

dragons of despair

A 4th Edition Adventure for 7th-level Characters

Converted from the Classic Module By Ivy G.

...since the great Cataclysm. Curse the Kingpriest of Istar for his pride! In trying to command the Gods, he called down their wrath. The Gods punished Krynn with fire and flood, and much is now forever lost. The greatest loss was the knowledge of the True Gods. The world of Krynn has sunk into blasphemy these many generations. It is said that once the devout had the ability to wield divine power, but that is no longer true.

The estrangement of mortals from the True Gods opened the door to renewed evil in the world. Dragons, thought to be a myth fit only to frighten children, are once again working their evil. They are commanded by Dragon Highlords, and assisted by strange creatures, the like of which have never before been seen in this world: draconians, they are called.

The armies of draconians, commanded by the Dragon Highlords and reinforced by dragons, have now conquered much of the continent of Ansalon, and soon they will have all the land under their sway. All is dark. Evil may soon triumph

Through my crystal, the Globe of Wisdom, I am able to send my spirit across the world to gather knowledge. And so I have found a glimmer of hope.

Five years ago, seven adventurers set out from the Inn of the Last Home in the town of Solace to seek the forgotten knowledge of the True Gods. They each had great adventures, but they did not find what they sought. In time, six returned. Of the seventh, nothing has been heard.

On their return to the town of Solace, they found the Dragonarmy's hordes poised to invade the region of Abanasinia. Their feet have been set on the path toward the True Gods... it is left to the Innfellows to determine the fate of our world. May they not fail us!

> —From the Iconochronos of Astinus of Palanthus, Lorekeeper of Krynn, in the 351st year after the Cataclysm

"Dragons of Despair" is the first adventure in the "Dragonlance" adventure path, and the first part of the "Tales of Autumn Twilight" story arc. The adventure is balanced for eight 7th-level PCs, and eight pregenerated characters are available for the players to use. At the end of the adventure, the PCs should have reached 8th level.

adapting the adventure

"Dragons of Despair" is designed for a party of eight PCs, specifically the pregenerated heroes included with this adventure.

If there are fewer than eight players, it is suggested that Goldmoon and Riverwind accompany the party as companion characters if they are not being used by any of the players (see Appendix 2). Other characters not being used by a player are assumed to be traveling with party and to be participating in the various battles and challenges faced by the heroes "off camera". The DM can play them in social situations and allow them to interact with the other PCs and NPCs as necessary.

For each character not being used in the adventure (not including those being used as companion characters), subtract approximately one standard monster's worth of XP from each encounter. For example, if there are seven PCs, subtract 250 XP from a level 6 encounter, 300 XP from a level 7 encounter, and 350 XP from a level 8 encounter). Also, for each PC less than eight (even if there are companion characters accompanying the party), subtract one treasure parcel, in the following order: parcel 13; parcel 11; parcel 12; parcel 3; parcels 2 and 4; parcel 1; parcel 5.

It is advised that the players each choose one of these pregenerated PCs for the adventure, but players may use their own PCs if they desire. If the players do not wish to use the pregenerated characters, they can use 7th-level characters of their own creation (see Appendix 5 for more details). If the players use characters of their own creation, you may have to tailor parts of the real-aloud text to suit their particular situation. For example, they may not have been residents of Solace, may not have known Tika as a teenager, and certainly will not receive Kitiara's letter.

Background

Over 350 years ago, civilization in the world of Krynn was changed forever when the gods became angered by their worshipers. Under the rule of the haughty Kingpriest of Istar, mortals had ceased to venerate the gods and instead made demands of them. The gods attempted to warn their wayward worshipers of their anger by sending a series of calamities against the civilized world, but the people did not take note. In fact, they angrily demanded that the gods put an end to these disasters!

Finally, their efforts defeated by the hubris of mortals, the gods gathered up their few remaining faithful and brought them to safety in the astral dominions. Then they hurled a mountain of fire at the world of Krynn. The mountain of fire struck the Temple of Istar, destroying it. The surrounding city and the lands for miles around were also shattered and hurled into huge chasm, into which poured the waters of the surrounding seas. The waters became stained the color of blood and roiled in an eternal Maelstrom, over which hovered black storm clouds. The churning sea and its storm continue to rage to this day, a sign of the anger of the gods.

Krynn was plunged into an Age of Despair. The prayers of mortals went unanswered: divine magic was lost, and clerics, paladins. invokers, avengers, and other wielders of divine magic became

unknown. Mortals turned to idolatry, seeking new gods to answer their prayers. So far, they have received no response.

In recent years, one of the True Gods stirred: Takhisis, the Oueen of Darkness, mistress of evil dragons. She plotted to return to the world of Krynn and to make war on its inhabitants, conquering them before her foes, the Gods of Light, could return. In secrecy, she revealed herself to evil theocrats and restored their use of divine power, while raising enormous armies of evil men, goblinkind, ogres, and mysterious dragonmen called draconians. Most terrifying, she has awakened the chromatic dragons—believed for thousands of years to be nothing more than mythical creatures—from their millennial sleep and turned their awesome power against the world. The metallic dragons, enemies of Takhisis's chromatic brood, have been rendered impotent by the machinations of the Dark Queen: they have sworn an oath of neutrality and do not stir from their ancient slumber. Takhisis and her Dragonarmies are but a hair's breadth from conquering the world. The Dark Queen now fears only one thing: that mortals should rediscover their faith in the True Gods of Light.

Unbeknownst to Takhisis, the Gods of Light did not remain idle while she enacted her plot. They began to prepare the way for the redemption of Krynn. A simple shepherd of a barbarian tribe was cast out by his people until he could return with proof of the Old Gods. He wandered long days until he came, as in a fevered dream, to a city where death flew on black wings. There he was grievously wounded, but healed by a radiant woman bathed in blue light. When he returned to his village he bore a staff of blue crystal and vague memories of his ordeal.

When commanded by the tribe's chieftain to do something anything—the staff remained silent, and the shepherd was sentenced to death by stoning. As the stones began to fly, his love, the chieftain's daughter, ran to his side. Then the staff flared with blue light and transported them many miles away. Now these two Plainsfolk, Riverwind the shepherd and Goldmoon the daughter of the chieftain. bear the staff and seek answers as to its true nature. These answers will restore knowledge of the True Gods of Light to the world of Krynn.

adventure synopsis

The PCs reunite in the village of Solace after five years apart, during which time they individually searched for a sign of the True Gods. None of them found any such sign.

At the Inn of the Last Home, the PCs meet Goldmoon and Riverwind, who ask to be escorted to the Lordcity of Haven. The heroes also learn of rumors of impending war, and that these approaching armies seek a staff of blue crystal.

In escorting Goldmoon and Riverwind, the PCs are attacked by a band of hobgoblins seeking the Blue Crystal Staff, and it is revealed that Goldmoon is the *Staff*'s bearer.

The PCs subsequent adventures in the lands of Abanasinia lead them to the Cursed Lands of Newsea, where they seek to return the Blue Crystal Staff to the ruined city of Xak Tsaroth. Making their way through the swamp surrounding the ruins, they descend into the sunken city, where they encounter and defeat the black dragon Khisanth, guardian of the Disks of Mishakal, goddess of healing. By recovering the Disks, the heroes restore knowledge of the True Gods of Light and access to divine power.

preparing for the adventure

"Dragons of Despair" has a straightforward and classic beginning in which the heroes reunite at an inn after five years of journeying apart. The action begins with the players of Tanis, Sturm, Caramon, Raistlin, Flint, and Tasslehoff, and allows the players of Goldmoon and Riverwind to quickly join them for several opportunities to participate in roleplaying encounters which set the mood of the adventure.

The PCs are given a fair amount of freedom in terms of their approach to completing the quests they are given. Therefore, a full read through the adventure is suggested so that you have time to consider ways to improvise if the PCs take unexpected actions or move in unexpected directions.

what you need to play

This adventure includes the encounters the PCs face as they explore and adventure in the area, as well as the necessary tactical maps. If you and your players haven't read through the Dungeons & Dragons 4th Edition rules yet, that is your first best step so that you make certain you understand the rules. You may wish to read through at least the first of the adventure's "chapters" before starting. This review enables you to become familiar with the material and the style of presentation.

the quests

"Dragons of Despair" offers the opportunity for PCs to earn quest XP in several different ways. Provided here is a list of quests, and their rewards, in the adventure.

Major Quest—Find Evidence of the True Gods

The PCs must return the *Blue Crystal Staff* to the ruined city of Xak Tsaroth, recover the Disks of Mishakal, and use them to restore both knowledge of the True Gods of Light and the ability to use divine power.

Reward: 2.100 XP. symbol of divine reach +2. magic quarterstaff +2 (two parcels).

Minor Quest-Introducing the Heroes

The players must each introduce their character by reading their PC's background information aloud to the other players.

Reward: 300 XP.

Minor Quest—Recite The Canticle

The players must take turns reading aloud the verses of The Canticle of the Dragon (see Appendix 3).

Reward: 300 XP.

Minor Quest—Appeal to the Seekers

Goldmoon and Riverwind have heard of the Theocracy and Seekers and hope that they may be able to shed some light on the nature of the Blue Crystal Staff. They must journey to the Lordcity of Haven and appear before the Council of Highseekers there.

Reward: 300 XP.

treasure parcels Parcel 10 Parcel A: TE1 Parcel B: Parcels 1, 9, and 11 TE2 Parcels 3, 8, and 12 SC4 and/or TE4 Parcel C: Parcel D: Parcel 4 Area M5 Parcel 13 Parcel E: SC5 Parcels 2, 5, 6, and 7 Parcel F: **TE10** Parcels 14 and 15 Parcel G: Major quest Parcel 1: Magic longbow +3 (or magic item, level 11) Parcel 2: Helm of the flamewarped (or magic item, level 10) Endless guiver (or magic item, level 9) Parcel 3: Parcel 4: Bracers of rejuvenation (or magic item, level 8) Parcel 5: The Ritual Book of Fistandantilus* and the Disks of Parcel 6: 750 gp and a potion of healing An ivory statuette of balanced scales (250 gp), a Parcel 7: red-gold ring set with a polished piece of amber containing a preserved dragonfly (250 gp), a bronze goblet engraved with a feast scene (250 gp), and two potions of healing Parcel 8: 3 brilliant-cut amethysts and a piece of unworked jade (100 gp each), and 450 gp Parcel 9: 3 potions of healing and 250 gp Parcel 10: A ladies' jade hair comb (250 gp) and 50 gp Parcel 11: Lucky charm +2 (or magic item, level 9) Parcel 12: Runic cloth armor +2 (or magic item, level 8) Parcel 13: Shielding girdle (or magic item, level 10) Parcel 14: Symbol of divine reach +2 (bonus parcel) Parcel 15: Magic quarterstaff +2 (bonus parcel) * See Appendix 4

treasure preparation

"Dragons of Despair" uses the parcel system of treasure rewards described in the Dungeon Master's Guide. The characters should accumulate thirteen treasure parcels by the end of the adventure, plus two bonus parcels to replace the Blue Crystal Staff. Parcels 14 and 15 are rewarded for completing the **major quest** "Find Evidence of the True Gods." The remaining thirteen parcels are found throughout the adventure. For your convenience, the parcels have already been allocated and assigned to various encounters in the adventure. If you wish, you may replace the magic items selected for the parcels with different items. However, the items for parcels 14 and 15 should not be changed.

themes

The theme of this adventure is despair: the despair felt by the people of Abanasinia in the face of the Dragonarmy invasion, as well as the more symbolic and spiritual despair stemming from the people's estrangement from the True Gods. Try to play up these themes as the PCs progress through the adventure.

starting the adventure

At the beginning of the adventure, the PCs have returned to their home village, Solace, after spending five years individually searching for some sign of the True Gods. None were successful in this major quest, but now, as agreed upon, they have returned to be reunited at the Inn of the Last Home to share news of their journeys. The action begins with the PCs playing Tanis, Sturm, Caramon, Raistlin, Flint, and Tasslehoff. Goldmoon and Riverwind will be introduced shortly. The PCs begin with the major quest "Find Evidence of the True Gods" (which they have each evidently failed to complete) and the minor quest "Introducing the Heroes"; if you use quest cards, give them the cards for these quests now.

chapter 1: the road goes east

When the PCs are ready to begin, read:

The autumn air surges fierce and sweet over the village of Solace, carrying the clear musk smell of the woodlands. The soft murmur of stirring leaves, of insects, and of small animals fills the landscape. The clear highland sky blushes with the end of day and fades into starry sleep. This is home.

Overhead, the white moon is climbing in the evening sky, and the red moon is just visible over the horizon. An autumn breeze rustles the great vallenwood trees, still warm, but hinting at cooler weather to come. The road wanders beneath the canopy ablaze in the bright colors of autumn. The richly stained buildings of Solace rest cradled overhead in the boughs of the trees.

It is a wonder that any places of such beauty and tranquility are left in the world. More than three hundred years ago, before the Cataclysm, the days were calm and ordered; nothing was unexpected. Now the world is changed: a change that has taught two great lessons.

First, no beauty, not even that in this valley, is safe. All the riches of the past could not protect the ancient peoples. Gold is no longer as treasured as it used to be: it is too soft for swords or armor. Steel is the most valued metal of all.

Secondly, no magic lasts forever: true wielders of divine power cannot be found, nor have clerics with miraculous powers been known to exist since the time of the Cataclysm.

Five years ago, you and your friends parted to seek for a true cleric. You each left the town of Solace, which had been your home for many years, and wandered where your personal journeys took you. Each of you swore a solemn oath to return to Solace on this date and reunite at the Inn of the Last Home to tell of your findings.

The Inn of the Last Home rests cradled high in the boughs of a vallenwood tree, as do all the buildings here, for Solace is a treetop town. Warm laughter tumbles from the Inn. The worn steps wind around the heavy trunk up to the familiar, carved door.

The Inn of the Last Home never changes. The polished wooden bar weaves about several living branches. A cheerful fire blazes in the hearth, casting warm shadows. An old bearded man in mouse-colored robes spins stories in the corner and delights the small crowd gathered about him. The delicate windows of stained glass behind the bar are being polished by Otik Sandath, the barkeeper. A barmaid with curly

red locks weaves through the crowd carrying mugs of ale and platters of aromatic spiced, fried potatoes.

The low murmur of voices fills the inn. People sit together in groups, speaking quietly, drinking mugs of ale, or playing at talis cards. At a far table, near the storyteller, a man and a woman dressed in the garb of the barbaric Plainsmen sit together and speak quietly. Another man in rich dress sits alone near the storyteller while a small boy stares thoughtfully into the fire.

And here too are your dear friends, friends whom you haven't seen in five years. Though seeing the familiar faces fills you with gladness, as you gather once more around a familiar table, you cannot help but notice that there is one who is missing...

solace

Solace is a quaint and sleepy village set on the forested eastern shore of Crystalmir Lake. Most of its buildings are richly stained with bright colors and cradled in the branches of the massive vallenwood trees. Broad wooden staircases wind up the tree trunks to provide access to the buildings, and sturdy rope-andplank bridges form a network overhead connecting important locations.

Population: 500: another 200 or so farmers live in the outlying fields. Most of the people of Solace are humans, but several dwarf craftsmen are resident as well. Kender and elves are a rare sight here, but not unknown. The population as a whole is simple and peaceable.

Government: Solace has no local government, but is under the authority and protection of the Theocracy of Seekers based in the Lordcity of Haven, three days' journey to the west. The representative of the Seekers in Solace is the Lord Theocrat Hederick.

Defense: The Seekers station 25 members of their Holy Guard to keep the peace in Solace. In times of need, the village can muster a citizen militia of 75 warriors. Recently, the Holy Guard has been cooperating with an advance guard of the approaching armies, led by the Fewmaster Toede, in an attempt to locate the Blue Crystal Staff.

Inns: The Inn of the Last Home, run by Otik Sandath, is a fine establishment renowned for its hospitality throughout the lands of Abanasinia. Most well known are Otik's delicious and aromatic spiced fried potatoes.

Taverns: The Trough, a disreputable watering hole on the south side of town. Favored by drunks, it is built on the ground.

Supplies: Ironfeld's Smithy (one of the few buildings built on the ground, owned and operated by the dark-skinned master smith Theros Ironfeld), Solace Town Square (open-air market)

Temples: None, but the Lord Theocrat Hederick maintains a small shrine to the Seeker Gods.

The missing companion is Kitiara, swordswoman, mercenary, and sometime lover of Tanis. The PCs can now socialize with each other and the NPCs in the inn. Now is a good time for them to complete the minor quest "Introducing the Heroes" by reading aloud their background notes.

Once the PCs have introduced their characters, the barmaid, Tika Waylan, approaches. Tika is a young woman of 19 years, and therefore was a child of 14 when the PCs last saw her. She has curly auburn hair and green eyes, and wears a gold ring on a chain around her neck.

Insight Check

DC 14: Something about the barmaid seems familiar. The curly auburn hair? The wry glint in her eyes? Could this be Tika, the little girl who swept the tavern floors a short five years ago? The Inn never changes, but it seems its people do.

If the PCs don't seem to recognize her, Tika appears somewhat hurt but doesn't bother introduce herself. Tika takes any orders for food and drink the PCs may have and ensures they are comfortable. She also has a letter addressed to Tanis to deliver. If Tanis is not present, she entrusts it to another PC (Caramon, if he is present). If questioned about the letter, Tika recalls only that a hooded and cloaked stranger with a strange accent delivered it earlier that afternoon.

Roleplaving Encounter: R1. Goldmoon and Riverwind. **Roleplaying Encounter:** R2. The Inn of the Last Home.

After playing through these two encounters, the PCs may decide to leave town, or they may wish to purchase supplies or speak to Theros Ironfeld, Solace's blacksmith. In the latter case, run the following encounter.

Roleplaying Encounter: R3. Theros the Blacksmith.

leaving solace

About 30 minutes after the PCs travel out of Solace in any direction, (whether or not Goldmoon and Riverwind have joined the party), they encounter Fewmaster Toede and his detachment. Toede is seeking the Blue Crystal Staff, and will go to any means to get it.

Tactical Encounter: TE1. The Staff Revealed.

roleplaying encounters

If your group enjoys using drama rewards in your games, feel free to award experience points for significant roleplaying encounters as described on page 25 of Dungeon Master's Guide 2. To avoid exceeding the XP budget of this adventure, you may wish to consider limiting each roleplaying encounter's reward to a maximum of 15 minutes' worth of XP, even if the PCs spend longer than 15 minutes on the encounter.

introducing the heroes

Each of the PCs has a short introductory paragraph about their character that they may read in order to begin the narrative, give background information about their character, and complete the minor quest "Introduce the Heroes".

Tanis: I have wandered through forest and wilderness for five years: through the Qualinesti elf-lands west of the Kharolis Mountains, through the Forests of Kith-Kanan, and all the way to the sea. I also journeyed through hostile lands, and that is why I have grown this beard—to hide my half-elven heritage. I found no trace of true holy men-not even tales of them-in my travels. Still, the Gods of Light must exist: their signs are everywhere. The White Stag led me on good paths, the wheeling bird foretold war, and the thunderclouds warned me of danger. These are the handiwork of the goodly gods. But I found no cleric to the west.

Sturm: I saw the northern lands when I crossed the sea, escorting our friend Kitiara. Once past the seas we parted—she went east and I went west. Why she has not returned I do not know. I searched for a holy man, but I also sought my birthright. For you see, I know only that my mother fled the northlands when I was young. She carried all my dead father had left her: his sword and his ring. From them I know that he was once a Knight of Solamnia. So I journeyed to my ancestral land to take my father's place in that good and just order. To my sadness, I found that the Solamnic Knights had fallen into disfavor with the people there.

Caramon: The travels of me and my twin brother Raistlin took us over the Kharolis Range, though we moved to the southwest, beyond the realms of the elves. We faced many foes, Raist with his magic, and me with my sword. We searched for the fabled Towers of High Sorcery. Deep in the dark mists that always seem to cover that land, we found those towers that have long been hidden to men. They appeared out of the mists... I will say no more of it.

Raistlin: After parting with all of you and our half-sister Kitiara, my twin brother Caramon escorted me to the Tower of High Sorcery in the Forest of Wayreth. There I faced the spirits of long-dead sages and wizards in the Test set by the heads of the Order of High Sorcery. The Test wore heavily upon me; they... changed me. Now I see the world through these hourglass eyes, my skin has turned this golden hue, and my hair white. Much of my health has left me and I am plagued by a hacking cough. Yet now I have won the right to wear the Red Robes of Neutrality, and the magic within me might give us greater aid. As we departed the Tower of High Sorcery, I recalled the words of the head of my order: "Use your powers well," he said, "for the time is at hand when your strength must rebalance the world.

Flint: I have searched for unseen things these past five years and to avenge the wrongs done to my people. I have little to show for either. Years ago, the Kingdom of Thorbardin in the Southern Kalthax Mountains housed all the dwarves. We hill dwarves lived above ground and produced the food for the mountain dwarves in the kingdoms below. They gave us fine metalwork in return. But when the Cataclysm came and we rushed for the safety of the underground city of the mountain dwarves, they closed the gates, leaving us to the wrath of the gods. I searched for the Great Doors into the underground city, but the mountains had changed. Gully dwarves caught me, but I escaped, slaying many of the sorry creatures. Curses on the mountain dwarves and their cousins in the gully!

Tasslehoff: I've almost forgotten all the places I've been in five years. We kender love exploring and we love maps: I wanted to make a map for our travels, but you know how it goes—more traveling than mapping. To the north and west the world has changed more drastically than we thought. A sea lies to the north where solid plains once were, according to the ancient maps. Where Ergoth, the great ancient empire, once stood, now there's nothing more than islands.

Now I return to Solace and find it run down, ruled by some bunch of rootheads in Haven who call themselves the Seekers. They claim to be a theocracy in search of new gods. You figure that one out. The way I see it, things have gotten worse since they've been in

Goldmoon: I am a princess of the Que-Shu tribe. Riverwind is my guardian and my betrothed. We seek to discover the nature and use of this staff. Some months ago, Riverwind went to my father, the Chieftain, and asked for my hand. Father had another marriage in mind for me and demanded that Riverwind prove his worthiness by bringing back the magic of the Forsaken Lands. For months I had no word, no sign of him. Then Riverwind returned bearing this staff of blue crystal. My father's plan was spoiled, so he claimed the staff was not magical and ordered Riverwind stoned in the village. As the stones fell upon him, I ran to his side. At that moment, the staff blazed and we suddenly found ourselves on the plains west of the village. We search for proof that the staff holds powerful and good magic. Until we understand the purpose of the staff, we cannot return to our tribe.

Riverwind: I am a warrior of the Que-Shu tribe, grandson of Wanderer. I have loved Goldmoon for many turns of the sun. I remember little of what happened to me after I reached the Forsaken Lands. Everything rises as dark dreams: a black swamp, a deep well, a kind and shining lady, and death on black wings. How much of this happened and how much was madness I cannot say. Months later I somehow returned to our village, bleeding, crazed with fever and visions. I presented the staff, but the elders scorned it. Somehow the staff helped us escape in a flash of sunlight. Now we seek to understand its power.

kıtıara's letter

The letter is written in the Common tongue on a rolled piece of parchment in a scroll case of polished, dark wood.

Dearest Tanis,

I hope this letter finds you well.

I am sorry that I could not fulfill the oath we all swore five years ago and join you and the others tonight at the Inn; my duties with my new lord keep me busy.

My regrets and best wishes to the others, and my love to my half-brothers and to you, Tanis.

Yours,

Kitiara

P.S. A word to the wise... rumor has reached me that war stirs in the north. Solace will not be safe for long. Do not stay there. Leave town. Head west or south, and do not tarry.

the lands of abanasinia

The PCs will likely want to seek answers to the questions that have arisen. They are free to explore the lands of Abanasinia as they see fit. Use the information below to describe the map areas they visit and to run any appropriate encounters keyed to those locations. As the PCs explore, certain events keyed to time begin to occur (see the sidebar).

at. centaur reaches

This area of the Darken Wood is home to a tribe of centaurs. The centaurs normally turn away all comers, but have been instructed by the Forestmaster to leave the PCs in peace. The centaurs flee if the PCs attempt to approach them.

Perception Check

DC 19: You hear the soft and distant sound of unshod hooves treading the forest floor. The sound seems to come and go, and occasionally you catch a glimpse of a horse and rider through the undergrowth.

DC 22: A closer look at the fleeting figures reveals that they are not mounted horsemen, but rather one being, with the body of a horse and the upper body of a man: centaurs!

a2. CRYSTALMIR LAKE

Crystalmir Lake is deep, blue, and still. It is bordered on the east, south, and west by vallenwood forests and on the north by a patchwork of farmers' fields. The east shore of the lake, near the town of Solace, is dotted with small docks, some of which have skiffs and rowboats moored at them (see *Player's Handbook*, page 222).

as cursed lands of newsea

This area was inundated by a massive wave during the Cataclysm. It is a boggy swamp comprised of tangles of gnarly ironwood trees, open water, and marshy overgrown ground.

a4. dapken wood

The Darken Wood has a forbidding reputation as a place of evil. It is a confusing and overgrown, with few paths but many roundabout valleys and dead end defiles.

Skill Challenge: SC3. Navigate the Darken Wood (if the PCs are deliberately trying to reach the center of the wood).

as, direwood

This area is choked with ironclaw trees, growing closely together in thick, shadowed clumps. It is similar to the Cursed Lands of Newsea, but the terrain is drier and less marshy.

a6. dragonlands

This area is occupied by the Red Dragonarmy, commanded by the Highlord Verminaard.

As the PCs enter this region, read:

The flames from a thousand campfires glitter in the distance on the burned plains. Buzzards circle around the greasy plumes of black smoke that rise into the air as far as the eye can see. The terrain is covered by a blanket of tents and pavilions, and armed troops can be seen moving amongst them.

If the PCs insist on traveling deeper into the Dragonlands, improvise several encounters with draconians, hobgoblins, and Dragonarmy soldiers. The troops of the Dragonarmy know only that their campaign's goal is to conquer all the lands to the south until the fortress of Pax Tharkas is taken.

a7. dryad forests

This reach of the Darken Wood is a forest of ancient, towering oaks. It is home to a number of dryads and other fey creatures, but they are under the jurisdiction of the Forestmaster and are not hostile to the PCs. However, PCs may catch glimpses of lithe, fey figures or hear snippets of words spoken in sweet low whispers.

as. gateway

Gateway is a town similar in size and character to Solace, but its buildings are set on the ground, not on the trees.

Streetwise Check

DC 15: The citizens of Gateway have heard no rumor of war and scoff at any such stories. "Dragons in the night," they say dismissively.

a9. Gateway pass

The road from Solace to Gateway runs through a peaceful, forested canyon of the Sentinel Peaks.

a 10. GREAT CROSSROADS

Three roads converge here. In the centre of the intersection stands a stone pillar bearing signs indicating the directions to Que-Teh, Que-Kiri, and Que-Shu.

Perception Check

DC 8: The ground here is trampled as though many creatures marched past here, dragging or pushing something heavy.

timed events

These events occur at specific times during Chapter 1.

The First Night: On the first night after the PCs leave Solace, the constellations known as the Queen of Darkness and Platinum Dragon vanish from the sky (Perception DC 20), indicating that they have left their places in the Astral Dominions and come to world to do battle (Religion DC 15).

The Fourth Morning: On the fourth morning after the PCs leave Solace, all winds turn cold and begin to blow from the north.

The Fifth Day: On the fifth day after leaving Solace, dark thunderclouds gather and hover angrily in the northern, western, and southern skies.

The Fifth Night: Just after dusk on the fifth night after leaving Solace, the Dragonarmy begins its march, conquering all the land before them. They march south from the Dragonlands to Solace, then turn west, skirting the Darken Wood, and take Haven. Another detachment of troops moves south to Gateway and Que-Kiri. Generally the Dragonarmy conquers one region marked on the map every four hours. The general trend should push the PCs eastward toward Xak Tsaroth, if they are not already there.

Perception Check (Find Tracks)

DC 17: The tracks appear vaguely reptilian and head east along the road.

The tracks were made by draconians, who have learned that the *Blue Crystal Staff* was brought to Que-Shu. They headed to the village to destroy it and to find the *Staff*.

a 11. haven's vale

Haven's Vale is a wide valley of open farmland. The road from Solace runs through the center of the valley, and is currently swarming with refugees from thorps and farmlands to the north—lands already conquered by the Dragonarmy. Detachments of the Holy Guard of the Seekers ride up and down the ragged column of refugees.

knowledge of the darken wood

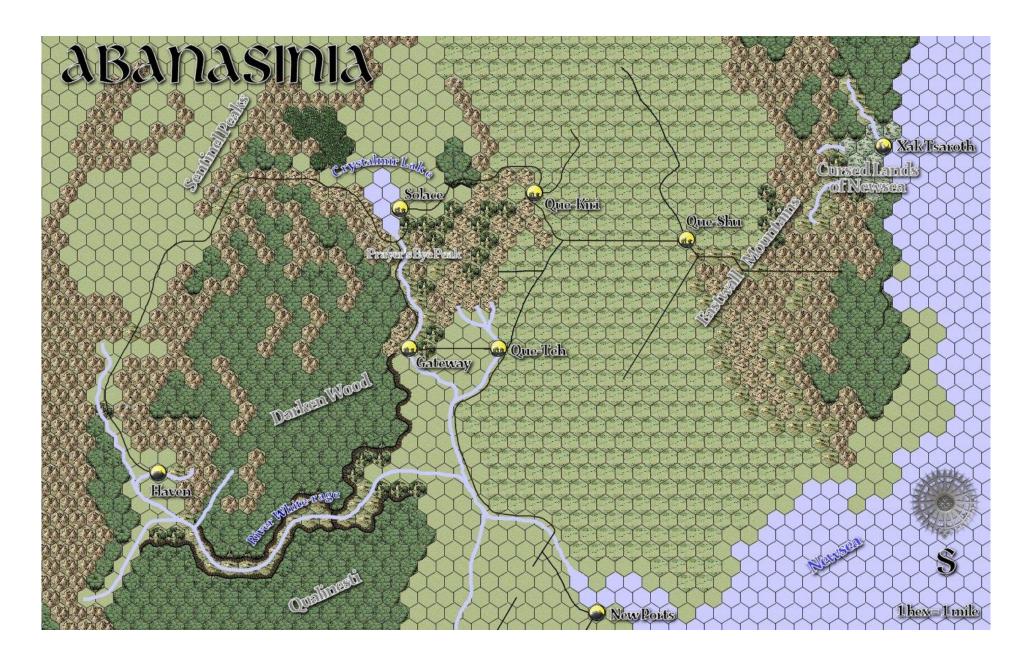
A character knows the following information about the Darken Wood with a successful skill check.

History DC 8: The Darken Wood has a fell reputation. It is said that none who go in come out alive.

History DC 10: It is said to be haunted by undead terrors and fey guardians that suffer no trespassers.

History DC 20: A being known as the Forestmaster is said to dwell within the forest.

History DC 25: The Forestmaster is a unicorn of great age and wisdom. He dwells within the center of the Darken Wood in a place called Unicorn Grove. The Forestmaster permits no evil in the Darken Wood; therefore the only evil that exists within the forest is that which is brought in by trespassers.





Streetwise Check

DC 10: *These refugees are from thorps and farmsteads to the north.* Their homes were destroyed and burned by any army of "demon men". **DC 13:** The refugees are attempting to reach the Lordcity of Haven. They think that the Council of Highseekers can guide them and lend them the protection of the New Gods.

DC 15: The Holy Guard of the Seekers is trying to keep order among the refugees but are becoming frustrated, feeling there is no escape from Haven except into the Darken Wood or into the elf-realm of Oualinesti.

DC 20: The elves of Qualinesti have closed their borders, while none who enter the Darken Wood live to tell the tale.

DC 25: The men of the Holy Guard are questioning people about a blue crystal staff.

a 12. jakanth vale

The woods deepen here, becoming mostly pine forests broken only by small game trails. All is silent and still.

a 13. KIRI VALLEV

The forest beside the path is dark and thick here. The trees are knobby and bent. A sense of unease hangs in the air.

History Check

DC 20: An evil wizard died here long ago. His name is forgotten, but his spirit is said to watch over this valley.

a 14. lordcity of haven

Haven is the largest town in Abanasinia. It is currently besieged by refugees streaming down from the north, all desperate for admittance into the city walls.

Streetwise Check

DC 10: *These refugees come from the northlands, where their farms* were destroyed by "demon armies." They seek the protection of the city walls and the favor of the New Gods of the Seekers.

DC 13: The refugees are close to panic, and the Holy Guard of the Seekers is struggling to maintain order.

DC 15: Some of the refugees have continued south in attempts to enter the elf-realm of Qualinesti, but returned to Haven, having been seen off by the arrows of the elves. There has even been talk of trying to enter the Darken Wood, but so far nobody dares to attempt this.

DC 25: Some of the refugees have seen the troops of this "demon army" and describe them as manlike creatures with the visages of dragons!

If the PCs mention to any of the Holy Guards that they have information about the Blue Crystal Staff or that they possess the Staff, they will immediately be ushered to the Councilhall of the Highseekers. The Holy Guard maintains a very strong presence around the Councilhall, especially in this volatile climate, and refuses admittance to anyone, unless they claim to have knowledge of the staff.

Roleplaying Encounter: RP4. The Councilhall of the Highseekers.

a 15. magic mountains

These mountains are cloaked in aspen forests and vales of tall grass.

a 16. nearfields

The farms and fields here support the livestock and grow the food that feeds Solace and the other villages to the south. The fields are still populated by farmers at work.

Streetwise Check

DC 13: *The farmers and ranchers in this area are nervous and jumpy.* People have been disappearing, and rumors of war and terrible demons sweep down from the north.

a 17. new haven road

The paved road runs through the vallenwood forests near Solace. Small streams pass through culverts under the road here and there. There is little traffic on the road.

a18. north desolation

The wide golden plains of Abanasinia turn to a charred ruin here. Everything is burned and hacked. Here and there, a small hut or cottage can be found, blackened, scorched, and hacked. There are no people here.

a 19. north seeker reaches

Green farmland fills a wide valley here. The valley has a central road leading south toward Haven. Cottages and homesteads dot the land here and there amongst the fields. Families can be seen pulling wagons and handcarts down the main road. In the distance, to the north, thin columns of smoke rise into the sky.

Streetwise Check

DC 13: The farmers of this area have seen the smoke from the next vale and assume that their valley will be attacked by the invading army next. They have therefore gathered their things and are making for the Lordcity of Haven.

a20. northfields

The golden farmland here is ripe for the harvest, but nobody remains in this land. All the farmsteads are empty and abandoned. The people have fled.

Perception Check

DC 8: The ground here is trampled as though many creatures marched past here, dragging or pushing something heavy.

Perception Check (Find Tracks)

DC 17: The tracks appear vaguely reptilian and head east, toward the distant plains of Abanasinia.

a21. oldroad Bridge

The Oldroad Bridge is a sturdy stone structure of great age spanning the White-rage River. The bridge is currently swarming with Dragonarmy troops (draconians, hobgoblins, and humans), whose ships recently captured the town of New Ports. The troops stationed at the bridge have strict orders to slay anyone attempting to cross the river from the north. If the PCs attempt to cross in view of the Dragonarmy troops, improvise a series of encounters that encourage the PCs to turn back.

haven

The Lordcity of Haven is built upon the ruins of an old elven settlement. To call it a "city" is somewhat generous; it is really more of a mid-size town, but it is economically powerful within the region of Abanasinia.

The elven ruins are visible here and there in the town's architecture: crumbled white marble structures, richly carved and inlaid with delicate golden filigree. The newer structures are of simple masonry, as is the low wall surrounding the town.

Population: 5,000, mostly human, but currently there are an additional 5,000 refugees from the north inside the city or trying desperately to get in. Among the residents, there is a significant dwarven minority, and a small contingent of resident elves. Kender are rare, as they are mistrusted here.

Government: The Highcouncil of Seekers rules Haven. The Seekers are a theocracy of self-proclaimed holy men who seek the New Gods (since the old ones turned away from the world after the Cataclysm). So far they have been unsuccessful in their attempts (not that it matters much to most of them). The Highcoucil of the Seekers is the governing body of this order. They hold court in the Councilhall of the Highseekers, a restored elven structure comprised of six slim towers built of white marble on a hill near the centre of Haven. There are eight Highseekers on the council, and their ninth member is the Master of the Highseekers,

Defense: The Holy Guard of the Seekers is a well-trained militia of professional soldiers. There are approximately 300 on duty at any given time, with another 300 in reserve.

Inns: The Haven Arms (serves ale almost as good as that at the Inn of the Last Home in Solace, and is known for its scrapple meal and apple slices stewed in port and cinnamon and then pressed into cakes); the Ivy (a good inn in an affluent district); the Masked Dragon (has a courtyard where minstrels perform nightly); the Seven Centaurs (a good inn). All inn rooms in the city are currently rented out.

Taverns: The Steel Tankard (a dive serving lousy ale and watered down dwarven spirits; the tavernkeeper is renting out space for people to sleep on the floor of the common room, since every inn in town is full), the High Hand (speakeasy where talk disparaging to the Seekers is tolerated), the Grinning Goat (a rowdy establishment), the Happee Ohgr (a smoky den favored by drunkards), the Draftgnome Alehouse.

Supplies: Blackrock Bakery, the Blind Chandler, the Fine Cobbler's Shop, the Grand Market (open air market), Haven Livestock Market, Haven Mageware Shop (residuum available to buy or sell; level 1 and 2 rituals available for purchase), Karn the Blacksmith, Sharl Weaving.

Temples: The Temple of the New Gods (usually empty but currently swarming with near-hysterical refugees).

A22. DRAVER'S EVE DEAK

Prayer's Eye Peak is a well-known landmark in this region. It is a high mountain, its peak already dusted with snow, that resembles two hands pressed together in prayer. The slopes of the mountain are thick forests resplendent in autumn foliage, and the narrow crack that spits the mountain is clearly visible from several miles away.

Perception Check

DC 24: A branch snaps to the side of your path. There, amidst the blazing colors of the autumn foliage, you spot it: the legendary White Stag. The magnificent creature seems to look at you calmly, its eyes hinting of deep wisdom. It turns, slowly walking towards the distant Prayer's Eye Peak. After a moment, it pauses, looking over its shoulder at you.

If the PCs attempt to follow the White Stag, it bounds off, crashing through the forest.

Skill Challenge: SC2. In Pursuit of the White Stag.

a23. qualmesti

The elf-realm of Qualinesti is guarded from the north by a steep granite cliff about 60 feet high (Athletics DC 15 to climb). At the top of the plateau, the silvery trunks of an aspen wood march into the south, growing thicker and thicker.

When the PCs have been here for an hour or more, they encounter a band of elves patrolling the borders of their land.

Roleplaying Encounter: RP5. The Elves of Qualinesti.

a24. que-kiri

Que-Kiri is a village home to about 600 Plainsmen. It is an unwalled settlement comprised of a number of roundhouses and longhouses roofed with turf. The tribal hunters are patrolling the area around the village heavily, and will not permit entry to anyone. They are highly suspicious and in a state of high alert and readiness.

Streetwise Check

DC 20: The braves of Que-Kiri are vigilantly patrolling their territory, on the lookout for any aggressors. They have seen the smoke of fires in the northern sky, but steadfastly believe in their ability to defend their home against any attacker.

a25. que-shu

Que-Shu was the village of Goldmoon and Riverwind. Since they left, it has been attacked and destroyed by the Dragonarmy, who traced the Blue Crystal Staff to the village.

knowledge of the white stag

A character knows the following information about the White Stag with a successful skill check.

History DC 10: The White Stag was supposedly encountered by the legendary knight Huma. In the story, it led Huma through unfamiliar territory until he had returned to a place of safety.

Nature DC 10: The White Stag is said to be no mere beast, but a magical spirit of the ominous Darken Wood.

Religion DC 10: The White Stag is said to be sacred to the True Gods of Light.

If the PCs attempt to avoid the village by skirting around it, read:

Sputtering plumes of greasy black smoke rise from the direction of Oue-Shu. The silhouettes of large birds can be seen wheeling in the sky over the distant village.

When the PCs approach the village, read:

Chill winds scatter the smoke from dying fires in the midst of the village. Buzzards wheel over the motionless village, descending slowly among the roundhouses. Everything else is still and quiet. They are gone. The huts and tents of Que-Shu lie abandoned.

Perception Check

DC 14: A strange, creaking sound comes from the center square of the village.

If the PCs move to the center of the village, read:

Buzzards and ravens, staring coldly into nothing, perch atop a gibbet thrown together in the center of the square. Two stout posts have been driven into the ground by unspeakable force, their bases nearly splintered by the impact. Ten feet above the ground, a crosspiece pole is lashed to the two upright posts. All the poles are charred and blistered. Three chains, the iron of each cold but apparently once melted, creak in the wind. Suspended from each chain by the feet is a corpse, blackened and seared by fire. Atop the dark structure, a sign, roughly scratched into a shield, has been stapled to the crosspiece with a broken sword blade.

Nearby a grisly pile of the burned bodies of the tribesmen still smokes. Pale grey ashes rain down over everything.

The corpses are those of goblins (Heal DC 15 to identify them as such). The inscription on the shield is written in Goblin, and reads: "Know ye, my servants, the fate of those who take prisoners against my will. Kill or be killed." It is signed, "Verminaard."

Goldmoon's player will likely wish to search for the remains of her father, the Chieftain. This is a simple but macabre task. His remains can be found within the pyre of bodies. Riverwind's relatives have all died in previous years.

a26. que-teh

Que-Teh is a village of Plainsmen that has been recently abandoned. The roundhouses are all empty and echoing. Half-eaten meals still sit on tables. Doors swing in the autumn breeze.

A27. RIVER White-RAGE

The rivers of the Haven Vale, the Darkwater River flowing from Darken Wood, and the clear waters of the Elfstream converge in this region to form the frothing, powerful River White-rage. The water crashes swiftly between the cliffs that its current has cut into the plain.

To the north, the Darkwater River pours gently from the deep shade of the Darken Wood. A path leads beside the Darkwater into the woods. To the south, the tall, straight aspens of the Qualinesti forests march into unseen distance.

The White-rage may be crossed easily enough at its two fords (see the map), but everywhere else, the turbulent, frothing water makes

crossing difficult (Athletics DC 15; the river is 18 squares wide at most points).

The steep granite cliffs on either side of the river are about 60 feet high (Athletics DC 15 to climb).

a28. sageway broken

An ancient stone highway once traversed the plains here. Now the line of the road is broken, with great overgrown patches and gaps.

a29. sageway east

The Sageway East is a lonely, ancient stone highway that is now broken and abandoned. It leads east from the village of Que-Shu into the canyons of the Forsaken Mountains. Grasses and weeds grow between the cracked and broken stones of the highway.

a30. sentinel gap

This is a narrow, windy pass through a granite canyon in the Sentinel Mountains. The road New Haven Road runs through the windy vale.

a31.shadow canyon

The New Haven road runs through a very narrow granite canyon in the Sentinel Mountains. The walls are so steep and narrow that the canyon floor is in shade for all but two or three hours a day.

a32. solace east woods

Huge vallenwood trees tower over dappled forest paths. Small game and other animal life is plentiful here, and the forest is alive with sound of birdcalls and the smell of fallen leaves of gold, red, and brown.

a33.southway

The Southway is an ancient stone highway, largely fallen into disuse and ill-repair. Its massive flags are cracked and broken in places, and the tall grasses of the plains grow between them. The highway and the lands around it south of the Oldroad Bridge are held by the vanguard of the Dragonarmy, whose ships captured the town of New Ports several days prior to the PCs' arrival here.

When the PCs enter this area, read:

The tall grasses of the windswept plains are trampled, flattened, churned into mud, and scarred with the ruts of many wagons. Many feet have passed this way, dragging heavy loads.

To the south, the smoke of many campfires drifts lazily into the sky, and great swaths of tents and pavilions can be seen. Armed figures can be seen moving here and there amongst the campfires.

If the PCs insist on traveling deeper into the occupied lands, improvise several encounters with draconians, hobgoblins, and Dragonarmy soldiers. The troops of the Dragonarmy know only that their campaign's goal is to hold the Oldroad Bridge and the lands to south of it until the southern fortress of Pax Tharkas can be secured.

a34. Spirit forest

The Darken Wood is eerie and dark in these reaches. The trees are huge, ancient, and press close together, their bark almost black. Great black squirrels stare at the PCs intently and show no sign of fear at their passage.

knowledge of draconians

None of the PCs has ever seen or heard of anything like the draconians before. If the PCs attempt to make a knowledge check to remember information about them, allow them to make an Arcana, History, Nature, or Religion check—but no result will be successful. The PCs have simply never encountered or heard about anything like these creatures before.

Strange whisperings can be seen amongst the trees from time to time, ghostly luminous wisps vaguely shaped like men and woman. Sometimes whispering voices can be heard over the rustling of the wind through the grayish-brown leaves.

a35. starnight canyon

Clouds race low over these shaded, forested canyons. Above, the peaks of the Sentinel Mountains are covered in alpine meadows.

Perception Check

DC 24: In the high meadows above the canyon, distant shapes can be seen moving. They appear to be a small herd of wild horses—until one of them leaps into the air, unfurling feathered wings! The other pegasi follow the first into flight passing overhead and disappearing into the southern sky.

a36. twin flat

This meadow affords one of the best views in the region. To the north stretch meadows and valleys leading to distant mountains; to the south lie the forested slopes of the Sentinel Peaks; and to the east lies the glimmering mirror of Crystalmir Lake, nestled amongst the golden and red leaves of the autumnal vallenwood forest.

The New Haven road runs through Twin Flat, and when the PCs come here, they will encounter a group of figures moving east along the road.

Tactical Encounter: TE2. Dragonmen!

knowledge of the cataclysm

Players know the following information with a successful skill check.

History DC 8: The Cataclysm struck the world many centuries ago plunged the world into the Age of Darkness.

History DC 10: Life has been difficult and harsh since the Cataclysm struck.

Religion DC 10: The gods were angered by the pride of mortals, and it was they who sent the Cataclysm. Then they turned away from the world, no longer answering prayers.

History DC 20: The world of Krynn has changed in the 351 years since the Cataclysm. Mountain ranges burst out of the ground while others were flattened. Seas were created in torrential floods while others dried up. Cities were shattered. The destruction was great.

a 37. twin peaks vale

The twin peaks, Tasin and Fasin, stand to either side of the Shadow Canyon overlooking the New Haven Road. In front of them, a lush mountain valley echoes with the sweet sound of the forest.

a38. UNICORN GROV€

Unicorn Grove is at the heart of the Darken Wood, and is the home of the Forest Master. a wise and ancient unicorn.

Roleplaying Encounter: RP6. The Forestmaster.

a 39. west que-shu plains

This area is a wide, flat prairie of tall golden grass. A chill, biting wind cuts across the flatlands. Carried on the winds from the east is the sharp smell of burning grass.

a40. Westplams

Grassland plains sprawl for miles east of the Sentinel Mountains. Their brown grasses bend in a fall wind turned suddenly cold.

a41. White-page cut

The White-rage cut is a narrow canyon where the River White-rage plunges over a cliff.

The steep granite cliffs on either side of the falls are about 60 feet high and slick with moisture (Athletics DC 20 to climb).

a42. xak tsaroth

Xak Tsaroth was once a mighty city. Its ruins now lie in the Cursed Lands of Newsea. When the PCs reach this area, proceed to Chapter 2.

chapter 2: lost city of the ancients

The ruined city of Xak Tsaroth is surrounded by a swamp which was created during the Cataclysm, when the formerly plentiful plains surrounding the city were inundated by a monstrous wave thrown up during the creation of the Newsea.

the swamp

Refer to the swamp map as the PCs explore the area. Unless otherwise noted in an encounter or area description, the information below pertains to all areas of the swamp (S1 to S7).

Illumination: As appropriate to the time of day. However, even in daytime all is in shadow thanks to the thick foliage overhead; the swamp is dimly-lit during the day. Each dimly-lit square is lightly obscured.

Marshy Ground: The ground is soaked and spongy, but it is normal terrain.

Open Water: These areas are open water, covered in patches of slick scum. The water is about 3 feet deep. It is difficult terrain for Medium creatures, but for Small creatures it is challenging terrain; they must swim (Athletics DC 10). The first time the PCs cross more than two hexes of open water, run **TE3 Still Water**.

Ironclaw Trees: The exposed roots of the ironclaw trees twist into the mud and swamp water. Large trees are blocking terrain. Small trees are difficult terrain that provides cover.

Hanging Moss: Vines, trees, and hanging moss limit vision. These squares are lightly obscured.

xak tsapoth

Before the Cataclysm, Xak Tsaroth was a powerful and wealthy city of merchants. When the Cataclysm struck, the city was partially shattered and hurled down a sheer cliff-face that was created as the land to the east was sheared away and the waters of the Newsea rushed in. As the land heaved and settled, a portion of the ruins of the city came to rest in a cavern deep below the earth. A colossal wave inundated the new coastline, and the land became boggy and overgrown. The newly-formed swamp swallowed what few remnants of Xak Tsaroth remained on the surface.

Eventually, gully dwarves discovered the cavern-city and, thinking it a great place to live, moved in. They constructed a crude lift to allow them to reach the lowest levels of the ruins, but they also know many secret ways and hidden passages through the city. Three clans of gully dwarves reside in Xak Tsaroth: the Slud, the Glup, and the ruling clan, the Bulp. The ruler of the Bulp clan is known as the Highbulp, Phudge the First (and so far the only).

In the days before the Cataclysm, there was a temple in Xak Tsaroth dedicated to Mishakal, patron of healers and one of the True Gods of Light. Her temple was one of the few buildings left intact after the Cataclysm. It also housed the Disks of Mishakal, a holy text describing the commands of the gods of light. If recovered, the Disks will restore knowledge of the True Gods to the world.

Unfortunately, Takhisis, the Queen of Darkness, knew of the location of the Disks, and when she amassed her armies, she sent agents to Xak Tsaroth to ensure that the Disks would remain guarded and undiscovered. The ruins now crawl with draconians under the command of black dragon Khisanth (known to the gully dwarves as Onyx). The draconians have enslaved the gully dwarves (insofar as gully dwarves can be enslaved), and Khisanth has secreted the Disks of Mishakal in her lair, where she maintains an unceasing vigilance.

knowledge of xak tsaroth

Players know the following information with a successful skill check.

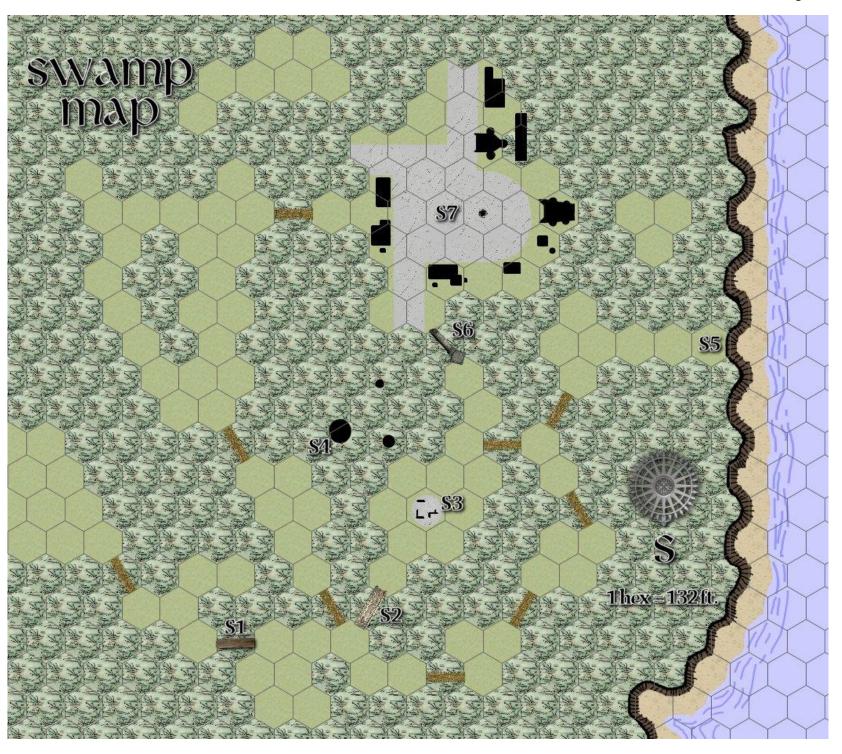
History DC 8: Xak Tsaroth is an old ruin.

History DC 10: It was a wealthy city before the Cataclysm.

History DC 15: During the Cataclysm, the city was destroyed and hurled down the side of a cliff when the Newsea was created.

History DC 20: Remnants of the city now lie in a vast cavern beneath the swamp in the Cursed Lands of the Newsea.

History DC 25: Several clans of gully dwarves claimed the ruins in the centuries after the Cataclysm and now make their home there.



Swamp Ruins: Here and there, ruined items jut from the underbrush: broken foundation stones, shattered urns, ancient carvings. The ruins are blocking terrain. They range from 5 to 30 feet tall and can be climbed with a DC 15 Athletics check.

Vine Bridges: In several places, the draconians have built bridges of vines to span the open water between pieces of boggy ground. The bridges are slick and unstable, and are difficult and challenging terrain. Crossing a bridge requires an Acrobatics check to balance on the slippery surface (Acrobatics DC 20). A character who fails this check falls prone. Those who fall off the bridge simply fall into the swamp below. The bridges are sturdy, but can be damaged if the PCs wish. They are Large objects with AC 4, Reflex 4, Fortitude 12, and 40 hit points. They have resist 5 fire. The length of the vine bridges is exaggerated on the swamp map; most are 50 to 75 feet long.

When the PCs enter the area, read:

The swamp is beginning to become thicker, choked with massive ironclaw trees draped in slick moss. The water is black and cloudy and the air, still and close.

s1. fallen ironclaw

When the PCs approach this area, read:

The soaked ground slopes into thick swamp water. Here, a giant ironclaw tree has fallen, spanning the waters to another section of ground. Thick green moss drapes the log.

A group of draconians has become aware of the PCs approach and has set up an ambush.

Tactical Encounter: TE4. Battle of the Fallen Ironclaw.

s2. Broken Bridge

Amid drooping vines and mosses, a bridge spans two sections of ground. Its ornate wooden latticework is broken in many places.

s3. temple of the Baaz

This area is the camp of the draconians assigned to swamp patrol duty. It also serves as a shrine to Takhisis and is run by a bozak wyrmcaller.

Perception

DC 12: Sounds can be heard filtering through the green light of the swamp. The eerie, lisping voices of draconians are impossible to mistake. It sounds like there is a camp of them nearby.

When the PCs approach the area, read:

Ruins of white stone walls break the jungle undergrowth. Small shattered towers rise through the cover of trees. Ferns and bushes sprout through a flagstone plaza surrounded by small shacks and leantos; a huge bonfire blazes at its far north side. Next to the fire is a large, ornate chest. Beyond the fire a huge black dragon stands, its wings outstretched!

Insight Check

DC 14: Something about the dragon isn't right.

Nature Check

DC 14: This is not a real dragon; after all, those creatures of myth and legend are nothing more than stories told to children. This is wicker effigy, crudely painted to resemble a living beast.

The PCs may attempt to avoid the camp, or they attempt to infiltrate it. The PCs may attempt to examine the wicker dragon more closely. It is an effigy used by the bozak wyrmcaller in leading worship services dedicated to Takhisis. During these rituals, one of the wyrmcaller's associates secretly climbs inside the holy effigy and uses a series of ropes and pulleys in the head to make the wings flap and the head and jaws move about. There is also a large brass speaking-cone in the mouth that amplifies the operator's voice. This act doesn't really fool the rest of the draconians, but they nonetheless have a certain superstitious, reverential fear of the effigy. They are pretty sure that the dragon isn't real, but if it were to "come to life" at a time when worship was not being conducted, it would be unusual enough to cause panic.

Perception Check

DC 25: There is a small concealed hatchway built into the back of the wicker dragon. A simple latch opens it.

The PCs have a variety of choices in this area. They may attempt to operate the wicker dragon, or they may be spotted and attacked by the draconians. They may even decide to attack the camp themselves.

Skill Challenge: SC4. The Idol Awakens. **Tactical Encounter:** TE5. Temple of the Baaz.

s4. tower of truth

Finely carved and polished stonework walls still glint beneath the undergrowth . A graceful tower, crumbling yet beautiful, rises from the waters of the swamp. Although the wooden floors and rafters have long since rotted away, a carved staircase circles up the interior of the tower to a stone floor at its top. PCs climbing the stairs are afforded a view of all the surrounding swamplands: a cluster of ruins (area S7) is visible through the foliage to the northeast.

ss. swamp falls

This area used to be a flat plain until the Cataclysm struck. The land to the east of Xak Tsaroth was sheared away, and sea waters poured forth in a torrential deluge. A colossal wave inundated these lands, turning them into the swamp that they are today. Now the swamp water drains into the sea over these high cliffs.

When the PCs enter this area, read:

The soggy swamp suddenly ends in a thousand foot cliff! Water from the swamp trickles down the stone bluff to a crashing seashore. The Newsea—for that is what this must be—spreads to the eastern horizon, covering what was once a fertile plain.

