

# Dragon's Knowledge

**A One-round Living City Adventure**

**By Troy Daniels**

**dedicated to Baylee, my little dragon**

Blurb - Draconic Lore speaks of a creature called the Dragon Sage. This creature holds the knowledge of all dragons and speaks in the riddles of the wyrm to give prophecy to all who would hear him. Information has been uncovered that leads you to far away lands to speak with him. But other forces are intent that you do not reach your destination so that an even darker prophecy may be fulfilled. Part 2 in the *Cycle of Dragons* series. A 2 Time Unit adventure for Tiers 1-6.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Finally, the last attachment is for you. Grayfang's Tactics will give you insight straight from the dragon's mouth on how tasty adventures are... and what he would do if he were fighting that battle. Certainly a must read for any DM that wishes to play dragons to their fullest.

## Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

## What has come before

In the adventure *Dragon's Spirit* (by Cindy Mullins and myself) adventurers from the City of Ravens were dispatched to find out about a dragon fight that was taking place in the mountains to the north. When they arrived they found several metallic dragons dead and one that was clinging to life. Agreeing to help it they took portions of the dragon's "self" into themselves and went off in search of the Temple of Dragons.

Once there, they passed through a series of tests and finally made it to the altar where the good dragon could be put to rest. Combat ensued with a White Dragon Noble called Frostrage and a message was given to the adventurers: "The Dark Lady is awake." They were told to find the creature called the Dragon Sage, who would be able to tell them what to do from there.

That my friends, is what this story is about. ☺

**AUTHORS NOTE** - For those adventurers who have NOT played *Dragon's Spirit* it is not necessary to bring them up to speed on what has happened before this. The information above was for YOUR benefit. I am sure they will find out later how much trouble they have really gotten themselves into.

## Scenario Background

The Dark Lady's plans continue to unfold in *Dragon's Knowledge*. Since she was unable to stop the message of her awakening from being delivered to the minds of mankind she has decided on a new approach. If she cannot get rid of the messenger, then perhaps she can get rid of the person that the message is going to.

She has set her sights on the being known as the Dragon Sage.

Now, the Dragon Sage is a wondrous being for he has all of the knowledge of all of the dragons that were before him to call upon. All of the dracoforms know of this creature however they do not talk about him in "mixed company" which is why up until now the humans have not heard of him. Called Nether in close company he will impart his wisdom to any who can find him and ask.

It is interesting to note that the Dragon Sage does not live amongst his own kind. Instead he lives in the company of mortals. More importantly, he lives with them in the form of a child. Mortals tend to safeguard their children closely and as an orphan he travels the

world, learning new things and occasionally giving a tidbit of wisdom to those that help him.

It is important to note two things. First, the Dragon Sage does not interfere in the course of Draconic events. He understands the knowledge that he carries is for ALL dragons that seek him out and will impart it freely if the dracoform treats him with respect. He also understands that some day there will come a time that he must give a prophesy to mortals so that they can shape their world for both dragons and mortals alike one day.

The other important thing to note is that the Dragon Sage is also immortal. Should he die he will simply be reborn in a new body a day later with all of his memories intact.

This presents a unique problem for the Dark Lady. She cannot kill the Sage since he will be reborn and may still get word of a Prophecy to the humans. Therefore she has decided to track him down and hide him away where the humans cannot find him. To do this, she summoned one of her fearsome princes, Torilsbane, the Brown Dragon to her side. Arming him with his Crimson Order monks and the location of the Dragon Sage, she charged him with his capture and imprisonment. Should the puny mortals actually manage to find him, they are to be dealt with.

With his disguise intact, Torilsbane was unable to locate Nether in the Moonshae Isles where the Dark Lady said he would be. Rather than give up the dragon prince carried forth a new plan.

If the Dragon Sage is in the form of child, then all he needed to do was to take all of the children...

## Scenario Summary

**Encounter One** - Carmanstansos the Geomancer has been working with the Ministry of Art to try and find out where this Dragon Sage may be so that the clue presented in *Dragon's Spirit* can be delivered. Between himself and Lady Penelope and Ambassador Carrague he has determined that the secret lies in a strange passage of the Ramblings of Alundo. He calls the PCs in to help solve this final part of the puzzle.

**Encounter Two** - Travel to the Moonshae Isle is accomplished through a slipgate that the geomancer creates. As the PCs are pulled through the gate a small piece of paper is whipped through with them that provides another clue to finding the Dragon Sage.

**Encounter Three** - The slipgate deposits the PCs just outside of Caer Corwell and in front of an orphanage. It also puts them right into a heap of trouble. The orphanage is under attack by the Crimson Order as they try to secure more children for Torilsbane's horde. The PCs not only have to defeat the Order, but also save the knights from Corwell Town that were struck down trying to defend the orphanage.

**Encounter Four** - After the combat the PCs can talk to the children and the Knights and try and determine the local situation. If they handled themselves well in the fight the Knight Captain will invite them to Corwell to meet the king and queen regarding the strange events that are happening on the small island.

**Encounter Five** - This is a freeform encounter that you can use to "liven up" the local color of the Moonshaes for the players and their characters.

**Encounter Six** - In Caer Corewell the PCs are escorted to the castle where court is already in session. King Keane and Queen Alicia are already discussing with council the problem at hand. When introduced the King will thank the PCs for helping out at the orphanage. If the PCs agree to help find the children then he will seek council with his people afterwards to try and help the PCs complete their quest.

**Encounter Seven** - Carthon, Magical Advisor to the king and secretly a member of the Crimson Order, sees the PCs for the threat that they are. During the evening he will attempt to murder them in their sleep by literally burning the inn they are staying in to the ground. If the PCs manage to escape they may be able to capture one of the culprits, who will unwittingly point the finger at Carthon

**Encounter Seven** - Carthon is taken into custody and his room is searched. In the process of doing this they find information that leads them to the sunken caves just off the coast.

**Encounter Eight** - Arriving at the Sunken Caves the PCs can easily overcome the guards and sneak into the caves. That is bad news for the PCs

**Encounter Nine** - Torilsbane knows that heroes are usually weak-kneed fools that fawn over innocents and children. Therefore he has found perhaps the most effective ward that he could possibly use. He has charmed all of the children and they believe that their bestest friend Torilsbane deserves protection. If the mean old PCs come waltzing in brandishing weapons children playing will go every which way screaming and

crying and ringing the polymorphed dragon. Nether, the Dragon Sage is with the children and if HE can be convinced that these are the heroes in the prophecy he will chastise the dragon prince for using human children as pawns. Explaining that he has stayed here to insure the safety of the children he now realizes that it is time to leave and take care of Torilsbane. Telling the PCs to evacuate the children he dispels the charm and then uses a *fabricate* spell on the support pillars, bringing the house down on the evil dragon.

As the PCs gather children outside they find that Torilsbane is not dead. Blasting through the sunken cave ceiling the true battle begins. Nether will protect the children from the combat while the PCs finally deal once and for all with the creature as the legends foretold.

**Encounter Ten** - If the PCs survive, they can talk to Nether and he will release the children from their charms. As the children, Nether and the PCs walk back toward the town he will relate to them the Prophecy of the Cycle, which will carry them on to the next destination in the series: Waterdeep.

## Before We Begin...

Several things that you as the game master are going to want to make note of BEFORE the adventure begins. Some of these things are to be shared with the players and some of them are just for YOUR information.

- Players who have played *Dragon's Spirit* should be encouraged to play the same character. I am trying to build the sense of a continuing plot line with this series and this will help a lot.
- GROUPS that played *Dragon's Spirit* or any of the Cycle of Dragon's modules should be encouraged to play together. It has NOTHING to do with the storyline and will not affect it one way or another, but it will help them form the bonds of an Adventuring Company, which will be important down the way...
- Characters that have higher than 8 Infamy will not even be called by Carmanstansos. He needs reputable heroes and if they have that much infamy, surely there is a reason for it.
- As you are reviewing the characters that are going to be used, be sure to note if the players have any "Dragon Items." These include items like DragonScale shields, Dragonslaying swords, DragonStones, Dragon Armor, Amulets of the Silver Dragon and such. Why? This will play an important role during combats and interactions with

NPCs that serve the dragon princes. For some reason they do not like evil dragon hides being used for decoration or purpose. That generally means that someone had to KILL an evil dragon to get the hide to make whatever. That, to quote Martha Stewart, Torilsbane and a whole host of evil dragons, "Is a Bad thing."

- There are players out there who are playing half dragons. These are officially sanctioned, certified characters within the campaign. All of the half dragons are metallic in type and should have some "good" alignment. Evil dragons and their minions will take special pleasure in destroying these creatures as they are considered abominations. However (and I do not believe I am saying this) I would like you to try and keep them alive if it is possible. They will be making critical decisions later on in the plot line and I need at least a few of them alive to do it. ☺ If the player is playing the half dragon stupidly, kill it. If the player is playing smart and just gets in the wrong place at the wrong time, do what you can to spare it.

And finally...

## Author's Commentary

Something that you will note as you read the text for the game master is that I will be writing it in first person. Too many times have I really wished as a judge for input from the author in a personal level so that I really could know what he was thinking when he or she wrote this or that. Hopefully writing the judge text in this manner might help. Oh, and I will try not to ramble.

I hope you have fun running this and if you have ANY questions about the event please feel free to email me at [troy@rpga.net](mailto:troy@rpga.net) and I will do what I can to answer them.

## Encounter One

### Morning Messages

Before the event begins find out the following:

1. If any of the players have played *Dragon's Spirit*, recommended that they play the same character. It is not required that they play the same PC but it would be a good idea for continuity sake.
2. Review the character sheets and find out if the PCs have any infamy. If a PC has 8 or more infamy they cannot play this event. Carmanstansos would not have recruited them. Allow them to choose a new character at this time. The ONLY exception to this is if they played *Dragon's Spirit* and recently got

the infamy. Carmanstansos will begrudgingly call for them since they helped him the last time.

SETTING - An early summer morning in front of the newly rebuilt Ministry of Art.

*The first thing you wonder is simple.*

*Why can't "Important calls from civic officials" come in the mid-afternoon? Why are they always in the morning? Early morning? Break of dawn morning?*

*Well, for some of you that may not be a bad thing, but for others it is downright criminal.*

*Your morning was shattered by the furious thumping on your doors, windows and trees in groves. When you paused to discover the source you were greeted with a familiar face.*

*"Gerald the Fleet, formerly of the Messengers Guild and now a page for the Ministry of Art, at your service!" the wily lad said with a wink and a smile. A short conversation ensued and the gist of it was that you had been summoned to the Ministry of Art on a matter most grave.*

*Most grave...*

*You pondered those words on your journey to the Ministry of Art. Still under construction, the west wing of the new building is complete and you can see people coming and going. Pages rush from the west entry and noted sages and scribes sign the registry at the desk situated there.*

*As you take in the sights and sounds of the ministry you spy several adventurers such as yourself standing there with similar looks of mirth and confusion on their faces. Pacing forward you introduce yourself to them.*

Allow the PCs at this time to get to know each other. When they are done swapping war stories you can continue:

*"The Geomancer is expecting you," a voice says from the side. Whirling around to see the voice that was not there before you spy a small mouth floating in the air before you. As you watch the lips purse, and continue. "When you were together this manifestation was to speak. Sign in and travel through the doors to the second floor. They await you in the first meeting room." With a sparkle of light, the lips vanish and a burnt out gemstone clatters to the cobbles at your feet.*

When the PCs are ready, allow them to make entry into the halls of the Ministry of Art. When they arrive at the door, a young page named Miltvan asks them to sign the registry. *"Speak ye no falsehoods and write no untruth lest your passage within these halls shall go unheeded,"* He will tell the PCs as they make their marks upon the book. Use **Player Handout One** to allow the players to register their characters. Make sure that they put their characters general FAME point totals in the spot provided.

Those PCs that lie on the form will be called on the carpet by the people in the meeting room above. Ask the PCs if they truthfully wrote their names. Those PCs that cannot write will have their names scribed by young Miltvan.

*Ascending the steps to the second floor you are quickly before large double doors. Opening them you find a meeting room draped in tapestries and bookshelves. In the center of this grand chamber is a large table lined with chairs. Two of the chairs are occupied.*

*The woman at the head of the table is none other than Lady Penelope Norwood, former dean of invocation at the Wizards' Guild and now head of the Ministry of Art. Her fame is legendary around the city and unless she was in disguise she is easily recognizable. Dressed casually she smiles a warm greeting to the party and motions for everyone to be seated. While she does this the young man to her left twitches nervously with excitement.*

*"Welcome adventurers. As some of you may be aware, draconic activity has picked up in the recent months. Some of you may have even spent time in the Temple of Dragons uncovering the first part of this mystery. Allow me to introduce..."*

Judge's note - Carmanstansos is interrupting Lady Norwood at this point. Play him with a bit of style, but with the excitement of a child that just found a new toy or knows something that the adventurers do not know. If you wish, stand up, walk around and begin shaking everyone's hand, introducing yourself.

*"Carmanstansos of Calimishan at your service gentle lords and ladies! As the lady was saying," he expels with enthusiasm "the dragons fly high again where there were none before." Looking back at Lady Penelope he gets a quick smile and nod before continuing.*

*Adventurers recently brought back a tatter of information that led us to much research. They told us that "The Dark Lady has awoken" and to "Seek the Dragon Sage."*

*Pressing a finger to his lips before you can speak he cautions "Ah... do not speak aloud the name for speaking names such as that invites their presence. That is something that I do not think that we are ready for. Do you?"*

*Jangling with the gems and baubles of his trade he continues. "We have researched what we could fully and now stand at a threshold. In the writings of Alundo the Mad there is mention of "The wisest of dragons will be found on the Islands of Selune." We know not what this means, but when we find out we wish to send you there to discover the dragon sage and question him regarding this flight of dragons.*

*"Do you stand ready to help the Ministry, the city and perhaps beyond? For if a flight of these most powerful of all creatures exists, surely it threatens far more than just our small corner of the world."*

And now we are to the Q&A portion of the introduction. Information is divided into what Lady P knows and what Carmanstansos can tell the PCs. Occasionally you will see a CUT TO. This is when Lady P has had enough of Carman's prattling and cuts to the heart of a question. This is supposed to show off Lady P's legendary impatience.

