

Revenge of the Cult

A One-Round AD&D Living City High-level Planar Adventure
(HLP 7)

by Michael White

Strange events are afoot near the City of Ravens. You and your fellows are asked to investigate and seek out the source of the occurrences. An adventure for characters levels 10+.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a nametag 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.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario 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.

LIVING CITY 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 that 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>
T5:	43-52	47-57	51-62	55-67
T6:	53-64	58-70	63-77	68-83
T7:	65-76	71-84	78-92	84-100
T8:	77-88	85-97	93-107	101-116
T9:	89+	98+	108+	117+

Judge Background

The Story Thus Far

Three years ago the Cult of the Dragon sent the dracolich Incisor and a magical artifact of great power to aid the warlord Myrkyssa Jelan in her assault on Ravens Bluff. Unknown to the Cult leadership, Incisor was stopped short of his goal of joining the warlord's forces by group of adventures. During that battle, the Mage/Priest Nethreene sacrificed her life thus protecting her companions and trapping the Dracolich in a remote valley.

Not long after the end of the war, the only member of Nethreene's band who was still living, the swashbuckler Belkram, hired a group of adventures to find the last resting-place of Nethreene. It was his last wish to be laid to rest next to her, and he did not have much time left. His encounter with the undead hoard that traveled with Incisor left him drained and aged beyond his years.

The adventurers found more than they bargained for when at last they reached their destination. The undead horde with their dracolich leader was still trapped in the valley, guarded by Nethreene's spirit. With Nethreene's help, the adventures were able to defeat the dracolich, and shatter the artifact crown Incisor used to control the horde. Without the magical power of the crown, the horde of undead collapsed and their evil threat was ended. Belkram's newly dead spirit joined Nethreene's and they both passed into the next life together.

The heroes returned to the city that a great evil had been destroyed, never to threaten the good and innocent again. Unfortunately, they were wrong. Not unlike

normal liches, the life force of a dracolich is contained in a host to which it returns if its current form is destroyed. Soon after animating a new corpse located near his host, as well as eating part of his original body, Incisor went on a mad killing spree, slaying a number of the mercenaries guarding the Cult citadel near his lair. Those that were not slain in the initial attack were slowly drained a week later, after he had regained full dracolich status. Thus fortified with even greater vitality than when he was trapped in the valley, Incisor began to plot his revenge.

Just over a year ago Ordell, a Priest of Tiamat, established a temple in the same area. Bediss, the ranking Cult mage in the area, agreed to allow the construction for the glory of the undead dragons. The temple was consecrated to Tiamat in her dracolich-like guise of the Undying Queen.

Ordell saw Incisors return as a blessing to his temple. In a grand ceremony the temple altar was blessed as a spell focus. With the current mercenary company destroyed, Bediss went in search of a new company to replace the old. Ordell and his fellow clergy set about hiding all evidence that the previous company was dead, making it seem like the barracks were untouched, repairing the damage done by Incisor. The dead mercenaries were buried in a mass grave at the bottom of the ravine behind the barracks. The ravine was choked with weeds after the priests used a magical token to regrow the plants that were uprooted during the burial.

Recently, the Cult mage Bediss hosted a contingent of githyanki emissaries of the Lich Queen. Accompanying the gith was an arcanoloth and a mysterious creature as black as night itself. Bediss made a pact with them, promising to perform an *estate transference* spell to transfer the land occupied by the Cult forces to the Elemental Plane of Water. There he is marshalling his forces, awaiting word that the Cult's services are needed to join a glorious battle. The payment for their services is huge, including a great red wyrm. For the sake of this endeavor, he maintains an uneasy alliance with the followers of Tiamat, who believe the wyrm will join them until it is transformed into undeath.

The Powers

Two of the gods of the Faerunian Pantheon are concerned that Tiamat has a temple this far west and north. Ilmater opposes her for she represents many of the things he hates most. Iyachtu Xvim views her as an interloper into his own portfolio of tyranny. They cannot interfere directly as long as Tiamat does not directly involve herself.

Of these two adversaries, only Ilmater is prepared to take a direct hand in this adventure.

Encounter Summary

Encounter 1: A Request for Assistance

While relaxing and having a very enjoyable time at the Seven Tigers Inn, the PCs are informed by the serving maid that a gentleman at a nearby table has purchased them a round of drinks (or dinner, well-crafted knick-knacks, or whatever they personally appreciate). Upon speaking with their benefactor, the PCs will learn that his name is Ilkaren Tysor and that he needs them to perform a service. There has been some extraplanar activity a couple of day's ride east of the city, and he is concerned that this could be a sign that a force is mobilizing there. He will tell the PCs that he has approached the city government, and they have refused his help. His attempts to use magical divinations to find out more about the extraplanar disturbances have been blocked. He doesn't know what to do, other than solicit the help of the adventurers.

If the party is cold to his offer he is prepared to up the ante, working into a "hard sell" approach by offering them a special favor, but only to demonstrate his good faith.

Encounter 2: Another Interested Party

The celestial Lithuriel wishes to know what Silver Mask is up to, and will approach the party. After finding out what Ilkaren Tysor wanted with the party she will request that they complete Silver Mask's task and report back to her.

Encounter 3: The Village of Grey Hills

As the characters get closer to the area where the planar happenings have been going on, they find a town. This small village is in a sad state. Children have disappeared over the last couple of years. Talking to the town's people will reveal some clues.

Encounter 4: Prelude Skirmish

The characters travel to the area where the planar disruption has happened. Here they will encounter Incisor the Dracolich, who is out hunting. A member of the party will fall victim to a sneak attack by Incisor and will most likely be killed. However, Ilmater intervenes and the character's spirit comes back as a ghostly spirit to help the party find his body. Incisor has taken the

body to his lair, where he gloats over it, and will eventually consume it.

Encounter 5: A Ghostly Meeting

While continuing on their journey, the party meets the ghost of a mercenary killed by Incisor. If one of the PCs was killed, this ghost will approach him in the ethereal plane. Otherwise he will materialize behind a tree and call to the characters, in order to avoid both inadvertently aging them and entering into combat with them. The mercenary ghost will tell them his story, to the extent that he understands it, but the mystery deepens.

Encounter 6: Who Goes There?

The characters may encounter a mercenary patrol. Combat will be the result unless the characters agree to withdraw. It is in the best interests of the characters to NOT kill the patrol, as they may learn more if they cooperate. Additionally, they will be best served if they do not alert the Cult forces to their presence.

Encounter 7: The Enemy Awaits

The location of the Cult forces has been located. A stealthy search of the area may locate, in addition to the mercenary encampment, an evil temple dedicated to Tiamat and a tower, which is the home of the Cult wizard Bediss. Beneath the temple is the entrance to the dracolich's lair. Several options are open to the characters. The best option is a secret parley with the mercenary leadership. The worst is an open conflict with all of the forces in the area.

It is possible for the characters to ally with the mercenaries against the Cult. It is just as possible for the characters to attack every patrol sent out by the mercenaries, and then go kill everyone in the compound.

Bear in mind that the enemy is not stupid. They will only throw all of their forces at the party if the party attacks them head on. On the off chance the party foolishly sends the enemy a message and lets them know where they are camping, the enemy's forces will be brought to bear against them in an organized and effective manner, while at the same time maintaining an effective defense of their base.

Optional Encounter 7A: Not So Fast...

The Cult has dispatched a reprisal force to avenge the actions of the party. Use this encounter if (1) the party was stealthy and completed its mission without much combat, (2) if there is plenty of time remaining in the

slot, or (3) if the PCs not severely injured and/or ill-prepared to defend themselves.

Conclusion

The party meets with their sponsor (either Ilkaren Tysor or Lithuriel), and has the opportunity to let them know what they have learned.