The cliff can be climbed, but it is slick and sheer (Athletics DC 25). There is nothing of interest on the beach, except a small cave from which issues a foaming geyser of cold water (this is the outflow from area FC4, described in Chapter 4).

the obelisk's message

If the PCs have a means of deciphering the runes on the obelisk, they read:

The Great City of Xak Tsaroth, whose beauty surrounds you, speaks to the good of its people and their generous deeds.

The gods reward us in the grace of our home.

s6. fallen obelisk

When the PCs enter this area, read:

A tremendous marble obelisk lies beside its broken pedestal base. Strange spidery runes cover its surface. The obelisk bridges two sections of soggy ground separated by a stretch of open swamp water.

The runes are in an ancient dialect unknown to the PCs, and cannot be deciphered unless they have some sort of magical means of reading it, such as a Comprehend Languages ritual.

s7. the plaza of death

This cluster of ruins is an area of the city of Xak Tsaroth that was mostly spared in the Cataclysm due to its proximity to the Temple of Mishakal. Nonetheless, the ravages of the intervening three-and-a-half centuries have not been kind to the structures.

When the PCs enter the area, read:

Emerging from the dense foliage of the swamp, a broad street of shattered, moss-covered cobblestones runs south and north among a cluster of ruined buildings. Further into the cluster of ruins, there appears to be an intersection of the street.

If the PCs approach the intersection, read:

Two streets of shattered cobbles intersect here, forming a wide plaza faced with several buildings. The fluted columns and relief carvings of the buildings sag wearily at the edges of the open space.

Beyond the courtyard are four tall free-standing columns; no trace remains of the building they once supported. In front of these pillars, in the center of the plaza, is the stone lip of a huge well surrounded by shattered pillars that once must have supported a stone portico. Foul-smelling vapors rise from the well.

To the north of the well, a single building stands mostly whole, although time and the weather have worn its outer walls. A broad flight of marble steps leads to its pillared façade. Large double doors of beaten gold gleam dully in the dim green light of the swamp.

Religion Check

DC 14: The building on the north side of the plaza looks as though it may have served as a temple in ages long past.

The well shaft is twenty feet in diameter and descends for 100 feet before breaking into open air where it pierces the cavern below, about 800 feet above area FC15 (see Chapter 4). It is possible to climb down the inside of well, but it is slick with slime and moss (Athletics DC 25). However, the well opens into mid-air in the ceiling of the cavern below, and there is no way to climb to the floor of the cavern from the well.

The intact building on the north side of the plaza is the Temple of Mishakal, goddess of healing.

If the PCs investigate the well, read:

Inside the well, you can see nothing but vast blackness. Rushing air, dead cold and dank-smelling, swells from below.

If the PCs approach the temple or the well, Khisanth, who has been alerted to the PCs' approach by the draconians, bursts from the well and attacks. This encounter does not take place if the PCs successfully completed **SC4 The Idol Awakens** and were not subsequently captured by the draconians.

Tactical Encounter: TE6. The Plaza of Death. If the PCs enter the temple, proceed to Chapter 3.

chapter 3: descent into darkness

Refer to the cavern map as the PCs explore the areas in this chapter.

the temple of mishakal

The Temple of Mishakal was left mostly untouched by the Cataclysm. It represents the last place in the adventure that the PCs will be able to take an extended rest without risking almost certain capture by the draconians. Unless otherwise noted in an encounter or area description, the information below pertains to all the areas within the temple (areas T1 to T6).

Illumination: The temple lies in darkness, for it has no windows. Each square of darkness is totally obscured. Leaving the doors to the outside open causes areas T1 and T2 to become dimly-lit (and therefore lightly obscured) if it is daytime.

Doors: The doors are of beaten and embossed bronze. They are counter-balanced and easy to open and close.

Walls: The walls of are white marble, covered in centuries of grime and muck.

Statue: Squares containing statues are difficult terrain that provides cover.

Ceilings: 60 feet high.

t1. temple entrance

Double doors of beaten gold close off each end of the corridor. A layer of grime and moss covers the shining metal. Blue oval archways rise 30 feet to form the ceiling. A second pair of stained golden doors stands shut at the other end of the hall.

t2. mishakal's form

This hall is the heart of the temple. The top of the domed ceiling is 45 feet overhead.

When the PCs enter this area, read:

The golden doors open onto a circular chamber. A tremendous dome rises high above the delicate tile floor. It seems as though time has stilled in this room. In the center stands a polished marble statue of singular grace and beauty: the delicate form of a woman, draped in flowing robes. Her hair cascades about her shoulders and neck, which is adorned by a detailed amulet. Her arms are held before her, crooked as though holding a slender, missing object. The look on her face is one of radiant hope tempered with sadness. A feeling of warmth and love abides in the room.

If a cleric brings the *Blue Crystal Staff* into this room, read:

The Blue Crystal Staff begins to shed a soft blue radiance. The marble statue begins to respond in kind. A soothing voice fills your mind: "Beloved disciple, the gods have not turned away from mortals. Mortals turned away from the True Gods and now seeks gods who do not exist. But the end of darkness nears.

"The world of Krynn is about to face its greatest test. Mortals will need the truth more than ever. You must return the truth and power of the True Gods of Light to the world. It is time to restore the balance.

"To gain the power, you shall need the truth of the gods. Far below this temple lie the Disks of Mishakal: circular plates of platinum that are all you need to call upon my power. You must recover these disks.

"But your way will not be easy. The Disks now lie in the lair of a dragon. Therefore I have given unto you this staff of blue crystal: if you present it boldly, never wavering, then you shall prevail."

If the PCs attempt to place the *Blue Crystal Staff* in the arms of the statue, read:

Once again, words form gently in your mind. "Not yet, my children. This staff is my gift to the world, and you shall have great need of it. In time, you may return it to me, but until then carry it, and present it boldly, never wavering.

The statue does not respond to any other PC actions. Allow the PCs to safely take an extended rest here if they wish.

t3. worship rooms

A greenish tinge covers marble benches throughout these rooms. Dust and grime covers every surface. It looks as though these rooms have not been used in centuries. The ceilings are 15 feet high.

t4. southern holy circle

When the PCs enter this area, read:

A high domed ceiling caps this circular room. Fungus creeps down all the walls, covering frescos faded beyond recognition. To the west huddle five squat, grubby, hairy figures wearing miner's helmets set with dripping candles. They claw at the wall with stubby fingers, scraping at the frescos there.

"Claw mates, claw!" pipes one of them. "We gots to get these here pictures off o' the walls! I hear tell that men used to keep pretty treasures behind walls like these. The Highbulp down below might be mighty happy if we brings a pretty to him!"

With a start, the creatures suddenly notice your presence, the figures turn with fearful looks on their dirt-smeared, bearded faces. The smell of unwashed bodies is overpowering. These creatures can be only one thing: gully dwarves.

Roleplaying Encounter: RP7. The Gully Dwarves.

ts. northern holy circle

A circular fresco, faded and damp with age, covers the walls this room. A domed ceiling vaults overhead. Mold creeps down the walls.

to. paths of the dead

A domed ceiling caps this circular room. Vines and mosses dangle from great cracks in the ceiling, which also admit light, making this room dimly lit during the daytime. Fungus covers the walls. In the center of the room stands an empty pedestal, the top of which cannot be seen from the floor. The pedestal can be climbed (Athletics DC 20). There is a rusty old dagger on top of it. On the west side of the room, just in front of the doors, a circular staircase, its flagstones slick with a green film, descends into darkness.

the mausoleum

This area was a mausoleum beneath the Temple of Mishakal in the days of Xak Tsaroth's glory. It was badly damaged in the Cataclysm. Unless otherwise noted in an encounter or area description, the information below pertains to all the areas within the mausoleum (areas M1 to M10).

Illumination: Darkness, except near the various holes in the floor. Each square of darkness is totally obscured.

Ceilings: 10 feet high.

Holes in the Floor: There are various holes in the floor throughout the mausoleum; the floor of the cavern lies 700 feet below. The holes allow some light from below to come up; the area within 3 squares of the holes is dimly lit. Each dimly-lit square is lightly obscured. Warm, billowing vapors also rise from the holes; the area within 1 square of the holes is heavily obscured.

Statue and Crypts: Each square containing a statue or crypt is difficult terrain that provides cover.

m1. hall of ancestors

Dim light shines up through large holes in the floor. A vast hall stretches to the east. The ceiling, heavily reinforced, stands solidly above, but below, the floor has fallen away in several places. Hot mists, carrying the odor of decay, rise through the holes in the floor. PCs looking down the holes can see only thick mist, smelling of decay.

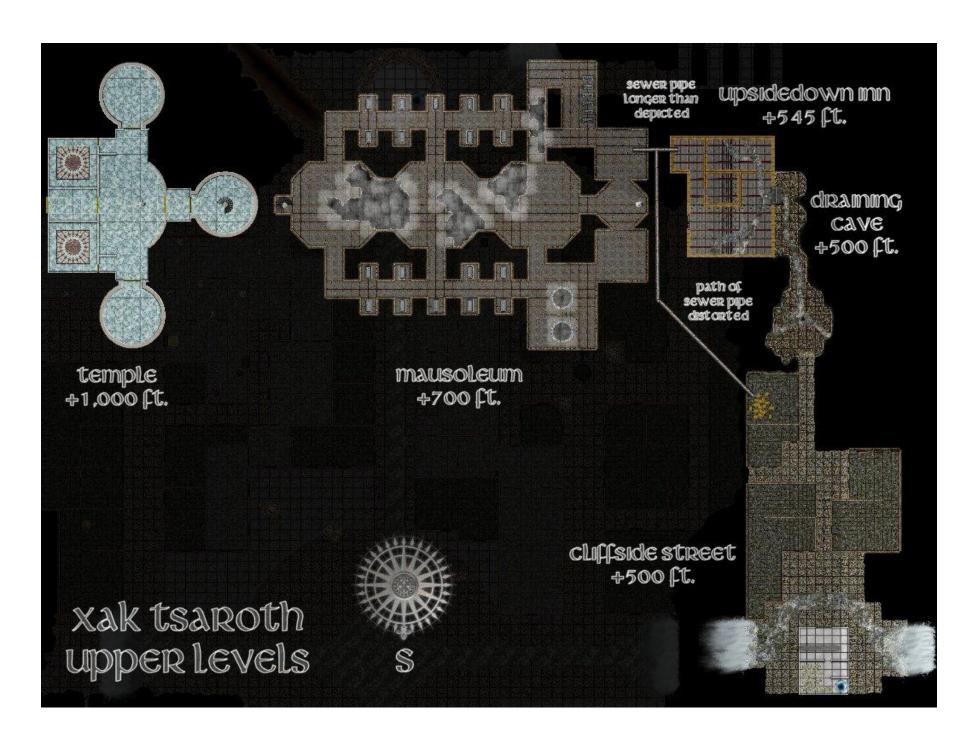
Hazard: The large holes in the floor open onto the cavern floor, 700 feet below. Some of the squares near the holes are weakened and may collapse if any weight is placed on them.

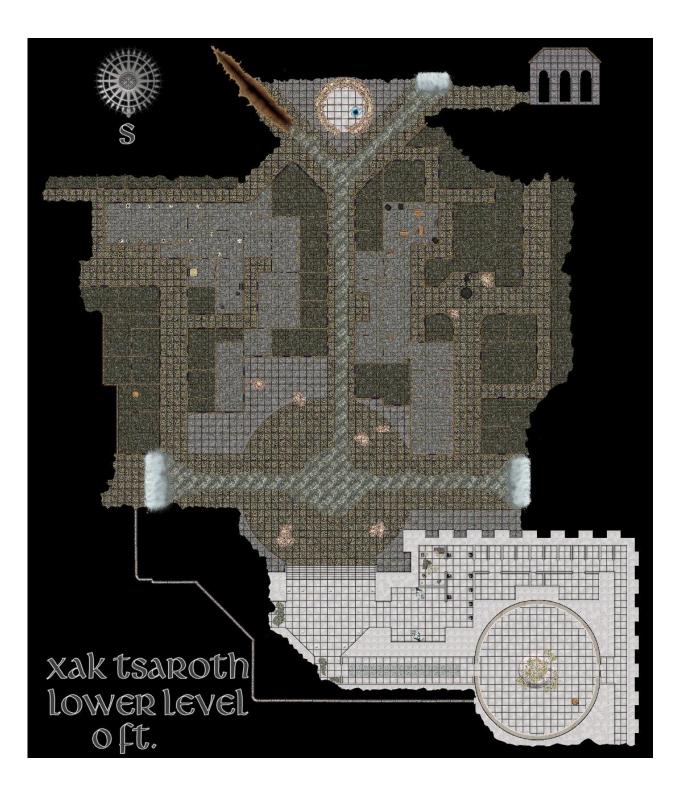
m2. southern crypts

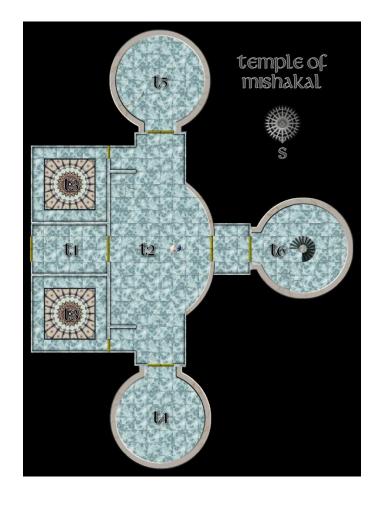
These were the sepulchers of important priests of Mishakal.

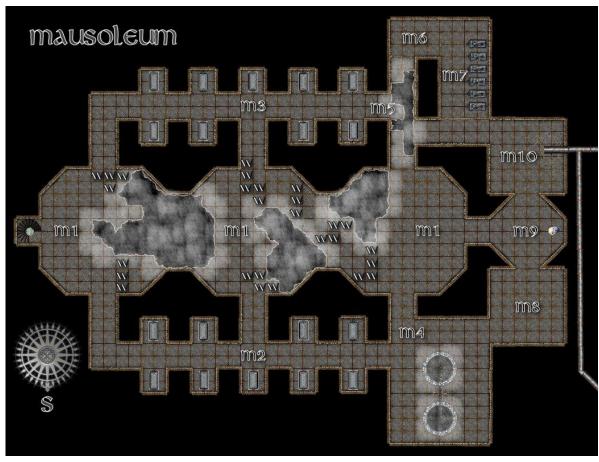
When the PCs enter the area, read:

Crypts line the hallway. Cloaked in foul mists, a group of squat forms, some carrying sputtering torches, file into a line, slouching and stooping. The lineup of gully dwarves slowly shuffles east through an archway at the end of the corridor.









Weakened Floor (W)

Level 10 Elite Lurker

A groan is your only warning before you drop through the floor to whatever lays

Hazard: A section of floor is weak. It gives out under any significant weight, collapsing into a room below.

Perception

◆ DC 18: The character notices the weak spot in the floor.

Dungeoneering

Requires a successful Perception check.

◆ DC 15: The character knows the floor can't hold weight.

Trigger

The hazard attacks when a creature enters a hazard square.

Attack

Opportunity Action

Melee

Target: The creature that triggered the hazard.

Attack: +13 vs. Reflex

Hit: Target falls forty feet, takes 4d10 damage, and is knocked prone.

Miss: Target returns to the last square it occupied and its move action ends immediately.

Effect: The floor falls away to a depth of 40 feet, widening the large holes in the floor. The hazard is no longer hidden.

Countermeasures

- ◆ Athletics or Thievery DC 18: Standard action. An adjacent character pushes the weakened floor down to the level below, triggering only the Effect section above.
- ◆ Athletics DC 10 (20 without a running start): Part of a move action. The character can jump over the affected square.

Every 15 minutes, one of the draconians in area M4 cracks a whip and half of the queued-up dwarves jog through the arch. Half an hour later, another group of gully dwarves arrives from the direction of M3 and take their place in line.

The gully dwarves, who are members of the Glup clan, ignore the PCs. If the PCs make noise or attempt to converse with the gully dwarves, they become agitated and hold their dirty fingers to their lips, whispering "Shhh!"

If the PCs can convince the gully dwarves to speak with them, they may reveal the workings of the lift in area M4.

m3. northern crypts

Row upon row of dark and musty crypts line either side of the hall.

m4 going down

When the gully dwarves first moved into Xak Tsaroth, they built a lift here to provide easier access to and from the lower floor of the cavern. The lift consists of two large cast-iron pots suspended by heavy chains over a gear mechanism operated by a lever. The pots each pass through one of two large holes in the floor.

Now that the draconians have taken over, they control the lift and use the gully dwarves as counterweights. The gully dwarves line up in area M2, and when the draconian goon stationed by the lift cracks his whip, the gully dwarves rush forward and jump into one of the pots—arms and legs sticking out and some dwarves clinging to the sides—causing it to descend. The other pot rises from the cavern floor, laden with supplies or fresh draconians for a shift change. It takes about two minutes for the lift to ascend. The gully dwarves return to the line up by scrambling up the variety of secret ways up the walls of the cavern, eventually climbing up the pipe in area M10, then jumping over the hole in the floor in M5 and making their way along the hall in area M3.

The draconians at the bottom of lift (area FC14; see Chapter 4) sound a large gong when they wish to ascend.

When the PCs enter the area, read:

Hot mist rises from two large holes in the floor, one to the north and one to the south. A tremendous black iron pot hanging from a large chain and laden with four dragonmen is ascending into view through the northern hole. The chain clatters around two large toothed wheels, crosses the ceiling, and drops through the center of the southern hole. A heavy-looking lever hangs from the gear mechanism. Three other dragonmen stand near the pot. Gully dwarves mill about in confusion as two of the dragonmen snarl curses and attempt to maintain order.

The draconians are distracted and take a -2 penalty to any Perception checks they may make. If the PCs are not attempting to be stealthy, the draconians spot them and attack.

Tactical Encounter: TE7. Going Down.

m5. floorless

Four archways provide access to this room, whose floor has collapses, leaving a gaping hole that plummets 700 feet down to the floor of the cavern. Mist billows from the gaping hole where the floor once was. Only about a square yard of floor remains in the northeast corner. A small box of rusty tin sits at the edge of this floor section.

Three corridors enter this room from the west, south, and east. Small patches of the shattered floor extend into the room from these corridors, allowing the PCs to attempt to jump from one corridor to another if they so desire.

Treasure: The tin box contains parcel D.

m6. watch room

The room has remained untouched for centuries. A green film blankets everything; corroded metal fittings lie where a banded table once stood. The fittings crumble at the touch.

m7. tomb of the priests

When the PCs enter this area, read:

Six stone coffins lie in this room. Thick fungus and slime cover everything in sight.

A hollow voice, as if from the bottom of a deep well, calls out, "Who enters the tomb of priests?"

A harmless spirit guards the tomb of the priests and may not leave until relieved of duty. He is tired of his eternal watch. If the PCs speak respectfully to this spirit, he tells them his purpose. If someone tells him that the party has come to relieve him, he is released from his vow and departs.

The spirit knows nothing about the current state of Xak Tsaroth. In his mind, everything is as he remembered it when he was alive. That was 351 years ago, immediately before the Cataclysm struck.

ms. south temple

The walls here are adorned with carvings of the goddess Mishakal. They are covered in a dank green muck. Clerical paraphernalia in varying decayed states is strewn about the room.

m9. temple of the dead

This room is octagonal in shape. The back wall bears a relief statue of the goddess Mishakal. The arms of the statue reach down as if to receive something. Exits lie to the north, south, and west. Unlike the statue in the temple above, this statue does not respond to the PCs in any way.

m10. north temple

When the PCs enter this area, read:

The ceiling has partially collapsed! A four-foot diameter sewer pipe constructed of fitted stone apparently fell through the roof, caving in the northeast corner of the room. Now, the jagged edge of the broken tunnel juts through the rubble-strewn floor. It looks as though a man could follow the tunnel downward into the dark quite some way, but there would be no room to swing a sword.

If Riverwind is present, he remembers being here before.

the sewer pipe

During the Cataclysm, one of the sewers of Xak Tsaroth became transfixed through this room of the mausoleum. Unless otherwise noted in an encounter or area description, the information below pertains to all the areas within the sewer pipe (areas SP1 to SP3).

Illumination: Darkness. Each square of darkness is totally obscured.

Sewer Pipe: Mosses and a slimy green film coat the walls of the four-foot diameter sewer pipe. PCs inside the pipe are considered to be squeezing. Though slick, the interior of the pipe is challenging terrain and can be climbed, up or down. A DC 8 Acrobatics check allows a PC to move his or her speed through the pipe. PCs who fail a check slide down to area 4A, taking 5d10 damage.

Sludge: The sewer is filled with reeking sludge. Although the gully dwarves use the sewer as a highway linking the cliffside street below to the mausoleum above, they also still use it for its original purpose. Any creature moving through the pipe is exposed to filth fever.

Filth Fever Spread by contaminated filth, this disease leaves its victims weakened. The target is cured. I Initial Effect: The target loses 1 healing surge. The larget takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses 1 healing surges and cannot regain hit points.



sp1. plumbing the pipes

A group of five gully dwarves of the Glup clan climb up the pipe, each carrying a fat, dripping tallow candle. They are headed to rejoin the queue in area M2. The gully dwarves are annoyed by the PCs blocking their way, but can be convinced to back down the sewer (Diplomacy DC 14 or Intimidate DC 8). They will also back down if given something that is in any way edible or "shiny". If the gully dwarves refuse to budge, it is the PCs who will need to back up the pipe.

sp2. sewer junction

The sewer pipe branches here. The branching pipe is obviously steeper than the main sewer pipe.

sp3. sewer branch

This branch of the sewer pipe is similar to the main stretch of pipe, but it is much steeper (Acrobatics DC 19 to climb). Falling PCs end up in area CS1 but take no damage due to the moldy sacks of flour there.

upside-down inn

This area was once a small inn. It was tumbled upside down during Xak Tsaroth's cataclysmic fall into the cavern. Unless otherwise noted in an encounter or area description, the information below pertains to all the areas within the inn (areas UI1 to UI5).

Illumination: Darkness. Each square of darkness is totally obscured.

Floors: The rafters that once supported the ceiling now comprise the floor. Each square of floor is difficult terrain.

Ceilings: 10 feet high, and covered with once-fine planks of dark polished wood, now warped by moisture.

Doors: The doors are missing from their frames, which are suspended 3 feet above the door. Crossing through a doorway costs 1 extra square of movement. Fighting through a doorway provides cover.

UII. CELLAR ABOVE

This was the larder of the upside-down inn. A sewer pipe breaks through the ceiling ten feet above the floor (see "The Sewer Pipe"). Ceiling rafters span the floor, and the doors hang three feet above the rafters.

u12. tipped hallway

What once was polished plank flooring covers the ceiling.

ui3. ceiling cooks

This was the kitchen of the upside-down inn. Rusted pots and pans, shattered crockery, and other cooking utensils are scattered about the ceiling beams, which now grace the floor. The wreckage of a large wooden table lies shattered in the center of the room.

ui4. Bottoms down

This was the common room of the upside-down inn.

When the PCs enter the area, read:

Broken tables and chairs sprawl about the room. Swamp water seeps through the rubble-filled windows and collects in pools between the ceiling beams below. A huge fireplace against the far eastern wall receives the overflow, which drains down the chimney. Thin music and hollow laughter float through the hall. Overhead, translucent spirits

float upside down as if sitting at tables. They can be heard as if from a great distance, laughing and joking.

The spirits do not notice the PCs or anything they do.

Water trickles down the chimney, making it slightly slippery, but there are plenty of rough, loose bricks to provide ample purchase (Athletics DC 20 to climb; Medium and larger characters can brace themselves against both sides for a +5 bonus to their checks). The chimney descends 30 feet and then ends abruptly 15 feet over area DC1.

uis. sleeping inn

This was a large guest room shared by patrons of the upside down inn. Rotted cots lie in a jumble all about the room. Water seeps in through the shuttered windows, collecting in pools on the floor. The overflow drains through the southern door.

cliffside street

This is a portion of one of Xak Tsaroth's street that became caught on a precipice on the side of the cavern wall. The entire area is 500 feet above the cavern floor. Unless otherwise noted in an encounter or area description, the information below pertains to all the areas of the cliffside street (areas CS1 to CS6).

Illumination: The streets of this area are open to the cavern, and shafts of light fall from cracks in the roof of the cavern. The area is dimly-lit. Each dimly-lit square is lightly obscured.

Street: The streets are paved with cracked cobblestones. They are normal terrain.

Buildings: The buildings are in various states of disrepair. They are made of limestone and overgrown with moss and lichen. The buildings are blocking terrain and can be entered with a move action. Climbing a building requires a DC 15 Athletics check. The roofs are 20 feet high.

Doors: The doors are unlocked and mostly rotten. Fighting through a doorway provides cover.

Windows: All of the buildings have gaping, empty windows facing the streets. Fighting through a window provides cover.

Sounds: The roar of falling water can be heard coming from area CS6.

CS1. BAKERY

This building once housed a bakery. A sewer tube of fitted stone breaks through the ceiling about 10 feet above the floor, leading to area SP3. Water trickles from the pipe onto the floor and streams out the door to the east. On the floor directly beneath of the slanting sewer pipe sit 20 large rotting sacks of moldy, mildewy flour. These break the fall of anyone falling down the tube from area SP3.

cs2. side street

This side street is enclosed overhead by rubble and leaning buildings.

When the PCs enter this area, read:

The buildings that once lined this street have toppled against one another, forming a rough arch of marble slabs over the cobblestone street. The place is still but tense, like the nave of a haunted cathedral. Doors and broken shop windows yawn into the street as though the buildings had exploded from inside.

cs3. sage front

This building once housed a small library. Books line massive shelves along the north wall of the room, their spines stained with green fungus. The rich, musty smell of rotting paper fills the room.

If the PCs have some way of deciphering the ancient script, only some of the books still have legible titles: *Huma and the Lance of Dragons, Tales of the Greystone Wars, Chronicle of Kith-Kanan, The Gods of Krynn*, and *Iconochronos Vol. II*. The books crumble to dust at the slightest touch.

CS4. SAGE'S COURT

When the PCs enter this area, read:

The floor is strewn with rotten books. A once-finely upholstered chair, now little more than a pile of decay, stands near a cold fireplace. Floating just above the chair, as though sitting in it, is the translucent form of a man in robes, reading a translucent book. Apparently sensing your presence, the spirit looks up from his book and speaks: "Welcome, living ones. I am the sage Ossamis. It is my vow to answer one last question before I may embrace eternal rest."

The PCs may indeed ask Ossamis one single question before he disappears, fading slowly from sight. He will answer only the first question if the PCs attempt to pose a compound question.

the wisdom of ossamis

Ossamis knows the following information and can relate it in response the question posed by the PCs, as appropriate.

Where are the Disks of Mishakal?

"The Disks you seek have been claimed by the black dragon that now occupies these ruins. She keeps them well-guarded in her lair, the old palace at the bottom of the cavern."

Is there a secret or unguarded way into the lair of the dragon?

"There may well be, but if there is, it is not a secret known to me. Seek for knowledge of it among the masters of the hidden paths—the Aghar."

How do we defeat the dragon?

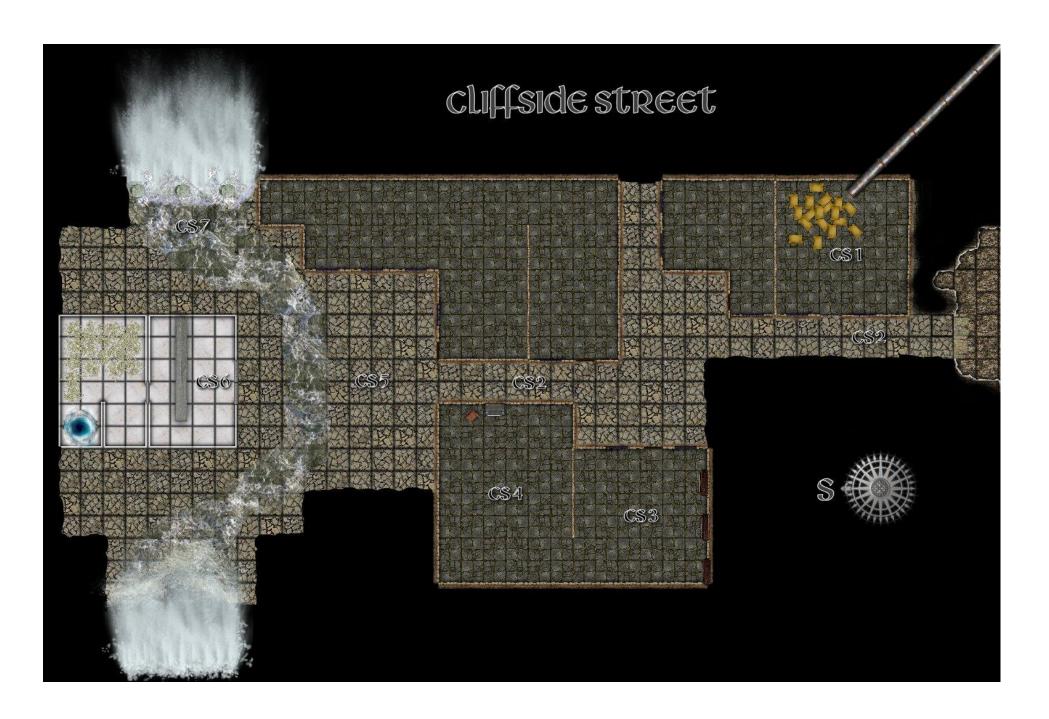
"The True Gods walk with you once more. One of you bears a weapon that will prove the downfall of the dragon."

What are these draconians?

"These creatures are unknown to me. Where they have come from I do not know, but I sense some treachery at work."

Why did the True Gods leave?

"The True Gods did not leave; they were always here. But mortals had not the faith to remember them."



When the PCs enter this area, read:

The street emerges from an arch formed by leaning buildings into a plaza. The vast cavern that is now the tomb of the city of Xak Tsaroth soars above. Water roars down the east wall of the cavern, forming a swift and widening river that flows through the plaza and down the street to the west, from where the sound of crashing, falling water can be heard. Water from the side street to the north flows into this larger river. Across the plaza, blackened steel doors stand in the face of a solid, square building.

The stream flows down from the cavern wall to the east in a massive waterfall then drains west through the plaza. The stream is fast-flowing but fairly shallow. It is hindering terrain, requiring a DC 20 Acrobatics check to cross at a character's speed. Characters who fail their check may choose to end their movement and fall prone in the square they attempted to enter or they may choose to end their movement and be pushed 3 squares downstream from the square they attempted to enter.

cs6. treasury

This building was once the treasury of Xak Tsaroth.

When the PCs enter this area, read:

A long counter of chipped, dusty marble bisects the room from east to west. Just behind the counter floats a long faced, ghostly figure. He speaks as you enter: "So you've finally arrived, Kathal! Well, you're the last to pay the tax!" The figure consults a pile of decay on the counter that apparently once was a ledger. "Let me see... you're over three centuries late on your payment. Are you familiar with the term 'compound interest?'"

The ghostly tax collector, a poltergeist, demands the PCs pay Kathal's taxes: 57,369 Tsarothian clay culli. If the PCs pay this sum, the spirit vanishes, released from undeath. If the PCs cannot or will not pay, the spirit cries, "The penalty for tax evasion is death!" and his allies materialize to attack the PCs.

Tactical Encounter: TE8. The Taxman Cometh.

The area beyond the treasury is the vault. The steel door to the vault has been ripped open and swings on its hinges. Inside the vault, 1,200,000 Tsarothian clay culli spill from rotten sacks and cover the floor. Two skeletons clutching rusted spades lay on the floor.

The southernmost of the two alcoves inside the vault is a teleporter that transports creatures and unattended objects (such as shoveled coins) to the westernmost alcove in area FC3. The northernmost of the two alcoves is where those teleporting from area FC3 arrive.

cs7. VIEW from the falls This area is open to the cavern.

When the PCs enter this area, read:

The street ends in a vast precipice here, opening onto a massive cavern. Overhead, mist thickens beneath the soaring ceiling. Several dim shafts of light filter through the misty air into the vast underground area. The floor is distantly visible through the dim mists, five hundred feet below. Water flowing down the street from the east rushes around several broken column, and plunges from steps overhanging the precipice. Thick green vines grow around the rushing waterfall, seeming to descend all the way to the floor of the cavern.

Five hundred feet below this precipice, ruins litter the dim floor of the cavern. The ancient city of Xak Tsaroth is in many states of decay: some buildings are almost intact; many are nothing but rubble. Several waterfalls pour into the cavern, splashing down the rocky walls, and many of the streets below are rivers, all of which flow into a single abyss in a cracked street to the north. About one hundred feet to the north, a huge chain extends from the mists overhead down into a small courtyard on the cavern floor below.

It is 500 ft, to the cavern floor. The vines are slick, but can be climbed (Athletics DC 15). In fact, several gully dwarves can be seen climbing up the vines if the PCs descend or wait for several minutes by the precipice. Climbing down the vines deposits the PCs in area FC16.

draining cave

This limestone cave has formed naturally thanks to all the water flowing down from the swamp above. Unless otherwise noted in an encounter or area description, the information below pertains to all the areas within the draining cave (areas DC1 to DC2).

Illumination: Darkness. Each square of darkness is totally

Floors: The floors are rough, uneven, and slippery with water. They are difficult terrain.

Ceiling: The ceiling is dotted with small stalactites. It ranges in height from 5 feet to 20 feet.

dc1. north cave

The fragments of the chimney from area UI4 hang down 5 feet from the cavern ceiling. Water trickles from the chimney and from fissures in the surrounding cave walls. The cave floor is 15 feet below the chimney opening, and slants sharply to the southwest.

dc2. drain

The steepening floor of the limestone cave suddenly narrows into a 3foot wide vertical drain. Water, flowing from all the fissures in the cave walls, trickles into the drain shaft.

The shaft is slick (Athletics DC 20), but a character can grain a +5 bonus to their checks by using both sides of the drain as a brace. Small and Medium creatures are considered to be squeezing while in this area. Large and bigger creatures cannot enter it, even by squeezing.

chapter 4: lair of the dragon

By the time the PCs reach the city ruins at the bottom of the cavern, Khisanth has ordered the majority of her draconians to the upper levels of the ruins to search them. If the PCs disabled the lift, however, the draconians' search is delayed for about two hours while they organize their gully dwarf slaves. This means that if the PCs interrupt the operation of the lift (by killing the draconians operating it in area M4) and then immediately use it to descend to the cavern floor at area FC14, there will still be large numbers of draconians roaming about the ruins. On the other hand, if the PCs descend by other means, the draconians

have time to restore the lift to operational status if it was disabled. The draconians only use the lift to reach the upper levels, rather than any of the more secret routes, so PCs descending into the cavern by other means will not encounter them.

Once the draconians have begun their search of the upper levels, the PCs will find that they can move about most of the fallen city without disturbance. Only a small contingent of Khisanth's personal guard have remained in the city, near her lair.

If the PCs reach the fallen city before the search for them has begun, there are groups of draconians posted all around the ruins. The PCs can attempt Stealth checks to avoid them as they move about. If the PCs are spotted by the draconians, improvise an appropriate encounter. The draconians attempt to capture the PCs and bring them Khisanth's lair.

Refer to the cavern map as the PCs explore this area.

the fallen city

The majority of the ruins of Xak Tsaroth lie shattered on the floor of the cavern. By the time the PCs reach the floor of the cavern, most of the draconians have cleared out, ordered by Khisanth to search the upper reaches of the ruins for the PCs. Unless otherwise noted in an encounter or area description, the information below pertains to all the areas within the fallen city (areas FC1 to FC41).

Illumination: The streets of this area are open to the cavern, and shafts of light fall from cracks in the roof of the cavern. The area is dimly-lit. Each dimly-lit square is lightly obscured.

Street: The streets are paved with cracked cobblestones. They are normal terrain.

Buildings: The buildings are in various states of disrepair. They are made of limestone and marble, and are overgrown with moss and lichen. The buildings are blocking terrain and can be entered with a move action. Climbing a building requires a DC 15 Athletics check. The roofs are 20 feet high.

Doors: The doors are unlocked and mostly rotten. Fighting through a doorway provides cover.

Windows: All of the buildings have gaping, empty windows facing the streets. Fighting through a window provides cover.

Sounds: The sound of falling, rushing water can be heard throughout the cavern as a background din. Because the continual noise muffles other sounds, creatures outside of buildings in the fallen city gain a +2 bonus to any Stealth checks they attempt to make.

fc1. windows below

The drain leading down from area DC2 widens into a larger cave here. Water sprays and trickles from the drain above. The walls are slick but rough, with many handholds, and it is relatively easy to climb up into area DC2 (Athletics DC 20).

The floor of the cave is made of solid masonry stonework rather than the rough natural limestone of the cave walls. Indeed, the water falls through what appears to be three narrow, 30-foot-tall windows laid into the stone floor. The windowpanes are gone, but the ironwork of the frames remains.

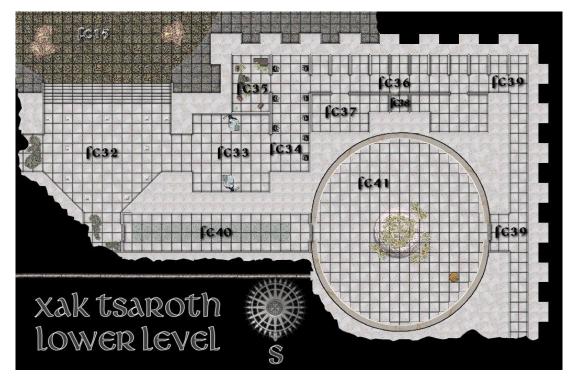
Curtains woven of corroded metal rings, like chainmail armor, fall from the northern end of the windows (what had been the windows' tops before the building capsized) down to the floor of the room below. These can support the weight of any PCs trying to climb them, and are not difficult to climb (Athletics DC 10).

Each of the three windows has these drapes, but those from the westernmost window have been pulled over to an arched opening









halfway down the west wall in the room below, where they have been fastened by placing large, heavy rocks on them. Because of the angle at which the curtain is pulled, it is somewhat more difficult to climb on this curtain (Athletics DC 15).

fc2. dance on the wall

This large hall was hurled onto its side during the Cataclysm: its beamed ceiling now forming the north wall, and its southern wall a great, tiled floor. Now the ceiling and floor of the room are windowed. Water pours into the room from the upper windows and out through the broken lower ones, which are choked with rubble. Mosses and fungus cover the hall. The floor is strewn with shattered and rotten furniture. From the north end of the overhead windows, curtains made of some corroded, woven metal rings, like chainmail armor, hang limply toward the wall below, reaching the floor of the hall. They are easy to climb (Athletics DC 10) and can support the weight of any PCs who attempt to climb them. Each of the three upper windows has these drapes, but those from the westernmost window have been pulled over to an arched opening halfway up the west wall, where they have been fastened. This opening, fifteen feet up the west wall, was once the door to the hall and leads to a dark corridor. The walls are slick, but relatively easy to climb (Athletics DC 15).

fc3. treasure tower

A broken foundation circles the area where a tremendous tower once stood. To one side, the fallen tower lies on its side, its top buried in the cavern wall to the north. Inside the hollow cylinder of the tower is only darkness.

This was once a part of the treasury of Xak Tsaroth. The easternmost of the two alcoves inside the tower is a teleporter that transports creatures and unattended objects (such as shoveled coins) to the northernmost alcove in area CS5. The westernmost of the two alcoves is where those teleporting from area CS5 arrive.

fc4. north mall

Two great streets of Xak Tsaroth converge here.

When the PCs enter this area, read:

The catastrophe that struck this city has marred once-beautiful buildings. Moss-covered rubble hides the carefully laid cobblestones of the street. Rushing through the rubble and cobblestones, a cold river flows from a broad street to the south before turning northwest. There the street ends abruptly in a chasm near the cavern wall. The river spills into the crevasse, and mist billows from the hole. The sound of falling water crashes from somewhere below.

The chasm is where most of the water that flows into Xak Tsaroth escapes from. The inflow of water forms a turbulent maelstrom as the chasm gradually narrows along its 300-foot descent. Eventually, the shaft joins a small cave at the base of the cliff on the shores of the Newsea, the water rushing out in a foaming plume at area S5.

fcs. palace guardhall

This building was the barracks of the Palace Guard in Xak Tsaroth's heyday. The building is constructed of sturdy grey stone and has survived admirably through the centuries.

When the PCs enter this area, read:

Shattered buildings bow darkly above the street. Mosses and fungus cling to the ruins, as if trying to drag the walls down. To the east one building seems to have held up most admirably. Words in an ancient script are graven above its bronze double doors.

If the PCs have some means of deciphering the ancient script, they read: "Guardians of Justice".

fc6. palace guardhall—entrance

On the wall opposite the doors is a tiled map of Xak Tsaroth, but it is now covered in sludge. The slime and debris of the floor is heavily disturbed here by the passage of the draconians that use the guard hall as their barracks.

Perception Check

DC 10: The muck and debris of the floor is heavily disturbed here, as though many creatures have frequently and recently walked through this corridor.

Insight Check

DC 20: The coating of slime and filth on the wall across from the doors seems to be obscuring some sort of mosaic—in fact, it appears to be a city map!

If the PCs take the time to clean off the mosaic, they can attempt to locate their current position on the map. However, they will need some means of deciphering the ancient script used in order to learn the names of nearby landmarks.

Dungeoneering Check (script not deciphered)

DC 19: You believe you have found your current location on the map. You are standing in one of the larger buildings of the city. To the north, at a Y-shaped intersection of three broad streets, stood a large circular tower. To the west of the building you are in is another large building with many wings, and to the south is the largest building yet, perhaps a noble residence or university. Further south of that building, several structures line a wide courtyard containing a well.

Dungeoneering Check (script deciphered)

DC 19: You believe you have found your current location on the map. You are standing in the Palace Guard Hall. To the north, at a Y-shaped intersection of three broad streets, stood the Treasury Tower. To the west of the guard hall lay the many-winged City Guildhouse, and to the south of the guard hall the Palace of Xak Tsaroth stood on the Great Plaza, a wide circular courtyard. To the south of the palace, the Temple of Mishakal stood with several other buildings lining another wide plaza containing a well in the center, this one labeled the Plaza of Life.

fc7. palace guardhall-north cell

Dark stains streak the walls of this room. Sodden wooden doors open to the east and south.

fcs. palace guardhall-north armory

This room was used as an armory. Ancient bronze weapons, heavily corroded, dangle from broken racks on all the walls. A low ceiling,

heavy with moisture, strains on sagging beams. Some newer weapons of steel and iron are hung from the racks as well. The newer weapons are mostly longswords, short swords, and maces. There are also bundles of arrows and pouches of sling bullets.

fc9. palace guardhall-assembly

The Palace Guard of Xak Tsaroth used to muster for drills and duty in this chamber.

When the PCs enter this area, read:

This room is dimly-lit, but the echo of your footsteps suggests that it is large. From deep in the darkness comes a shrill hiccoughing sound. The smell of stale booze and urine hangs heavy in the air.

One of the draconians, too drunk to join the others in their search of the upper levels has remained here, off duty.

Roleplaying Encounter: RP8. The Drunken Draconian.

fc10. palace guardhall—south cell

Dark stains streak the walls of this square room. A green, slimy substance coats its ceiling.

fc11. palace guardhall—south armory

Bronze weapons, corroded and useless, hang askew from broken wall racks

fc12. palace guardhall—Barracks

This area is used to house the draconian troops of Xak Tsaroth. Mosses drape the darkened corridor. Inky alcoves branch from both sides of the hall. A putrid smell hangs in the air. Cots, pallets, and filthy, stained blankets are strewn about the area.

fc13. palace guardhall-mess hall

The draconians stationed in Xak Tsaroth take their meals here. Smoky torches light the room. Broken tables lie scattered about, and a fireplace, cold with disuse, is built into the east wall. Three unbroken tables stand upright in the center of the room, littered with chipped crockery, half-eaten, moldering food, and spilled booze. Three large kegs stand about the edges of the room, dripping watery ale into puddles on the dirty floor.

fc14. the court of reception

This courtyard is where the lift from the mausoleum above (area M4) deposits its passengers.

When the PCs enter this area, read:

A thin shaft of light overhead dimly outlines a dismal courtyard. Broken cobblestone streets run east, west and south from the courtyard; ruined walls sag threateningly toward the streets. Against the northern wall of the courtyard, a ten-foot high wicker dragon stands, bearing a large round gong suspended from its neck. A robed figure stands next to the statue. A huge black metal pot sits in the center of the courtyard. A chain rises from the pot and disappears into the mists above.

There may also be four additional draconians here if the PCs did not already fight them in area M4. The robed figure is the bozak wyrmcaller who controls the operation of the lift by sounding the gong attached to the wicker dragon. When a group of draconians wishes to ascend in the lift, the bozak sounds the gong, alerting the draconians stationed above in area M4 to order several gully dwarves into the descending lift. The draconians in the Court of Reception may then ride up to the mausoleum level in the ascending lift.

Tactical Encounter: TE9. The Court of Reception.

fc15, the great plaza

This was the main plaza of Xak Tsaroth, stretching before the ruins of the city's magnificent palace.

When the PCs enter this area, read:

Three broad streets converge here in a vast plaza paved in marble. A single column of light pierces the mists overhead and illuminates the plaza. Rushing streams of water from the east and west streets flow into a large pool of water in the center of the plaza, which in turn empties into a swiftly flowing river channeled down the north street. The roar of waterfalls fades into the distance.

The moss-covered ruins on the north side of the plaza seem to sag in despair, but one large building, constructed exquisitely of marble, stands on the south side of the plaza. Broad steps lead up to its noble. arched façade, carved with intricate details depicting deific figures. Beyond the columns supporting the arches, a hall recedes back into darkness.

If the PCs have not succeeded at SC5 The Aid of the Highbulp, and they did use the lift to descend to the fallen city, read:

A low, throaty noise rumbles from the entrance of one of the palatial building on the south side of the plaza. Several draconians appear from the darkness beyond the arches, accompanied by a huge black creature, arching like a cobra: the dragon, a creature of myth, brought terrifyingly to life.

The plaza stills. It seems as though the very light and air flee from the creature's frightful presence. The dragon speaks in a low, hissing language to the dragonmen, then slithers back into the darkness beneath the arches.

One of the dragonmen shouts to the others, and they begin to march down the stairs into the plaza. A sizable group of dragonmen remains behind, watching the plaza from the steps of the palace.

Khisanth has ordered the draconians to search the upper levels for the PCs. PCs who used a means other than the lift to reach the fallen city will not witness this scene. If the PCs have a means of understanding Draconic, they cannot make out the dragon's whispers, but do hear the draconian's shout: "Begin the search, draconians! Move all the troops to the upper levels! If these spies escape, Khisanth will eat me for breakfast, but not before I eat you lot!"

The draconians march through the Great Plaza, turning down the eastern street and heading toward area FC14 to use the lift to ascend to the mausoleum level. A detachment of draconians, Khisanth's personal guard, remains upon the steps of the palace watching over the plaza, but after several moments, their vigilance eases and they become quite relaxed.

If the PCs have not succeeded at SC5 The Aid of the Highbulp, and did not use the lift to descend to the fallen city, read:

Many dragonmen stand about the steps of the palace. They appear to be a guard detail, but they do not seem particularly vigilant, some hissing to each other in their own language, others playing at dice and talis cards or polishing their weapons.

If the PCs reached the fallen city by means other than the lift, the plaza is quiet and empty, except for Khisanth's personal guard on the steps of the palace.

Tactical Encounter: TE10. The Great Plaza.

If the PCs approach this area and the Highbulp successfully created a diversion (see SC5 The Aid of the Highbulp), regardless of how they descended to the fallen city, read:

The plaza lies in silence. No draconians guard the steps to the palace, just as the Highbulp promised.

The gully dwarves were able to enrage and distract the draconians, luring them on a fruitless chase through the ruins. The PCs do not have a tactical encounter here.

fc16. East falls

The waterfall descending from area CS6 crashes to the street here, battering the rubble and hurling mists into the air before rushing in a stream down the street to the west.

Vines grow up the side of the cavern next to the waterfall. The vines are slick, but can be climbed (Athletics DC 15). In fact, several gully dwarves can be seen climbing up the vines overhead. Climbing up the vines allows the PCs to reach area CS6.

fc17. West falls

A waterfall crashes down the side of the cavern here, pooling in the street and forming a rushing torrent that flows to the east.

Perception Check

DC 24: Shapes are vaguely visible behind the rushing wall of falling water and the cloud of white spray. It appears that the street continues for some distance behind the falls.

fc18. guldhall

This building was once the Guildhall of Xak Tsaroth. Now the gully dwarves of the Bulp Clan have claimed it as the "palace" of their King, Highbulp Phudge I. The other two clans resident in Xak Tsaroth, the Sluds and the Glups, are permitted to reside here as well, making it an altogether dirty, smelly, and crowded place.

When the PCs enter this area, read:

The narrow alley, framed by crumbling walls, winds through the vine covered ruins and ends suddenly in the façade of a weathered building. A stout door of warped ironwood is intact, and the stone above it is engraved with ancient words. Those words have been crossed out with streaks of charcoal, and a message written over them in crude lettering. If the PCs have some means of reading the ancient inscription, it reads "The Guildhouse of Xak Tsaroth". The crude lettering is written in Dwarven and reads: "Paliss off the Hibulp—NO TRUSTPASS".

fc19. guildhall—scum entrance

The room is damp and chill. An old and terrible quiet rules the place, as though stunned by the past—by something unspeakable that happened here once.

It is immediately obvious to the PCs that this area sees heavy usage. The smell of unwashed bodies is heavy in the air, and numerous small footprints trail across the muck of the floor. Small, grubby hand marks line the walls, intermingled with crude graffiti.

fc20. guildhall—slud clan room

This room is used as a residence by the gully dwarves of the Slud clan. Brown and drying mold covers every wall, and an unpleasant stench arises from beneath the lumpy woven mats piled about the floor.

When the PCs enter, there are about 15 gully dwarves here, some sleeping, some eating, and some just scratching themselves impolitely. The gully dwarves appear surprised but not alarmed to see the PCs, and if the PCs attempt to communicate with them, use RP7 The Gully **Dwarves** to improvise a suitable conversation. If the PCs ask where to find the Highbulp, the gully dwarves point to the northwest.

fc21. guldhall—glup clan room

This room is used as a residence by the gully dwarves of the Glup clan. Pallets and dirty blankets are strewn about the room, intermingled with half-eaten food and other assorted garbage. Fungus stains and water streak the walls. Torchlight flickers into the room through four vertical slits in the north wall, each 2 inches wide and 4 inches tall. The slits provide a view into the "welcome room", area FC22.

When the PCs enter this area, there are about 15 gully dwarves here, some sleeping, some eating, and some just scratching themselves impolitely. The gully dwarves appear surprised but not alarmed to see the PCs, and if the PCs attempt to communicate with them, use **RP7 The Gully Dwarves** to improvise a suitable conversation. If the PCs ask where to find the Highbulp, the gully dwarves point to the northwest.

fc22. guldhall—welcome room

This room is supposed to be a trap to catch unwary intruders into the Highbulp's Palace. A stained rug covers the floor. Torches sputter and smoke in sconces mounted on the east wall. Darker than the smoke are four slits in each the south and west walls. These slits are only 2 inches wide, but they are 4 feet tall. Loud snoring can be heard emanating through both sets of slits. The slits provide views of areas FC21 and FC23

A trio of crack gully dwarf guards are asleep in area FC23, and therefore take a -5 penalty to their Perception checks against the PCs. If they awaken, the PCs hear a lot of clattering around through the slits. See area FC23 for the guards' reaction to the PCs.

fc23. guldhall—guard post

This room is equipped with four vertical slits in the east wall, each 2 inches wide and 4 feet tall. The slits provide a view of area FC22. The room houses the guards meant to be secretly observing the "welcome room" (area FC22) and ready to fire arrows through the slits. Gully dwarves being what they area, the guards are usually asleep.

When the PCs enter this area, read:

Their backs to the slits in the eastern wall of the room, three gully dwarves lean against each other, asleep. The huge round nose of the largest bobs up and down with every rolling snore. His arms are folded across his chest; his notched short sword rests on the floor well out of his reach. He leans against the second dwarf, whose ears curl in cycle with his loud snoring. The feet of the third, small dwarf stick out from beneath his friends, wearing two huge boots, their soles tattered. A pile of three crude bows and a bundle of arrows rest nearby.

Because they are asleep, the gully dwarves take a -5 penalty to their Perception checks. Should they become alert to the PCs, they awaken with a start, yelping and cursing while tripping over each other and rattling about trying to organize themselves and their gear.

"Invaders, mates!" cries one of the guards. "Go tell the Highbulp!" One of the gully dwarves scurries off to warn the Highbulp in area FC29 that an army has invaded the Guildhall, while the other two guards promptly surrender and plead for mercy. Use RP7 The Gully **Dwarves** to improvise a suitable conversation for any interactions the PCs make with the guards. If asked, the guards will show the PCs to the Highbulp's court (area FC29). They will act as though they have captured the PCs.

fc24. Guldhall—Bulb clan Room

This room is used as a residence by the gully dwarves of the Bulp clan. Filthy mats and pallets are strewn about the floor along with other refuse. About twenty gully dwarves also lie about the room in various states of wakefulness (and undress). The smell is overpowering. The gully dwarves appear surprised but not alarmed to see the PCs, and if the PCs attempt to communicate with them, use RP7 The Gully **Dwarves** to improvise a suitable conversation. If the PCs ask where to find the Highbulp, the gully dwarves point to the southwest.

Perception Check

DC 20: Over the murmuring and snoring of the gully dwarves packed into the room, you can make out muffled shouting and thumping noises emanating from the eastern wall.

DC 25: You have noticed a crude secret door in the east wall of the room! It seems to have been built to resemble the masonry of the wall, and is further concealed by the filth and grime that seems to cover every surface in these ruins.

DC 30: A small latch built into the masonry at the bottom of the secret door causes it to swing outward.

If the PCs can't find the latch that opens the secret door, it can also be opened with a DC 20 Thievery check.

The gully dwarves recently took advantage of the draconians' absence in the fallen city to sneak into the palace guard hall across the street and kidnap one of the draconians left behind there. The draconian was blindingly drunk, so this did not prove difficult. Once they had the draconian, the gully dwarves realized they weren't entirely sure what to do with it, so they trussed it up and threw it in their secret treasury (area FC25).

If the PCs ask the gully dwarves what the muffled noises coming through the walls are, the gully dwarves laugh, open the secret door, and proudly display their enraged prisoner. If the PCs open the secret door themselves, the gully dwarves cluster around, watching with interest to see what the PCs do.

fc25. guildhall-secret treasury

This room is only accessible by means of the secret door in area FC24. The gully dwarves use it as a secret vault for their "treasures", and they have also secreted a captive draconian here.

When the PCs enter this area, read:

Dim light filters through the secret door, falling across the trussed up form of a dragonman! Its hands and feet are bound tightly and its wings secured to its body, and a filthy rag is stuffed in is dragon-like maw. It stares at you with hate blazing in its eyes. The gully dwarves cluster behind you, watching with great curiosity.

This draconian was carousing with its colleague in area FC9 and was consequently too drunk to assist with the search of the upper levels. It was then kidnapped by the gully dwarves and thrown in this secret

Roleplaying Encounter: RP9: Prisoner of the Aghar.

fc26. Guildhall—waiting place

This room is an antechamber to the throne room of the Highbulp. The Highbulp likes to have supplicants wait here for a good, long time, with the idea that the supposedly luxurious surroundings will impress them.

When the PCs enter this area, read:

The streaked walls of the room are swathed in tapestries and decorations almost too gaudy to be believed. The worn and threadbare tapestries hang everywhere, some upside down or sideways, some overlapping each other.

Ancient marble statues litter the perimeter of the room. Once undoubtedly objects of great beauty, the gully dwarves apparently thought that crudely painting the smooth white marble to realistically depict human skin and hair would enhance their appearance. Unfortunately the statues are nude, and the paint jobs, while crude, are embarrassingly accurate, anatomically speaking. The faces of the statues (male and female alike) resemble aged tarts, with wide crimson smears over their mouths and cheeks and gaudy colors adorning their

Fraying cloth of gold drapes between the statues and is strewn about the floor. It is the gully dwarf idea of a richly appointed antechamber.

fc27. guldhall-messy mess

This is the gully dwarves' kitchen. The three clans prepare all their meals here, but only rarely clean up after themselves. A gully dwarf meal typically consists of throwing everything dead (or almost dead) they could find into a big stew pot and boiling it over a fire. Needless to say, the stench in this room is overpowering.

When the PCs enter this area, read:

Warm light spills from a fire crackling in a large hearth. A huge stained pot hangs over the fire, containing a cheerfully bubbling and vile-smelling stew-like substance. Lukewarm, stinking glop flies about the room. Bowls shatter against the walls, knives clatter on the floor. Gully dwarves are apparently settling a wild argument about dinner.

There are eight gully dwarf cooks here. They are far to embroiled in their own conflict to pay any attention to the PCs.

fc28. Guildhall—highbulp's quarters

As the ruler of the Aghar clans of Xak Tsaroth, the Highbulp is entitled to his own hideously decorated personal quarters. A huge bed with carved, rotting posts at each corner sags in the middle of the room. Tattered hats, some of which sport shredded or soiled feathers, hang on racks lining the west wall. Cloaks, robes, and other articles of loud clothing (including some ladies' dresses) lay piled about.

