSS

Male ogre expert 6: CR 8; Large giant; HD 4d8+12 plus 6d6+18; hp 58; Init -1; Spd 40 ft.; AC 16, touch 8, flat-footed 16; Base Atk +7; Grp +15; Atk +11 melee (1d10+5, +1 *large heavy mace*) or +10 melee (1d4+4, unarmed strike); Full Atk +11/+6 melee (1d10+5, +1 *large heavy mace*) or +10/+5 melee (1d4+4, unarmed strike); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., low-light vision; AL NE; SV Fort +9, Ref +2, Will +8; Str 18, Dex 8, Con 16, Int 10, Wis 15, Cha 9.

Skills and Feats: Appraise +6 (+8 w/slaves), Bluff +10*, Intimidate +10*, Listen +9, Profession (slaver) +6, Sense Motive +8, Spot +9, Survival +8; Improved Unarmed Strike, Persuasive, Power Attack, Track.

* Includes bonus from *circlet*.

Possessions: Masterwork studded leather armor, +1 *large heavy mace*, *circlet of persuasion*, manacles, keys, 20 ft. rope.

MAKWUR-SAL

LORD OF THE CORAL CITADEL

Male yrasda cleric 9 of Zeboim: CR 12; Large giant (aquatic); HD 13d8+52; hp 122; Init +0; Spd 30 ft., swim 40 ft. (60 ft. w/*pearl of the sirines*); AC 23, touch 11, flat-footed 23; Base Atk +9; Grp +18; Atk +17 melee (2d6+9/18-20, +2 *large falchion*); Full Atk +17/+12 melee (2d6+9/18-20, +2 *large falchion*); Space/Reach 10 ft./10 ft.; SA rebuke undead 6/day (+5, 2d6+12, 9th), spells; SQ alternate form, darkvision 60 ft., low-light vision; AL CE; SV Fort +10, Ref +4, Will +7; Str 20, Dex 10, Con 18, Int 13, Wis 17, Cha 13.

Skills and Feats: Concentration +13, Knowledge (religion) +10, Listen +10, Spellcraft +10, Spot +10, Swim +10*; Combat Casting, Improved Natural Armor, Improved Sunder, Power Attack, Weapon Focus (falchion). *Includes -1 armor check penalty.

Alternate Form (Ex): This yrasda can assume the form and physical qualities of a manta ray 3/day, and remain in manta ray form indefinitely. He does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the yrasda's character level. The yrasda may only use this

ability while in an environment suitable for manta rays (such as the sea).

Cleric Spells Known (caster level 9th): 0—*create water*, *cure minor wounds* (2), *guidance*, *resistance*, *virtue*; 1st—*bane* (DC 14), *cause fear* (DC 14), *cure light wounds* (2), *protection from law*^P, *obscuring mist*, *summon monster I*; 2nd—*aid*, *bull's strength*, *bear's endurance*, *cure moderate wounds* (2), *shatter*^P (DC 15); 3rd—*bestow curse* (DC 16), *magic circle against law*^P, *prayer*, *protection from energy*, *water walk*; 4th—*chaos hammer*^P (DC 17), *control water*, *cure critical wounds*; 5th—*ice storm*^P (DC 18), *righteous might*.

^DDomain spell. *Domains*: Chaos (chaos spells are cast at +1 caster level), Storm (gains electricity resistance 5).

Possessions: +2 *chain shirt*, +2 *large falchion*, *gloves of dexterity* +2, *ring of protection* +2, *medallion of faith* (Zeboim), *pearl of the sirines*.

Note: Because he possesses the aquatic subtype, Makwur-Sal's *pearl of the sirines* allows him to breathe air as if it were water. The *pearl* otherwise acts normally for other characters, and confers all of its other powers onto both Makwur-Sal and any air-breathing character that possesses it, including the faster swim speed and ability to cast spells underwater without restriction.

MARINE

Civilized human mariner 1/fighter 1: CR 2; Medium humanoid (Human); HD 1d6 plus 1d10; hp 12; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/18-20, cutlass) or +3 melee (1d4+2/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL N; SV Fort +4, Ref +4, Will +1; Str 15, Dex 14, Con 10, Int 12, Wis 13, Cha 8.

Skills and Feats: Balance +4, Climb +5, Jump +3, Listen +3, Profession [Sailor] +5, Spot +6, Survival +4, Swim +5, Tumble +4, Use Rope +4; Alertness, Weapon Focus (cutlass).

Sailor Lore (Ex): A mariner may make a special sailor lore check (1d20+2) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions.

Seamanship (Ex): A Mariner receives a +2 bonus to all Balance, Climb and Profession (sailor) checks.

Possessions: Masterwork leather armor, masterwork light crossbow, cutlass, dagger.

MASTER YAP

Male kobold necromancer 6/Wizard of High Sorcery 1: CR 7; Small humanoid (reptilian); HD 7d4+7; hp 34; Init +3; Spd 30 ft.; AC 17, touch 16, flat-footed 14; Base Atk +3; Grp -2; Atk/Full Atk +8 melee (1d4/19-20, +1 *ghost touch dagger*) or +7 ranged (1d4/19-20, +1 *ghost touch dagger*); SA spells; SQ arcane focus (necromancy), item of power, moon magic, tower resources; AL LE; SV Fort +3, Ref +5, Will +8; Str 8, Dex 16, Con 12, Int 16, Wis 13, Cha 10.

Skills and Feats: Bluff +3, Concentration +9, Craft (alchemy) +9, Craft (trapmaking) +5, Hide +7, Intimidate +5, Knowledge (arcana) +9, Profession (miner) +3, Search +5, Spellcraft +9; Brew Potion, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Weapon Finesse.

Arcane Focus—Necromancy (Ex): +1 caster level w/necromancy spells (8th level), +1 to save DC w/necromancy spells.

Kobold Traits: Small; +2 racial bonus on Craft (trapmaking), Profession (miner), Search checks; +1 natural armor bonus.

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

Wizard Spells Prepared (caster level 7th; prohibited schools abjuration, illusion and transmutation): 0—*detect magic*, *disrupt undead* (+7 ranged touch), *prestidigitation*, *ray of frost* (+7 ranged touch), *touch of fatigue* (+3 melee touch, DC 15); 1st—*cause fear* (DC 16), *chill touch* (+3 melee touch, DC 16), *mage armor*, *sleep* (DC 14), *ray of enfeeblement* (+7 ranged touch); 2nd—*blindness/deafness* (DC 17), *command undead* (DC 17), *ghoul touch* (+3 melee touch, DC 17), *scare* (DC 17), *spectral hand*; 3rd—*halt undead* (DC 18), *lightning bolt* (DC 16), *ray of exhaustion*

(+7 ranged touch, DC 18), *vampiric touch* (+3 melee touch).

Spellbook: As above plus 0—all others except *ghost sound*, *mage hand*, *mending*, *message*, *open/close*, *resistance*; 1st—*summon monster I*, *unseen servant*; 2nd—*continual flame*, *darkness*; 3rd—*gentle repose*, *tongues*.

Possessions: +1 *ghost touch dagger*, *ring of protection* +2, *iron nail of iteration* (new magic item, see **Appendix One**, p. 169), black robes, parchment, pen & ink.

MELMANAS THE WHALE

Undead leviathan: CR 26; Colossal undead (evil); HD 32d12 plus 9; hp 217; Init -2; Spd swim 90 ft.; AC 22, touch 0, flat-footed 22; Base Atk +32; Grp +55; Atk +39 melee (4d6+15 and gulp, bite) or +39 melee (2d6+15, tail slam); Full Atk +39 melee (4d6+15 and gulp, bite) and +39 melee (2d6+15, 2 tail slams); Space/Reach 30 ft./20 ft.; SA frightful presence, gulp, ramming, swamping; SQ damage reduction 15/epic, darkvision 60 ft., low-light vision, spell resistance 36, turn resistance +4, undead traits; AL CE; SV Fort +18, Ref +16, Will +16; Str 40, Dex 7, Con —, Int 4, Wis 19, Cha 5.

Skills and Feats: Listen +24, Spot +23, Swim +23; Alertness, Cleave, Great Cleave, Diehard, Endurance, Improved Critical (bite), Iron Will, Power Attack, Toughness x3.

Frightful Presence (Ex): 320 ft. radius, HD 31 or fewer, Will DC 23 negates.

Gulp (Ex): Melmanas can swallow a Huge or smaller creature by making a successful bite attack. The whale's interior contains a mass of surging water. Each swallowed creature must make a DC 15 Swim check every round. Success means the swallowed creature takes 1d3 points of nonlethal damage but can attack Melmanas from inside with any weapon other than a bow or crossbow. Failure means the swallowed creature takes 1d6 points of nonlethal damage and must immediately make another Swim check to avoid going underwater and starting to drown. Anyone attacking Melmanas from within hits automatically. If the whale takes 50 points of damage from the inside, it disgorges the entire contents of its stomach. Melmanas can choose to vent all of the water from its stomach and allow creatures inside to travel as passengers, in which case no Swim check is required.

In addition to any nonlethal damage from water or drowning, any creature inside Melmanas must succeed at a DC 20 Fortitude save every minute or fall unconscious. This is a supernatural mind-affecting attack, but is not considered to be a *sleep* spell or effect (thus affecting elves and dragons, for example).

Ramming (Ex): Once every 12 rounds Melmanas can move at up to 720 feet and ram a Large or smaller creature or any sort of ship. To ram, the whale must end its movement in the target's space. If the target is a ship, the whale always precedes this attack with a long surface approach so everyone on board can see what's coming. This attack deals 8d6+22 points of damage. If the target is a creature, it can attempt either an attack of opportunity or a DC 31 Reflex save for half damage.

Upon ramming a ship, Melmanas can make a Strength check to breach its hull, which causes it to sink in 1d10 minutes. The break DC varies with the type of vessel rammed, as follows: rowboat DC 20, keelboat DC 23, sailing ship or longship DC 25, warship DC 27, or galley DC 30. Regardless of the check result, every creature aboard must attempt a DC 15 Reflex save. Success means the creature takes 1d10 points of damage from being thrown around. Failure means the creature is thrown overboard.

Swamping (Ex): Once every 12 rounds Melmanas can create waves up to 40 feet high by rising from the water and then slamming its tail or head against the surface. This causes any sailing vessel within 300 feet to capsize if the character steering it fails a DC 15 Profession (sailor) check. A modifier applies to this check based on the type of ship, as follows: rowboat -2, warship +0, galley or keelboat +3, sailing ship +5, longship +7. Any creature flung into the water by a capsizing ship must succeed at a DC 15 Swim check or immediately begin drowning.

PELMATHENAS, REBELLIOUS SLAVE

Male Silvanesti elf noble 5/mystic 3 of Liberation: CR 8; Medium humanoid (elf); HD 8d8+8; hp 44; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base

Atk +5; Grp +5; Atk/Full Atk +5 melee (1d3 nonlethal, unarmed strike); SA spells; SQ bonus class skill (Spot), coordinate +1, elvensight, favor +2, inspire confidence 2/day, Silvanesti traits; AL CG; SV Fort +5, Ref +6, Will +9; Str 11, Dex 13, Con 13, Int 12, Wis 14, Cha 14.

Skills and Feats: Diplomacy +19, Gather Information +10, Knowledge (arcana) +5, Knowledge (nobility) +9, Listen +12, Search +3, Sense Motive +12, Spellcraft +5, Spot +12; Dodge, Negotiator, Weapon Focus (rapier).

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Mystic Spells Known (6/6; caster level 3rd): 0—*cure minor wounds, detect magic, guidance, light, purify food and drink*; 1st—*comprehend languages, cure light wounds, remove fear^D, sanctuary* (DC 13).