Carmanstansos -

- **Who is this Dragon Sage?** *Up until a few weeks ago the Sage of Dragons was thought to be a myth. But with our travels to the Temple of Dragons and subsequent studies we have found new mentions of him in history books. CUT TO LADY P*
- **What is this Temple of Dragons you keep mentioning?** *Recently a small group of travelers uncovered an ancient relic, the Temple of Dragons. They told us of a wondrous place where dragons with unresolved missions or quests go to pass on to the next life. It is said that in this temple they can continue the cycle of dragons that histories speak of.*

Lady Penelope -

- **Who is this Dragon Sage** - *The Dragon Sage is said to be the wisest of his kind. Holding the memories of all dragons who have passed before him. He is neutral to the doings of other dragons and resides on our world to be the keeper of knowledge for all things draconic.*

- **Did Alundo mention anything else in his writings?** *Nay he did not. We are hoping that you can help in our research and try and find the key to this puzzle. The only mention of the Sage of Dragons is as we told you "The wisest of dragons will be found on the Islands of Selune. Looking over all of our maps we have found mention of no landmass that shares this name so obviously it is a riddle of some kind.*
- **How will we be compensated?** *The Ministry is authorized to give you 1000 gold ravens (each) for your time. As of now our coffers are somewhat bare due to our recent reconstruction.*

### **Research -**

The PCs now need to find out WHAT the Islands of Selune mean. Many PLAYERS will get it right off the bat, however they are not the PCs who do not have access to the Forgotten Realms Atlas, novels of the Forgotten Realms and sourcebooks. The PCs have to hoof it. ☺

### **Navigation NWP -**

PC's with Navigation NWP may (and I do mean MAY) be able to solve this problem right here. Have them roll the NWP check at 1/4<sup>th</sup>. If they make it then they remember an old navigator's tale that tells of the Moonshae Isles being called the Islands of Selune.

### **The Docks -**

Smart PCs will go searching for codgers down at the docks. After all we are talking islands here and who better to ask than the old salts that have been sailing when they were in shelterpants, right? After two or three hours of searching (and a few gold ravens passing hands) there will be some old coot that remembers his old captain talking about the Islands of Selune and the Moonshaes as the same place.

### **The Wizards' Guild -**

The Wizards' Guild has extensive research libraries. Actually they are a bit TOO extensive. Two days after the search begins a Wizards' Guild member will find the information they seek. Note that the researcher MUST be a Guild member (check the cert or the Log sheet) or there will be a 200 gp research fee. This will be reimbursed by the Ministry if the PC thinks to get a receipt for such things.

### **Other Sources -**

There are certainly other sources that may have this information. Based on where the PCs go or what they are asking make up appropriate times for them to extract the info from the populace at large.

Once the PCs have the information they can return to the Ministry and present it to Carmanstansos. Lady Penelope has gone on other business and was simply there for the initial meeting.

*"How could I have been so foolish! The Moonshae Isles! Of course! The Islands of Selune. Now it makes perfect sense!" the young geomancer cries as he dances around the room with renewed vigor.*

*"Quickly friends, go gather your things. When you return in two hours I will send you to the Islands of Selune and your journey will begin!."*

He dismisses the PCs and allows them two hours to gather things and such. At this time the PCs can memorize spells (if a *nap* spell is available), buy supplies, cast preparatory spells and whatnot. When they are done, they are back at the Ministry.

*"I pray that you are committed to this quest for it could be long indeed. Once you have found the dragon sage ask him for his wisdom and return it to us so that we may advise you on your next step. If you cannot return then it is up to you to press on with that information regardless and take it where it leads you. Once something like this is started, there is no turning back. If you are not committed, now is the time to leave."*

This is it. The last chance the player has to change PCs. If any PCs want to bow out gracefully Carmanstansos will give them a stern look and let them go. He will grumble and fuss about having a complete group until the player brings in a new PC. The new PC will be introduced to the crowd and then he will continue.

*With nervous hands the geomancer uncovers a shrouded contraption in the center off the room. Two iron bars are embedded in the floor and about ten feet apart. Each iron bar is capped with a large iron globe with intricate carvings and runes upon it.*

*"This my friends, is a slip gate. Unlike teleporting, or normal gates this device is one hundred percent accurate with no side effects. It will take you from this place," he says as he touches the first globe and you watch as it begins to hum and glow with a pale blue light, "and send you to the place that I have directed it to."*

*He moves over and touches the other orb and the crackling glow flashes across to the first. With a WHOOSH of air a shimmering wall of silver light*

*appears. "Take this!" he says as he jams a ruby the size of a fist into (pick a PC)'s hand. "Speak my name over this enchanted gemstone and the slipgate will reappear and bring you home." With haste he motions to the silvery wall. "GO! Quickly! For I cannot keep it open for long!"*

## **Encounter Two**

### **Through the Slipgate**

*Imagine moving through a tunnel. Now imagine moving through a tunnel at incredible speeds, and not being able to control how fast you are going. Once you have that in your head, imagine moving through a tunnel at incredible speeds, not being able to control your speed, AND not being able to control the direction you travel.*

*Welcome to SlipGate Travel.*

*As you tumble and toss through the silvery radiance that is the slipgate you bump and bash, crash and crack into walls. Careening off a wall you crash into a friend that then crashes into another wall.*

*All in all, a wonderful experience indeed.*

*A flash of light draws your attention to (the PC holding the ruby of return given to him or her by Carmanstansos). Lit by an electrical discharge from one of the side walls your friends body smokes briefly as sparks of static flash around them. Growing limp, the body is propelled forward at an even greater speed.*

*The light grows dim ahead, and the wind behind your backs begins to pick up. Suddenly you are thrust into blackness and land with a thump on hard earth.*

The PC holding the *ruby of return* has just been zapped with a static discharge strong enough knock him or her out. When they arrive in encounter two, the PC will be unconscious for the first two rounds.

## **Encounter Three**

### **Trouble at the Orphanage**

*Pressing yourselves to your feet you realize that there are problems already! Screaming and shouting surround you as you look around and try to get your bearings.*

*You are standing before a large stone building with children running around in all directions. Most of them are screaming. The reason that they are screaming is readily apparent. As you watch a robed man grabs a running child and tucks her under his arm. Turning he begins making his way back to the wagon behind you that is loaded with other children behind strong steel bars. He stops when he spies you and drops the child. Suddenly you have become much more interesting.*

*To the left of you, about fifty feet away are the bodies of several men in smoking armor. They are lying very still.*

*The man walking toward you shouts and others of his kind drop the children they are carrying and advance on your group.*

The PCs have been deposited right in the middle of a Crimson Brotherhood raid. The number of Brothers depends on the number of PCs. The men to the side are what is left of the patrol that wandered into the scene as well. One of the brothers used a *potion of dragon breath* on them and there is currently only one survivor who is unconscious.

### **Tier One**

**Crimson Brother P1 (4):** Int 10 (Average); AL LE; AC 6; MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20.

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!)

**Crimson Taskleader P3 (1):** Int 12 (Average); AL LE; AC 4; MV 12; HD 3; hp 20; THAC0 20; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20.

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*; 2nd - *flame blade*

### **Tier Two**

**Crimson Brother P2 (4):** Int 10 (Average); AL LE; AC 6; MV 12; HD 2; hp 14; THAC0 20; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*

**Crimson Taskleader P3 (1):** Int 12 (Average); AL LE; AC 4; MV 12; HD 3; hp 20; THAC0 20; #AT 1; Dmg

1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*; 2nd - *flame blade*

### **Tier Three**

**Crimson Brother P2 (6):** Int 10 (Average); AL LE; AC 6; MV 12; HD 2; hp 14; THAC0 20; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*

**Crimson Taskleader P3 (1):** Int 12 (Average); AL LE; AC 4; MV 12; HD 3; hp 20; THAC0 20; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*; 2nd - *flame blade*

### **Tier Four**

**Crimson Brother P3 (6):** Int 10 (Average); AL LE; AC 6; MV 12; HD 3; hp 22; THAC0 19; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 10; RSF 14; PP 13; BW 16q; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*; 2nd - *flame blade*

**Crimson Taskleader P5 (1):** Int 12 (Average); AL LE; AC 4; MV 12; HD 5; hp 36; THAC0 18; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 9; RSF 13; PP 12; BW 15; Spells 14  
Spells: 1st - *command* (usually Die!)x2, *cause light wounds*; 2nd - *flame blade*, *hold person*; 3rd - *hold animal*

### **Tier Five**

**Crimson Brother P3 (8):** Int 10 (Average); AL LE; AC 6; MV 12; HD 3; hp 22; THAC0 19; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 10; RSF 14; PP 13; BW 16q; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*; 2nd - *flame blade*

**Crimson Taskleader P5 (1):** Int 12 (Average); AL LE; AC 4; MV 12; HD 5; hp 36; THAC0 18; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 9; RSF 13; PP 12; BW 15; Spells 14  
Spells: 1st - *command* (usually Die!)x2, *cause light wounds*; 2nd - *flame blade, hold person*; 3rd - *hold animal*

### Tier Six

**Crimson Brother P3 (10):** Int 10 (Average); AL LE; AC 6; MV 12; HD 3; hp 22; THAC0 19; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 10; RSF 14; PP 13; BW 16q; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*; 2nd - *flame blade*

**Crimson Taskleader P5 (2):** Int 12 (Average); AL LE; AC 4; MV 12; HD 5; hp 36; THAC0 18; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20

Saves: PPD 9; RSF 13; PP 12; BW 15; Spells 14  
Spells: 1st - *command* (usually Die!)x2, *cause light wounds*; 2nd - *flame blade, hold person*; 3rd - *hold animal*

Once the encounter is over, the PCs will find a *potion of fiery breath* on the body of one of the Brotherhood members.

Note that the brothers are fanatical. If they are captured they will do all they can to kill themselves to the point of breaking their own necks if given enough freedom.

## Encounter Four

### Mop up in the Moonshaes

With the Crimson Brotherhood defeated and the bodies of these evil monks vanishing with the wind, the PCs can take stock of their situation and figure out just what in the heck happened here.

**Father Alden**, the priest of Ilmater that runs the orphanage lies critically injured at the front steps of the building. A young girl will run up and beg the PCs to help "kind Mr. Alden." Alden is currently at -7 hp and will die three rounds after the battle.

**Captain Arlen** of the Caer Corwell Guard is the only surviving member of his patrol. The rest are burnt beyond hope and died as soon as they were hit by the dragon breath potion. Arlen is at 0, and will remain that way until aided by the PCs.

There are two groups of children.

The children that are not caged will slowly start to come out of hiding as the PCs tend to Alden and the other wounded. Seeing them HELPING will bring the children out. If the PCs start searching the bodies of the good guys for loot then the children will stay hidden.

The children in the cage cart will begin whooping and hollering as the PCs free them. Swarming out they will be all over the PCs thanking them and hugging them and generally letting them know that they are good people and deserve the hugs that they are getting. Even the gruff PCs will have some child hanging off of them with teary eyes and loads of thanks.

Until an adult is present (Alden or Arlen) a young rascal named Thomas will stand before the PCs, shooing youngsters away from them and trying to interpose himself between PCs and the children (after the initial hug fest is over). Thomas has been at the Orphanage since he was but a babe and is the oldest "child" there.

Below you will find summaries of what each NPC knows. Arlen should probably go last as he will be the one that invites the PCs to Caer Corwell to discuss matters with the king.

**Thomas hm 0-level:** AL LG; AC 9; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (Dagger); SA nil; SD nil; Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 10; MR nil; SZ M; ML 10.

Thomas is basically the big brother for all twenty-five other children in the orphanage. He has in many ways helped raise them as much as Alden has. Following the teachings of Father Alden he is aspiring to be a good follower to Tyr and hopes one day to adventure. If the PCs are good to him... perhaps he may adventure with them.

He speaks with a Scottish-type accent which is very heavy. His vowels are very LONG and he tends to speak in a more archaic term like Father Alden with plenty of ye's and thee's.

- They've been takin' kids from around the island for weeks now. T'was a matter o' time 'fore they came out 'ere fer us.
- I tried to tell Father Alden to prepare fer it but he would simply tell me ta let Tyr handle things. Iffen there were trouble then Tyr would deliver salvation. I guess that makes ye all "salvation."
- Father Alden's been me only pap fer as long as I kin remember. Ahm' sure that he ain't mah real pap.

But, I 'elp 'im take care o' the little ones around her til I reach me majority. Then I am outta 'ere.

- Majority? Oi, I still 'ave another year left to me unless someone sponser's me outta here. Yeah, like that will ever happen.

**Father Alden hm, P(Sp)6 of Ilmater:** AL LG; AC 6; MV 12; hp 29; THAC0 17; #AT 1; Dmg 1d6 (Mace); SA nil; SD nil; Str 13, Dex 15, Con 17, Int 14, Wis 16, Cha 14; MR nil; SZ M; ML 10.

A portly man that has recently taken a serious stomach wound, Father Alden will gladly talk with the PCs once he has been healed up and has seen to the safety of "his children" as he calls them.

- Thomas warned me of the possibility of attack yet I did not heed his warnings.
- For several tendays we have heard reports of children that have gone missing in Caer Corwell. I asked for the patrols in the area to be doubled and they were. Although I did not arm the orphanage, I am not a fool.
- My children come from all walks of life and from many of the towns around here.
- There was no warning. The cart rolled up to the orphanage and men started pouring from it. By the time the first child cried an alarm it was too late.
- The one that struck me down said as I fell "Our lord and master will be pleased at this haul." This means that there is someone behind the theft of our children.