Perception Check

DC 25: There is a small concealed panel just visible behind the layers of cloth-of-gold covering the walls.

The panel contains an exceptionally crude map showing the location of the secret entrance at area FC31 leading to the dragon's lair at FC41. The map is indecipherable, consisting of only a squiggly line, but there are several notes written in crude Dwarven next to the line at key points. The first reads, "Paliss of Hibulp," the next, "Go behind waterfall, get bath at same time!" then "Lift up trapdore, climb thru sewer, maybe find dinner?" and finally, at the end point of the squiggly line, "Dragon's lair, big treasure, much goods. Old dragon don't miss if great Hibulp take his share!"

fc29. court of the aghar

This is the throne room of the Highbulp Phudge I, ruler of the Aghar clans of Xak Tsaroth. Regardless of whether he has been warned about the presence of the PCs, the Highbulp will be rather startled to see

When the PCs enter this area, read:

Several sputtering braziers shed light and warmth in this room. Heavy, frayed cloth-of-gold adorns the walls of this astonishingly-decorated hall. Statues line the walls, graphically painted as in the antechamber, alternating with torn paintings hung on the walls. The gully dwarves seem to have "improved" these paintings by adding crude figures to the scenes depicted with red paint. Stained and moth-eaten carpets of every color and description form a patchwork across the floor, leading to the west end of the room, where a huge throne sits, the gold leafing peeling badly from its carved frame. A shriveled, bearded figure, nodding beneath a tarnished crown three sizes too big for him, sits on the throne, wearing rumpled garments that might be either king's robes or a lady's dress. Four armed gully dwarves, their heads rattling inside their helmets, stand beside their king.

The king starts when he sees you, casting a slack-jawed look at his guards, who also look surprised and simply shrug. Seeming to gather his wits, the king speaks: "I be Highbulp Phudge I, King of this great kingdom! Kneel in me majestic presence, you lot!"

Whether the PCs kneel or not, read:

The Highbulp continues, "Right, what're you lot here for? Kill all the scaly men? Get rid of big ol' dragon?" The king looks hopeful for a moment. "Maybe come to pay me tribute?"

The Highbulp is willing to parlay with the PCs, and may even be willing to aid them if he thinks he will benefit in some way.

Skill Challenge: SC5. The Aid of the Highbulp.

fc30. delvers welcome

This shattered building is concealed behind the waterfall of area FC17. Water seeps down the walls in the room, pools, and then spills under the south door. A long stone counter bisects the room from east to west. Behind the counter stands another doorway.

fc31. the secret way

This room contains a secret entrance that can be used to reach Khisanth's lair in area FC41. Khisanth and the draconians do not know about it, but the gully dwarves do.

When the PCs enter this area, read:

Rivulets of water trickle down the walls of this shattered room, pooling on the floor.

Insight Check

DC 19: Although a great deal of water is flooding the room, the water is only a few inches deep on the floor.

If the PCs search the floor, they easily find what feels like a 4-foot diameter iron trapdoor on the floor with a large pull-ring in its center. Lifting the trapdoor requires a DC 19 Strength check. When the trapdoor is open, the water pooled in the room drains into it, revealing a masonry sewer-pipe below the floor. The pipe is half-filled with (relatively clean) water and runs north to south. To the north, the pipe is blocked with rubble, but to the south it is clear.

PCs following the pipe are led to a similar trapdoor that opens into the Court of Balance (area FC41), which also requires a Strength check to open, but is easier due to the lack of water above it (DC 14).

fc32. pillars of the palace

This is the entrance to the once-grand palace of Xak Tsaroth.

When the PCs enter this area, read:

Broad steps lead from the great plaza to a pillared courtyard. All cracked, some shattered, the pillars support a sagging stone roof. In places, the cavern wall has broken the stonework and forms much of the courtyard. A large archway leads into a huge dark room to the east. At the back of the courtyard, also on the east wall, a set of stained steel doors stand closed.

fc33. palace—honored dead

Tremendous, 40-foot tall statues of ancient kings stand along the north and south walls of this hall. Their deeply carved features are masked in shadows, but they seem to watch intruders.

fc34. palace-first hall

Soiled walls rise to an arched ceiling. Mosses and an off-white fungus line the hall. Ancient life-sizes statues of noble-looking men and woman stand throughout the hall.

fc35. palace-treasury

Huge chests, their wood rotted and split, spill their contents into the room: 30,000 Tsarothian clay culli—completely worthless. Large desks of warped wood stand about the room, some hurled onto their sides, and the vaults lining the walls have all been smashed open and now contain nothing more than dust and grime.

fc36. palace-bozak quarters

Cells branch north from a long hall that runs east to west. The hall is

fc37. palace-captain's quarters

This chamber is the quarters of the captain of Khisanth's personal guard. The room is quite spare, but is clean, and contains only a pallet of blankets and a pack tossed in one corner. The pack contains a map showing the exact layout of the palace (areas FC32 to FC41), including the trap in area FC40.

fc38. palace-prisoner cell

Whatever function this room once had is now lost to time. More recently, iron manacles have been driven into the marble walls, but the cell is empty.

fc39. palace-long hall

Water seeps down the arching walls of this marble hall. A cold, musty smell rides the air.

fc40. palace-hall of sound

A high ceiling arches above this wide hall. Mosaic patters cover the floor with meaningless design. The steel double doors at the east end of the hall are engraved with an image of a balanced set of scales. The doors are protected with a glyph of warding.

If the trap is triggered, Khisanth will be ready when the PCs enter the Court of Balance.

fc41. palace—court of Balance

In the days of Xak Tsaroth's glory, this place was a judicial court blessed by Shinare, the neutral goddess of mercantile trade and fair

A 4-foot diameter iron trapdoor on the floor opens into the sewer pipe leading to area FC31. The trapdoor has a large pull-ring in its center, and can be opened with a DC 14 Strength check.

Depending on the PCs actions in the fallen city, Khisanth may or may not be prepared for them.

Tactical Encounter: TE11. The Court of Balance.

Glyph of Warding

Level 7 Warder

A hidden glyph around the door suddenly glows and explodes as you try to open

Trap: A magical glyph wards the doors to area FC41, ready to explode with arcane fury when the trap is triggered.

Perception

◆ DC 28: The character notices the glyph.

◆ DC 24: The character spots the glyph and provides a +2 bonus to Thievery checks made to disable it.

When a creature tries to open the guarded portal or pass through it, the glyph explodes.

Immediate Reaction

Close burst 3

Target: All creatures in burst Attack: +10 vs. Reflex

Hit: 4d6 + 4 thunder damage and dazed (save ends)

◆ An adjacent character can disable the glyph with a DC 28 Thievery check.

epilogue

Depending on events in the fallen city, the PCs may return to the Temple of Mishakal in triumph or in defeat.

knowledge of the true gods

If the PCs recovered the Disks of Mishakal and return with them to area T2. they have succeeded in their **major quest**.

If the PCs have the Disks, and used the *Blue Crystal Staff* to destroy Khisanth and the wielder of the Staff died, read:

The beautiful statue of the goddess towers above you in the hall. In her once-empty hands rests a perfect likeness of the Blue Crystal Staff, carved in stone. At the statue's feet a lone figure stirs, adorned with a medallion of gleaming platinum engraved with the sign of infinity, and clutching a quarterstaff like the Blue Crystal Staff in shape and form except that it is carved of sturdy vallenwood.

The wielder of the *Staff*, who died to defeat the dragon, is alive and unharmed. If the PC is a member of a divine class, he or she has been granted full use of all class powers by Mishakal, who is now their patron deity. If the PC who died is not a member of a divine class, they feel mental urging to give the holy symbol to a PC who is.

If the PCs have the Disks, and used the *Blue Crystal Staff* to destroy Khisanth and the wielder of the Staff did not die, read:

The beautiful statue of the goddess towers above you in the hall. In her once-empty hands rests a perfect likeness of the Blue Crystal Staff. carved in stone. Around the goddess's neck is a medallion engraved with the sign of infinity, once a part of the statue but now a real medallion of gleaming platinum. At the statue's feet lies a quarterstaff, like the Blue Crystal Staff in shape and form except that it is carved of sturdy vallenwood.

The statue urges any PCs belonging to a divine class to take the medallion. Upon doing so, that PC takes on Mishakal as their patron deity and gains full use of their class's powers.

The medallion and the quarterstaff make up treasure parcel G.

If the PCs have the Disks, read:

The voice of the goddess once again speaks gently in your mind: "You have done well, beloved sons and daughters. With these Disks, knowledge of the True Gods will be returned to the world. Read the words inscribed upon them, for they tell of the Gods of Light: Solinari the God's Eye; Branchala the Bard King; Habbakuk the Fisher King; Kiri-Jolith, the Sword of Justice; Majere, the Mantis of the Rose; myself, Mishakal the Healer; and the greatest of all, Paladine, the Platinum Dragon.

"With this knowledge and faith in your hearts, hope at last is restored and the despair of this age lifted."

If the PCs do not have the Disks, and the cavern of Xak Tsaroth collapsed, read:

The beautiful statue of the goddess towers above you in the hall. Her outstretched hands are empty, pleading, and her face is etched with sadness. The resounding silence echoes louder than the shriek of any dragon. It is the silence of despair, the silence of the True Gods of Light, never to return to this world.

If Xak Tsaroth was destroyed, but the PCs failed to retrieve the Disks, knowledge of the True Gods of Light is lost forever. The Blue Crystal Staff (if it was not destroyed in the battle with Khisanth) no longer functions. The forces of darkness easily conquer the rest of Ansalon, plunging the world of Krynn into slavery and darkness. The PCs have failed, and the adventure is over.

fires in the west

If the PCs were successful in their **major quest**, they will have an easy time traveling out of the swamp surrounding Xak Tsaroth. If you plan to continue the adventure by playing "Dragons of Flame", continue with this section.

When the PCs reach the Plains of Abanasinia, read:

The day ends as you and your fellow heroes trudge back over the Forsaken Mountains. In silence, you each recall the final words spoken by the goddess as you departed her temple:

"Though one of your number is now my devoted disciple, your work is not yet done. Seek out one who will become a true prophet of the people and who will preach the word of the Gods of Light. Give the Disks unto this prophet, and faith, so long a cold ember in the hearts of mortals, will be rekindled and spread like wildfire. Go forth with the blessing of Mishakal!"

Dark clouds flicker with lightning in the west, interrupting your reverie. The plains below stretch to the west. Lifting your gaze from the distant horizon, you realize that it is not only clouds that darken the western sky: even viewed from this distance, the billowing darkness far across the plains is clearly something else. Thick pillars of black smoke climb into the autumn sky, rising from the forests of Solace.

Rp1. goldmoon and riverwind

Roleplaying Encounter Encounter Level 7

running this encounter

If Goldmoon and/or Riverwind are being run by players, let them know that now is a good time to approach the other PCs. They have overheard the PCs speaking of their search for the True Gods and wish to share their **minor quest**, "Appeal to the Speakers". They note that the PCs look capable and hope they would be willing to escort them to the Lordcity of Haven, where the PCs questions may also be answered. Advise the players of Goldmoon and Riverwind not to reveal that they possess the *Blue Crystal Staff* at this point; they wish to keep the staff a secret for now.

If Goldmoon and Riverwind are NPCs, run the encounter as described above.

Assuming the PCs agree, Goldmoon and Riverwind join the party. If the PCs refuse, they will encounter Goldmoon and Riverwind again later.

Rp2. the Inn of the last home

Roleplaying Encounter Encounter Level 7

running this encounter

The PCs may wish to speak with the other patrons of the Inn to gather information. The company in the inn's common room speak in low, hushed voices, and seem nervous and reluctant to speak to the PCs. Important NPCs present include Tika Waylan, the barmaid (whom the PCs have already met); the innkeeper, Otik Sandath; the old storyteller; the Lord Theocrat, Hederick (the man dressed in rich garb); and Alam, the young boy dreaming by the fire.

If the PCs wish to check for knowledge of the White Stag, see the sidebar on page 7.

Streetwise Check

DC 13: People in Solace are worried about rumors of armies massing in the north. They are nervous about strangers showing up in town. **DC 15:** The Highcouncil of Seekers appointed a new Lord Theocrat to govern Solace. His name is Hederick and he is seen as something of a religious fanatic. He's been asking around about the whereabouts of some sort of magical staff, saying if it's found it must be brought to the council in the Lordcity of Haven.

DC 20: Lord Theocrat Hederick is a drunkard. He brings up the staff when he's in his cups.

DC 20: Theros Ironfeld, the local blacksmith, is covertly opposing the undesirable elements that have recently begun to creep into town, and quietly speaking against the Seekers and their fanaticism.

If the PCs ask Tika her name, read:

"Don't you recognize me? It's me, Tika! Tika Waylan." The girl pouts and tosses her auburn curls. Of course she looked familiar: Tika was the gawky teenager who five years ago swept the floor of the inn.

If the PCs ask Tika what has happened since they've been gone, read:

"Nothing out of the ordinary... until a month or two ago, anyway," Tika says. "We started hearing stories of war in the north, 'demons' attacking villages and burning them to the ground..." She shivers. "Now people have been going missing. Hooded strangers have been hanging around, bothering the townsfolk and meeting with the Theocrat's men. The Holy Guard has tripled its patrols and everyone's nervous and jumpy. The smith, Theros Ironfeld even said he saw some hobgoblins poking around just outside of town!"

If the PCs ask Otik what has happened since they've been gone, read:

"You know Solace," Otik says, lovingly polishing the wooden bar. "Nothing ever changes here. But little Tika sure has grown up. Her father would be proud if he could see her today. She's a good girl."

If the PCs ask Tika or Otik who's who in the inn, read:

"Well, most of these folk you know from five years ago. As for the rest, that man in the fancy robes is Hederick, the Lord Theocrat sent in from Haven to govern us. The boy, Alam, was just a babe when you were last here, and I'm not sure who that old man is. He showed up in town just this morning. Came in here and rearranged all the furniture, saying he was throwing a party tonight. Seems harmless enough, I guess."

If the PCs ask the old storyteller his name, read:

The old man pauses and thoughtfully strokes his long grey beard. "Eh? My name... what was my name again?" he muses, looking confused. Then, with a wink and a twinkle in his eye he says, "It is I who should be asking your names. What did you say they were, again?"

If the PCs ask the old storyteller to tell a story, read:

"So you want a story, eh?" the old man asks slyly. "Very well, youngsters. I shall give you a story. But you would do well to recall the stories you were told as youths! Perhaps you remember 'The Canticle of the Dragon'? Of course you do. A very important tale indeed; I suggest you take the time one of these evenings to retell it amongst yourselves!" the old man waggles a bony finger at you, then lapses into silence, having completely forgotten about the afore-promised story.

The old storyteller bestows the **minor quest** "Recite *The Canticle*" to the players. They may accept or decline the quest as they see fit.

If the PCs again ask the old storyteller for a story, or ask about the White Stag, read:

"Eh? What? Ah yes..." The old man clears his throat dramatically and gathers his mouse-colored robes close about his thin frame. "Once upon a time, the great knight, Huma, became lost in a forest. He wandered and wandered until he despaired because he thought he would never see his homeland again. He prayed to the god Paladine for help, and suddenly there appeared before him a white stag."

"Did Huma shoot it?" the boy sitting nearby asks.

"He started to, but his heart failed him. He could not shoot an animal so magnificent. The stag bounded away. Then it stopped and looked back at him, as if waiting. Huma began to follow it. Day and night, he followed the stag until it led him to his homeland. He offered thanks to the god, Paladine—"

"Blashphemy!" interrupts a drunken voice. The room quiets. It is the man dressed in the rich brown and gold robes of a Seeker. Staggering to his feet, he points blearily at the old storyteller. "Heretic! Corrupting our youth! I'll bring you before the counshil, old man. The Old Godsh abandoned ush during the Catacl—the Cata—the Cataclyshm!" Muttering to himself, the Seeker collapses back into his seat. Slowly conversation resumes.

If the PCs ask the old storyteller about the gods (old or new), read:

A look of sadness crosses the old one's face. Then he raises his bushy grey brows and smiles. "What was lost may be forgotten, but it can be found again," he says in a low voice. "I foresee a great and terrible destiny before you. Perhaps the Seekers of Haven can tell you more, or perhaps you should seek for the sunken city!" The clarity in the old man's expression fades and he appears somewhat startled by his own outburst. "Then again, what do I know? Now where did I put my hat?" The old man stuffs a tall, battered hat on his head.

If the PCs ask the old storyteller about dragons, the rumors of war, or the Blue Crystal Staff, read:

"Sounds like the stuff of fables and songs to me," the old man says.

"Ah, songs. Very important, they are." He screeches an off-key scale, fluttering his hand dramatically, then clears his through and sighs.

"Yes, well—if only I had the art... but I'm more of a storyteller myself."

The old storyteller gestures at Goldmoon, whether she is with the PCs or simply present in the room.

"Why not sing us a song, Chieftain's Daughter?" calls the old man, stroking his beard. "Go on, we're all waiting."

Goldmoon's player may recite the Song of Goldmoon—if she wishes. If Goldmoon is an NPC, she appears reluctant, but performs the song at the continued insistence of the old man.

If the PCs ask Lord Theocrat Hederick about the Seekers, or the gods (either old or new) read:

"The Highcounshil of the Sheekers is... it'sh convened in the Lordshity of Haven." The man tries to sound grandiose, but fails. "We sheek new gods, sinz the old onesh abandoned ush in the Cataclyshm." He stifles a drunken belch. "The New Godsh haven't shaid mush yet—but they will... we'll make 'em anshwer our prayersh!"

If the PCs ask the young boy about anything, read:

The boy stares dreamily into the crackling fire, only half-paying attention to you. "I saw the White Stag," he says. "The one from the old man's story. It was up by Prayer's Eye Peak. If only I could catch it! Whoever walks the Stag's paths is blessed. The old man said so."

Rp3. theros the Blacksmith

Roleplaying Encounter Encounter Level 7

running this encounter

The PCs may have learned that Theros Ironfeld, Solace's resident blacksmith, covertly works against harmful outside influences, or they may come to his shop seeking to purchase equipment. Theros moved to Solace from the northeast only two years ago, so he does not know PCs who are long-time residents of Solace.

Theros is a hard worker, and can thus be found in his shop until quite late into the night. Thus, even after spending some time at the Inn of the Last Home, the PCs will find Theros's shop open.

When the PCs enter Theros's shop, read:

Ironfeld's Smithy is one of the few buildings in Solace built on the ground, rather than in the boughs of the massive vallenwood trees. Warm light spills out of the windows and open door, and the sound of hammer falling on anvil can be heard from within.

Inside, the workspace is warm and lit by the fire of a forge. A powerfully muscled dark-skinned man sweats over an anvil, wielding tongs and hammer. He looks up warily as you come in.

"Welcome, strangers," he says in a cautiously neutral tone.

If the PCs explain that they are long-time residents of Solace, or if there are any elves or half-elves among them, Theros's attitude becomes more friendly toward them.

Theros does not reveal much information until the PCs convince him that they are not agents of the outside forces that have begun to infiltrate life in Solace.

If the PCs ask about the rumors of war, read:

Theros nods grimly. "I think there may be some truth to these rumors. With all the strange happenings lately—the hooded strangers, the Seekers... Why, I even encountered a party of hobgoblins outside of town this past week! I wouldn't be at all surprised if war sweeps down from the north."

If the PCs ask about the hooded strangers in town, read:

Theros sets down his hammer and tongs. "There have been strangers in town lately, wearing heavy robes and hoods that hide their faces. They don't cause any trouble or bother anyone, but they make anyone nervous. They don't usually speak, but when they do, their voices are... strange, lisping. I'm sure I saw one of them leaving the Lord Theocrat's shrine to the New Gods.'

If the PCs ask about the Seekers in general, read:

"I don't trust these Seekers," Theros says, wiping the sweat from his brow. "They claim to seek New Gods to replace the old ones, but it seems to me that all they really seek is power. Even worse, I fear they may be somehow cooperating with those hobgoblins or those hooded strangers."

If the PCs ask about the Lord Theocrat, Hederick, in particular,

Theros gives a short, derisive laugh. "The man's a drunk and a fraud. I don't believe for one moment he believes in these New Gods, but he sure doesn't believe in the old ones either. He seems harmless enough, but then again, I have seen these hooded strangers poking around the shrine he set up."

If the PCs ask about hobgoblins or about the Blue Crystal Staff,

"Four days ago I set out on a trip to Haven to sell some of my wares at the market there, but the Seekers have imposed strict law there, and business was poor," he shakes his head grimly with a look of disapproval on his face. "When I returned to Solace two days ago, just outside of town I was accosted by a band of hobgoblins. They were well organized and seemed to be wearing uniforms of some sort. They were led by a fat one of their kind who demanded that I turn over some sort of magical staff. When I told them I didn't have a staff of any sort, they seemed about to attack me when a patrol of the Holy Guard of the Seekers came up the road and rattled their swords at the hobgoblins, who withdrew into the woods. But I was sure I saw a look of understanding pass between the fat hobgoblin leader and the patrol captain. I don't like it. Something dark is afoot."

If the PCs ask if Theros is working against the outsiders, read:

Theros looks at you carefully for a moment, then walks across the room to shut the door to his shop.

"Aye," he says quietly. "What you've heard is true. I have been working against the Seekers and the strangers as best I can. There have been elves about town, up from their lands to the south. I've helped them avoid notice by the Holy Guard and warned them when the hooded strangers are in town. I'm not sure why the elves are here, for they guard their secrets closely. All I have been told is that trouble is stirring, and they are preparing to take action for the sake of their homeland. I know no more than that."

When the PCs are done conversing with Theros, read:

As you prepare to take your leave, Theros says, "My friends, a word of advice. Leave Solace, tonight. Something dreadful is coming. I will continue to watch over the town, but perhaps the answer to these riddles can be found elsewhere—in Haven, or perhaps even Qualinesti. If you can answer these riddles, maybe we can all be saved. Fare well!"

Rp4. the councilhall of the highseekers

Roleplaving Encounter **Encounter Level 7**

running this encounter

If the PCs reveal to the Holy Guard of the Seekers that they have knowledge or possession of the Blue Crystal Staff, they are immediately brought before the Council of the Highseekers. Depending on what the PCs told the Holy Guard, the council may or may not be aware that the PCs possess the Staff.

When the PCs are brought into the Councilhall of the Highseekers, read:

Double doors swing open before you, revealing a long hall of white marble supported by graceful polished granite pillars. The floor is covered in rich carpets of brown and golden threads, and tapestries adorn the walls, depicting scenes of mortals receiving boons from deific figures. Tall windows spill thin shafts of slanting light down the length of the hall.

At the far end of the hall is a dais of polished dark granite, upon which is arranged a semicircle of eight intricately carved wooden chairs. In the center of the semicircle, slightly elevated from the rest, is a ninth chair. Upon each chair, except for one which is empty, sits a man in clean white robes trimmed in gold. A steel girdle bands each

The man in the elevated chair beckons you to approach. "I am Locar, Master of the Council of Highseekers," he says in sonorous tones.

The man in elevated chair is the Master of the Highseekers, Locar, the leader of the Seeker faith. Locar is essentially irreligious, but cherishes the prestige and power his position affords him. The other eight Highseekers exhibit varying degrees of sincerity in their piety: some fervently believe in the New Gods, others fervently believe in their own right to rule.

Locar immediately asks the PCs to tell them what they know about the Blue Crystal Staff. If the PCs attempt to lie, or conceal their possession of the *Staff*, Locar's Insight score is +12.

Once Locar is satisfied with the information the PCs have given him, he demands they turn over the Staff if he thinks they possess it. If Locar does not know the PCs have the Staff, he asks them to recover it and return it to the council.

If the PCs ask why the Seekers want the *Staff*, read:

The Master of the Highseekers looks at you steadily. "Recently emissaries came to us from the master of the armies poised to the north. They spoke of the terrible destruction they would wreak upon the land if we defied them, but said that we could prevent the destruction of our city if we located a certain relic that they sought: a staff of blue crystal. We must give the staff to the Highlord Verminaard to spare our city and its people!"

If the PCs ask what the Seekers know of the nature of the Staff,

"We do not know, nor do we care. All we know is that the staff will save us from the demon armies to the north!"

If the PCs ask why one of the council chairs is vacant, read:

"That is the seat of Highseeker Elistan," says one of the councilors. "He is currently taken ill, but should be returning to his duties soon."

If the PCs agree to hand over the *Blue Crystal Staff*, read:

One of the men of the Holy Guard bows slightly as he takes hold of the staff. With great reverence, he approaches the dais and kneels, presenting the staff to the Master of the Highseekers. The Master reaches out for the staff with a look of triumph on his face—but howls in anguish and snatches back his hand as the staff flares with blue light. The smell of burned flesh fills the air as the Master of the Highseekers clutches his smoking hand to his breast.

"This thing is evil!" he cries. "Get it gone from our sight! Bring it to the Highlord Verminaard! I want no part of it!"

The staff, now still and silent, lies untouched on the floor of the hall. None of the guards or the Highseekers make a move to retrieve it.

The PCs will be allowed to retrieve the Staff from the floor.

If the PCs refuse to hand over the Blue Crystal Staff, read:

A murmur stirs through the council. Some look angry, others look frightened. The eyes of the Master narrow dangerously.

Once the initial communication with the council is resolved, with the PCs agreeing or refusing to hand over the Staff, the PCs will need to convince the council to let them go with the Staff. Advise the PCs that they will be participating in a skill challenge. Allow the PCs to begin planning their actions for the skill challenge, but then interrupt them.

As the PCs prepare for the skill challenge, read:

The quiet murmurings of the councilhall are disturbed by the sounds of the great doors of the hall opening. Voices drift into the hall as three men enter, each dressed in Seeker robes.

One of the men is middle-aged with graying hair and wears a neatly trimmed beard. His robes are cinched with the steel belt of a Highseeker, and he clutches a heavy woolen blanket about his thin frame. His face looks sunken and ill, and he walks with difficulty, as though in great pain.

The other two Seekers seem to simultaneously attempt to support and restrain the Highseeker, saying "...but Highseeker Elistan, you are too unwell to sit in council today! Come, let us escort you back to your chambers..."

"Nonsense!" the unwell man says briskly, but he seems to have trouble catching his breath. "I too wish to look upon this staff upon which all our hopes rest."

The two attendants reluctantly assist the Highseeker to the empty seat upon the dais, while the Master of the Highseekers looks on sternly.

Insight Check

DC 20: The Master of the Highseekers is very annoyed that this man has entered the councilhall.

When Elistan is seated, read:

"This is Highseeker Elistan, one of the councilors," says the Master of the Highseekers. As the master of this council, I have matters well in hand, Elistan, if you wish to return to your sickbed."

Elistan coughs raggedly before responding, and shifting in his seat as though favoring a pain in his gut. "I seek the truth too, Master Locar, as do all of our faith," he says mildly. "We must learn if this staff is a sign of the gods. If it is, it must not be given into the hands of this warmonger from the north, this Verminaard—"

"I would think the safety of this citizens of Haven would be your first thought," Locar says sharply. "You know that the Highlord Verminaard gave us his word."

"And I would think that seeking the truth would be the priority of the Master of the Highseekers," responds Elistan. "After all, the truth may set us all free.'

The Master of the Higheekers looks angry, and the other councilors murmur amongst themselves.

Elistan looks at you kindly. "Pray tell, children, how you came by this staff, and what do you know of it?"

Allow the PCs to interact with Elistan, who treats them respectfully, while Locar looks on with growing impatience.

If the PCs ask Elistan what ails him, read:

"I have endured several years with a wasting sickness, I fear," says Elistan in a resigned tone. "It devours my body from within. I do not think that I will live to see spring's dawning. But perhaps that is part of the plan of the gods that we seek..."

If the PCs offer to attempt to treat or heal Elistan, read:

"Thank you, but there is no mortal medicine that can cure me. I have made peace with this, if it be the New Gods' will."

After the PCs have spoken with Elistan for a while, read:

Elistan has listened gravely to all you have said, looking with thoughtful wonder at the staff. Finally, he says, "Let me ask you this do you think that this staff is some sort of divine message? Perhaps from the New Gods?'

After the PCs respond to Elistan's question, read:

Elistan looks pensive and seems about to respond, but Locar interrupts loudly. "Enough of this!" he barks. "Let us now decide the fate of this staff and its bearers—should we let them leave with the artifact? Or should we take them and the staff into custody, to be brought before the Highlord Verminaard? Step forth, and state your case!"

The PCs must now convince the council to allow them to leave Haven with the Blue Crystal Staff.

Skill Challenge: SC1. Appeal to the Seekers.

Rps. the elves of qualinesti

Roleplaying Encounter Encounter Level 7

running this encounter

When the PCs have been in the elf-realm of Qualinesti for an hour or more, they are discovered by a border patrol consisting of 10 elf archers. The elves have their arrows nocked, but not drawn.

When the PCs notice the elves, read:

Slim figures appear between the silvery trunks of the aspens. The figures are clad in supple clothes of autumnal hues and wield graceful bows: a patrol of elves. Their arrows are nocked, but they do not bend their bows.

"Greetings," calls one of their number.

The elf leading the patrol is named Quilanil. He asks to parlay with the PCs, and if they accept, he explains that the borders of Qualiesti are closed. He strongly advises the PCs to turn to the north and head for the center of the Darken Wood.

If the PCs ask why they should head for the Darken Wood, read:

The elf's gaze becomes distracted and distant as he peers into the aspen woods. "We have seen signs of unspeakable evil in the land. Haven and all the Seeker lands will fall unless a miracle takes place. A glorious being passed through our realm recently and said you would be coming. We do not know his name, but when we met him we were overcome with awe and reverence, and a feeling of deep peace came over us. The radiant one told us that you will be the agents that bring about this miracle. He said you must go to the heart of the Darken Wood and seek your destiny there."

If the PCs ask what the glorious being looked like, read:

"I cannot say. That is, I cannot recall. The radiant one was bathed in light, and seemed to be neither man nor elf, neither old nor young. All I know is that there was kindness in his voice, kindness, wisdom, and great sorrow."

If the PCs show the elves the *Blue Crystal Staff* or ask them about it, read:

The elves look upon the staff with wonder. "Could it be that this is some divine sign or portent? I cannot say, but my heart tells me that this staff holds a great power and the hope for our world."

If the PCs ask the elves for help, read:

"There is little we can do for you. We must continue our patrol of these borders; troops of the enemy from the north grow ever closer and their spies seek to enter our lands."

The elves give the PCs each a flask of pure, sweet water and five days' worth of journeybread, called *quith-pa* by the elves.

Rp6. the forestmaster

Roleplaying Encounter Encounter Level 7

running this encounter

The PCs arrive in the Unicorn Grove either by successfully following the White Stag or by successfully passing the tests of the guardians of the Darken Wood.

When the PCs enter the grove, read:

The dense oak forest suddenly opens into a forest glade. Soft green grasses carpet the floor up a hillside, at the top of which sits an outcropping of rock. Atop this overhang stands a majestic creature. Its body is like that of a slender deer, but with a coat of pure white fur. Its legs end if delicately cloven hoods, its tail is long with a tuft of silver at the end, and its slender neck, fringed with a silver mane, supports a horselike head sporting a single spiral horn that seems to gleam with its own light. Surely this majestic creature is a unicorn. Its head is raised high and proud, but a strange sadness is in its eyes.

The unicorn speaks: "I am the Forestmaster. You have entered my Great Forest: I grant you passage and the aid of all creatures while you remain within our borders."

If the PCs ask why the elves told them to come here, read:

The Forestmaster tosses his silver mane. "It is fortunate that the elves bid you come to me, for I bear a message for you."

If the PCs ask about the Blue Crystal Staff, read:

"I know nothing of this relic. I care little for the ways of civilized men, but for many turns of the seasons I have felt a sense of growing peril. I sense that this staff may have the power to stand against that peril."

If the PCs ask why the Forestmaster seems sad, read:

"A great evil threatens my ancient realm and will destroy it, barring some miracle. I have foreseen it."

If the PCs ask about the missing constellations, read:

"In ages long past, mortals believed that each constellation in the heavens represented one of the True Gods. At times, it was thought, the gods would walk the world of Krynn with earthly feet, and when they did this, it was said their constellations vanished, leaving holes of blackness in night sky, until such time as the gods returned to their divine realms."

If the PCs ask about the draconians, read:

"I know nothing of these dragonmen. If what you say is true, I sense that there is something unnatural about their origins. Beyond that, I cannot guess, but one thing is certain: they are here to bring great evil to the world"

If the PCs ask to hear the message the Forestmaster has for them, or after the conversation has run its course, read:

"Some days ago, a great and glorious being came among us," says the Forestmaster. "He held great wisdom and power rare in the land today. He foretold your coming and left you a message: 'You must fly straight away across the Eastwall Mountains. You must reach the ruins of Xak Tsaroth. There, if you prove worthy, you shall receive the greatest gift given to the world.'

"Those were his very words: 'the greatest gift given to the world.'"

If the PCs ask about the glorious being, read:

The Forestmaster pauses, a pensive look in his liquid brown eyes. "He was as much a part of this world as the rocks and streams, the trees of this wood, and the birds and beasts; but at the same time he is not of this world. I know no more than this."

If the PCs ask where Xak Tsaroth is, read:

The unicorn points his gleaming horn eastward. "Through these woods, across the golden plains, and past the Eastwall Mountains there lies a dark swamp. The ruins of that ancient city can be found there."

If the PCs ask the Forestmaster for help, read:

The Forestmaster leads you to a spring of clear, fresh water. The banks beside the spring are of clean, deep green moss and soft turf. Plump berries and nuts grow abundantly here.

"You may rest and take nourishment in my land as long as you like; but do not tarry too long, for I sense time grows short."

The PCs may take an extended rest here if they wish. After the PCs have seen to their needs, the Forestmaster summons a herd of pegasi, one for each PC. The pegasi have an overland flight speed of 15, and will bear the PCs to the plains just west of Que-Shu, but no further.

As the PCs leave Unicorn Grove, read:

As you depart, the Forestmaster calls to you, "The greatest gift given to the world awaits you! Carry the peace of my home within your hearts; soon it will live nowhere else."

Rp7. the gully dwarves

Roleplaying Encounter Encounter Level 7

running this encounter

The gully dwarves are rooting around the temple in a misguided search for "pretty treasures". Their leader is Tunket of the Bulp clan. This encounter can also be used to flesh out any interactions the PCs may have with gully dwarves throughout Xak Tsaroth.

When this encounter begins, read:

"It's the lords, mates!" shouts the leader. All the dwarves drop like sacks to their knees. Faces pressed against the slimy floor, they begin to grovel and moan, whimpering, "We didn't mean nothin' by it, your lordship!"

If the PCs do nothing to reassure the gully dwarves, read:

After a few moments of groveling, the gully dwarves rise unsteadily to their feet. Their leader flashes you a toothy, obsequious grin, and suddenly the entire group bolts for the door.

If the PCs do nothing to stop the fleeing dwarves, read:

The gully dwarves dash into the temple's main chambers and seem to be heading east. You head a door boom shut, and then silence.

The gully dwarves run down the stairs and then head towards the lift system.

If the PCs attempt to stop the fleeing dwarves, read:

The gully dwarves again drop to the floor amid much howling and wailing.

"Spare us lords, oh please spare us!" they cry.

If the PCs reassure the gully dwarves, read:

The leader lifts his face from where he had pressed it into the filthy floor, regarding you with one eye that seems to glint with interest and a certain sort of cunning.

"Who you be then, if you ain't the lords?" he demands.

If the PCs ask the gully dwarves their names, read:

The gully dwarves answer in turn: answer in turn. "Shorty!" "Fizz!" "Pefopp!" "Goop! I mean Scrapper! Goop was me name yesterday.' Finally, the leader responds, "Tunket! We're all of Clan Bulp!"

If the PCs ask who the "lords" are, read:

The gully dwarves relax and cast sidelong glances at each other. One begins to pick his prodigious nose.

"The lords be the masters o' the scaly men," says the head gully dwarf. "Wear big armor, big scary helmets like a dragon's head. They don't like to come here."

If the PCs ask about the draconians (or "scaly men", as the gully dwarves call them), read:

The grubby faces of the gully dwarves darken. "Those big scaly men move in, bring that mean ol' dragon with them. Now they be the big bosses, and wreck our pretty cavern. They make us work, work, work all the time."

If the PCs ask how many draconians are in the city (or any sort of "how many" question), read:

The gully dwarves look at each other pensively. Some scratch their heads, others squeeze their eyes shut in concentration. Some begin counting on their fingers. Finally all the gully dwarves hold up varying numbers of fingers (and some toes).

"Two!" they all say, triumphantly.

If the PCs ask about the dragon, read:

A look of fear and uneasiness comes over the assembled dwarves.

Their leader rallies and says, "That big ol' dragon, we call 'er
Onyx. She lives down in the city-cave, in the Court o' Balance. She took
all o' the pretty treasures for 'er big treasure pile."

If the PCs ask how to get down into the "city-cave", read:

"Easy," says the leader of the gully dwarves. He waves a grubby fist in the general direction of east. "Go downstairs, go through the crypts—make sure you ain't gonna fall down no holes in the floor—then ask the scaly men if you can ride down in the big pots! Or you can take the secret Aghar way—down the pipe, like me and me mates!"

If the PCs ask the gully dwarves for help, read:

"You can ask our King the Highbulp for help! Highbulp is a great king," explains the leader of the gully dwarves. "You find him down in the cave-city. You go down the pots, turn, go straight, climb over garbage, maybe get something to eat, turn again, then..." the filthy dwarf trails off as his eyes glaze over in confusion.

If the PCs ask the gully dwarves for directions to the pipe, to the Highbulp, or to any other location, read:

"I'll draw a map!" the gully dwarf cries. "Hold out your hand," he demands.

If a PC complies and gives Tunket their hand, read:

The grubby little dwarf takes your hand in his and turns it palm up. He pulls a handful of rubbish out of his pocket and begins to sift through it, finally crowing in triumph as he locates a battered piece of charcoal. He then goes to work on your hand, busily drawing and making satisfied grunting noises every so often.

gully dwarves

Gully dwarves, or *Aghar* in the dwarvish tongue, are one of the seven lineages of dwarves. Gully dwarves are crude, stupid, poor, and generally comical, but they also possess a crude cunning. Most gully dwarves are illiterate, and few gully dwarves can count above two. Gully dwarves exhibit the stereotypical dwarven avarice and surliness, and they enjoy appearing grand and lordly. (Their take on "grand and lordly" is typically closer to "gaudy and tacky".)

The gully dwarves in **RP7 The Gully Dwarves** are members of the Bulp clan, the "ruling" clan of the Aghar of Xak Tsaroth (the two other clans living in the ruins are the Slud and the Glup). They have been "enslaved" by the draconians and are forced to serve them in various menial, humiliating, and degrading tasks. The gully dwarves are angry that the draconians have moved in and "wrecked our nice cave." They want them out, and are willing to betray the draconians if they can overcome their fear of them. They will not hesitate to betray the PCs too, though, if they can profit from it. After all, they are afraid that even if they get do rid of the draconians, the PCs might move in.

knowledge of the gully dwarves

A PC knows the following information with a successful skill check. Flint, if he is present, knows all of this information without making a check.

Nature DC 10: The gully dwarves are lowest caste of the dwarven race. They are generally known to be stupid, crude, and dirty, and live in squalor and poverty.

Nature DC 15: Gully dwarves are known as *Aghar*, or "the Anguished", in the dwarvish tongue. Although not very sophisticated, they do possess a crude cunning, and can be resourceful allies or frustrating enemies.

Nature DC 20: Gully dwarves respond very positively to flattery and obsequiousness. They like to think of themselves as grand and lofty.

Finally he looks up. "Done!" he announces, and turns your hand so you can see the map. Unfortunately all that he has drawn is a jagged zigzag line with "You Start Here" written at one end and "End Up Here" written at the other. "Pretty good, huh?" he crows.

If the PCs (in particular Flint or another dwarf PC) become angry or threatening toward the gully dwarves, they again drop to the floor and grovel for mercy, but they become much less inclined to help the PCs. They may even attempt to steer them into the clutches of the draconians or give them other bits of bad advice, unless the PCs apologize profusely and even suck up a little bit.

If the PCs ask the gully dwarves to show them the way into the cavern, the gully dwarves refuse, saying they have too much work to

Rps. the drunken draconian

Roleplaying Encounter Encounter Level 7

running this encounter

The bozak mage lying in the northeast corner of this room is so drunk that it was simply left here when Khisanth ordered the draconians to search the upper levels of the ruins. They bozak is helpless, and the PCs can inflict a coup de grace with ease if they attack it.

The draconian is so drunk that it will gladly communicate with the PCs in Common (or Draconic, if they can speak it), thinking that they are its draconian allies.

After speaking to the PCs for some time, the draconian will begin to pass out, and cannot be roused.

If the PCs attempt to speak to the draconian, read:

The draconian rolls its scaled head from side to side, reptilian eyes tightly shut and long tongue lolling from its mouth. It finally seems to hear your words and fixes a bleary eye on you.

"Well met, boysh," it slurs drunkenly. "How goes the war? We won yet?" It cackles harshly.

If the PCs ask the draconian its name, read:

The draconian is still and silent for a moment. Then it sucks in a breath and thrashes its arm about. "You know what? I can't remember. An' I don't even care!" It laughs drunkenly.

If the PCs ask the draconian where they can find the dragon, read:

"Khishanth? You must be good an' drunk too, if you can't remember where her lair ish!"

The draconian narrows its eyes and peers at you. "You lot ain't spiesh, are yous?" it asks in a deadly serious tone. Then it bursts into wild laughter at its joke. "Shame place it'sh alwaysh been... the ol' Palace of this filthy dump..."

If the PCs ask where the other draconians are, read:

"Hoo! You boysh are gonna catch it good when Khishanth findsh out you didn't help search for those shpies up above!" A look of worry crosses its reptilian features before being smoothed away by a drunken smirk. "Maybe we should hide out together..."

If the PCs ask about the 'spies', read:

The draconian looks disinterested. "Shome rag-tag band of mershenaries or shomethin', come in here tryin' to loot the dragon's lair... We'll catch 'em soon enough and Khishanth will have her way with 'em!"

If the PCs ask about the gully dwarves, read:

"Filthy an' disgsusting creaturesh... Worsht shlaves you can imagine..." The draconian heaves a drunken sigh. "Ash a matter o' fact, the little ratsh have the Captain... I should really mount a reshcue..."

If the PCs ask what happened to the Captain, read:

The draconian belches obnoxiously before answering, "The Captain an' I was having a little celebration when we got a bit too celebrated! Those filthy buggersh came in here after all the troopsh went up to search for them spies... just carried him off!" It opens its eyes widely for emphasis and flails about with its scaled arm. "Probably took 'im back to their filthy ratshnesht 'crossh the shtreet...'

If the PCs ask where to find the Highbulp, read:

"Highbulp?" What'sh that, shome kinda dishease?" The draconian rolls its reptilian eyes and laughs a bit at its own joke. "The so-called 'king' hides out in their filthy den in the old Guildhouse. Why we haven't gone in there and cut 'em all to pieces, I dunno...'

If the PCs ask about the Disks of Mishakal, read:

The draconian looks at you blearily. "Dishks of what? Never heard of 'em... but chances are if they're worth any coin Khishanth's got 'em in 'er lair..."

If the PCs ask about the Blue Crystal Staff, read:

Interest flickers across the draconian's drunken features. "Why, have you sheen it? Lord Verminaard wantsh that shtaff... I dunno why, but it musht be important. I think we should jusht wait for those Sheeker foolsh to find it. Then we'll kill 'em all and take it for ourshelves... but what do I know, eh?"

Rp9. prisoner of the aghar

Roleplaying Encounter Encounter Level 7

running this encounter

This bozak mage is a captain of the draconians stationed in Xak Tsaroth. It was stone drunk when the order came from Khisanth to search the upper levels of the ruins. Consequently he and one other drunken draconian were left behind in the draconians' barracks. Shortly thereafter, a small group of gully dwarves took advantage of the draconians' absence to raid the palace guard hall in the hopes of finding some "pretty treasures". When they came across the two drunken draconians, they decided they had hit a different sort of goldmine and carried off this creature, who was too drunk to resist.

When the gully dwarves got their prisoner back to their guildhall, they realized they had no idea what to do with it, so they trussed it up and threw it in their secret treasure vault for safekeeping.

The draconian has since woken up with a brutal hangover and is enraged. It has so far been unable to escape its bonds. Its hands, feet, and wings are securely tied, and it is gagged with a filthy rag.

If the PCs speak to the draconian without removing its gag, read:

The draconian makes angry muffled noises through the filthy rag stuffed in its mouth, its eyes blazing with rage and hatred.

If the PCs remove the draconian's gag, read:

The draconian sputters and coughs for a moment, the smell of stale booze wafting on its breath. After regaining its breath, it howls, in a thickly-accented, hissing voice, "Filthy rats! I'll have your heads for this! I'll squeeze your scrawny necks 'til your eyes pop out, miserable little—"The draconian's tirade is choked off in a spasm of coughing.

The gully dwarves seem to find the draconian's impotent rage amusing, for they fall about, laughing and snorting loudly. The draconian continues to seethe with fury.

If the PCs ask where all the draconians are, read:

"They search for you in the upper reaches. I was... indisposed when the orders came from our mistress. I see you have evaded capture for now, but you fool yourself if you think they will not soon return. And when they do, they will find you and feed you to the dragon!"

If the PCs ask where the dragon is, read:

The draconian calms somewhat. "So, you lot want to see Khisanth, do you? I have no doubt you'll find her—if she doesn't find you first! Her lair is in the old palace, but you'd never make it past her guards."

If the PCs ask about the Disks of Mishakal, read:

"Those moldy old disks?" sneers the draconian. "You'll never find them. The dragon has them safe in her keeping. Knowledge of the socalled 'Gods of Light' will never return to this world!"

If the PCs ask about the Blue Crystal Staff, read:

The draconians glittering gaze comes to rest upon the staff. "So, that which we have sought returns to its rightful keepers. Khisanth will be pleased. How careless and foolish, and how stupid you are, to have brought your precious staff back to Xak Tsaroth."

If the PCs ask about Verminaard, read:

The draconian's tongue flickers from its fanged mouth. It studies you as if weighing its answer. Finally it hisses, "Verminaard is our master, Dragon Highlord of the Red Wing. His armies have already crushed much of the north, and now the time has come for your pitiful lands. There are none who can oppose him, for he has the blessing of a true goddess: Takhisis, the Oueen of Darkness. Where are your 'True Gods of Light' now?"

If the PCs ask about Toede, read:

The draconian snorts with laughter. "That sniveling wretch? He fancies himself destined for greatness, but there is no glory for fat, aging hobgoblins. He will always be a failure, no better than a lackey to Lord Verminaard.

If the PCs ask about the draconians themselves, read:

"We are called draconians," the creature says, with a note of pride in its voice. "We do not serve the men and the dragons, but we are their equals in this war. We are blessed by our queen Takhisis, She of Many Colors and None, and we were put on this earth to do her bidding. We will not fail."

If the PCs press the draconian about the origins of its species, read:

The draconian closes its mouth tightly, refusing to say more on the subject. It simply stares at you with cold, glittering eyes.

If the PCs ask why the death throes of the draconians are so dramatic, read:

The draconians eyes flicker with pride. "We are born of a powerful magical ritual. If we are slain, that magical power is released in the effects you describe. We are as deadly to our foes dead as we are alive."

If the PCs ask why some draconians turn to stone when killed and why others explode, read:

"We are different breeds. Those who die a stony death are a lesser breed," the draconian sniffs contemptuously. "The baaz are but foot soldiers. Us bozaks are the favored of our Queen."

If the PCs ask to which Queen the draconian refers, read:

"We serve the goddess Takhisis, the Queen of Darkness. She is the mother of the chromatic dragons and she gave life to us draconians. She is the most powerful of the True Gods of Darkness, and she has returned."

If the PCs ask about the Gods of Light, read:

The draconian laughs harshly. "The Gods of Light have been forgotten. You foolish mortals have turned away from them. They will never return! That is our purpose here. It doesn't matter what happens to me. Khisanth will never allow knowledge of the Gods of Light to leave these

If the PCs ask why the dragons have returned, or where they have

"Takhisis has called, and her children answer. They have returned to the world after their thousand-year sleep to do her bidding. They will conquer this world of Krynn for Her Dark Majesty."

The bozak mage knows little more. The PCs may decide what to with it. If they decide to kill it, the draconian is helpless and the PCs may easily inflict a coup de grace on it. If the PCs decide to leave the draconian trussed up in the gully dwarves' secret room, the gully dwarves are quite pleased with this and nod smugly to each other, feeling pleased with themselves.

sc1. appeal to the seekers

Skill Challenge Encounter Level 7 (300 XP)

setup

Locar, the Master of the Highseekers, wishes to take possession of the *Blue Crystal Staff* so that it may be brought to Verminaard, who promised to cease his invasion if this is done (a lie, of course). The PCs need to convince the Highseekers to let them keep the staff, and to let them go.

Regardless of whether the PCs succeed or fail at the skill challenge, they have successfully completed the **minor quest**, "Appeal to the Seekers".

As the PCs leave the Councilhall, whether they succeeded or failed at the skill challenge, read:

The Highseekers look on in stony silence as you take your leave from the hall, but a single voice rises in farewell: that of Highseeker Elistan. "May your road be a safe one, wherever it takes you," he calls, stifling a ragged cough. "I believe that you go with a divine blessing—could it be that of the New Gods we have sought for so long?"

But there is uncertainty in Elistan's eyes and voice. The doors of the councilhall boom shut behind you, and the Holy Guard shows you out in silence.

sc2. In pursuit of the white stag

Skill Challenge Encounter Level 7 (600 XP)

setup

The PCs may spot the White Stag near Prayer's Eye Peak. If they attempt to follow it, run this skill challenge. The stag leads the party through the gap in Prayer's Eye Peak, and then into the ominous Darken Wood before coming at last to Unicorn Valley.

group skill checks

Many of the skill challenges in this adventure call for group skill checks. In a group skill check, each PC participating in the skill challenge makes an individual check using the relevant skill. The party earns a success if at least half of the PCs succeed at their skill check.

Appeal to the Seekers

Level 7 XP 300

You must persuade the Highcouncil of the Seekers to let you go and to let you retain the Blue Crystal Staff.

The PCs appeal to the council to release them, using reason, bluffs, and if necessary, threats.

Complexity

1 (requires 4 successes before 3 failures).

Primary Skills

Skill Challenge

Bluff, Diplomacy, Insight, Religion

Other Skills

Streetwise

Victory

The PCs are allowed to go free with the *Blue Crystal Staff*. The council promises not to reveal that the PCs possess the *Staff* to any agents of the invading force, and suggests that the best route of escape from Haven is into the Darken Wood—no one in their right mind would think to look for them in there.

Defea

The Holy Guard seizes the PCs and the *Blue Crystal Staff*. The PCs are imprisoned for one day in the Haven Gaolhouse, losing 2 healing surges each. They are then brought before the Council again. The Master of the Highseekers will be burned by *Staff* (as described in **RP4 The Councilhall of the Highseekers**) and the *Staff* will be returned to the PCs, who are then ejected from Haven and told never to return, with orders to bring the *Staff* to Highlord Verminaard.

Bluff DC 19 (2 successes, maximum 1 success)

The PC convinces the council that they are willing to bring the *Blue Crystal Staff* to Verminaard.

Diplomacy DC 8 (1 success, maximum 1 success)

The PC convinces the council that having the *Staff* present poses a grave danger to Haven and its people—if Verminaard wants the *Staff* so badly, he will surely invade Haven to get it.

Diplomacy DC 14 (1 success, maximum 1 success)

The PC persuades the council that if Verminaard wants this *Staff* so badly, he must fear it. If the PCs can be allowed to find out why, perhaps Verminaard and his army can be defeated.

Insight DC 14 (1 success, maximum 1 success)

The PC explains that the promises of Verminaard are likely nothing more than lies—even if the Seekers do return the *Staff* to the Highlord, he will likely still destroy Haven.

Insight DC 14 (no successes, maximum 1 success)

The PC realizes that Elistan's faith in the New Gods has been brought into question. The PC can make a theological appeal to Elistan with a DC 8 Religion check to eliminate one accrued failure.

Intimidate DC 19 (1 success, maximum 1 success)

The PC warns that the *Staff* is an item of powerful magic that they can wield against the council or against Haven and its peoples if they wish.

Religion DC 8 (1 success, maximum 1 success)

The PC argues that the *Staff* may be related to divine magic in some way—perhaps related to the New Gods of the seekers. If the PCs can discover this information, they will share it with the council.

Streetwise DC 19 (no successes)

The PC plays Elistan and Locar against each other. The next PC to make a skill check gains a +2 bonus to the check.

In Pursuit of the White Stag

Level 7 XP 600

Skill Challenge XP
You attempt to pursue the fleeing White Stag as it leads you on a wild chase.
The PCs use their skills as woodmen to pursue the White Stag through the

Darken Wood. The PCs make one skill check for this skill challenge each hour.

Complexity

2 (requires 6 successes before 3 failures).

Primary Skills

Athletics, Endurance, Insight, Nature

Other Skills

Arcana, Heal, Perception

Victory

The PCs keep up with the White Stag. It leads them safely through the Darken Wood to Unicorn Grove, where they encounter the Forestmaster. This journey takes at least 6 hours of traveling.

Defeat

The PCs lose track of the White Stag, and they each lose a healing surge. For each success that the PCs achieved, they have moved one hex on the map into the Darken Wood, bearing toward Unicorn Grove. They must now find their way through the forest by themselves (see SC3 Navigate the Darken Wood).

Arcana DC 14 (no successes; unlocks Insight)

The PC recalls knowledge about the Darken Wood that indicates it is governed by a being known as the Forestmaster who resides at the center of the forest.

Athletics DC 19 (1 success; maximum 2 successes)

This is a group skill check. The PCs are able to climb boulders and fallen trees, cross streams, scramble up and down embankments, and otherwise traverse the natural obstacles in their path.

Endurance DC 19 (1 success; maximum 2 successes)

This is a group skill check. The PCs are able to keep up with quick pace of the White Stag without falling behind.

Heal DC 14 (removes 1 failure, available only if at least 1 failure has been

accrued by Athletics or Endurance checks, no maximum successes)

The PC is able to treat any injuries, sprains, or lacerations that would otherwise slow down their progress.

Insight DC 8 (unlocked by Arcana, 1 success, maximum 1 success)

The PC realizes that the stag is leading them to the Forestmaster said to reside at the center of the Darken Wood, allowing them to anticipate the stag's route.

Nature DC 8 (1 success, maximum 2 successes)

The PC is able to anticipate and avoid natural hazards in the path such as deadfalls, steep embankments, difficult stretches of streams, and so forth.

Perception DC 19 (removes 1 failure, available only if 2 failures have been accrued, maximum 1 success)

The PCs have lost sight of the White Stag, but spot it again by sight, sound, or tracking.

sc3. navigate the darken wood

Skill Challenge Encounter Level 7 (600 XP)

setup

Run this skill challenge when the PCs enter the Darken Wood with the deliberate intent of finding their way to the center of the forest. The guardians of the Darken Wood are both undead spirits and fey creatures. They remain hidden from sight, but their whispering voices can be heard periodically, challenging the PCs intent, questioning their character, and imploring them to search their souls for evil and doubt. Only if the spirits find the PCs worthy will they be allowed to reach the center of the Darken Wood.

sc4. the idol awakens

Skill Challenge Encounter Level 7 (900 XP)

setup

Run this skill challenge if the PCs attempt to scare or confuse the draconians by operating the wicker effigy of the dragon at the Temple of the Baaz.

This skill challenge can also take place during combat in **TE4 Temple of the Baaz**; action types are therefore given for each skill use.

If the PCs succeed at this skill challenge, they have a much greater chance to sneak past the area or to steal the ornate chest near the bonfire. The chest is locked (Thievery DC 20) and contains treasure parcel C.

When the PCs enter the wicker effigy, read:

The wicker effigy contains a hollow chamber that leads up through the body and the neck to a small wooden plank in the dragon's head that seems to be intended as a seat. The entire cavity is full of ropes and pulleys. Before the seat, and pointed down the dragon's mouth, is a large brass cone.

Navigate the Darken Wood

Level 7 XP 600 The Idol Awakens
Skill Challenge

Level 7 XP 900

You must reach the center of the Darken Wood. It is said your destiny awaits you there!

The PCs use their wilderness survival skills to navigate the confusing terrain of the Darken Wood, while using other skills to fend off the supernatural threats that test them along the way. The PCs make one skill check for this skill challenge every 3 hours.

Complexity

Skill Challenge

2 (requires 6 successes before 3 failures). *Special:* 1 success must come from Insight.

Primary Skills

Arcana, Athletics, Insight, Nature, Religion

Other Skill

Diplomacy, Intimidate

Victory

The PCs reach the center of the Darken Wood after at least 18 hours of travel. They arrive in Unicorn Grove, where the Forestmaster awaits them.

Defeat

The PCs emerge from the forest at much the same spot they entered it, and the PCs each lose a healing surge.

Arcana DC 14 (no successes, unlocks Insight)

The PC realizes that the undead and fey guardians of the Darken Wood are testing both their resolve and their character.