^D Domain spell. **Domain:** Liberation (+2 morale bonus on all saves vs. enchantment spells or effects).

Possessions: Tattered noble's outfit.

SAILOR

Civilized human expert 2: CR 1; Medium humanoid (human); HD 2d6; hp 10; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d6, club) or +1 melee (1d4/19-20, dagger); SA —; SQ —; AL N; SV Fort +2, Ref +0, Will +2; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Balance +5, Climb +5, Profession [Sailor] +5, Spot +5, Survival +5, Swim +5, Use Rope +5; Toughness, Great Fortitude.

Possessions: Dagger.

TURBIDUS LEECH SWARM

CR 10; Diminutive magical beast (aquatic, swarm); HD 12d10+18; hp 84; Init +9; Spd swim 40 ft.; AC 20, touch 16, flat-footed 14; Base Atk +12; Grap —; Atk/Full Atk swarm (3d6 plus blood drain); SA blood drain, distraction, wounding; SQ darkvision 60 ft., immune to weapon damage, swarm traits; AL CE; SV Fort +9, Ref +13, Will +4; Str 3, Dex 20, Con 12, Int 3, Wis 10, Cha 3.

Skills and Feats: Survival +5, Swim +12. Improved Imitative, Skill Focus (Survival, Swim), Toughness (x2).

Blood Drain (Ex): A turbidus leech swarm drains blood, dealing 2d4 points of Constitution damage to any creature whose space it occupies as part of its swarm damage. Once it has dealt a total of 16 points of Constitution damage, either to a single creature or divided among multiple targets, it can drain no more blood for 24 hours.

Distraction (Ex): Any living creature that begins a turn with a turbidus leech swarm in its space must succeed at a DC 17 Fortitude save or be nauseated for 1 round.

UGGAR KÖZAN, SLAVE SHIP CAPTAIN

Male ogre mariner 3: CR 6; Large giant; HD 7d8+7; hp 40; Init +1; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Atk +5; Grp +15; Atk/Full Atk +12 melee (1d8+6/18-20, masterwork large cutlass); Space/Reach 10 ft./10 ft.; SA dirty strike +1d4; SQ darkvision 60 ft., low-light vision, sailor lore, seamanship +1; AL CE; SV Fort +8, Ref +5, Will +4; Str 23, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +5, Climb +10, Listen +7, Profession (sailor) +7, Spot +7, Swim +9, Use Rope +4; Improved Overrun, Iron Will, Power Attack, Weapon Focus (cutlass).

Dirty Strike (Ex): The mariner can deal additional damage to an opponent by using unexpected maneuvers. The opponent must make a Reflex save (DC equal to the mariner's attack roll). Failure means the mariner deals 1d4 points of additional damage. Dirty strike can only be used against an individual once per day.

Sailor Lore (Ex): A mariner may make a special sailor lore check (1d20) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions.

Seamanship (Ex): A mariner receives a +1 bonus to all Balance, Climb and Profession (sailor) checks.

Possessions: Masterwork leather armor, large masterwork cutlass, *potion of water breathing, ring of evasion*.

VEYLORA, DARGONESTI WITCH

Female Dargonesti sorcerer 8: CR 8; Medium humanoid (elf); HD 8d4+16; hp 32; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +4; Atk/Full Atk +5 melee (1d6, masterwork shortspear) or +4 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, masterwork light crossbow); SA spells; SQ alternate form, Dargonesti traits, darkvision 60 ft., elvensight; AL CE/CG*; SV Fort +4, Ref +3, Will +7; Str 10, Dex 12, Con 14, Int 10, Wis 13, Cha 15.

*CE when under the influence of Turbidus leeches, CG otherwise.

Skills and Feats: Concentration +8, Listen +4, Search +2, Spellcraft +12, Spot +4, Swim +3; Combat Casting, Empower Spell, Eschew Materials, Spell Focus (evocation).

Alternate Form (Su): This Dargonesti can assume the form and physical qualities of a porpoise 3/day, and remain in porpoise form indefinitely. She does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the Dargonesti's character level. The Dargonesti may only use this ability while in an environment suitable for porpoises (such as the sea).

Dargonesti Traits (Ex): Elvensight; breathe water; +2 racial bonus on checks to notice peculiarities about water; -2 circumstance penalty on attack rolls, saves, and checks when more than 24 hours out of water; immunity to magic sleep spells and effects; +2 racial bonus on Listen, Search and Spot checks.

Spell-Like Abilities: 1/day—*blur, dancing lights, darkness, and obscuring mist*. Caster level 8th.

Sorcerer Spells Known (6/7/7/5/3; caster level 8th): 0—*daze* (DC 13), *detect poison, detect magic, flare* (DC 13), *light, mage hand, ray of frost* (+5 ranged touch), *touch of fatigue* (+4 melee touch, DC 12); 1st—*endure elements, magic missile, shield, shocking grasp* (+4 melee touch), *sleep* (DC 13); 2nd—*fog cloud, mirror image* (DC 14), *shocking spark†* (+5 ranged touch); 3rd—*haste, lightning bolt* (DC 16); 4th—*wall of ice*; †Found in *DRAGONLANCE Campaign Setting*

Possessions: +2 studded sharkskin leather armor, masterwork shortspear, masterwork light crossbow, 10 bolts, dagger, 20 ft. rope, *potion of cure light wounds*.

WARI

CR 1; Medium animal; HD 3d8+3; hp 16; Init +1; Spd 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grap +5; Atk +5 melee (1d6+3, bite) or +5 melee (1d6+1, kick); Full Atk +5 melee (1d6+3, bite) and +0 melee (1d6+1, kick); SA stampede; SQ low-light vision; AL N; SV Fort +4, Ref +4, Will +0; Str 16, Dex 13, Con 13, Int 1, Wis 8, Cha 8.

Skills and Feats: Hide +7, Jump +9, Spot +5. Dodge, Run.

Stampede (Ex): A frightened flock of wari flees as a group in a random direction, but always away from the perceived source of danger. They literally run over anything of Medium size or smaller that gets in their way, dealing 1d8 points of damage for every 5 wari in the flock (Reflex DC 14 half).

WATER MINION

CR 4; Large elemental (extraplanar, water); HD 6d8+12; hp 39; Init +2; Spd 30 ft., swim 90 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +11; Atk/Full Atk +8 melee (3d6+5/x3 or 4d6+5 nonlethal, +1 *merciful greataxe*); SA water mastery; SQ damage reduction 5/-, darkvision 60 ft., elemental healing (water), elemental traits; AL LN; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 12. *Bestiary of Krynn*, page 116.

Skills and Feats: Diplomacy +10, Listen +9, Sense Motive +9, Spot +9; Improved Overrun, Power Attack, Weapon Focus [greataxe].

Water Mastery (Ex): A water minion gains a +1 on attack and damage rolls if

both it and its opponent are touching water. If an opponent is touching the ground, the minion takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistic block above.

CHAPTER FOUR: THE OGRE DIRK

BRAAG, GRAND LORD GOLGREN'S EMISSARY

Male ogre barbarian 3/expert 3: CR 8; Large giant; HD 4d8+8 plus 3d6+6 plus 3d12+6; hp 76; Init -2; Spd 50 ft.; AC 17, touch 9, flat-footed —; Base Atk +5; Grp +9; Atk/Full Atk +9 melee (1d10+5/19-20, large longsword); SA rage 1/day; SQ darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; Space/Reach 10 ft./10 ft.; AL CE; SV Fort +6, Ref -1, Will +3; Str 20, Dex 6, Con 14, Int 10, Wis 14, Cha 12.

Skills and Feats: Bluff +4, Diplomacy +9, Hide -8, Intimidate +7, Listen +8, Spot +15, Sense Motive +8; Endurance, Negotiator, Power Attack, Skill Focus (Diplomacy).

Rage (Ex): Once per day, this barbarian may fly into a rage and temporarily gain +4 to Strength, +4 to Constitution and a +2 bonus to Will saves, but take a -2 penalty to AC. The rage lasts for 7 rounds, after which he becomes fatigued. This modifies his statistics as follows: AC 15, touch 7, hp 96, Atk/Full Atk +11 melee (1d10+7/19-20, large longsword); Fort +8, Will +5, Str 24, Con 18.

Possessions: Large masterwork hide armor, large longsword, secondhand fine clothing.

BRASS TIGER COMPANY SOLDIER

Civilized human warrior 1: CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/19-20, longsword) or +2 melee (1d4+1/19-20, dagger); SA —; SQ —; AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +3*, Intimidate +4, Ride +5; Endurance, Power Attack. *Includes -2 armor check penalty.

Possessions: Chain shirt, longsword, dagger, heavy wooden shield.

CELESTINFERNAL ENGINE

CR 12; Colossal construct (chaotic); HD 32d10+80; hp 256; Init -3; Spd 0 ft.; AC 15, touch 3, flat-footed 14; Base Atk +24; Grp +49; Atk +25 melee (4d6+13, tentacle); Full Atk +25 melee (4d6+13, 4 tentacles); Space/Reach 30 ft./30 ft.; SA constrict, smite law 1/day, spell-like abilities; SQ construct traits, damage reduction 10/lawful or magic, darkvision 60 ft., low-light vision, resistance to acid, cold, electricity, fire and sonic 5, spell-like abilities; AL CN; SV Fort +10, Ref +7, Will +5; Str 28, Dex 13, Con —, Int 10, Wis 10, Cha 10.

Constrict (Ex): The Celestinfernal Engine deals 4d6+13 points of damage with a grapple attack.

Smite Law (Ex): Once per day, the Celestinfernal Engine may make a normal melee attack to deal +20 damage to lawful-aligned foes.

Spell-Like Abilities: 1/day—*animate objects*, *chaos hammer* (DC 14), *cloak of chaos*, *dispel law* (DC 15), *magic circle against law*, *protection from law*, *shatter*, *word of chaos* (DC 17). Caster level 16th.

CHUMAZ-HERA

Female night hag assassin 5: CR 14; Medium outsider; HD 8d8+32 plus 5d6+16; hp 98; Init +5; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +11; Grp +15; Atk/Full Atk +15 melee (2d6+6 plus disease, bite); SA death attack, dream haunting, sneak attack +3d6, spell-like abilities, spells; SQ damage reduction 10/cold iron and magic, immunity to fire, cold, charm, sleep, and fear, improved uncanny dodge, poison save +2, poison use, spell resistance 25; AL NE; SV Fort +13, Ref +15, Will +14; Str 19, Dex 12, Con 18, Int 17, Wis 21, Cha 18.

Skills and Feats: Bluff +15, Concentration +15, Diplomacy +10, Disguise

+15 (+13 acting), Gather Information +14, Hide +9, Intimidate +17, Knowledge (arcane) +11, Knowledge (the planes) +11, Listen +18, Move Silently +9, Ride +4, Sense Motive +16, Spellcraft +16, Spot +18, Use Magic Device +11; Alertness, Combat Casting, Dodge, Improved Initiative, Lightning Reflexes.

Demon fever (Ex): Bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain.

Spell-Like Abilities: At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *magic missile*, *polymorph (self only)*, *ray of enfeeblement* (DC 12), *sleep* (DC 12). Caster level 8th. A night hag can use *etherealness* at will (caster level 16th) so long as it possesses its heartstone (see below). The save DCs are Charisma-based.

Dream Haunting (Su): Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Heartstone: All night hags carry a periapt known as a heartstone, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the heartstone's powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *etherealness* to a bearer that is not a night hag. If sold, an intact heartstone brings 1,800 stl.