Important Notes on Running this Adventure

The Site

This cell of the Cult of the Dragon has taken up residence about 4 miles east of Ravens Bluff, in the mountains south of the Fire River. A direct journey by horseback requires 3 days overland to the base of the mountains (an area known to the locals as the Grey Hills), and another day's hard ride into the mountain range. A huge perfectly circular lake dominates the area. It is uncharted by even the most recent map. The water was displaced from the Elemental Plane of Water as a result of the *estate transference* spell employed by Bediss.

Planar Effects

Much of this adventure occurs on the Elemental Plane of Water in a "bubble" created by the 9th level wizard spell, *estate transference*. However, due to powerful enchantments placed on the area by the Cult, the only planar effect that you must remain aware of is the planar distance from the Prime Material plane. Thus, although the party's magical armor, rings, and other "plussed" items are reduced by -2 in effectiveness here, all other physical and metaphysical phenomena are the same as on the Prime Material Plane. I.e., fire still works, *fireball* spells still work, etc.

Given the combat challenge presented in this adventure, this penalty is still significant, worsening their saving throws, armor classes, THAC0's, etc.

Proper Judge Preparation

The base text of this adventure is not long, but there are extensive appendices that contain crucial information. It is very important that you carefully study these appendices. Many details about the NPCs and monsters are contained therein, as are all of the combat statistics for the monsters (except for the optional encounter) in the scenario.

While running encounter 7, there is no set order in which the party can approach the situation. In fact, the party has the chance to do any number of things to

which the 'enemy' has to react. Role playing and background information is provided for the mercenary company of Rashnar's Rebels (JUDGE AID #1). A total list of all the forces in the area has been provided (JUDGE AID #2). The judge should study the details of encounter 7 closely, and prepare maps using a vinyl combat map or similar mapping aid as well as figures or counters in order to portray the situation and combat accurately.

It is possible for the characters to ally with the mercenaries against the Cult. It is just as possible for the characters to attack every patrol sent out by the mercenaries and then proceed to kill everyone in the compound. Just keep in mind that the enemy is not stupid. They will only throw all of their forces at the party if the party attacks them head on. On the off chance that the party sends the enemy a message via one of the patrols, letting them know where they are camping, the enemy will NOT send all of their forces to crush the party (for fear of a trick). Instead they might send an attack group of fighters and monsters. They will NOT leave their base undefended. They will also flee if, at any point in the battle, it looks to be turning against them.

A final note: Bad things can happen to the characters. The worst is the bite of the fang dracolich, which can permanently drain hit points from its victims. It is important that you, as judge, be prepared to adjudicate this fairly and in accordance with the rules. If you are not prepared to run the event properly (neither too harshly nor too leniently), you must not judge this event.

Encounter 1: A Request for Assistance

You have just recently arrived at the Seven Tigers Inn to meet with some fellow adventurers to have a round of drinks and reminisce about past adventures. Shortly after arriving one of the comely serving maid approaches your group. She says, "The gentlemen at that table over there has kindly offered to buy your group refreshments and a meal. He says that he has a proposition to make."

This sounds interesting enough and could serve to spice up a day.

The gentleman buying the drinks is Ilkaren Tysor. Characters who have met him in past adventures will recognize him, and may know that he works for the Silver Mask. Any violence against him will only result in a contingency whisking him away from the area.

Some characters may refuse to attend the meeting or even if they do meet with Ilkaren may refuse to work for/with him. If this is the case then go to Encounter 2. However do NOT run Encounter 2 if the characters agree to work with him.

The serving maid points to a lone table to your left. Sitting there is a lone but there are numerous empty chairs arranged around his table. As you approach, your host stands and motions for you to have a seat. As you do, you notice that the general hustle and bustle of the city seems strangely muted; some magic is obviously at work here so to keep your conversation private.

The man is odd in appearance, having a flat nose, dead eyes, and parchment-like skin. He wears a long sword at his hip and a lonely adornment on his drab gray robe.

Once you are all seated, the man says. "Thank you in advance for your time. My name is Ilkaren Tysor, and I work for the being known as the Silver Mask Allow me to cut to the quick—I hope to hire you to look into some strange events occurring east of your city. There have been some strange planar fluctuations in the area. My master, the Silver Mask, has authorized me to employ you to investigate and determine what is behind these phenomena. I require confidentiality, so you must report your findings back to me...and me alone.

Give the players a moment to respond and continue when appropriate.

I know the location of these events, and I can provide a map of that area. I'm sure you want appropriate compensation for your services. I willing to offer you each 5,000 pieces of gold for this small service. What say you? Do we have a deal?"

The characters are free to question Ilkaren at this time. He does not know any more than he has already said about the extraplanar disturbances, and any divinations cast will reveal that all he has told the party is truth. Note that his bargain is literal. The PCs must do exactly as he has asked, including the disclosure of their findings only to him. If the party refuses to deal with him, he will probe to discover the reasons for their refusal so that he can relate this information to his master. He has nothing to hide, and has done nothing wrong. Thus, his pitch is low-key and direct.

Role playing Ilkaren Tysor:

Ilkaren is a githyanki, but unlike his kin he is distant, as if resigned to a colorless fate. As a member of the Bleak Cabal faction, he is very fatalistic in his views and is

without passion. Though some deep part of him is pleased to find the party, this is only because it enables him to carry out his obligation to his master. His behavior is always subdued, never sowing the slightest hint of emotion.

He will speak freely about his master, the Silver Mask, as an entity of power. Silver Mask currently dwells on the Astral Plane, spending his time concentrating on matters far beyond mortal comprehension. This entity's appearance recently changed to that of very tall elf with long, grimy blonde hair. It wears a featureless silver mask that covers its features. If asked if his master is evil, Ilkaren will respond that he doesn't think so because it has dealt with Sune in the past. He doesn't know why Silver Mask wants to learn about the Great Machine, and frankly, he doesn't care.

If someone should question him or find fault with him, he will not allow himself to get drawn into a discussion or argument. He will simply maintain that there is no point to most things, as they matter little (if at all) in the larger scheme of things.

Ilkaren can *plane shift* at will, and will do so if the party becomes hostile or abusive in dealing with him. To keep his thoughts private, he wears a *ring of mind shielding*.

He is willing to increase the compensation if the characters refusing the offer, or begin haggling for a larger payment. He can offer them a coin representing a favor of his patron the Silver Mask. If none of this will get the characters to work for him, he will politely excuse himself and leave them to their free meal and drinks. To seek out others who might be willing to work for him. Proceed to Encounter 2 if the characters refuse the job. If they accept Ilkaren's offer skip Encounter 2 and go to Encounter 3.

If the PCs seek guidance from an official or powerful group in the city, they will be told that the sponsors are under investigation by the city. However, they are encouraged to deal only with Lithuriel and are asked to inform the city about what they learn.

Encounter 2: Another Interested Party

Alter the following as necessary, based upon the party's actions in the previous encounter:

There are just some people you don't want to work with, and Ilkaren Tysor is one of them. You shake off the willies you didn't know you had during that strange conversation. But the drinks and food he

bought are exquisite and it would be a shame to let such fine things go to waste...

A short while later the strange sensation that someone is looking at you causes you a mid-bite pause. You notice that there is a woman standing next to your table smiling down at you. You could swear that she was not there just moments before, and you know you did not see her approach. Normally people appearing out of no where startles you into action, but not this time. There is something about this tall woman that engenders trust, be it her jade skin or the white resplendent feathers that adorn her perfectly groomed wings.

After politely asking to join your company, she gently takes the empty seat that Ilkaren Tysor had occupied earlier. As she rests upon the seat, everyone else in the room turns back to doing whatever it was they had been doing before she arrived. Once again it seems as if the outside world is softly muted and has not a care for what is happening here at your table.