Arcana DC 19 (2 successes, maximum 1 success)

The PC uses his or her knowledge of the fey to amuse, delight, and ingratiate the PCs to these creatures.

Athletics DC 19 (1 success, maximum 2 success)

This is a group skill check. The PCs use their wilderness skills to traverse the natural obstacles that appear before them, such as deadfalls, difficult streams, steep embankments, and the like.

Diplomacy DC 22 (no success)

In the event that a PC fails his or her first individual use of Insight, the PC convinces the guardians of the wood to forgive that PC's transgressions. The PC's individual failure is removed. This usage may only be attempted once per PC.

Insight DC 8 (no successes)

The PC realizes that use of Intimidate will not be tolerated by the guardians of the woods and will automatically earn a failure.

Insight DC 16 (unlocked by Arcana, 1 success, maximum 1 success)

The PC demonstrates his or her worthiness, character, and good intentions to the guardians of the wood. *Special:* Each character must earn one individual success with this skill for the party to achieve 1 success for the entire group. Each character may attempt their individual use of this skill twice. Should any PC fail twice, the skill challenge automatically fails.

Intimidate (1 failure, no maximum failures)

The guardians of the forest will not be bullied. Use of intimidate automatically results in 1 failure.

Nature DC 14 (1 success, maximum 2 successes)

The PC uses his or her wilderness survival skills to maintain a steady bearing as the heroes navigate the confusing paths of the forest and to avoid obstacles difficulties such as impassible undergrowth.

Religion DC 19 (2 successes, maximum 1 success)

The PC uses his or her knowledge of the undead to flatter the undead guardians of the forest by showing them the proper respect and reverence, and by performing certain rites that honor the spirits of the ancestors.

Skill Challenge

Operating this wicker dragon effigy should throw the dragonmen into a panic!

The PCs attempt to operate the dragon effigy using their wiles and physical strength. Up to three Medium PCs can fit inside the effigy and take part in this skill challenge; four PCs can fit if at least one is Small.

Complexity

3 (requires 8 successes before 3 failures). *Special:* for each success the PCs earn, one baaz trooper from **TE4 Temple of the Baaz** flees the area.

Primary Skills

Acrobatics, Athletics, Bluff, Intimidate, Nature

Other Skills

Insight, Religion

Victory

The draconian camp is thrown into panic. The draconians suffer a -5 penalty to Perception checks for one hour. In addition, the draconians do not get the chance to alert their brothers in the sunken city of the PCs' approach. Therefore, Khisanth is not alerted and TE5 The Plaza of Death does not occur.

Defeat

The PCs' ruse is discovered and they are attacked by the draconians.

Acrobatics DC 14; standard action (1 success, maximum 3 successes)

The PC is able to operate the rope-and-pulley system that operates the head and neck of the wicker dragon. *Special:* If the PC succeeds on this check by 15 or more, no success is accrued. Instead, the effigy pitches into the bonfire, with the effects described in the "Athletics DC 22" section.

Acrobatics DC 19; standard action (1 success, maximum 1 success)

The PC operates the rope-and-pulley system that operates the claws of the wicker dragon. The PC can make a wicker claw attack, (see below). This skill can only earn one success, but can be used to make a wicker claw attack any number of times.

Athletics DC 19; standard action (1 success, maximum 1 success)

The PC operates the wings of the effigy in such a way to whip up embers from the bonfire. As part of the standard action for this skill check, the PC can make a burning ember cloud attack (see below). This skill can only garner one success, but can be used to cause the fire attack any number of times.

Athletics DC 22; standard action (4 successes and 2 failures, maximum 1 success)

The PC operates the rope-and-pulley system so violently that the effigy pitches forward into the bonfire, catching fire. One PC can evacuate the effigy per round by using a standard action. Anyone still inside after 3 rounds takes 2d6+5 points of fire damage and ongoing 5 fire damage (save ends). This automatically ends the skill challenge.

Bluff or Nature DC 19; move action (1 success, maximum 2 success)

The PC is able to think of suitably "dragon-ish" things to bellow through the speaking cone in the wicker dragon's mouth.

Insight DC 8; minor action (no successes or failures, unlocks Religion)

The PC realizes that the effigy is an idol used in religious services.

Intimidate DC 14; move action (1 success, maximum 3 successes)

The PC utters blood-curdling and horrifying noises and threats through the speaking-cone.

Religion DC 14; minor (unlocked by Insight, no successes)

The PC concocts suitably religious-sounding pronouncements of doom to be blared in dire tones through the speaking cone; the next PC who makes a Bluff, Nature, or Intimidate check gets a +2 bonus to the check.

Burning Ember Cloud (standard; at-will) ◆ Fire

Close burst 4 (originating in the fire's squares); targets creatures in burst; +11 vs. Reflex; 1d8+5 fire damage and the target is blinded until the end of its next turn.

Wicker Claw (standard; at-will)

Reach 2; +11 vs. Reflex; 2d6+5 damage and the target is knocked prone

sc5. the aid of the highbulp

Skill Challenge Encounter Level 7 (900 XP)

setup

The Highbulp is not an intelligent dwarf, but he possesses a crude cunning, and a certain typical dwarvish greed. He is may be persuaded to help the PCs in a variety of ways, especially if he thinks the gully dwarves (and more specifically, he himself) will benefit from the arrangement.

If the PCs ask how the gully dwarves came to live here, read:

The Highbulp shrugs. "We lived here for a long time. Some ancestor found this place, climbed down, and saw this pretty city. Our forefathers moved in and found lots o' good stuff, lots o' junk to eat."

If the PCs ask about the draconians, read:

The Highbulp shakes his fist. "Those ugly scaly men! They came barging in here and ruined everything! Messed the whole place up, gave all the shiny treasures to the mean ol' dragon! Make us do work all the time, make lots o' smart comments. We'll see who's really smart, we will,"

If the PCs ask about the Blue Crystal Staff, read:

The Highbulp peers at the staff, makes a face, and says, "Looks pretty worthless. Maybe some jools or gold might spruce it up a bit.'

If the PCs ask about the Disks of Mishakal, read:

"Big round shiny disks with strange letters on it? They used to be up the house of the pretty Blue Lady. Then when the scaly men came, they took 'em with all the other shinies to the lair o' the dragon. Onyx has 'em now.'

If the PCs ask about the dragon, read:

Expressions of fearful anger cross the other gully dwarves' faces as the Highbulp answers, "Onyx be 'er name. That's what we call 'er, anyway. She be like a cranky ol' woman, crankier than me wife, even! Says she be bored down here, wants to go fight in the war or something. We say let 'er go! Good riddance! Take all your scaly men

If the PCs ask about the dragon's habits, read:

The Highbulp ponders this. "She don't leave 'er lair very often—just sometimes for huntin' in the swamp up above. She flies right up out the big ol' well. Most o' the time she stays in 'er lair and sleeps. She never comes out into the city."

Once the PCs have completed preliminary communication with the Highbulp, they can appeal for his aid and begin the skill challenge.

The Aid of the Highbulp

The Highbulp may be a gully dwarf, but he must be cunning for his people to survive in this cursed place. Perhaps he can provide assistance in recovering the

The PCs use bribery, flattery, threats, and attempts to outsmart the Highbulp to make him agree to help them.

Complexity

Skill Challenge

3 (requires 8 successes before 3 failures). Special: If the PCs have killed any gully dwarves already, they automatically accrue 1 failure.

Bluff, Diplomacy, Intimidate

Other Skills

Insight

The Highbulp agrees to help the PCs in their search for the Disks of Mishakal. and also bestows upon the PCs a gift in the form of treasure parcel E, since he says it's "obviously tacky anyway". Special: If the PCs accrued no failures, the Highbulp will both arrange a diversion to distract the draconians guarding area FC15, and will also show them to the secret entrance to the dragon's lair (area FC31). If the PCs accrued only 1 failure, the Highbulp will arrange a diversion for the draconians at area FC15, but will not show the PCs the location of the secret entrance. If the PCs accrued 2 failures, the Highbulp will not arrange a diversion for the draconians, but will show the PCs the secret entrance to the dragon's lair at area FC31.

The Highbulp will not agree to help the PCs in any way. The gully dwarves will not interfere with the PCs as they move about the fallen city, however.

Bluff DC 8 (1 success, maximum 1 success)

The PC outsmarts the Highbulp, tricking him with cunning wordplay or clever

Bluff DC 14 (1 success, maximum 1 successes)

The PC promises that if they are successful, all the draconians and the dragon will be driven out of Xak Tsaroth and the ruins will belong to the gully dwarves

Diplomacy DC 8 (1 success, maximum 3 successes). *Special:* The second time the PCs attempt the use of this skill, the DC increases to 14. The third time they attempt to use it, the DC increases to 19.

The PC flatters, cajoles, and grovels before the Highbulp.

Diplomacy DC 19 (2 success, maximum 1 success)

The PC compliments the Highbulp on his beautiful kingdom, prosperous subjects, and lavish palace. They agree that the draconians are a blight on the Highbulp's realm and should be removed at all costs.

Insight DC 14 (no successes)

The PC realizes that repeated use of intimidation will backfire. The Highbulp may be intimidated, but will become resentful if the tactic is tried too often.

Intimidate DC 8 (1 success, maximum 1 success). Special: After one successful use of this skill, any further use will accrue 1 failure.

The PC threatens the Highbulp.

Special

If the PCs bribe the Highbulp with at least 260 gp, assign them one automatic

If the PCs gift to the Highbulp any assorted junk found elsewhere in the ruins that could be considered "a pretty", assign them two automatic successes.

The varying degrees of success the PCs achieve can impact their future encounter with Khisanth in several ways (see TE10 The Court of

If the Highbulp agrees to create a diversion, his intends to do this using the draconian captured by the gully dwarves and imprisoned in area FC25. A horde of gully dwarves will wait until the appointed time before parading the draconian before Khisanth's guards, enraging them with taunts and threats, and then fleeing with their prisoner. If the PCs killed the captive draconian, the gully dwarves will not be able to enact a successful diversion, though they will still attempt one. Khisanth's guards will not leave their posts in this case, however.

If the Highbulp agrees to show the PCs the secret entrance to the dragon's lair, he produces his clan's wisewoman and healer, Bupu. Bupu has no magical abilities as a healer (her remedies being limited to a few mumbo-jumbo words and a desiccated lizard corpse she carries around in a dirty sack). However, she does know the way to the secret entrance at area FC31 and leads the PCs there. Once the PCs have been shown the entrance, she will return to the Highbulp so he can give the order to begin the diversion (if one has been planned).

sc6. escape from xak tsaroth

Skill Challenge Encounter Level 8 (1,750 XP)

setup

After using the Blue Crystal Staff to destroy Khisanth, the entire cavern holding the ruins of the Xak Tsaroth begins to crumble. Gully dwarves and draconians alike are also fleeing in panic, all desperately trying to reach the surface.

Each time the PCs accrue a failure, they encounter a group of hostile draconians, consisting of 8 baaz troopers, who attack the party. The PCs may choose to fight, flee, or intimidate draconians they encounter in this way. Use the maps of Xak Tsaroth to select the places where the PCs encounter and battle these draconians. While the PCs are still on the lower level of the ruins, the water level is steadily rising. During the first such encounter, all floor squares are difficult terrain for Medium creatures and Small creatures must swim (Athletics DC 15). During the second such encounter, all creatures must swim (Athletics DC 15).

Escape from Xak Tsaroth

XP 1,750

The black dragon, Khisanth, is dead, and the ruined city of Xak Tsaroth is dying a

second death. Stone and water rain down into the cavern, and mass panic ensues as gully dwarves and draconians alike begin to flee the destruction. You must escape with the Disks of Mishakal—and your lives!

The PCs navigate the crumbling city, avoiding injury and drowning, evading draconians and appealing to the gully dwarves. The skill challenge takes place over approximately 1 hour. The PCs make skill checks every 4 minutes.

Complexity

Skill Challenge

5 (requires 12 successes before 3 failures). Special: For each failure the PCs accrue, they encounter a group of draconians. Special: For each four successes accrued by the PCs, they move to a higher level of the ruins: first to the cliffside street, then to the mausoleum, and finally to the temple. Each time they move to a higher level, one failure is also removed.

Acrobatics, Athletics, Diplomacy, Dungeoneering, Intimidate, Stealth

Heal. Thievery

Victory

The PCs safely reach area T2 in the temple of Mishakal (see "Epilogue").

The PCs are caught within the collapse of the cavern and killed.

Acrobatics DC 19 (1 success; no maximum successes)

This is a group skill check. The PCs pick out a daring route along rooftops, narrow ledges, or other unsafe structures that keeps them out of the path of falling debris and out of the rising water.

Athletics DC 14 (no successes)

This is a group skill check. The PCs successfully flee from an encountered group of draconians.

Athletics DC 19 (1 success; no maximum successes)

This is a group skill check. The PCs jump over obstacles, swim through flooded areas, or climb buildings, vines, and piles of rubble to move to a safer area.

Diplomacy DC 14 (2 successes; maximum 1 success)

The PC appeals to the fleeing gully dwarves to show them the safest and most expeditious routes.

Dungeoneering DC 8 (1 success: no maximum successes)

The PC navigates through the winding streets and avoids structurally unsafe

Heal DC 19 (no successes)

The PC treats another PC who failed at an Acrobatics or Athletics check, removing 1 failure. Use of this skill can only be applied once to each PC, whether the check succeeds or fails.

Intimidate DC 19 (2 success: maximum 1 success)

The PC intimidates encountered draconians, who thereafter cease harassing the PCs and flee upon spotting them. Successful use of this skill locks Stealth.

Stealth DC 19 (1 success; no maximum successes)

This is a group skill check. The PCs avoid groups of fleeing draconians. Special: This skill cannot be used to accrue successes after the successful use of Intimidate. Special: If locked by use of Intimidate, use of Stealth unlocks each time the PCs move to a new level of the ruins.

Thievery DC 8 (no successes; maximum 4 successes)

The PC collects one portion of treasure parcel F (parcel 2, 5, 6, or 7) from Khisanth's lair. If the PC specifies that he or she is looking for the Disks of Mishakal (parcel 5), that parcel is collected first. Special: Each two failures to use this skill accrue only 1 failure.

If one of the PCs died wielding the Blue Crystal Staff to kill Khisanth, the PCs accrue one automatic success.

The PC spends an action point, earning one success or removing one failure.

8 Baaz Troopers

Level 8 Minion Soldier

Medium natural humanoid (reptile)

XP 88

Initiative +9 Senses Perception +4; darkvision HP 1; a missed attack never damages a minion; see also stony death.

AC 24; Fortitude 21, Reflex 20, Will 18

Speed 6; see also draconian gliding.

Short Sword (standard; at-will) ★ Weapon

+15 vs. AC; 7 damage, and the target is marked until the end of the baaz

Stony Death (when the baaz trooper drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz trooper to 0 hit points)

The baaz trooper dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +12 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz trooper's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Languages Common, Draconic **Alignment** Evil

Skills Bluff +9, Intimidate +9

Str 19 (+8) Dex 16 (+7) Wis 11 (+4) Con 15 (+6) Int 13 (+4) Cha 11 (+4)

Equipment Chainmail, light shield, short sword

te1: the staff revealed

Encounter Level 6 (1.980 XP)

setup

Fewmaster Toede, mounted on riding horse (T)

1 hobgoblin commander (C)

2 hobgoblin archers (A)

10 hobgoblin grunts (G)

3 Dragonarmy soldiers (S)

2 gray wolves (W)

Goldmoon (if not with the PCs; GM—see Appendix 2)

Riverwind (if not with the PCs; RW—see Appendix 2)

Shortly after leaving Solace, the PCs are attacked by Fewmaster Toede's detachment. They are seeking the *Blue Crystal Staff*.

If Goldmoon and Riverwind are with the PCs, read:

The bushes part to reveal a swaybacked horse coming toward you, its eyes rolling in distress. The broken-down nag struggles under the weight of its rider, an obese, wispy-haired hobgoblin wearing armor that is painted a dull iron-red. Behind this creature, more armed hobgoblins can be seen, as well as several men with a military bearing. Two fierce wolves struggle against their leashes and growl menacingly

If Goldmoon and Riverwind did not join the PCs at the Inn of the Last Home, read:

You have come across the two Plainsmen you met at the Inn of the Last Home. They seem to have attracted some unwanted attention: a band of armed and armored men and hobgoblins surround them. Two fierce wolves, barely restrained by their leashes, leap and snap menacingly at the frightened-looking man and woman. Nearby, an obese, wispyhaired hobgoblin wearing dull iron-red armor sits astride a distressedlooking swaybacked horse that struggles to support his weight.

In either case, read:

"I am Fewmaster Toede. You are trespassing in land claimed by the Highlord Verminaard!" yells the obese hobgoblin. "You are hereby under arrest! I urge you to surrender."

In quieter tones, he instructs of his troops, "Kill them. If they carry the Blue Crystal Staff, bring it to me." With that, he turns his steed, which struggles away into the underbrush at a slow gallop.

The PCs are just outside Solace, in a lightly forested area crossed with light paths.

development

If Goldmoon and Riverwind do not accompany the PCs when this encounter begins, the PCs can attempt Stealth checks as appropriate to avoid or spy upon the scene. If Toede's men don't notice them, the PCs hear Toede give the order to kill the Plainsmen and locate the *Blue* Crystal Staff, and Goldmoon's cries for help. If Goldmoon is captured, the Blue Crystal Staff is discovered by Toede, who returns it to his

master, Verminaard. With the Staff secured, Verminaard's army is unstoppable and slowly begins to conquer Abanasinia. The PCs have failed and the adventure is over.

Toede returns to Solace before the battle is over. Should the PCs pursue him, they will find him well-protected by the Holy Guard of the Seekers.

tactics

Toede automatically wins initiative in this encounter. He moves at a speed of 16 away from the PCs and returns to Solace. Toede is not intended to be fought or defeated in this encounter. If he is killed, invoke an "obscure death" (see sidebar).

The Dragonarmy soldiers release their wolves and use tide of iron to try to push PCs away from Goldmoon and Riverwind (if Goldmoon and Riverwind are not with the party). Otherwise they attempt to remain adjacent to allies and mark heavily-armored PCs.

The hobgoblin commander uses tactical deployment to gain advantageous position for his allies. He then attacks whichever PC is causing the most trouble, while remaining adjacent to another hobgoblin.

The hobgoblin archers concentrate fire on any PCs using ranged

The hobgoblin grunts advance slowly as a phalanx at attempt to overcome the PCs one by one.

The gray wolves attack the nearest PC, or whichever PC damaged them last.

The wolves fight until slain. The hobgoblins attempt to flee if bloodied; the Dragonarmy soldiers surrender if bloodied.

features of the area

Illumination: As appropriate to the time of day.

Path and Grass: The path is hard-packed earth and is normal terrain. The grass is solid turf and is also normal terrain.

Foliage: These dense stands of young trees, bushes, and weeds are difficult and lightly obscured terrain.

Small Trees: These young, slender trees are difficult terrain that provides cover.

Vallenwood Trees: These massive trees are blocking terrain. Only their trunks are shown so that their canopies do not obscure the map.

Embankment: The gentle embankment next to the side of the path is about 5 feet high. It is difficult terrain.

Treasure: In addition to the troops' equipment, Parcel A is distributed among them.

aftermath

If the PCs rescued Goldmoon and Riverwind from Toede's men, they thank the heroes gratefully and humbly ask for their protection as they travel to Haven, sharing their **minor quest** "Appeal to the Seekers".

Whether the Plainsmen had joined the PCs already or not, Goldmoon now reveals the *Blue Crystal Staff*. The players of Goldmoon and Riverwind may now read their background notes to complete the **minor quest** "Introducing the Heroes".

If the PCs captured any of the Dragonarmy soldiers, they are unlikely to talk unless promised their freedom. The only thing they know is that their orders were to collect a "staff of blue crystal". They don't know why. If pressed they will reveal that they are soldiers of the Red Wing and they serve the Highlord Verminaard, who invades from the north.

Hobgoblin Commander (C)

Level 5 Soldier (Leader)

Initiative +8 Senses Perception +5; low-light vision

HP 64; Bloodied 32

Medium natural humanoid

AC 21 (23 with phalanx soldier); Fortitude 21, Reflex 18, Will 19

Speed 5

Spear (Standard, at-will) ◆ Weapon

+12 vs. AC; 1d8 + 5 damage. If the hobgoblin commander hits with an opportunity attack, it shifts 1 square.

★ Tactical Deployment (Minor, recharge ::)

Close burst 5; allies in the burst shift 3 squares.

Lead from the Front

When the hobgoblin commander's melee attack hits an enemy, allies gain a

+2 bonus to attack rolls and damage rolls against that enemy until end of the hobgoblin commander's next turn.

Hobgoblin Resilience (immediate reaction, when the hobgoblin commander suffers an effect that a save can end, encounter)

The hobgoblin commander makes a saving throw against the triggering effect.

Phalanx Soldier

The hobgoblin commander gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Languages Common, Goblin Alignment Evil

Skills Athletics +12, History +10, Intimidate +7

Str 20 (+7) Dex 14 (+4) Wis 16 (+5) Con 16 (+5) Int 12 (+3) Cha 10 (+2)

Equipment scale armor, heavy shield, spear

2 Gray Wolves (W)

Level 5 Skirmisher

XP 200

Medium natural beast Initiative +6 HP 62; Bloodied 31

AC 19; Fortitude 17, Reflex 17, Will 16

Speed 8

(4) Bite (standard, at-will)

+10 vs. AC; 1d6 + 3 damage, or 2d6 + 3 damage against a prone target.

Combat Advantage

If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.

Senses Perception +8; low-light vision

Alignment Unaligned Languages —

Str 13 (+3) Dex 14 (+4) Wis 13 (+3) Con 14 (+4) Cha 10 (+2) Int 2 (-2)

obscure death—toede

Some NPCs in "Dragons of Despair" should remain alive until key points in the adventure. Should the PCs manage to kill one of these NPCs, an "obscure death" can be invoked.

Obscure death is a device where the affected character appears to be killed under circumstances that make confirmation of their death difficult if not impossible—in these cases it should be impossible to locate the body. Later, the NPC is found to be alive and well with a miraculous or convoluted story of their survival.

If killed in this encounter, Toede's body could be crushed beneath his horse and left for dead, though he actually manages to survive. Alternatively, the "Toede" encountered here is simply a lookalike employed by the notoriously cowardly real Toede to act as his proxy in dangerous situations.

3 Dragonarmy Soldiers (S) Level 5 Soldier Medium natural humanoid, human

Initiative +4 Senses Perception +2

HP 63; Bloodied 31

AC 21: Fortitude 18. Reflex 16. Will 16

Speed 5

♣ Longsword (standard, at-will) ◆ Weapon

+10 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the Dragonarmy soldier's next turn.

③ Crossbow (standard, at-will) ◆ Weapon

Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.

4 Sly Cut (standard, at-will) **♦ Weapon**

Requires longsword; affects a target marked by the Dragonarmy soldier; +12 vs. AC; 1d8 + 6 damage, and the target is slowed (save ends).

† Tide of Iron (standard, at-will) **◆ Weapon**

Requires shield; +11 vs. AC; 1d8 + 4 damage, and the target is pushed 1 square if it is Large or smaller. The Dragonarmy soldier can shift 1 square into the space vacated by the target.

Dragonarmy Phalanx

While a Dragonarmy soldier is adjacent to an ally, he or she doesn't grant combat advantage to flanking enemies.

Marked Advantage

A Dragonarmy soldier deals an extra 1d4 damage on all attacks against a target that is marked by it.

Languages Common, Goblin Alignment Evil

Skills Endurance +7, Intimidate +9, Streetwise +9

Str 18 (+6) Dex 15 (+4) Wis 11 (+2) Con 15 (+4) Int 10 (+2) Cha 15 (+4)

Equipment scale armor, heavy shield, longsword, crossbow, crossbow bolts (20)

2 Hobgoblin Archers (A) Medium natural humanoid

XP 200

Senses Perception +8; low-light vision

Level 5 Artillery

HP 51: Bloodied 25

AC 19: Fortitude 15. Reflex 17. Will 15

Initiative +8

Speed 6 ♣ Longsword (standard, at-will) ◆ Weapon

+8 vs. AC; 1d8 + 3 damage.

③ Longbow (standard, at-will) ◆ Weapon

Ranged 20/40: +11 vs. AC: 1d10 + 5 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.

Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end, encounter)

The hobgoblin archer rolls a saving throw against the effect.

Alignment Evil Languages Common, Goblin

Skills Athletics +5, History +6

Str 14 (+4) Dex 19 (+6) Wis 14 (+4) Cha 10 (+2) Con 15 (+4) Int 11 (+2) **Equipment** leather armor, longsword, longbow, arrows (30)

10 Hobgoblin Grunts (G) **Level 5 Minion** XP 38 Medium natural humanoid

Initiative +4 Senses Perception +1: low-light vision

HP 1; a missed attack never damages a minion

AC 19 (21 with phalanx soldier); Fortitude 17, Reflex 15, Will 14 Speed 6

(+) Longsword (standard, at-will) ◆Weapon

+8 vs. AC; 6 damage.

Hobgoblin Resilience (immediate reaction, when the hobgoblin commander suffers an effect that a save can end, encounter)

The hobgoblin grunt makes a saving throw against the triggering effect.

Phalanx Soldier

XP 200

The hobgoblin grunt gains a +2 bonus to AC while at least one ally is adjacent

Alignment Unaligned Languages Common, Goblin

Skills Athletics +6, History +2

Str 18 (+6) Dex 14 (+4) Wis 13 (+3)

Cha 9 (+1) Con 15 (+4) Int 10 (+2)

Equipment leather armor, light shield, longsword

Fewmaster Toede (T)

Level 8 Elite Skirmisher

Senses Perception +6; low-light vision

HP 178: Bloodied 89

AC 22; Fortitude 20; Reflex 24; Will 19

Medium natural humanoid, hobgoblin

Saving Throws +2

Speed 6

Action Points 1

Initiative +12

Short Sword (standard; at-will) ★ Weapon

+13 vs. AC; 2d6 + 5 damage.

(Shield Blow (standard; at-will)

+11 vs. Fortitude; 1d8 + 5 damage, and target is dazed until the end of Toede's

Slash and Smash (standard; at-will) ◆ Weapon

Toede makes a short sword attack and a shield blow attack.

Toede shifts 6 squares and makes a slash and smash attack.

Shift the Blame (free 1/round; at-will)

If Toede provokes an opportunity attack, the opportunity attack misses Toede and instead targets one of Toede's adjacent allies.

Hobgoblin Resilience (immediate reaction, when Toede is subjected to an effect that a save can end; encounter)

Toede rolls a saving throw against the effect.

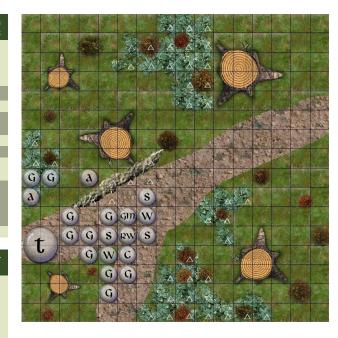
If, on his turn, Toede ends his move at least 4 squares away from his starting point, he deals an extra 1d8 damage on his attacks until the start of his next turn.

Languages Common, Goblin Alignment Evil

Skills Athletics +11. Stealth +15. Streetwise +9

Str 14 (+6) Dex 23 (+10) Wis 14 (+6) Cha 11 (+4) Con 17 (+7) Int 11 (+4)

Equipment scale armor, light shield, short sword



troubleshooting-goldmoon is killed

If Goldmoon (or a divine PC replacing her in this adventure) is killed in this or another encounter, it need not spell the end of the adventure for the PCs.

Any PC can carry the Blue Crystal Staff to Xak Tsaroth, and it is the mere presence of the *Staff* that causes Mishakal to relay her message through the statue.

If there is no divine character to become a new disciple of the True Gods of Light when the Disks of Mishakal are recovered, it is not a major problem: the PCs will be directed to bring the Disks to a true prophet of the people in the next instalment of the Dragonlance adventure path.

te2. dragonmen!

Encounter Level 7 (2,450 XP)

setup

- 1 baaz captain (C)
- 4 baaz soldiers (S)
- 3 baaz goons (G)

The PCs spot a group of travelers moving east along the New Haven Road. The travelers are draconians, dragonlike humanoids in the service of the Dragonarmy. They are searching for the *Blue Crystal Staff* and are swaddled in heavy robes and hoods to disguise themselves as monks or clerics. One of the baaz goons lies in the wagon, pretending to be ill.

When the PCs notice the figures, read:

Some distance away, a group of stooped and huddled men pull a large cart slowly eastward along the New Haven road. They sway rhythmically. Coarse, heavy brown robes completely conceal their features.

development

If the PCs make no attempt to hide themselves, or if they approach these travelers, one of their number (the baaz captain) will speak with the PCs. Read:

The wagon creaks to a halt. One of the robed and hooded men steps forward, hailing you.

"Greetings, travelers," he says in a strange, lisping voice. His features are obscured by his deep hood, and his hands and feet are bound in coarse bandages. "We are simple clerics traveling from Haven. One of our brethren is ill"—he nods toward the wagon—"and needs healing, or surely he will perish."

The baaz captain makes a Bluff check to test his disguise against the PCs passive Insight scores (or against their checks if they are actively questioning the identity of the draconians).

If the PCs beat the captain's Bluff check, read:

Something about this cleric feels eerie. From the depths of his hood, only cold, glittering eyes can be seen. Though his speech is calm and fair, he seems tensely wound, anxious, ready to spring.

If the PCs ask where the draconians came from or where they are going, read:

"We come from the east originally. A holy artifact was stolen from our order, and now without it, we cannot heal our brother. We traveled to Haven to beg help from the Seekers, but they were unable to assist us."

If the PCs ask about the holy artifact, read:

"It is a staff of blue crystal. It has healing powers, and without it our brother will surely die. Have you heard of such a staff? We desperately need it back."

If the PCs wish to inspect the "sick cleric", read:

Another robed man lies silent and still in the back of the wagon. A wheezing, rattling breath can be heard from the depths of his hood.

If the PCs attempt to heal the "sick cleric" using a Heal check, read:

The cleric feebly waves aside your ministrations. His rasping voice emanates from the shadowed depths of his hood: "I fear I am beyond such mundane means. Only the power of True Gods can save me now."

If the PCs attempt to heal the "sick cleric" by using a divine power or a ritual powered by the *Blue Crystal Staff*, read:

Suddenly, the cleric lunges forward, reaching for the Blue Crystal Staff!

The draconians tear off their robes and attack.

If the PCs mention they have knowledge or possession of the $Blue\ Crystal\ Staff,$ read:

A murmur hisses through the gathered clerics. The leader takes a faltering step toward you, saying, "I will not ask how our holy relic came into your possession. We care only for its safe return. Will you allow us to take it back to our brethren in the east?"

If the PCs agree to hand over the Staff, read:

The cleric thanks you profusely. "Would you be so kind as to deposit the staff in our wagon? We will then be on our way. The blessings of our Oueen upon you, my children."

The draconians return the *Staff* to Xak Tsaroth, where it is held in secret while Verminaard's army conquers all of Abanasinia. The adventure is over, and the PCs have failed.

If the PCs refuse to hand over the Staff, read:

The shoulders of the cleric quiver with anger. Suddenly, he lets out a terrifying shriek! He and the other clerics tear their robes and hoods off, revealing their true forms: humanoid in shape, but with scaly brassy hides, talons on their reptilian hands and feet, and small leathery wings spring from their backs. Most terrifying are their faces, faces out of nightmare, faces out of myth. The faces of dragons! The dragonmen draw the weapons that were concealed beneath their robes and attack!

tactics

The baaz captain uses *draconic orders* to move the goons into optimal formation. The soldiers do their best to protect the captain. Otherwise, the tactics of the draconians are not terribly advanced. These draconians fight to the death.

features of the area

Illumination: Appropriate to the time of day.

Road and Grass: The road is hard-packed earth and is normal terrain. The grass is solid turf and is also normal terrain.

Wagon: The wagon is blocking terrain. A character can hop up on the wagon with a move action, gaining cover. A character can also climb under it with a move action, becoming prone and gaining superior cover.

Foliage: These stands of young trees, bushes, and weeds are lightly obscured terrain.

Small Trees: These young, slender trees are difficult terrain that provides cover.

Mature Trees: These large trees are blocking terrain. Only their trunks are shown so that their canopies do not obscure the map.

Embankment: The gentle embankment at the side of the road is slopes down 5 feet from the level of the road. It is difficult terrain.

Treasure: In addition to the draconians' equipment, parcel B is contained within a sack in the wagon.



3 Baaz Goons (G) Level 6 Brute XP 250

Medium natural humanoid (reptile)

Senses Perception +4: darkvision

HP 86: Bloodied 43: see also stony death.

AC 18; Fortitude 19, Reflex 16, Will 16

Speed 6; see also flying charge and draconian gliding.

Action Points see drunken fury.

Initiative +4

Heavy Flail (standard; at-will) ◆ Weapon

+9 vs. AC; 2d6 + 6 damage.

‡ Brutal Reaping (standard; at-will) **◆ Weapon**

Requires heavy flail; +7 vs. Reflex; 2d6 + 6 damage, and the target is dazed (save ends).

Drunken Fury (when first bloodied; encounter)

The baaz goon gains resist 5 to all damage and gains 1 action point.

Stony Death (when the baaz goon drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz goon to 0 hit points)

The baaz goon dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +6 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz goon's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +8, Intimidate +8

Str 19 (+7) Dex 13 (+4) Wis 13 (+4) Con 16 (+6) Int 11 (+3) Cha 11 (+3)

Equipment chainmail, heavy flail, flask of liquor

Baaz Captain (C) Level 8 Elite Soldier (Leader) XP 700 Medium natural humanoid (reptile)

Senses Perception +6; darkvision Initiative +9

HP 178: Bloodied 89: see also defensive wings and stony death.

AC 24; Fortitude 21, Reflex 20, Will 19

Saving Throws +2

Speed 6; see also flying charge and draconian gliding.

Action Points 1

⊕ Bastard Sword (standard; at-will) ◆ Weapon

+15 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the baaz captain's next turn.

Double Slash (standard: at-will) ◆ Weapon

The baaz captain makes 2 bastard sword attacks, each against a different

Lashing Tail (immediate interrupt, when an enemy leaves an adjacent square;

The baaz captain trips the target with its tail. Attack: +13 vs. Reflex. Hit: The target is knocked prone.

← Draconic Orders (standard; recharge ∷∷∷:)

Close blast 3: targets allies with the dragon or reptile keywords: the target shifts 2 squares and makes a basic attack as a free action.

Defensive Wings (when first bloodied: encounter)

The baaz captain gains a +4 power bonus to AC and Reflex until it is hit by an

Stony Death (when the baaz captain drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz captain to 0 hit points)

The baaz captain dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +12 vs. Reflex: the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz captain's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +11. Intimidate +11

Str 20 (+9) **Dex** 16 (+7) Wis 15 (+6) Cha 14 (+6) Con 17 (+7) Int 14 (+6)

Equipment scale armor, longspear

4 Baaz Soldiers (S)

Level 6 Soldier

Medium natural humanoid (reptile)

XP 250

Initiative +8 Senses Perception +4: darkvision

HP 71: Bloodied 35: see also stony death.

AC 22; Fortitude 19, Reflex 18, Will 16

Speed 6; see also flying charge and draconian gliding.

♠ Short Sword (standard; at-will) ♦ Weapon

+13 vs. AC; 1d6 + 4 damage, and the target is marked until the end of the baaz soldier's next turn.

Draconic Vigilance (immediate reaction, when an enemy leaves an adjacent square; at-will) **♦ Weapon**

The baaz soldier makes a melee basic attack against the enemy, even if the

Stony Death (when the baaz soldier drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz soldier to 0 hit points)

The baaz soldier dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz soldier's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +8, Intimidate +8

Str 19 (+7) Dex 16 (+6) Wis 13 (+4) Con 15 (+5) Int 11 (+3) Cha 11 (+3)

Equipment chainmail, light shield, short sword

tea.still waters

Encounter Level 7 (2.400 XP)

setup

1 venomous abishai (A)

1 will-o'-wisp (W)

4 visejaw crocodile hatchlings (H)

2 visejaw crocodiles (C)

This encounter occurs the first time the PCs travel through more than two hexes of open swamp water. The venomous abishai is a servant of Takhisis, sent from the Abyss to assist Khisanth in her mission by enlisting the aid of the creatures of the swamp.

development

The creatures are drawn by the noise of the PCs passage through the swamp waters and do not attempt to attack with stealth.

When the encounter begins, read:

A glowing mote light appears out of the hazy air. It flickers and bobs hypnotically for a moment, and then a figure appears out of the mists. Wading through the water, it is humanoid, with greenish, scaled skin and the face of a devilish fiend. Sharp horns jut from its hairless forehead. Instead of feet it has cloven hoofs, and instead of arms, it has leathery, bat-like wings. A scorpion-like tail with a sharp stinger curls over its back. The creature eyes you with cold, glittering eyes, and then the water ripples as several other creatures of the swamp glide toward you. They look hungry.

tactics

Because the PCs are mostly stuck in the water, the creatures attempt to use their superior mobility to their advantage. The venomous abishai and the will-o'-wisp fly to move about, and the crocodiles swim.

The will-o'-wisp begins by using *luring glow* to pull an enemy towards its allies and then begins sustaining the power until it uses blink out. It then attacks with glimmer wisp, reserving life drain until it has taken at least 10 damage.

The venomous abishai creates a venom cloud over an area of open water and uses eyes of the dragon to pull enemies into the zone. It attempts to sting any dazed creatures, either those within the venom cloud or those affected by the will-o'-wisp's luring glow. The venomous abishai does what it can to keep the PCs in the water and away from dry land.

The visejaw crocodiles attack with animal instinct, striking at the closest enemy, or the enemy that last injured them. The adult crocodiles fight viciously in attempts to defend their brood of hatchlings if they are threatened.

The will-o'wisp flees if the combat turns against the creatures. The crocodiles and the abishai fight to the death.

features of the area

Illumination: As appropriate to the time of day. Even if it is daytime, the area is dimly lit.

Boggy Ground: This is mucky turf, but it is normal terrain.

Open Water: The water is 3 feet deep. Medium creatures can wade, treating each square of open water as difficult terrain. For Small creatures, the water is challenging terrain, and they must swim (Swim DC 10).

Undergrowth: The thick swamp undergrowth is difficult terrain. Hanging Moss: Each square full of these thick, slimy curtains of hanging moss are heavily obscured.

Mature Ironwoods: These massive and sturdy trees are blocking terrain.

Venomous Abishai (A)

Level 6 Controller

Medium immortal magical beast

Senses Perception +4; low-light vision

HP 62: Bloodied 31

Regeneration 5

AC 21: Fortitude 18. Reflex 20. Will 19

Resist 5 poison

Initiative +6

Speed 6, fly 8, overland flight 16

Sting (standard; at-will) ◆ Poison

+11 vs. AC; 2d4 + 3 damage, and the target takes ongoing 5 poison damage

→ Eyes of the Dragon (minor; at-will) ◆ Charm

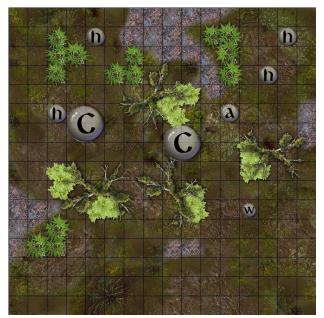
Ranged 10; +10 vs. Will; the target slides 2 squares.

∀enom Cloud (standard: encounter) Poison. Teleportation. Zone

Close burst 3; the burst creates a zone filled with poisonous gas that lasts until the end of the encounter. Any creature that starts its turn in the zone takes 5 poison damage and is dazed until the end of its next turn. The zone is difficult terrain. The venomous abishai can teleport 3 squares as a move action, as long as it begins and ends this movement within the zone.

Alignment Evil Languages Common, Draconic Str 17 (+6) Dex 16 (+6)

Wis 12 (+4) Con 16 (+6) Int 20 (+8) Cha 19 (+7)



4 Viseiaw Crocodile Hatchlings (H)

Level 6 Soldier XP 250

Medium natural beast (reptile) Initiative +6 Senses Perception +5; low-light vision

HP 72: Bloodied 36

AC 22; Fortitude 21, Reflex 15, Will 17

Speed 6, swim 8

(Bite (standard; at-will)

+12 vs. AC; 1d8 + 4 damage, and the target is grabbed (until escape). The visejaw crocodile hatchling cannot make bite attacks while grabbing a creature, but it can use clamping jaws.

Clamping Jaws (standard: at-will)

If a visejaw crocodile hatchling begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature; +12 vs. AC; 2d8 + 4 damage. Miss: Half damage.

Alignment Unaligned Languages -

Str 19 (+7) Dex 13 (+4) Wis 14 (+5) Con 19 (+7) Int 3 (-1) Cha 8 (+2)

2 Visejaw Crocodiles (C)

Level 7 Soldier

XP 300

Large natural beast (reptile) Initiative +6 Senses Perception +5; low-light vision

HP 83; Bloodied 41

AC 23; Fortitude 22, Reflex 16, Will 18

Speed 6, swim 8

(+) Bite (standard; at-will)

+13 vs. AC; 1d8 + 5 damage, and the target is grabbed (until escape). The visejaw crocodile cannot make bite attacks while grabbing a creature, but it can use clamping jaws.

↓ Clamping Jaws (standard; at-will)

If a visejaw crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature; +13 vs. AC; 3d6 + 5 damage. Miss: Half damage.

Alignment Unaligned Languages —

Str 19 (+7) Dex 13 (+4) Wis 14 (+5) Con 19 (+7) Int 3 (-1) Cha 8 (+2)

Will-o'-Wisp (W)

Level 7 Lurker

Senses Perception +8; low-light vision

Small fey magical beast

Initiative +12 HP 43: Bloodied 21

AC 19: Fortitude 16. Reflex 21. Will 19

Resist 5 insubstantial

Speed fly 6 (hover; altitude limit 2)

(d) Glimmer Wisp (standard; at-will) ◆ Radiant

Reach 2; +10 vs. Reflex; 2d6 + 6 radiant damage.

↓ Life Drain (standard: encounter) ◆ Healing, Psychic

Reach 3; bloodied target only; +9 vs. Fortitude; 2d8 + 3 psychic damage, the target is weakened (save ends), and the wisp regains 10 hit points.

Luring Glow (standard: sustain minor: at-will)

Close burst 20; blind creatures are immune; one target in the burst; +10 vs. Will; the target is pulled 3 squares and dazed (save ends).

Blink Out (immediate interrupt, when missed by an attack; at-will) + Teleportation

The will-o'-wisp teleports 5 squares and extinguishes its fey light.

A will-o'-wisp can give off light as a torch or extinguish this light. Fey light must be on for the will-o'-wisp to make any attack. When darkened, the will-o'-wisp has concealment and can make a Stealth check to remain unnoticed.

Alignment Evil Languages Elven

Str 2 (-1) Dex 20 (+8) Wis 10 (+3) Con 11 (+3) Int 6 (+1) Cha 16 (+6)

te4. Battle of the fallen ironclaw

Encounter Level 8 (2.850 XP)

setup

3 bozak mages (M)

4 baaz soldiers (B)

1 shambling mound (S)

Fallen ironclaw tree

A group of draconians has become aware of the PCs and has set up an ambush for them. The draconians are attempting to hide in the foliage on either side of the fallen ironclaw tree. One of the baaz soldiers makes a Stealth check for the entire group.

If the PCs are surprised, read:

A hissing voice cuts suddenly through the silence of the swamp. Bursting from the thick foliage surrounding the near end of the log, dragonmen attack!

If the PCs are not surprised, read:

Several shapes seem to be concealed within the thick foliage around the near end of the fallen ironclaw tree. Even through their concealment, you can make out the winged forms of dragonmen!

development

If the draconians surprise the PCs, they attack when several of the PCs have moved onto the fallen ironclaw.

If the PCs spot the draconians, they attack in a fury.

tactics

The draconians attempt to capture the PCs, not kill them. The shambling mound will pursue any PCs that fall into water, using its swamp walk to maneuver easily, and it always attacks to kill.

The baaz soldiers and the shambling mound fight to the death, but the bozak mages attempt to flee the battle if bloodied.

features of the area

Illumination: As appropriate to the time of day. Even if it is daytime, the area is dimly lit.

Boggy Ground: This is mucky turf, but it is normal terrain.

Open Water: The water is 3 feet deep. Medium creatures can wade, treating each square of open water as difficult terrain. For Small creatures, the water is challenging terrain, and they must swim (Athletics DC 10).

The water below the fallen ironclaw tree is infested with swarms of leeches, which have learned that they can expect the occasional meal to drop into the water at that location (see "Fallen Ironwood Tree" below

Undergrowth: The thick swamp undergrowth is difficult terrain. Hanging Moss: Each square full of these thick, slimy curtains of hanging moss are heavily obscured.

Mature Ironwoods: These massive and sturdy trees are blocking terrain.

Fallen Ironwood Tree: The fallen ironwood is an elite obstacle (see below). Creatures in the water can pass beneath the fallen tree; it is blocking terrain. Creatures under the fallen ironclaw have cover. Creatures in the water can climb up onto the fallen ironclaw with a move action and a DC 19 Athletics check.

The squares of water below and adjacent to the fallen ironclaw are infested with swarms of leeches, which have learned that they can expect the occasional meal to drop into the water at that location. Any creature, entering or beginning its turn one of these squares or beginning its turn in one of these squares takes 5 damage. Creatures with the swamp walk ability are immune to this damage.

aftermath

If the PCs are captured, the draconians take them to area S3, the Temple of the Baaz.

If any of the draconians from this encounter flee, they return to area S3 to raise the alarm about the PCs, but they do not return with any reinforcements. If the PCs approach area S3, the draconians there are considered alert if they've been warned about the PCs.

3 Bozak Mages (M)

Level 8 Artillery

XP 350

Medium natural humanoid (reptile) Initiative +7 Senses Perception +6: darkvision

HP 68: Bloodied 34: see also explosive death.

AC 20; Fortitude 19, Reflex 20, Will 22

Speed 6; see also flying charge and draconian gliding.

Dagger (standard; at-will) ◆ Weapon

+15 vs. AC; 1d4 + 5 damage.

Magic Missile (standard; at-will) ★ Force

Ranged 20; +13 vs. Reflex; 3d4 + 5 force damage.

→ Acidic Volley (standard; encounter) ◆ Acid

Ranged 10; +13 vs. Reflex; 2d10 + 5 acid damage, and 5 ongoing acid damage (save ends).

- Blast of Cold (standard; encounter) ◆ Cold

Area burst 1 within 10; +13 vs. Fortitude; 1d10 + 5 cold damage, and the target is slowed (save ends).

← Explosive Death (when the bozak mage drops to 0 hit points) ◆ Force

The bozak mage dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; Miss: half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Arcana +12, Religion +12

Str 15 (+6) Dex 17 (+7) Wis 14 (+6) Con 14 (+6) Int 16 (+7) Cha 20 (+9)

Equipment leather armor, dagger

Fallen Ironclaw Tree

Level 5 Elite Obstacle

A slick, moss-draped fallen tree creates a hazardous obstacle.

Hazard: This slippery log bridge is two squares wide and 10 squares long. It is difficult terrain.

Perception

◆ No check is necessary to notice the log.

◆ DC 24: The character identifies the fallen tree as treacherously slippery, and furthermore notices that the water beneath the log roils with swarming leeches.

Trigger

The fallen tree attacks when a creature enters or begins its turn in one its squares. It also attacks when a creature stands up from prone in one of its squares.

Attack

Opportunity Action Melee

Target: Creature on the fallen tree

Attack: +8 vs. Reflex

Hit: 1d4 + 2 damage and fall prone. If the creature is already prone, it takes no damage but it falls off the log into an adjacent square in the water below. The squares of water below and adjacent to the fallen ironclaw are infested with swarms of leeches, which have learned that they can expect the occasional meal to drop into the water at that location. Any creature entering or beginning its turn in one of these squares takes 5 damage. Creatures with the swamp walk ability are immune to this damage.

Countermeasures

♦ With a DC 27 Acrobatics check and a move action, a character can move into a square of fallen log without risk of falling. If the check fails or the character moves more than 1 square, the fallen log attacks.

Shambling Mound (S)

Level 9 Brute XP 400

Large shadow beast (plant)

Initiative +5 Senses Perception +4; darkvision

HP 120; Bloodied 60

AC 21: Fortitude 23. Reflex 18. Will 17

Immune lightning; see also lightning affinity

Speed 4 (swamp walk)

(+) **Tendrils** (standard, at-will)

Reach 2; +12 vs. AC; 1d8 + 6 damage.

‡ Enveloping Double Attack (standard; at-will) **◆ Healing**

The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. Secondary Attack: +12 vs. Fortitude: the target is pulled into the shambling mound's space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mound's turn each round, the enveloped target takes 10 damage and the shambling mound regains 10 hit points. The shambling mound can envelop up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.

Lightning Affinity (immediate reaction, when hit by a lightning attack, at-will) ◆ Healing

The shambling mound regains 10 hit points.

Alignment Unaligned

Languages —

Skills Stealth +10

Str 22 (+10) Dex 12 (+5) Wis 10 (+4) Con 20 (+9) Int 5 (+1) Cha 10 (+4)

4 Baaz Soldiers (B)

Level 6 Soldier

Medium natural humanoid (reptile)

Initiative +8

Senses Perception +4; darkvision

HP 71; Bloodied 35; see also stony death.

AC 22; Fortitude 19, Reflex 18, Will 16

Speed 6; see also *flying charge* and *draconian gliding*.

Short Sword (standard; at-will) ◆ Weapon

+13 vs. AC; 1d6 + 4 damage, and the target is marked until the end of the baaz soldier's next turn.

Draconic Vigilance (immediate reaction, when an enemy leaves an adjacent square; at-will) **◆ Weapon**

The baaz soldier makes a melee basic attack against the enemy, even if the enemy is shifting.

Stony Death (when the baaz soldier drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz soldier to 0 hit points)

The baaz soldier dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz soldier's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +8, Intimidate +8

Str 19 (+7) **Dex** 16 (+6) Wis 13 (+4) Cha 11 (+3) Con 15 (+5) Int 11 (+3)

Equipment chainmail, light shield, short sword



XP 800

tes. temple of the Baaz

Encounter Level 7 (2,428 XP)

setup

1 bozak wyrmcaller (W)

2 bozak mages (M)

6 baaz troopers (T)

2 spitting drakes (S)

The PCs may become involved in combat with the draconians in this tactical encounter in a variety of ways. They might attack the camp; they may be spotted by the draconians; they may be found out while attempting to operate the wicker dragon effigy as a part of SC4 The Idol Awakens or attempting to steal the contents of the chest near the bonfire.

The PCs may engage in **SC4 The Idol Awakens** as a part of this tactical encounter (see page 49). In that case, award XP for the skill challenge in addition to the XP for this tactical encounter if the PCs are successful.

development

If the draconians capture the PCs, they imprison them in a specially-built lean-to. It is ramshackle construction features an open face covered by a locked wooden gate. The weapons and gear of the PCs are confiscated and placed near the ornate chest by the bonfire. Two baaz troopers are stationed to guard the PCs. They are in an alert state, rolling active Perception checks each round. If the PCs don't try anything for about an hour, the guards revert to a ready state for another two hours. After that, they are considered distracted, taking a -2 penalty to any Perception checks.

The PCs might try to pick the lock of the prison (Thievery DC 20) or to smash open the wooden gate (DC 18 Strength check). The draconians will certainly notice an attempt to smash the door, but attempts to pick the lock may go unnoticed (Stealth check opposed by the guards' Perception).

If the PCs remain imprisoned until evening, they witness the draconians' worship service: the bozak wyrmcaller addresses the congregation in Draconic and then gestures to the idol, which shrieks and gyrates (Insight DC 14 to recognize that the idol is not a real dragon but a wicker effigy). PCs who have some way to understand Draconic hear the wyrmcaller speak of "the majestic Khisanth" and hear it refer to the assembled dragonmen as *draconians*.

tactics

The draconians do not attempt to kill the PCs, but to capture them, unless the PCs have already escaped from them.

features of the area

Illumination: Appropriate to the time of day. Even if it is daytime, the area is dimly lit. The bonfire also provides light.

Bonfire: The draconians have lit a large bonfire near the wicker dragon. The area within 20 squares of the bonfire is brightly lit. Any creature pushed into the bonfire or beginning its turn in the bonfire takes 2d6+5 fire damage and ongoing 5 fire damage (save ends).

Flagstones: The flagstone plaza is normal terrain.

Wicker Dragon: The life-size wicker effigy of a black dragon is used as an idol by the draconians. It is blocking terrain. The PCs can become involved in **SC4 The Idol Awakens** at the same time they participate in this tactical encounter.

Shacks and Lean-tos: These crude structures are blocking terrain. An adjacent PC can enter one of them as a move action. Climbing a lean-to requires a DC 15 Athletics check. The roofs are 10 feet high.

Hanging Moss: Squares containing these thick, slimy curtains of hanging moss are heavily obscured.

Ruins: The ruins are blocking terrain. They are 20 feet high and can be climbed with a DC 15 Athletics check.

Rubble: Squares of rubble are difficult terrain.

Treasure: The ornate chest near the bonfire is locked (Thievery DC 20) and contains parcel C.

aftermath

If the PCs slay all of the draconians in this encounter, **TE5 The Plaza of Death** will not take place, as no draconians are left alive to warn Khisanth of the PCs' approach. However, if the PCs are captured during this encounter, even if they have previously succeeded at **SC4 The Idol Awakens**, **TE5** *will* take place, as the draconians alert Khisanth to the PCs' presence during their imprisonment.

2 Bozak Mages (M)

Level 8 Artillery

XP 350

Medium natural humanoid (reptile)
Initiative +7 Senses

Senses Perception +6; darkvision

HP 68; Bloodied 34; see also explosive death.

AC 20; Fortitude 19, Reflex 20, Will 22

Speed 6; see also flying charge and draconian gliding.

Dagger (standard; at-will) ◆ Weapon

+15 vs. AC: 1d4 + 5 damage.

Magic Missile (standard; at-will) ★ Force

Ranged 20; +13 vs. Reflex; 3d4 + 5 force damage.

→ Acidic Volley (standard; encounter) → Acid

Ranged 10; +13 vs. Reflex; 2d10 + 5 acid damage, and 5 ongoing acid damage (save ends).

- Blast of Cold (standard; encounter) ◆ Cold

Area burst 1 within 10; +13 vs. Fortitude; 1d10 + 5 cold damage, and the target is slowed (save ends).

← Explosive Death (when the bozak mage drops to 0 hit points) **← Force**

The bozak mage dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; *Miss:* half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

Con 14 (+6)

A draconian takes no damage from a fall and always lands on its feet.

Cha 20 (+9)

Alignment Evil Languages Common, Draconic
Skills Arcana +12, Religion +12
Str 15 (+6) Dex 17 (+7) Wis 14 (+6)

Int 16 (+7)

Equipment leather armor, dagger

Bozak Wyrmcaller (W)

Level 9 Elite Controller (Leader)

Medium natural humanoid (reptile)

Initiative +6 Senses Perception +9; darkvision

HP 188; Bloodied 94; see also explosive death.

AC 23; Fortitude 21, Reflex 21, Will 23

Saving Throws +2

Speed 6; see also flying charge and draconian gliding.

Action Points 1

Mace (standard; at-will) ◆ Weapon

+14 vs. AC; 1d8 + 5 damage.

↓ Wyrmcaller's Wrath (standard; at-will) ◆ Weapon

The bozak wyrmcaller makes two mace attacks.

† Dark Queen's Mantle (standard; recharge [1]) ◆ Acid, Cold, Fire, Healing, Lightning, Poison, Weapon

+14 vs. AC; 2d8 + 5 acid, cold, fire, lightning, and poison damage, and ongoing 5 acid, cold, fire, lightning, and poison damage and allies of the bozak wyrmcaller who hit the target with a melee attack regain 7 hit points (save ends both).

Close burst 2; targets enemies; +11 vs. Will; 2d8 + 5 thunder damage and the target is pushed 3 squares from the center of the zone. The burst creates a zone that lasts until the end of the bozak wyrmcaller's turn. Any enemy that starts its turn in the zone takes 1d8 + 5 thunder damage and is pushed 3 squares from the center of the zone. The bozak wyrmcaller can move the zone 3 squares by spending a standard action.

← Explosive Death (when the bozak wyrmcaller drops to 0 hit points) ◆ Force

The bozak wyrmcaller dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; *Miss:* half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Intimidate +12, Religion +12

 Str 17 (+7)
 Dex 14 (+6)
 Wis 20 (+9)

 Con 14 (+6)
 Int 16 (+7)
 Cha 16 (+7)

Equipment robes, mace, five-headed headdress

6 Baaz Troopers (T)

Initiative +9

Level 8 Minion Soldier

Medium natural humanoid (reptile)

XP 88

Senses Perception +4; darkvision

HP 1; a missed attack never damages a minion; see also stony death.

AC 24: Fortitude 21. Reflex 20. Will 18

Speed 6: see also draconian alidina.