Assassin Spells Known (4/3/1; caster level 5th): 1st—*ghost sound* (DC 14), *obscuring mist*, *feather fall*, *true strike*; 2nd—*cat's grace*, *invisibility*, *pass without trace*; 3rd—*deeper darkness*, *nondetection*.

Possessions: Heartstone.

COGSWORTH, CRAZED GNOME

Male mad gnome master 8: CR 8; Small humanoid (gnome); HD 8d6; hp 30; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11; Base Atk +6; Grp +3; Atk +8 melee (1d3+1/19-20, dagger) or +10 ranged (1d3+1, masterwork darts); Full Atk +8/+3 melee (1d3+1/19-20, dagger) or +10/+5 ranged (1d3+1, masterwork darts); SA —; SQ knacks, mad gnome traits, primary focus (professional), secondary focus (craftsman); AL CG; SV Fort +2, Ref +4, Will +5; Str 12, Dex 15, Con 10, Int 13, Wis 8, Cha 8.

Skills and Feats: Craft (alchemy) +5, Craft (clockwork) +8, Disable Device +16, Gather Information +12, Heal +7, Knowledge (engineering) +12, Open Lock +17, Profession (guide) +14, Profession (research assistant) +14, Search +12 (+14 with secret doors), Survival +12 (+14 following tracks); Dodge, Investigator, Nimble Fingers, Quick Draw, Self-Sufficient, Track.

Note: The master class appears in the *War of the Lance Campaign Sourcebook*.

Knack—Fast-Talk (Ex): The master applies half his master level (+4) as a competence bonus to any Bluff, Diplomacy or Disguise checks he makes while attempting to lie, cheat or bend the truth.

Knack—Item of Distinction (clockwork) (Ex): This master's cost to create masterwork clockwork items is halved.

Knack—Jack Of All Trades (Ex): The master may substitute ranks in one Profession skill for ranks in another Profession skill in which he has no ranks on a 2 for 1 basis (effectively gaining 5 ranks in any Profession skill, for a +8 overall bonus).

Possessions: Masterwork darts (5), dagger, tool belt, notepad, pencil stub.

COURIER REMIC ES-MENDAS

Male minotaur expert 6: CR 5; Medium humanoid (minotaur); HD 6d6+18; hp 38; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +6; Atk +7 melee (1d6+3/x3, +1 handaxe) or +6 (1d6+2, gore) or +6 ranged (1d8/19-20,

masterwork light crossbow); Full Atk +7 melee (1d6+3/x3, +1 *handaxe*) and +1 (1d6+1, gore) or +6 ranged (1d8/19-20, masterwork light crossbow); SA gore; SQ minotaur traits; AL LE; SV Fort +5, Ref +3, Will +6; Str 14, Dex 12, Con 16, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +8, Hide +8, Listen +4, Move Silently +8, Ride +10, Spot +5, Survival +10, Swim +11; Endurance, Run, Stealthy.

Minotaur Traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Possessions: Masterwork leather armor, +1 *handaxe*, masterwork light crossbow, 20 bolts, traveler's outfit, seal of the Timber Wolf Legion.

FINEGAN RAKE, PIPER'S COMPANY SERGEANT

Civilized human fighter 3: CR 3; Medium humanoid (human); HD 3d10; hp 22; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +4; Atk/Full Atk +6 melee (1d8+1/19-20, longsword) or +4 melee (1d4+1/19-20, dagger); SA —; SQ —; AL N; SV Fort +3, Ref +2, Will +0; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1*, Intimidate +5, Ride +7; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword). *Includes –6 armor check penalty.

Possessions: Breastplate, heavy wooden shield, masterwork longsword, dagger, flint & steel, waterskin.

GOVERNOR MIDIAN DE-SPADA

Male minotaur fighter 10: CR 10; Medium humanoid (minotaur); HD 10d10+10; hp 75; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +10; Grp +14; Atk +17 melee (2d6+10/19-20, +2 *greatsword*) or +15 melee (1d6+4/19-20, masterwork short sword) or +14 melee (1d6+4, gore); Full Atk +17/+12 melee (2d6+10/19-20, +2 *greatsword*) and +9 melee (1d6+2, gore); or +15/+10 melee (1d6+4/19-20, masterwork short sword) and +9 melee (1d6+2, gore); SA gore; SQ minotaur traits; AL LE; SV Fort +8, Ref +3, Will +4; Str 18, Dex 10, Con 13, Int 10, Wis 8, Cha 13.

Skills and Feats: Climb +4*, Diplomacy +6, Intimidate +16, Sense Motive +1, Swim +0*, Use Rope +2; Cleave, Greater Weapon Focus (greatsword), Hulking Brute†, Improved Bull Rush, Iron Will, Negotiator, Power Attack, Skill Focus (Diplomacy), Weapon Focus (greatsword), Weapon Specialization (greatsword).

* Includes –3 armor check penalty.

† DRAGONLANCE Campaign Setting, page 86.

Minotaur Traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Possessions: +2 *greatsword*, masterwork breastplate, masterwork short sword, fine clothing, *potion of cure moderate wounds*.

GWYNNETH CORDARIC

Female human rogue 6/ranger 6: CR 12; Medium humanoid (human); HD 6d6+6 plus 6d8+6; hp 65; Init +3; Spd 40 ft.; AC 21 (22 w/two weapons), touch 15 (16 w/two weapons), flat-footed 18; Base Atk +10; Grp +11; Atk +14 melee (2d4+2 plus 1d6 fire, +1 *flaming spiked chain*) or +14 ranged (1d8+1/19-20, +1 *seeking light crossbow*); Full Atk +14/+9 melee (2d4+2 plus 1d6 fire, +1 *flaming spiked chain*) or +14/+9 ranged or +12/+12/+7 ranged (1d8+1/19-20, +1 *seeking light crossbow*); SA favored enemy aberrations +2, monstrous humanoids +4, improved combat style (archery), sneak attack +3d6, spells; SQ animal companion (none), evasion, trapfinding, trap sense +2, uncanny dodge, wild empathy +12; AL CG; SV Fort +8, Ref +13, Will +6; Str 13, Dex 16, Con 13, Int 14, Wis 15, Cha 18.

Skills and Feats: Appraise +11, Balance +14, Bluff +13, Climb +7, Decipher Script +11, Diplomacy +17, Gather Information +15, Handle Animal +10, Hide +11, Jump +9 (+14 w/boots), Knowledge (local) +11, Listen +8, Move Silently +11, Ride +11, Sense Motive +11, Spot +8, Survival +8, Swim +10, Tumble +14, Use Magic Device +13 (+15 scrolls); Combat Expertise, Endurance^B, Exotic Weapon Proficiency (spiked chain), Improved Trip, Manyshot^B, Leadership, Rapid Reload, Rapid Shot^B, Track^B, Weapon Finesse.

Ranger Spells Prepared (2; caster level 3rd): 1st—*charm animal, resist energy*;

Possessions: +2 *leather armor*, +1 *flaming spiked chain*, +1 *seeking light crossbow*, 20 cold iron bolts, *ring of protection* +2, *amulet of natural armor* +2, *boots of striding and springing*, *potion of cure serious wounds* x3, *potion of lesser restoration* (2), Brass Tiger pin, contracts, explorer's outfit, 50 ft. rope & grapple.

HAG WITCHBAND LEADER

Half-fiend green hag: CR 7; Medium outsider (native); HD 9d8+18; hp 58; Init +3; Spd 30 ft., fly 30 ft., swim 30 ft.; AC 25, touch 13, flat-footed 22; Base Atk +9; Grp +15; Atk +15 melee (1d4+6, claws) or +15 melee (1d6+6, bite); Full Atk +15 melee (1d4+6, 2 claws) and +10 melee (1d6+6, bite); SA smite good (1/day, +9 damage vs. good w/melee attack), spell-like abilities, weakness, mimicry; SQ damage reduction 5/magic, darkvision 90 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 19; AL CE; SV Fort +7, Ref +9, Will +7; Str 23, Dex 16, Con 14, Int 17, Wis 13, Cha 16.

Skills and Feats: Concentration +13, Knowledge (arcana) +9, Hide +11, Listen +11, Spot +11, Swim +14. Alertness, Blind-Fight, Combat Casting, Great Fortitude.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Weakness (Ex): 2d4 Str, melee touch attack, DC 16 Fortitude negates.

Spell-Like Abilities (Sp): At will—dancing lights, disguise self, ghost sound (DC 12), invisibility, pass without trace, tongues, water breathing; 3/day—darkness, poison (DC 16); 1/day—contagion (DC 15), desecrate, unholy blight (DC 17). Caster level 9.

HEKTURION AJAX ES-SEMOK

Male minotaur fighter 7: CR 7; Medium humanoid (minotaur); HD 7d10+7; hp 56; Init +0; Spd 30 ft.; AC 21, touch 10, flat-footed 21; Base Atk +7; Grp +10; Atk +12 melee (1d8+6/x3, +1 *battleaxe*) or +10 melee (1d6+3, gore) or +8 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +12/+7 melee (1d8+6/x3, +1 *battleaxe*) and +5 melee (1d6+3, gore) or +6/+6/+1 ranged (1d8+3/x3, masterwork composite longbow); SA gore; SQ minotaur traits; AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 10, Con 12, Int 11, Wis 12, Cha 8.

Skills and Feats: Intimidate +9, Gather Information +6, Listen +3, Search +3, Spot +3, Swim –3*; Alertness, Investigator, Leadership, Point Blank Shot, Rapid Shot, Weapon Focus (battleaxe), Weapon Specialization (battleaxe). *Includes double –4 armor check penalty.

Minotaur Traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Possessions: +1 *breastplate*, +1 *heavy steel shield*, +1 *battleaxe*, masterwork composite longbow (+4 Str bonus), 20 arrows, fine clothing.

MINOTAUR ASSASSIN

Minotaur ranger 2/rogue 3/assassin 1: CR 6; Medium humanoid (minotaur); HD 2d8+2 plus 3d6+3 plus 1d6+1; hp 33; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +8 melee (1d8+3/19-20, longsword) or +8 melee (1d4+4/18-20 plus poison, +1 *kukri*) or +7 melee (1d6+3, gore) or +8 ranged (1d6+3/x3, shortbow); Full Atk +8 melee (1d4+4/18-20 plus poison, +1 *kukri*) and +3 melee (1d6+1, gore) or +6/+6 ranged (1d6+3/x3, shortbow); SA combat style (archery), death attack, favored enemy minotaurs +2, gore, poison use, sneak attack +3d6; SQ evasion, minotaur traits, trapfinding, trap sense +1, wild empathy; AL LE; SV Fort +4, Ref +10, Will +2; Str 16, Dex 16, Con 12, Int 12, Wis 13, Cha 6.

Skills and Feats: Balance +8, Climb +6, Hide +11, Listen +9, Move Silently +9, Search +8, Spot +9, Survival +9, Swim +5, Use Rope +6; Improved Initiative, Scent, Track^B, Point Blank Shot, Rapid Shot^B.

Minotaur Traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Assassin Spells Known (1; caster level 1st): 1st—*disguise self* (DC 12), *obscuring mist*.

Possessions: Masterwork studded leather armor, masterwork composite shortbow (+3 Str), 20 arrows, deathblade poison (Fortitude DC 20 resists, 1d6 Con/2d6 Con), masterwork longsword, +1 *kukri*, oil of levitate, potion of spider climb.

OLGA MER-BESA, BRASS TIGER SERGEANT

Civilized human ranger 2: CR 2; Medium humanoid (human); HD 2d8; hp 15; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20, masterwork longsword) or +4 melee (1d4+1/19-20, masterwork dagger); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) and +2 melee (1d4+1/19-20, masterwork dagger); SA combat style (two-weapon style), favored enemy giants +2; SQ wild empathy +1; AL N; SV Fort +3, Ref +4, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +4, Knowledge (nature) +5, Listen +4, Ride +6, Search +5, Spot +4, Survival +4; Toughness, Weapon Focus (longsword).