**Captain Alonzo Arlen, hm F8:** AL NG; AC 3; MV 12; hp 78 (currently at 0); THAC0 12; #AT 3.2; Dmg 1d8 (Mace); SA nil; SD nil; Str 17, Dex 17, Con 17, Int 13, Wis 12, Cha 14; MR nil; SZ M; ML 20

Verging on gray hair, Alonzo has been a guardeer for the town of Corwell for over twenty years. Somewhat of a carefree individual, **Arlen** may take shortcuts in order to bring in a wrong doo'er if that is what it requires.

Once he is healed to at least 1 hit point he will be able to answer questions or provide information.

- Twenty years 'ave I been guardin' these roads and ner'e before have I been laid into like that. Ye dinna expect monks to come at ye breathin' fire and all that baldterdash yet there they were clean as day!
- Timon and Ferrus, may the goddess rest their souls were good men. I'll be takin' 'em back to Corwell fer a proper burial. And if I lay me hands on the leader o' these vaskals then heads will be a rollin' I tell ye.

- Things have been right peaceable lately until the children started goin' lost. We have had searchers all over the hills and vales for them. Even sent a party into Myrlock Vale to search for the children with no success. Must be going on three weeks now since the first one done gone lost.
- Y'know... now that I git a look at ye, ye don't like yer from around these parts. Where are ye from and what brings ye to the Isle of Gwenneth? (Father Andros will chime in here and also ask what brings the PCs to the Moonshaes.)

When the PCs have finished questioning everyone **Arlen** will make an invitation.

*"Ye' seem like honest folk and certainly we are all in yer debt. Since ye don't look like yer from around here allow me to escort ya into Corwell. The king is holdin' court t'day and ye can talk to him about why yer here."*

*Father Andros chimes in, "Thomas, help the good captain to lift his dead to the cart and drive it to town for him. Pick up a traveler's cartage for your trip back and do not tarry long in the town."*

*Thomas appears excited at the prospect of heading into town and quickly moves to help.*

With the PCs, and his dead men in tow (he will use the cart that the Crimson Brotherhood brought if it is still available) **Arlen** will take the PCs to Corwell, which is about two miles northeast of their present location. (See the Corwell Town map and follow the west road out.)

## Encounter Five

### On the Road to Corwell

What follows is a very "free form" encounter. Use this encounter if you feel that you have the time and if you see that the party is interested in knowing a bit about the place that they have found themselves in.

*Traveling along "The King's Road" as Arlen calls it is quick. Well cobbled and maintained it is an obvious testament to the pride that these folk take in their work. While you are walking along, both Thomas and Arlen talk about their homeland and answer questions that you might have about the lovely place that they call Corwell and the Moonshae Isles.*

That's it my friend. That is your intro. Chat it up with the PCs using Thomas and Arlen to disperse as much

information found in your **DM Handouts** about the Moonshaes as you think they can stomach. There are certain tidbits of info that most of the PCs will want to know like:

- Religion - Who is worshipped? The mainstay of the Ffolk (as they call themselves) is The Goddess or Earthmother. She is often called on for ceremonies and her most prominent followers are the druids.
- Druids are VERY common in the Moonshaes as far as a religious sect goes. They are the chief bringers of wisdom for the Goddess and the Ffolk rely on them heavily.
- There is some insurgence of what the Ffolk term "the new gods" in their realms. Father Alden was a good example of this. Although most of the clergy of the new gods are accepted, they are accepted only reluctantly. Most of the Ffolk prefer to think of their goddess as THE only goddess.
- Finally, the Earthmother is actually an incarnation of Chauntea. She is never referred to by that name by the Ffolk, but clergy from Ravens Bluff will recognize her work.

Feel free to use other bits of information found in the DMs handout to bring the Moonshaes to life. Part of purpose of this series is to introduce new places to the PCs of Ravens Bluff. Do your part and make sure that it is a memorable visit.

When your PCs have had enough "local color" dumped on them, proceed...

## Encounter Six A

### Caer Corwell

*"Corwell Town." Thomas smiles at you from the wagon as you enter the small town. Although it is apparent that the same people that built the well constructed roads built the solid and sturdy buildings that you walk past as you head through town you also notice something odd. Some of the buildings are in a state of dis-repair that you find uncustomary for the Ffolk from what you have heard about them.*

*"Tis the children my friends," the captain chimes in when he notes your stares in the town. "Nere will ya see this town like this iffen the people were not truly dismayed. Many of the town's children have gone missing and the parents spend all of their time looking for them and not keeping up the places. Understandable and I hope ye fergive us. Normally we present a much better view for travelers"*

*Exiting on the other side of the town you find yourself traveling up a steep road that spirals around a high steppe. Atop the steppe is a formidable looking fortress that must be Caer Corwell. From this distance you can see soldiers moving along the walls and realize that due to the way you have to approach there is virtually no cover. If you were an advancing army you would be cut down before you reached the front gate. You notice the large amount of carts, wagons and horses that have found their way here on this slightly chilly morning. The captain appears concerned but presses on...*

If asked the captain will explain that:

- This could only mean that the townsfolk are up in arms again about the missing children. King Reshtam is doing his best to find the children but he seems to have exhausted all of his options and the townsfolk have sensed this.
- The captain fears what should happen if they lose confidence in the King.
- Maybe Carthon (The wizard advisor to the king) will cook up something but the captain doubts it, as he has never trusted the mage to begin with.
- Not even the druids have been able to find a trace of the children. Surely if they were alive and still in the Moonshae Isles the Earthmother would know where HER children (as all children are referred to by the Ffolk) would be.

*Upon entering the gates that opened quickly for the Captain you are ushered off to the majestic Caer Corwell's court. As you are rushed through the castle you note that it is sparsely furnished as befitting more of an outpost or fort than a castle where King Reshtam rules.*

*Standing before large double doors you can tell that you are just outside the main audience chamber. The sounds of raised voices and the thumping of wood on stone floors tell you that the days activities are not going well before you even enter. Motioning to the guards to hold the door, he looks back at your group. "Here's wishing that ye bring more hope than those people have now. Could be our only hope."*

The PCs can pause here if they wish and "prep" themselves for court. They have three rounds to clean up, tidy things, peace bond weapons, draw magic or cast spells and other things that may be appropriate. The captain will pace and verbally push and try and rush them but will give them the full four rounds to do whatever they feel need be. If the PCs do not see that this is a "pause" in rather long boxed text for them to do something ... then just sit there, and wait for them to

figure out. If after a minute they fail the "dense check" continue on with the boxed text.

### **Audience with the King**

*Pushing through the doors you can literally FEEL the tension in the room. Angry townspeople are thumping staves against the cold marble floor of this large audience chamber. At the head of the chamber surrounded by guards is obviously the king. Sandy brown hair and worry lines that age the man prematurely rest under a functional circlet that suffices for a crown in this region. Obviously this is man that relies more on his weight in words than the weight of a piece of jewelry to rule his kingdom. Yet it appears as though the weight of rule lays heavily upon the shoulders of King Reshtam today.*

*"YOUR MAJESTY!" Captain Arlen calls from where you stand. The crowd stops its thumping and turns to see what made such a sound. The slightly smug look on the captain's face as he walks forward tells you that the distraction he hoped for worked well. Motioning for you to follow he steps before the king.*

*"This morning raiders attacked Father Alden's orphanage outside of town," the captain begins. The startled look on Reshtam's face and the angry murmurs from the crowd bode ill for the remainder of this audience, but non-phased he continues. "Although my men and I fought valiantly it was the sudden appearance of these strangers and the courage that they displayed that turned the tide of battle in our favor. I believe that they would have words with ye," he ends as he steps out of the way and leaves you before his sire.*

*The crowd is hushed now as the king slowly looks you over. After a moment he speaks. "The crown and the people of Corwell thank you for your timely intervention in the incident that took place earlier today. Please, Introduce yourself to us that we may know who are benefactors are and how we can properly reward them."*

Allow the PCs to interact with the King at this point and if you feel as though they are doing a good job, with the crowd as well. Bards, paladins and other high-Charisma characters should have a wonderful time with this.

Standard questions that any King in his right mind would want about strangers that just happened to fall from the sky and land in the middle of a pitched battle might be:

- *Where are you from?*
- *What brings you to the Moonshaes and to Corwell in particular?*
- *Have you ever seen people like the ones that attacked you earlier in the day?*

The PCs do not really have to tell the King everything about their quest. As a matter of fact given the standard paranoia that surrounds many Living City tables I sort of doubt that they will tell him about the Dragon Sage or why they are really here. Some things for you as the judge to consider though:

1 - The better story they tell, (IE heroic, quest oriented) the better the crowd and the better the king will like it.

2 - If the person or persons speaking seem sincere and concerned over the things that they have seen and heard about the situation in the town the crowd will start to calm down. Perhaps, just perhaps hope has finally arrived on their doorstep.

3 - Review the Charisma reaction adjustment of the person or persons doing the talking. If there are more than one person then average the adjustment. Currently the crowd is in the middle of a cautious category. The combination of the captain coming in abruptly along with the arrival of the PCs has caught them off guard. Base which column of the table you use on the way the PCs are interacting with the King and the court. If they are becoming threatening use the threatening column and start adjusting downwards. If they are being friendly then use the friendly column and start adjusting upwards. Keep the Charisma modifier in mind. A PLUS modifier pushes the group higher up the chart while a negative will push them farther down.

What does this mean? Well basically it means that a really ugly, rude group of PCs will have an uphill battle while a charming group will sit pretty and have an easier time of with this encounter.

What is the King looking for? Outside help. He has, like others in the community lost a child to this. His daughter Raven was taken a little over two weeks ago and although he is grief stricken over this he must remain strong for his people.

GOOD REACTION - If the PCs manage to sway both the king and the crowd then he will ask for their help with the support of the townsfolk. He will offer whatever support he can to help them complete their quest after they have found the children of Corwell. While traveling through town the PCs will enjoy a +4

reaction adjustment from the townsfolk to reactions as they see the PCs as possible saviors.

**FAIR REACTION** - Indifferent or Cautious reactions will still get a plea of help from the King. He is desperate and will look toward any source for aid for his kingdom. The PCs will be promised help in their quest after the children are located. They will enjoy a +2 reaction adjustment from the townsfolk because of the confidence that their king has given to the group. They will be cautious when dealing with them but will generally try to be nice.

**POOR REACTION** - Threatening to Hostile reactions to the PCs will bode ill for their time in the Moonshaes. Disappointed, the King will note that it would have been nice had decent folk been deposited on his shores. If the PCs have broken no laws he will simply ask that they stay out of the way of search parties and obey the local laws. The PCs will receive a -4 reaction adjustment when dealing with townsfolk while in Corwell. Although they are concerned about the children the Ffolk tend to stick together when troublemakers are in town.

When all is said and done and a Good, Fair or Poor reaction is obtained the King will introduce his magical advisor.

*From a corner of the room a well-groomed man in a tailored blue silk suit approaches the king. "Ah Carthon! Finally you have arrived at court! Did your magic give us any clues as to the whereabouts of our children?" the king asks in a hopeful tone.*

*"Nay sire" the thin man says with a sigh. "Whatever holds them hides them as well. I know that they live for we would have felt the Earthmother cry had a single one of them perished, yet they still elude my scrying magics. I am sorry milord"*

*The crowd murmurs approval and relief with the wizard's words. Turning toward you Carthon asks "And what have me here my lord?"*

*Summoning him to his side the King whispers in his ear. Eying you suspiciously he clears his throat and as the crowd beings to disperse he smiles and moves to greet you.*

*"I am Carthon, wizard advisor to the king of Corwell. His majesty has informed me of your recent meeting and has asked that I assist you in any way that I can." At this he bows deeply at the waist, obviously unused to doing so. "Come with me so that we may discuss*

Modified	Player Characters are:			
Die Roll	Friendly	Indifferent	Threatening	Hostile
2 or less	Friendly	Friendly	Friendly	Flight
3	Friendly	Friendly	Friendly	Flight
4	Friendly	Friendly	Cautious	Flight
5	Friendly	Friendly	Cautious	Flight
6	Friendly	Friendly	Cautious	Cautious
7	Friendly	Indifferent	Cautious	Cautious
8	Indifferent	Indifferent	Cautious	Cautious
9	Indifferent	Indifferent	Cautious	Threatening
10	Indifferent	Indifferent	Threatening	Threatening
11	Indifferent	Indifferent	Threatening	Threatening
12	Cautious	Cautious	Threatening	Threatening
13	Cautious	Cautious	Threatening	Hostile
14	Cautious	Cautious	Threatening	Hostile
15	Cautious	Threatening	Threatening	Hostile
16	Threatening	Threatening	Hostile	Hostile
17	Threatening	Threatening	Hostile	Hostile
18	Threatening	Threatening	Hostile	Hostile
19	Hostile	Hostile	Hostile	Hostile
20	Hostile	Hostile	Hostile	Hostile

Within these broad guidelines, a large number of specific reactions are possible.

**Flight:** Avoidance, panic, terror, or surrender.

**Friendly:** Kind, helpful, conciliatory, or simply non-aggressive.

**Indifferent:** Neutral, bored, businesslike, unconcerned, unimpressed, or simply oblivious.

**Cautious:** Suspicious, wary, dubious, paranoid, guarded, untrusting, or mildly conciliatory.

**Threatening:** Boastful, bravado, blustering, intimidating, short-tempered, or bluffing.

**Hostile:** Irritable, hot-tempered, aggressive, or violent.

Of course, a DM should never use a reaction he can't justify. If the DM can't see any reason for an evil efreeti to surrender to the charging player characters, it shouldn't. The table is meant to be an aid to the DM, not an absolute decision-maker.