Finally she speaks, "Greetings. My name is Lithuriel. If I could have a moment of your time I would like to discuss a recent conversation you had with the renegade githyanki."

Lithuriel will personally greet those whom she has previously had dealings. She wants to know what Ilkaren Tysor is up to, and asks what he said to the PCs during their conversation with him. Answering truthfully will earn a thankful smile, and she will offer to bequeath a favor on them if they do just as Ilkaren requested. But, they must instead report any information back to her. She is also aware of the strange phenomena he mentioned, and also has a map of the area. If the party agrees to work with her she will share an important piece of information: she has seen the future, and it involves planar travel through immersion. She has not unraveled the entire mystery of her vision, but she knows it is somehow significant. [This is a clue that the characters must immerse themselves in the Elemental Water lake in order to travel to the Cult lands.]

Role playing Lithuriel:

She is a celestial, a being native to the Upper Planes. She works with a greater celestial known as Garthiel, but will not discuss her colleagues or their purposes in specific terms. She exudes kindness and confidence, and speaks in a personable manner. At times she appears thoughtful and concerned, particularly when discussing other benefactors (namely Tysor or Verigrim), or when discussing the Great Machine. Her purpose is to ensure that the forces of righteousness prevail in that which is to come...

Encounter 3 The Village of Grey Hills

It has been three days since you left Ravens Bluff. It is nearing nightfall when ahead you see the lights of a small village. It would be nice to rest in the comfort of an inn. Also the villagers are close enough to your destination that maybe one of them has seen something?

This village does indeed hold some clues to what has been happening recently. Many of the children of the village have disappeared, the cause unknown to the villagers, is the return of the dracolich Incisor. In the past dracolich was content to remain in his lair at the behest of the Cult of the Dragon, leaving this small village unaware of the terror located only several days travel from their town. After he was slain and reformed he was somewhat sated by the destruction of the mercenary group that was then guarding the Cult holdings. He was still magically bound not to attack the village directly and so to vent his anger he decided to slowly kill as many of the village children as he could, being very careful to do so slowly and carefully.

The following locations can be visited in the village. Each location is home or place frequented by people the PCs can talk to.

Weary Traveler Inn

This well-built inn is constructed of wood atop a stone foundation that reaches to the mid-point of first floor. It has a large tavern room on the first floor with a dozen tables and a bar. The fare here is good and the portions are generous. A set of stairs leads to the second floor containing eight rooms that are rented to guests. The owner and his family live in an extension of the first floor at the back of the inn with the kitchen connecting it to the inn proper. In other words there is not 'back' door, the back door of the inn is the front door of the owners house.

NPCs (Townfolk)

Each of these individuals has lost a child at some point in the past two years. There are of course other people in the town, but play them in a stoic manner so the players are drawn more to these particular NPCs.

Cedric and Mayline Quezada, inn owners

Cedric is a rather hefty man with a good sense of humor. He and his wife run the tavern with the assistance of the older children of other families in the village. He pays fair wages and most of the town can remember working for him or his father before him

while growing up. All of their children have left the house and traveled the world—wanderlust is a common trait in the Quezada family. However, some of the family's children return to take over for their parents before them. It has been this way for several generations. Currently their children are all away traveling.

When the characters enter the inn Cedric is very flustered. Almost half of the children in the village have turned up missing over the last couple of years. Almost every family in the village has suffered some loss. He knows that the first of the disappearances started happening two years ago in the summer.

If questioned about specifics he will suggest that the characters speak with some of the other folks in the tavern, all of who are villagers.

Gorin Zachian, Farmer

Gorin is a middle age man who speaks bluntly. He will refuse to speak with any strangers at first, but will open up for those compassionate to his loss. He lost his oldest daughter and son two years ago. His children, Miles and Chandra, were the first two children who disappeared. When last he saw them, they were going to visit the ancient standing stones to the north of town. This was a common journey that takes two days each way, and the way is well known to the all the villagers. The stones are sacred but not to any specific deity. When children had not returned after several days Gorin, with a group of other villagers, traveled to the area. A search of he area revealed no sign of the children. It was months before Gorin accepted the loss. The children's fate is still a mystery. The children knew the path, and the only known dangers are bears and mountain lions. Still, animal attacks usually yield a body, eventually.

Jaer Ket, Blacksmith

The town blacksmith is a well-muscled man but not excessively so. He is old with white hair but still in very good physical condition. Most of his older children are married and live here in the village. His youngest still lived at home with him. It is this son who is missing. The last that Jaer saw of his son the boy was leaving to work in the family mine northeast of the village. This shallow mine is the pride of the family and its exact location is a guarded secret. It contains the only rich iron ore vein located near the surface at the base of a cliff. A small smelting shed and small cabin are located just outside the mine. His son had been courting Chandra Zachian before she disappeared. His son was a very strong young man could use the large two-handed sword that Jaer had forged for him with deadly effect. He was, of course, very upset after what happened to

Chandra. He said he needed time to come to terms with her loss and went to work in the mine to “sort it out.” After a month had gone by Jaer traveled to the mine fearing the worst. When he arrived there he found only his son’s sword lying broken just outside the mine. The area was covered with dried blood, but there was no other sign of his son or of who or what killed him. Searching the area revealed nothing and, with winter on its way, Jaer was forced to end his search and returned to town.

Coop Hornwood, Carpenter

Coop is a wiry man starting to show some gray. He will speak with the PCs if they approach him. He is currently a little tipsy, so his voice is a little slurred. He lost both his children and his wife just over a year ago while on a family trip. They were travelling northwest to a mountain lake in the early summer. While on the trail he went deer hunting. When he camp he was welcomed to a sight no man should ever see (He shutters and takes a deep drink, shutting his eyes in pain when he describes this.) His wife, their two sons and their daughter were all brutally slain and dismembered. There was blood everywhere Their tents were scattered about the area as if throw about by a whirlwind. Coop, a skilled woodsman and hunter, spend hours exploring the area, however, after two days of searching he had no clue as to what had attacked his family. He buried them near the lake and has traveled there several times to try and find out what attacked his family. He still has no idea.

Explanation: This information is not to be revealed to the characters and is unknown to Coop.

Incisor attacked while levitating and under the effects of *improved invisibility*. He used his wing buffet to scatter the remains and tents. He then waited, invisible, over the lake and watched Coop discover his family’s fate.

Temple of Ilmater

This humble temple is little more than a shrine. The only person living here is the retired paladin, Artimus Sendant, who built the shrine with his own hands. He built the shrine for his own worship but many of the villagers have taken up worship here as well. Many in the community take turns leading holy rites as described in the few holy books kept by Artimus. Even so this is a village of hard working people who generally are not very devout. While most of the holy days of Ilmater are celebrated here there are only a hand full of such services each year.

Artimus Sendant, Paladin of Ilmater

Artimus traveled here 15 years ago with his wife. While a veteran of many battles and very devout, he made up

his mind that he wished to have a family. He and his wife lived several happy years in town before they finally managed to conceive. Unfortunately his wife died while delivering their son.

Raising his son alone was hard, but thankfully the boy, Kerick, was extremely well behaved. When the lad reached the age of thirteen he asked his Artimus to train him as a paladin so he could follow in his father’s footsteps. Artimus was, of course, honored that his son wished to become a paladin, and he agreed to teach his son the best he could. However, the two of them agreed that when Kerrick turned sixteen he would travel to Ravens Bluff to complete his training. It just so happens that today is Kerrick’s sixteenth birthday.