(Short Sword (standard; at-will) ◆ Weapon

+15 vs. AC; 7 damage, and the target is marked until the end of the baaz

Stony Death (when the baaz trooper drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz trooper to 0 hit points)

The baaz trooper dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +12 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz trooper's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +9, Intimidate +9

Str 19 (+8) **Dex** 16 (+7) Wis 11 (+4) Con 15 (+6) Int 13 (+4) Cha 11 (+4)

Equipment Chainmail, light shield, short sword

2 Spitting Drakes (S)

Level 5 Artillery

XP 200

Medium natural beast (reptile)

Senses Perception +4

HP 50; Bloodied 25

AC 19; Fortitude 16, Reflex 18, Will 16

Resist 10 acid

Initiative +6

Speed 7

(Bite (standard; at-will)

+8 vs. AC; 1d6 + 3 damage.

→ Caustic spit (standard; at-will) → Acid

Ranged 10; +10 vs. Reflex; 1d10 + 5 acid damage.

Alignment Unaligned

Languages —

Str 14 (+4) Dex 18 (+6) Wis 14 (+4) Con 14 (+4) Int 3 (-2) Cha 12 (+4)



The Idol Awakens

Level 7 XP 900

Skill Challenge

Operating this wicker dragon effigy should throw the dragonmen into a panic!

The PCs attempt to operate the dragon effigy using their wiles and physical strength. Up to three Medium PCs can fit inside the effigy and take part in this skill challenge; four PCs can fit if at least one is Small.

3 (requires 8 successes before 3 failures); Special: for each success the PCs earn, one baaz trooper from TE4 Temple of the Baaz flees the area.

Primary Skills

Acrobatics, Athletics, Bluff, Intimidate, Nature

Other Skills

Insight, Religion

Victory

The draconian camp is thrown into panic. The draconians suffer a -5 penalty to Perception checks for one hour. In addition, the draconians do not get the chance to alert their brothers in the sunken city of the PCs' approach.

Therefore, Khisanth is not alerted and TE5 The Plaza of Death does not occur.

Defeat

The PCs' ruse is discovered and they are attacked by the draconians.

Acrobatics DC 14; standard action (1 success, maximum 3 successes)

The PC is able to operate the rope-and-pulley system that operates the head and neck of the wicker dragon. Special: If the PC succeeds on this check by 15 or more, no success is accrued. Instead, the effigy pitches into the bonfire, with the effects described in the "Athletics DC 22" section.

Acrobatics DC 19; standard action (1 success, maximum 1 success)

The PC operates the rope-and-pulley system that operates the claws of the wicker dragon. The PC can make a wicker claw attack, (see below). This skill can only earn one success, but can be used to make a wicker claw attack any number of times.

Athletics DC 19; standard action (1 success, maximum 1 success)

The PC operates the wings of the effigy in such a way to whip up embers from the bonfire. As part of the standard action for this skill check, the PC can make a burning ember cloud attack (see below). This skill can only garner one success, but can be used to cause the fire attack any number of times.

Athletics DC 22; standard action (4 successes and 2 failures, maximum 1 success)

The PC operates the rope-and-pulley system so violently that the effigy pitches forward into the bonfire, catching fire. One PC can evacuate the effigy per round by using a standard action. Anyone still inside after 3 rounds takes 2d6+5 points of fire damage and ongoing 5 fire damage (save ends). This automatically ends the skill challenge.

Bluff or Nature DC 19; move action (1 success, maximum 2 success)

The PC is able to think of suitably "dragon-ish" things to bellow through the speaking cone in the wicker dragon's mouth.

Insight DC 8; minor action (no successes or failures, unlocks Religion)

The PC realizes that the effigy is an idol used in religious services.

Intimidate DC 14; move action (1 success, maximum 3 successes)

The PC utters blood-curdling and horrifying noises and threats through the speaking-cone.

Religion DC 14; minor (unlocked by Insight, no successes)

The PC concocts suitably religious-sounding pronouncements of doom to be blared in dire tones through the speaking cone; the next PC who makes a Bluff, Nature, or Intimidate check gets a +2 bonus to the check.

Burning Ember Cloud (standard; at-will) ◆ Fire

Close burst 4 (originating in the fire's squares); targets creatures in burst; +11 vs. Reflex; 1d8+5 fire damage and the target is blinded until the end of its next turn.

Wicker Claw (standard; at-will)

Reach 2; +11 vs. Reflex; 2d6+5 damage and the target is knocked prone.

te6. the plaza of death

Encounter Level 9 (3.000 XP)

setup Khisanth (K)

This encounter does not occur if the PCs successfully completed SC4 The Idol Awakens and were not subsequently captured by draconians. Otherwise, Khisanth has been alerted to the PCs' presence in Xak Tsaroth and bursts from the well to attack them.

Development

Khisanth waits until at least three or four PCs are within 2 squares of the well. Make a Stealth check for Khisanth to determine if she surprises the PCs.

If the PCs are not surprised, read:

An eerie, unsettling feeling creeps over you, like the cold, dank air wafting from the well... The well...

When Khisanth attacks, read:

Suddenly the vapors rising from the well disperse and gust of air blasts from the gaping hole of the well. Then, hurtling from the darkness below comes a shrieking horror out of nightmare: a sinuous, majestic creature with glittering black scales, a lithe, slashing tail, and a long, graceful serpentine neck. Its horned head is a skull-like visage twisted in an expression of hatred. It's leathery, black wings spread like falling night...

A city where death flies on black wings. Dragons. Creatures of legend. Stories told to children. The words echo in your memory. But this creature rising before you now is all too real.

tactics

When Khisanth emerges from the well, she uses *cloud of darkness* to cloak the area around the well in shadow. She immediately spends an action point and uses frightful presence, then uses her move action to fly straight up into the air.

On her second turn, Khisanth dives and uses her breath weapon, trying to catch as many PCs in its area as she can.

On her third turn, Khisanth uses her breath weapon again if it recharges, and then drops back into the well like a silent, black stone.

If forced to land, Khisanth attempts to drop down the well as soon as possible.

features of the area

Illumination: Appropriate to the time of day. Even if it is day, the

Cobblestones: The cobblestones of the plaza are normal terrain.

Well: The well is surrounded by a 3-foot high lip. It is twenty feet in diameter and descends for 100 feet before breaking into open air where it pierces the cavern below, about 800 feet above area FC15. It is possible to climb down the inside of well, but it is slick with slime and moss (Athletics DC 25). However, the well opens into mid-air in the ceiling of the cavern below, and there is no way to climb to the floor of the cavern from the well.

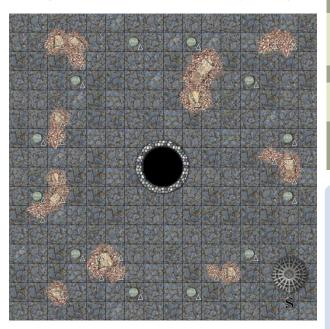
Columns: The columns are difficult terrain that provides cover. **Rubble:** The piles of rubble and debris strewn about the plaza are difficult terrain.

Temple: The temple lies about 260 feet north of the well. The temple is blocking terrain. PCs adjacent to the temple doors can enter the temple with a move action. The temple walls are constructed of smooth marble and can be climbed with a DC 20 Athletics check. The roof height of the temple varies from 30 feet to 60 feet.

aftermath

Khisanth does not return after dropping down the well. The PCs only gain the XP reward for this encounter if they actually defeat Khisanth. something that is not intended for this encounter.

If the PCs somehow do manage to defeat Khisanth during this encounter, an "obscure death" can be invoked for her (see sidebar).



Khisanth (K)

Level 11 Solo Lurker

XP 3.000

Large natural magical beast (aquatic, dragon), black dragon

Initiative +15 Senses Perception +13; darkvision

HP 448; **Bloodied** 224

AC 28: Fortitude 23. Reflex 26. Will 22

Resist 20 acid

Saving Throws +5

Speed 8, fly 8 (hover), overland flight 10, swim 8

Action Points 2

⊕ Bite (standard, at-will) ◆ Acid

Reach 2; +16 vs. AC; 1d8 + 4 damage, and ongoing 5 acid damage (save ends).

(+) Claw (standard, at-will)

Reach 2; +16 vs. AC; 1d6 + 4 damage.

Double Attack (standard, at-will)

Khisanth makes two claw attacks.

↓ Tail Slash (immediate reaction, when a melee attack misses the dragon, at-

Khisanth uses her tail to attack the enemy that missed her: reach 2; +16 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.

← Breath Weapon (standard, recharge :: ::) ← Acid

Close blast 5; +13 vs. Reflex; 2d8 + 3 damage, and the target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both).

← Bloodied Breath (free, when first bloodied, encounter) ◆ Acid

Khisanth's breath weapon recharges, and she uses it immediately.

← Cloud of Darkness (standard, sustain minor, recharge :: ::) → Zone

Close burst 2; this power creates a zone of darkness that remains in place until the end of Khisanth's next turn. The zone blocks line of sight for all creatures except Khisanth. Any creature entirely within the area (except Khisanth) is blinded.

← Frightful Presence (standard, encounter) ◆ Fear

Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of Khisanth's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil Languages Common, Draconic

Skills Nature +13, Stealth +21

Str 18 (+9) Dex 22 (+11) Wis 16 (+8) Con 16 (+8) Int 14 (+7) Cha 12 (+6)

obscure death-khisanth

Some NPCs in "Dragons of Despair" should remain alive until key points in the adventure. Should the PCs manage to kill one of these NPCs, an "obscure death" can be invoked.

Obscure death is a device where the affected character appears to be killed under circumstances that make confirmation of their death difficult if not impossible—in these cases it should be impossible to locate the body. Later, the NPC is found to be alive and well with a miraculous or convoluted story of their survival.

If Khisanth is killed in TE5 The Plaza of Death, she could fall down the well, apparently dead, but in actuality manages to glide to the bottom of the cavern and returns to her lair to lick her wounds. Alternatively, the dragon encountered in the Plaza of Death is the mate of Khisanth, and she is enraged by his death.

te7. going down

Encounter Level 8 (2,818 XP)

setup

2 baaz goons (B)

1 bozak mage (M)

4 baaz soldiers (S)

11 gully dwarf anklebiters (A)

15 gully dwarf pot-riders (P)

If the draconians spot the PCs, they attack, sending the gully dwarf anklebiters to swarm and slow down the PCs.

development

When this encounter begins, the northern pot has just arrived carrying four baaz soldiers. They can exit the lift with a move action at the rate of two per round. The gully dwarves who rode down in the other pot exit and are replaced by four additional baaz soldiers. These, however, are stuck at the bottom until the pot at the top of the lift is loaded with five Medium creatures or ten Small creatures.

The gully dwarf pot-riders flee if attacked. PCs can of course attack them but choose to knock them out rather than kill them if they wish. The gully dwarf anklebiters also flee if they survive an attack. The PCs can also make Intimidate checks (opposed by the target's Will) as a standard action to force the gully dwarves to flee (Player's Handbook, page 186; the gully dwarves are considered unfriendly for this purpose).

tactics

On its first turn, one of the baaz goons uses a minor action to crack its whip and order the gully dwarf anklebiters to swarm the PCs. The other goon uses a standard action and makes a Strength check (DC 19) to engage the lift brake and, if successful, uses a minor action to order the gully dwarf pot-riders into the descending lift. The pot-riders can board the lift with a move action at rate of five per round (they have a lot of practice hurling themselves into the lift). When at least 11 gully dwarves have entered the lift, thus overloading it, the baaz goon again uses a standard action and makes a Strength Check (DC 19) to disengage the lift. Because the descending pot is overloaded, it will take only three rounds for the other pot, containing four more baaz soldiers from area FC14, to arrive.

After that, the goons defend the lift brake, ensuring that nobody attempts to engage it, or to disengage it if necessary.

The draconians attempt to retreat into the lift-holes if the battle is going against them, using their wings to glide to safety.

features of the area

Illumination: Darkness. Squares of darkness are totally obscured. There is some light coming up from the holes; the area within 3 squares of the holes is dimly lit and therefore lightly obscured. In addition, three of the gully dwarf pot-riders carry torches.

Flagstones: The flagstone floor is normal terrain.

Lift Holes: The two large holes for the lift pots have no lip or protective rail. It is a 700-foot drop to the cavern floor below, but if a creature falls through the hole of the descending pot, it can attempt to grab onto the chain (Acrobatics DC 19) or the pot (Athletics DC 19).

The falling creature still takes damage appropriate to the total distance fallen, however.

Mist: Thick, foul-smelling mist curls out of the two holes. The misty squares are heavily obscured.

Lift Brake: This level is near the gear and chain mechanisms that make up the pulley system that operates the lift. The lever can be thrown to lock the lift in place. This requires a standard action and a DC 19 Strength check. Alternatively, the mechanism can be jammed or freed with a standard action and a DC 14 Thievery check.

Chains: These thick, sturdy chains can be jumped onto (Acrobatics DC 15). They are greasy, but can be climbed (Athletics DC 15).

Pots: The cast-iron pots of the lift can comfortably contain four Medium or Small creatures. A pot can be boarded or exited as a move action at a rate of two creatures per round. The lift pots are blocking terrain.

When the ascending pot is loaded with four Medium creatures (as it is at the start of this encounter) it takes five Medium or ten Small creatures in the descending pot to operate the lift. If more creatures than this are loaded into the lift, the descending lift crashes when it reaches the bottom, dealing 10d10 damage to any creatures inside the pot. Likewise, if the ascending pot is empty when the descending pot is loaded, the descending pot also crashes at the bottom, dealing 10d10 damage to any creatures inside the pot.

When the lift is properly loaded, it takes twenty rounds for a pot to ascend or descend completely. If the descending lift is overloaded, it takes three rounds for the other pot to ascend. If the ascending pot is overloaded, it cannot ascend.

Should the lift brake be engaged when the pots are suspended next to each other, the pots are 2 squares apart.

aftermath

If the PCs slay or drive off all of the draconians and the additional draconians at the bottom of the lift were unable to ascend, the draconians at the bottom level of the cavern have no way of using the lift for several hours while they organize their gully dwarf slaves and make them climb up their secret ways. This delays the draconians' efforts to search the upper levels by two hours (see Chapter 4).

11 Gully Dwarf Anklebiters (A) Small natural humanoid

Level 8 Minion Controller XP 88

Initiative +9

Senses Perception +5; low-light vision

Ankle Biter aura 1: each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its turn.

HP 1; a missed attack never damages a minion.

AC 22; Fortitude 19, Reflex 22, Will 18

Saving Throws +5 against poison effects

Speed 5

Desperate Grip (standard; at-will)

+12 vs. Reflex; the target is grabbed (until escape).

Alignment Unaligned Languages Common, Dwarven

Skills Bluff +9, Stealth +14, Thievery +14

Str 13 (+5) Dex 20 (+9) Wis 12 (+5) Con 15 (+6) Int 7 (+2) Cha 10 (+4)

Equipment ragged clothing

15 Gully Dwarf Pot-riders

Level 8 Minion

Initiative +6 Senses Perception +4; low-light vision

HP 1; a missed attack never damages a minion.

AC 22; Fortitude 21; Reflex 20; Will 19

Saving Throws +5 against poison effects.

Speed 5

Worst Slaves Ever

Small natural humanoid

The gully dwarf pot-rider takes only one action (standard, move, or minor) on its turn

Languages Common, Dwarven Alignment Unaligned

Skills Acrobatics +11, Stealth +11, Thievery +11

Str 11 (+4) Dex 14 (+6) Wis 11 (+4) Con 17 (+7) Cha 11 (+4) Int 7 (+2)

Equipment ragged clothing

2 Baaz Goons (B)

Initiative +4

Level 6 Brute XP 250

Medium natural humanoid (reptile)

Senses Perception +4; darkvision

HP 86; Bloodied 43; see also stony death.

AC 18; Fortitude 19, Reflex 16, Will 16

Speed 6; see also flying charge and draconian gliding.

Action Points see drunken fury.

⊕ Heavy Flail (standard; at-will) ◆ Weapon

+9 vs. AC; 2d6 + 6 damage.

‡ Brutal Reaping (standard; at-will) **◆ Weapon**

Requires heavy flail; +7 vs. Reflex; 2d6 + 6 damage, and the target is dazed (save ends).

Drunken Fury (when first bloodied; encounter)

The baaz goon gains resist 5 to all damage and gains 1 action point.

Stony Death (when the baaz goon drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear

groups; targets the creature that reduced the baaz goon to 0 hit points) The baaz goon dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +6 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz goon's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic Skills Bluff +8, Intimidate +8

Str 19 (+7) Dex 13 (+4) Wis 13 (+4) Con 16 (+6) Int 11 (+3) Cha 11 (+3)

Equipment chainmail, heavy flail, flask of liquor

Bozak Mage (M) **Level 8 Artillery** Medium natural humanoid (reptile) XP 350

Initiative +7

Senses Perception +6; darkvision

HP 68; Bloodied 34; see also explosive death.

AC 20; Fortitude 19, Reflex 20, Will 22

Speed 6; see also flying charge and draconian gliding.

Dagger (standard; at-will) ◆ Weapon

+15 vs. AC; 1d4 + 5 damage.

Magic Missile (standard: at-will) ★ Force

Ranged 20; +13 vs. Reflex; 3d4 + 5 force damage.

→ Acidic Volley (standard; encounter) → Acid

Ranged 10; +13 vs. Reflex; 2d10 + 5 acid damage, and 5 ongoing acid damage (save ends).

- Blast of Cold (standard; encounter) ◆ Cold

Area burst 1 within 10; +13 vs. Fortitude; 1d10 + 5 cold damage, and the target is slowed (save ends).

← Explosive Death (when the bozak mage drops to 0 hit points) ◆ Force

The bozak mage dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; Miss: half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Arcana +12, Religion +12

Str 15 (+6) Dex 17 (+7) Wis 14 (+6) Con 14 (+6) Int 16 (+7) Cha 20 (+9)

Equipment leather armor, dagger

4 Baaz Soldiers (S)

Initiative +8

Level 6 Soldier

XP 250

Medium natural humanoid (reptile)

Senses Perception +4; darkvision

HP 71; Bloodied 35; see also stony death.

AC 22; Fortitude 19, Reflex 18, Will 16

Speed 6; see also *flying charge* and *draconian gliding*.

Short Sword (standard; at-will) ★ Weapon

+13 vs. AC; 1d6 + 4 damage, and the target is marked until the end of the baaz soldier's next turn.

Draconic Vigilance (immediate reaction, when an enemy leaves an adjacent square; at-will) **♦ Weapon**

The baaz soldier makes a melee basic attack against the enemy, even if the enemy is shifting.

Stony Death (when the baaz soldier drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz soldier to 0 hit points) The baaz soldier dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz soldier's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

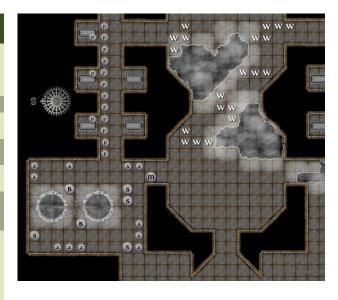
A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +8. Intimidate +8

Str 19 (+7) Dex 16 (+6) Wis 13 (+4) Int 11 (+3) Cha 11 (+3) Con 15 (+5)

Equipment chainmail, light shield, short sword



tes. the taxman cometh

Encounter Level 7 (2.500 XP)

setup

5 phantom warriors (W) 3 poltergeists (P) 2 specters (S)

development

Nothing the PCs do can convince the spirits that they are not Kathal, nor can they be persuaded to let the debt slide.

tactics

The undead allow the battle to spill out of the treasury and into the vault and the plaza outside the building.

The phantom warriors use their phasing to position themselves to best take advantage of their *phantom tactics*.

The poltergeists move out into the plaza and cross the stream, using kinetic claw to pull PCs out of the treasury into and into the plaza. Then they attempt to push them towards the waterfall using hurl away. If sorely pressed, the poltergeists will hover in mid-air over the precipice and attempt to use kinetic claw to pull PCs to their deaths over the falls.

The specters use *invisibility* and their ability to phase to the best tactical advantage to avoid attacks and position themselves advantageously.

All the undead fight until they are destroyed.

features of the area

Illumination: Dimly-lit. Each dimly-lit square is lightly obscured. **Counter:** The counter can provide cover to someone adjacent to it. Hopping onto the counter costs 1 extra square of movement.

Vault: The piles of clay coins are difficult terrain.

Alcoves: The southernmost alcove is a teleporter that transports creatures and unattended objects (such as shoveled coins) to the westernmost alcove in area FC3. The northernmost alcove is where creatures teleporting from area FC3 arrive.

Stream: The stream is fast-flowing, but fairly shallow. It is hindering terrain, requiring a DC 20 Acrobatics check to cross at a character's speed. Characters who fail their check may choose to end their movement and fall prone in the square they attempted to enter or they may choose to end their movement and be pushed 3 squares downstream from the square they attempted to enter.

Waterfall: The waterfall swirls around some columns, down some steps hanging over the precipice, and then plunges 500 ft. to the cavern floor.

Columns: The squares containing columns are difficult terrain that grants cover.

Buildings: The buildings lining the street are blocking terrain. Creatures can enter the buildings with a move action. Climbing a building requires a DC 15 Athletics check. The roofs are 20 feet high.

Doors: The doors are unlocked and mostly rotten. Fighting through a door provides superior cover.

Windows: All of the buildings have gaping, empty windows facing the streets. Fighting through a window provides cover.

Treasure: The vault's floor is covered with 130,000 Tsarothian clay culli-worthless coins from a bygone age.

5 Phantom Warriors (W) Medium natural magical beast (undead)

Initiative +9 Senses Perception +14; darkvision

HP 68: Bloodied 34

AC 18: Fortitude 16. Reflex 15. Will 16

Immune disease, poison; Resist insubstantial

Speed 6, fly 6 (hover); phasing

+11 vs. Reflex; 1d8 + 3 necrotic damage, and the target is marked until the end of the phantom warrior's next turn.

Phantom Tactics

A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.

Alignment Unaligned Languages Common

Str 14 (+5) Dex 12 (+4) Wis 11 (+3) Con 12 (+4) Cha 14 (+5) Int 10 (+3)

3 Poltergeists (P)

Level 6 Artillery XP 250

Level 6 Soldier

XP 250

Medium natural animate (undead) Initiative +8 Senses Perception +6; darkvision

HP 42; Bloodied 21

AC 18; Fortitude 17, Reflex 18, Will 18

Immune disease, poison; Resist insubstantial

Speed 6 (hover)

◆ Spirit Touch (standard; at-will) ◆ Necrotic

+13 vs. AC; 1d6 + 6 necrotic damage.

→ Hurl Away (standard; at-will) → Necrotic

Ranged 10; +11 vs. Reflex; 1d6 + 8 necrotic damage, and the target is pushed 3 squares.

→ Kinetic Claw (standard; recharge ::) → Necrotic

Ranged 10; +11 vs. Fortitude; 2d6 + 10 necrotic damage, and the target slides 5 squares and is restrained (save ends).

Flinging Rebuke (immediate interrupt, when an enemy moves adjacent to the poltergeist; encounter) ◆ Necrotic

The poltergeist shifts up to 1 square and uses hurl away on the triggering enemy. If the attack hits, the target is knocked prone.

Alignment Unaligned Languages Common

Skills Stealth +15

Str 15 (+5) Dex 20 (+8) Wis 16 (+6) Con 17 (+6) Int 13 (+4) Cha 20 (+8)

2 Specters (S)

Level 6 Lurker

XP 250

Medium natural beast (undead)

Senses Perception +7; darkvision

Spectral Chill aura 1; enemies in the aura take a -2 penalty to all defenses.

HP 42: Bloodied 21

Initiative +9

AC 18: Fortitude 18. Reflex 18. Will 19

Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant Speed fly 6 (hover); phasing

◆ Spectral Touch (standard; at-will) ◆ Necrotic

+9 vs. Reflex; 1d6 + 3 necrotic damage.

Spectral Barrage (standard; recharge :: III) ★ Illusion, Psychic

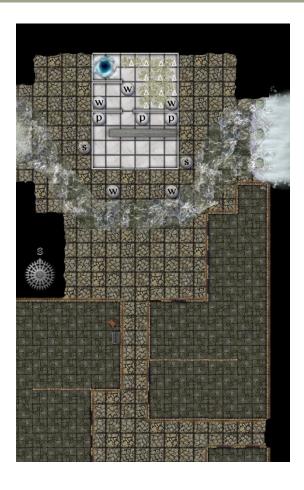
Close burst 2; targets enemies; +9 vs. Will; 2d6 + 3 psychic damage, and the target is knocked prone.

Invisibility (standard; at-will) ◆ Illusion

The specter becomes invisible until it attacks or until it is hit by an attack.

Languages Common Alignment Chaotic Evil Skills Stealth +10

Str 10 (+3) Dex 15 (+5) Wis 8 (+2) Con 13 (+4) Int 6 (+1) Cha 15 (+5)



te9. the court of reception

Encounter Level 7 (2,050 XP)

setup

5 baaz soldiers (S)

1 bozak wyrmcaller (W)

Depending on how the PCs reach this area, the exact details of the encounter can vary.

development

If the PCs reach this area by descending from the mausoleum level via the lift, chances are they have defeated the draconians stationed in area M4. They may even have already fought four of the baaz soldiers stationed in the Court of Reception, if those baaz were able to ascend in the lift. If that is the case, only the bozak wyrmcaller and one of the baaz soldiers are here.

PCs approaching from the ruins of the fallen city find the full complement of baaz soldiers and the bozak wyrmcaller as described in the Setup section above. Assuming that Khisanth has already ordered the search of the upper levels, this is the last group of draconians waiting to ascend in the lift. If the PCs are able to avoid notice, the draconians will board the lift and begin to ascend.

tactics

If the full complement of draconians is here, they attack the PCs savagely, attempting to kill them. If only the bozak wyrmcaller and the one remaining baaz soldier are here, they attempt to flee to area FC15 to alert the guards positioned there.

features of the area

Illumination: Dimly-lit. Each dimly-lit square is lightly obscured. **Cobblestones:** The cobblestones paving the court are normal terrain.

Rubble: Areas of rubble are difficult terrain.

Wicker Dragon: The wicker dragon is blocking terrain.

Chains: These thick, sturdy chains can be jumped onto (Acrobatics DC 15). They are greasy, but can be climbed (Athletics DC 15).

Pots: The cast-iron pots of the lift can comfortably contain four Medium or Small creatures. A pot can be boarded or exited as a move action at a rate of two creatures per round. The lift pots are blocking

When the ascending pot is loaded with four Medium creatures (as it is at the start of this encounter) it takes five Medium or ten Small creatures in the descending pot to operate the lift. If more creatures than this are loaded into the lift, the descending lift crashes when it reaches the bottom, dealing 10d10 damage to any creatures inside the pot. Likewise, if the ascending pot is empty when the descending pot is loaded, the descending pot also crashes at the bottom, dealing 10d10 damage to any creatures inside the pot.

When the lift is properly loaded, it takes twenty rounds for a pot to ascend or descend completely. If the descending lift is overloaded, it takes three rounds for the other pot to ascend. If the ascending pot is overloaded, it cannot ascend.

Should the lift brake be engaged when the pots are suspended next to each other, the pots are 2 squares apart.

Buildings: The buildings lining the street are blocking terrain. Creatures can enter the buildings with a move action. Climbing a building requires a DC 15 Athletics check. The roofs are 20 feet high.

Doors: The doors are unlocked and mostly rotten. Fighting through a door provides superior cover.

Windows: All of the buildings have gaping, empty windows facing the streets. Fighting through a window provides cover.

Sounds: The sound of falling, rushing water can be heard throughout the cavern as a background din. Because the continual noise muffles other sounds, creatures outside of buildings in the fallen city gain a +2 bonus to any Stealth checks they attempt to make.

5 Baaz Soldiers (S)

Level 6 Soldier

Medium natural humanoid (reptile)

XP 250

Initiative +8 Senses Perception +4; darkvision

HP 71; Bloodied 35; see also stony death. AC 22; Fortitude 19, Reflex 18, Will 16

Speed 6; see also flying charge and draconian gliding.

Short Sword (standard; at-will) ★ Weapon

+13 vs. AC; 1d6 + 4 damage, and the target is marked until the end of the baaz

Draconic Vigilance (immediate reaction, when an enemy leaves an adjacent square; at-will) **♦ Weapon**

The baaz soldier makes a melee basic attack against the enemy, even if the enemy is shifting.

Stony Death (when the baaz soldier drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz soldier to 0 hit points)

The baaz soldier dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz soldier's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic Skills Bluff +8, Intimidate +8

Str 19 (+7) Dex 16 (+6) Wis 13 (+4) Con 15 (+5) Int 11 (+3) Cha 11 (+3)

Equipment chainmail, light shield, short sword

Bozak Wyrmcaller (W)

Level 9 Elite Controller (Leader)

Medium natural humanoid (reptile)

XP 800

Initiative +6

Senses Perception +9; darkvision

HP 188; Bloodied 94; see also explosive death.

AC 23; Fortitude 21, Reflex 21, Will 23

Saving Throws +2

Speed 6; see also *flying charge* and *draconian gliding*.

Action Points 1

Mace (standard; at-will) ◆ Weapon

+14 vs. AC; 1d8 + 5 damage.

† Wyrmcaller's Wrath (standard; at-will) **◆ Weapon**

The bozak wyrmcaller makes two mace attacks.

Dark Queen's Mantle (standard; recharge ::) ◆ Acid, Cold, Fire, Healing, Lightning, Poison, Weapon

+14 vs. AC; 2d8 + 5 acid, cold, fire, lightning, and poison damage, and ongoing 5 acid, cold, fire, lightning, and poison damage and allies of the bozak wyrmcaller who hit the target with a melee attack regain 7 hit points (save ends both).

← Din of the Shrieking Host (standard; sustain minor; encounter) ◆ Fear, Thunder, Zone

Close burst 2; targets enemies; +11 vs. Will; 2d8 + 5 thunder damage and the target is pushed 3 squares from the center of the zone. The burst creates a zone that lasts until the end of the bozak wyrmcaller's turn. Any enemy that starts its turn in the zone takes 1d8 + 5 thunder damage and is pushed 3 squares from the center of the zone. The bozak wyrmcaller can move the zone 3 squares by spending a standard action.

← Explosive Death (when the bozak wyrmcaller drops to 0 hit points) ◆ Force

The bozak wyrmcaller dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; Miss: half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

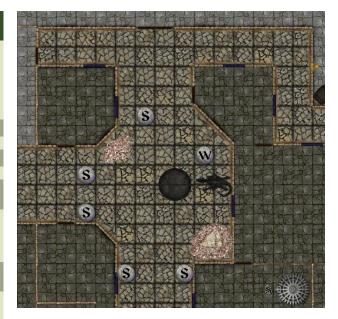
A draconian takes no damage from a fall and always lands on its feet.

Languages Common, Draconic Alignment Evil

Skills Intimidate +12, Religion +12

Str 17 (+7) Dex 14 (+6) Wis 20 (+9) Con 14 (+6) Int 16 (+7) Cha 16 (+7)

Equipment robes, mace, five-headed headdress



te10. the great plaza

Tactical Encounter Level 10 (4.080 XP)

setup

1 bozak wyrmcaller (W)

1 baaz captain (C)

2 bozak mages (M)

2 baaz soldiers (S)

10 baaz troopers (T)

1 scytheclaw drake (D)

This encounter can enfold in several ways, depending on the circumstances in which the PCs approach the area.

development

This encounter does not occur if the PCs have successfully completed SC5 The Aid of the Highbulp, and the Highbulp was able to create a diversion.

If the PCs witnessed Khisanth giving the order to begin the search, there is a chance that they could be spotted by the draconians as they march through the great plaza. The PCs can attempt Stealth checks opposed by the draconians' passive Perception scores, if they are able to hide. If the PCs are spotted, all of the draconians listed above (Khisanth's guard) attack, as well as the troops that are marching out of the plaza (10 additional baaz troopers).

If the PCs did not succeed at SC5 The Aid of the Highbulp, or did succeed by the Highbulp was unable or unwilling to create a diversion and the PCs did not use the lift to reach the fallen city, only Khisanth's guard (the creatures listed above in the Setup section) are present. They are distracted, taking a -2 penalty to their Perception checks.

tactics

The baaz captain, baaz soldiers, and baaz troopers advance to battle the PCs, attempting to herd them into the pool, while the bozak wyrmcaller and bozak mages use the pillars to gain cover and attack non-melee PCs with their ranged attacks. The scytheclaw drake tries to leap from PC to PC, knocking them prone with its scytheclaw attack.

The draconians attack to kill the PCs, and they fight to the death.

features of the area

Illumination: Dimly-lit. Each dimly-lit square is lightly obscured. **Flagstones:** The flagstones of the plaza are normal terrain.

Rivers: The rivers are fast-flowing, but fairly shallow. They are hindering terrain, requiring a DC 20 Acrobatics check to cross at a character's speed. Characters who fail their check may choose to end their movement and fall prone in the square they attempted to enter or they may choose to end their movement and be pushed 3 squares downstream from the square they attempted to enter.

Pool: The pool is deeper than the streams in the center. It is challenging terrain; both Medium and Small creatures are forced to swim in the rough water (Athletics DC 15).

Buildings: The buildings lining the street are blocking terrain. Creatures can enter the buildings with a move action. Climbing a building requires a DC 15 Athletics check. The roofs are 20 feet high.

Doors: The doors are unlocked and mostly rotten. Fighting through a door provides superior cover.

Windows: All of the buildings have gaping, empty windows facing the streets. Fighting through a window provides cover.

Steps: The steps are broad and shallow. They are normal terrain. **Columns:** The columns are difficult terrain that provides cover.

Rubble: The squares of rubble are difficult terrain.

Sounds: The sound of falling, rushing water can be heard throughout the cavern as a background din. Because the continual noise muffles other sounds, creatures outside of buildings in the fallen city gain a +2 bonus to any Stealth checks they attempt to make.

aftermath

Any combat in this area alerts Khisanth to the PCs' approach. She will be ready for the PCs when they arrive in her lair.

2 Baaz Soldiers (S)

Level 6 Soldier

XP 250

Initiative +8 Senses Perception +4; darkvision

HP 71; Bloodied 35; see also stony death.

AC 22; Fortitude 19, Reflex 18, Will 16

Medium natural humanoid (reptile)

Speed 6; see also *flying charge* and *draconian gliding*.

Short Sword (standard; at-will) ★ Weapon

+13 vs. AC; 1d6 + 4 damage, and the target is marked until the end of the baaz soldier's next turn.

Draconic Vigilance (immediate reaction, when an enemy leaves an adjacent square; at-will) **♦ Weapon**

The baaz soldier makes a melee basic attack against the enemy, even if the enemy is shifting.

Stony Death (when the baaz soldier drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz soldier to 0 hit points) The baaz soldier dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz soldier's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Cha 11 (+3)

Draconian Gliding

Con 15 (+5)

A draconian takes no damage from a fall and always lands on its feet.

Int 11 (+3)

Languages Common, Draconic Alignment Evil Skills Bluff +8, Intimidate +8 Str 19 (+7) Dex 16 (+6) Wis 13 (+4)

Equipment chainmail, light shield, short sword

weapon until the end of its next turn.

10 Baaz Troopers (T)

Level 8 Minion Soldier

Medium natural humanoid (reptile)

XP 88

Initiative +9

Senses Perception +4; darkvision

HP 1; a missed attack never damages a minion; see also stony death.

AC 24; Fortitude 21, Reflex 20, Will 18

Speed 6; see also draconian gliding.

◆ Short Sword (standard; at-will) ◆ Weapon

+15 vs. AC; 7 damage, and the target is marked until the end of the baaz

Stony Death (when the baaz trooper drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz trooper to 0 hit points)

The baaz trooper dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +12 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz trooper's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +9, Intimidate +9

Str 19 (+8) Dex 16 (+7) Wis 11 (+4) Con 15 (+6) Int 13 (+4) Cha 11 (+4)

Equipment Chainmail, light shield, short sword

Scytheclaw Drake (D)

Level 10 Skirmisher

XP 500

Medium natural beast (reptile) Initiative +12 Senses Perception +12

HP 105; Bloodied 52

AC 24; Fortitude 21, Reflex 23, Will 20

Speed 10

(standard; at-will)

+15 vs. AC; 1d8 + 5 damage, and the target is knocked prone. If the scytheclaw drake hits a prone target, it instead deals 2d8 + 5 damage, and ongoing 5 damage (save ends); see also springing step.

Overwhelming Attacker (opportunity, when an enemy adjacent to the scytheclaw drake stands up; at-will)

The drake makes an opportunity attack against the triggering enemy. On a hit, the attack deals no damage, and the enemy remains prone.

Springing Step (free, when the scytheclaw drake hits with scytheclaw attack;

recharge :: ::)

The drake jumps 8 squares and uses scytheclaw. The jump does not provoke an opportunity attack from the target of the triggering attack.

Alignment Unaligned Languages -Skills Athletics +13, Stealth +15

Str 16 (+8) Dex 21 (+10)

Wis 15 (+7) Con 17 (+8) Cha 6 (+3) Int 3 (+1)

XP 700

2 Bozak Mages (M)

Initiative +7

Level 8 Artillery

Medium natural humanoid (reptile)

Senses Perception +6: darkvision

HP 68; Bloodied 34; see also explosive death.

AC 20; Fortitude 19, Reflex 20, Will 22

Speed 6; see also flying charge and draconian gliding.

(Dagger (standard; at-will) ◆ Weapon

+15 vs. AC; 1d4 + 5 damage.

Magic Missile (standard; at-will) ◆ Force

Ranged 20; +13 vs. Reflex; 3d4 + 5 force damage.

→ Acidic Volley (standard; encounter) → Acid

Ranged 10; +13 vs. Reflex; 2d10 + 5 acid damage, and 5 ongoing acid damage (save ends).

→ Blast of Cold (standard; encounter) ◆ Cold

Area burst 1 within 10; +13 vs. Fortitude; 1d10 + 5 cold damage, and the target is slowed (save ends).

← Explosive Death (when the bozak mage drops to 0 hit points) **← Force**

The bozak mage dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; *Miss:* half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

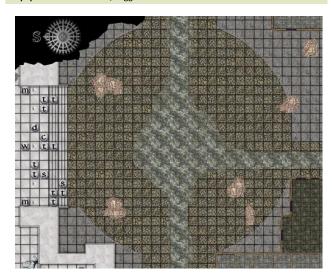
Alignment Evil	Languages Common Draconic

Skills Arcana +12. Religion +12

 Str 15 (+6)
 Dex 17 (+7)
 Wis 14 (+6)

 Con 14 (+6)
 Int 16 (+7)
 Cha 20 (+9)

Equipment leather armor, dagger



Bozak Wyrmcaller (W) Level 9 Elite Controller (Leader)

XP 350 Medium natural humanoid (reptile)

Senses Perception +9: darkvision

HP 188; Bloodied 94; see also explosive death.

AC 23; Fortitude 21, Reflex 21, Will 23

Saving Throws +2

Initiative +6

Speed 6; see also flying charge and draconian gliding.

Action Points 1

+14 vs. AC; 1d8 + 5 damage.

↓ Wyrmcaller's Wrath (standard; at-will) ◆ Weapon

The bozak wyrmcaller makes two mace attacks.

+ Dark Queen's Mantle (standard; recharge □) → Acid, Cold, Fire, Healing, Lightning, Poison, Weapon

+14 vs. AC; 2d8 + 5 acid, cold, fire, lightning, and poison damage, and ongoing 5 acid, cold, fire, lightning, and poison damage and allies of the bozak wyrmcaller who hit the target with a melee attack regain 7 hit points (save ends both).

Din of the Shrieking Host (standard; sustain minor; encounter) * Fear, Thunder, Zone

Close burst 2; targets enemies; +11 vs. Will; 2d8 + 5 thunder damage and the target is pushed 3 squares from the center of the zone. The burst creates a zone that lasts until the end of the bozak wyrmcaller's turn. Any enemy that starts its turn in the zone takes 1d8 + 5 thunder damage and is pushed 3 squares from the center of the zone. The bozak wyrmcaller can move the zone 3 squares by spending a standard action.

← Explosive Death (when the bozak wyrmcaller drops to 0 hit points) ◆ Force

The bozak wyrmcaller dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; *Miss:* half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Intimidate +12, Religion +12

 Str 17 (+7)
 Dex 14 (+6)
 Wis 20 (+9)

 Con 14 (+6)
 Int 16 (+7)
 Cha 16 (+7)

Equipment robes, mace, five-headed headdress

Baaz Captain (C)

XP 800

Level 8 Elite Soldier (Leader)

Medium natural humanoid (reptile)

Initiative +9 Senses Perception +6; darkvision

HP 178; Bloodied 89; see also defensive wings and stony death.

AC 24; Fortitude 21, Reflex 20, Will 19

Saving Throws +2

Speed 6; see also *flying charge* and *draconian gliding*.

Action Points 1

⊕ Bastard Sword (standard; at-will) ◆ Weapon

 \pm 15 vs. AC; 1d10 \pm 5 damage, and the target is marked until the end of the baaz captain's next turn.

Double Slash (standard; at-will) ◆ Weapon

The baaz captain makes 2 bastard sword attacks, each against a different target.

‡ Lashing Tail (immediate interrupt, when an enemy leaves an adjacent square; at-will)

The baaz captain trips the target with its tail. *Attack:* +13 vs. Reflex. *Hit:* The target is knocked prone.

← Draconic Orders (standard; recharge ∷∷∷)

Close blast 3; targets allies with the dragon or reptile keywords; the target shifts 2 squares and makes a basic attack as a free action.

Defensive Wings (when first bloodied; encounter)

The baaz captain gains a +4 power bonus to AC and Reflex until it is hit by an attack.

Stony Death (when the baaz captain drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz captain to 0 hit points)

The baaz captain dies, and its body becomes stone, encasing the weapon that caused its death. *Attack:* +12 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. *Special:* When this effect ends, the baaz captain's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +11, Intimidate +11

 Str 20 (+9)
 Dex 16 (+7)
 Wis 15 (+6)

 Con 17 (+7)
 Int 14 (+6)
 Cha 14 (+6)

Equipment scale armor, longspear

te11. the court of Balance

Tactical Encounter Level 10 (4.100 XP)

setup

Khisanth (K)
3 deathrattle vipers (V)
1 cave-in

Khisanth may or may not be prepared to battle the PCs depending on their prior successes and failures in the fallen city.

- ♦ If the PCs entered her lair via the secret entrance in area FC31, or through the palace after a successful diversion by the gully dwarves, Khisanth is **not prepared**.
- ♦ If the PCs fought her guards in area FC15, Khisanth is **prepared**.
- ◆If the PCs triggered the glyph of warding in area FC40, Khisanth is prepared.

development

If Khisanth is prepared for the PCs, she creates and maintains a *cloud* of *darkness* over whichever entrance the PCs are attempting to use. She is in an alert state, rolling an active Perception check each round.

If Khisanth is not prepared, determine surprise normally. Even if not prepared, Khisanth is in a ready state.

When she becomes aware of the PCs, Khisanth bellows for her guards stationed in area FC15, who will race to assist her if they are still alive and if the Highbulp's gully dwarves did not create a successful diversion (see SC5 The Aid of the Highbulp).

If the PCs use the *Blue Crystal Staff* to attack Khisanth when she is bloodied (see Appendix 4), the cave-in triggers as the *Staff* flares and pulses with blue light, shaking the very foundations of the ruined city.

If Khisanth is not prepared, read:

A vast chamber stretches before you. The circular room rises four stories to a cracked translucent dome. Dim light filters through the mists above. In the center of the room is a rotunda strewn with piles of coins, jewels, steel weapons, and intricate items.

Upon the rostrum in the middle of the chamber, slithering among the glittering treasures piled there, is the glossy black form of the dragon. Her skull-like head snaps towards you, tongue flickering between jaws that slaver with dripping acid. Her eyes blaze with hatred as she recognizes you.

If Khisanth is prepared, read:

You enter the chamber and step into inky black darkness, blinding you utterly.

A cold voice slices through the darkness. "So you have come for the Disks, have you? You will never have them. Throw the Blue Crystal Staff into the darkness and I will spare your wretched lives."

If the PCs do throw the *Blue Crystal Staff* into the room, Khisanth seizes it, flies to the dome overhead and wedges it into a crack there. Then she attacks the PCs without mercy.

If the Blue Crystal Staff is brought into this area, read:

A feeling of serenity soothes the bearer of the Blue Crystal Staff. Gentle words form in your mind, saying: "Remember your charge: present the Staff boldly, never wavering, and all will be well."

When Khisanth first becomes bloodied, read:

The Blue Crystal Staff suddenly flares with bright blue light, pulsing and throbbing in your hands. You can feel that it longs to be used in battle against this dragon, to destroy it and send it back to the Abyss.

The *Staff* sheds bright light in a 10-square radius. The *Staff* also dispels any darkness currently created by Khisanth, but does not prevent her from creating more.

If the *Blue Crystal Staff* is used to make a successful melee attack against Khisanth while she is bloodied, read:

The Staff blazes with even brighter light, humming and throbbing with power. The dragon shrieks and thrashes; the room shakes. Cracking and grinding noises are heard from above, and chunks of stone begin to tumble down from the dome overhead.

The cave-in is triggered. Using the square marked with an "X" as 0,0 roll 1d12 once for the X-axis and once for the Y-axis to randomly determine which squares the cave-in attacks each round. The cave-in can attack Khisanth if she is in the air. If Khisanth is in the air and is above a PC standing in the square the cave-in is attacking, she shields them from the attacks of the cave-in, suffering the attack herself.

If Khisanth is killed and the *Blue Crystal Staff* was used to strike her for damage while she was bloodied, read:

With a deafening crack and a dazzling flare of blue-white light, the Blue Crystal Staff explodes! The dragon is limned in blue flames, shrieking and struggling as she slowly burns to ashes.

If the wielder of the *Blue Crystal Staff* died using the *Staff* to destroy the dragon, read:

The wielder of the Staff is limned in the same blue-white flames as the dragon, and slowly is consumed, though the expression on her face is not one of pain, but of rapture.

When Khisanth is dead, read:

The blue light fades as the shrieks of the dragon die. The cave-in continues, but the plummeting chunks of stone now seem larger, and the sound of rushing water intensifies. Fetid swamp water begins to seep around the piles of shining treasure.

tactics

Khisanth only has one action point left if she spent one during **TE5 The Plaza of Death**. However, if the PCs have taken an extended rest since that encounter, Khisanth has her full complement of 2 action points available. She attempts to keep the PCs in her *cloud of darkness* as much as possible, using minor actions to sustain it as necessary. On her first turn that several enemies are in range, she spends an action point to use her *frightful presence*. Khisanth attacks from flight as often as she can, flying out of range of melee attacks if waiting for her powers to recharge. If forced to fight in a stationary position, Khisanth attempts to do so near one of the deathrattle vipers so that her foes are affected by the *death rattle* aura.

The deathrattle vipers are mere beasts and attack the nearest PC, or the one that last damaged them.

Khisanth and the vipers fight to the death.

features of the area

Illumination: Dimly-lit. Each dimly-lit square is lightly obscured. **Dome:** The dome is 60 feet tall at its highest point.

Trapdoor: A 4-foot diameter iron trapdoor on the floor opens into the sewer pipe leading to area FC31. The trapdoor has a large pull-ring in its center, and can be opened with a DC 14 Strength check. Khisanth cannot enter the sewer pipe, even by squeezing. If the PCs attempt to open the trapdoor quietly, they can attempt a Stealth check opposed by Khisanth's Perception check.

Hoard: These squares of shifting piles of loose coins are difficult terrain. Khisanth gains a +5 bonus to Perception checks made to hear intruders when they enter a square containing the treasure.

Rostrum: The rostrum is about 5 feet tall. Characters can make an Athletics check to jump on top of it.

Treasure: Khisanth's hoard consists of parcel F. If the *Blue Crystal Staff* was used to defeat Khisanth, collecting the treasure (including the Disks of Mishakal) is a part of **SC6 Escape from Xak Tsaroth**. In addition to parcel F, there are 200,000 clay Tsarothian culli strewn about—but these are completely worthless.

aftermath

If the PCs did not use the *Blue Crystal Staff* to defeat Khisanth and the cave-in was not triggered, they may collect Khisanth's treasure at their leisure, and return to the temple of Mishakal in whatever way they see fit. The draconians are still searching the upper levels for the PCs; improvise encounters with them as you see fit.

If the PCs used the *Blue Crystal Staff* to defeat Khisanth, the resultant blast of force triggers the second destruction of Xak Tsaroth. The entire cavern holding the ruins of the city begins to crumble, and tons of stone fall and thousands of gallons of water begin to pour down into the cavern.

Skill Challenge: SC6. Escape from Xak Tsaroth.

Khisanth (K) Level 11 Solo Lurker

Large natural magical beast (aquatic, dragon), black dragon Initiative +15 Senses Perception +13; darkvision

HP 448; Bloodied 224

AC 28: Fortitude 23. Reflex 26. Will 22

Resist 20 acid

Saving Throws +5

Speed 8, fly 8 (hover), overland flight 10, swim 8

Action Points 2

(Bite (standard, at-will) ◆ Acid

Reach 2; +16 vs. AC; 1d8 + 4 damage, and ongoing 5 acid damage (save ends).

(+) Claw (standard, at-will)

Reach 2; +16 vs. AC; 1d6 + 4 damage.

Double Attack (standard, at-will)

Khisanth makes two claw attacks

+ Tail Slash (immediate reaction, when a melee attack misses the dragon, at-will) Khisanth uses her tail to attack the enemy that missed her: reach 2; +16 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.

← Breath Weapon (standard, recharge :: ::) ← Acid

Close blast 5; +13 vs. Reflex; 2d8 + 3 damage, and the target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both).

⇔ Bloodied Breath (free, when first bloodied, encounter) ◆ Acid

Khisanth's breath weapon recharges, and she uses it immediately.

← Cloud of Darkness (standard, sustain minor, recharge :: ::) → Zone

Close burst 2; this power creates a zone of darkness that remains in place until the end of Khisanth's next turn. The zone blocks line of sight for all creatures except Khisanth. Any creature entirely within the area (except Khisanth) is blinded.

← Frightful Presence (standard, encounter) ◆ Fear

Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of Khisanth's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil Languages Common, Draconic

Skills Nature +13, Stealth +21

Str 18 (+9) Dex 22 (+11) Wis 16 (+8) Int 14 (+7) Con 16 (+8) Cha 12 (+6)

3 Deathrattle Vipers (V)

Level 5 Brute

XP 200

Medium natural beast (reptile)

Senses Perception +7; low-light vision

Death Rattle (Fear) aura 2; enemies in the aura take a -2 penalty to attack rolls.

HP 75: Bloodied 37

AC 17; Fortitude 16, Reflex 18, Will 16

Resist 10 poison

Initiative +6

Speed 4, climb 4

⊕ Bite (standard; at-will) ◆ Poison

+8 vs. AC; 1d6 + 4 damage, and the deathrattle viper makes a secondary attack against the same target. Secondary Attack: +6 vs. Fortitude; 1d8 + 2 poison damage and ongoing 5 poison damage (save ends).

Alignment Unaligned Languages —

Str 12 (+3) Dex 19 (+6) Wis 10 (+2) Con 15 (+4) Int 2 (-2) Cha 14 (+4) Cave-in Level 10 Lurker

The ringing vibrations of the Blue Crystal Staff and the shrieking and thrashing of the dragon set off a chain reaction that doesn't end until all the room is covered

Hazard: When triggered, rocks and debris fall from above to fill the area with attacks. It attacks a different part of the area each turn, on its initiative.

Perception

XP 3.000

DC 29: The character sees that the ceiling appears unstable.

Dungeoneering

◆ DC 24: Same as for Perception, above.

Initiative +6

The Blue Crystal Staff is used to make a successful melee attack against Khisanth while she is bloodied. When triggered, the cave-in rolls initiative. On its turn, the cave-in attacks a random square within the encounter area.

Standard Action

Close burst 1

Targets: All creatures in burst Attack: +13 vs. Reflex Hit: 2d12 + 7 damage Miss: Half damage.

Effect: The burst area becomes difficult terrain.

Sustain Standard: The cave-in attacks each round, targeting a different square.

◆ A character who makes a DC 29 Dungeoneering check as a minor action can determine the square the trap will attack on its next turn.

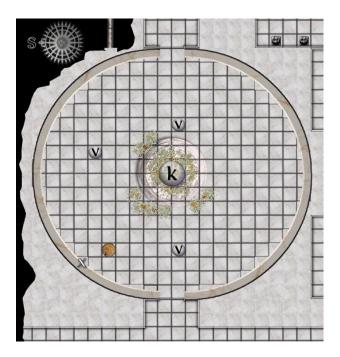
troubleshooting—who wields the staff?

If Goldmoon is not present for this encounter, or does not wish to personally wield the Blue Crystal Staff against Khisanth, that's fine. Any PC can use the Staff to strike the dragon for damage, as described in Appendix 4.

It is not necessary for the PCs to use the Blue Crystal Staff to help them defeat Khisanth, but the encounter will certainly be easier for them if they do use it—especially if they have already used daily and encounter powers.

If the PCs defeat Khisanth without the use of the Staff, the cavein of Xak Tsaroth is not triggered, so do not award XP for that hazard. Also, the PCs will be able to leisurely loot Khisanth's hoard to recover the Disks of Mishakal and the rest of the treasure. Note that the only items of real value in the hoard are those described in the treasure parcels. The rest of the hoard is made up of Tsarothian clay culli and assorted decaying furniture and works of art-all worthless.

You may wish to consider improvising an encounter with draconians as the PCs leave Xak Tsaroth, since they will not earn experience for SC6 Escape from Xak Tsaroth.



appendix 1: nonplayer characters

The following NPCs are characters appearing in this adventure. Use these notes to flesh out their interactions with the PCs.

Alam: A young boy of Solace, Alam is about seven years old. He is freckled and towheaded. He is allowed to spend evenings at the Inn of the Last Home, listening to tales and songs there and occasionally helping Tika out. He is a daydreamer, fantasizing about the great deeds he will achieve when he grows up to become an adventurer. The old storyteller's tale of the White Stag has particularly caught Alam's

Bupu: Bupu is the Bulp clan's wisewoman and healer. She carries a large, smelly sack full of garbage which she insists are sacred objects. Chief among these is a desiccated lizard corpse which she uses to heal injury and illness by waving it about while chanting gibberish. Bupu is probably the most intelligent gully dwarf in Xak Tsaroth, which isn't saying much. At the same time, she is good-hearted and sensitive. She reacts to insults and slights with hurt feelings and sniffling tears, but these setbacks only strengthen her resolve to show her true worth to the PCs. If any PC shows her particular kindness, they will have found a friend for life in Bupu, who is loyal to her very death if need be.

Elistan: A member of the Council of Highseekers, Elistan has true faith in the New Gods, but that faith is challenged when presented with the Blue Crystal Staff, for Elistan is thoughtful, wise, and open-hearted. Elistan is dving of an incurable wasting sickness that has plagued him for several years, but he is at peace with this, seeing it as the plan of the gods, whether New or Old.

Hederick: Appointed by Locar the Highseeker, Hederick is the Lord Theocrat of Solace. Officially, his office is to see to the spiritual needs of the village, but in reality his orders are to find the Blue Crystal Staff so that it can be delivered into the hands of the Highlord Verminaard. Hederick cooperates with Fewmaster Toede in this capacity, although he disdains the hobgoblin's company. Hederick is a mean-spirited drunk. He has no true faith in the Seeker religion, but finds it a worthy vehicle to be used to improve his station in life. He half-heartedly maintains a shrine to the New Gods in Solace, but has no belief in these gods. On the other hand, he vehemently denounces any word of the Old Gods as blasphemy, sensitive to the fact that if the people were to find faith in these new gods, his position would be toppled.

Khisanth (Onyx): Known to mortals as Onyx, Khisanth is a black dragon assigned to the Red Dragonarmy as punishment for killing the former highlord of the Black Wing. She has been posted to the ruined city of Xak Tsaroth, her mission to guard the Disks of Mishakal and ensure that knowledge of the True Gods of Light does not fall into the hands of mortals—for this is the one thing that the Queen of Darkness fears could upset her world conquest. Bored in her position, Khisanth relishes combat. She is cruel and sadistic. In battle she taunts her foes with vicious insults and mockery, but becomes deadly serious if pressed by worthy foes.

Locar: As the Master of the Council of Highseekers, Locar is the ultimate leader of the Seeker faith. Locar is essentially irreligious, but cherishes the prestige and power his position affords him. Locar seeks to protect the people of Haven (and his lofty position) from the ravages of the Dragonarmy, and to that end he will do almost anything necessary to obtain the Blue Crystal Staff.

Old Storyteller: This mysterious character showed up at the Inn of the Last Home the morning of the day of the PCs' arrival. An old man with a long white beard, he dresses in dirty, patched, mouse-colored robes and a tall, battered hat (which he often misplaces and sometimes converses with). He carries a simple staff of gnarled wood. He sometimes seems senile, other times merely confused, and even more rarely, keenly perceptive and intelligent. In spite of his general level of confusion, he seems to be well-versed in old tales of legendary heroes and the Old Gods.