Possessions: Chain shirt, masterwork longsword, masterwork dagger, flint & steel, waterskin.

PIPER ÖGREBROOD

Male half-ogre bard 7/fighter 5: CR 12; Medium humanoid (half-ogre); HD 7d6+21 plus 5d10+15; hp 88; Init +2; Spd 30 ft.; AC 20, touch 15, flat-footed 18; Base Atk +10; Grp +13; Atk +16 melee (1d10+8/19-20 plus 1d8 sonic on critical, +2 *thundering bastard sword*) or +14 melee (1d4+3/19-20, masterwork dagger); Full +16/+9 melee (1d10+8/19-20 plus 1d8 sonic on critical, +2 *thundering bastard sword*) or +14/+9 melee (1d4+3/19-20, masterwork dagger); SA bardic music (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*); SQ bardic knowledge +8, low-light vision; AL N; SV Fort +9, Ref +8, Will +8; Str 17, Dex 15, Con 17, Int 13, Wis 14, Cha 16.

Skills and Feats: Appraise +8, Balance +6, Bluff +12, Diplomacy +8, Gather Information +10, Intimidate +12, Knowledge (history) +7, Knowledge (local) +7, Perform (wind instruments) +12, Ride +12, Sense Motive +8, Spot +8, Tumble +8; Exotic Weapon Proficiency (bastard sword), Combat Expertise, Combat Reflexes, Improved Disarm, Leadership, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Bard Spells Known (3/4/3/1; caster level 7th): 0—*detect magic, flare* (DC 13), *know direction, mage hand, read magic, resistance*; 1st—*expeditious retreat, lesser confusion* (DC 14), *remove fear, undetectable alignment*; 2nd—*blur, cat's grace, mirror image, tongues*; 3rd—*crushing despair* (DC 16), *haste*.

Possessions: +2 leather armor, +2 *thundering longsword*, masterwork daggers (4), ring of protection +3, pipes of haunting, pipes of sounding, Piper's Company pin.

PIPER'S COMPANY SOLDIER

Civilized human warrior 1: CR 1/2; Medium humanoid (human); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/19-20, longsword) or +2 melee (1d4+1/19-20, dagger); SA —; SQ —; AL N; SV Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1, Intimidate +4, Ride +5; Endurance, Power Attack.

Possessions: Scale mail, longsword, dagger, light wooden shield.

SARGONATH LIGHTHOUSE KEEPER

Male minotaur expert 5: CR 4; Medium humanoid (minotaur); HD 6d6+3; hp 24; Init +0; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, club) or +5 melee (1d6+2, gore); Full Atk +5 melee (1d6+2, club) and +0 melee (1d6+1, gore); SA gore; SQ minotaur traits; AL LE; SV Fort +1, Ref +0, Will +5; Str 15, Dex 8, Con 11, Int 8, Wis 12, Cha 6.

Skills and Feats: Craft (stonemasonry) +8, Disable Device +8, Profession (lighthouse keeper) +8, Spot +8, Search +8; Toughness, Endurance.

Minotaur Traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Possessions: Club, sooty work clothes, pot of boiling oil (in lighthouse).

THAUMAVORE

CR 6; Medium aberration (extraplanar, incorporeal); HD 9d8+18; hp 58; Init +6; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 13; Base Atk +6; Grp —; Atk/Full Atk +8 melee (1d8 plus magic drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA drain magic, spell-like abilities; SQ arcane senses, darkvision 60 ft., incorporeal traits, spell resistance 18; AL N; SV Fort +5, Ref +5, Will +10; Str —, Dex 15, Con 14, Int 12, Wis 19, Cha 16. *Towers of High Sorcery*, page 154.

Skills and Feats: Knowledge (arcana) +9, Knowledge (planes) +9, Listen +10, Search +5, Spellcraft +9, Spot +10; Alertness, Blind-Fight, Dodge, Improved Initiative.

Arcane Senses (Sp): Thaumavores can *detect magic* at will, as the spell, without using up any of its stored caster levels. Caster level 9th.

Drain Magic (Su): Thaumavores feed on magical energy by touching their targets, much like a *rod of absorption*. To use this ability, a thaumavore must strike a target with its incorporeal touch. If it succeeds, it deals damage and may drain 1d6 caster levels from the target, or from magic items carried by the target if the target is not an arcane spellcaster. The target is allowed a DC 17 Will save to negate this effect (including trying to prevent an item from being drained). A spellcaster who loses caster levels to a thaumavore's magic drain loses any prepared spells that he can no longer cast, and his effective caster level for purposes of spells per day, spell variables and other effects is reduced by the amount drained. Items that are drained similarly lose any level-dependent effects, and if all caster levels are drained the item is rendered inactive. The save DC is Charisma-based.

Caster levels drained from spellcasters return at a rate of 1 per hour. For example, a 10th level wizard who is reduced to an effective caster level of 3 by a thaumavore's magic drain will recover completely in 7 hours. Caster levels drained from items return at a similar rate. A magic item's qualities, if not level dependent, are restored as soon as at least 1 hour has passed.

A thaumavore can drain no more than 20 caster levels in total without using the stored magical energy to power a spell-like ability. Usually, as soon as a thaumavore accumulates 14 caster levels, it uses it to *plane shift* and return to its home plane.

Spell-Like Abilities: A thaumavore uses these spell-like abilities as if it were a sorcerer with an effective caster level equal to the total amount of caster levels it has drained from arcane spellcasters or magic items (no more than 20th). When it uses one of its spell-like abilities, its caster level drops a number of levels equal to the minimum caster level required to cast the spell (spell level x2). 1st—*comprehend languages, protection from good/evil, ray of enfeeblement, sleep*; 2nd—*invisibility, touch of idiocy*; 3rd—*blink, deep slumber*; 4th—*confusion, dimension door*; 5th—*symbol of sleep*; 6th—*antimagical field*; 7th—*plane shift*.

TIMBERWOLF LEGION MINOTAUR

Minotaur warrior 3: CR 2; Medium humanoid (minotaur); HD 3d8+3; hp 21; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +4; Atk +5 melee (1d8+2/x3, battleaxe) or +5 melee (1d6+2, gore) or +5 melee (1d4+2/19-20, dagger); Full Atk +5 melee (1d8+2/x3, battleaxe) and +0 melee (1d6+1, gore); SA gore; SQ minotaur traits; AL LN; SV Fort +5, Ref +0, Will +0; Str 15, Dex 8, Con 11, Int 8, Wis 11, Cha 8.

Skills and Feats: Climb +8, Swim +2*, Use Rope +3; Great Fortitude, Improved Overrun, Power Attack. * Includes -2 armor check penalty.

Minotaur Traits: Gore (1d6+3 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Possessions: Chain shirt, battleaxe, dagger.

TIMBERWOLF LEGION DEKARIAN

Minotaur fighter 5: CR 5; Medium humanoid (minotaur); HD 5d10+5; hp 37; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; Base Atk +5; Grp +8; Atk +10 melee (1d8+3/x3, masterwork battleaxe) or +8 melee (1d6+4, gore) or +8 melee (1d4+3/19-20, dagger); Full Atk +10 melee (1d8+3/x3, masterwork battleaxe) and

+3 melee (1d6+4, gore); SA gore; SQ minotaur traits; AL LE; SV Fort +7, Ref +0, Will +2; Str 16, Dex 9, Con 12, Int 9, Wis 12, Cha 9.

Skills and Feats: Intimidate +5, Swim +3*, Use Rope +1; Cleave, Great Fortitude, Improved Overrun, Power Attack, Weapon Focus (battleaxe). * Includes –3 armor check penalty (doubled with Swim checks).

Minotaur Traits: Gore (1d6+4 damage or 2d6+4 when charging); +2 racial bonus to Intimidate, Swim and Use Rope checks; +2 natural armor bonus to AC.

Possessions: Breastplate, heavy steel shield, masterwork battleaxe, dagger, seal of the Timber Wolf Legion.

CHAPTER FIVE: PLAGUE AND REDEMPTION

BAKALI SORCERER

Lizardfolk sorcerer 2: CR 3; Medium humanoid (reptilian); HD 2d8+2 plus 2d4+2; hp 20; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +2; Atk +2 melee (1d4, claw) or +2 melee (1d4, bite) or +2 melee (1d6, halfspear); Full Atk +2/+2 melee (1d4, claw) and –3 melee (1d4, bite) or +2 melee (1d6, halfspear); SA spells; SQ hold breath, spells; AL N; SV Fort +1, Ref +4, Will +4; Str 10, Dex 12, Con 12, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +9, Concentration +2, Jump +4, Spellcraft +2, Swim +9; Eschew Materials, Combat Casting.

Sorcerer Spells Known (6/5; caster level 2nd): 0—*acid splash* (+3 ranged touch), *daze* (DC 13), *ghost sound* (DC 13), *light, ray of frost* (+3 ranged touch); 1st—*magic missile, ray of enfeeblement* (+3 ranged touch)

Possessions: Halfspear, 20 ft. rope.

BAKALI WARCHIEF

Lizardfolk fighter 3: CR 4; Medium humanoid (reptilian); HD 2d8+4 plus 3d10+6; hp 37; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +7; Atk +7 melee (1d4+3, claw) or +7 melee (1d4+3, bite) or +8 melee (1d8+3/x3, battleaxe) or +5 ranged (1d8+3, composite longbow); Full Atk +7/+7 melee (1d4+3, claw) and +5 melee (1d4+3, bite), or +8 melee (1d8+3, battleaxe) and +5 melee (1d4+3, bite), or +5 ranged (1d8+3/x3, composite longbow); SA —; SQ hold breath; AL N; SV Fort +2, Ref +4, Will +0; Str 17, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +2*, Climb +2*, Intimidate +5, Swim +0*; Multiattack, Power Attack, Skill Focus (Intimidate), Weapon Focus (battleaxe). *Includes –2 armor check penalty.

Possessions: Heavy wooden shield, battleaxe, composite longbow (+3 Str bonus), 10 arrows, 20 ft. rope, flint & steel.

BAKALI WARRIOR

Lizardfolk warrior 2: CR 2; Medium humanoid (reptilian); HD 2d8+2 plus 2d8+4; hp 20; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +4; Atk +4 melee (1d4+1, claw) or +4 melee (1d4+1, bite) or +4 melee (1d8+1/x3, battleaxe) or +3 ranged (1d6+1, javelin); Full Atk +4/+4 melee (1d4+1, claw) and +2 melee (1d4+1, bite) or +4 melee (1d8+1/x3, battleaxe) or +3 ranged (1d6+1, javelin); SA —; SQ hold breath; AL N; SV Fort +3, Ref +3, Will +0; Str 13, Dex 11, Con 14, Int 8, Wis 11, Cha 9.

Skills and Feats: Balance +2*, Climb +0*, Jump +3*, Swim +1*; Multiattack, Alertness. *Includes –1 armor check penalty.

Possessions: Battle axe, heavy wooden shield, javelin.

BARATHRUTUS

Male aurak sorcerer 4: CR 13; Medium dragon; HD 8d12 plus 4d4; hp 92; Init +5; Speed 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +10; Grp +10; Atk +10 melee (1d4, claw) or +11 ranged (1d8+4, energy ray); Full Atk +10 melee (1d4, 2 claws) and +5 melee (1d4, bite) or +11 ranged (1d8+4, 2 energy rays); SA breath weapon,

death throes, energy ray, spell-like abilities, spells; SQ alternate form, darkvision 120 ft., *dimensional step*, disguise self, draconian traits, low-light vision, spell resistance 20; AL LE; SV Fort +7, Ref +8, Will +9; Str 10, Dex 11, Con 10, Int 17, Wis 12, Cha 18.