This past spring Kerrick and a group of his friends vanished while on retreat in the mountains to the east. No trace could be found of the children. Artimus spent several months searching the area but found no clues. His prayers to Ilmater revealed only that his son still lives, but there is nothing he Artimus can do to change his current fate. This information came to him not in a vision or magic spells, but as a deep-seated feeling that he knows to be true.

Explanation: Bediss, after following Incisor on one of his ‘excursions,’ found out about the dracoliches assaults on children. He ‘stole’ Kerrick from Incisor. This, needless to say, enraged Incisor to no end, but the dracolich was powerless to do about it because of the magic binding him to the Cult. As revenge for this slight, he began to slowly kill the mercenaries that Bediss hired to replace the first batch Incisor slaughtered Bediss knows this, of course, but does not care long as the mercenaries don’t get suspicious.

The General Store

This small business sells most of the general items found in the Players Handbook. No armor or weapons are sold here, but almost any other supply the PCs need may be purchased at this store. The store owner, Gremag Tusmet, and his wife, Liena, run the store. All of his children vanished last winter while playing in an area south of town. He had one son and two daughters. No bodies were ever found. All that was found was a splattering of blood on unbroken snow near the area they had been playing.

Encounter 4: Prelude Skirmish

Eventually the characters should set out to investigate the strange goings on.

The following will happen one day before they reach the place indicated on the map, half way between the village and the standing stones. It happens toward

evening before the party stops to camp for the night. Even if the entire party is invisible they will still be detected by the superior senses of the stalking dracolich. The dread beast is eager to get revenge on those who slew him as well as any other party of “hated adventurers” entering his domain. While he hates all adventures and would love impale them all on his fangs, he has learned caution from his last encounter with their ilk and will strike from concealment and flee after slaying one member of the party. The wyrm is wearing an *amulet of non-detection*. He is already invisible and while stalking but casts *improved invisibility*, *haste*, *spell turning*, and *shield*. He drops a *bead of magic disruption* ahead of himself, timing it so that he enters the area just after the effect has gone off (see treasure summary for effects of this item). He attacks for one round and will make a snatch attack at least once, and will go for a second if he misses the first.

Note that for purposes of determining if any hit points were permanently lost to Incisor’s bite, the victim is assumed to automatically succeed in his or her saving throws vs. breath weapon. This attack is a plot device and there is nothing to save the person being attacked from a nearly overwhelming attack (including *cloaks of displacement* and other 'weird' items.) Incisor selects his victim based on the following:

1. Any character bearing one of the *rings of spell extending* from the scenario *Dying Man's Last Wish*.
2. Any character bearing one of the *Dwarven Battleaxe of Might* or 'special' Battleaxes from the scenario *Dying Man's Last Wish*.
3. Any Priest or lay worshiper of Mystra who is wearing noticeable symbols of their faith.
4. If none of the above are in the party he attacks the last person in the marching order, or the person furthest from the rest of the group.

One of the PCs may die in this attack, but all is not lost. Ilmater has at this time taken a hand in the events of the region. He takes the pain and suffering of the dying character upon himself and keeps the spirit of the character from going on to the Outer Planes. The character that is 'killed' will be turned into special type of undead. This undead is similar to a ghost. The 'Spirit' of the slain exists in the border ethereal. By force of will he or she can become visible to those on the Prime by making a successful wisdom check; A successful check indicates that the “dead” PC can be seen by anyone in the area as a translucent image of his or her former self. Statistical details can be found in the appendix.

Because this death is a plot 'tool' and because Ilmater is taking a part in this directly, this dead does

not count toward the total number of possible deaths they character can be brought back from based on their constitution score. If the player who ends up being 'victimized' gets upset, feel free to let them know this, however it is best that they 'sweat it out' until the end at which time they can be assured that it 'didn't count'.

Give the character that is attacked **Players Handout Number 1 and Monstrous Manual Appendix for ‘The Victim’**. Give them time to read the handout and then read text below. Note that this is an opportunity with significant possibilities, and you should encourage the player of the victim to have fun with it.

Traveling though the mountains is anything but easy. The constant walking uphill then back down is enough to get on anyone's nerves. It has been a boring trip.

There are few trees, and the ground is rocky You have not seen any animals except for the occasional squirrel. Just when you wish something interesting would happen, it does.

If there are any devout worshippers of the gods Tyr, Torm, or Ilmater inform them (and only them) that they feel an urgent sense of dread. Their colleague (the one whom Incisor has selected) is in terrible danger. The premonition that their companion is in trouble is a special gift from Ilmater and only devout worshipers of that god will have that feeling (see the 9th level wizard spell *foresight*). Give them a brief moment to act, if they take the opportunity to do so. Do not coach them.

Before the dracolich Incisor attacks the doomed PC the PCs with any type of forewarning will only have a few scant seconds to react. There is only time for them to interpose themselves (if they’re within 15’ or so), shout a warning, or perhaps use a *quarterstaff of rapid magery*. There isn’t time for normal spellcasting or complex actions. They can act on this warning in any way they desire, but the only thing that will change the outcome of the next moment is if they immediately rush over to Incisor’s target and try to protect their companion by putting themselves instead in harm’s way. If this is the case they will become the dracolich’s victim instead.

The hairs on the back of your neck begin to rise as a feeling of dread washes over you. A small blue-white flash occurs next to (the victim) and its light washes over the nearby area. Suddenly a powerful invisible force from above drops onto you with tremendous force.

This combat will last no more than 3 rounds, and it is very likely that Incisor will succeed in killing a party

member and escaping with its body. As the dracolich approaches, it hurled a *bead of magic disruption* next to its intended victim to ensure that no magical protections will interfere with its onslaught.

It has approached at high speed, under the effect of *haste*, *razor fangs*, *razor claws*, and *improved invisibility* spells. As well, the dracolich will use its plummet and pin ability to trap as many party members as possible while it focuses its 4 claw and 2 bite attacks per round on its selected victim. With *razor fangs* and *razor claws*, it does significant bonus damage and has the *sharpness* special attack. It will attack the other party members with its tail slash attacks (2 per round), as applicable. Do not allow this to become too heinous, as this encounter is not intended to kill the entire party. Incisor wants a single and will use his tail slash only to keep the others at bay as it has “its way” with the victim.

After handling initial damage, have the characters roll initiative, and then having each PC make a saving throw vs. Incisor’s fear aura (noting the -3 penalty). It will focus claw/claw/bite attacks on its chosen victim until that character has perished.

If, after three combat rounds, Incisor has failed in its attempt to kill the PC it will flee. If it is successful, it will carry the PC off with it. Either way, it will take to the air and return to its lair. The party members will have a general sense of the direction it took. If the dracolich succeeds easily, it may use a final tail slash to scatter and stun party members who are attacking it.

If the onslaught succeeds, read the following to the players:

It all happened so suddenly and so furiously that it is difficult to gather your wits. However, you notice that, strangely, it almost seems that (insert victim’s name) has a look of peace on his (or her) face. No scream comes to your ears, as there is a sudden wind that whips the dust and dirt into clouds. Almost before you can perceive it, the body of your slain comrade is borne aloft and disappears.

Incisor has grabbed the body of the victim and sprung into the air, flapping its mighty wings furiously as it climbs away. This should be particularly distressing to the characters if Incisor is still under the effects of *improved invisibility*. The beast is traveling at a movement rate of 44 and will soon be out of range of any attacks.

Keep in mind that any area of effect spells cast will affect the body of the slain party member, possibly causing a need for item saving throws. Any pursuit will be quickly outpaced. If there is any way for the characters to travel faster than its fastest movement

Incisor will glide for a few seconds to cast his second invisibility on his 'catch', and use his other resources and abilities to make good its escape. At this point Incisor will escape. He has a lot of power at his disposal, and is well practiced in its abilities, so be sure to be prepared to bring all of his power to bear to ensure his escape.