*our position in this matter." With that said he moves toward the large double doors and the main entry way, talking as he goes.*

Carthon will lead the PCs out of the castle and back into the town. Amiable and likeable he will try to befriend the PCs by showing them around a bit and otherwise distracting them.

Carthon can give the following information. Information with an (F) before it is false and is designed to mislead the party.

- The former king and queen of Corwell are powerful adventurers who now live in Myrlock Vale. The queen is the high priestess of the Earthmother and was contacted about the loss of the children. She was unable to find them.

- (F) He has scried over the entire isle. If the children are still alive then they must be either not on the isle or in some other dimension where he cannot see them. *He has put on the pretense of scrying the island for the King. In fact he has been using his phantasmal force spells to show the king his island and the lack of children.*
- (F)The king has granted them protected status. *This much is true.* He recommends that they stay in the Red Stag Inn. It is a favorite of the King and will be well protected. *Carthon plans on sending his men down to the Inn this evening so that he can burn the place to the ground and take the PCs with it.*
- (F) All corners of the island have been searched by trusted soldiers and the families of the lost children. There is no place that has not been covered so they must be on another of the Moonshae Isles. If they like he can immediately arrange transport to another island so that they can begin searching there. It seems more likely that they are elsewhere as everywhere here has been searched. *Actually there is ONE place on the island that has not been searched. Since Carthon is leading the rescue effort he found it easy to send search parties everywhere but XXXXX. And of course, that is where the children are.*

By the time he has imparted all of the information above the PCs will be in front of the Red Stag Inn.

*The two-story building before you is obviously the Red Stag Inn that Carthon spoke so highly of. Painted a deep barn red the place normally is bustling with activity you imagine. However with the tragedy that has befallen the ffolk as of late you can understand when you look through the swinging doors to find only one or two patrons.*

*"I must return to the king my friends, for he will need me in the coming hours, " Carthon explains. "Tell Belline that you are the guests of the crown and you will be taken care of." With that said, the court mage departs.*

## Encounter Six B

### Exploring the Town

In this encounter the PCs can explore the town and find out that not everything is as gloomy as the king and Carthon make it out to be.

As a matter of fact, it is worse...

**Carthon**, hm Ill5: AL LE; AC 7 (Dex); MV 12; hp 18; THAC0 20; #AT 1; Dmg 1d4 (Dagger); SA Spells; SD Spells, Signet of Cloaking; MR nil; SZ M (5' 7"); ML 12

Stats: Str 10; Dex 18; Con 12; Int 18; Wis 14; Cha 12

Saves: PPD 14; RSF 11; PP 15; BW 13; Spells 12

Spells: 1st - *audible glamor, dancing lights, phantasmal force* x 2; 2nd - *alter self, forget*; 3rd - *phantom steed*

Magic: *signet of cloaking, dagger +2*

Carthon is NOT all that he appears. Secretly he is an agent of the Crimson Brotherhood and has been the "inside man" for over two years in the area as they have slowly worked to dominate the area. Like their dragon masters, the Brotherhood is patient and so they are not concerned with how "long" a plan will take. Eventually they will persevere.

Carthon is not a powerful mage. He is however a skilled con artist. Stats for the man are static throughout the tiers. What he lacks in "power" he more than makes up for in stealth and outright evil.

His *signet of cloaking* allows him to lie at will as well as cloak his alignment. Other than casting a *dispel magic* directly on the signet there is no way to shut it off. Truth detection or alignment detection powers will give false results. He will always "read" as telling the truth and his alignment will always read as Lawful Good.

If and WHEN confronted he will look at all of his options. He is being paid by the Crimson Brotherhood he is NOT a member. If he sees that the jig is up, he will take a deal or otherwise try and pull him self out of the fire and leave his brotherhood "pals" to the wolves.

PCs entering the Red Stag will find it to be a very comfortable place. Large and roomy occupancies await them upstairs once they mention that they are the guests of the crown, Belline, daughter of Miriam (who readers of the Moonshae novels will remember is the original barmaid/owner from 20 years ago) will smile and get whatever the PCs need to make their stay comfortable. If asked she will recommend that the heroes talk to the people in the town. Perhaps they know something.

From here we move into another freeform encounter. The PCs can wander throughout Corwell Town as they have about 10 hours before sunset. There are several

places of interest but just about anyone on the street will have a little something to say.

NOTE ABOUT ROGUES - There is BOUND to be some sneaky type that is going to think that it will be a great thing to hook up to the "underhanded" element in Corwell Town. They can get info from the other thieves in the city, right?

Wrong. We are thinking of a small hamlet here and to be honest everyone pretty much knows everyone here. That means that thieves are not tolerated and there will be no one for the would-be information-gathering expert to chat with.

This is not to say that the PC with information-gathering skills will be useless. But... if they try to find thieves then they are going to be really disappointed.

Note that all of the places listed below are marked on the map provided at the end of this adventure. The other buildings are personal residences or business that are not open. Possible reasons for the other business not being open are that the owners are out searching for the children, on vacation, or traveling for better wares to sell.

Oh.... One more thing. Remember that reaction check the party made, the whole "how the king feels about your group?" Use it.

1 - Scrivener - ***Obviously a books store. Your first clue as you dodge, weave and literally move out of the way of books stacked almost to the ceiling. Yep, the books. A portly, dark complected man who walks with a pronounced limp hobbles into view and sits down on a chair before addressing you. "I am Hanrad the scribe. What do I own this honor?"***

Hanrad the Scrivener has been around for a while. One of the original adventurers that traveled with King Tristan and Queen Robyn so many years ago. Now he is a young man of forty winters and although he occasionally dabbles in magic (his original trade) he mainly collects and copies books for others.

He can tell the party the following:

- Sales have been down as of late. The married folk that have children still keep them locked up in the home so that they will not lose them.
- The attacks, raids and kidnapping have only been happening for about 3 weeks now.
- He can offer the PC a wonderful deal on traveling spell books. A 100-page traveling spell book (remember that traveling spell books grant a +2 to fire saves for the books due to the workmanship.) for only 250 gp.

- Other books in the library of Hanrad include many of the Volo's Guides and several atlases of the Moonshaes and the surrounding areas.
- Note that Hanrad has not been married and has not lost any children. He feels the loss of his friends but has not experienced it himself.

2 - Houndmaster - ***Dynan the Houndmaster greets you with no small amount of caution at the front of his establishment. The great hounds that Dynan trains stand before him in his yard. Forcing a strained smile, Dynan asks "What can I do for you today?"***

Dynan (human male, age 45, stout build, slightly graying features) has lost both of his children to the mysterious strangers. Anita (age 8) and Teldon (age 12). If the PCs treat him nicely he will answer some of their questions.

- The strangers came in the night and took his babies. He did not see them go and there was no sign of forced entry.
- Dynan raises Moorhounds, one of the most dedicated and loyal dogs that a person will ever find. Drall, the family hound, did not make a single sound the evening that the children were taken.
- Dynan is proud of the fact that his hounds are all descendants of the most famous hound in the Moonshaes, Canthus. Canthus was a hound blessed by the Earthmother and was part of the history of the 'shaes.
- Dynan offers the PCs a moorhound if the can find and return his children. One, and only one hound can be given to the party and that is all he can afford.
- He has helped with the search parties on several occasions covering everywhere in the area from the base of the mountains to the north to the southern reaches by the shores. Another group covered the mountains themselves.

3 - Bladesman - ***The ring of steel on steel draws your attention to a small building of stone with a large smokestack in the center of the roof. The double doors are open and upon entering you see all manner of blades and bladed items hanging from the walls. Looking to the sounds of ringing you spy the source as a youngish dwarven male hammering furiously on a stock of metal glowing from a recent bath in flames. Setting the stock and hammer down he rushes over to bellows and pumps and then back to his stock. Tears flow down his face as he works.***

Farstead Blademere (dwarven male, age 61) works alone as his only son Farndrell was taken five nights ago.

- Farstead makes blades for weapons, tools and such.
- Farstead's blades are some of the finest that the PCs will see.
- He is having trouble working now because his son usually works the bellows for him. If the PCs work the bellows while he works he will answer questions.
- Fandrell simply up and left in the middle of the night some five nights ago.
- There was no forced entry. One of the neighbors told him that he saw Farndrell leave the house late in the evening for "a walk." The dwarven child was heading north.
- NO one believes the friend as he was rather deep in his cups. Also his friend has come up missing recently as well.
- Farstead has helped on several search parties covering the northern reaches just before the mountains. Another group led by Carthon himself covered the mountains with no success.
- If Fandrell is safely returned by the PCs then Farstead will let them have one of his blades. Please note that he is a BLADESMITH and that is what he will give them. There will be no haft or handle, just a blade. But what a blade it will be.

4 - Glassblower - ***Great heat comes from this building and as you enter you can see why. An older woman is blowing glass by a small smelters forge in the corner of the room. All manner of glass vases, bowls and other containers line the walls. Looking you over for a moment she sets down her work and asks what she can do for you.***

Genna Moonglow has been blowing glass for Corwell Town for over twenty years. A devout follower of the Earthmother, she has quite a tale to tell if the PCs are interested in hearing it.

- All of her children are grown up and out on their own. Her husband died some 15 years ago during the Darkwalker wars when the avatar of Bane (Kazgaroth) stalked the land.
- Her grandchildren were one of the first children to be taken from the folk. Little Betram, Sikel, and Morton (hm age 6, hm age 9, hm age 11) were all taken in the dead of night with no one the wiser until the next morning.
- She has been on many search missions (having been a former adventurer (hf, F4, hp 17, age 68) and has found nothing. Her searches have taken her

from the southern reaches to the base of the northern mountains. Other search parties actually did the mountains and she is too old anyway to be climbing steep firbolg infested mountain ranges.

There are other areas of the town to explore and for the most part it is up to you to find them. Do not let them tarry too long on shopping trips or such. At the most they should have about two hours until sundown to talk with residents of Corwell Town. From there it is back to the Red Stag.

## Encounter Six C

### Fire in the Stag

Allow the PCs a chance to dine and bed down for the night. The rooms that have been appointed to them in the Stag are some of the nicest rooms in town and they should be comfortable.

Ask the PCs if they are doing anything special in the way of night prep. Guard watches and stuff are the norm for the paranoid adventurers that we have in the campaign. No matter, they will be expecting this. ☺

An hour after midnight, several thugs will attempt to burn down the Stag. They will set flaming oil on all of the corners of the building and when this is done then will roll an open barrel of oil through the front window. Lighting the oil trail will start the blaze and from there they will rush off into the night. Hopefully NOT before a PC can spot them.

When this happens you can read the following text:

***The crashing of glass from downstairs rouses you from your slumber as you push your way to your feet and grasp equipment and weapons. What happens next though takes you completely by surprise. A dull THOOMP! is heard from the lower levels and you watch as your room door buckles outward for a moment before returning to its normal shape. Your ears pop for a moment and then you begin to smell smoke.***

This is NOT a difficult encounter. The thugs that did the fire are not the smartest bad guys in the world and there are ample opportunities to escape.

- The PCs (and all of the other 3 patrons) are on the second floor and there is currently no one on the first floor.

- There are windows in each room. Opening a window is easy and it is a convenient one-story drop to the ground and safety. (1d6 falling damage if they just hurl themselves out the window. If they are careful they can jump down without taking any damage).
- The other three occupants of the Stag are in their rooms and will require rescue. This can be as simple as catching them after convincing them to jump out a window or as dramatic as rushing into the burning building and racing upstairs to rescue them.
- As the DM, play this by ear, let them have fun with saving people and possibly the building and don't let them get hurt. This is more of a leading encounter than an actual threat to their lives.
- Ffolk will begin arriving immediately and start a bucket brigade. If the PCs can put out the fire then they will be hailed as heroes. If they cannot and they participate in the bucket brigade or in saving anyone then they will still be regaled as heroes.

Pick one PC to spy Thresh (the leader of the thugs) glancing nervously around. When the PC locks eyes with Thresh he will bolt down the street and into the alleys in an attempt to escape.

Running the overweight thug down should be no problem. He will not put up much of a fight and will most certainly not fight to the death. A coward at heart, Thresh is more of a yes-man than a fighter and will gladly talk if properly persuaded.

**Thresh**, hm F4; AL LE; AC 7 (Dex); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d8 (Long Sword); SA nil; SD nil; MR nil; SZ M (6' 1"); ML 12(7)

For each statement of threat or possible harm to Thresh reduce his morale by one (from the 12 that he normally has). Once his morale reaches 7 he will talk.

*The old thug wipes a hand across his bald head and you can smell the oil from the fire on his person. Nervously he begins to speak.*

*"Ah really din't know nuttin. All I know is dat I wuz getting paid fifty gold crowns to burn down da Stag. From there I would go down to da docks and there would be someone there waiten fer me to get paid. Dat's really all I know. It was just s'posed to be an easy burn. Jimmy, Toldren and I were gonna pop the place, take er gold and get da hell outta town for a bit til things cooled off. Heh, he s probably down there now freezing his butt off. Corwell springs are no place for frilly blue suits."*

If the PCs put two and two together, they will remember that it was Carthon that was wearing a blue silk suit earlier today.

Racing down to the docks will be fruitless. Carthon had no intent on paying the bunglers. He is safely away in his rooms in Caer Corwell.

From here, the party is probably going to want to have a little chat with our friendly neighborhood mage.