Skills and Feats: Concentration +13, Diplomacy +20, Intimidate +16, Knowledge (arcana) +15, Knowledge (religion) +15, Listen +12, Spellcraft +17, Search +14, Sense Motive +14, Spot +12; Combat Casting, Improved Initiative, Negotiator, Spell Focus (enchantment), Spell Penetration.

Breath Weapon (Su): 5-foot cone, damage 1d4 Str and blindness 1d4 rounds, Fort DC 18 negates.

Death Throes (Su): 5-ft. radius, damage 3d6, Reflex DC 18 half.

Dimensional Step (Sp): 3/day—As *dimension door*, but range 60 ft. and personal only.

Disguise Self (Sp): 3/day—As the spell, but lasts only 2d6+6 minutes, limited to humans or humanoids seen.

Draconian Traits: Immune to disease; immune to sleep and paralysis effects; low metabolism (only requires 1/10th food and water of a human); inspired by dragons (+1 morale bonus on attacks and saving throws in the presence of evil dragons).

Energy Ray (Su): 60-ft. ranged touch, damage 1d8+4.

Spell-Like Abilities: At will—*greater invisibility, suggestion* (DC 17); 1/day—*dominate person* (DC 19). Caster level 8th.

Sorcerer Spells Known (6/7/7/7/5/3; caster level 12th): 0—*dancing lights, daze* (DC 15), *flare* (DC 14), *ghost sound* (DC 14), *light, mage hand, open/close, read magic*; 1st—*charm person* (DC 16), *expeditious retreat, feather fall, magic missile, sleep* (DC 16); 2nd—*daze monster* (DC 17), *detect thoughts* (DC 16), *glitterdust* (DC 16), *protection from arrows, touch of idiocy* (DC 17); 3rd—*deep slumber* (DC 18), *dispel magic, fireball* (DC 17), *stinking cloud* (DC 17); 4th—*charm monster* (DC 19), *lesser globe of invulnerability, stoneskin*; 5th—*dominate person* (DC 20), *overland flight*; 6th—*mass suggestion* (DC 21).

Possessions: Amulet of proof against detection and location, bracers of armor +2, ring of protection +2.

FRENZIED BAKALI

Lizardfolk warrior 2: CR 2; Medium humanoid (reptilian); HD 2d8+4 plus 2d8+4; hp 24; Init +0; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +3; Grp +5; Atk +5 melee (1d4+2 plus disease, claw) or +5 melee (1d4+2 plus disease, bite) or +5 melee (1d8+2/x3, battleaxe) or +3 ranged (1d6+1, javelin); Full Atk +5/+5 melee (1d4+2 plus disease, claw) and +3 melee (1d4+2 plus disease, bite) or +5 melee (1d8+2/x3, battleaxe) or +3 ranged (1d6+1, javelin); SA disease (Bakalian plague); SQ hold breath, frenzy; AL N; SV Fort +4, Ref +3, Will +0; Str 15, Dex 9, Con 14, Int 8, Wis 9, Cha 9.

Skills and Feats: Balance +1*, Climb +1*, Jump +5*, Listen +1, Spot +1, Swim +1*; Multiattack, Alertness. *Includes –1 armor check penalty.

Disease: Bakalian plague—Injury, Fortitude DC 30, incubation period 1 day, damage 1d3 Dex, 1d3 Wis. See main text for more details.

Frenzy (Su): Frenzied bakali suffer the combined effects of a *rage* and *confusion* spell (see **Chapter 11: Spells** in the *Players Handbook*). Substitute the nearest PC or NPC party member for “caster” for purposes of the *confusion* spell. The statistics block above accounts for attribute and saving throw changes due to the *rage* effect.

Possessions: Battleaxe, heavy wooden shield, javelin.

HEDGEROW, CHIEF BIOLOGIST

Female wild gnome druid 6 of Chislev: CR 6; Small humanoid (gnome); HD 6d8+6; hp 31; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d3/19–20, small masterwork dagger); SA —; SQ nature sense, resist nature's lure, trackless step, wild empathy +8, wild gnome traits, wild shape 2/day, woodland stride; AL N; SV Fort +5, Ref +2, Will +6; Str 10, Dex 12, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Concentration +10, Handle Animal +11, Knowledge (nature) +17, Knowledge (religion) +9, Spellcraft +12, Survival +15, Swim +9; Brew Potion, Natural Spell, Skill Focus (Knowledge [nature]).

Druid Spells Prepared (caster level 6th): 0—*cure minor wounds, detect magic, detect poison, know direction, purify food and drink*; 1st—*calm animals* (DC 13), *detect animals or plants* (2), *hide from animals*; 2nd—*animal trance* (DC 14), *hold animal* (DC 14), *owl's wisdom, tree shape*; 3rd—*meld into stone, water breathing*.

Possessions: Masterwork leather armor, small masterwork dagger, *potion of barkskin, potion of bull's strength, potion of lesser restoration, potion of cure moderate wounds* (4), pouch of meticulously labeled specimens and spell components, rough work clothes.

MOHRLEX (PITCH)

Male wyrm black dragon: CR 20; Gargantuan dragon (water); HD 34d12+238; hp 459; Init +2; Spd 60 ft., swim 60 ft., fly 250 ft. (clumsy); AC 41, touch 4, flat-footed 41; Base Atk +34; Grp +58; Atk +42 melee (4d6+12, bite); Full Atk +42 melee (4d6+12, bite) and +37 melee (2d8+6, 2 claws) and +37 melee (2d6+6, 2 wings) and +37 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (120-ft. line of acid), corrupt water, crush 4d6+18, frightful presence, spell-like abilities, spells, tail sweep 2d6+18; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., immunities (acid, paralysis, sleep), keen senses, spell resistance 26, water breathing; AL CE; SV Fort +26, Ref +17, Will +23; Str 35, Dex 6, Con 25, Int 18, Wis 15, Cha 18.

Skills and Feats: Bluff +22, Concentration +28, Diplomacy +44, Hide -14, Intimidate +40, Knowledge (history) +25, Listen +38, Perform (oratory) +16, Search +38, Sense Motive +39, Spellcraft +22, Spot +40, Survival +16, Swim +20; Alertness, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Maximize Spell, Power Attack, Quicken Spell-Like Ability (*darkness*), Silent Spell, Skill Focus (Sense Motive), Widen Spell, Wingover.

Disease: *Bakalian plague*—Injury, Fortitude DC 30, incubation period 1 day, damage 1d3 Dex, 1d3 Wis. See main text for more details. So far, Mohrlex has lost 4 Dex and 4 Wis from the plague, which has increased his natural armor bonus by +4 and made him susceptible to frenzy.

Frenzy (Su): If Mohrlex becomes the target of a successful attack, whether or not he takes damage, he must make a successful Will save (DC 15 + any damage dealt) or become frenzied. While in this state the dragon suffers the combined effects of a *rage* and *confusion* spell. Because this effect is magical, it can be dispelled or affected by antimagic (caster level 24th) but is unaffected by spell resistance, and each instance of frenzy is treated separately. For the purposes of determining the effects of the *confusion*, substitute the source of the damage that invoked the frenzy for caster. The frenzied state lasts for 3d6 minutes or until the dragon is killed or rendered unconscious.

Breath Weapon (Su): 120-foot line, 22d4 acid, Reflex DC 34 half.

Corrupt Water (Sp): 1/day—spoil up to 10 cubic ft. of water or liquids containing water; range 330 ft.; Will DC 31 negates.

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 34 Reflex save or be pinned.

Darkness (Sp): 3/day—as *darkness*, but 110 ft. radius. Caster level 13th.

Frightful Presence (Ex): 330 ft. radius, HD 33 or fewer, Will DC 31 negates.

Spell-Like Abilities: 3/day—*insect plague*; 1/day—*plant growth*. Caster level 13th.

Tail Sweep (Ex): Half-circle 30 ft. in diameter. Small or smaller opponents take 2d6+18 points of bludgeoning damage, Reflex DC 34 half.

Sorcerer Spells Known (6/7/7/7/7/6/4; caster level 13th): 0—*arcane mark, dancing lights, daze* (DC 14), *detect magic, ghost sound* (DC 14), *mage hand, open/close, read magic, resistance*; 1st—*charm person* (DC 15), *hypnotism* (DC 15), *identify, reduce person* (DC 15), *sleep*; 2nd—*blur, elemental dart*† (+34 ranged touch, DC 16), *acid arrow* (+34 ranged touch), *hideous laughter* (DC 16), *web* (DC 16); 3rd—*displacement, hold person* (DC 17), *share animal's mind*†, *suggestion* (DC 17);

4th—*confusion* (DC 18), *crushing despair* (DC 18), *lesser geas* (DC 18), *polymorph*; 5th—*drown*† (DC 19), *feeblemind* (DC 19), *mind fog* (DC 19); 6th—*disintegrate* (+34 ranged touch, DC 20), *geas/quest* (DC 20).

† From the DRAGONLANCE Campaign Setting.

PICKET, COMMUNE LEADER

Male wild gnome druid 9 of Chislew/righteous zealot 4: CR 13; Small humanoid (gnome); HD 9d8+9 plus 4d6+4; hp 71; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13; Base Atk +8; Grp +9; Atk +10 melee (1d4, masterwork sickle); Full Atk +10/+5 melee (1d4, masterwork sickle); SA oration, spells; SQ gather followers, nature sense, resist enchantment +2, resist nature's lure, righteous indignation 2/day, trackless step, venom immunity, wild empathy +12, wild gnome traits, wild shape (3/day, large), woodland stride; AL N; SV Fort +8, Ref +5, Will +13; Str 10, Dex 12, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Bluff +7, Concentration +13, Diplomacy +13, Handle Animal +3, Knowledge (nature) +23, Knowledge (religion) +9, Perform (academic lecture) +7, Ride +3, Sense Motive +9, Survival +3; Animal Affinity, Great Fortitude, Natural Spell, Self-Sufficient, Track.

Oration (Sp): 4/day—*enthraling discourse* (Will save negates, DC equals righteous zealot's Diplomacy check, affects all targets within 90 ft., acts as *enthral* spell, duration 8 rounds); *compelling argument* (Will DC 15 negates, acts as *suggestion* spell, only affects targets currently *enthralled*, does not count towards daily orations).

Righteous Indignation (Ex): Twice a day, the righteous zealot may add his Charisma modifier to any one saving throw.

Druid Spells Prepared (caster level 9th): 0—*create water, cure minor wounds, detect poison, light, mending, purify food and drink*; 1st—*calm animals* (DC 14), *charm animal* (DC 14), *endure elements, entangle* (DC 14), *speak with animals* (DC 14); 2nd—*animal trance* (DC 15), *delay poison, fog cloud, gust of wind* (DC 15), *wood shape*; 3rd—*cure moderate wounds, meld into stone, plant growth, speak with plants*; 4th—*command plants* (DC 17), *flame strike* (DC 17); 5th—*hallow* (DC 17).

Possessions: masterwork leather armor, masterwork small sickle, small quarterstaff, *potion of cure moderate wounds* (3), *potion of bear's endurance, oil of shillelagh*, sturdy work clothes, leather pouch containing a variety of carefully packaged and labeled herbs and spell components.