At this point there are basically two paths open to the party, they can try to follow the dracolich by heading in the direction it flew, or they can continue on their present course. This should be influenced at some point by the actions of the victim...

The Enemy Speaks

After the doomed PC is killed and brought back to Incisor’s lair, the high priest of Tiamat will cast *speak with dead* on his or her corpse. This spell is efficacious despite the fact that the PC’s consciousness remains with its “ghost” form. The priest wants find out as much information as possible about the 'unknown' intruders in the area. The Cult forces will use this intelligence to anticipate the tactics the party might use and to target the characters that they perceive to be the greatest threat. Note: the victim does receive an unmodified saving throw versus spell to prevent giving an answer, and thus ending the spell. The next day the high priest will cast the spell again, possibly multiple times in order to glean as much information as possible. Don't let these castings drag things out, but use it effectively. You can use this tactic as well, pulling the 'spirit' character away at just about any time you want. Keep in mind that the 'spirit' character will realize he or she is being summoned and the answers he or she is giving.

Encounter 5: A Ghostly Meeting

While the party is traveling to recover body of their dead comrade they will encounter the spirit of one of the slain mercenaries. At first, only the victim of the dracolich's attack will be able to see him. It is up to the victim to role-play the encounter alone. His or her friends will not be able to see or hear the dead soldier until the soldier learns how to materialize. Unlike the victim, this soldier is a ghost in the real sense of the word. He is willing to talk and (strangely) has not turned to evil. He can relate the following points:

- He was on patrol when he left the others to relieve himself. He was out of sight of the camp when suddenly he felt tearing pain all over his body. Something hard and deathly cold had pinned him to the ground. The last thing he remembers were two large objects plunged into his body and he felt that his very soul had been torn from him.

- He has been wandering around these hills ever since. He does not know why he has not left to join Tempus in the eternal battle.
- Before his death he was part of a mercenary company called Rashnar's Rebels. He will miss the company of such fine fighting men. The mercenaries are very loyal to Rashnar, fighting for their loyalty to him alone. The company is currently in the employment of a wizard named Bediss.
- The company patrols a wide area around the wizard's tower. The only location in the area they do not patrol is a rocky hill, which has some sort of fort atop it. It is not far from the wizard's tower and he does not know why they do not patrol that area, they just have orders not to.
- There had been a rumor that there had been a deserter in one of the other patrols. He thought this was total rubbish at the time, but now suspects that what happened to him might have happened before.
- Bediss hired them some 10 months ago.

Encounter 6: Who Goes There?

This encounter can be used multiple times if needed. The mercenaries will only speak with the characters the first time they encounter the PCs. If the characters encounter any other patrols before they talk with Rashnar and reach some agreement with him in regards to their passing through mercenary controlled territory, the patrol will attack on sight.

As you are cresting yet another hill among the many you have already trod, you are surprised when a group of soldiers clad in plate armor appear to be waiting to meet you. All have weapons bared but they do not appear to be poised for an attack. The apparent leader of the patrol steps forward and says, "The lands you are now entering are the property of the great wizard Bediss. Turn back now. No trespassers are permitted."

At this point the characters can attempt a parley, leave, or fight. Talking will not get them anywhere, as the sergeant will politely reiterate that they must leave Bediss's land. Unless they are under some sort of magical charm, they will not allow the characters to proceed. If the encounter ends in combat as soon as the tide of the battle goes against the sergeant and his men, he will send his best remaining runner back toward camp.

It is possible for the characters to capture the patrol. If the encounter becomes fight this is the best course of action open to the characters. For the most part even this patrol of elite soldiers is no match for the

magical weapons carried by the party. If captured the troop will ask only for good behavior by their captives (providing food, water, and not abusing the captives) and, in turn, will be model prisoners. They are used to the rules of war. They will, of course, try to escape if not guarded closely. It is up to the characters what to do with the mercenaries, however it is in their best interests to be kind jailers.

The characters are really close to the area where the Cult is based, however this may not be apparent. Not far away is a large lake, which appears (even to the casual observer) to be perfectly circular. This is the result of the *estate transference* spell that Bediss cast. The entire area has been moved into the Elemental Plane of Water creating a large lake. However the energies involved are still lingering in the area allowing passage to and from the Elemental Plane of Water by simply submergence into the lake. *Detect magic* will detect a very strong alteration magic coming from the lake and *True Seeing* will reveal the planar passageway.

The Cult of the Dragon is working to create a permanent magical portal to their stronghold on the Plane of Water. From this redoubt the Cult plans to raid the area and conduct its normal operations. Once the transference is totally complete and the gates have been established the Cult will no longer need the mercenaries and this will mark the end of their contract. However, the Cult does not plan on letting anyone know where this base is located or how to get to it, so they are simply going to let Incisor destroy the company. The mercenaries know all of this except for the plans for their slaughter. Tipping off the mercenaries to the fact that the Cult no qualms about slaying them should be more than enough to persuade the mercenaries to help the characters. Any captured Cult members in encounter 6 will reveal the rest of the plans, tying everything together.

Encounter 7: The Enemy Awaits

The enemy has many resources at its disposal, as documented in the appendices. Further, they should be difficult to surprise if the "victim" PC has been spoken to via *speak with dead*. They will work cooperatively to enhance their collective effectiveness. If reasonable, the adversaries will be "loaded for bear" when the party encounters them.

Note that the wyverndrake, mantidrake, and dracimera Monstrous Manual descriptions may be found in the "Cult of the Dragon" reference work.

The Cult is Located

This area appears to be the base of operations for the patrols you have encountered. Before you are three sets of buildings located about a half-mile apart. In the distance you can make out a tower situated between two hills. Closer to you is a military compound—a log palisade surrounds several log buildings. To your right, resting on top of a large hill, is a newly built structure. This stone building has what appears to be a number of stone dragonheads adorning each corner. You can see activity within and around the military compound. Nothing moves near either of the other two structures.

A map has been provided for the judge and players. Each of the buildings has dangers.

Mercenary Compound

The compound is home and headquarters for the mercenary company. One third of the any remaining mercenary soldiers plus all of its leadership are in the compound. Of those half of the normal troops are asleep. The final third is out on patrol.

Buildings are as listed:

A: Mess Hall

This large building contains seating space for 30 people. There is any number of people here at any one time as meals are served at all hours of the day or night. Mercenary soldiers who cook a simple, but nourishing, fare man the kitchens.

B: Barracks

These long low roofed buildings contain bunking for 24 men. Each has two wood stoves along the aisle between banks of bunks. Each bunk has a chest at the foot of it containing the personal items and clothing for each soldier. A large sign on the outside of each building has large letter carved into it (A, B, and C). At any one time one of the barracks will be full of sleeping men.

C: Hospital

This square building contains 6 bunks in the rear room (like the barracks). The larger front, larger room contains a number of other bunks with tables containing healing supplies. Along one wall is a shrine to the Red Knight.

D: Command Building

The command building is the largest structure in the compound. This two-story building is home to the command personnel. Two desks along with a large table with a diorama laid out to represent the surrounding

area take up the bottom floor. Markers on the table indicate the current location of patrols. Upstairs are the living quarters for Rashnar, Oorenda, and Shorsa. All three can be found here at all hours of the day, leaving only to meet with the men (daily), or Bediss (rarely).

Bediss's Tower

This square stone tower is the home of the Cult mage Bediss. It is three stories tall. The first story being is the abode of his 'guardian'. The entire structure is fortified with multiple *permanent walls of force* spells.