## Encounter Seven

### The Plot Thickens

*You have been pacing the room that the King asked you to wait in for some time. Once you arrived back at Caer Corwell they would not allow you to directly confront the turncoat mage. The king's man said for you to wait here and that they would take care of the matter.*

*If it is any comfort, you have heard the occasional scream coming from somewhere in the castle.*

*When the king finally enters the room he looks both distressed and relieved at the same time.*

*"Carthon was indeed a traitor and has been dealt with. Before he was cast down into the dungeons his quarters were searched and we discovered this," he says as he pulls forth a piece of parchment with that looks like a map on it. "Carthon did reveal that our children are being held in the in the sunken caves to the north along the mountains. Since he was the one leading the search effort it was easy for him to divert parties away from the mountains.*

*"I would ask a boon from you. I require time to put together a force of my people to go after the children. Please, go ahead of us and see what you can do. I will gladly reward you with whatever I can but you must go as soon as you can. Apparently whatever Carthon was working for requires daily reports from him and Carthon admitted that he had not sent his in yet. I fear for the safety of the children and would ask that you help us.*

*"Do this for us and once the children are returned safely I will pour all of the resources of my crown into finding what you originally came here for."*

If the PCs accept the mission the King will equip them with fast horses and a hastily scrawled map that will

give them the general location of the cave that Carthon said the children were being kept in.

The King will not allow them to see Carthon. Carthon did NOT say anything about Torilsbane so the king, and conceivably the PCs, will not know about him yet.

## Encounter Eight

### At the Sunken Caves - Outside

Arriving at the Sunken Caves in the morning the PCs will find that not only are there guards outside, there are children outside playing! They appear perfectly content to play in the area outside the Sunken Caves and it will be up to the PCs to figure out a way to deal with the guards without harming the children.

The text below assumes that the PCs have a modicum of common sense and are not just charging into the fray. If you find your players bereft of common sense, feel free to adjust the text below to accommodate the foolish and possibly suicidal actions of PCs.

*As you hide behind trees and bushes you take in the scene before you. Some forty yards distant the mouth of a large cave looms. Standing before and around it are several (six to be exact) guards in various states of readiness. That is not what strikes you as odd.*

*The calls and laughter of children ring through the morning forest, and as you watch a whole group of them run out of the cave and head to the east to play with a small round ball. They seem to be ignoring the guards, although one of the little girls of the group does stop for a moment to ask one of them a question. Scowling, he answers the question and with a smile and a laugh she races off to rejoin her friend.*

Startled? Confused? Hopefully that is what the players will be when they hear that. The children (with two exceptions) are charmed and think that their big uncles (the guards and the brotherhood members inside are all friends of Torry, their bestest friend in the world. Torry (actually Torilsbane but little Cally (a 4 year old) could not say his name, called him Torry, and it stuck, is waiting inside for his morning report from Carthon.

The Guards are not expecting trouble and if the party is quiet they will most probably be able to get within 20 yards before one of the children raise the alarm.

Before we move into what is possibly a combat, some things to consider.

1. If the PCs attack the guards, the children will begin screaming and hollering for them to stop hurting Uncles Abran, Cole, Fangsten, Nemendal, Seark, and Yole.
2. If the PCs attack with deadly force, the children will panic and do their best to run back inside where they can be protected by Torry.
3. If the PCs approach peacefully then the guards will escort them inside to see Torilsbane. They know what Torilsbane is and think that it would be easy for him to defeat the party.

### **Rounds of Combat -**

1. Guards will call for the children to get inside if they are alerted to an attack. Drawing light crossbows they will fire at any exposed PC then drop the weapons in favor of melee weapons.
2. Guards will engage in melee unless they are hopelessly outmatched. If so they will surrender or ask for parlay so that they may get their master to come to talk to the PCs.
3. A Crimson Brotherhood member will come out of the cave and invite the party inside so that they may speak with the Master of the Moonshaes.
4. By this time, all of the children will be inside.

### **Tier One**

**Guard F1 (6):** Int 10 (Average); AL N; AC 6 (Dex +1 and Studded Leather); MV 12; HD 1; hp 11; THAC0 19 (STR Bonus); #AT 1 or 1 (sword or crossbow); Dmg 1d8+1 (long sword), 1d4 (light crossbow); SA nil; SD nil; MR nil; SZ M (5'8" +); ML 13  
Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

### **Tier Two**

**Guard F2 (6):** Int 10 (Average); AL N; AC 6 (Dex +1 and Studded Leather); MV 12; HD 2; hp 19; THAC0 17 (STR Bonus); #AT 1 or 1 (sword or crossbow); Dmg 1d8+1 (long sword), 1d4 (light crossbow); SA nil; SD nil; MR nil; SZ M (5'8" +); ML 13  
Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

### **Tier Three**

**Guard F4 (6):** Int 10 (Average); AL N; AC 3 (Dex +1 and Scale Mail); MV 12; HD 4; hp 36; THAC0 14 (STR Bonus); #AT 1 or 1 (sword or crossbow); Dmg 1d8+1 (long sword), 1d4 (light crossbow); SA nil; SD nil; MR nil; SZ M (5'8" +); ML 13  
Saves: PPD 13; RSF 15; PP 14; BW 16; Spells 16

### **Tier Four to Six**

**Guard F6 (6):** Int 10 (Average); AL N; AC 3 (Dex +1 and Scale Mail); MV 12; HD 6; hp 50; THAC0 13 (STR Bonus); #AT 1 or 1 (sword or crossbow); Dmg

1d8+1 (long sword), 1d4 (light crossbow); SA nil; SD nil; MR nil; SZ M (5'8" +); ML 13

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

Note that this combat only goes to Tier Four. This is NOT the challenge combat. This is merely a warm up. PCs should not take very much damage from this combat, just be made aware that there may be others inside.

No matter what the outcome of the battle, the PCs will eventually (either through invitation or after defeating their foes) head into the Sunken Cave.

## Encounter Nine

### The Dragon, The Sage, and the Children

Please read the following encounter closely as it is very complex. There is a lot of roleplaying here as well as a lot of combat if the party is not careful. And, there is also a chance that a lot of innocent children could be hurt if the PCs are not careful. Hack and slash parties will be in trouble here.

Some things to consider before they walk in.

1 - All of the children except Thomas and Nether are charmed. They honestly believe that Torilsbane is their best friend. Torilsbane has taken advantage of this by training them to stand before him in a ring should anything bad happen. He claims that he will be able to protect all of them, but in actuality it is for shielding purposes.

2 - Thomas was captured as he was leaving Corwell Town and brought here. He successfully resisted the charms of Torilsbane but has been faking it as he tries to find a way to help ALL of the children escape. If the PCs lock eyes with young Thomas he will appear to be doing what all of the other children are doing, but will wink, letting them know that all is not as it seems.

3 - Nether is confused. He knows WHAT Torilsbane is but does not know what he is up to. He knows that he must stay here and ensure that the children are not harmed since he has taken the form of one. He will remain non-committal and try to remain unnoticed, doing what the other children are doing until he is sure that the PCs are there for the right reasons. Then he will act.

4 - Entering the cave exposes the party to a *lantern of revealing*. The lantern acts to purge any and all

invisibility that passes through its light. Ergo, Torilsbane will KNOW where all of the PCs are at all times.

5 - Torilsbane is not your usual Brown Dragon. He is the Brown Dragon Prince and as such has special powers over and above normal dragons of his type. He is also incredibly smart and will try and convince the PCs to HELP him find the Dragon Sage, as that is all that he is really after.

Ok, with all of that out of the way, on to the adventure.

*You step into a large and well-lit chamber in the side of a mountain range. Easily three hundred feet across and wide the cave has been made much more "livable" since there are so many occupants.*

*To the left you see that there is an area with tables for eating and beyond that a place to cook and beyond that still a place for the children to sleep.*

*What draws your attention is the large mass of children in the center of the room. They all appear huddled around a lone set of figures. The young man called Thomas is amongst them as well, looking in your direction.*

*All around the room, robed men stand ready.*

*A little girl in the crowd with jet black hair picks up a rock and throws it in your direction. "You had better leave Torry alone!" she screams. The other children seem to agree with her.*

After this display get actions from the PCs. Show them the map so that they get an idea of the layout of the room. When they ask what A - Arabian means read the following.

*The children part a bit and you can see behind them a young man of about fifteen years. Wearing the clothing of a rich Calashite merchant he smiles and beckons you forward with a wave. You note that he is playing chess with a raven-haired girl of about ten years.*

*"Welcome and greetings most noble adventurers. I am, as my young friends have come to call me, Torry, and am delighted that you have found your way here. As you see my young defenders are quite eager to get in the way of weapons and spells so I ask that you be on your best behavior lest someone gets hurt.*

*"Now, with that out of the way, what brings you to the Moonshaes? You are not dressed in local garb so I must assume that you are travellers from afar?" he says through a smile tainted with threats. Looking over at the dark haired girl across the table from him he smiles again and moves another chess piece. "I think I will have you checkmated in four moves my lovely Raven if you are not careful." You watch as he places a hand to the side of his face and a long claw slowly grows from an outstretched finger. Scratching his chin with it he turns back to you.*

Allow the conversation to move from here. He will engage them in polite banter for as long as it suits his purposes and then he will move into heavy barter mode. Here are some things to remember when talking for Torilsbane -

1 - All he is after is the Dragon Sage. He has no idea that the sage is right under his nose already.

2 - He utterly hates the warm, humid conditions of the Moonshae Isles and longs to return home to his deserts.

3 - He will never refer to his master by anything other than the Dark Lady.

4 - He knows that because of actions that the last Dragon Prince on Toril took recently, that the Black and Blue princes were claimed by the draconic god of the dead. The last dragon prince defiled a temple sacred to ALL dragons by initiating combat with mortals in its very walls. He knows that he is under no such onus but may relate this to the PCs.

5 - He thinks that he has laid the perfect defense before him and will gloat about it. Surely no true heroes would hack their way through innocent children just to get to him, now would they?

6 - One of his Crimson Brothers has a *wand of magic missiles*. He is watching the PCs and if anyone makes a move to cast a spell he will shoot them with it. Torilsbane will laugh slightly and ask that they NOT do that as it might frighten the children.

Work the PCs over. Calling the dragon a coward will not phase him in the slightest. He is evil and knows that he is doing what he must to win his prize. If he admits that he is using the children as shields then Nether will perk up. That is his cue.

*A young child with golden elf features turns to look at the man speaking to you. "Master Torry? Would you really put us in harm's way to defend yourself?"*

*"Nay young Nether," the disguised dragon says to the child. "We would all fight anyone that opposed us and I would be right behind you to defend you and our friends as we beat back those that would hurt us."*

*The child known as Nether turns to look at you with eyes as deep as the endless night. "Would you, if given the chance, return these children to their rightful homes and not harm them in the slightest?"*

*Behind young Nether, your gracious host scowls and looks to you to see what your answer may be.*

If the party answers young Nether in a positive way the young man will turn to the dragon prince.

*"Then do so! I shall deal with Torilsbane," the boy shouts as his hand raises and a bolt of white light strikes the disguised dragon, knocking him head over heels into the far wall. Waving his hand a silvery radiance flashes out touching each of the children. Slowly, as if waking from a deep sleep, each of them take in their surroundings and some of them begin to shuffle nervously about.*

Ask the PCs what they are doing. If they start to attack or claim that is what they are doing, remind them that Nether asked them to evacuate the children. Thomas has already started to round up the younger ones and has gathered them around him.

Oh... about this time the Crimson Brothers in the room will attack the PCs. While this is happening occasionally quip in pieces of Nether's speech to Torilsbane. The Crimson Brothers should keep the PCs busy while Nether prepares for his grand finale.

**Crimson Brother P1 (4):** Int 10 (Average); AL LE; AC 6; MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20  
Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!)

**Crimson Taskleader P3 (1):** Int 12 (Average); AL LE; AC 4; MV 12; HD 3; hp 20; THAC0 20; #AT 1; Dmg 1d6 (footman's mace); SA Spells; SD Spells; MR nil; SZ M; ML 20  
Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *command* (usually Die!), *cause light wounds*; 2nd - *flame blade*

*The child known as Nether slowly advances on the Ccalishite boy that he just blasted. "For millennia I*

*have watched as the Dragon Princes have paraded themselves throughout the worlds, using the mortals that I travel among. Countless slayings of men and women who have opposed you and I have done nothing. Yet now you threaten their spawn and I can stand idle no more."*

*Torilsbane shakes his head as he climbs to his feet, wiping a curl of blood out of the corner of his mouth. "You were here all along! I waited in this miserable string of islands for weeks... and you were here all along!" Raising his hands he sends out a bolt of energy that splashes harmlessly off of Nether's chest.*

*Coldly Nether advances on the disguised dragon. "Aye. And as you hate this place so much, it is only fitting that it become your tomb." Saying this Nether reaches his hands out and beams of light strike the support pillars, utterly destroying them.*

*With a rumble, the roof begins to collapse.*

The fight should be engaged DURING the exchange between Nether and Torilsbane. If a PC tries to interfere Nether will give them a withering glance that causes them to rethink what they are about to do. If they persist then children in the same area as they are will be threatened by a Crimson Brotherhood member. THAT should get their attention.

Allow the combat to go on for a few rounds, no more than eight. During this time Thomas and hopefully the PCs not engaged in melee will have gotten most if not all of the children out of the cave.

Finally, when everyone is out of the cave...

*Rushing right behind you comes young Nether as a series of crashes behind him sound the doom of the disguised dragon. The crashing of thousands of tons of rock that bury the evil creature forevermore smother's screams of rage.*

*When the dust clears, you look around to find that the children are safe. Smiling at you, Nether is sitting on a stump surveying the damage that he caused in the cave.*

*"I," he begins through a smirk, "have been wanting to do that for years. Bullies."*

*The children mill about for a bit and then Thomas approaches the group. "I was captured when I left Corwell Town but the magics of the people in there did not affect me! I have stayed and tried to think of a*

*good way out. But Nether here seems to have done that for us! The children are cold though, we should be getting them back."*

*"Yes, young Thomas is right," Nether says as he hops off of his stump. "And we have much to discuss I believe..."*

Allow the PCs time to heal up, think about digging out the dragon corpse through thousands of tons of rock and to wrangle all of the children together. When you feel as though they have been sufficiently "lulled" spring the big one on them. Give them at least three rounds before springing the final battle on them.