Otik Sandath: Otik is the proprietor of the Inn of the Last Home. He is portly, short of stature, and possessed of a kindly and merry nature. He is a master brewer and also renowned for his spiced fried potatoes, a favorite dish at the inn. Otik is a surrogate father to Tika Waylan, whom he caught trying to rob him. Instead of turning the teenager in, he gave her a job, and now regards her fondly as a

Phudge I: The Highbulp of the Bulp Clan of Xak Tsaroth, Phudge I (and so far the only) is a cunning gully dwarf. He is a notorious coward and has a fondness for ostentation and extravagant clothing, especially hats. Phudge likes to think of himself as a sophisticate, and is highly disdainful of any who do not share his own good taste. Phudge is particularly resentful towards the dragon Onyx and the draconians that have moved in and ruined his life. He lusts after wealth (particularly that hoarded in the dragon's lair) and longs to get rid of the draconians. On the other hand, he is wary of anyone claiming to be interested in undertaking such a mission, since he is suspicious they will want to move into the cavern city as well.

Quilanil: An elf border warden of Qualinesti, Quilanil is a skilled woodsman. Graceful and well-spoken, he is dedicated to the defense of Qualinesti and with the rumors of war to the north will suffer no intruders over the borders of the elf-land.

Theros Ironfeld: This dark-skinned giant of a man is a master blacksmith. He is a highly respected resident of Solace and his smithy does a brisk business. Theros covertly works against the influences of the Seekers and the agents of the Dragonarmies—a dangerous game. He is also secretly an elf-friend, quietly assisting any elves who come to the Solace region with whatever they require.

Tika Waylan: This young woman on the verge of adulthood is a barmaid at the Inn of the Last Home. Easily recognizable for her red curls, freckles, and loud laugh, Tika was only a girl when the PCs left town five years ago, and has been looking forward to their return. As a child, Tika was abandoned by her father. She was making ends meet as a thief when Otik Sandath caught her trying to steal from him. Instead of turning her in, he offered her a job at the inn. Tika has now come to love Otik as the father she never knew.

Toede: An immensely fat, unwashed hobgoblin, Toede lacks the military acumen possessed by most members of his race. Toede is the Fewmaster of the Red Dragonarmy. His primary mission is to act as an advance agent, seeking the Blue Crystal Staff so that it can be returned to Xak Tsaroth or kept safe by Highlord Verminaard himself. Toede has grandiose dreams of the day when he will be a dragon highlord instead of a lowly fewmaster. Like most bullies, Toede is cowardly and sickeningly obsequious when his superiors are around. He is adept at covering his frequent and spectacular failures by shifting the blame to others.

Tunket: A gully dwarf of the Bulp Clan, Tunket is crude, stupid, and filthy—but he is cheerful and a wily survivor. He is knowledgeable about the ruins of Xak Tsaroth and the movements of the draconians.

appendix 2: companion characters

If you have fewer than eight players and none of the players are using Goldmoon or Riverwind as a PC, it is suggested these characters accompany the heroes as companion characters (Dungeon Master's Guide 2, page 27). A companion character is controlled by a player during tactical encounters and by the DM at all other times. If none of your players wish to control a companion character, all the players can cooperatively decide their actions during tactical encounters.

Goldmoon: Goldmoon is a princess of the Que-Shu tribe of Plainsmen. She was raised as the priestess of her tribe and trained to lead the people in the worship of their ancestors. She is pure, virtuous, and strong-willed. She is deeply in love with Riverwind, but both are acutely aware of the vast difference in their social status. Now that she possesses the Blue Crystal Staff, Goldmoon begins to experience the first stirrings of an emerging faith in the True Gods of Light.

Goldmoon Level 7 Leader XP — Medium natural humanoid, human Initiative +2 Senses Perception +8 HP 52; Bloodied 26; Healing Surges 7

AC 22; Fortitude 21, Reflex 19, Will 23

Speed 6

⊕ Blue Crystal Staff (standard; at-will) ◆ Weapon

+13 vs. AC; 1d8+4 damage.

③ Sling (standard; at-will) ◆ Weapon

Ranged 10/20; +11 vs. AC; 1d6+2 damage.

→ Lance of Faith (standard; at-will) → Implement, Radiant

Requires Blue Crystal Staff; ranged 5; +11 vs. Reflex; 1d8+8 radiant damage and one ally Goldmoon can see gains a +2 power bonus to his or her next attack roll against the target.

→ Astral Seal (standard; at-will) ◆ Healing, Implement

Requires Blue Crystal Staff; ranged 5; +13 vs. Reflex; Hit: until the end of Goldmoon's next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of Goldmoon's next turn regains 5 hit points.

→ Daunting Light (standard; encounter) → Implement, Radiant

Requires Blue Crystal Staff; ranged 10; +11 vs. Reflex; 2d10+8 radiant damage; Effect: one ally Goldmoon can see gains combat advantage against the target until the end of Goldmoon's next turn.

‡ Cure Serious Wounds (standard; daily) **◆ Healing**

Requires Blue Crystal Staff; melee touch; the target regains hit points as if it had spent two healing surges.

← Healing Word (minor 1/round; 2/encounter) ◆ Healing

Requires Blue Crystal Staff; close burst 5; targets one ally; the ally can spend a healing surge.

Alignment Good Languages Common, Elven Skills Diplomacy +11, Religion +9

Str 10 (+3) Dex 8 (+2) Wis 20 (+8) Con 10 (+3) Int 13 (+4) Cha 16 (+6)

Equipment hide armor, sling, sling bullets (20), Blue Crystal Staff, lute

Riverwind: Riverwind, grandson of Wanderer is a far-hunter and shepherd of the Que-Shu tribe of plainsmen. For daring to love Goldmoon, the chieftain's daughter, Riverwind was banished from the village. Like Goldmoon, Riverwind is acutely aware of the difference in status between them, and can sometimes allow this to cloud his judgement. He is stubborn, and says little but observes much. He is slow to trust strangers, but once his trust is given he is a true and fiercely loyal friend.

Riverwind

Initiative +7

Level 7 Striker XP —

Medium natural humanoid, human

Senses Perception +10

HP 55; Bloodied 27; Healing Surges 7

AC 22; Fortitude 21, Reflex 23, Will 19

Speed 6

♣ Spear (standard; at-will) ◆ Weapon

+13 vs. AC; 1d8+5 damage.

③ Longbow (standard; at-will) ◆ Weapon

Ranged 20/40; +13 vs. AC; 1d10+7 damage.

→ Twin Strike (standard; at-will) → Weapon

Ranged 20/40; \pm 13 vs. AC, two attacks; targets one or two creatures; 1d10+7 damage per attack.

→ Nimble Strike (standard; at-will) → Weapon

Ranged 20/40; +13 vs. AC; Riverwind shifts 1 square before or after the attack; 1d10+7 damage.

→ Hawk's Talon (standard; encounter) ◆ Weapon

Ranged 20/40 or melee weapon; ignores penalties from cover or concealment (but not superior cover or total concealment); *Longbow:* +15 vs. AC; 2d10+7 damage; *Spear:* +15 vs. AC; 2d8+5 damage.

Spitting Cobra Stance (standard; daily) ◆ Weapon

Until the end of the encounter, Riverwind makes a ranged basic attack as an opportunity action against any enemy within 5 squares that moves closer to him.

Combat Advantage

Once per round, if Riverwind has combat advantage against the target, the target takes 1d6 extra damage when Riverwind hits it.

Alignment Good Languages Common, Elven

Skills Nature +10, Perception +10

 Str 14 (+5)
 Dex 19 (+7)
 Wis 15 (+5)

 Con 13 (+4)
 Int 10 (+3)
 Cha 8 (+2)

Equipment hide armor, spear, longbow, arrows (120), flute

appendix 3: songs and tales

the canticle of the dragon

Hear the sage as his song descends like heaven's rain of tears, and washes the years, the dust of the many stories from the High Tale of the Dragonlance. For in ages deep, past memory and word, in the first blush of the world when the three moons rose from the lap of the forest, dragons, terrible and great made war on this world of Krynn.

Yet out of the darkness of dragons, out of our cries for light in the blank face of the black moon soaring, a banked light flared in Solamnia, a knight of truth and of power, who called down the gods themselves and forged the mighty Dragonlance, piercing the soul of dragonkind, driving the shade of their wings from the brightening shores of Krynn.

Thus Huma, Knight of Solamnia, Lightbringer, First Lancer, followed his light to the foot of the Khalkist Mountains, to the stone feet of the gods, to the crouched silence of their temple. He called down the Lancemakers, he took on their unspeakable power to crush the unspeakable evil, to thrust the coiling darkness back down the tunnel of the dragon's throat.

Paladine, the Great God of Good shone at the side of Huma, strengthening the lance of his strong right arm, and Huma, ablaze in a thousand moons, banished the Queen of Darkness, banished the swarm of her shrieking hosts back to the senseless kingdom of death, where their curses swooped upon nothing and nothing deep below the brightening land.

Thus ended in thunder the Age of Dreams and began the Age of Might,
When Istar, kingdom of light and truth, arose in the east, where minarets of white and gold spired to the sun and to the sun's glory, announcing the passing of evil, and Istar, which mothered and cradled the long summers of good, shone like a meteor in the white skies of the just.

Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees as things with daggers, the
streams
blackened and thickened under the silent moons.
He searched books for the paths of Huma
for scrolls, signs, and spells
so that he, too, might summon the gods, might find
their aid in his holy aims,
might purge the world of sin.

Then came the time of dark and death as the gods turned from the world. A mountain of fire crashed like a comet through Istar, the city split like a skull in the flames, mountains burst from once-fertile valleys, seas poured into the graves of mountains, the deserts sighed on abandoned floors of the seas, the highways of Krynn erupted and became the paths of the dead.

Thus began the Age of Despair.
The roads were tangled.
The winds and the sandstorms dwelt in the husks of cities,
The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We have yet to hear their answer.

the song of goldmoon

The grasslands are endless and summer sings on and Goldmoon the Princess loves a poor man's son Her father the Chieftain makes long roads between them The grasslands are endless and summer sings on

The grasslands are waving, the sky's rim is gray The Chieftain sends Riverwind east and away To search for strong magic at lip of the morning The grasslands are waving, the sky's rim is gray

Oh Riverwind, where have you gone?
Oh Riverwind, autumn comes on
I sit by the river and look to the sunrise
But the sun rises over the mountains alone

The grasslands are fading, the summer wind dies He comes back, the darkness of stones in his eyes He carries a blue staff as bright as a glacier The grasslands are fading, the summer winds die

The grasslands are fragile, as yellow as flame
The Chieftain makes mockery of Riverwind's claim
He orders the people to stone the young warrior
The grasslands are fragile, as yellow as flame

The grasslands are faded and autumn is here
The girl joins her lover, the stones whistle near
The staff flares in blue light and both of them vanish
The grasslands have faded and autumn is here

appendix 4: artifacts and equipment

the Blue crystal staff

The *Blue Crystal Staff* is an artifact sacred to the goddess Mishakal the Healer. It is appropriate for heroic-tier characters.

goals of the Blue crystal staff

- ◆Restore faith in the True Gods of Light.
- ◆Be in the possession of a good character belonging to a divine class.
- ◆Return to the ruins of Xak Tsaroth and destroy the black dragon Khisanth.

Roleplaying the Blue crystal staff

The *Blue Crystal Staff* is generally incommunicative. When its bearer uses a divine power, the Staff glows with soft blue radiance and feels slightly warm to the touch.

concordance

1d10
+2
+2
+1
-1
-2
-2

Blue Crystal Staff

leroic Level

This long, slender staff is made entirely of translucent blue crystal. It bears a device resembling the sign of infinity at its head, and is decorated in the barbaric fashion, with the feathers of plains-dwelling birds. When the powers of the staff are used, it glows with soft blue light.

The Blue Crystal Staff is an implement that acts as symbol of hope +2. It also acts as a melee weapon, functioning as a magic quarterstaff +2. It possesses the following properties.

Enhancement (implement and weapon): attack rolls and damage rolls. Critical (implement and weapon): +2d6 damage.

Property: The *Blue Crystal Staff* allows a user belonging to a divine class to access class features and powers normally, even if cut off somehow from his or her deity.

Property: The *Blue Crystal Staff* functions as a ritual book, allowing its user to master and use the following rituals: Brew Potion, Cure Disease, Delay Affliction, Gentle Repose, Last Sight Vision, Speak with Dead, and Undead Ward. The user must provide components and make skill checks as usual.

Property: Each time the *Blue Crystal Staff* is used to make a melee attack against a dragon that is bloodied, it deals damage equal to its wielder's full hit point value to the dragon, and deals damage equal to the wielder's healing surge value to the wielder. When the dragon is slain, whether by damage dealt by the *Staff* or by other damage, the *Staff* explodes (see "Moving On").

Property (Daily): Immediate reaction. You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.

pleased [16-20]

"The Staff fills me with rapture; the return of the True Gods of Light is imminent!"

The *Staff* and its bearer are doing the will of the Gods of Light, and the *Staff* is very pleased with its owner.

The Staff's enhancement bonus (both as a weapon and as an implement) increased to +3.

Critical (implement and weapon): +3d6 damage.

Property: Weapon attacks made using the *Staff* deal radiant damage.

Power (Daily ◆ Healing): Standard action; sustain minor. You create a blessed aura (aura 1) that lasts until the end of your next turn. Allies starting their turn within the aura regain 5 hit points and gain a +2 power bonus to their next attack roll.

satisfied [12-15]

"My heart swells with faith in the True Gods."

The wielder of the *Staff* has proven his or her faith and the *Staff* deems them worthy to herald the return of the Gods of Light.

Power (Daily ◆ Divine, Healing): You can use mass cure light wounds (cleric 10).

normal [5-11]

"The Staff hums with the power of the True Gods."

The Staff gently encourages feelings of piety in its new wielder and observes their actions carefully.

unsatisfied [1-4]

"My faith wavers and the Staff grows impatient."
The Staff questions the faith of its owner.

Special: The Staff no longer functions as a ritual book.

angered to or lower]

"I have not the faith to wield this staff."

The Staff believes a more suitable owner should be found for it. It will soon arrange to leave.

The Staff's enhancement bonus drops to +1.

Critical (implement and weapon): +1d6 damage.

Special: Your divine encounter powers now become daily powers.

moving on

"The Staff must spread its message of faith elsewhere."

The Blue Crystal Staff wishes to find a new owner, one of suitable piety and faith. When the character next gains a level, the Staff disappears, returning to the temple of Mishakal in the ruins of Xak Tsaroth, where it once more becomes a part of the goddess's statue until a new hero should find it. If the Staff is at least satisfied, it leaves behind a bronzewood quarterstaff +2 for its former owner to wield in its place.

the disks of mishakal

The Disks of Mishakal are a set of 160 thin disks of platinum, each eighteen inches in diameter. The disks are bound with a gold ring in such a way that each disk can be swiveled out individually. Upon them are engraved words telling of the True Gods of Light: Branchala the Bard King; Habbakuk the Fisher King; Kiri-Jolith, the Sword of Justice; Majere, the Mantis of the Rose; Mishakal the Healer; Paladine, the Platinum Dragon; and Solinari, the God's Eye.

The language of the disks appears to be gibberish, but anyone who reads the text with an open heart finds the words easily comprehensible. Reading the disks is sufficient to allow a character who has never heard of the Gods of Light to become a member of a class using the divine power source.

The Disks also function as a ritual book containing the following rituals: Brew Potion, Create Holy Water, Cure Disease, Discern Lies, Delay Affliction, Gentle Repose, Last Sight Vision, Magic Circle, Speak with Dead, and Undead Ward. As the owner of the Disks masters additional rituals, they become embossed on blank disks within the stack.

the ritual book of fistandantilus

This slim ritual book is bound in night-blue leather and stamped with silver runes. It is slightly cold to the touch. It is one of the series of volumes that was used by the long-dead Fistandantilus, a Wizard of the Black Robes, to record his rituals. Fistandantilus was known to have lived in the city of Istar prior to the Cataclysm, so it may be that the ritual book and the Disks of Mishakal came to be in Xak Tsaroth by the same purpose.

The book contains the following rituals: Detect Object, Duplicate, Fool's Speech, Sending, and Undead Ward.

appendix 5: other pcs

The Dragonlance adventure path is written with the assumption that the players use the pregenerated characters. However, if the players do not wish to use the pregenerated characters, they can use 7th-level characters of their own creation. The notes below discuss guidelines for making setting-appropriate choices for player characters. If you and your players wish to use characters that seem at home in the milieu of the Dragonlance campaign setting, follow these guidelines. If this is not a concern for your group, any race and class combination normally allowed by the DM is appropriate.

RACES

Setting-appropriate PC races for "Dragons of Despair" include dwarf, elf, half-elf, halfling (known in the world of Krynn as *kender*), and human

Human characters suitable for this adventure include those from the lands of Abanasinia. These may be "civilized" humans from the towns of Solace, Haven, Gateway, or New Ports, or they may be "barbarian" Plainsmen from the tribes of Que-Shu, Que-Teh, or Que-Kiri.

Dwarf characters belong to the Neidar, or hill dwarf, clans. These dwarves live in small hamlets in the wilderness of the Kharolis Mountains to the south.

Elf characters belong to the Qualinesti clans. These elves are less insular than other elven societies in the world of Krynn and are therefore more accepting of members of other races.

Half-elves are typically outcasts from both human and elven society, though they are grudgingly accepted in both. The ancestry of a half-elf's parentage will be similar to that described for humans and elves.

Halflings, or kender, as they are known in the world of Krynn, might be from the lands of Balifor, far to the east, or from Hylo, far to the northwest. Kender are typically afflicted with a condition called wanderlust, which causes them to travel far and wide for many years.

classes

Setting-appropriate classes include all classes from the arcane, divine, martial, and primal power sources, with the exception of artificers.

Martial Classes: Fighters, warlords, rangers, and rogues are common to all regions and races of Krynn.

Arcane Classes: Of the arcane classes, wizards belong to the Orders of High Sorcery. They are required to take the dreaded Test of High Sorcery to become a full member of the order and win the right to wear the robes showing their allegiance. Good-aligned wizards wear the White Robes, unaligned wizards wear the Red Robes, and evil-aligned wizards wear the Black Robes. It is assumed that wizard PCs have successfully passed their Tests and are full members of the Orders of High Sorcery.

Sorcerers and warlocks, on the other hand, are considered renegades and operate outside of the codes and ethics of the Orders of High Sorcery. They are dismissed as unstudied and undisciplined by the wizards, and are sometimes persecuted by them, but the powers of renegade mages may be just as great as that of the Wizards of High Sorcery.

Bards and swordmages are considered each to belong to their own special orders and have no particular adversarial relationship with the Wizards of High Sorcery.

Divine Classes: Because mortals are currently estranged from the True Gods, the powers of characters belonging to classes using the divine power source do not function at the beginning of this adventure. If no PC wishes to play a divine character, you can limit the number of players to six or seven and have Goldmoon and/or Riverwind accompany the heroes as companion characters (see Appendix 2). If a PC does wish to play a divine character of their own creation, you may allow Goldmoon to pass ownership of the *Blue Crystal Staff* to that PC when the heroes meet her in the Inn of the Last Home; possession of the *Blue Crystal Staff* allows a PC belonging to a divine class to use all of their class features and powers.

When the PCs recover the Disks of Mishakal at the end of the adventure, divine PCs gain full access to all their class features and powers without needing to possess the *Blue Crystal Staff*. They may choose Mishakal as their patron deity, or they may select another deity described in the Disks.

Deity	Alignment	Spheres		
Branchala	Good	Music, harmony, poetry, beauty		
Habbakuk	Good	Animals, hunting, water, rebirth		
Kiri-Jolith	Lawful good	War, courage, honor, solidarity		
Majere	Lawful good	Discipline, meditation, thought, industry		
Mishakal	Good	Healing, mercy, the home, compassion		
Paladine	Lawful good	Kingship, guardianship, redemption		
Solinari	Lawful good	Good magic, abjuration, divination		

Primal Classes: In the region of Abanasinia, where "Dragons of Despair" is set, druids are most common among the Qualinesti elves. Barbarians and shamans are prevalent among the Plainsmen, and wardens can be found among the Neidar dwarves as well as the Qualinesti elves and the Plainsmen.

appendix 6: new monsters

dpaconian

Draconians, or dragonmen, are the basic troops in the Dragonarmies. They are a species new to the world of Krynn, having never before been seen before the Dragonarmies began to march. Their origins are shrouded in deep mystery. They are humanoid in shape, but their bodies are covered in dull scales the color of tarnished and corroded metal. Their heads resemble those of dragons, and they possess heavy reptilian tales and dragon-like wings. Two types of draconians are encountered in this adventure: the brassy baaz and the bronzed bozaks.

Most draconians are coarse and military-minded. They have a great fondness for strong drink and an unholy attraction to humanoid women. Although they have wings, draconians cannot fly. They use their wings to glide or to help them charge more efficiently. When a draconian is killed, the elemental energy stored within its body is released, resulting in death throes that make these creatures as dangerous in death as they are in life.

draconian tactics

Draconians are fierce combatants. They favor charging into battle, using their wings to help them position themselves more advantageously. They are not afraid to fight near precipitous drops, confident that their wings will protect them from falls.

Baaz goons prefer to begin battles by charging their foes. They then attack with *brutal reaping* using simply tactics. When they become bloodied, they immediately spend the action point gained by *drunken fury* and use it to make an extra attack with *brutal reaping*.

Baaz soldiers try to fight in a tight formation with their allies, trying to gain combat advantage and using their basic attacks to mark foes and attacking mobile enemies with *draconic vigilance*.

Baaz troopers fight using simple tactics, attempting to stay in close formation with their allies and gain combat advantage against enemies.

A baaz captain uses *double slash* to mark different targets and attempts to stay close to mobile enemies so it can take advantage of its *lashing tail*. It issues *draconic orders* to its allies as often as possible, allowing them to shift into positions granting combat advantage.

A bozak mage tries to remain at range, behind the front ranks of its allies. It uses *blast of cold* to slow mobile enemies and *acidic volley* on a heavily-armored target. It then uses *magic missile* against troublesome foes. A bozak mage that knows it is going to be destroyed attempts to position itself so that its *explosive death* causes as much harm to its enemies as possible.

The bozak wyrmcaller charges into battle, using *Dark Queen's mantle* against its most threatening adversary. When it is surrounded by several foes, it uses *din of the shrieking host*, maintaining it from round to round and moving the zone if it is forced to change position. If it knows it is going to be destroyed, the bozak wyrmcaller attempts to position itself so that its *explosive death* causes as much harm to its enemies as possible.

draconian lore

A character knows the following information with a successful Nature check.

DC 30: Draconians are a species new to Krynn. Their origins are shrouded in mystery, but they resemble humanoid dragons.

DC 35: Baaz draconians fill the role of shock troopers in the Dragonarmies. They turn to stone when they are slain, entrapping the weapons of their killers.

DC 35: Bozak draconians are users of magic and fill a religious caste within the Dragonarmies. Their bodies explode with great force when they are slain.



Baaz Goon Level 6 Brute
Medium natural humanoid (reptile) XP 250

Initiative +4 Senses Perception +4; darkvision

HP 86; Bloodied 43; see also stony death.

AC 18; Fortitude 19, Reflex 16, Will 16

Speed 6; see also flying charge and draconian gliding.

Action Points see drunken fury.

⊕ Heavy Flail (standard; at-will) ◆ Weapon

+9 vs. AC; 2d6 + 6 damage.

‡ Brutal Reaping (standard; at-will) **◆ Weapon**

Requires heavy flail; +7 vs. Reflex; 2d6 + 6 damage, and the target is dazed (save ends).

Drunken Fury (when first bloodied; encounter)

The baaz goon gains resist 5 to all damage and gains 1 action point.

Stony Death (when the baaz goon drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz goon to 0 hit points)

The baaz goon dies, and its body becomes stone, encasing the weapon that caused its death. *Attack:* +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. *Special:* When this effect ends, the baaz goon's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +8, Intimidate +8

 Str 19 (+7)
 Dex 13 (+4)
 Wis 13 (+4)

 Con 16 (+6)
 Int 11 (+3)
 Cha 11 (+3)

Equipment chainmail, heavy flail, flask of liquor

draconian encounters

Draconians are often encountered in military detachments. They often work with goblins, hobgoblins, bugbears, ogres, and human mercenaries.

Level 6 Encounter (1,250 XP)

- ◆2 baaz goons (level 6 brute)
- ◆2 baaz soldiers (level 6 soldier)
- ◆1 bugbear wardancer (level 6 skirmisher)

Level 7 Encounter (1.552 XP)

- ◆1 baaz captain (level 8 elite soldier)
- ◆4 baaz troopers (level 8 minion soldier)
- ◆2 human javelin dancers (level 6 skirmisher)

Baaz Soldier Level 6 Soldier
Medium natural humanoid (reptile) XP 250

Initiative +8 Senses Perception +4; darkvision

HP 71; Bloodied 35; see also *stony death*. AC 22; Fortitude 19, Reflex 18, Will 16

Speed 6; see also *flying charge* and *draconian gliding*.

Short Sword (standard; at-will) ◆ Weapon

+13 vs. AC; 1d6 + 4 damage, and the target is marked until the end of the baaz soldier's next turn.

Draconic Vigilance (immediate reaction, when an enemy leaves an adjacent square; at-will) **◆ Weapon**

The baaz soldier makes a melee basic attack against the enemy, even if the enemy is shifting.

Stony Death (when the baaz soldier drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz soldier to 0 hit points)

The baaz soldier dies, and its body becomes stone, encasing the weapon that caused its death. *Attack:* +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. *Special:* When this effect ends, the baaz soldier's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

 Alignment Evil
 Languages Common, Draconic

 Skills Bluff +8, Intimidate +8
 Wis 13 (+4)

 Str 19 (+7)
 Dex 16 (+6)
 Wis 13 (+4)

 Con 15 (+5)
 Int 11 (+3)
 Cha 11 (+3)

Equipment chainmail, light shield, short sword

Level 8 Encounter (1,750 XP)

- ♦2 bozak mages (level 8 artillery)
- ◆2 ogre savages (level 8 brute)
- ◆4 hobgoblin warriors (level 8 minion)

Level 9 Encounter (2,000 XP)

- ♦1 bozak wyrmcaller (level 9 elite controller)
- ◆2 ambush drake packleaders (level 8 brute)
- ◆2 ambush drakes (level 6 skirmisher)

Baaz Trooper Level 8 Minion Soldier

Medium natural humanoid (reptile) XP 88

Initiative +9 Senses Perception +4: darkvision

HP 1; a missed attack never damages a minion; see also *stony death*.

AC 24; Fortitude 21, Reflex 20, Will 18

Speed 6; see also draconian gliding.

◆ Short Sword (standard; at-will) ◆ Weapon

+15 vs. AC; 7 damage, and the target is marked until the end of the baaz trooper's next turn.

Stony Death (when the baaz trooper drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz trooper to 0 hit points)

The baaz trooper dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +12 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz trooper's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

 Alignment Evil
 Languages Common, Draconic

 Skills Bluff +9, Intimidate +9
 Vis 11 (+4)

 Str 19 (+8)
 Dex 16 (+7)
 Wis 11 (+4)

 Con 15 (+6)
 Int 13 (+4)
 Cha 11 (+4)

Equipment Chainmail, light shield, short sword



Baaz Captain Level 8 Elite Soldier (Leader) XP 700

Medium natural humanoid (reptile)

Senses Perception +6; darkvision

HP 178; Bloodied 89; see also defensive wings and stony death.

AC 24: Fortitude 21. Reflex 20. Will 19

Saving Throws +2

Speed 6; see also *flying charge* and *draconian gliding*.

Action Points 1

Initiative +9

(4) Bastard Sword (standard; at-will) ◆ Weapon

+15 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the baaz captain's next turn.

Double Slash (standard: at-will) ◆ Weapon

The baaz captain makes 2 bastard sword attacks, each against a different

Lashing Tail (immediate interrupt, when an enemy leaves an adjacent square; at-will)

The baaz captain trips the target with its tail. Attack: +13 vs. Reflex. Hit: The target is knocked prone.

← Draconic Orders (standard; recharge :: :::)

Close blast 3; targets allies with the dragon or reptile keywords; the target shifts 2 squares and makes a basic attack as a free action.

Defensive Wings (when first bloodied; encounter)

The baaz captain gains a +4 power bonus to AC and Reflex until it is hit by an attack.

Stony Death (when the baaz captain drops to 0 hit points because of an attack made using a melee weapon of the axe, heavy blade, light blade, pick, or spear groups; targets the creature that reduced the baaz captain to 0 hit points)

The baaz captain dies, and its body becomes stone, encasing the weapon that caused its death. Attack: +10 vs. Reflex; the target is immobilized and cannot make attacks with the weapon that triggered this power until the end of its next turn. Special: When this effect ends, the baaz captain's body crumbles to dust, releasing the weapon. The target can release the weapon at any time as a free action, ending the immobilized condition, but cannot retrieve the stuck weapon until the end of its next turn.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Bluff +11, Intimidate +11

Str 20 (+9) Dex 16 (+7) Wis 15 (+6) Con 17 (+7) Int 14 (+6) Cha 14 (+6)

Equipment scale armor, longspear

Level 8 Artillery **Bozak Mage** XP 350 Medium natural humanoid (reptile)

Initiative +7 Senses Perception +6: darkvision

HP 68; Bloodied 34; see also explosive death.

AC 20: Fortitude 19. Reflex 20. Will 22

Speed 6; see also flying charge and draconian gliding.

(Dagger (standard; at-will) ◆ Weapon

+15 vs. AC; 1d4 + 5 damage.

Magic Missile (standard; at-will) ◆ Force

Ranged 20; +13 vs. Reflex; 3d4 + 5 force damage.

→ Acidic Volley (standard; encounter) → Acid

Ranged 10: +13 vs. Reflex: 2d10 + 5 acid damage, and 5 ongoing acid damage (save ends).

- Blast of Cold (standard; encounter) ◆ Cold

Area burst 1 within 10: +13 vs. Fortitude: 1d10 + 5 cold damage, and the target is slowed (save ends).

← Explosive Death (when the bozak mage drops to 0 hit points) ◆ Force

The bozak mage dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; Miss: half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Arcana +12. Religion +12

Str 15 (+6) Dex 17 (+7) Wis 14 (+6) Con 14 (+6) Int 16 (+7) Cha 20 (+9)

Equipment leather armor, dagger



Bozak Wyrmcaller (W)

Level 9 Elite Controller (Leader)

Medium natural humanoid (reptile)

XP 800

Initiative +6 Senses Perception +9: darkvision

HP 188; Bloodied 94; see also explosive death.

AC 23; Fortitude 21, Reflex 21, Will 23

Saving Throws +2

Speed 6; see also flying charge and draconian gliding.

Action Points 1

Mace (standard; at-will) ◆ Weapon

+14 vs. AC; 1d8 + 5 damage.

↓ Wyrmcaller's Wrath (standard: at-will) → Weapon

The bozak wyrmcaller makes two mace attacks.

Dark Queen's Mantle (standard: recharge !!) ◆ Acid. Cold. Fire. Healing. Lightning, Poison, Weapon

+14 vs. AC; 2d8 + 5 acid, cold, fire, lightning, and poison damage, and ongoing 5 acid, cold, fire, lightning, and poison damage and allies of the bozak wyrmcaller who hit the target with a melee attack regain 7 hit points (save ends both).

Thunder, Zone

Close burst 2: targets enemies: +11 vs. Will: 2d8 + 5 thunder damage and the target is pushed 3 squares from the center of the zone. The burst creates a zone that lasts until the end of the bozak wyrmcaller's turn. Any enemy that starts its turn in the zone takes 1d8 + 5 thunder damage and is pushed 3 squares from the center of the zone. The bozak wyrmcaller can move the zone 3 squares by spending a standard action.

← Explosive Death (when the bozak wyrmcaller drops to 0 hit points) ◆ Force

The bozak wyrmcaller dies and its flesh disintegrates, leaving only its bones, which explode; close burst 1; +13 vs. Reflex; 1d10 + 5 force damage; Miss: half damage.

Flying Charge

When charging, a draconian can charge to any unoccupied space adjacent to the target, instead of just the closest space.

Draconian Gliding

A draconian takes no damage from a fall and always lands on its feet.

Alignment Evil Languages Common, Draconic

Skills Intimidate +12, Religion +12

Str 17 (+7) Wis 20 (+9) Dex 14 (+6) Cha 16 (+7) Con 14 (+6) Int 16 (+7)

Equipment robes, mace, five-headed headdress

dwarf

There are seven branches of dwarves in Krynn. Of those seven, the gully dwarves, or Aghar, are the lowliest. They are dirty, crude, stupid, and poor, held in contempt by the rest of dwarven society. Gully dwarves may not be intelligent, but they are cunning and stealthy, and fight viciously if backed into a corner.

gully dwarf anklebiter tactics

Gully dwarf anklebiters are cowardly and have little stomach for violence. Instead they latch onto foes using their desperate grip, attempting to help their allies by detaining their targets.

Gully Dwarf Anklebiter

Level 8 Minion Controller

XP 88

Small natural humanoid

Senses Perception +5; low-light vision

Ankle Biter aura 1; each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its turn.

HP 1; a missed attack never damages a minion.

AC 22; Fortitude 19, Reflex 22, Will 18

Saving Throws +5 against poison effects

Speed 5

Initiative +9

① Desperate Grip (standard; at-will)

+12 vs. Reflex; the target is grabbed (until escape).

Alignment Unaligned Languages Common, Dwarven

Skills Bluff +9, Stealth +14, Thievery +14

 Str 13 (+5)
 Dex 20 (+9)
 Wis 12 (+5)

 Con 15 (+6)
 Int 7 (+2)
 Cha 10 (+4)

Equipment ragged clothing

gully dwarf lore

A character knows the following information with a successful Nature check.

DC 10: The gully dwarves are lowest caste of the dwarven race. They are generally known to be stupid, crude, and dirty, and live in squalor and poverty.

DC 15: Gully dwarves are known as Aghar, or "the Anguished", in the dwarvish tongue. Although not very sophisticated, they do possess a crude cunning, and can be resourceful allies or frustrating enemies.

DC 20: Gully dwarves respond very positively to flattery and obsequiousness. They like to think of themselves as grand and lofty.

gully dwarf encounters

Gully dwarves live in squalid conditions and are often encountered with creatures that flourish in such conditions.

Level 8 Encounter (1,728 XP)

- ♦6 gully dwarf anklebiters (level 8 minion controller)
- ◆2 otyughs (level 7 soldier)
- ◆2 dire stirges (level 7 lurker)

appendix 7: conversion notes

This adventure is a conversion of the classic module DL1, "Dragons of Despair", by Tracy Hickman. DL1 was published under the Advanced Dungeons & Dragons ruleset in 1984. In converting the adventure, I have also taken inspiration from the 3rd Edition Dungeons & Dragons conversion "Dragons of Autumn" by Clark Valentine and Sean McDonald.

The intention of this conversion is not to implement the world of the Dragonlance adventures as its own campaign setting, but to reimagine the story told in the original modules, bringing it into line with the expected game experience of 4th Edition Dungeons & Dragons as an adventure path, while keeping the spirit of the tale intact. Consequently, some details may have been changed and some plot points may have been altered. Also, you will therefore not see special rules for kender, gully dwarves, Wizards of High Sorcery, or other unique components and features of the world of Krynn.

appendix s: legal

This adventure is intended for personal home use and is not intended in any way to generate profit. It is contains material copyrighted by Wizards of the Coast which is reproduced without permission. I believe this not-for-profit, personal use of the copyrighted material constitutes a fair use of the material (as provided for in section 107 of the US Copyright Law).

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The maps in this adventure were created with the <u>MapTool</u> software, using assets developed by various individuals.

appendix 9: pregenerated pcs

The following pages are character sheets and power cards for the pregenerated characters for use with this adventure. If desired, one player can control both Goldmoon and Riverwind, and one player can control both Caramon and Raistlin.

Caramon Maiere

Player Name Caramon Majere Fighter 10,000 Class Paragon Path Character Name Level **Epic Destiny** Total XP 220 lbs The Innfellows Medium Male Good Height Weight Deity **RPGA Number** Race Size Gender Alignment Adventuring Company INITIATIVE **DEFENSES MOVEMENT HIT POINTS** SCORE 1/2 LVL MISC SCORE SC<u>ORE</u> ARMOR ITEM MISC MAX HP **HEALING SURGES** ENH BLOODIED SURGE VALUE SURGES/DAY **Initiative** Speed (Squares) 25 8 AC 13 31 10 15 CONDITIONAL MODIFIERS 1/4 HP **CONDITIONAL BONUSES** CURRENT HIT POINTS **CURRENT SURGE USES** ABILITY SCORES **SENSES** SCORE PASSIVE SENSE BASE SKILL BONUS CLASS STR 20 21 15 **Passive Insight** 10 + 5 **FORT** SECOND WIND 1/ENCOUNTER USED TEMPORARY HIT POINTS CONDITIONAL BONUSES CON 15 **Passive Perception** 5 10 + SPECIAL SENSES **DEATH SAVING THROW FAILURES** 1/2 LVL ABIL CLASS FEAT ENH MISC MISC DEX SAVING THROW MODS 18 3 **REF** 13 2 **ACTION POINTS** INT CONDITIONAL BONUSES RESISTANCES Resist 5 Fire MILESTONES ACTION POINTS **Action Points** CURRENT CONDITIONS AND EFFECTS ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS CLASS FEAT ENH MISC MISC WILL CHA **ATTACK WORKSPACE FEATS** CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Vanguard Longsword +2 Action Surge - +3 to attacks when you spend an action AT<u>T BONUS</u> **SKILLS** RACE FEATURES point 5 + 14 3 3 ABIL MOD TRND ARMOR BONUS SKILL NAME Bonus Feat - Choose an extra feat at 1st level Weapon Focus (Heavy Blade) - Gain +1 damage per tier PENALTY MISC + 1/2 LVL (+5)ABILITY: Ranged Basic Attack - Javelin 5 0 -2 3 Acrobatics with Heavy Blades. DEX Bonus Skill - Trained in one additional class skill 3 0 3 Bonus At-Will Power - Know one extra 1st-level attack Offensive Resilience - +1 to attack roll after using second 2 n/a Arcana INT + 11 wind when bloodied 8 5 power from your class. 14 -2 3 **Athletics** STR DAMAGE WORKSPACE Powerful Charge - +2 damage, +2 to bull rush on a charge Human Defense Bonuses - +1 to Fortitude, Reflex, and 2 0 2 **Bluff** n/a CHA ABILITY: Melee Basic Attack - Vanguard Longsword +2 Will. Power Attack - +2 damage for -2 to attack 2 0 2 **Diplomacy** n/a CHA DA<u>MAGE</u> FEAT ENH MISC MISC 0 5 n/a 1d8+8 Dungeoneering WIS ABILITY: Ranged Basic Attack - Javelin 7 4 5 -2 **Endurance** CON **CLASS / PATH / DESTINY FEATURES** FEAT ENH MISC MISC 5 5 0 n/a Heal WIS Combat Challenge - Mark foes you attack. They get -2 to 5 1d6+5 3 0 n/a History INT attacks not including you. Make basic melee attack against **BASIC ATTACKS** 5 5 0 n/a adjacent marked foe who shifts or makes attack not Insight WIS DAMAGE ATTACK DEFENS WEAPON OR POWER 2 5 7 including you. Mark lasts until end of your next turn or Intimidate n/a CHA 14 \mathbf{AC} Vanguard Longsword +2 1d8+8 marked by other. 0 5 5 Nature n/a WIS 11 \mathbf{AC} Javelin (Melee) vs | 1d6+5 Combat Superiority - Add Wis mod to opportunity attacks. 0 5 5 n/a Perception WIS 11 \mathbf{AC} Javelin (Range) 1d6+5 vs Hit ends foe's movement (if any) this action. 3 3 0 n/a Religion INT Fighter Talents - Select a Fighter Talent. 10 vs AC Unarmed (Melee) 1d6+5 5 0 -2 3 Stealth DEX One-handed Weapon Talent - +1 on attacks with one-5 7 2 n/a Streetwise CHA handed weapons. 0 5 -2 Thievery DEX

Page 1

POWER INDEX MAGIC ITEM INDEX List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. AT-WILL POWERS **MAGIC ITEMS** WEAPON Vanquard Longsword +2 (E) Knockdown Assault WEAPON Combat Challenge WEAPON Tide of Iron WEAPON Cleave Veteran's Drakescale Armor +2 (E) ARMS FEET **ENCOUNTER POWERS** HANDS Gauntlets of Ogre Power (heroic tier) (E) Lunging Strike HEAD Rhino Strike NECK Reckless Strike RING RING WAIST Belt of the Brawler (heroic tier) (E) Flamedrinker Shield Heavy Shield (heroic tier) (**DAILY POWERS** Brute Strike Potion of Healing (heroic tier) () Agonizing Assault **UTILITY POWERS** Get Over Here Daring Shot Daily Item Powers Per Day Heroic (1-10) Milestone Paragon (11-20) Milestone Epic (21-30) Milestone

Adventurer's Kit

П

Javelin (3)		

SESSION AND CAMPAIGN NOTES

Caramon, a giant of a warrior, is Raistlin's twin brother and Kitiara's half-brother. He could not be more unlike his siblings. He is honest and open where Raistlin is cynical and reserved, friendly and compassionate where Kitiara is wild and passionate. The twins were born when Kitiara was eight. One twin was strong and healthy, but the other nearly died at birth. Because their mother was frail, it fell to Kitiara to raise the two. Caramon, the first-born twin, showed himself to be a warrior born. As he grew, he outstripped other boys his age, always being the tallest and strongest around. He quickly acquired fighting skills, and was soon a champion swordsman.

Although the twin brothers were nothing alike, Caramon loved his brother Raistlin dearly, and frequently protected him from bullies. When Raistlin discovered his natural aptitude for magic, no one was more pleased for him than Caramon, even though Raistlin's new studies made him a poor companion. Caramon, an outgoing and social person, had many friends, including young Sturm Brightblade. One day, he met Tasslehoff Burrfoot, a kender, and so the twins became involved with the companions. Caramon accompanied Tanis and Flint on trips in the Haven/Solace area, and grew into a powerful fighting man.

At the age of twenty, he and Raistlin met with their companions in the Inn of the Last Home for what would be the last time in many long years. For Raistlin had been granted an opportunity to take the Test: an experience that would make him into a powerful mage . . . if he survived it. Caramon, ever faithful, accompanied Raistlin. He has never talked about what happened there, but the Test created a darker bond between the two brothers.

CHARACTER PORTRAIT



MANNERISMS AND APPEARANCE

Brown hair, brown eyes, very muscular

PERSONALITY TRAITS

Caramon is easy-going, strong, and shy around women. He is trustworthy to a fault. He is not secretive (except about his brother's Test) and has no inner doubts. His one obsession is polishing his sword. He is very protective of his "little" brother and very fond of him, but doesn't understand him in the slightest. He is often embarrassed by his brother's rudeness and apologizes for him. His motto is "There is no problem that cannot be solved by strength." Money is nice, but not important. Caramon is occasionally impulsive, and doesn't always know his own strength. He is left-handed. His intelligence is not great in contrast to his brother. What he appears to be on the surface is what he is in his soul. His only private depth lies in his love for his brother.

Caramon is a skilled outdoorsman as well as a fighter. Because of his great strength, he carries enough weapons and armor to be virtually a walking arsenal. He is content to follow Tanis's lead, and deeply respects Sturm, though he wishes both of them would loosen up a bit. Even through his shyness, he has begun to notice that Tika Waylan has matured from a freckle-faced kid into a good-looking

Caramon Maiere Page 2

Common, Goblin

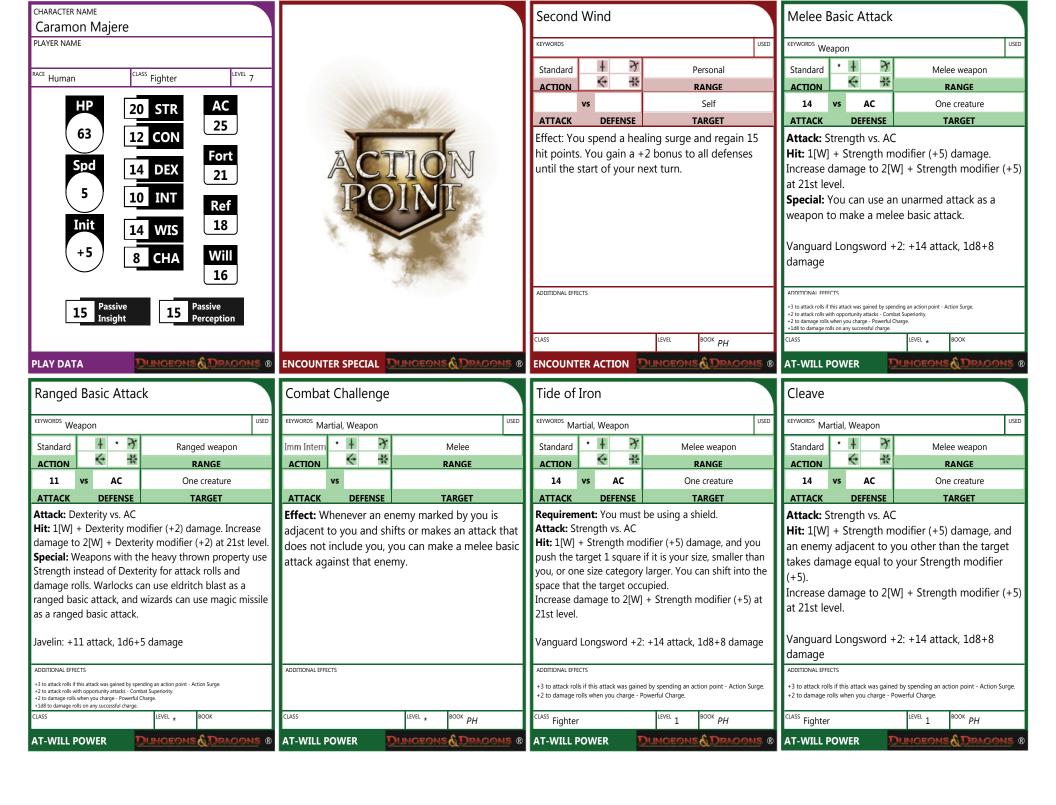
LANGUAGES KNOWN

COINS AND OTHER WEALTH

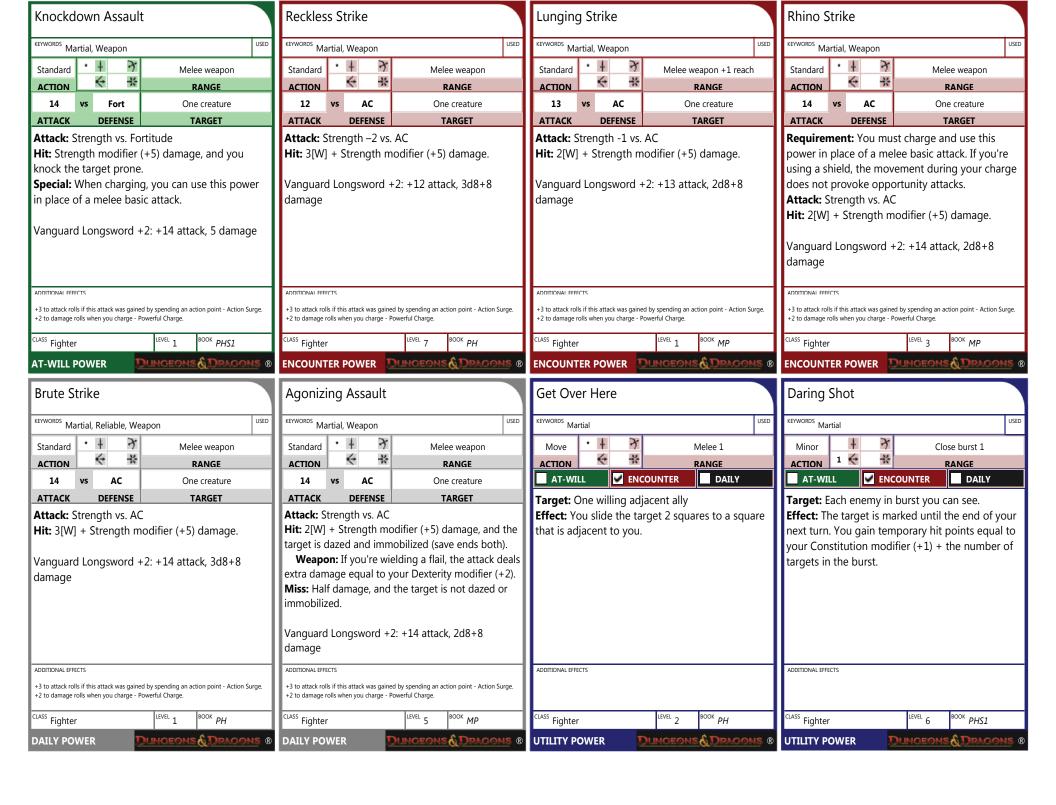
Money on hand: 40 gp

Encumbrance: 70 / 200

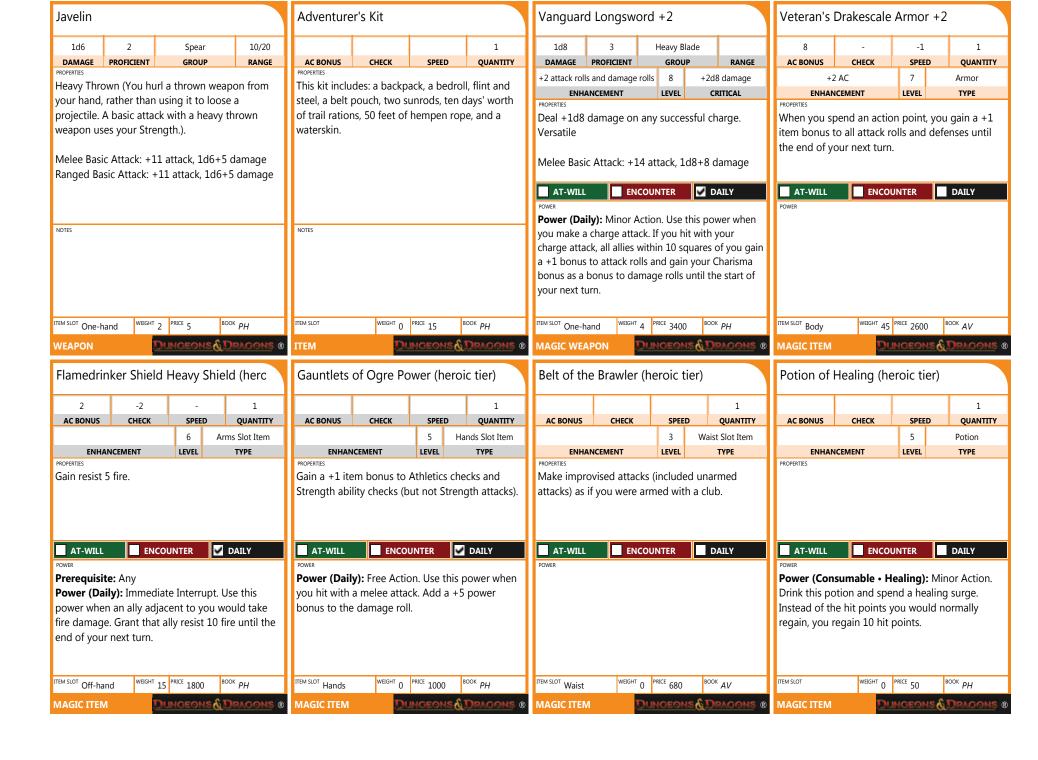
Stored money:



Caramon Maiere Page 3



Caramon Maiere Page 4



Caramon Majere Page 5

Player Name Flint Fireforge Fighter 10,000 Class Character Name Level Paragon Path **Epic Destiny** Total XP 4'7" 148 lbs The Innfellows Medium 148 Male Good Height Weight Alignment Deity **RPGA Number** Race Size Gender Adventuring Company INITIATIVE **DEFENSES MOVEMENT HIT POINTS** SCORE 1/2 LVL MISC SCORE SC<u>ORE</u> ARMOR ITEM MISC MAX HP **HEALING SURGES** ENH BLOODIED SURGE VALUE SURGES/DAY 3 **Initiative** 3 Speed (Squares) 5 22 74 13 37 18 13 CONDITIONAL MODIFIERS 1/4 HF **CONDITIONAL BONUSES** CURRENT HIT POINTS **CURRENT SURGE USES** ABILITY SCORES **SENSES** PASSIVE SENSE BASE SKILL BONUS SCORE CLASS STR 18 20 **Passive Insight** 10 + 5 **FORT** SECOND WIND 1/ENCOUNTER USED TEMPORARY HIT POINTS CONDITIONAL BONUSES CON 15 **Passive Perception** 5 10 + SPECIAL SENSES **DEATH SAVING THROW FAILURES** Low-light Vision 1/2 LVL ABIL CLASS FEAT ENH MISC MISC DEX SAVING THROW MODS +5 Racial bonus against poison 14 **REF** 13 1 **ACTION POINTS** INT CONDITIONAL BONUSES RESISTANCES ACTION POINTS **Action Points** CURRENT CONDITIONS AND EFFECTS ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS CLASS FEAT ENH MISC MISC 16 WILL CHA **CLASS / PATH / DESTINY FEATURES** ATTACK WORKSPACE CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Stout Greataxe +2 Combat Challenge - Mark foes you attack. They get -2 to **SKILLS** RACE FEATURES attacks not including you. Make basic melee attack against + 12 2 TRND ARMOR ABIL MOD BONUS SKILL NAME **Dwarven Weapon Proficiency** - Proficient with hammers. adjacent marked foe who shifts or makes attack not PENALTY MISC + 1/2 LVL (+5)ABILITY: Melee Basic Attack - Distance Handaxe +1 3 0 -1 2 Acrobatics including you. Mark lasts until end of your next turn or DEX Cast-Iron Stomach - +5 bonus to saving throws against PROF 2 0 2 marked by other. n/a poison. 2 Arcana INT + 11 Combat Superiority - Add Wis mod to opportunity attacks. 0 **Encumbered Speed** - Armor or heavy load doesn't reduce 6 -1 **Athletics** STR DAMAGE WORKSPACE your speed. (Other effects still can.) Hit ends foe's movement (if any) this action 3 0 3 **Bluff** n/a CHA ABILITY: Melee Basic Attack - Stout Greataxe +2 Fighter Talents - Select a Fighter Talent. **Dwarven Resilience** - Second wind is minor action 3 3 0 **Diplomacy** n/a CHA DA<u>MAGE</u> ENH MISC MISC Stand Your Ground - Can move 1 less when forced to Battlerager Vigor - Temp hp when you hit with melee 5 1d12+8 12 n/a Dungeoneering WIS move. Immediate saving throw to avoid being knocked or close; Double with Invigorating, Temp HP if miss with ABILITY: Ranged Basic Attack - Distance Handaxe +1 15 5 -1 4 **Endurance** CON invigorating, +2 damage in light armor with some weapons prone. FEAT ENH MISC MISC 10 5 5 n/a Heal WIS **Dungeoneering Bonus** 1d6+7 0 2 History n/a INT **Endurance Bonus BASIC ATTACKS** 5 5 0 n/a Insight WIS **FEATS** DAMAGE ATTACK DEFENS WEAPON OR POWER 3 3 0 Intimidate n/a CHA 12 \mathbf{AC} Toughness - Gain 5 additional hit points per tier vs | Stout Greataxe +2 1d12+8 0 5 5 Nature n/a WIS Weapon Expertise (Axe) - Gain bonus to attack rolls with 11 AC Distance Handaxe +1 (Range 1d6+7 5 5 0 n/a Perception WIS \mathbf{AC} Unarmed (Melee) 1d4+4 Improved Vigor - Invigorating powers grant +1 temporary 2 2 0 n/a Religion INT 3 0 -1 2 Stealth DEX **Dwarven Weapon Training** - +2 damage and proficiency 3 3 0 n/a Streetwise CHA with axes and hammers 0 3 -1 Thievery DEX

Flint Fireforge Page 1

POWER INDEX MAGIC ITEM INDEX List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. MAGIC ITEMS AT-WILL POWERS WEAPON Stout Greataxe +2 (E) Combat Challenge WEAPON Distance Handaxe +1 Crushing Surge WEAPON Footwork Lure WEAPON ARMOR Dwarven Finemail +2 (E) ARMS FEET **ENCOUNTER POWERS** HANDS Bell Ringer HEAD Crushing Blow Horned Helm (heroic tier) (E) NECK Savage Parry Collar of Recovery +1 (E) RING RING WAIST Augmenting Whetstone (level 11) () **DAILY POWERS** Knee Breaker Potion of Healing (heroic tier) () (3) Pinning Smash Stonemeal Biscuit (heroic tier) () (2) **UTILITY POWERS** Boundless Endurance Settling the Score Daily Item Powers Per Day Heroic (1-10) Milestone Paragon (11-20) Milestone

Adventurer's Kit
Whittling Knife
ine Clothing
Carving Wood
·

SESSION AND CAMPAIGN NOTES

Flint Fireforge, a grandfatherly dwarf, is the oldest of the companions. He is a hill dwarf of the Neidar clan, born in the wilds of the Kharolis Mountains. His father fought in the Dwarfgate Wars against the mountain dwarves, and told Flint many stories about that terrible conflict. After the Cataclysm, humans and hill dwarves sought refuge in the ancient dwarven kingdom of Thorbardin. The mountain dwarves, fearing they would be overrun, shut the gates of the kingdom, shutting out their kin, the Neidar, in the process. War raged for years, and both armies were obliterated in the final battle. The mountain dwarves who remained closed Thorbardin forever. The hill dwarves, shattered by the war, broke up into small clans. Flint was born into the poverty and hardship of his people, and grew up with a deep hatred of the mountain dwarves that had so betrayed his people.