Ground Floor

1 - Guardian's Post

The first floor consists entirely of the living quarters for the guardian. This room contains four *glassteel* columns, which support the tower levels above. The columns reach deep into the bedrock. This level of the tower does not have any walls in the normal sense, but does have a *permanent illusion* of solid stone walls around the bottom giving it the appearance of any normal tower. Behind this illusion are multiple *walls of force* cast so as to allow for one large entrance along with arrow slots all the way around so that the guardian can use his bow in any direction. Lastly, there is a small circular iron staircase in the center, which leads to the second floor. This is the only part of the ceiling not included in the *walls of force*. Kerrick will be found here unless some great need has drawn him away. A spiral staircase winds its way up to the second floor (and beyond) from the center of this "chamber."

Second Floor

2 - Antechamber

This small room is used to greet guests and is furnished with several comfortable chairs and small tables. Two doors lead off of this room one going to room 3 and the other to room 5.

3 - Dining room

Lavishly appointed dining room with a large table that seats 10 people.

4 - Kitchen

Well-appointed kitchen with one side of the room doubling as a pantry stocked with foodstuffs.

5 - Study

A number of chairs and tables in this room make it a comfortable place to relax and study books at leisure.

6 - Bedroom

This bedchamber has a four-poster bed and finely made oak furnishings.

Third Floor

The third floor contains a library, a laboratory, and a spell-casting chamber. There are a number of wards on the door at the top of the stairs. Anyone except the Bediss himself who tries to open the door activates the wards. If some is touching the door when opening it (i.e. not using some sort of device or magic) a *temporal stasis* will activate. Secondly a *forcecage* forms around the person who activated the ward. This happens to each person touching the ward until the trap affects ten different people. At that time the ward loses its power until it is recast. Bediss would much rather have prisoners to torment than the dead blasted all over his sitting room.

All of the doors on this floor are wizard locked at 18th level. Each door is also trapped for anyone who is NOT Bediss. Each trap does 10d6 points of damage to anyone who touches the door (save for half damage applies). The type of damage is random using the following table:

Roll	Damage type.
1	Acid
2-4	Cold
5-7	Fire
8-9	Poison Gas
10	Lightning

Thieves have a standard 1/2 chance to remove these magical traps.

7 - Spell Casting Chamber

This chamber is completely empty of furnishings. A many protective glyphs adorn the walls and several protective circles are inlaid into the floor.

8 - Library

The Library is fully stocked with books covering a wide array of topics ranging from flowers and plants to elemental mud and gorgons. The largest portion of the library however deals with dragons of all types.

IMPORTANT: On a large oak table in the center of the room is a large (2' x 3' when opened) brassbound book. It is open to a page about halfway through the tome, of which the header reads "Journal of Cult Business". Turning the page will reveal two *symbol* spells: a *symbol of death* on the right page, and a *symbol of discord* on the left. The death effect will slay up to 80 hit points of creatures that view it outright, with no saving throw allowed. Scarab saves apply, but note that on the Elemental Plane of Water these lose 2 "plusses" off their bonus, most likely becoming powerless. The discord effect will cause characters of differing alignments to bicker and argue, with 50%

likelihood that combat will break out amongst them. Refer to the spell description of *symbol* for more detail.

Once the symbols are activated they disappear, revealing some *very* interesting information. The remainder of the book contains the key information that the party will find interesting. It relates that Bediss was approached by an arcanoloth named Verigrim, who offered a pact. The Cult was to:

- mobilize its forces to join those of the Queen of the Silver Realm
- create a planar distraction (which is unexplained, but possibly refers to the use of an *estate transference* spell)
- await up to 1 year for further instructions.

In exchange, Verigrim offered 2 things:

- he promised the Cult mage he would enspell him the *teleport without error* capability, the same that fiends often possess.
- he guaranteed the Cult a great red wyrm, provided from the forces of the Queen of the Silver Realm.

Note that an alternative way to obtain this information is to extract it from Bediss or the ranking priest of Tiamat. They are the only ones present who are fully aware of what has transpired.

9 - Laboratory

The laboratory is fully stocked with glassware of the highest quality. A number of potions can be found here as well as any number of alchemical supplies. The potions are as follows: one *potion of bull's strength*, two *potions of cure serious wounds*, one *potion of fire breath*, and two *potions of neutralize poison*.

10 - Vault

Located behind a secret door in the laboratory is a vault containing the following: a *wand of magic detection* (w/ 20 Charges), a jar of *Keoghtom's ointment* with 3 doses, 2345 gp, and 532 pp.

Gaining access to the vault requires a rogue picklock's attempt at -75% or magical means cast at greater than Bediss's level.

Note on Forbiddance:

The next two locations in the area are protected in part by multiple *forbiddance* spells using the password locked version. This spell prevents intrusion by teleportation, plane shifting, and ethereal characters. The only ways that the party can enter these areas are to find the password or dispel the *forbiddance*. Each forbiddance covers an area 240' square 60' tall. There are four of these areas in the temple (Two on the main temple level and two at the living quarter's level.).

Incisor's Lair has four of these areas laid out to cover the entire cavern and overlapping into the tunnels.

The easiest way for the characters to get the password for the main temple is to hide near the entrance and wait for one of the priests to leave and then return (which they do daily going for water and other errands.). They could also ambush and try to 'convince' one of the priests to tell them the password. The only way to get the password from the high priest is with the use of mind reading magic or by killing him and using a *speak with dead*. He will not reveal the password under any kind of threat or torture.

Temple of Tiamat

This recently constructed stone building is two stories high. A large section of the front of the temple serves as lair for the dragon Azure. The rear of the dragon's lair is the temple proper with a tunnel leading down to Incisor's lair. There is also a staircase leading to the upper level, which contains the sleeping quarters, kitchen, and mess for the clergy. The entire temple is under the effect of a password locked *forbiddance*. There is also a site-based spell over the entire temple effecting the place with *true seeing* (granted to all occupants of the temple) and *control temperature*.

The forces of Tiamat will most likely have been tipped off that they could be in danger, and will respond with practiced efficiency if this tip proves true. They will make good use of their specialty priest spells and powers (including *spawn of Tiamat* spell cast on Azure, if appropriate).

The only points of interest are the lair in front and the temple altar. The lady herself consecrated the altar. In the event that the characters try to defile or destroy the altar she will send an avatar to defend this foothold in the west. Should this happen, Ilmater will also send an avatar. Of course Iyachtu Xvim can not ignore such a rumble, and he will also dispatch an avatar. At this a wise party should flee the area, as the collateral damage from such a battle will be great indeed. Should the PC's choose to stay throw a few high level spells in their general direction to drive the point home. If this event comes to pass the entire temple is destroyed with only Ilmater's Avatar surviving. Nothing of worth remains after this battle.

The lair of Azure contains the accumulated wealth of the young dragon and the temple. It includes the following: 13,423 cp, 9,145 sp, 3,562 gp, and 567 pp. The young dragon has yet to accumulate anything other than coins but the temple is working on accumulating more work for him.

Incisor's Lair

Incisor's lair is a large subterranean cavern with two access points. One is a large tunnel big enough for Incisor, which leads to and exit in the nearby ravine The other is a tunnel hidden behind an illusionary wall leading up to the temple above. The temple tunnel is new and is man made topped with trapped door.

There is only a 1 in 4 chance that Incisor is in his lair if approached at night. However he is in his lair during all daylight hours it is a stormy day. During the course of this event no 'natural' storms occur, however, giving the levels of the characters involved, it is possible that they may have generated a magical storm. Statistics for Incisor can be found along with the all other creatures at the end of the scenario. Any combat that takes place in the cavern draws the attention of the clergy in the upper complex. They arrive in 2d6 rounds after the battle's start.