*At first you were not quite sure what it was. Perhaps you thought it was nerves, which is why you were shaking. Maybe it was just a "hunch" but whatever the reason you now realize that something is very wrong.*

*The ground trembles beneath your feet and even Nether seems concerned. Thomas and Nether gather the children near them and all you hear is "Oh dear" from the Dragon Sage before the explosion hits.*

*With a resounding boom the mountain before you explodes outwards. Throwing itself from the rocky embrace is a huge creature that could bring fear to many hearts.*

*A huge dark body blots out the sun as the creature crashes to the ground in front of you. Measuring well over two hundred and fifty feet long the brown dragon prince screams to the morning sky as he is freed from his rocky prison.*

*"DIE!" is all the creature screams before it attacks.*

This is it, the REAL final battle. Torilsbane is injured in Tiers One, Two and Three from the cave-in. In the upper Tiers he is at full strength and will tear into the party with savage abandon. Review the Grayfang article in the back of this module for more information before running this combat.

NOTE - Nether will protect the children but he will not interfere with the combat. He understands that the PCs MUST do this in order to complete the second part of the prophecy. If asked he will smile and say, "This is something that YOU must do." He will then reach out, heal the person that asked, and send them back into the fray.

### Tier One

**Torilsbane (1):** Int 15 (Highly); AL NE; AC 2; MV 12 Br 24; HD 12; hp 24 (normally 80); THAC0 9; #AT 3 + special; Dmg 1d4+4/1d4+4/3d10+4; SA See Description; SD Variable; MR nil; SZ G (250' long); ML 17 (Fanatic)

Saves: PPD 7; RSF 9; PP 8; BW 8; Spells 10

Spells: 1st - *magic missile*

Magic: *create sand* and *create water* once per day

### Tier Two

**Torilsbane (1):** Int 15 (Highly); AL NE; AC 2; MV 12 Br 24; HD 12; hp 40 (normally 80); THAC0 9; #AT 3 + special; Dmg 1d4+4/1d4+4/3d10+4; SA See Description; SD Variable; MR nil; SZ G (250' long); ML 17 (Fanatic)

Saves: PPD 7; RSF 9; PP 8; BW 8; Spells 10

Spells: 1st - *magic missile*

Magic: *create sand* and *create water* once per day

### Tier Three

**Torilsbane (1):** Int 15 (Highly); AL NE; AC 0; MV 12 Br 24; HD 14; hp 70 (normally 95); THAC0 7; #AT 3 + special; Dmg 1d4+4/1d4+4/3d10+4; SA See Description; SD Variable; MR 20; SZ G (250' long); ML 17 (Fanatic)

Saves: PPD 5; RSF 7; PP 6; BW 5; Spells 8

Spells: 1st - *magic missile* x2, *mirror image*

Magic: *create sand* and *create water*, *wall of sand* (treat as *wall of fog* with sand effects) once per day

Errata: Torilsbane will come out fighting even though he is injured. His first action will be to cast *mirror image* (creating 3 duplicates of himself) and then he will move into to attack.

### Tier Four

**Torilsbane (1):** Int 15 (Highly); AL NE; AC 0; MV 12 Br 24; HD 14; hp 90 (normally 117); THAC0 7; #AT 3 + special; Dmg 1d4+4/1d4+4/3d10+4; SA See Description; SD Variable; MR 20; SZ G (250' long); ML 17 (Fanatic)

Saves: PPD 5; RSF 7; PP 6; BW 5; Spells 8

Spells: 1st - *magic missile* x2, *mirror image*

Magic: *create sand* and *create water*, *wall of sand* (treat as *wall of fog* with sand effects) once per day

Errata: Torilsbane will come out fighting even though he is injured. His first action will be to cast *mirror image* (creating 3 duplicates of himself) and then he will move into to attack.

### Tier Five

**Torilsbane (1):** Int 15 (Highly); AL NE; AC -4; MV 12 Br 24; HD 18+60; hp 165 (normally 180); THAC0 7; #AT 3 + special; Dmg 1d4+10/1d4+10/3d10+10; SA

See Description; SD Variable; MR 45%; SZ G (250' long); ML 17 (Fanatic)

Saves: PPD 3; RSF 5; PP 4; BW 4; Spells 6

Spells: 1st - *magic missile* x2, *mirror image*; 2nd - *flaming sphere* x2, *web*

Magic: *create sand* and *create water*, *wall of sand* (treat as *wall of fog* with sand effects) once per day

Errata: Torilsbane will come out fighting even though he is injured. His first action will be to cast *mirror image* (creating 3 duplicates of himself) and then he will move into to attack. If the chance presents itself he will cast *flaming sphere* on a large group of PCs.

### Tier Six

**Torilsbane (1):** Int 15 (Highly); AL NE; AC -6; MV 12 Br 24; HD 20+60; hp 220 (not injured); THAC0 1; #AT 3 + special; Dmg 1d4+12/1d4+12/3d10+12; SA See Description; SD Variable; MR 55%; SZ G (250' long); ML 17 (Fanatic)

Saves: PPD 3; RSF 5; PP 4; BW 4; Spells 6

Spells: 1st - *magic missile* x2, *mirror image*; 2nd - *flaming sphere* x2, *web*; 3rd - *slow*, *wind wall*; 4 - *stoneskin* (8)

Magic: *create sand* and *create water*, *wall of sand* (treat as *wall of fog* with sand effects), *disintegrate* once per day

Errata: His first action will be to cast *disintegrate* on the strongest foe he sees. From there he will use his movement powers to stay out of harm's way for as long as possible, casting spells and using his breath weapon as effectively as possible. Once he has closed to melee range he will spread his attacks effectively and use his *magic missile* spells where needed to disrupt spellcasters.

When the dragon is finally defeated, read the following:

***Mortally wounded, the dragon falls to the ground and in a shimmer of light turns into a statue of sand. The wind picks up and begins blowing away the statue until all that is left is a small tiger's eye stone where once the Brown Dragon Prince Torilsbane once lay.***

This is of course the second dragon stone, The Dragon's Tiger Eye. See the treasure summary for details as to the powers of this artifact.

## Encounter Ten

### Conclusions and Beginnings

***As you walk back towards Corwell Town with the children in tow, Nether explains things.***

*“There is always a dragon sage,” he starts. “Even if I were to pass away I would be reborn in a new body in a day’s time, somewhere else in the world. Such is another aspect of the Cycle.*

*“And you too are an aspect of the Cycle. You have been sent I assume to find out what is going on? Then for saving these children I grant you a boon. Listen well for what I say now predates the elves on this world, yet impacts far more than just the lives that you hold in your breast now.”*

(give the PCs **Player Handout Two**).

*“Now I must be going. My time here is done and there are other places for one such as myself to explore. Remember friends, faith and trust will guide you through the dark times ahead. Look for allies in the most unlikely of places. The City of Splendors is your next port of call and I am sure you will find plenty of adventure there.”*

*With a smile, the young boy called Nether sparkles and a pseudodragon hovers in his place. Taking wing the creature speeds off into the morning sun.*

*Giggling up ahead reminds you of your charges and what you still have to do. Young Raven, daughter of the king, rides Thomas’s back and laughs for the first time in a while.*

*Moving along toward Corwell Town you realize that fate has dealt a new adventure into your hands and a new road to follow.*

*And it is your destiny to walk that path.*

The End

## Wrap Up

The PCs are transported back to Ravens Bluff using the *ruby of return*. Before they go the following events happen.

1 - The king thanks them for rescuing the children and grants them the *signet of silence* from Carthon. He will not be needing it where he is going.

2 - The Houndmaster and the Bladesmith each present one PC with a reward for helping rescue the children.

3 - Thomas will ask to go along with one of the PCs and become an apprentice in his or her trade. Use your best

judgment as to who best interacted with the young man and might have made an impression on him. Heroic feats or just being kind to the young man are enough to win his devotion.

4 - Upon returning to Ravens Bluff and reporting to the Ministry of Art the PCs are awarded 1,000 gp each. PCs that lied when signing the guest book are not paid.

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character’s individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11+

### Encounter One

Figuring out where they need to go 25 xp

### Encounter Three

Defeating the Crimson Brotherhood 75 xp

### Encounter Six

Using clues to track down where the children might be 50 xp  
Saving people from the fire in the Stag 50 xp

### Encounter Eight

Defeating the guards 50 xp

### Encounter Nine

Defeating the Crimson Brotherhood	50 xp
Each child rescued from cave in (total of 35 children, max 175)	5 xp

### Encounter 10

Defeating Torilsbane	400 xp
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Total Experience for Objectives	875 xp
Roleplaying Experience	0-500 xp

### Total Possible Experience 1,375 xp

For Tier 2:	2,750 xp
For Tier 3:	4,125 xp
For Tier 4:	5,500 xp
For Tier 5:	6,875 xp
For Tier 6:	8,250 xp

## Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

**Potion of fire breath** (Small, 4,500 gp. Common): This strange elixir bestows upon the drinker the ability to spit gout of flame. He breathes fire up to three times, each time dealing 3d6 points of fire damage upon a single target up to 25 feet away. The victim can attempt a Reflex save (DC 12) (2<sup>nd</sup> ed: Save vs spells) for half damage. Unused blasts dissipate an hour after the potion is consumed. Most drinkers suffer from terrible heartburn afterward.

**Signet of silence** (15,000 gp, Unusual): This finely crafted signet ring is of Cormyrian design. It in all ways functions as an *amulet of proof against detection and location* while worn. The ring begins functioning 24 hours after it is worn and if removed will not function until it has had 24 hours to adapt itself to the same or a different user.

**Lantern of revealing** (5 charges, 100 gp + 2,000 gp/charge, Unusual): This lantern operates as a normal lantern, but when the special oil is used it creates the effect of a *see invisibility* spell (2<sup>nd</sup> ed: *invisibility purge*) for all beings within 25 feet of the lantern. Each "charge" of special oil lasts 30 minutes. The lantern has five uses after which the special oil is used and it can be used as a normal lantern.

**Masterwork Blade** \_\_\_\_\_ (2,500 gp, Unusual): Forged by a bladesmith in the Moonshae Isles, this exceptional blade grants a +1 attack bonus once it is affixed to a handle. Suitable for enchantment, the bonus of the blade does not stack with an enhancement bonus to attack.

**Masterwork Traveling Spellbook** (Medium, 1,000 gp, Common): This one-hundred-page volume was crafted by an expert bookmaker in the Moonshae Isles. All saves made by the book are at +2. Every level of spell scribed into the book takes one page per level. Hence a 3<sup>rd</sup> level spell would require three pages. This traveling spellbook makes a perfect companion to any adventuring mage.

**Dragon Stone "Tiger Eye"** (50,000 gp, Rare): Containing the soul and "shen" of a legendary brown dragon, this is one of the thirteen Dragon stones of legend. The area around the bearer of the tiger eye is always 10 degrees warmer and the smell of sand permeates the area. The tiger eye can reproduce the power of a *wand (rod) of enemy detection* three times per day, and has the following powers which it can call

forth once per day: *create water*, *passwall*, and *disintegrate*. These powers work as if cast by a 12<sup>th</sup> level sorcerer (2<sup>nd</sup> ed: they work at 12<sup>th</sup> level). These powers are all "cast" at 12<sup>th</sup> level.

All chromatic dracoforms will attack the bearer of the Tiger Eye Dragon Stone on sight unless other forces prevent them from doing so. They are detectable even if placed in places where they would normally not be (as in extra dimensional spaces) or if the person is shielded by nondetection magic.

Only two dragonstones can be possessed by any one character, and a character can have only one of a given type. If a character has more than two, or more than one of each of two separate types, all Dragon Stones in that character's possession do not function. Similarly, there can be only one *Dragon Stone Tiger Eye* at a table during an adventure. If more than one character in the group has a Tiger Eye, all cease to function for that adventure.

This Dragon Stone absolutely will not convert to 3<sup>rd</sup> edition.

**Moor hound** (Medium, Unusual, Not Tradeable): This female moor hound was given as a gift from grateful people for the successful rescue of their children on the Moonshae Isles. She has been bred as a guard animal and as such knows the tricks GUARD, FETCH and HOME. Large even for a dog, this animal cannot be bred.

3<sup>rd</sup> edition D&D:

**Moorhound:** Medium Animal (5 ft. long); HD 2d12; hp 18; Init +2 (Dex); Spd 40 ft.; AC 15 (+ 2 Dex, +3 natural); Atks +2 melee (2d4+2, bite); SA Overbear; AL N; SV Fort +5, Ref +5, Will +1

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills:* Listen +5, Spot +5, Swim +5

*Special Attacks:* **Overbear** - On an attack roll 4 higher than what is needed to hit, the moorhound can attempt to overbear its opponent.

2<sup>nd</sup> edition AD&D:

**Moorhound:** Int 4 (low/average); AL NG; AC 5; MV 12; HD 2+4; hp 18; THAC0 18; #AT 1; Dmg 2d4+2; SA Overbear; SD nil; MR nil; SZ M (3'6" at the shoulder); ML 15

Saves: PPD 14; RSF 15; PP 13; BW 14; Spells 15

OVERBEAR - On an attack roll 4 higher than what is needed to hit, the moorhound can attempt to overbear its opponent. The opponent must make a successful Dexterity check or fall under the animal. While prone the opponent is at -4 to his AC.