REEDFLUTE, CROCODILE TRAINER

Male wild gnome ranger 5 of Chislew: CR 5; Small humanoid (wild gnome); HD 5d8+15; hp 41; Init +0; Spd 20 ft.; AC 14, touch 11, flat-footed 14; Base Atk +5; Grp +7; Atk +8 melee (1d4+1/x3, small masterwork handaxe) or +7 melee (1d4+1 nonlethal, small sap) or +6 ranged (entanglement, net); Full Atk +8 melee (1d4+1/x3, small masterwork handaxe) and +7 melee (1d4+1 nonlethal, small sap) or +6 ranged (entangle, net); SA combat style (two-weapon fighting); SQ favored enemy animals +4, aberrations +2, wild empathy +7, wild gnome traits; AL N; SV Fort +7, Ref +4, Will +3; Str 12, Dex 10, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +9, Handle Animal +10, Heal +10, Knowledge (nature) +10, Ride +12, Survival +12; Animal Affinity, Endurance^B, Exotic Weapon Proficiency (net), Track^B, Two-Weapon Fighting^B.

Ranger Spells Prepared (caster level 3rd): 1st—*charm animal* (DC 13)

Possessions: masterwork studded leather armor, small sap, small masterwork handaxe, small dagger, net, rough work clothes and wide-brimmed hat.

TICKTOCK, MASTER OF CLOCKS

Male gnome master 5/gnomish tinker 6: CR 11; Small humanoid (gnome); HD 11d6; hp 45; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +7; Grp +3; Atk +9 melee (1d3/19-20, masterwork dagger) or +13 ranged (1d6/19-20, masterwork light repeating crossbow of renown); Full Atk +9/+4 melee (1d3/19-20, masterwork dagger) or +13/+8 ranged (1d6/19-20, masterwork light repeating crossbow of renown); SA —; SQ consultant +2, gnome traits, guild (Craft), kitbash,

knacks, macguffin 2/day, patent pending, primary focus (Craftsman), remarkable discovery (Exotic Weapon Proficiency); AL CG; SV Fort +3, Ref +9, Will +7; Str 10, Dex 16, Con 10, Int 18, Wis 12, Cha 8.

Skills and Feats: Appraise +20 (+2 to checks related to alchemy and clockwork devices), Craft (alchemy) +25, Craft (clockwork) +26, Craft (trapmaking) +15, Decipher Script +12, Disable Device +23, Hide +6, Knowledge (arcana) +14, Knowledge (engineering) +18, Listen +11, Open Lock +18, Search +18 (+2 to checks related to secret doors), Spot +11, Use Magic Device +10, Use Rope +18; Alertness, Diligent, Exotic Weapon Proficiency (repeating crossbow), Nimble Fingers, Skill Focus (Craft [clockwork]), Skill Focus (Disable Device), Skill Focus (Use Magic Device).

Note: The master class and gnomish tinker prestige class both appear in the *War of the Lance Campaign Sourcebook*.

Consultant (Ex): A gnomish tinker who uses the aid another action with a skill check in which the gnomish tinker has ranks provides a +4 circumstance bonus instead of the standard +2 bonus.

Kitbash (Ex): A gnomish tinker may attempt a Craft (clockwork devices), Craft (trapmaking), or Disable Device check (DC 20) to coax greater performance out of a clockwork device, trap, or other mechanical item. A roll of 1 on the check renders the item useless until repaired. The effort uses up 1/10 of the item's steel piece cost in tool points.

Knack—Item of Distinction (clockwork) (Ex): This master's cost to create masterwork clockwork items is halved.

Knack—Item of Renown (clockwork) (Ex): Masterwork clockwork items built by the master are twice as effective, granting a +4 skill bonus, or a +2 bonus if a weapon. Items of renown take twice as long to create and cost the same as a standard masterwork item.

MacGuffin (Ex): Twice per day, Ticktock may quickly assemble a device, contraption, or other gizmo to duplicate the effect of any 0-level wizard spell, or once per day may duplicate a 1st level wizard spell. Each MacGuffin uses one tool point plus the level of the spell duplicated.

Patent Pending (Ex): This gnomish tinker's racial bonus to his Craft skill increases to +3, and he may substitute ranks in Craft for ranks in Bluff, Diplomacy or Intimidate when dealing with other gnomes or creatures that possess at least 1 rank in Craft.

Primary Focus (Craftsman): +2 to all Craft checks (already included in stat block above).

Toolbelt: A gnomish tinker carries a toolbelt full of strange tools and spare parts. It contains 10 tool points to be spent on kitbash and macguffin efforts. A tool point may also add a single +2 bonus to a Craft, Disable Device, Open Lock or Use Magic Device check.

Possessions: Masterwork light repeating crossbow of renown, masterwork dagger, 20 bolts, toolbelt, apron.

WYNDLASS

CR 10; Huge aberration; HD 12d8+12; hp 66; Init +3; Spd 30 ft., burrow 20 ft.; AC 25, touch 11, flat-footed 22; Base Atk +9; Grp +29; Atk +15 melee (1d10+8, tentacle); Full Atk +15 melee (1d10+8, 10 tentacles) and +10 melee (1d6+4, bite); Space/Reach 15 ft./15 ft. (30 ft. with tentacles); SA constrict 1d10+8, improved grab; SQ darkvision 60 ft., slicken earth, tremorsense 90 ft.; AL N; SV Fort +5, Ref +9, Will +10; Str 26, Dex 17, Con 13, Int 7, Wis 15, Cha 12. *Bestiary of Krynn*, page 100.

Skills and Feats: Climb +11, Hide -2*, Listen +7, Spot +7, Swim +11; Alertness, Diehard, Endurance, Lightning Reflexes.

*A windlass gains a +12 bonus to Hide checks in swampy or forested terrain, and an additional +4 bonus when it is submerged in a quicksand pit.

Constrict (Ex): A wyndlass deals 1d10+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a wyndlass must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free

action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold and can constrict. Because of the barbs on its tentacles, a wyndlass automatically deals tentacle damage to any grappled foe that breaks free as the barbs rip and pull at the victim.

An opponent can attack a wyndlass's tentacles with a sunder attempt as if they were weapons. A wyndlass's tentacles have 10 hit points each. If a wyndlass is currently grappling a target with the tentacle being attacked, it usually uses another tentacle to make an attack of opportunity against the attacker making the sunder attempt. Severing a tentacle deals 5 points of damage to the wyndlass. The creature regrows severed limbs in 1d10+10 days.

Slicken Earth (Ex): At will, a wyndlass can exude extremely solvent lubricating oil that softens earth in all adjacent squares. On the first round, the oil produces the effects of a *grease* spell in the slickened area (Reflex DC 17 to avoid falling, the save DC is Constitution based). After one minute, the area takes on the properties of quicksand (see **Chapter 3: Adventures in the *Dungeon Master's Guide***) and is 5 feet deep. A pit of quicksand large enough to hide the wyndlass can be created in three minutes, and is 30 feet in diameter and 15 feet deep.

XOCNALIC LEADER

Nomad human mystic 4/barbarian 2; CR 6; Medium humanoid (human); HD 4d6+8 plus 2d12+4; hp 44; Init +0; Spd 40 ft.; AC 13, touch 10, flat-footed 13; Base Atk +5; Grp +6; Atk/Full Atk +8 melee (1d6+2, +1 *quarterstaff*); SA spells; SQ command/rebuke plants, rage 1/day, uncanny dodge; AL CN; SV Fort +9, Ref +1, Will +6; Str 13, Dex 10, Con 14, Int 8, Wis 15, Cha 12.

Skills and Feats: Climb +3, Concentration +9, Heal +4, Knowledge (Nature) +6, Survival +6, Swim +4; Combat Casting, Resist Dragonfear, Self-Sufficient.

Rage (Ex): Once per day, this barbarian may fly into a rage and temporarily gain +4 to Strength, +4 to Constitution and a +2 bonus to Will saves, but takes a -2 penalty to AC. The rage lasts for 7 rounds, after which he becomes fatigued. This modifies his statistics as follows: AC 11, touch 8, hp 56, Atk/Full Atk +10 melee (1d6+4, +1 *quarterstaff*); Fort +11, Will +8, Str 17, Con 18.

Mystic Spells Known (6/7/4; caster level 4th): 0—*create water, cure minor wounds, detect magic, detect poison, light, purify food and drink*; 1st—*cure light wounds, doom* (DC 13), *entangle*^P (DC 13), *summon monster I*; 2nd—*barkskin*^P, *summon monster II*.

^P Domain spell. **Domain:** Plant (May command or rebuke plant creatures 4 times/day as an evil cleric commands or rebukes undead.)

Possessions: +1 leather armor, +1 *quarterstaff*, *potion of cure light wounds* (4), *potion of endure elements*, *potion of pass without trace*, salted venison rations (1/2 lb.), waterskin, flint and steel, 20 ft. rope.

XOCNALIC WARRIOR

Nomad human warrior 2; CR 1; Medium humanoid (human); HD 2d8; hp 10; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d6, shortspear) or +2 melee (1d4, dagger) or +2 ranged (1d6/x3, shortbow); SA —; SQ —; AL N; SV Fort +3, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +0*, Intimidate +5, Listen +2, Spot +2, Swim -5*; Alertness, Power Attack. *Includes -3 armor check penalty.

Possessions: Short spear, dagger, hide armor, heavy wooden shield, shortbow, 10 arrows, 20 ft. rope, flint and steel, salted venison rations (1/2 lb.), waterskin.

CHAPTER SIX: GHOSTS OF THE PAST

ANKHOLIAN WIGHT

CR 5; Medium undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d4+3 plus 1d8 fire plus energy drain, slam); SA breath weapon, contaminate undead, create spawn, energy drain; SQ darkvision 60 ft., immunity to cold and fire, undead traits; AL LE; SV Fort

+1, Ref +2, Will +5; Str 16, Dex 12, Con —, Int 11, Wis 13, Cha 19.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Breath Weapon (Su): 1/minute—30 ft. cone, damage 6d8 cold, Reflex DC 16 half.

Contaminate Undead (Su): Corporeal undead damaged by this ankholian wight's breath weapon or heat gain the ankholian undead template, Reflex DC 16 negates.

Create Spawn (Su): Any living creature slain by an ankholian undead becomes an ankholian undead zombie in 1d4 rounds. Spawn are under the command of the ankholian undead that created them and remain enslaved until its destruction, unless the creator itself is a mindless creature.

Energy Drain (Su): Living creatures hit by a slam attack gain one negative level. Fortitude DC 16 is necessary to remove the level. For each negative level bestowed, the ankholian wight gains 5 hp.

Heat (Su): An ankholian undead's body generates intense heat, causing its opponents to take an extra 1d8 points of fire damage every time the creature succeeds on a natural attack. Creatures attacking ankholian undead unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

BRASS TIGER SCOUT

Civilized human expert 2: CR 1; Medium humanoid (human); HD 3d6; hp 7; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d6, quarterstaff) or +1 melee (1d4/19-20, dagger) or +1 ranged (1d4, sling); SA —; SQ —; AL N; SV Fort +0, Ref +0, Will +3; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Hide +5, Listen +7, Move Silently +5, Search +5, Spot +7, Survival +5; Alertness, Track.

Possessions: Quarterstaff, dagger, sling (10 bullets), leather armor, 20 ft. rope, flint & steel, candles, waterskin, bag of caltrops.

BRASS TIGER SERGEANT

Civilized human ranger 2: CR 2; Medium humanoid (human); HD 2d8; hp 15; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19-20, masterwork longsword) or +4 melee (1d4+1/19-20, masterwork dagger); Full Atk +3 melee (1d8+1/19-20, masterwork longsword) and +2 melee (1d4+1/19-20, masterwork dagger); SA combat style (two-weapon style), favored enemy giants +2; SQ wild empathy +1; AL N; SV Fort +3, Ref +4, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Handle Animal +4, Knowledge (nature) +5, Listen +4, Ride +6, Search +5, Spot +4, Survival +4; Toughness, Weapon Focus (longsword).