The lair contains most of the treasure which incisor has accumulated over the many centuries of his existence. The entire cavern and the first 50' of each tunnel are protected by a password locked forbiddance similar to the one in the temple (The password is undrean and is known only by the high priest). There are also many wards and traps covering the larger exit tunnel leading outside. These are located at the listed locations along the tunnel, which is 600' long and 40' in diameter.

The entire tunnel has been enchanted so as to prevent the function of trap detection spells and magic. This is apparent to anyone trying to use such magic. However, thieves have their normal chance to detect and disarm such traps.

One at a time in any random order use the following traps and wards for those trying to gain access to the lair via the tunnel:

Blade Barrier Ward: This ward creates an area 10 deep going to the top of the tunnel of swirling blades, which do 1d8 points of damage per tier to everyone in the area of effect. A successful saving throw indicates the person made it out of the area with out taking damage. However, there is a 50% chance that they can only take a leap back to where they started, which will cause them to brave the trap again if they want to immediately progress down the tunnel. The barrier stays in place for five turns unless it is dispelled (for which purposes it is 16th level.)

Blood Bath Trap: This trap, which has a magical trigger that sets off a mechanical action, causes a vat full of corrupted blood to rain down on all in a 30' radius from the trigger. This corrupted blood is both acidic and poisonous. Everyone in the area must make

two saving throws, the first vs. breath weapon reduces the acid damage by half, and the second reduces the poison's effect. Damage from the acid is 2d4 per Tier and the effect of the poison causes 1d4 random limbs to go numb and useless for the next 24 hours. A successful save indicates that only one limb is affected and only for one turn.

Pit Trap: This large pit is covered by an illusion giving the appearance of a normal stone floor. However the floor in the location is only a thin slab of rock, which is scored, so as to break when more than 200 lbs. is placed in the center. Any number of beings whose single or combined weight exceeds 200lbs causes the floor to give way dumping all into the deep pit below. Anyone near the edge of the pit can make a dexterity check to avoid falling, but who ever triggered the trap falls unless protected by feather fall magic or the like. The pit is 10' deep per Tier with sides that slope outward as you fall. This makes climb back out very difficult unless someone lowers a rope. The floor of the pit, which is 100' square, is covered with Brown Mold. This plant causes 4d8 points of cold damage per round to all within five feet of it. All characters in the area take damage each round until they can escape, destroy all the mold, or die. Lowering and securing a rope takes two rounds, however climb 5' up the rope takes very little time at all. If other PCs think fast all characters, at most should take 1d6 points of falling damage per Tier and cold damage for 2 rounds of 4d8 per round. All attempts to climb the walls of this room by thieves are at -20% and anyone who is not similarly skilled has not chance at all because of the wall's angle.

Death From Above Trap: This trap like the Blood bath has a magical trigger that sets off a mechanical action. Once anyone living enters the trigger area a large number of boulders fall from the ceiling above. Have each character roll 5 dexterity checks to avoid all of the boulders falling and then bouncing around. Each failed check indicates a boulder strikes them for 2d12 points of damage.

The lair contains the following treasure:

- **Money:** 651,816 cp, 113,164 sp, 53,615 gp, 4,516 ep, and 1,218 pp
- **Art:** A gilded carriage fit for a king worth 14,000 gp, A large antique mirror worth 1,234 gp, A suit of full plate armor sized for a human inlaid with precious metals in the form a Torm's holy symbol. The armor is worth 12,000 gp.
- **Magic:** All of the items that the victim had, a *Zwann's watering can*, a *bead of magic disruption*, and a *warp marble* (currently set as a trap—in runs

after the premier this item is not available to PCs, so it is destroyed if set off or inert if not set off).

In order to receive all of the treasure in the lair the party has to kill the dracolich and all of the clergy in the temple above. The reason for this is that any extended period of time rummaging through the lair will risk the return of the dracolich (if not already defeated) or detection by the temple. There is time if stealth is used to retrieve all of the magic items the victim had as well as the other the magical items in the trove if detect magic is used. All of the other treasure is too bulky to remove without a large amount of time and manpower. The body of the victim can also be located in the lair unless the clergy expects the via their *speak with dead* questioning; in that case the body will be moved to the temple. The body will not be destroyed, as it is a valuable tool to be used against the party. However members of the clergy may 'threaten' to destroy the body.

There is also a smaller lair within the hill. This is 'closed' cavern with no entrances or exits. It is here that Incisor's original body and host is located. There are also several corpses suitable for Incisor to inhabit should his current body be destroyed. The only way out of this lair is though a large permanent one-way *gate* leading to the main cavern lair located at one end of the secret lair. The only way to enter the lair is to burrow through the rock and earth from the main cavern east 100'. There was at one time a tunnel leading between the two caverns but that tunnel has long since filled in. Dwarves, Earth Elementalist wizards, Priest of Grumbar, or any other classes or races who spend a great deal of time underground can make a wisdom check to find evidence of this lost tunnel if they spend more than an hour searching the lair.

Incisor's host is an onyx ball 3 feet in diameter set on a tripod made of mithral inset with gems. It is very hard, radiates very strong evil, and radiates magic (very strong necromancy and enchantment). If destroyed while the dracolich's spirit occupying it, Incisor is destroyed forever.

If Incisor is slain at any point and the host has not been destroyed, then its spirit returns to the host and it can attempt to possess one of the three corpses in the room. Incisor can try once each day to possess a corpse and does so if the corpse fails a saving throw vs. spell. Once a corpse is animated Incisor will strive to consume 10% of its original body to become a full-powered dracolich seven days after. He will then return to his main lair and seeks out his slayers to destroy them. Incisor tries to possess each of the following corpses in order, from top to bottom, until one of them fails the listed saving throw.

Adult Red Dragon Corpse (Incisor Proto-Dracolich Form): Int Very (13); AL Chaotic Evil; AC -5; MV 9 Fl 30 (C); HD 17; hp 107; THAC0 3; #AT 3; Dmg 1d10+6/1d10+6/3d10+6 (Claw/Claw/Bite); SA None; SD None; MR Nil; SZ G (88 feet long with a 70 foot tail); ML 17.

Saves: PPDM 3, RSW 5, PP 4, BW 4, SP 6
Possession Save modifier: -4

Firedrake Corpse (Incisor Proto-Dracolich Form): Int Very (13); AL Chaotic Evil; AC 5; MV 6 Fl 18 (C); HD 4; hp 20; THAC0 17; #AT 1; Dmg 2d4 (Bite); SA None; SD None; MR Nil; SZ S (4 feet long); ML 16.

Saves: PPDM 13, RSW 15, PP 14, BW 16, SP 16
Possession Save modifier: -3

Wyvern Corpse (Incisor Proto-Dracolich Form): Int Very (13); AL Chaotic Evil; AC 3; MV 6 Fl 24 (E); HD 7+7; hp 42; THAC0 13; #AT 2; Dmg 2d8/1d6 (Bite/Sting); SA None; SD None; MR Nil; SZ G (35 feet long); ML 16.

Saves: PPDM 10, RSW 12, PP 11, BW 12, SP 13
Possession Save modifier: -1

Optional Encounter 7A: Not So Fast...

If the event is wrapping up early and the party is not decimated, include the following encounter. Be sure that the (surviving) members have had a chance to rest and prepare spells before springing this on them. The Cult wizard is from another cell, as are the fighters and priests if Bediss's cell was routed. If the party did not route Bediss's cell, then the fighters and priests are from his cell. They are simply taking revenge on the party for having the audacity to interfere with Cult operations.

Tactical notes: the Cultists lie in wait along the side of the road, carefully hidden behind brush. The wizard is nearby preparing his precast spells (including a *wall of force*, which he uses for cover. The signal to attack is when he *hastes* the other members of his party.