**Thomas** (Medium, Rare, Not Tradeable): An orphan from the Moonshae Isles, young Thomas has

apprenticed himself to the PC named above. Starting as a 0 level NPC he can take whatever primary class the PC named above has. From that point forward he adventures with the PC and gains 50% of the experience earned from adventures. He will NOT dual class for any reason. Once he has reached 7<sup>th</sup> level in his class he will strike out on his own, always thankful for the advice and friendship his mentor had given him.

3<sup>rd</sup> edition D&D:

**Thomas, male human Com1:** Medium Humanoid (5 ft. 5 in. tall); HD 1d4; hp 7; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4/crit 19-20, dagger); AL LG; SV Fort +2, Ref +2, Will +1.

Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 10.

*Skills:* Use Rope +6, Spot +5, Handle Animal +4;  
*Feats:* Toughness (+3 hit points).

2nd edition AD&D:

**Thomas, hm 0 level:** AL LG; AC 9; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (Dagger); SA nil; SD nil; Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 10; MR nil; SZ M; ML 10.

### **Fame**

None yet. No one is really talking about this in Ravens Bluff.

# Brown Dragon

<b>CLIMATE/TERRAIN:</b>	Any arid/Desert
<b>FREQUENCY:</b>	Very rare
<b>ORGANIZATION:</b>	Solitary or clan
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Special
<b>INTELLIGENCE:</b>	Highly (13-14)
<b>TREASURE:</b>	Special
<b>ALIGNMENT:</b>	Neutral (evil)
<b>NO. APPEARING:</b>	1 (2-5)
<b>ARMOR CLASS:</b>	2 (base)
<b>MOVEMENT:</b>	12, Br 24
<b>HIT DICE:</b>	14 (base)
<b>THAC0:</b>	7
<b>NO. OF ATTACKS:</b>	3+special
<b>DAMAGE/ATTACK:</b>	1-4//1-4/3-30
<b>SPECIAL ATTACKS:</b>	See below
<b>SPECIAL DEFENSES:</b>	Variable
<b>MAGIC RESISTANCE:</b>	See below
<b>SIZE:</b>	G (54' base)
<b>MORALE:</b>	Fanatic (17-18)
<b>XP VALUE:</b>	Variable

Brown dragons, also known as great desert dragons, migrated from the desert. Raurin and now frequent much of the wastes in Eastern Mulhorand. Brown dragons are ferocious beasts; while they are intelligent, they view human beings as food, and believe it peculiar to talk with one's meal. They do not have wings and cannot fly.

Brown dragons have a coloration similar to that of desert sands, ranging from dim brown at hatchling stage to almost white at great wyrm stage. They have small, webbed claws that well developed for digging, and very large, long mouths. Their scales are leathery and not as hard as other dragon armors.

Brown dragons speak their own tongue and the language of blue dragons. They have a 5% chance per age category of being able to communicate with any intelligent creature.

**Combat:** Brown dragons prefer to dig deep trenches in the sand and wait for prey to appear so they may ambush them. They have a 90% chance of hearing a man sized creature's footsteps on the desert sands from as far down as 500 feet.

Brown dragons breach the desert sand with incredible silence, imposing a -5 penalty to opponents' surprise rolls. Older brown dragons use illusions or even *invisibility* spells to conceal themselves.

When brown dragons grab their prey, they hold it in their jaws, taking in a 5-foot wide spray that extends in a straight line from the dragon's head up to 60 feet. All creatures caught in the spray can roll a saving throw vs. breath weapon for half damage.

Brown dragons use the spray against large numbers, but not against mounted foes, since they know that horses are good eating and don't put up as much struggle as humans. Brown dragons cast spells as 8th-level wizards.

They are born immune to acid and the effects of the desert heat. They may survive in airless environments nearly indefinitely.

As they age, brown dragons gain the following abilities:

<b>Age</b>	<b>Abilities</b>
Young	Cast <i>create sand</i> to cover up the burrows
Juvenile	Cast <i>create water</i> once per day
Adult	Cast <i>sandstorm</i> (Mulhorandi spell) once per day
Venerable	Cast summon a 12-HD earth elemental
Great wyrm	Cast <i>disintegrate</i> once per day

**Habitat/Society:** Brown dragons are found in desert, often close to settled areas. They typically dwell in deep burrows nearly 1,000 feet beneath the sand, where they carve out vast chambers.

The brown dragon mates and raises a family for only a short period of time; all parents encountered are in the mature adult stage of development. Many brown dragons do not mate.

Man is the main enemy of brown dragons. Humans hunt for them for their hides and treasure. Blue dragons also attack brown dragons.

Battles between brown and blue dragons are legendary for their ferocity. The people of the desert have a curious respect for the brown dragon, so tales often make the blue dragons more evil than the brown.

**Ecology:** Brown dragons are able to digest sand and other mineral materials to sustain themselves over long periods of time. However, meat is the preferred diet, with horseflesh a particular favorite.

Age	Body	Tail	Breath		Spells		Treas.	XP
	Lgt. (')	Lgt. (')	AC	Weapon	Wizard	MR	Type	Value
1 Hatchling	7-19	6-16	5	2d6+2	Nil	Nil	Nil	2,000
2 Very Young	20-31	17-28	4	4d6+4	Nil	Nil	Nil	4,000
3 Young	32-43	29-38	3	6d6+6	Nil	Nil	Nil	6,000
4 Juvenile	44-55	39-50	2	8d6+8	1	Nil	Nil	8,000
5 Young Adult	56-67	51-60	1	10d6+10	2	20%	½H	10,000
6 Adult	68-80	61-70	0	12d6+12	3	25%	H	11,000
7 Mature Adult	81-93	71-84	-1	14d6+14	3 1	30%	H	12,000
8 Old	94-106	85-95	-2	16d6+16	3 2	35%	H	16,000
9 Very Old	107-120	96-108	-3	18d6+18	3 3	40%	Hx2	18,000
10 Venerable	121-134	109-120	-4	20d6+20	3 3 1	45%	Hx2	19,000
11 Wyrms	135-148	121-133	-5	22d6+22	3 3 2	50%	Hx2	20,000
12 Great Wyrms	149-162	134-146	-6	24d6+24	3 3 2 1	55%	Hx3	21,000

## DM Reference - Corwell - Heartland of the Ffolk

(From the supplement FR2 - The Moonshaes by Douglas Niles, modified to take into account deeds and accomplishments that have taken place since the publication of the sourcebook. Changes to the original text are noted by *italicized* text)

If Callidyrr represents the height of culture and accomplishment of the Ffolk, Corewell represents the roots of those achievements. Occupying the southern half of the island of Gwynneth, Corwell is the oldest kingdom of the Ffolk upon the Moonshaes. The island of Gwynneth was the first to be settled by humans although its population fell behind that of the more hospitable island of Alaron.

The greatest hero of the Ffolk, Cymrych Hugh, founded the kingdom before that ruler became High King and moved his seat of government to Callidyrr. Now Corwell is the second-largest realm of the Ffolk, after Callidyrr.

Corwell is ruled by *King Temrin Reshtam (hm F12)* from the great hall in Caer Corwell. The king exerts little real control over the land, however, preferring to leave details in the hands of the cantrev lords. Because of the relatively sparse population of the land, there is plenty of room for all of the cantrevs, and thus they do not suffer from the petty internal bickering that seems so common in Alaron.

The island of Gwynneth has been held by the druids to lie closest to the heart of the goddess. Moonwells are more common here than on any of the other islands, and the clerics of the new gods (*the standard gods in the Forgotten Realms pantheon*) have made few inroads into the traditional goddess-worship of the people.

Corwell is bounded to the north by the sacred wilderness of Myrloch Vale. The Ffolk have displayed no ambitions to expand into the area, and the druids constantly expound upon the sacred nature of the place. Humans rarely enter the Vale, as there is little of material worth to be found there.

The southern coast of Corwell is exceptionally rugged and rocky. Sheer cliffs line much of the shore, so even where sheltering promontories keep the waters placid, there are few sites that make decent ports.

Add to this the fact that the landward side of the coast is blanketed in the thick woods of Llyrath Forest and the southern coast of Corwell becomes virtually inaccessible. This makes it an ideal hiding place for the occasional pirate ship that strays westward from the Pirate Isles. These ships, and the occasional band of castaways, make this coast the most dangerous part of the kingdom.

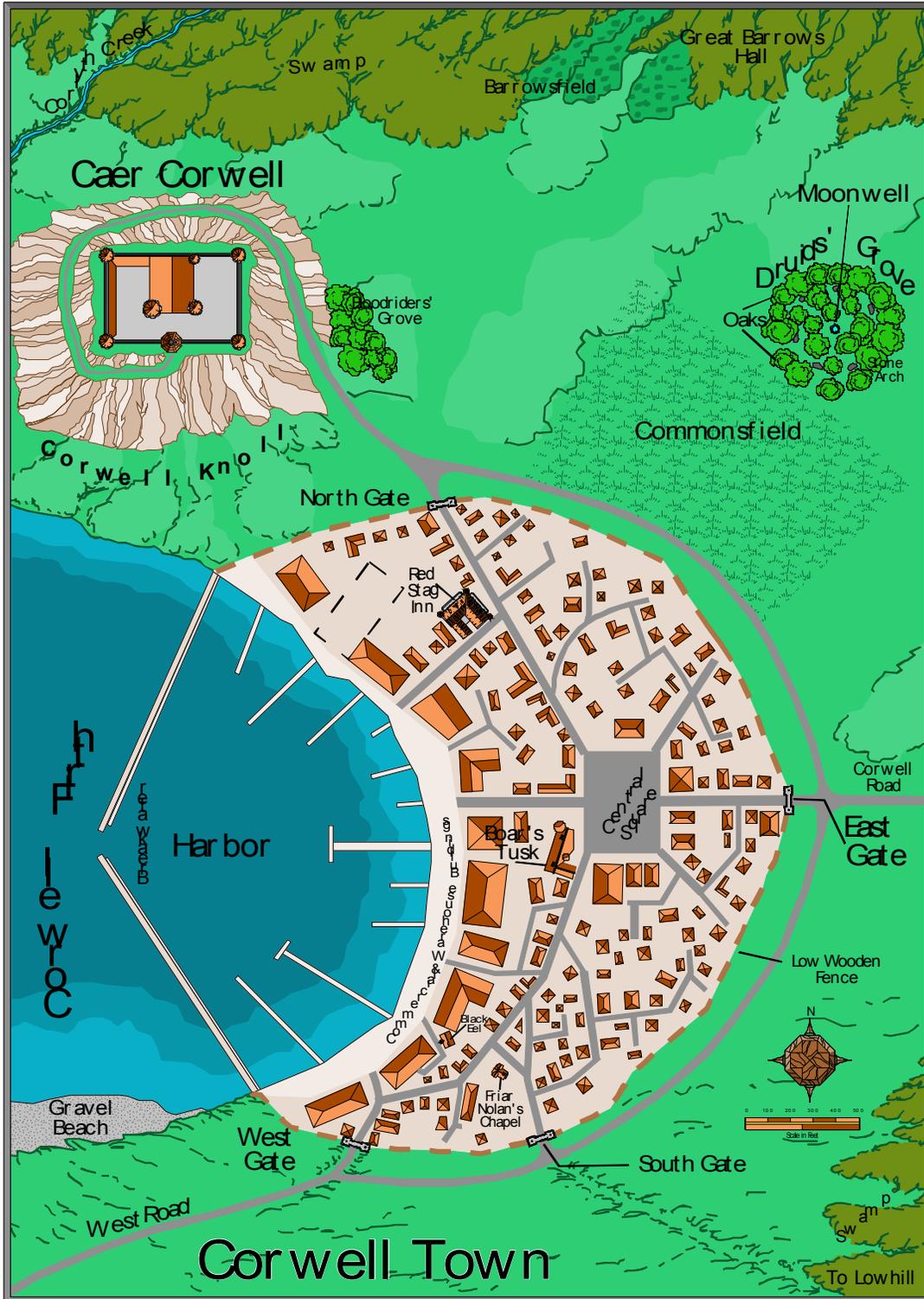
Caer Corwell itself stands the terminus of Corwell Firth, one of the finest natural harbors in the islands. The town of Corwell is actually more of a town centered around the docks and storage buildings of the harbor.

Because of its more remote location, Corwell receives far fewer visitors from other realms than does Callidyrr. A few trading vessels call at Corwell harbor each year, but the kingdom does not maintain a steady commerce with any lands except the other kingdoms of the Ffolk in the Moonshaes. This has allowed the culture of the Ffolk of Corwell to remain relatively pure, a status that the druids strive diligently to maintain.

The area around the town is smoothly rolling moor, barren of trees, so the predominant feature of Corwell is visible for many miles in all directions. This is Caer Corwell, a sturdy castle that has been built atop a rocky promontory that rises several hundred feet above the town itself.