Possessions: Chain shirt, masterwork longsword, masterwork dagger, flint & steel, waterskin.

BRIGADIER HAGGIZAL, SIVAK COMMANDER

Male sivak legendary tactician 3: CR 9; Large dragon; HD 6d12+12 plus 3d8+6; hp 72; Init +0; Spd 30 ft., fly 60 ft.; AC 22, touch 9, flat-footed 22; Base Atk +9; Grp +16; Atk +11 melee (1d6+3, claw) or +11 melee (2d4+4, tail) or +14 melee (2d6+7/19-20, +2 *greatsword*); Full Atk +11 melee (1d6+3, 2 claws) and +9 melee (1d8+1, bite), or +11 melee (2d4+4, tail), or +14/+9 melee (2d6+7/19-20, +2 *greatsword*) and +9 melee (1d8+1, bite); Space/Reach 10 ft./10 ft.; SA death throes, trip; SQ darkvision 60 ft., direct troops, draconian traits, inspire courage (+2, 2/day), leadership bonus +2, shapeshift, spell resistance 16; AL LN; SV Fort +10, Ref +6, Will +6; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +5, Climb +5, Diplomacy +9, Disguise +7, Gather Information +6, Intimidate +11, Jump +5, Listen +9, Ride +6; Leadership, Multiattack, Skill Focus (Diplomacy), Run, Weapon Focus (greatsword).

Direct Troops (Su): As a full-round action, grant +2 competence bonus to either attack rolls or skill checks to all allies within 30 feet. This bonus lasts for 2

rounds.

Draconian Traits: Immune to disease; immune to sleep and paralysis effects; low metabolism (only requires 1/10th food and water of a human); inspired by dragons (+1 morale bonus on attacks and saving throws in the presence of evil dragons).

Inspire Courage (Su): Twice a day, a legendary tactician can grant allies within earshot a +2 morale bonus to saving throws against charm and fear effects and a +2 morale bonus to all attack and weapon damage rolls. This effect lasts for as long as the legendary tactician speaks and 5 rounds afterwards.

Possessions: +2 *half-plate*, +2 *greatsword*, masterwork lance.

CAELDOR THE BETRAYER

Male lich civilized human cleric of Chemosh 15: CR 17; Medium undead (augmented humanoid [human]); HD 15d12; hp 150; Init +1; Spd 30 ft.; AC 24, touch 11, flat-footed 23; Base Atk +11; Grp +12; Atk +14 melee (1d8+3 plus 2d6 unholy, +2 *ghost touch unholy heavy mace*) or +12 melee touch (1d8+5 plus paralysis, touch); Full Atk +14/+9/+4 melee (1d8+3 plus 2d6 unholy, +2 *ghost touch unholy heavy mace*) or +12 melee touch (1d8+5 plus paralysis, touch); SA damaging touch (Will DC 21 half), fear aura, paralyzing touch (Fort DC 21 negates), spells; SQ damage reduction 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, mind-affecting spells and polymorph, rebuke undead 7/day (+6, 2d6+19, 15th), spontaneous casting, turn resistance +4, undead traits; AL NE; SV Fort +9, Ref +6, Will +16; Str 13, Dex 13, Con —, Int 16, Wis 20, Cha 19.

Skills and Feats: Concentration +22, Diplomacy +22, Heal +14, Hide +9, Listen +13, Move Silently +9, Search +11, Sense Motive +13, Spot +22, Knowledge (arcana) +12, Knowledge (religion) +21, Spellcraft +21; Craft Wondrous Item, Empower Spell, Improved Initiative, Greater Spell Focus (necromancy), Iron Will, Spell Focus (necromancy), Spell Penetration.

Fear Aura (Su): As *fear* spell, except 50 ft. radius, affects creatures 5 HD or less, Will DC 21 negates.

Cleric Spells Prepared (caster level 15th): 0—*cure minor wounds*, *detect magic*, *guidance*, *inflict minor wounds* (DC 17), *read magic*, *resistance*; 1st—*bane* (DC 16), *cause fear*^P (DC 18), *divine favor*, *doom* (DC 18), *hide from undead*, *shield of faith*, *summon monster I*; 2nd—*bull's strength*, *desecrate*^P (DC 17), *shatter* (DC 17), *silence* (DC 17), *sound burst* (DC 17), *spiritual weapon*, *summon monster II*; 3rd—*animate dead*^P (DC 15), *blindness/deafness* (DC 20), *cure serious wounds*, *dispel magic*, *magic circle against good*, *speak with dead*, *summon monster III*; 4th—*divine power*, *greater command* (DC 19), *sending*, *spell immunity*, *summon monster IV*, *unholy blight*^P (DC 21); 5th—*dispel good* (DC 20), *flame strike* (DC 20), *insect plague*, *slay living*^P (DC 22), *summon monster V*, *true seeing*; 6th—*create undead*^P (DC 15), *harm* (DC 23), *planar ally*, *summon monster VI*; 7th—*blasphemy*^P (DC 24), *destruction* (DC 24), *flame strike* (empowered, DC 21), 8th—*create greater undead*^P (DC 15), *greater planar ally*.

^P Domain spell. *Domains:* Death (death touch 1/day, 15d6 vs. victim's hit points); Evil (+1 caster level w/evil spells)

Possessions: +2 *ghost touch breastplate*, +1 *light steel shield*, +2 *ghost touch unholy heavy mace*, *mask of the skull*, *medallion of faith* (Chemosh).

FEATHERED PLUME CAVALRYMAN

Nomad human warrior 3: CR 2; Medium humanoid (human); HD 3d8; hp 12; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +3; Grp +3; Atk/Full Atk +5 melee (1d6/18-20, scimitar) or +3 ranged (1d6/x3, shortbow); SA —; SQ —; AL N; SV Fort +3, Ref +1, Will +1; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Intimidate +6, Handle Animal +6, Listen +2, Ride +6, Spot +2; Alertness, Mounted Combat, Weapon Focus (scimitar).

Possessions: Studded leather armor, masterwork scimitar, shortbow, 10 arrows.

GILTHANAS KANAN, FALLEN HERO

Male dragon vassal Qualinesti elf noble 3/fighter 3/sorcerer 6/eldritch knight 5: CR

18; Medium monstrous humanoid (augmented humanoid [elf], cold); HD 3d8+9 plus 3d10+9 plus 6d4+18 plus 5d6+15; hp 145; Init +5; Spd 30 ft.; AC 29, touch 18, flat-footed 24; Base Atk +13; Grp +18; Atk +21 melee (1d8+7/17-20 plus 1d6 cold and 1d10 cold on critical hit, +2 icy burst longsword) or +19 ranged (1d6+6/x3, +1 composite shortbow); Full Atk +21/+16/+11 melee (1d8+7/17-20 plus 1d6 cold and 1d10 cold on critical hit, +2 icy burst longsword) or +19/+14/+9 ranged (1d6+6/x3, +1 composite shortbow) or +17/+17/+12/+7 ranged (1d6+6/x3, +1 composite shortbow, Rapid Shot); SA spells; SQ bonus class skill (Move Silently), darkvision 60 ft., elvensight, fast healing 5, favor +2, inspire confidence 1/day, Qualinesti traits; AL CN; SV Fort +17, Ref +14, Will +12; Str 20, Dex 20, Con 16, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +11, Concentration +15, Diplomacy +18, Gather Information +9, Intimidate +12, Jump +11, Knowledge (arcana) +14, Knowledge (nobility) +14, Listen +11, Move Silently +10 (+15 w/cloak), Search +8, Sense Motive +15, Spellcraft +11, Spot +6. Charming†, Combat Reflexes, Dodge, Heroic Surge†, Improved Critical (longsword), Point Blank Shot, Rapid Shot, Resist Dragonfear, Scribe Scroll, Weapon Focus (longsword). † New feat from Age of Mortals Campaign Companion. See notes below.

Qualinesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Diplomacy and Sense Motive checks.

Sorcerer Spells Known (6/7/7/5/3, caster level 10th, arcane spell failure 10%): 0—arcane mark, detect magic, detect poison, light, mage hand, mending, open/close, prestidigitation, read magic; 1st—hold portal, magic missile, magic weapon, obscuring mist, true strike; 2nd—detect thoughts, gust of wind (DC 15), knock, levitate; 3rd—clairaudience/clairvoyance, lightning bolt (DC 16), wind wall; 4th—screaming (DC 17), solid fog; 5th—overland flight.

Possessions: +3 mithral shirt, +2 icy burst longsword, +1 composite shortbow [+5 Str bonus], quiver with 20 adamantine arrows, +1 buckler of light fortification, ring of mind shielding, ring of protection +3, cloak of elvenkind, boots of the winterlands, wand of sleet storm (30 charges), wand of ice storm (30 charges), arcane scroll (true strike, lightning bolt x2, Caster level 10th), dragonpurge amulet.

Notes: Gilthanas' Charming feat grants him a +2 bonus on Bluff and Diplomacy checks. His Heroic Surge feat allows him to take an extra move or attack action either before or after his regular actions. He can use his Heroic Surge five times a day, but never more than once per round.

LIGHT WARHORSE SKELETON

Light warhorse skeleton: CR 1; Large undead; HD 3d12; hp 25; Init +1; Spd 60 ft.; AC 17, touch 11, flat-footed 15; Base Atk +1; Grp +8; Atk +4 melee (1d6+3, hoof); Full Atk +4/+4 melee (1d6+3, hoof) and -1 melee (1d6+1 bite); SA —; SQ Low-light vision, scent, immunity to cold, damage reduction 5/bludgeoning, undead traits; AL NE; SV Fort +5, Ref +1, Will +4; Str 16, Dex 15, Con —, Int —, Wis 10, Cha 1.

ПАСОН II, KHAN OF THE WASTES

Male human barbarian 11: CR 11; Medium humanoid (human); HD 11d12+11; hp 88; Init +1; Spd 40 ft.; AC 21, touch 13, flat-footed 20; Base Atk +11; Grp +16; Atk +18 melee (1d10+6/19-20, +1 vorpal bastard sword) or +13 ranged (1d6+5/x3, masterwork composite shortbow); Full Atk +18/+13/+8 melee (1d10+6/19-20, +1 vorpal bastard sword) or +13/+8/+3 ranged (1d6+5/x3, masterwork composite shortbow); SA —; SQ damage reduction 2/—, fast movement, greater rage, improved uncanny dodge, rage 3/day, trap sense +3, uncanny dodge; AL CG; SV Fort +8, Ref +4, Will +4; Str 20, Dex 13, Con 13, Int 13, Wis 13, Cha 18.

Skills and Feats: Bluff +11, Diplomacy +13, Intimidate +20, Handle Animal +18, Ride +17, Survival +15; Exotic Weapon Proficiency (bastard sword), Leadership, Mounted Combat, Ride-By Attack, Weapon Focus (bastard sword).

Greater Rage (Ex): Three times per day, this barbarian may fly into a rage and temporarily gain +6 to Strength, +6 to Constitution, and a +3 bonus to Will saves,

but takes a -2 penalty to AC. The rage lasts for 7 rounds, after which he becomes fatigued. This modifies his statistics as follows: SV Fort +11, Will +7; Str 26, Con 19, hp 121, AC 19, Atk +21 melee (1d10+9/19-20, +1 vorpal bastard sword), Full Atk +21/+16/+11 melee (1d10+9/19-20, +1 vorpal bastard sword).