Flint learned his trade as a metalsmith from his father, and set out into the world when he became an adult. His official reason for leaving was to find a more lucrative place to ply his trade, but secretly he dreamed of returning rich and powerful to reunite the Neidar Kingdom. Eventually, Flint moved to Solace, since that town was located near all the major trade routes (and had one of the finest inns in the known world). His work was much in demand because of his skill, and he became one of the few dwarves welcome in the elven kingdom of Qualinesti. There he met a young half-elf named Tanis, and they formed a fast friendship.

When Tanis left Qualinost, he came to Flint in Solace, and Flint took the young half-elf on as a business partner. Together, they roamed the Haven/Solace region, and even traveled west across the mountains. They never went south, for Flint was not yet ready to face his own people again. Although Flint grew increasingly crotchety as he aged, Tanis seemed to attract young, energetic people. And so the Innfellows formed around Flint and his young assistant. Flint, though always gruff, became much fonder of the companions than they ever realized.

Flint had a near-brush with drowning that left him terribly afraid of water, and also had a close call with fire that left him nervous about flames. He is allergic to horses.

When Flint retired, he decided finally to travel south to find his people, and left Solace when the Innfellows departed. He traveled south of Pax Tharkas, but was captured by Aghar (gully dwarves) and imprisoned for several years. Finally, he escaped, but carries a burning hatred for the disgusting creatures.

CHARACTER PORTRAIT



MANNERISMS AND APPEARANCE

Graying brown hair and beard, hazel eyes, scar over right eyelid, appears to be in his late 50s

PERSONALITY TRAITS

Flint is a complex personality. He is gruff, cynical, distrustful, dwarvishly greedy, and never forgets an insult, but at the same time is extremely loyal, a little bashful (especially around women), humorous, and capable of deep and lasting friendship. Although it often appears different, he worries about his friends, thinking that they are children needing his care. He doesn't like to fight, but does it when he has to. He distrusts magic and all magic-users, including Raistlin. He has a running feud with Tasslehoff, but is secretly fond of the kender. He is very fond of precious metals and gems, and is a talented metal craftsman. He whittles continually, and strokes and cleans his beard whenever there isn't a piece of wood in his hand. He dresses sloppily when traveling (to discourage bandits), but is very much the dandy in town. His health is good, but he has a touch of rheumatism.

Flint Fireforge Page 2

Epic (21-30)

Common, Dwarven

COINS AND OTHER WEALTH

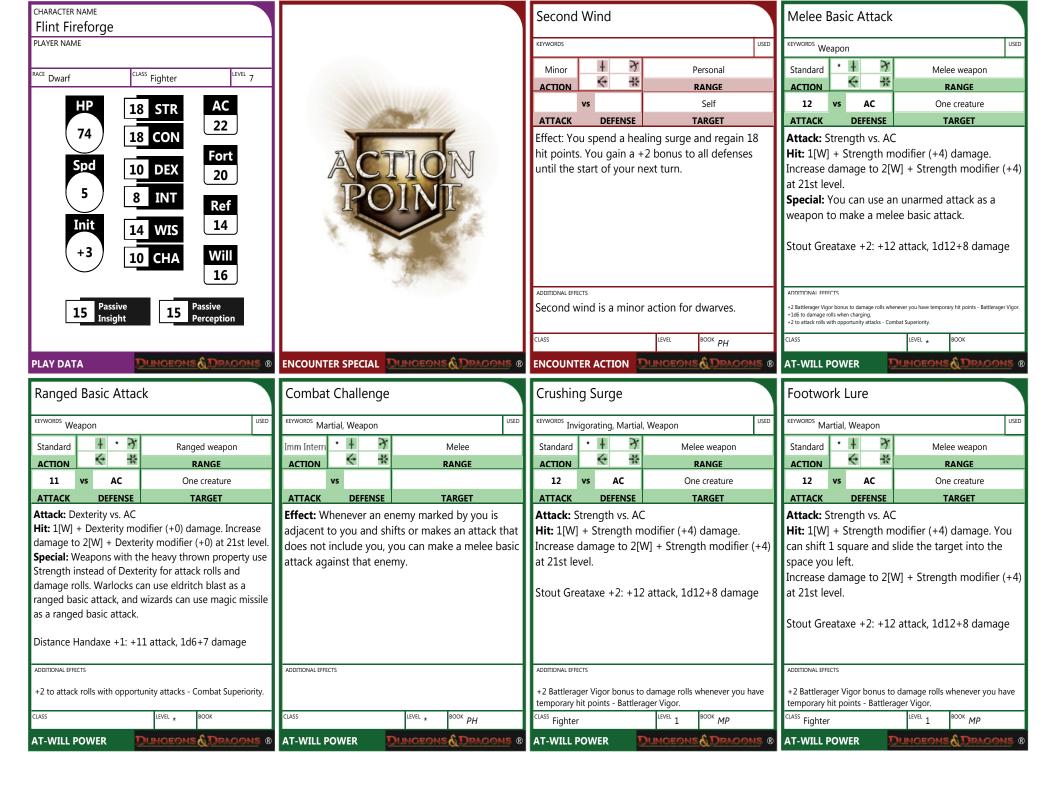
Money on hand: 24 gp

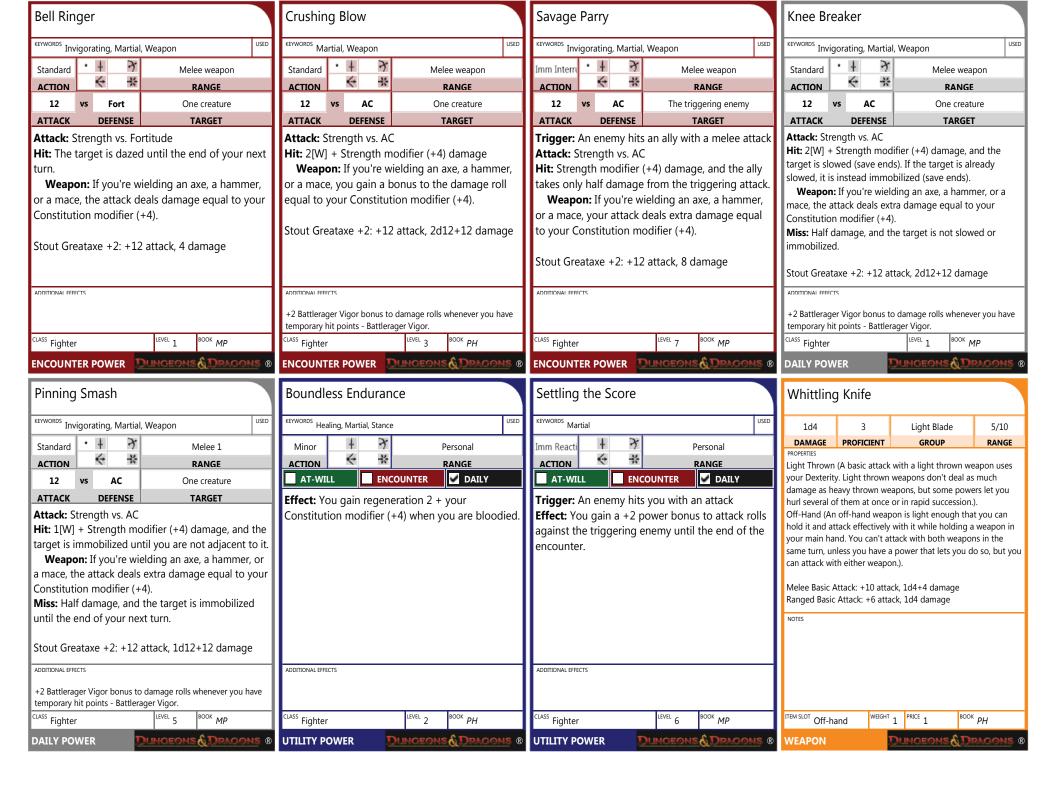
Encumbrance: 63 / 180

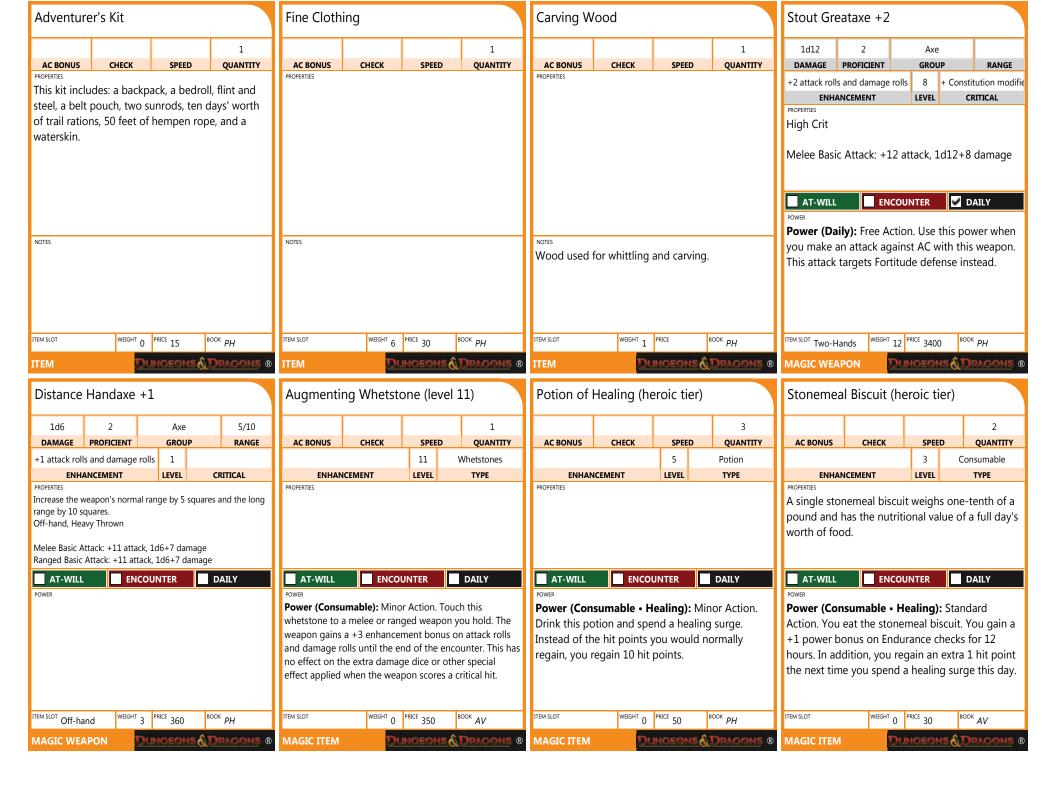
Stored money:

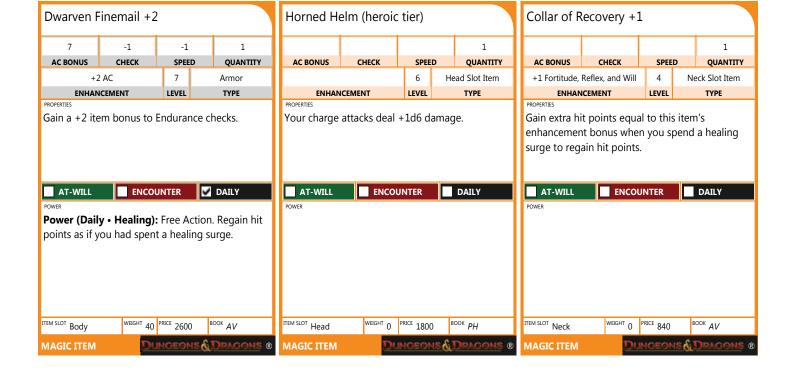
Milestone

LANGUAGES KNOWN

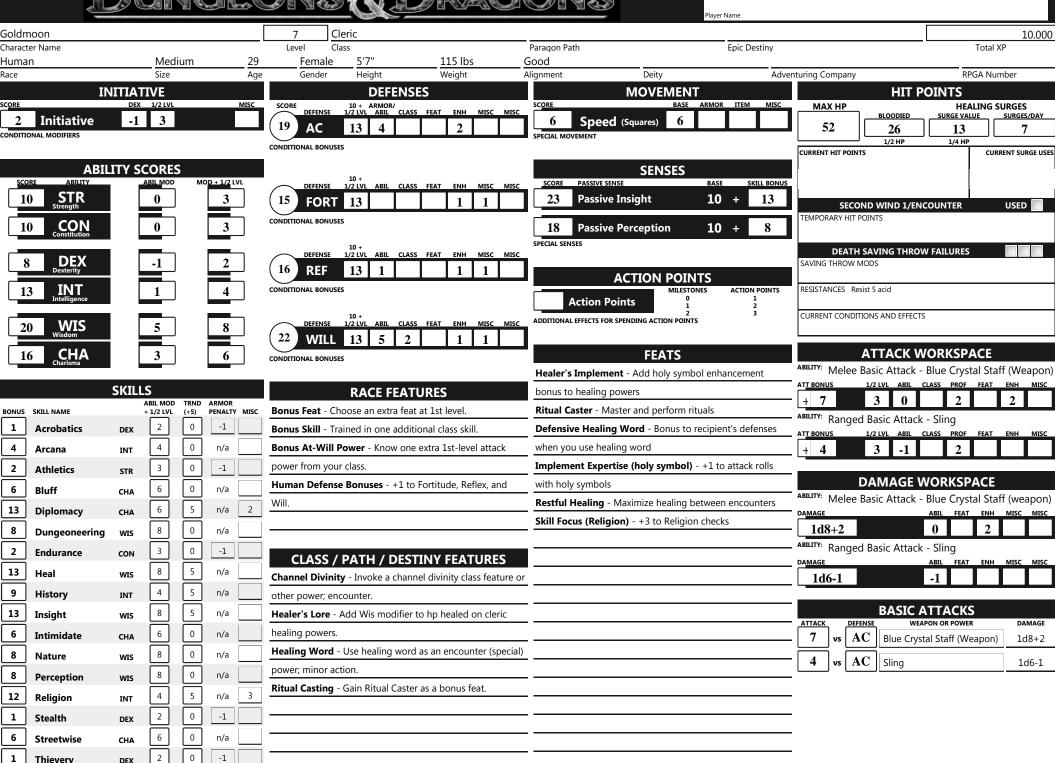








Character Sheet



POWER INDEX List your powers below. Check the box when the power is used. Clear the box when the power renews. **AT-WILL POWERS** Astral Seal Lance of Faith Sacred Flame

Divine Fortune

Turn Undead

Healing Word

Daunting Light

Price of Violence

Beacon of Hope

Bless

Consecrated Ground

Cure Serious Wounds

Divine Glow

ENCOUNTER POWERS

DAILY POWERS

UTILITY POWERS

MAGIC ITEM INDEX

List your powers below.

Check the box when the power is used. Clear the box when the power renews.			
	MAGIC ITEMS		
WEAPON	Blue crystal staff (weapon) (E)		
WEAPON			
WEAPON			
WEAPON			
ARMOR	Hide Armor of Resistance +2 (E)		
ARMS			
FEET			
HANDS			
HEAD			
NECK	Healer's Brooch +1 (E)		
RING			
RING			
WAIST			
	Blue crystal staff (holy symbol) (Off-hand)		
	Potion of Healing (heroic tier) () (2)		
	Daily Item Powers Per Day		

COINS AND OTHER WEALTH

Money on hand: 11 gp Stored money:

Encumbrance: 39 / 100

WEAPON Blue	e crystal staff (weapon) (E)	
WEAPON		
WEAPON		
WEAPON		
ARMOR Hide	e Armor of Resistance +2 (E)	
ARMS		$\overline{\Box}$
FEET		一一
HANDS		一一
HEAD		ᅲ
NECK Haa	ler's Brooch +1 (E)	
RING	let 3 brooch +1 (L)	ᅮ
RING		ᅳ片
WAIST		_片
		_
	e crystal staff (holy symbol) (Off-hand)	<u>_</u>
Poti	on of Healing (heroic tier) () (2)	<u>Ц</u>
		一一
		一一
	Daily Item Powers Per Day	
Heroic (1-10	<u>_</u>	
Paragon (11		
Epic (21-30)	Milestone / / /	/

LANGUAGES KNOWN

OTHER EQUIPMENT

Adventurer's Kit

Blue Crystal Staff (Ritual Book)
Lute
Sling
Sling Bullets (20)
Mystic Salves (Heal) (200)
Sanctified Incense (Religion) (150)

SESSION AND CAMPAIGN NOTES

Goldmoon was born Chieftain's Daughter in the Que-Shu tribe of plainsmen. She was a priestess and her father's confidant after the death of her mother. At the age of eight she was an accomplished diplomat. Her people worshipped her as a goddess. She loved the plains, and had a special rapport with animals. Her childhood was very happy. But then she fell in love with a shepherd. She was destined to marry the son of the village shaman, whom she hated, but her heart belonged to Riverwind, the child of a family exiled for refusing to worship the tribal ancestors and believing in the old gods. It was the law of the Que-Shu that a man who challenged a lawful betrothal must undertake a quest to prove himself worthy.

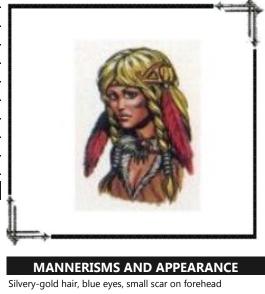
Because Goldmoon's father was determined that the princess should not marry beneath her station, he sent Riverwind on an impossible quest: to find evidence of these ancient gods. He hoped Riverwind would die or fail, or that Goldmoon would learn to love another.

Riverwind was gone many years, and Goldmoon became an adult. Her father was sick in mind, and Goldmoon took on many of the Chieftain's duties. Her love for Riverwind never diminished. One day, Riverwind returned, half-dead and feverish. In his hand, he clutched a staff made of blue crystal. He raved about a dark place, a broken city where death had black wings. He remembered a woman, dressed in blue light, who gave him the staff. Goldmoon's father looked at the staff, and commanded it to do something, anything. Nothing happened. And so

Goldmoon's father proclaimed Riverwind a fraud, and ordered him stoned to death for blasphemy.

Goldmoon rushed to his side as the tribesmen threw stones, and then suddenly they were teleported away! They found themselves far from home, with only the staff to aid them.

CHARACTER PORTRAIT

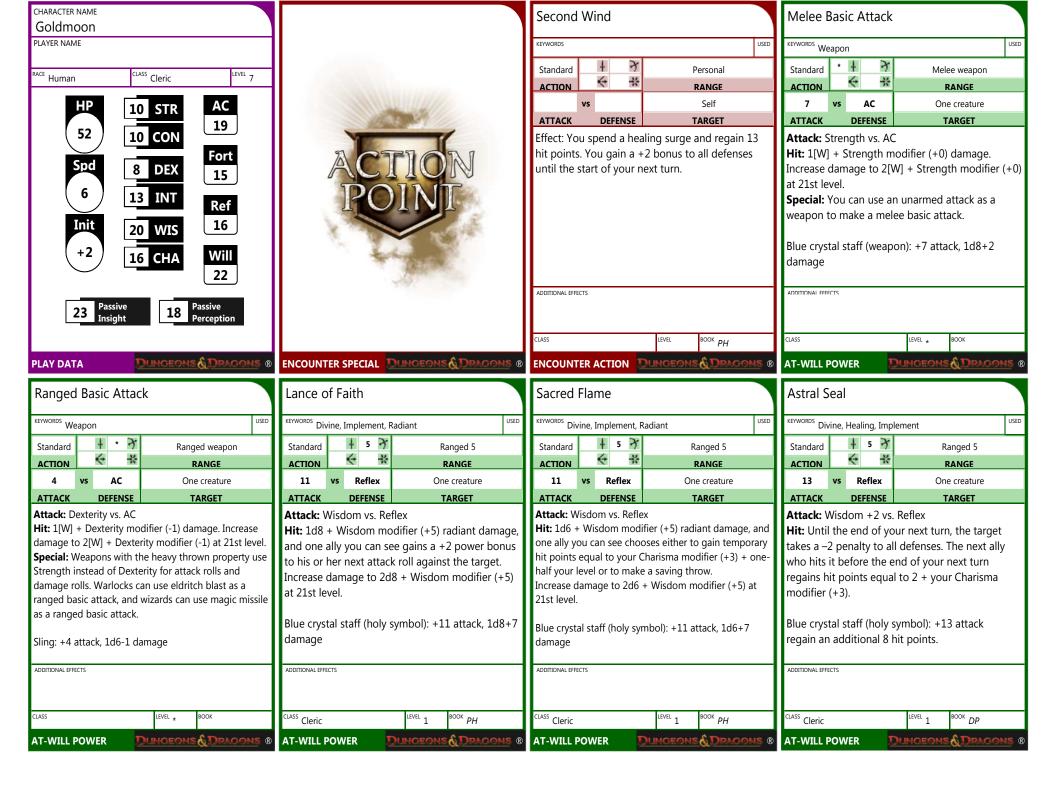


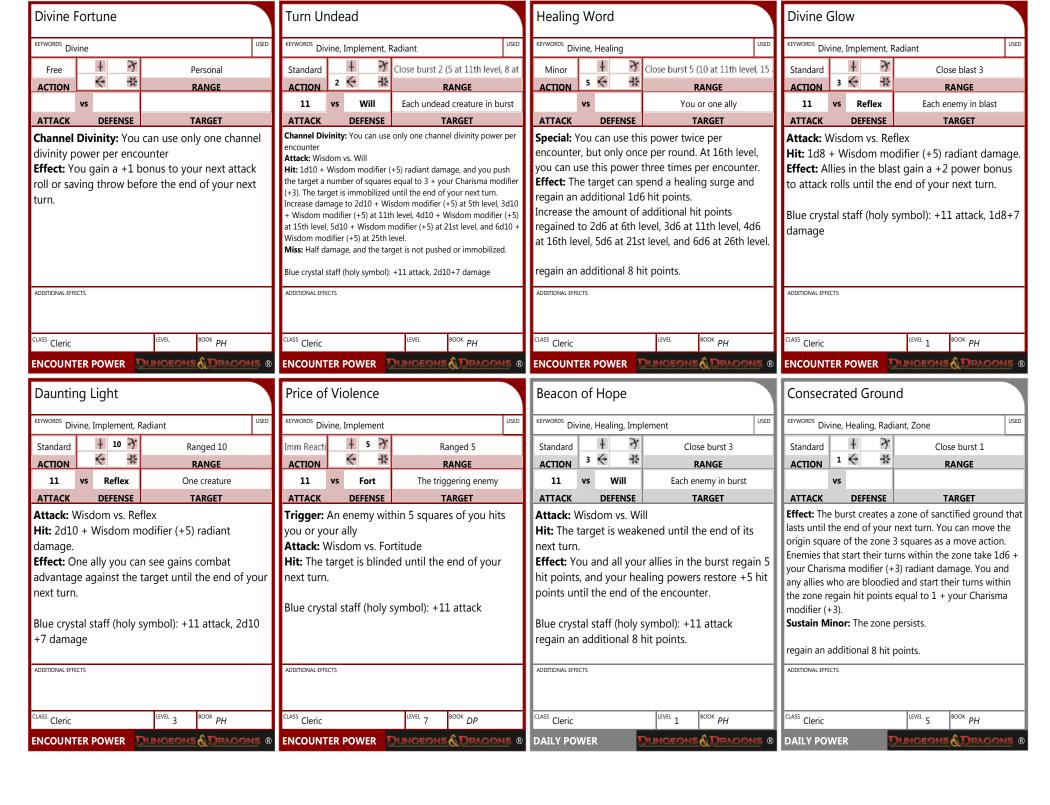
PERSONALITY TRAITS

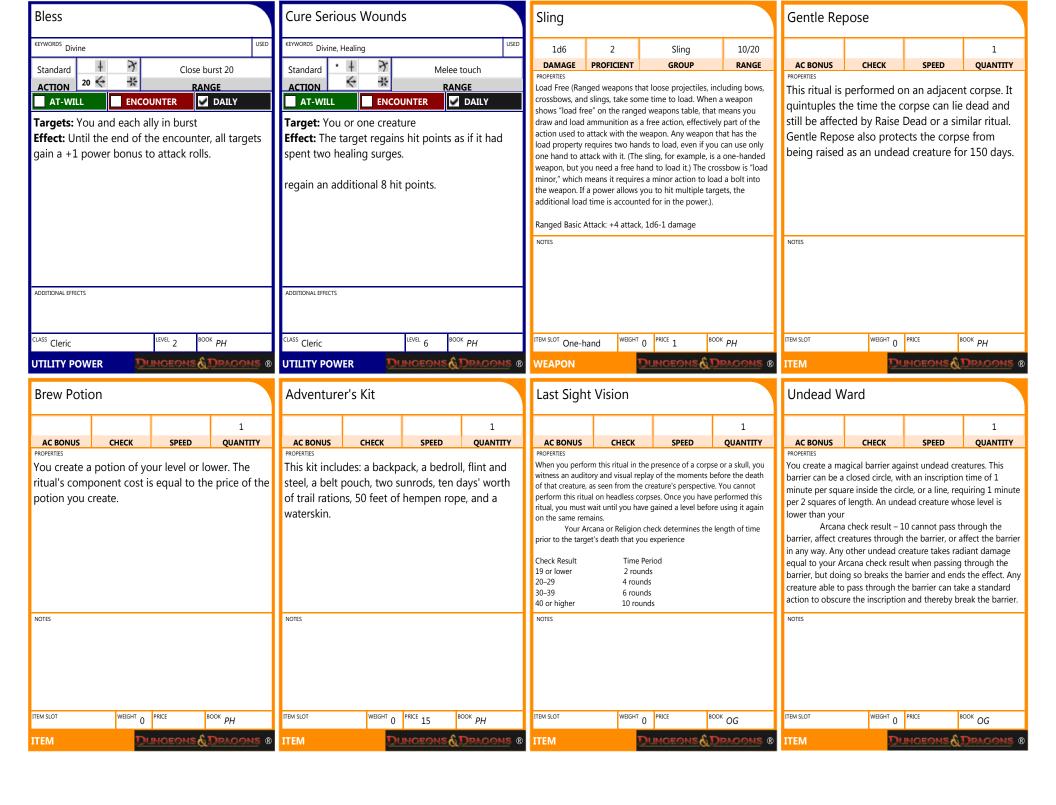
Goldmoon is pure of heart and completely, deeply in love with Riverwind. Her sense of duty is very strong. Because she is Chieftain's Daughter, she is used to being obeyed. Riverwind has so far not been able to overcome his awe of her position. He rules her heart, but she is his ruler. Goldmoon is deeply religious and has a strong affinity for nature in all its aspects. Although she is somewhat formal, her personal warmth and generosity make her a well-liked and charming companion. She is brave and not afraid of death. Her love for Riverwind is undying, the strongest force in her life.

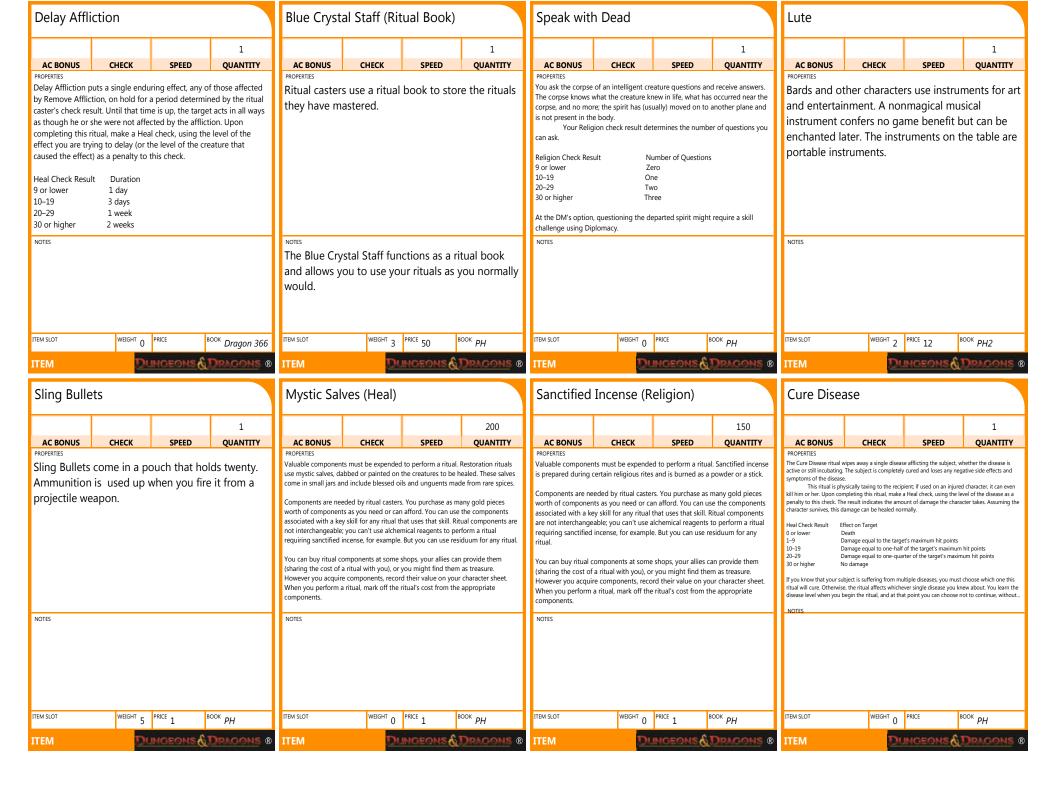
RITUALS / ALCHEMY			
Gentle Repose			
Brew Potion			
ast Sight Vision			
Jndead Ward			
Delay Affliction			
Speak with Dead			
Cure Disease			

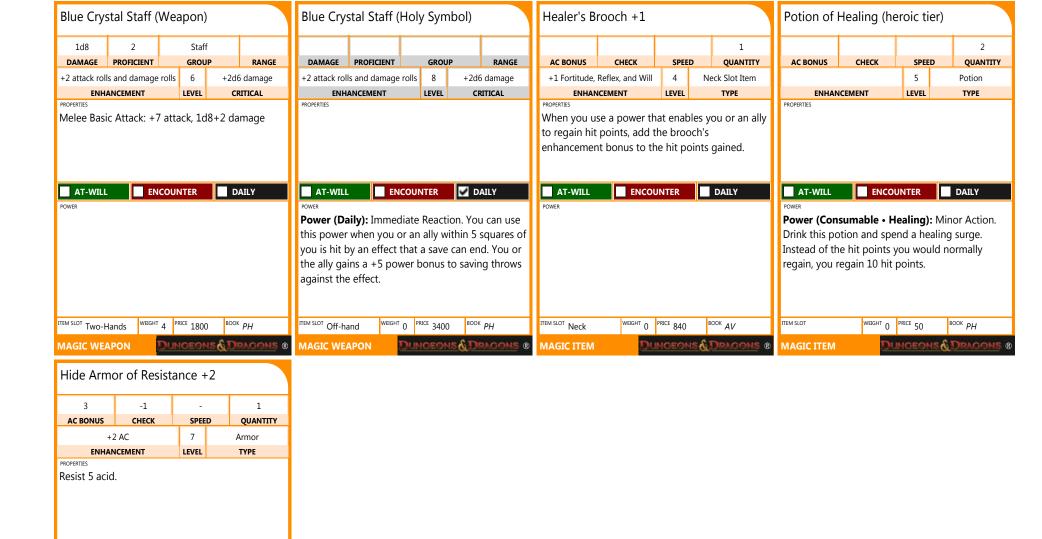
Common, Elven











AT-WILL

ITEM SLOT Body

MAGIC ITEM

ENCOUNTER

WEIGHT 25 PRICE 2600

DAILY

воок РН

DUNCEONS & DRAGONS

Player Name Raistlin Majere Wizard 10,000 Class Character Name Level Paragon Path **Epic Destiny** Total XP 5'9" 135 lbs The Innfellows Medium Male Unaligned Weight Deity **RPGA Number** Race Size Gender Height Alignment Adventuring Company INITIATIVE **DEFENSES MOVEMENT HIT POINTS** SCORE 1/2 LVL MISC SCORE SC<u>ORE</u> ARMOR ITEM MISC MAX HP **HEALING SURGES** ENH BLOODIED SURGE VALUE SURGES/DAY **Initiative** 3 Speed (Squares) 19 5 42 AC 13 21 10 CONDITIONAL MODIFIERS 1/4 HF **CONDITIONAL BONUSES** CURRENT HIT POINTS **CURRENT SURGE USES** +2 AC when you are bloodied ABILITY SCORES **SENSES** PASSIVE SENSE BASE SKILL BONUS SCORE DEFENSE 1/2 LVL CLASS FEAT MISC STR **Passive Insight** 10 20 10 + 10 14 **FORT SECOND WIND 1/ENCOUNTER** USED TEMPORARY HIT POINTS CONDITIONAL BONUSES CON 15 **Passive Perception** 5 10 + SPECIAL SENSES **DEATH SAVING THROW FAILURES** 1/2 LVL ABIL CLASS FEAT ENH MISC MISC DEX SAVING THROW MODS +2 item bonus when you are bloodied 19 5 **REF** 13 1 **ACTION POINTS** INT CONDITIONAL BONUSES RESISTANCES MILESTONES ACTION POINTS **Action Points** CURRENT CONDITIONS AND EFFECTS ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS CLASS FEAT ENH MISC MISC 18 WILL CHA ATTACK WORKSPACE **FEATS** CONDITIONAL BONUSES ABILITY: Magic Missile - Magic Tome +2 Implement Expertise (Tome) - +1 to attack rolls with ATT BONUS **SKILLS** RACE FEATURES 5 + 11 3 TRND ARMOR ABIL MOD BONUS SKILL NAME Bonus Feat - Choose an extra feat at 1st level. Ritual Caster - Master and perform rituals PENALTY MISC + 1/2 LVL (+5)ABILITY: Melee Basic Attack - Staff of Magius 5 0 5 Acrobatics Expanded Spellbook - Add additional daily spell to DEX Bonus Skill - Trained in one additional class skill ABIL 5 8 15 2 Bonus At-Will Power - Know one extra 1st-level attack spellbook 2 n/a 3 0 Arcana INT + 7 3 0 power from your class. **Dual Implement Spellcaster** - Add off-hand implement 3 **Athletics** STR DAMAGE WORKSPACE Human Defense Bonuses - +1 to Fortitude, Reflex, and enhancement to damage rolls 3 0 3 **Bluff** n/a CHA ABILITY: Magic Missile - Magic Tome +2 Enlarge Spell - -2 to damage to increase size of blast or Will. 3 3 0 **Diplomacy** n/a CHA DA<u>MAGE</u> FEAT ENH MISC 5 5 2d4+910 n/a Dungeoneering WIS **Destructive Wizardry** - +2 to damage if you hit two or ABILITY: Melee Basic Attack - Staff of Magius 0 2 2 **Endurance** CON **CLASS / PATH / DESTINY FEATURES** more creatures FEAT ENH MISC MISC 5 5 0 n/a Heal WIS Arcane Implement Mastery - Choose Orb of Imposition, 0 2 1d8 + 25 13 n/a History INT Staff of Defense, or Wand of Accuracy. BASIC ATTACKS 5 10 5 n/a Insight Tome of Readiness - Encounter, free; with tome, store WIS DAMAGE ATTACK DEFENS WEAPON OR POWER 0 3 known power for use at a later time. Intimidate n/a CHA 11 Ref Magic Missile (Magic Tome 2d4+9 5 Cantrips - Use ghost sound, light, mage hand, and 10 5 n/a Nature WIS 6 AC Silver Dagger (Melee) 1d4 prestidigitation as at-will powers. 0 5 5 n/a Perception WIS 8 AC Silver Dagger (Range) 1d4+2 Ritual Casting - Gain Ritual Caster as a bonus feat. 8 8 Religion INT Spellbook - Three 1st-level rituals, plus more at higher 5 5 0 Stealth DEX levels. Also, twice the daily and utility spells you can use; 3 3 0 n/a Streetwise CHA choose from among these at each extended rest 0 5 5 Thievery DEX

Page 1

Raistlin Majere

POWER INDEX

List your powers below. Check the box when the power is used. Clear the box when the power renews.

AT-WILL POWERS

Thunderwave

Ghost Sound	WEAPON
Light	WEAPON
Mage Hand	WEAPON
Prestidigitation	ARMOR Bloodthread Red Robes +1 (E)
Magic Missile	ARMS
Chilling Cloud	FEET
Hypnotic Pattern Attack	HANDS
ENCOUNTER POWERS	HEAD
Lightning Bolt	NECK NECK
Burning Hands	RING
Hypnotic Pattern	RING
Enemies Abound	WAIST
	Magic Tome +2 (Off-hand) (E)
DAILY POWERS	Power Jewel (heroic tier) ()
Sleep	
Fireball	
Horrid Whispers	
Stinking Cloud	
Acid Arrow	
Web	
UTILITY POWERS	
Shield	
Fire Shield	
Feather Fall	
Dispel Magic	Daily Item Powers Per Day
	Heroic (1-10) Milestone / / /
	Paragon (11-20)

COINS AND OTHER WEALTH

Money on hand: 14 gp Stored money: Encumbrance: 8 / 100

Epic (21-30)

Spellbook

Adventurer's Kit

Silver Dagger

Alchemical Reagents (Arcana) (60)

Medicinal Herbs (5)

OTHER EQUIPMENT

Milestone / / / /

MAGIC ITEM INDEX

List your powers below.

Check the box when the power is used.

Clear the box when the power renews.

MAGIC ITEMS

WEAPON Staff of Magius (Off-hand) (E)

SESSION AND CAMPAIGN NOTES

Raistlin is a magic-user of great natural talent, but he has paid a heavy price for his skill. Raistlin is Kitiara's halfbrother (they share the same mother) and Caramon's mirror-image twin brother. He could not be more unlike his twin, for he is secretive, cynical, and distrustful. Nevertheless, he loves his brother, perhaps Caramon is the only thing Raistlin truly loves. The twins were born when Kitiara was eight. One twin, Caramon, was strong and healthy, the other, Raistlin, was born sickly and frail. It seemed for a while that Raistlin might die in infancy, but Kitiara's nursing saved his life. Their mother died when the twins were young, and Kitiara took over their upbringing.

It was clear from the very beginning that Raistlin was a weakling, and Kitiara despaired of him. Caramon blossomed into a healthy, powerful fighter, and frequently protected his "younger" brother from bullies. Raistlin grew to a bitter hatred of all bullies, and developed a strong desire for justice. The experiences of his childhood soured him on most people, and he grew cynical and bitter at an early age. He showed promise as a scholar and learned to read before he went to school. When Raistlin was five, his father took him to a village fair,

where he watched a local illusionist perform. The illusionist was not very good, but Raistlin was totally absorbed in the performance. When the boy returned home that evening, he could perform every one of the illusionist's tricks. His family was amazed. Magic, his father realized, was Raistlin's key to survival in this world. He was taken to a wellrespected mage and presented as a prospective pupil. The mage was not overly impressed with the boy, especially because of his weak health and his unlikable personality. But while the mage and Raistlin's father talked, the boy wandered into another room and began to read a huge book. The mage was about to take the book away, but then realized that the boy could read magic without study! And so Raistlin was accepted as a pupil. He learned rapidly, and quickly outstripped the other students.

At an unusually young age, he was invited to present himself for the Test: he would come back a powerful magician, or not at all. Caramon accompanied Raistlin on that fateful trip. Raistlin never talks about what happened there, but the terrible ordeals broke his health, turned his skin the color of gold, and changed the pupils of his eyes into hourglasses. His eyes are a terrible curse, for through them he sees time rushing past, and everything die and wither in its time.

LANGUAGES KNOWN

Common, Draconic

CHARACTER PORTRAIT



MANNERISMS AND APPEARANCE

Golden skin, white hair, amber eyes with hourglass-shaped pupils, appears to be in his early 30s

PERSONALITY TRAITS

Raistlin is nicknamed "the Sly One", for he is avaricious, cynical, and secretive. He always expects the worst of others. He is devoted to his brother, yet secretly envies him. He has good qualities, though he works very hard at keeping them hidden: he hates bullies (being a weakling himself). He supports and sympathizes with the downtrodden, though he will not admit his concern.

He wears red robes to show his neutral alignment. He has a strong sense of justice, but little sense of mercy. Due to his weak health and a lingering lung infection, he speaks in a soft, whispering voice.

RITUALS / ALCHEMY

Silence

Magic Mouth

Comprehend Language

Hallucinatory Item

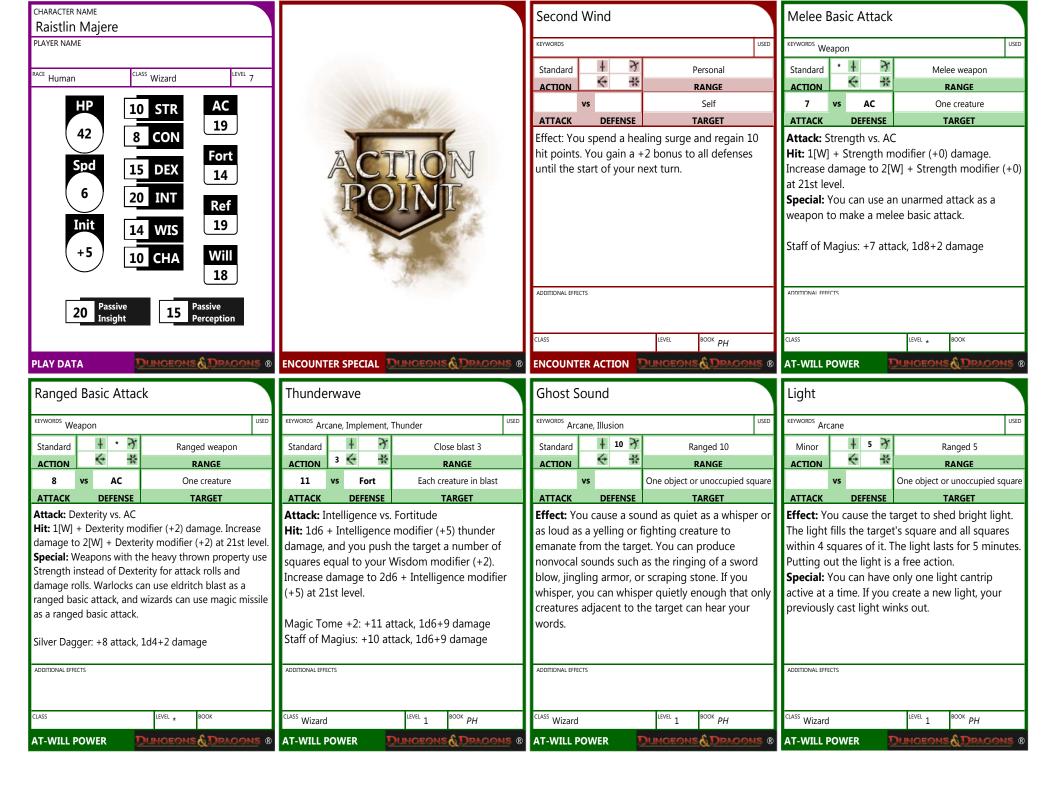
Transfer Enchantment

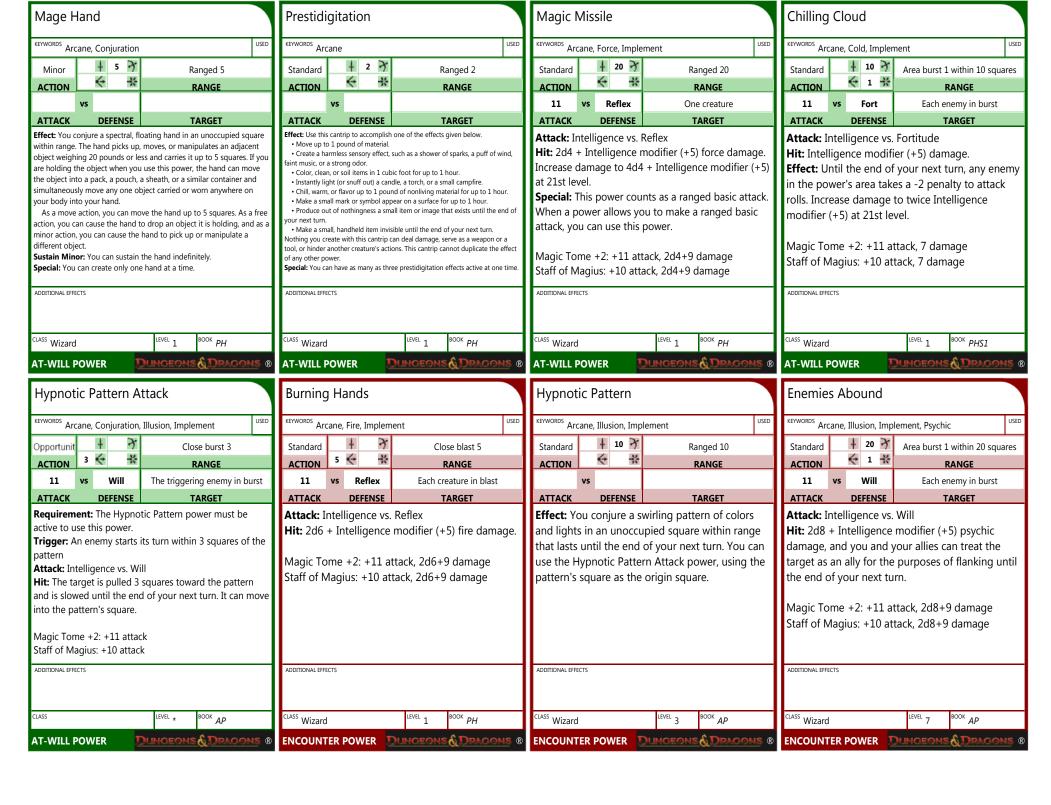
Pyrotechnics

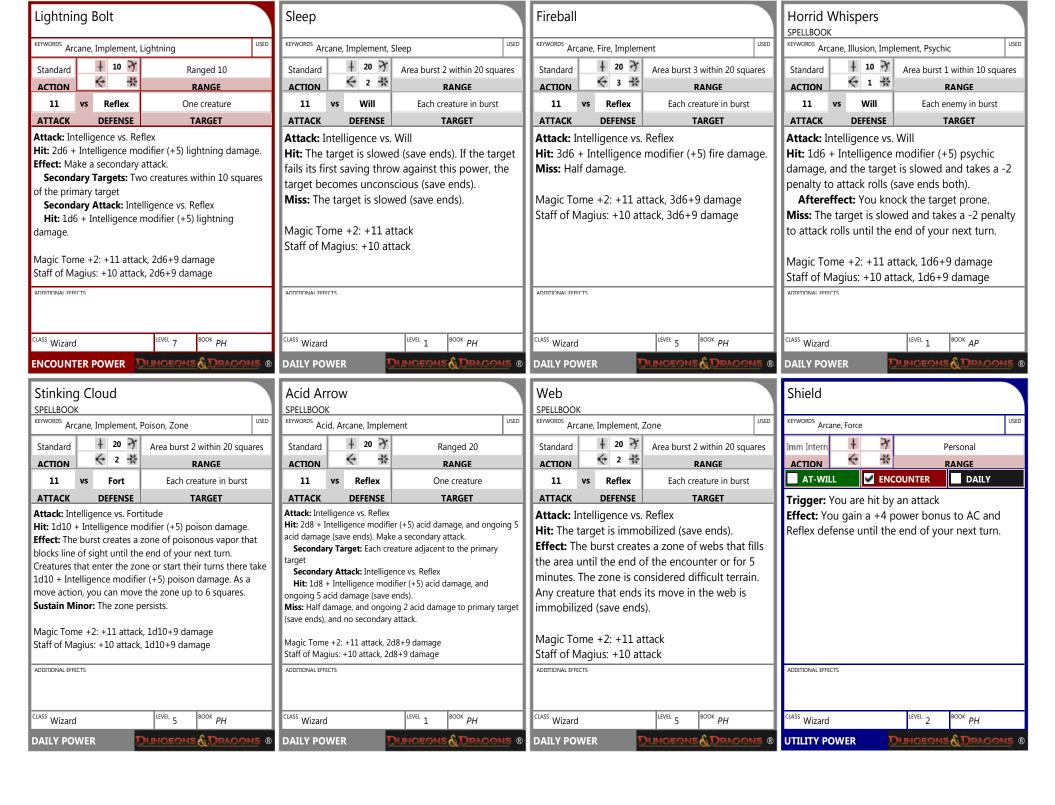
Detect Secret Doors

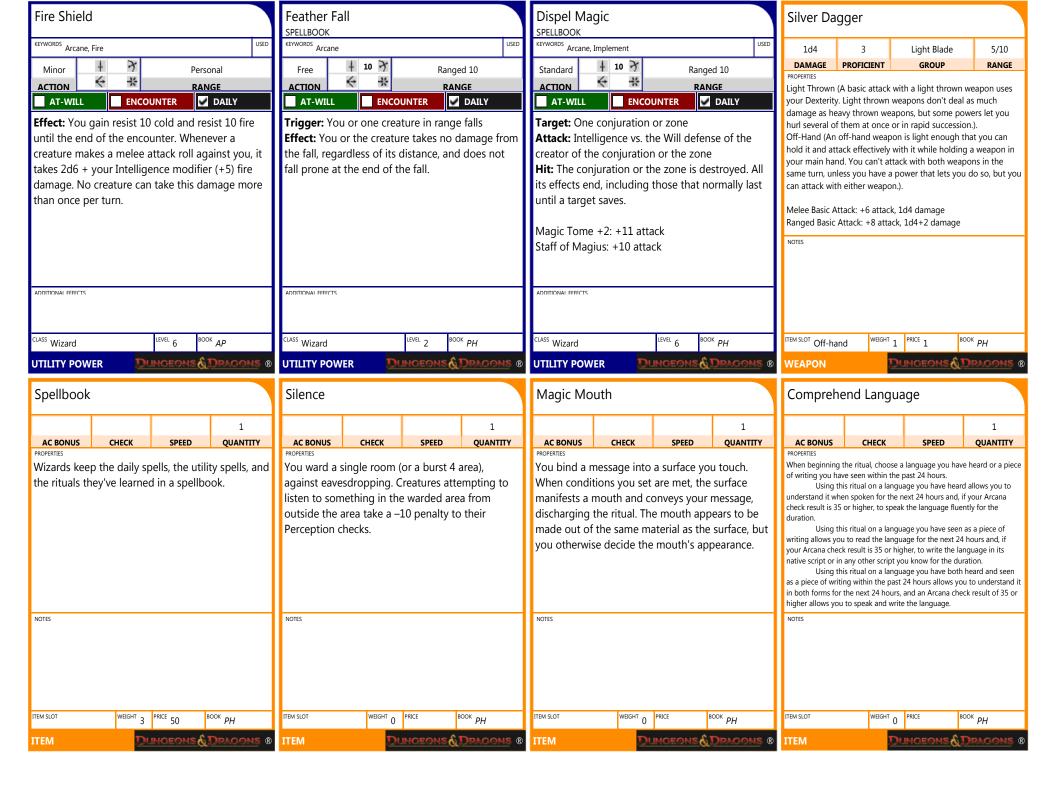
Enchant Magic Item

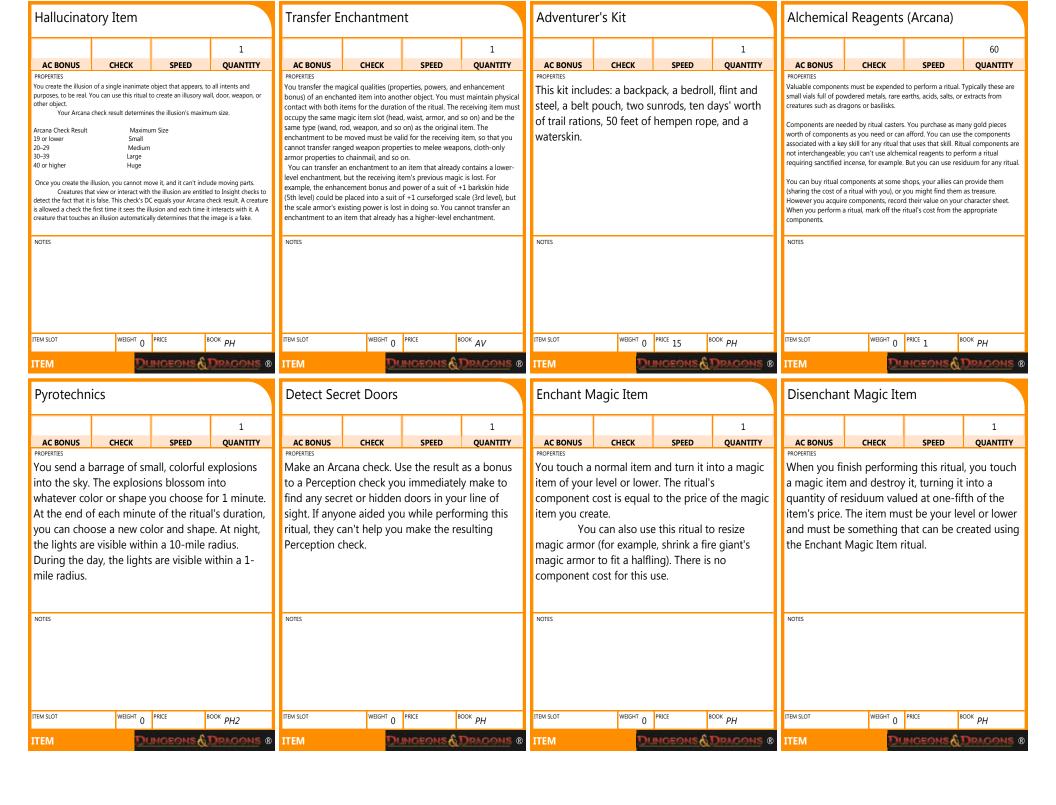
Disenchant Magic Item

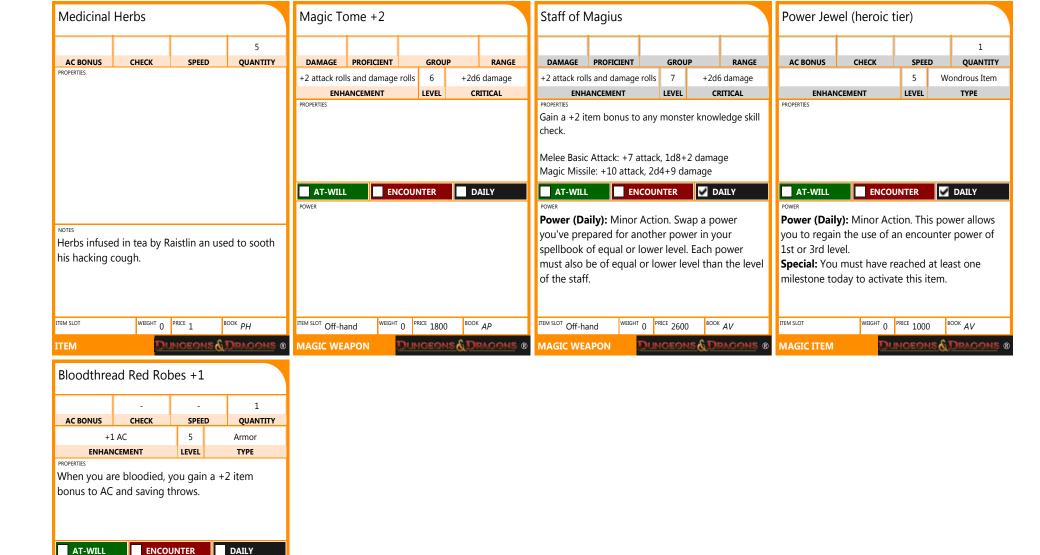












ITEM SLOT Body

MAGIC ITEM

WEIGHT 4

PRICE 1000

BOOK PH

DUNGEONS & DRAGONS

Player Name Riverwind Ranger 10,000 Class Paragon Path Character Name Level **Epic Destiny** Total XP 6'7" 195 lbs Medium Male Good Weight Deity **RPGA Number** Race Size Gender Height Alignment Adventuring Company INITIATIVE **DEFENSES MOVEMENT HIT POINTS** SCORE 1/2 LVL MISC SCORE SC<u>ORE</u> ARMOR ITEM MISC MAX HP **HEALING SURGES** ENH BLOODIED SURGE VALUE SURGES/DAY 2 **Initiative** 3 Speed (Squares) 22 55 AC 13 27 13 CONDITIONAL MODIFIERS 1/4 HP **CONDITIONAL BONUSES** CURRENT HIT POINTS **CURRENT SURGE USES** +2 AC against opportunity attacks ABILITY SCORES **SENSES** SCORE PASSIVE SENSE BASE SKILL BONUS CLASS FEAT 1/2 LVL STR 17 **Passive Insight** 10 + 5 **FORT SECOND WIND 1/ENCOUNTER** USED TEMPORARY HIT POINTS CONDITIONAL BONUSES CON **Passive Perception** 12 10 + SPECIAL SENSES **DEATH SAVING THROW FAILURES** 1/2 LVL ABIL CLASS FEAT ENH MISC MISC DEX SAVING THROW MODS +2 bonus whenever you have no action points **REF** 13 4 1 1 **ACTION POINTS** INT CONDITIONAL BONUSES RESISTANCES Resist 5 poison MILESTONES ACTION POINTS **Action Points** CURRENT CONDITIONS AND EFFECTS ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS CLASS FEAT ENH MISC MISC WILL CHA **ATTACK WORKSPACE FEATS** CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Magic Spear +2 Lethal Hunter - Hunter's Quarry damage dice increase to ATT BONUS **SKILLS** RACE FEATURES 2 3 2 ABIL MOD TRND ARMOR BONUS SKILL NAME Bonus Feat - Choose an extra feat at 1st level. **Defensive Mobility** - +2 to AC against opportunity attacks PENALTY MISC + 1/2 LVL (+5)ABILITY: Ranged Basic Attack - Point Blank Longbow +2 7 0 -1 6 Acrobatics Stubborn Survivor - +2 to saving throws when you have Bonus Skill - Trained in one additional class skill CLASS PROF FEAT 0 3 3 Bonus At-Will Power - Know one extra 1st-level attack no action points remaining 2 n/a Arcana INT + 12 Weapon Expertise (Bow) - Gain bonus to attack rolls with 5 5 power from your class. 9 -1 **Athletics** STR DAMAGE WORKSPACE Human Defense Bonuses - +1 to Fortitude, Reflex, and bows. 2 0 2 **Bluff** n/a CHA ABILITY: Melee Basic Attack - Magic Spear +2 Will. Alertness - No combat advantage when surprised, +2 to 2 2 0 **Diplomacy** n/a CHA DA<u>MAGE</u> FEAT ENH MISC MISC Perception 0 5 n/a 1d8 + 5Dungeoneering WIS **Quick Draw** - Draw a weapon with attack action, +2 to ABILITY: Ranged Basic Attack - Point Blank Longbow +2 8 5 -1 **Endurance** CON **CLASS / PATH / DESTINY FEATURES** initiative ABIL FEAT ENH MISC MISC 10 5 5 n/a Heal WIS Fighting Style - Choose Archer Fighting Style or Two-Blade 4 1d10+6 3 0 n/a History INT Fighting Style. **BASIC ATTACKS** 5 5 0 n/a Insight Archer Fighting Style - Gain Defensive Mobility as a WIS DAMAGE ATTACK DEFENS WEAPON OR POWER 2 2 bonus feat. Intimidate n/a CHA \mathbf{AC} Magic Spear +2 1d8+5 Hunter's Quarry - Minor action, designate nearest enemy 5 12 5 2 n/a Nature WIS 12 AC 1d10+6 Point Blank Longbow +2 you see as quarry; deal extra damage to quarry once per 5 2 12 5 n/a Perception WIS round. 3 3 0 n/a Religion INT Prime Shot - If no allies are closer to target than you, get 7 5 -1 11 Stealth DEX +1 on ranged attacks against that target. 0 2 2 n/a Streetwise CHA 0 7 6 -1 Thievery DEX

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Riverwind

POWER INDEX MAGIC ITEM INDEX List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. AT-WILL POWERS **MAGIC ITEMS** Magic Spear +2 (E) Nimble Strike WEAPON Point Blank Longbow +2 Hunter's Quarry WEAPON Twin Strike WEAPON Hit and Run Hide Armor of Resistance +2 (E) ARMS FEET Wildrunners (heroic tier) (E) **ENCOUNTER POWERS** HANDS Singular Shot HEAD Disruptive Strike NECK Biting Volley RING RING WAIST Potion of Healing (heroic tier) () (4) **DAILY POWERS** Hunt's End Dual Arrow +2 () (2) Spitting-Cobra Stance Firestorm Arrow +1 () (10) **UTILITY POWERS** Hunter's Privilege Evade Ambush Daily Item Powers Per Day Heroic (1-10) Milestone Paragon (11-20) Milestone Milestone Epic (21-30) **COINS AND OTHER WEALTH** LANGUAGES KNOWN

OTHER EQUIPMENT

Adventurer's Kit	
Arrows (120)	
Flute	

SESSION AND CAMPAIGN NOTES

Riverwind was born to a disgraced family of the Que-Shu tribe of plainsmen. His family had been cast out of the tribe years ago for refusing to worship the tribal ancestors. His grandfather believed in ancient gods who had existed before the Cataclysm, although he could find little evidence of such gods in the world. The young boy became a shepherd, and spent many long, lonely nights tending his flock in the plains. He grew quickly into a young giant of a man, and became an excellent hunter and tracker. When he came of age, he was accepted as a Que-Shu because of his skills, and became a Far Hunter for the tribe.