Care Corwell is nowhere near as grand as Care Callidyrr, but it has proven to be a sturdy redoubt in times of trouble. The castle consists of a great central hall, adjoining barracks, stables and other outbuildings, and a wide courtyard, all surrounded by a timber palisade. The only easy access is along the castle road, which winds up the side of the knoll, totally exposed to fire from the walls and gatehouse of the castle. Thus the weakness of the timber palisade has been balanced by the difficulties of the castle's approaches. Like Caer Callidyrr, Caer Corwell has never fallen to an invader

# DM Reference - Map of Caer Corwell



## DM Reference - Advice From An Elder Wyrms By Jason Nichols

### *Greyfang Snaggletooth's Tactics for Fighting On the Ground*

*I am returned for another lesson in survival for you lesser wyrms. Apparently the knowledge I have shared so far has not been useful enough, the Dark Lady feels that her lesser children need more help to survive the hazards of mortals. I have triumphed in many battles, and know the joys of feasting on fresh paladins and wizards, so if you would learn how to feed your belly and fill your hoard, listen well to one who understands victory and glory.*

*There are times when some must fight mortals while not in the air. For one reason or another, some wyrms decide to toy with the mortals and destroy them on the ground. Though this can be most enjoyable, always remember in these situations, you **must** control the battle. You must find ways to limit the number of attacks you are subject to and to bring your most powerful attacks to bear. To do less is to die, for these vile mammals are full of treachery.*

*I will share with you some knowledge I have gained through discussions with a powerful and glorious lady brown dragon. As some of you may be aware, these distant cousins of the blessed chromatic dragons do not have the ability to fly. So they have spent much time learning tactics to survive and have some unique abilities to help, though some of what browns can do is useful to understand for those of us who are more powerful, but might be inclined to play with our food.*

*Some of our kin who are fond of the ground learn to dig through the ground and to burrow. In some cases, this can be very advantageous (for our weaker kin), because they are not able to be targeted by attacks at all when solid objects are between them and their attackers. Remember, to use all your senses. Even if you can not see the mortals through the rock, you should be able to hear them, sense the vibrations they make. Use the gift of Hearing you have if you are in your home<sup>1</sup>. You will be able to know exactly what they are doing and know how to position yourself best to destroy the mortals. If you can, burrow through the ground until you find a place of advantage to use your breath weapon<sup>2</sup> from while limiting the ability of the mortals to attack you. Move through the walls or to the ceiling and find a place out of reach from the mortals where your breath weapon can still reach them. Then, close in the hole, and maneuver to another location. Remember, you do not have to leave the burrows open behind you, unless you wish to give the mortals a fighting chance.*

*Another good tactic, for those of you who tunnel, is to have a long, open burrow prepared to "flee" down. Have this burrow be fairly long, and curve back toward the original opening in something like a U-shape, but do not have the far end open. Allow the mortals to chase you, then burrow through the end of the tunnel, closing it behind you. Then go and seal the original opening. The mortals will either expend their magics getting out, or starve to death and give you a rich addition to your hoard in a few days.*

*Although usually we dragons use our snatch ability to scoop up mortals and drop them, we can also use it while burrowing to emerge from the ground under an adventurer, and snatch them to take with us while burrowing<sup>3</sup>. This is another good way to isolate an adventurer, and can allow an easy means of getting rid of annoying warriors or spell casters. Snatch them, burrow down a ways, drop them, and burrow away.*

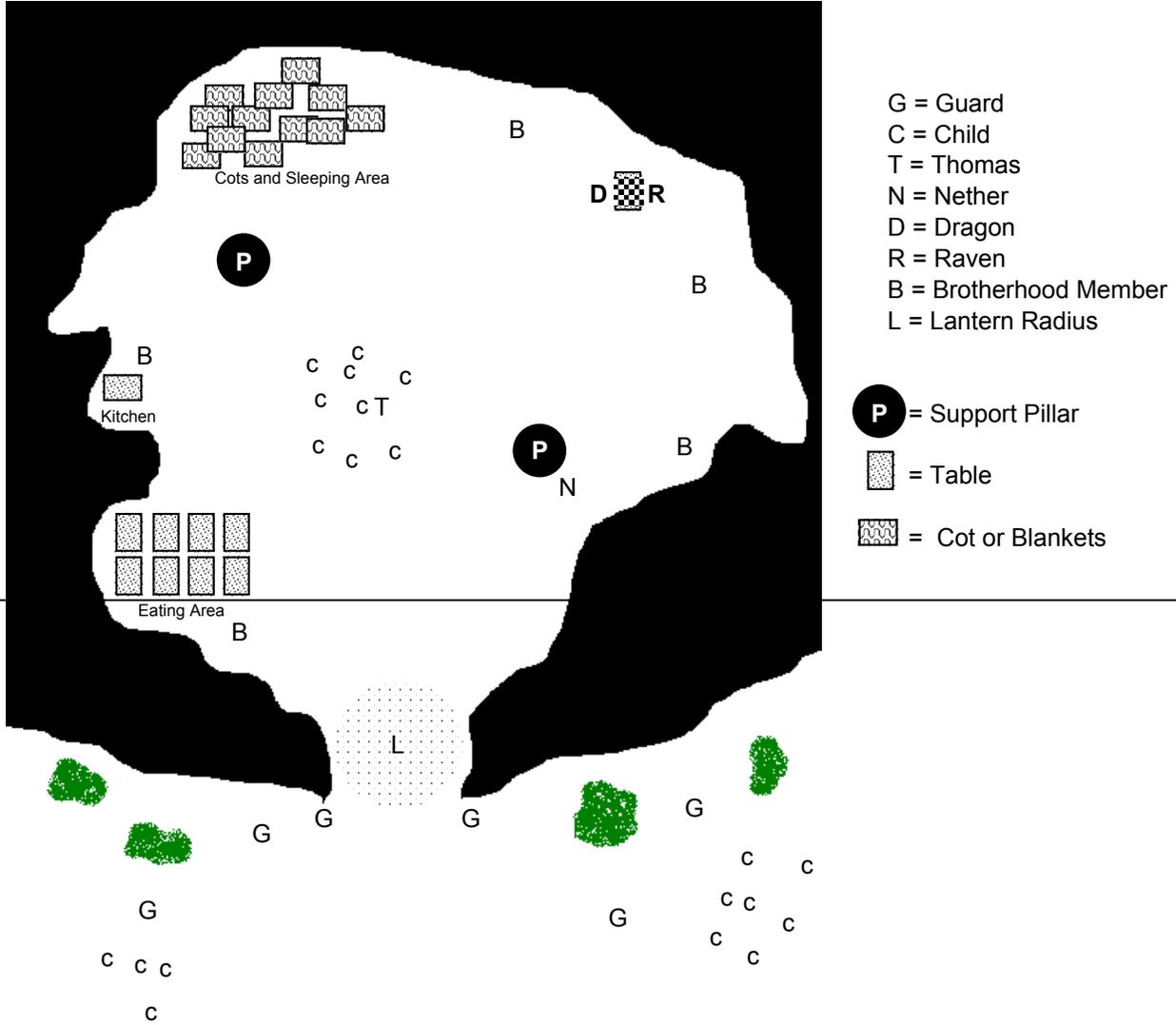
*If you must fight on the ground, remember to use your best attacks. If you can get above your opponents, you can attempt to plummet on a large number of them<sup>4</sup>. This can be an effective way of harming a large group gathered together. Your tail is your best single weapon<sup>5</sup>. You can hit multiple opponents with it. It can stun anyone hit by it. If you have wings them to buffet<sup>6</sup>. They can knock opponents down making them easier targets. Use your bite. It is your most damaging melee attack. Bite those you have stunned or knocked down, they will be easier targets. Eliminate one opponent before moving to attack the next. Dead opponents do not launch more attacks. If possible, swallow the dead demi-humans, as some of them are able to come back from the dead quickly. Don't make yourself kill the same mortal several times, they aren't worth that type of effort.*

*Know that on the ground in the open, you are vulnerable. Always remember to use any of your spells and abilities to limit the ability of mortals to harm you. They can wield powerful magics, but they must see you to hit you. They do not have the sense of smell and hearing that we do. Obscure their vision. Isolate them, and destroy them. Remember, you can use your innate abilities and use melee attacks at the same time. Demonstrate your superiority, glory in it, and destroy those who would challenge you!*

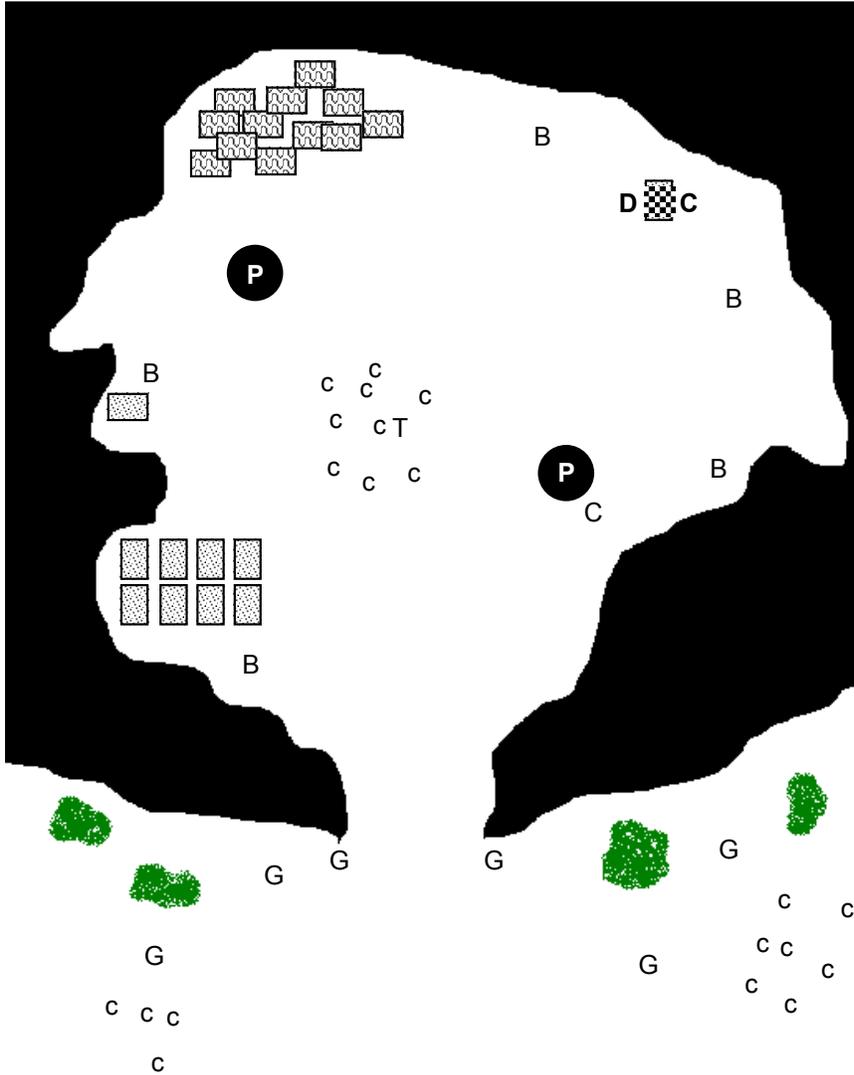
*Use your movement. If you fly, take to the air. If you swim, make certain there is water deep enough to use to your advantage. If you burrow, remember to use the ground to your advantage. Do not allow mammals to dictate the rules of battle to you. They are food. Decide how you will prepare and eat your food. Always remember, elves and humans and others of this sort are excellent eating, but you may sometimes have to work to earn such delicacies. And never let your food eat you. It is bad form, and we do not tend to return from the dead as quickly as these lessors do. In the Dark Lady's name, Bon Appetite!*

- 1) All dragons have excellent senses of sight, smell, and hearing. Their enhanced senses enable them to detect all invisible objects and creatures (including creatures or items hidden in darkness or fog) within a radius equal to 10 feet times their age category. Burrowing dragons can use this ability through the ground as well. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.
- 2) Most dragons breath weapons are of limited area of effect. Many are lines or narrow cone effects. Make sure you know how large the area of effect is, so you catch the appropriate targets with it and how close targets must be for you to use it.
- 3) Dragons may attempt to snatch an opponent. This attack does claw damage, allows the dragon to grab the target, and has a 50% chance of pinning the target's arms. Note that this cuts a dragon's burrowing rate in half unless the dragon transfers the snatched opponent to its mouth. Note that a dragon must be at least a young adult (Age category 5) to snatch an opponent.
- 4) Plummet attacks can target as many opponents as the dragon's age category {with individual to hit rolls for each}, does damage equal to the dragon's bite attack, and all creatures hit must roll a save vs. petrification with a penalty equal to the dragon's combat modifier or be trapped under the dragon taking damage each round until a successful save is made or the dragon moves off the targets.
- 5) Tail slaps can target as many targets {with a to hit roll for each} to the sides or behind dragons as the dragon's age category, do damage equal to 2 claw attacks {(dice + modifier)x2}, and cause any targets hit to save vs. petrification with a penalty to the roll equal to the dragon's damage modifier or be stunned for 1d4+1 rnds.
- 6) Buffet attacks do damage equal to a claw attack, and a target hit must make a dexterity check on a d20 or be knocked prone.

# DM AID - MAP OF THE CAVE



# PLAYER MAP OF THE CAVE



- G = Guard
  - C = Child
  - T = Thomas
  - A = Arabian
  - R = Raven
  - B = Brotherhood Member
- 
- P** = Support Pillar
  -  = Table
  -  = Cot or Blankets



## Player Handout Two - The Cycle of Dragons

*In a time of shadow,  
The dark queen shall return  
To rage the fires of vengeance  
To set the world to burn.*

*First will come the frost,  
in a land of snowy night.  
For his deeds there will be a cost,  
Swamp and thunder leave the fight.*

*Then from deserts far away,  
Another prince will come.  
To steal the light of knowledge  
his plans must be undone.*

*Like darkest night in splendid city,  
the next prince will take to fray.  
His darkest deeds will take their toll.  
He too must loose the day.*

*Allies greet the heroes  
in a city gated bold.  
The forest comes to a Dark Ladies call  
and a new legend is foretold.*

*In a time of sorrow the heroes fall  
to a carefully laid scheme.  
Yet with faith and friends to call  
There is hope yet to dream.*

*In a land where roofs are colored  
her forces prepare to fight.  
Allies fall to take the stroke  
and set the weave to right.*

*At last at home the war grows close  
with new weapons laid to bear.  
Found deepest lairs of darkest fears  
And a doorway there.*

*The final strike is made to take  
a heart and make it fear.  
For in the end the Dark Queen comes  
and always has been near.*

*Through the sky the heroes fly  
on wing and hope and prayer.  
The dark queen waits for them to come  
within her very lair.*

*The stones are gone, the magic broken,  
the legend is foretold.  
For if they stand on yonder side,  
then return to days of old.*