Possessions: bracers of armor +6, masterwork light wooden shield, +1 vorpal bastard sword ("Fang of the Jaguar"), masterwork dagger, masterwork composite shortbow (+5 Str bonus), 20 arrows, amulet of natural armor +2, ring of protection +2, light warhorse, military saddle, waterskin, flint & steel, whetstone, light trousers, gorgon hide boots.

SKELETAL WARRIOR KNIGHT

Nomad human skeletal warrior fighter 7: CR 8; Medium undead; HD 7d12; hp 50; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; Base Atk +7; Grp +11; Atk +12 melee (1d8+4/x3, masterwork heavy lance) or +13 melee (1d10+6/19-20, +1 bastard sword) or +12 melee (1d4+4/19-20, dagger) or +10 ranged (1d10/19-20, heavy crossbow) or +11 melee touch (1d6+4, negative energy); Full Atk +12/+7 melee (1d8+4/x3, masterwork heavy lance) or +13/+8 melee (1d10+6/19-20, +1 bastard sword) or +11/+6 melee (1d4+4/19-20, dagger) or +10 ranged (1d10/19-20, heavy crossbow) or +11 melee touch (1d6+4, negative energy); SA —; SQ damage reduction 5/bludgeoning, immune to cold, electricity and polymorph spells, spell resistance 20, undead traits; AL NE; SV Fort +8, Ref +4, Will +3; Str 18, Dex 14, Con 10, Int 12, Wis 13, Cha 8.

Skills and Feats: Climb +9, Jump +9, Handle Animal +9, Ride +12; Exotic Weapon Proficiency (bastard sword), Great Fortitude, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 breastplate, masterwork heavy steel shield, masterwork heavy crossbow, 5 crossbow bolts, masterwork heavy lance, +1 bastard sword, dagger, military saddle.

SKELETAL WARRIOR RANGER

Nomad human skeletal warrior ranger 7: CR 8; Medium undead; HD 7d12; hp 60; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +7; Grp +9; Atk +11 ranged (1d6+3/x3, +1 composite shortbow) or +10 melee (1d8+2/19-20, masterwork longsword) or +9 melee touch (1d6+2, touch); Full Atk +10/+5 melee (1d8+2/19-20, masterwork longsword) or +9 melee touch (1d6+2, touch) or +9/+9/+4 ranged (1d6+2/x3, +1 composite shortbow); SA favored enemy humanoid (human) +4, favored enemy humanoid (elf) +2; SQ animal companion (light warhorse skeleton), combat style (archer), damage reduction 5/bludgeoning, immune to cold, electricity and polymorph spells, spell resistance 20, undead traits, wild empathy, woodland stride; AL LE; SV Fort +5, Ref +8, Will +4; Str 15, Dex 16, Con —, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +9*, Hide +10*, Listen +12, Move Silently +10*, Ride +13, Search +10, Spot +13, Survival +13; Endurance, Manyshot⁶, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot⁶, Track. *Includes -2 armor check penalty.

Immunities (Su): Immune to cold, electricity, and polymorph in addition to the usual undead immunities.

Ranger Spells Prepared (caster level 3rd): 1st—entangle (DC 13), pass without trace.

Possessions: +1 chain shirt, +1 composite shortbow (+1 Str bonus), 25 arrows, masterwork longsword.

SOLAMNIC MAN-AT-ARMS

Civilized human warrior 2: CR 1; Medium humanoid (human); HD 2d8+2; hp 10; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +3; Atk/Full Atk +3 melee (1d10+1/19-20, halberd) or +3 melee (1d6+1/19-20, short sword); SA —; SQ —; AL N; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Handle Animal +4, Ride +5; Endurance, Power Attack.

Possessions: Half plate armor, halberd, short sword.

SOLAMNIC SQUIRE

Civilized human fighter 1: CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk/Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +3 melee (1d4+2/19-20 dagger) or +3 ranged (1d8+3, composite longbow); SA —; SQ —; AL NG; SV Fort +3, Ref +2, Will -1; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +6; Power Attack, Weapon Focus (longsword), Improved Initiative.

Possessions: Chain shirt, small steel shield, masterwork longsword, composite longbow (+3 Str bonus).

WULFGAR JAGUAR MILITIA

Nomad human warrior 2: CR 1; Medium humanoid (human); HD 2d8+2; hp 10; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +3; Atk/Full Atk +4 melee (1d6+1, masterwork shortspear) or +3 melee (1d4+1/19-20, dagger); SA —; SQ —; AL N; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Intimidate +7, Listen +2, Spot +2; Alertness, Skill Focus (Intimidate).

Possessions: Breastplate, light steel shield, masterwork shortspear, dagger.

CHAPTER SEVEN: THE DRAGONS' GRAVEYARD

KAYLEIGH, SPECTRE OF SORROWS

Female bound spirit Silvanesti elf noble 6/wizard 4/Wizard of High Sorcery 2: CR 15; Medium undead (augmented humanoid [elf], incorporeal); HD 12d12; hp 83; Init +3; Spd fly 30 ft. (perfect); AC 16, touch 16, flat-footed 13; Base Atk +7; Grp —; Atk/Full Atk +7 melee (1d6 Cha, incorporeal touch); SA corrupting gaze, frightful visage, malleable visage, manifestation, possession, telekinesis; SQ arcane research +1, bonus class skill (Spellcraft), coordinate +1, elvensight, favor +2, inspire confidence 2/day, item of power, moon magic, rejuvenation, Silvanesti traits, tower resources, turn resistance +2; AL CG; SV Fort +3, Ref +9, Will +12; Str —, Dex 17, Con —, Int 16, Wis 11, Cha 17.

Skills and Feats: Diplomacy +14, Gather Information +14, Hide +11, Knowledge (arcana) +20, Knowledge (nobility & royalty) +18, Listen +21, Perform (singing) +15, Search +18, Spellcraft +22, Spot +12; Alertness, Combat Casting, Investigator, Scribe Scroll, Silent Spell, Spell Focus (abjuration).

Corrupting Gaze (Su): 30 ft. range, 2d10 damage plus 1d4 Charisma drain, Fortitude DC 19 negates.

Frightful Visage (Su): As free action, panics all living creatures in 30 ft. spread for 2d4 rounds, Will DC 19 negates.

Malleable Visage (Su): At will—as *polymorph*, but remains incorporeal. Caster level 12th.

Possession (Su): As *magic jar* but requires touch attack and lasts up to 12 hours, Will DC 19 negates.

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Telekinesis (Sp): 1/round—as the spell, caster level 12th.

Vessel (Su): This bound spirit is magically bound to an urn containing her ashes, keeping her tied to the mortal realm. Unless the urn is destroyed, she rejuvenates within 2d4 days after being defeated or killed. Whoever physically controls the urn controls the spirit, as if with a *control undead* spell. The urn acts as a direct focus of communication and control for the urn's possessor. If the bound spirit is within 30 ft. of the urn, her turn resistance increases to +4.

Wizard Spells Prepared (caster level 6th): 0—*flare* (DC 13), *open/close, prestidigitation, resistance*; 1st—*hold portal, protection from law, ray of enfeeblement* (+10 ranged touch), *sleep* (DC 14); 2nd—*obscure object* (DC 16), *protection from arrows, resist energy, shatter* (DC 15); 3rd—*dispel magic, suggestion* (DC 16), *slow* (DC 16).

Note: Every morning, Kayleigh's spells are restored in the same state as described above. She no longer has a spellbook, as Lothian has taken it from her. Kayleigh does not presently benefit from many of her Wizard of High Sorcery benefits (tower resources, item of power, etc.)

Possessions: None.

LOTHIAN

Male Silvanesti elf mystic 12 of Trickery/loremaster 6: CR 18; Medium humanoid (elf); HD 12d8+12 plus 6d4+6; hp 90; Init +2; Spd 30 ft.; AC 21, touch 17, flat-footed 18; Base Atk +12; Grp +12; Atk +14 melee (1d8+1 plus wounding, +1 heavy mace of wounding); Full Atk +14/+9/+4 melee (1d8+1 plus wounding, +1 heavy mace of wounding); SA spells; SQ elvensight, lore, secrets, Silvanesti traits, spells; AL NE; SV Fort +15, Ref +12, Will +23; Str 10, Dex 15, Con 13, Int 17, Wis 19, Cha 15.

Skills and Feats: Bluff +17, Concentration +16, Hide +17, Knowledge (arcana) +25, Knowledge (history) +9, Knowledge (the planes) +9, Knowledge (religion) +27, Listen +6, Search +5, Spellcraft +6, Spot +6, Use Magic Device +8; Brew Potion, Combat Casting, Empower Spell, Extend Spell, Skill Focus (Knowledge [religion]), Spell Focus (Enchantment), Still Spell.

Lore (Ex): As bardic knowledge, +9 bonus.

Secrets (Ex): Dodge trick, secrets of inner strength, weapon trick.

Silvanesti Traits: Immunity to sleep spells & effects, +2 racial bonus on saves vs. enchantment spells and effects, +2 racial bonus on Listen, Search and Spot checks, +1 racial bonus on Knowledge (arcana) and Spellcraft checks.

Mystic Spells Known (6/7/7/7/6/6/6/5/3; caster level 18th): 0—*cure minor wounds, detect magic, guidance, detect magic, detect poison, inflict minor wounds* (DC 14), *light, read magic, resistance*; 1st—*bane* (DC 16), *cause fear* (DC 16), *cure light wounds, disguise self^P, inflict light wounds* (DC 15), *talons†*; 2nd—*bull's strength, darkness, enthrall* (DC 17), *hold person* (DC 17), *invisibility^P, shatter*; 3rd—*animate dead, bestow curse* (DC 17), *blindness/deafness* (DC 17), *locate object, nondetection^P, speak with dead*; 4th—*confusion^P* (DC 19), *cure critical wounds, inflict critical wounds* (DC 18), *poison* (DC 18), *sending*; 5th—*false vision^P, dispel good* (DC 19), *greater command* (DC 20), *mass inflict light wounds* (DC 19), *slay living* (DC 19); 6th—*disjoin†, mislead^P, spirit walk†, harm* (DC 20); 7th—*control weather, ethereal jaunt, greater scrying* (DC 21), *screen^P* (DC 21); 8th—*antimagic field, discern location, polymorph any object^P*; 9th—*etheralness, time stop^P*.

^P Domain spell. *Domain:* Trickery (Bluff, Disguise & Hide are class skills)

† Spell from *DRAGONLANCE Campaign Setting*.

Possessions: Bracers of armor +4, +1 heavy mace of wounding, ring of protection +4, cloak of resistance +4, circlet of persuasion, potion of cure serious wounds (3), elixir of fire breath, elixir of hiding.



Spectre of Sorrows

The Age of Mortals Campaign, Volume Two

A New Kind of Ghost Story...

A group of scarred survivors race to escape the horrors of the Desolation. Bearing ancient magic and a terrible secret, they are the target of powerful enemies—including tireless agents of Chemosh and a distant, enigmatic threat. With luck, determination, and skill, they will strive to uncover the connection between their quest and the spectral visitations of a long-dead elven enchantress.

Spectre of Sorrows is a DRAGONLANCE® adventure for the d20 System set in the Age of Mortals. It can be played as the sequel to *Key of Destiny*, or become the launch-point of a new campaign. The adventure is designed for characters of 8th level and requires the use of the DRAGONLANCE Campaign Setting and d20 System core rulebooks from Wizards of the Coast.

The adventure contained within these pages will take the heroes across the lands of Ansalon and even below the sea. Locations both familiar and new are detailed, as well as new creatures and magical items.

Spectre of Sorrows is the second in a trilogy of epic DRAGONLANCE adventures published by Sovereign Press, Inc.

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