Although a member of the tribe, his family heritage kept him at the bottom of the tribal hierarchy. And then he fell in love with the Chieftain's Daughter. Goldmoon was a young beauty, worshipped as a goddess by her people. She fell in love with him as well. He felt that his life was blessed beyond all measure. Unfortunately, Goldmoon was betrothed by her father to the son of the village shaman. Riverwind then exercised his right as a tribesman to challenge the betrothal. Under Que-Shu law, he then had to undertake a quest to prove that he was worthy of Goldmoon's hand. Because Goldmoon's father did not want Riverwind to marry his daughter, he gave the Far Hunter an impossible task: to find evidence of the ancient gods.

Riverwind traveled far to the north, reaching the shores of the Newsea. He followed the sun and the moon and the stars, aimlessly searching. Finally, he came upon a ruined city and found himself in an evil dream. . . He remembered little of what happened to him in that dark city. In his nightmares he dreamed of death on black wings, and of a woman dressed in blue light who saved his life. That woman gave him a staff of blue crystal. Delirious and half-dead, he returned to Que-Shu and presented the staff as fulfillment of his quest. Goldmoon's father commanded the staff to do something, anything, but nothing happened. Enraged, he threw the staff back to Riverwind, proclaimed him a fraud, and ordered him stoned to death for blasphemy. As the plainsmen began to throw rocks, Goldmoon rushed to his side to die with him, if need be. But then the blue crystal staff showed its power, and the two were teleported away . . .

CHARACTER PORTRAIT



MANNERISMS AND APPEARANCE

Reddish brown hair, brown eyes, very tall

PERSONALITY TRAITS

Riverwind is a towering, imposing man of few words and quick action. He is fiercely protective of Goldmoon and loves her beyond life itself. Yet he is all too conscious of the social barrier between them, and obeys her as Chieftain's Daughter. He is quick to anger and aloof. He is distrustful of strangers until they have proven themselves, but once he calls someone "friend" he will lay down his life for them.

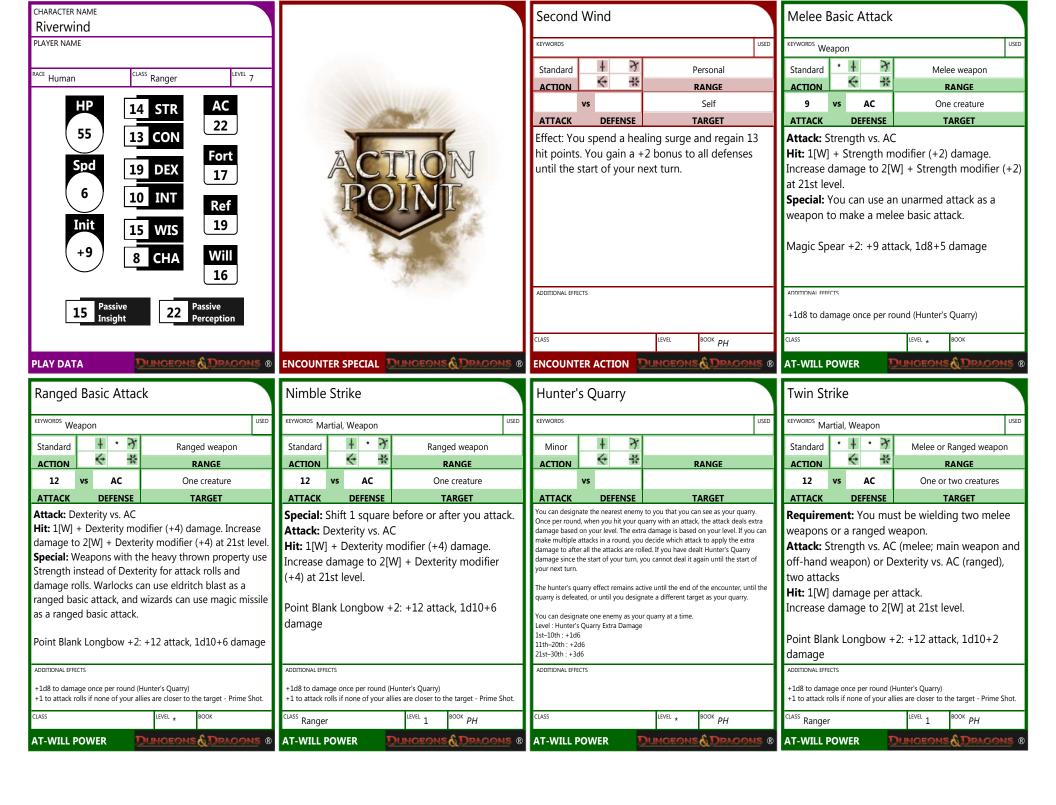
Riverwind Page 2

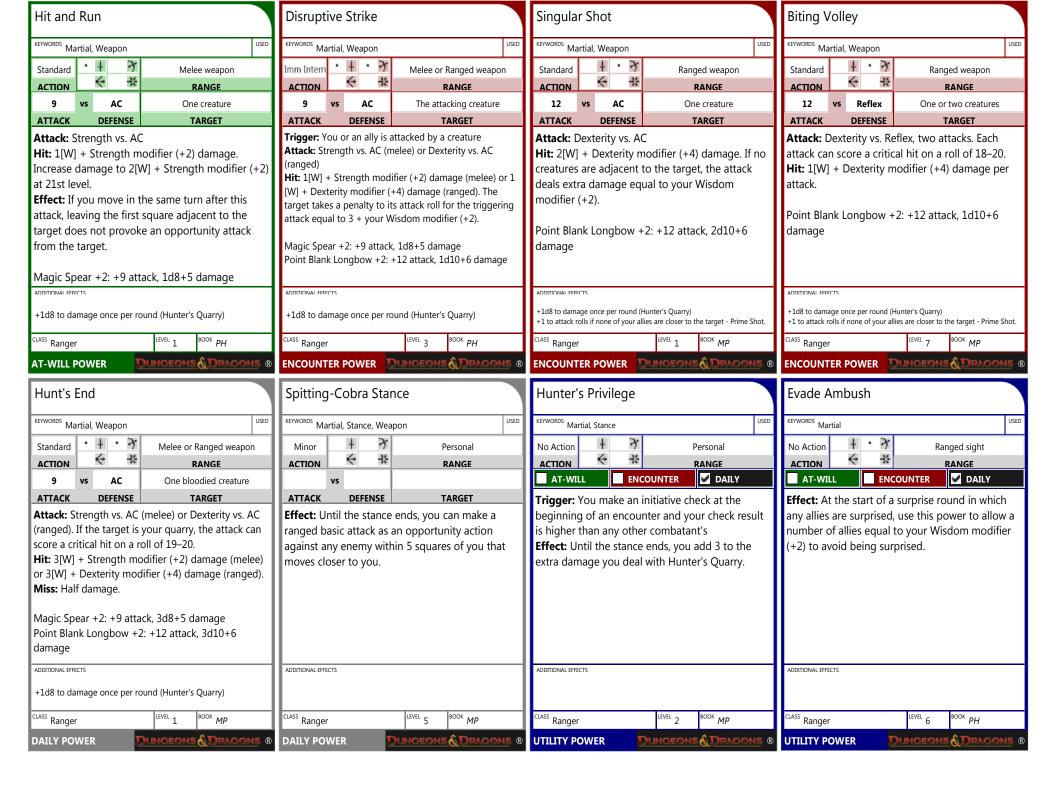
Common, Elven

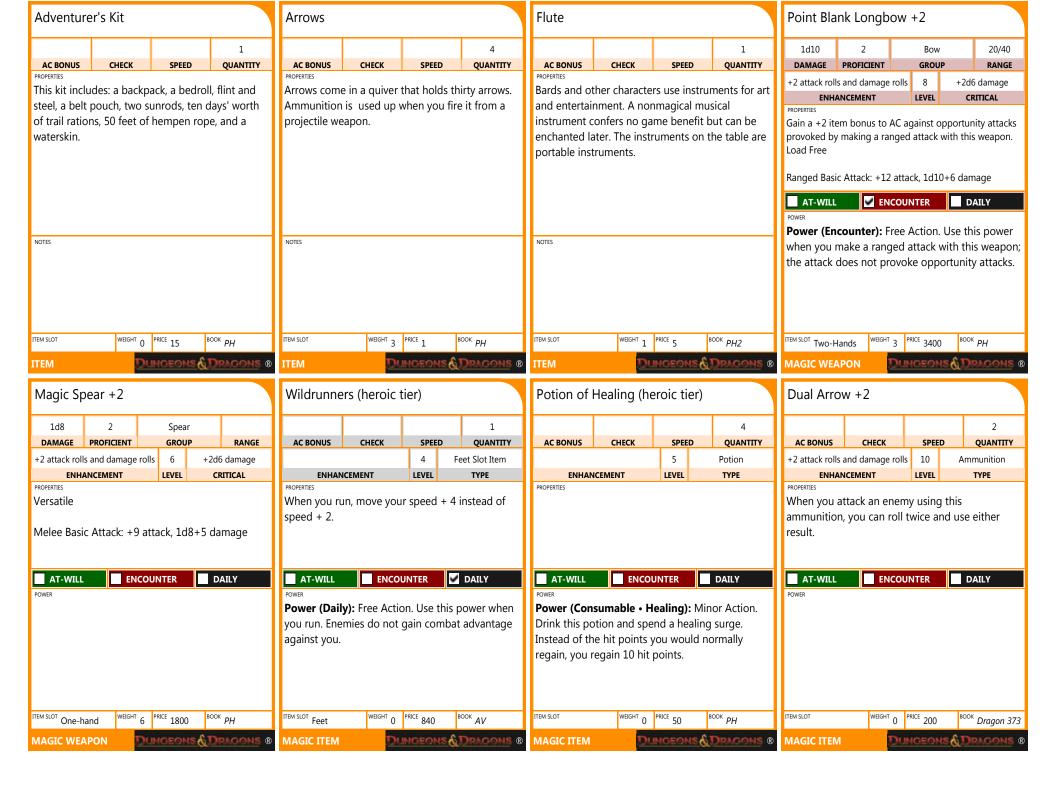
Money on hand: 36 gp

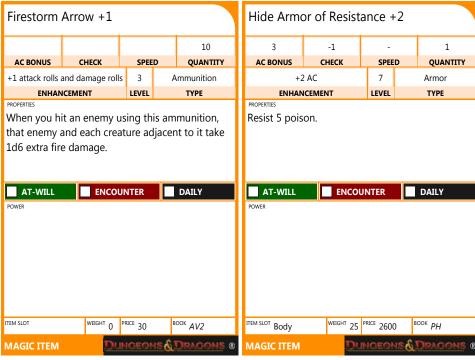
Encumbrance: 47 / 140

Stored money:









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Sturm Brightblade

Player Name Sturm Brightblade Fighter 10,000 Class Paragon Path Character Name Level **Epic Destiny** Total XP 6'1" 190 lbs The Innfellows Medium Male Lawful Good Weight Deity **RPGA Number** Race Size Gender Height Alignment Adventuring Company INITIATIVE **DEFENSES MOVEMENT HIT POINTS** SCORE 1/2 LVL MISC SCORE SC<u>ORE</u> ARMOR ITEM MISC MAX HP **HEALING SURGES** ENH BLOODIED SURGE VALUE SURGES/DAY **Initiative** 3 Speed (Squares) 23 8 33 16 11 CONDITIONAL MODIFIERS 1/4 HF **CONDITIONAL BONUSES** CURRENT HIT POINTS **CURRENT SURGE USES** ABILITY SCORES **SENSES** SCORE PASSIVE SENSE BASE SKILL BONUS CLASS STR 21 15 **Passive Insight** 10 + 5 **FORT** SECOND WIND 1/ENCOUNTER USED TEMPORARY HIT POINTS CONDITIONAL BONUSES CON 15 5 **Passive Perception** 10 + SPECIAL SENSES **DEATH SAVING THROW FAILURES** 1/2 LVL ABIL CLASS FEAT ENH MISC MISC DEX SAVING THROW MODS 15 **REF** 13 1 1 **ACTION POINTS** INT CONDITIONAL BONUSES RESISTANCES MILESTONES ACTION POINTS **Action Points** CURRENT CONDITIONS AND EFFECTS ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS CLASS FEAT ENH MISC MISC 17 WILL CHA **ATTACK WORKSPACE FEATS** CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Victory Flash Fullblade +2 Armor Proficiency (Plate) - Training with plate armor AT<u>T BONUS</u> **SKILLS** RACE FEATURES Weapon Proficiency (Fullblade) - Gain proficiency with + 14 3 4 3 ABIL MOD TRND ARMOR BONUS SKILL NAME Bonus Feat - Choose an extra feat at 1st level. the Fullblade. PENALTY MISC + 1/2 LVL (+5)ABILITY: Melee Basic Attack - Unarmed 3 0 -2 1 Acrobatics Weapon Expertise (Heavy Blade) - Gain bonus to attack DEX Bonus Skill - Trained in one additional class skill 0 3 3 Bonus At-Will Power - Know one extra 1st-level attack rolls with heavy blades. n/a Arcana INT + 7 3 Potent Challenge - Add Con modifier damage to target hit 5 -2 power from your class. 10 **Athletics** STR DAMAGE WORKSPACE with attack granted by Combat Challenge Human Defense Bonuses - +1 to Fortitude, Reflex, and 3 0 3 **Bluff** n/a CHA ABILITY: Melee Basic Attack - Victory Flash Fullblade +2 Will. Exotic Fighting Style - Augment at-will exploits 3 3 0 **Diplomacy** n/a CHA DA<u>MAGE</u> FEAT ENH MISC MISC 0 1d12+6 5 n/a Dungeoneering WIS ABILITY: Melee Basic Attack - Unarmed 8 5 5 -2 **Endurance** CON **CLASS / PATH / DESTINY FEATURES** DA<u>MAGE</u> FEAT ENH MISC MISC 5 5 0 n/a Heal WIS Combat Challenge - Mark foes you attack. They get -2 to 4 1d4+45 8 n/a History INT attacks not including you. Make basic melee attack against **BASIC ATTACKS** 0 5 5 n/a adjacent marked foe who shifts or makes attack not Insight WIS DAMAGE ATTACK DEFENS 5 8 including you. Mark lasts until end of your next turn or Intimidate n/a CHA 14 AC Victory Flash Fullblade +2 1d12+6 marked by other. 0 5 5 Nature n/a WIS Combat Superiority - Add Wis mod to opportunity attacks. 0 5 5 n/a Perception WIS Hit ends foe's movement (if any) this action. 3 3 0 n/a Religion INT Fighter Talents - Select a Fighter Talent. 3 0 -2 1 Stealth DEX Two-handed Weapon Talent - +1 on attacks with two-0 3 3 n/a Streetwise CHA handed weapons. 0 3 -2 Thievery DEX

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POWER INDEX MAGIC ITEM INDEX List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. AT-WILL POWERS **MAGIC ITEMS** WEAPON Victory Flash Fullblade +2 (E) Reaping Strike WEAPON Combat Challenge WEAPON Cleave WEAPON Sure Strike Martyr's Plate Armor +2 (E) ARMS FEET **ENCOUNTER POWERS** HANDS Breaching Gauntlets (heroic tier) (E) Covering Attack HEAD Dance of Steel Casque of Tactics (heroic tier) (E) NECK Amulet of Protection +1 (E) Come and Get It RING WAIST Potion of Healing (heroic tier) () (4) **DAILY POWERS** Villain's Menace Augmenting Whetstone (level 11) () Crack the Shell **UTILITY POWERS** Create Opening **Defensive Training** Daily Item Powers Per Day Heroic (1-10) Milestone Paragon (11-20) Milestone Milestone Epic (21-30) **COINS AND OTHER WEALTH** LANGUAGES KNOWN Money on hand: 35 gp Common, Elven Stored money:

OTHER EQUIPMENT

Adventurer's Kit
Brightblade Signet Ring
SESSION AND CAMPAIGN NOTES

Since the time of Huma, First Dragonlancer, who drove the dragons from Krynn a thousand years ago, the Knights of Solamnia have been the champions of justice and truth. The Knights represented all that was good, noble, compassionate, and heroic. But after the Cataclysm, when the peoples of Ergoth cried for aid, the Knights were helpless. When mankind turned its back on the true gods, not even the Knights could save them. And so the people came to blame the Knights for not saving them from their own folly. There came a great uprising against the Knights; their old temples and fortresses were besieged. Many of the old order died; the rest went into exile.

One of the leaders of the Solamnic order was the Lord of the Roses, who fathered Sturm Brightblade. When the people turned against the Knights, he saw that the fight was hopeless. He could not desert his comrades, but he could send his wife and newborn son south to safety. And so Sturm Brightblade grew up in the town of Solace. As a child, he showed knightly bearing, and the ideals of chivalry came most naturally to him. His mother taught him the code of the Knights, and Sturm wished nothing more in life than to retake his father's heritage. When he came of age, Sturm received his father's legacy: a signet ring. He trained himself as a fighter, undertaking quests and great hardships to toughen his body and soul for knighthood. He became fast friends with Caramon, then known as the strongest young man in Solace. And so he joined the Innfellows.

When the Innfellows left Solace, he went north to find traces of the Solamnic Knights. For a time, he traveled with Kitiara, Tanis's beloved, and then their paths split. He traveled in the lands of Solamnia, only to find that the Knights were everywhere in disgrace. He went to Vingaard Keep, his father's ancestral castle, now abandoned. He settled his father's estate, using the signet ring as proof of his heritage, but when the death duties were paid, all that was left was his father's sword and armor. And so he returned to Solace, understanding at last that true knighthood was found in one's own heart, and vowing to reestablish the old order. If he was the last Knight of Solamnia, he would at least be true to his father's ideals. He needed no more.

CHARACTER PORTRAIT



MANNERISMS AND APPEARANCE

Dark brown hair, brown eyes, handlebar moustache, appears to be in his late 30s

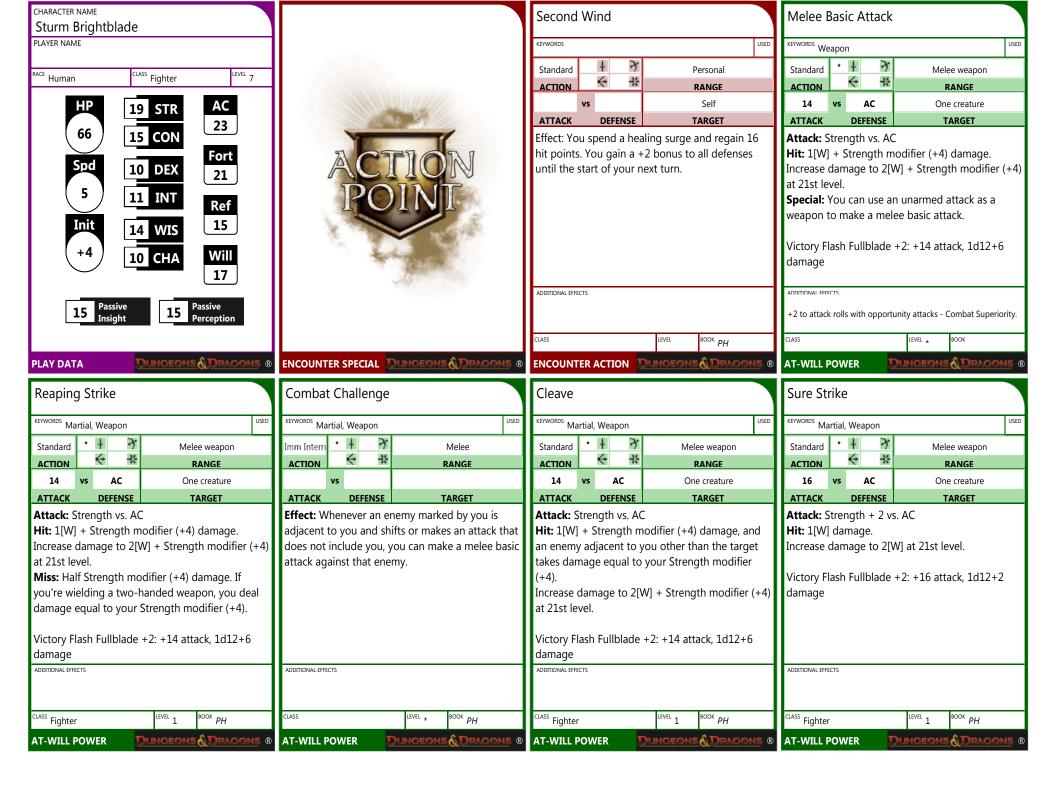
PERSONALITY TRAITS

The Oath of the Knights of Solamnia is Est Sularus oth Mithas: "My Honor Is My Life". It means that a Knight must be true to the ideals of chivalry at all costs. Sturm lives by that creed, and his highest ideal is to meet a noble death against overwhelming odds in the cause of justice. He also places great faith in the Measure of the Knights of Solamnia -- the ancient writings that define honor and honorable conduct. He strives to always uphold both the Oath and the Measure. He is a man of noble bearing and great solemnity. His knightly ideals can sometimes be troublesome: it is a shameful thing to run in battle, he feels. But when persuaded that a larger interest is at stake, he can make a "strategic retreat" if it will further the cause.

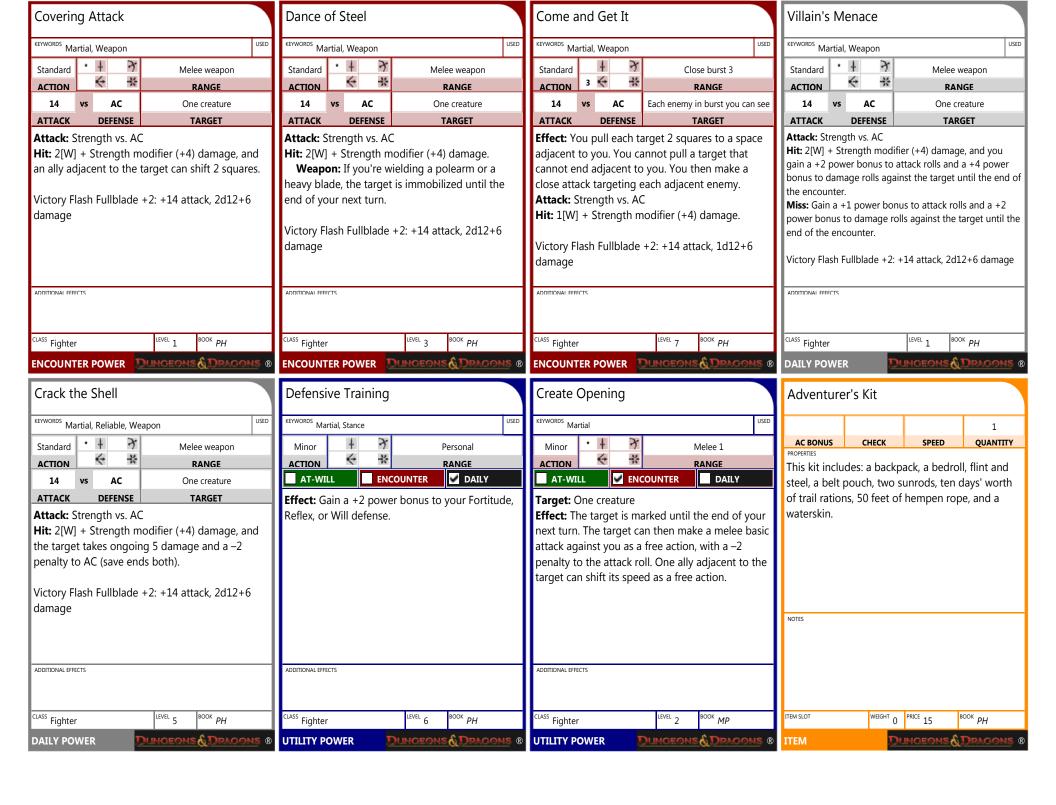
His greatest fear is that somehow he will dishonor himself and the Knights, and shame his father's memory. His honor is his major possession, and his word is unbreakable. He is a fighter of remarkable skill.

Sturm Brightblade Page 2

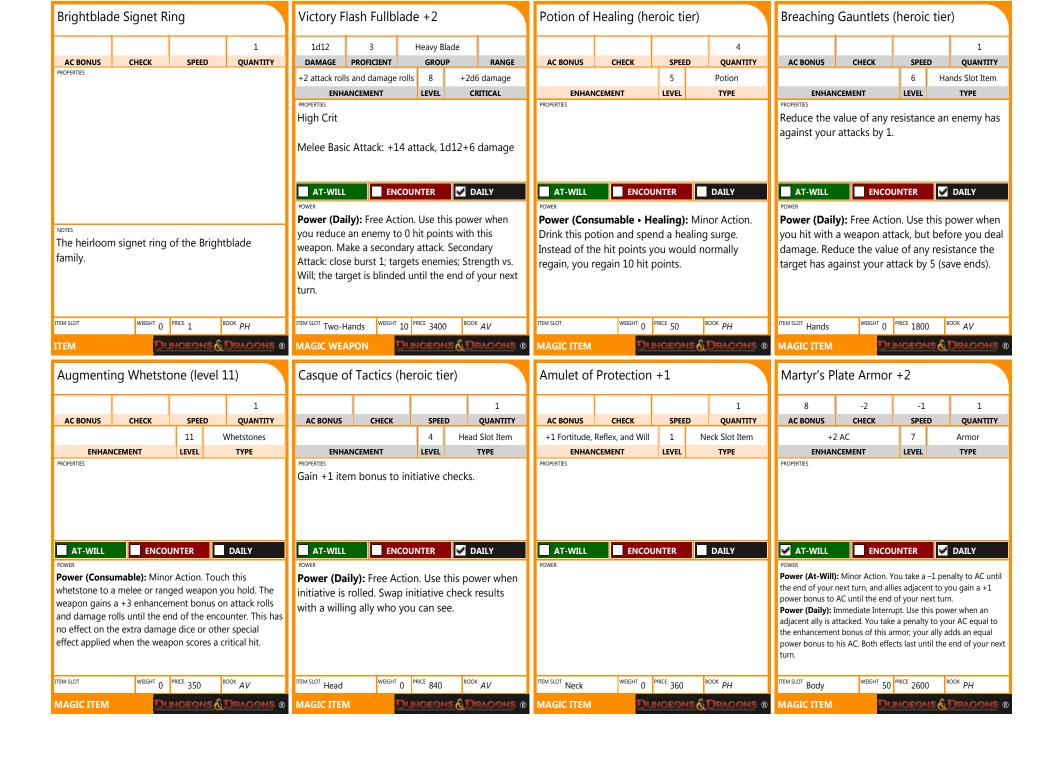
Encumbrance: 60 / 190



Sturm Brightblade Page 3



Sturm Brightblade Page 4



Sturm Brightblade Page 5

Player Name Tanis Half-elven Ranger|Warlord 10,000 Class Paragon Path Character Name Level **Epic Destiny** Total XP Half-Elf 5'10" 145 lbs The Innfellows Medium 102 Male Unaligned Deity **RPGA Number** Race Size Age Gender Height Weight Alignment Adventuring Company INITIATIVE **DEFENSES MOVEMENT HIT POINTS** SCORE 1/2 LVL MISC SCORE SC<u>ORE</u> ARMOR ITEM MISC MAX HP **HEALING SURGES** ENH FEAT BLOODIED SURGE VALUE SURGES/DAY 10 Initiative 3 4 Speed (Squares) 21 52 6 AC 13 26 13 CONDITIONAL MODIFIERS 1/4 HP **CONDITIONAL BONUSES** CURRENT HIT POINTS **CURRENT SURGE USES** ABILITY SCORES **SENSES** SCORE SCORE PASSIVE SENSE BASE SKILL BONUS CLASS FEAT ENH STR **Passive Insight** 17 16 10 + 16 6 **FORT** SECOND WIND 1/ENCOUNTER USED TEMPORARY HIT POINTS CONDITIONAL BONUSES CON 10 **Passive Perception** 10 + SPECIAL SENSES **DEATH SAVING THROW FAILURES** Low-light Vision DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC DEX SAVING THROW MODS 18 **REF** 13 3 1 1 **ACTION POINTS** INT CONDITIONAL BONUSES RESISTANCES Resist 5 fire MILESTONES ACTION POINTS **Action Points** CURRENT CONDITIONS AND EFFECTS ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS WIS CLASS FEAT ENH MISC MISC 17 WILL CHA **FEATS** ATTACK WORKSPACE CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Inspiring Bastard sword +2 Weapon Proficiency (Bastard sword) - Gain proficiency AT<u>T BONUS</u> **SKILLS** CLASS / PATH / DESTINY FEATURES with the Bastard sword. + 11 3 3 3 TRND ARMOR ABIL MOD BONUS SKILL NAME Hunter's Quarry (Hybrid) - When using ranger powers, Hybrid Talent - Gain a talent option from one of your PENALTY MISC + 1/2 LVL (+5)ABILITY: Ranged Basic Attack - Magic Longbow +2 6 0 -1 5 hybrid classes Acrobatics DEX deal bonus damage to your quarry. CLASS PROF FEAT 4 0 4 Weapon Expertise (Bow) - Gain bonus to attack rolls with 2 n/a Hybrid Ranger Reflex + 11 Arcana INT 3 6 5 Combat Leader - You, and allies within 10 that see and bows. -1 10 **Athletics** STR DAMAGE WORKSPACE hear you, gain +2 to initiative. Quick Draw - Draw a weapon with attack action, +2 to 5 0 5 **Bluff** n/a CHA ABILITY: Melee Basic Attack - Inspiring Bastard sword +2 Inspiring Word (Hybrid) - Use Inspiring Word once per initiative 5 5 2 12 **Diplomacy** n/a CHA DA<u>MAGE</u> FEAT ENH MISC encounter 0 1d10+6 4 n/a Dungeoneering WIS RACE FEATURES **Hybrid Warlord Will** Ranged Basic Attack - Magic Longbow +2 2 3 0 -1 **Dilettante** - Choose at-will power from other class; use as **Endurance** CON Commanding Presence (Hybrid) - Choose a Presence ABIL FEAT ENH MISC MISC 4 0 n/a Heal WIS 3 2 benefit; provides bonuses with certain powers 1d10+5 Dual Heritage - Count as elf, half-elf, and human for 4 4 0 n/a History INT Commanding Presence - Choose a Presence benefit; choosing feats. **BASIC ATTACKS** 6 0 2 n/a Insight provides bonuses with certain powers. WIS DAMAGE ATTACK DEFENS WEAPON OR POWER Group Diplomacy - Allies within 10 get +1 to Diplomacy. 5 5 0 Commanding Presence - Choose a Presence benefit; Intimidate n/a CHA 11 AC vs Inspiring Bastard sword +2 1d10+6 **Diplomacy Bonus** provides bonuses with certain powers. 5 11 4 2 n/a Nature WIS 11 AC 1d10+5 Magic Longbow +2 Insight Bonus **Resourceful Presence** - Ally who sees you and spends 5 10 4 n/a 1 Perception WIS action point to attack gets damage bonus (1/2 level + Int 4 4 0 n/a Religion INT mod); if attack hits no targets, ally gains temp hp (1/2/ level 5 6 0 -1 Stealth DEX + Cha mod) 0 5 5 n/a Streetwise CHA

Tanis Half-elven Page 1

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DEX

5

Thievery

POWER INDEX MAGIC ITEM INDEX List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. AT-WILL POWERS **MAGIC ITEMS** WEAPON Inspiring Bastard sword +2 (E) Hunter's Quarry WEAPON Magic Longbow +2 Hunter's Teamwork WEAPON Wolf Pack Tactics WEAPON ARMOR Hide Armor of Resistance +2 (E) ARMS FEET **ENCOUNTER POWERS** HANDS Gloves of Piercing (heroic tier) (E) Jinx Shot HEAD Inspiring Word NECK Ornament of Alertness +1 (E) П **Evasive Strike** RING **Bloody Ending** RING Wild Runner Strike WAIST Potion of Healing (heroic tier) () (5) **DAILY POWERS** Lead by Example Elixir of Aptitude (heroic tier) () (2) Splintering Shot Potion of Clarity (level 5) () **UTILITY POWERS** Crucial Advice Stand Tough Daily Item Powers Per Day Heroic (1-10) Milestone Paragon (11-20) Milestone Milestone Epic (21-30) **COINS AND OTHER WEALTH** LANGUAGES KNOWN Money on hand: 23 gp Common, Elven, Dwarven Stored money:

OTHER EQUIPMENT

Adventurer's Kit

Arrows (60)		

SESSION AND CAMPAIGN NOTES

Tanis was born during the terrible Shadow Years that followed the Cataclysm. His mother was an elf-maid of the royal family of Qualinesti who was assaulted by a human plainsman. She escaped to Qualinost, but died giving birth to a halfbreed: Tanis. The elves of Qualinost, who revere life as sacred in all forms, raised Tanis as one of their own. Nonetheless, the mixture of human and elven blood was unusual. Tanis felt the difference between himself and his elven cousins strongly.

As a ward of the Speaker of Suns, the ruler of Qualinost, Tanis grew close to the Speaker's three children: Gilthanas, Porthios, and Laurana. Laurana developed a childhood crush on Tanis. He felt he loved her, too, but she remained a child when he began to feel the stirrings of adulthood. To avoid conflict with his adopted family, and to learn about his human side, he felt the time was right to leave the elven realm and see the world. A bitter conversation with Gilthanas helped clinch his decision.

Tanis journeyed to Solace to visit Flint Fireforge, a dwarf who had been his friend for many years, and became Flint's business partner. Solace became his home, although he and Flint traveled throughout Abanasinia on business. In those years, he became a seasoned adventurer and a natural leader. Slowly, a group of companions, the Innfellows, formed around Tanis, including the kender Tasslehoff, the aspiring knight Sturm, the twins Caramon and Raistlin, and the twins' half-sister, Kitiara. Kitiara was an alluring darkhaired beauty, passionate and wild. Tanis and Kitiara fell in love; Tanis, because he had never met a woman as strong and self-assured, Kitiara, because she had never met a man who could stand up to her.

In those years there were rumors of growing trouble: bandits, ogres, goblins, and even worse creatures in the land. Finally, the roads became impassable. Business fell off. The Innfellows parted to pursue their own personal quests, and to seek for evidence of the True Gods. Each of the companions swore a solemn oath to meet at the Inn of the Last Home one final time, five years hence.

For five years, Tanis roamed the known world, finding much that was strange and evil, but nothing of the true gods. Finally, discouraged, he returned to Solace to meet his companions once more. His heart leapt at the thought of seeing Kitiara again.

CHARACTER PORTRAIT



MANNERISMS AND APPEARANCE

Red hair and beard (to conceal his half-elven heritage), hazel eyes, appears to be in his late 20s

PERSONALITY TRAITS

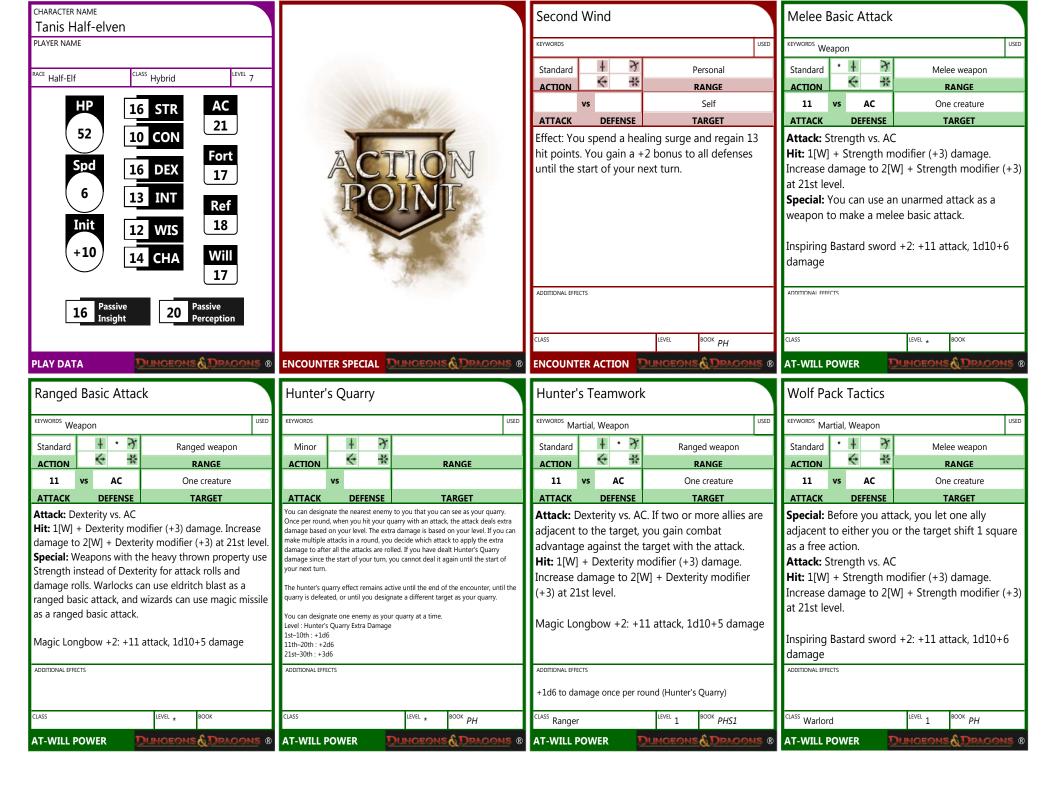
Tanis is plagued by an inner conflict that is manifested by his love for two dissimilar women: the childlike and innocent elf-maid Laurana, and the wild and free-spirited human Kitiara. Although filled with self-doubt and uncertainty about his place in the world, Tanis seldom allows his emotions to show. The only visible sign of his turmoil are in his eyes.

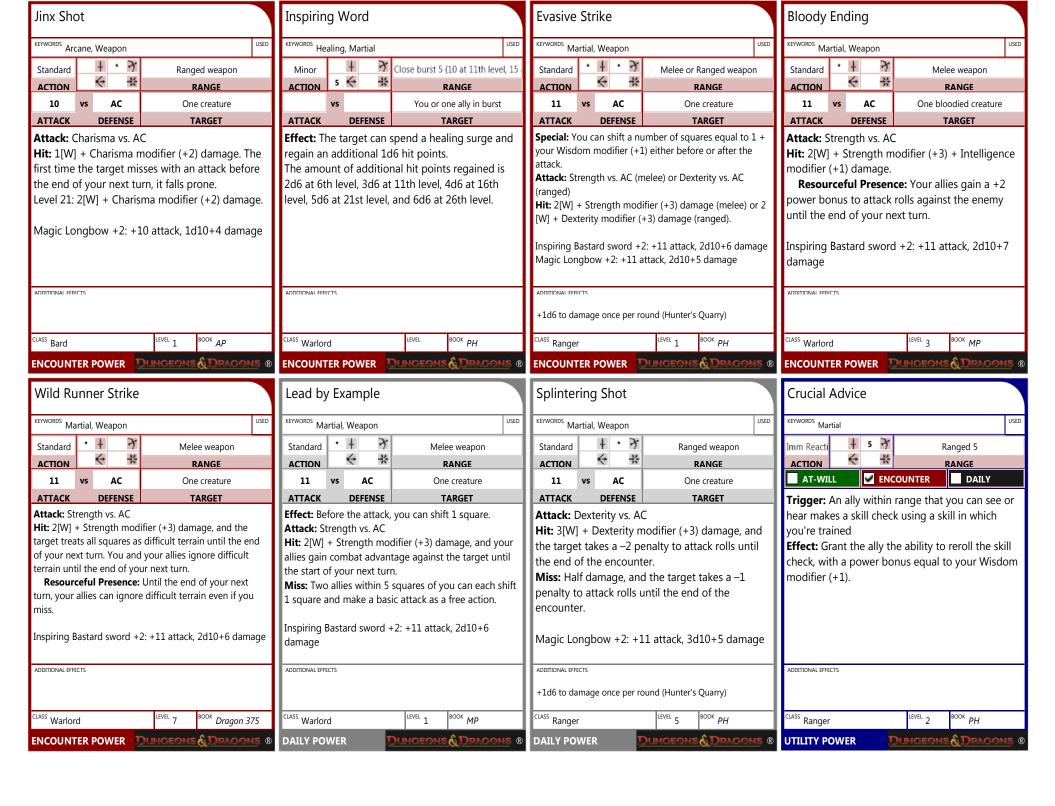
He is trusting of strangers and friendly, yet is reserved, even with his closest friends. Sometimes he is afflicted by dark moods and doubts. Although a natural leader, he is not sure he wants a leader's responsibility. Money has little value for him. He is an excellent fighter, with no fears or weaknesses. Kitiara is his only obsession.

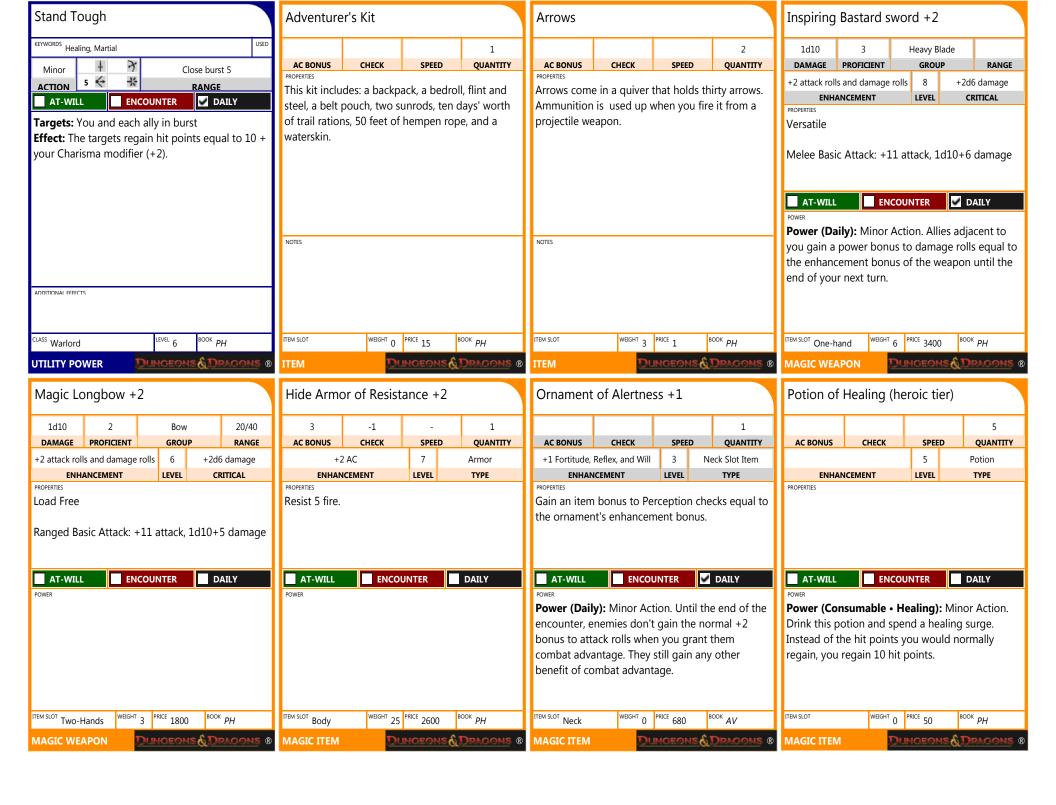
Tanis received an elven education. He has traveled throughout the Haven/Solace region and west across the mountains.

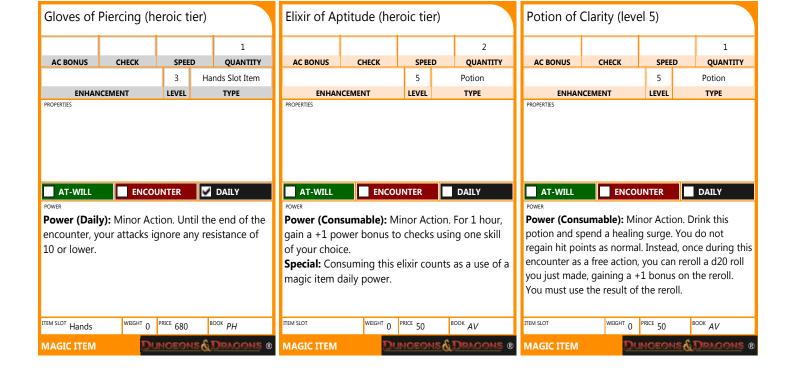
Tanis Half-elven Page 2

Encumbrance: 40 / 160









Tasslehoff Burrfoot

Player Name Tasslehoff Burrfoot Rogue 10,000 Class Paragon Path Character Name Level **Epic Destiny** Total XP 3'9" 85 lbs The Innfellows Halfling Small Male Good Weight Height Deity **RPGA Number** Race Size Gender Alignment Adventuring Company INITIATIVE **DEFENSES MOVEMENT HIT POINTS** 1/2 LVL MISC SCORE SC<u>ORE</u> ARMOR ITEM MISC MAX HP **HEALING SURGES** ENH BLOODIED SURGE VALUE SURGES/DAY 4 Initiative 3 Speed (Squares) 22 53 AC 13 26 13 CONDITIONAL MODIFIERS SPECIAL MOVEMENT 1/4 HP CURRENT HIT POINTS **CURRENT SURGE USES** +2 AC against opportunity attacks, +3 AC (Cha mod) against opportunity ABILITY SCORES **SENSES** SCORE PASSIVE SENSE BASE SKILL BONUS 1/2 LVL CLASS FEAT STR 10 12 **Passive Insight** 10 + 2 13 **FORT SECOND WIND 1/ENCOUNTER** USED TEMPORARY HIT POINTS CONDITIONAL BONUSES CON 12 2 **Passive Perception** 10 + SPECIAL SENSES **DEATH SAVING THROW FAILURES** 1/2 LVL ABIL CLASS FEAT ENH MISC MISC DEX SAVING THROW MODS +5 Racial bonus against fear 20 5 2 **REF** 13 **ACTION POINTS** INT CONDITIONAL BONUSES RESISTANCES MILESTONES ACTION POINTS **Action Points** CURRENT CONDITIONS AND EFFECTS ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS CLASS FEAT ENH MISC MISC 16 WILL CHA **FEATS** ATTACK WORKSPACE CONDITIONAL BONUSES ABILITY: Ranged Basic Attack - Quick Hoopak +2 (Sling) Mocking Knave Style - Augment at-will exploits **SKILLS** RACE FEATURES Distant Advantage - Gain combat advantage with ranged 5 + 12 3 2 TRND ARMOR ABIL MOD BONUS SKILL NAME **Bold** - +5 to saving throws against fear. and area attacks against flanked enemies PENALTY MISC + 1/2 LVL (+5)ABILITY: Melee Basic Attack - Silver Gambler's Hoopak +2 8 5 15 Acrobatics Improved Initiative - +4 to initiative checks DEX Second Chance - Use second chance as an encounter CLASS PROF FEAT 3 0 3 Nimble Blade - +1 to attacks with light blade and combat 3 n/a power. 9 3 0 Arcana INT 3 5 Nimble Reaction - +2 AC against opportunity attacks advantage 8 **Athletics** STR DAMAGE WORKSPACE **Acrobatics Bonus** 5 11 **Bluff** n/a CHA Ranged Basic Attack - Quick Hoopak +2 (Sling) **Thievery Bonus** 6 0 6 **Diplomacy** n/a CHA DA<u>MAGE</u> ABIL FEAT ENH MISC MISC 0 2 n/a 1d6+7 Dungeoneering WIS Melee Basic Attack - Silver Gambler's Hoopak +2 3 3 0 **Endurance** CON CLASS / PATH / DESTINY FEATURES ABIL FEAT ENH MISC MISC 2 0 n/a Heal WIS First Strike - At encounter start, get combat advantage 0 2 1d4+23 0 n/a History INT against foes that haven't acted yet. **BASIC ATTACKS** 2 2 0 n/a Insight Rogue Tactics - Choose one of the rogue tactics. WIS DAMAGE ATTACK DEFENS WEAPON OR POWER 6 6 0 Artful Dodger - Add Cha mod to AC against Intimidate n/a CHA 12 \mathbf{AC} vs | Quick Hoopak +2 (Sling) 1d6+7 opportunity attacks. 0 2 n/a Nature WIS 9 AC Silver Gambler's Hoopak +2 1d4+2 Roque Weapon Talent - Damage die increases one size 2 2 0 n/a Perception WIS with shuriken; +1 on attacks with daggers. 3 3 Religion INT Sneak Attack - Once per round, if you have combat 8 5 15 Stealth DEX advantage and hit with a crossbow, light blade, or sling, 5 6 11 n/a Streetwise CHA deal extra damage. 5 8 16 3 Thievery DEX

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POWER INDEX	MAGIC ITEM INDEX
List vour powers below. Check the box when the power is used. Clear the box when the power renews.	List vour powers below. Check the box when the power is used. Clear the box when the power renews.
AT-WILL POWERS	MAGIC ITEMS
Deft Strike	WEAPON Silver Gambler's Hoopak +2 (Dagger) (E)
Sly Flourish	WEAPON Quick Hoopak +2 (Sling) (E)
	WEAPON
	WEAPON
	ARMOR Magic Leather Armor +2 (E)
	ARMS
ENCOUNTER POWERS	FEET Boots of Stealth (heroic tier) (E)
Second Chance	HANDS Burglar's Gloves (heroic tier) (E)
King's Castle	HEAD
Trickster's Blade	NECK
Rogue's Luck	RING
	RING
	WAIST
DAILY POWERS	Potion of Healing (heroic tier) () (5)
Confounding Attack	Eternal Chalk (heroic tier) ()
Compel the Craven	
UTILITY POWERS	
Quick Fingers	
Fortuitous Dodge	
	Daily Item Powers Per Day
	Heroic (1-10)
	Paragon (11-20) Milestone / / / [
	Epic (21-30) Milestone / / / /
COINS AND OTHER WEALTH	LANGUAGES KNOWN
Money on hand: 12 gp; 9 sp; 8 cp	Common, Goblin
Stored money:	
Encumbrance: 40 / 100	

OTHER EQUIPMENT

Adventurer's Kit
Sling Bullets (80)
Thieves' Tools
Map Case
Candle (2)
Alchemical Reagents (Arcana) (10)
Journeybreads (10)
Rare Herbs (Nature) (10)
Wine, Bottle
Pouch, Belt (empty) (2)
Sanctified Incense (Religion) (10)
Mystic Salves (Heal) (10)

CHARACTER PORTRAIT

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MANNERISMS AND APPEARANCE

Brown hair (worn in a long tassle), brown eyes, long scar on right elbow, looks like a wizened child of about 14 years of age

PERSONALITY TRAITS

Tasslehoff's most endearing (and frustrating) characteristic is his insatiable curiosity and fearlessness. These traits often get him into trouble. His curiosity frequently drives him to see what other people have in their pockets and packs (Raistlin, in particular, hates this), and he can easily forget that he has "borrowed" a particular item. He collects odds and ends -- he will never pass up a chance to acquire a map of any description -- and often surprises himself with what he has in his pockets. He loves legends, songs, and stories, and collects riddles, puzzles, and enigmas as avidly as he collects maps. His map collection is varied and mostly useless. Many of his maps are pre-Cataclysm. He is as likely to collect a map for its beauty as for its usefulness.

Although it is hard to get a kender depressed because of his fearlessness, Tasslehoff is saddened by death and destruction, and can be in awe of anything truly magnificent. His fearlessness does not keep him from being logical about danger, though his curiosity can sometimes overcome his reason.

SESSION AND CAMPAIGN NOTES

Tasslehoff Burrfoot is a kender, a diminutive race found throughout the world of Krynn. Like all kender, he left home at the age of 18 because he was stricken by wanderlust, the uncontrollable urge to travel and "make the great map of every land". No kender in wanderlust has ever completed the "great map", but most kender have great collections of maps -- some useful, most obsolete. Tasslehoff is no exception. Tas's map was especially confused by an unfortunate incident with a magic ring of teleportation that kept transporting him to unknown lands without notice. No one but Tas ever saw the ring -- or believed the story, either.

Tasslehoff was born somewhere in northern Ergoth, and is a member of the Stoat clan of kender. His parents traveled in the Haven/Solace region, where they studied the lives of the plainsmen. (What the plainsmen thought of the kender is nowhere recorded.) Tas acquired skills as a "handler" (the word "thief" is considered impolite), and used it extensively to satisfy his curiosity about everything. It was that curiosity that led to him taking a bracelet from Flint Fireforge's stall at a market. Flint was outraged, but Tanis decided he liked the little kender, and so they all became friends. (Flint, although he has never said a nice word about the kender, actually likes him a good deal.)