The fighters will charge and attack directly. The Cult priests will hang back, one of them casting *prayer* while the others attempt *hold person* and *heat metal* spells. They will join the melee when their spells are exhausted or it is to their advantage to switch to weapons. The wizard will fly above trees and use a *wall of force* for 90% cover.

If the party is killed their bodies will be inscribed with evil draconic glyphs as a warning to others, and their possessions will be taken by the Cult.

Elite Cultist (1 per tier) hm F7: AL LE; AC -4; MV 12; hp 72; THAC0 6; #AT 4; Dmg 1d8+8; SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 10, Wis 10, Cha 8; MR nil; SZ M; ML 18.

Items: Field Plate, Shield, and a Long Sword.

Active Spells: *haste*, *prayer*

Cult Priest (1 per tier) hm P(Sp)5: AL LE; AC 5; MV 12; hp 38; THAC0 17; #AT 2; Dmg 1d8; SA nil; SD nil; Str 14, Dex 13, Con 16, Int 11, Wis 17, Cha 13; MR nil; SZ M; ML 14.

Items: Scale mail, Shield, and a Long Sword.

Spells - 1st level: *cure light wounds x2*, *curse*, *cause light wounds x2*; 2nd level: *hold person x2*, *heat metal*; 3rd level: *prayer*, ~~*protection from fire*~~.

Granted Powers – *Cause Fear* 1/day, *Feather Fall* 1/day, *Fear* or *Fly* 1/day.

Active Spells: *haste*, *prayer*, *protection from fire*

Cult Wizard W14: AL NE; AC 4; MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d6 (quarterstaff); SA nil; SD nil; Str 10, Dex 18, Con 17, Int 17, Wis 12, Cha 11; MR nil; SZ M; ML 17.

Spells per day – 5/5/5/5/2/1

Spells - 1st level: *magic missile*, *enlarge x2*, ~~*protection from good*~~, *shield*; 2nd level: *invisibility*, *snilloc's snowball swarm* (fra), ~~*mirror image*~~, *web*, *protection from paralysis* (tom); 3rd level: *dispel magic x2*, ~~*haste*~~, ~~*fly*~~, ~~*protection from normal missiles*~~; 4th level: *evard's black tentacles x2*, *wall of ice*, *dimension door*, *fumble*; 5th level: *cone of cold x2*, *wall of force*, ~~*wall of force*~~, *wall of stone*; 6th level: *disintegrate x2*; 7th level: *power word stun*.

Precast Spells: *protection from good*, *protection from good*, *stoneskin*, *protection from paralysis*, *fly*, *contingency* (*stoneskin*).

Conclusion

At some point the characters should return to Ravens Bluff to report their findings. Either they have obtained the information contained in Bediss' journal (in his library), or they have found out at what is going on and did not wish to confront the forces of the Cult. Either way they will probably want to report back and claim their reward. Shortly after returning, whomever they agreed to work for will approach them.

Ilkaren Tysor Conclusion

Ilkaren Tysor rewards the characters with the promised favor coin. If the characters inform him that the Cult of the Dragon is behind the strange planar effects in the area, he will probe for any additional details. He will remain dispassionate about any information that is related to him. He is particularly interested in understanding if the party learned anything of “philosophical” significance. A negative answer will not visibly disappoint him. Once the party has told them everything they have learned, he will reward them with a favor coin bearing the image of a masked man with long bedraggled hair.

If asked if the PCs are free to warn the city about their discovery, Ilkaren will tell them that he is only authorized to reward a favor if they tell no one else what they have learned. Refer to encounter 1 for roleplaying information.

Lithuriel Conclusion

If provided with the information, Lithuriel rewards the characters with the promised favor coin and the *shield of the divine sky*. If the characters inform her that the Cult of the Dragon is behind the strange planar effects in the area, she will probe for any additional details. The news about Verigrim’s involvement will elicit some obvious concern from Lithuriel. She, too, is particularly interested in understanding if the party learned anything of “philosophical” significance. She will be visibly disappointed by a negative answer.

If asked about informing officials of the city, she will smile knowingly, and encourage them to do whatever they feel that is right. This has no bearing on their reward. Refer to encounter 2 for role playing information.

The Victim

If the party desecrates the altar of Tiamat, the victim of the dracolich attack is restored to life by divine will. If the party did not desecrate the altar but did manage to retrieve the body of their comrade then the results of a *raise dead* or *resurrection* can succeed in restoring the victim to life. In this case a *raise dead* does not result in the loss of a constitution point because of the intervention of the divine in the matters at hand, and the fact that the soul of the deceased is close at hand.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

- Sum the experience listed below for objectives.
- 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.
- NEW: 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 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11 to 13
Tier 7:	Character levels 14 and 15
Tier 8:	Character levels 16 and 17
Tier 9:	Character levels 18+

Killing Incisor	2,000 xp
Destroying Incisor’s Host	500 xp
Befriending/Hiring Mercenary Company	100 xp
Searching Tower	100 xp
Destroying Temple of Tiamat	1,000 xp
Killing Bediss	250 xp
Killing Ordell	250 xp
Per Trap Disarmed or Found	25 xp

Maximum Experience for Objectives:	4,300 xp
Roleplaying Experience:	0-500 xp

Max for Tier 5:	24,000 xp
Max for Tier 6:	28,800 xp
Max for Tier 7:	33,600 xp
Max for Tier 8:	38,400 xp
Max for Tier 9:	43,200 xp

Treasure Summary

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

- 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.

- 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.
- 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.

Incisor's Lair

- **Money:** 651,816 CP, 113,164 SP, 53,615 GP, 4,516 EP, and 1,218 PP
- **Art:** A gilded carriage fit for a king worth 14,000 GP, A large antique mirror worth 1,234 GP, A suit of Full Plate armor sized for a human inlaid with precious metals to form the symbol of Torm worth 12,000 GP.
- *Zwann's watering can* (Value 4,000 gp, Unusual): Invented by the noted botanist Salerno Zwann, this otherwise ordinary watering can is activated when the user fills it with two gallons of water and lets it stand undisturbed for 30 days. At the end of that period the user may sprinkle the water from *Zwann's watering can* over a patch of tilled soil no larger than a 25-foot square. Seeds subsequently planted in this treated soil grow normally, but are permanently immune to disease, depredations by insects, damage from bad weather (excepting hurricane-strength weather and worse) and all other forms of nonmagical trauma. At the end of the growing period planter can then harvest the plants normally.

Water from *Zwann's watering can* has no effect on already maturing plants. It cannot revive withered, diseased, or insect-infested plants.

- **Premiere item:** *Warp marble* (Value 40,000 gp, Unusual): This item is a small (1-inch diameter) sphere of fine crystal, often appearing with a rich blue or aquamarine hue. The marble has three powers, each activated by separate command words:

The first command word triggers the marble to create an extradimensional space large enough to contain a single large-sized creature. When this word is spoken, the closest creature to the marble (including the user) is instantly transported to and imprisoned within this space (Will save DC 20 to avoid the effect). Similar to the *seclusion* spell, the inhabitant of this space can see and hear events in the "real world," but can do nothing to affect the outside of his or her prison. "Real world" actions will not affect the occupant of the extradimensional space. Spellcasting and use of psionics are impossible within the prison. If the prison is already occupied, attempting this power will have no effect.

The second command word releases the occupant from the extradimensional space. The occupant is immediately returned to the "real world," transported within three feet of the marble. Note that this word of release can be spoken from within the prison. Thus, the possessor of the marble can use it as a sanctuary to escape from harm.

The third word of command sets the marble as a trap. After this word is spoken, the first creature of large size or smaller to touch the marble is immediately imprisoned within the extradimensional space. If the first creature to touch the marble is larger than size L the magic is not triggered. If a size L or smaller creature subsequently touches the item, the magic takes effect.

Once one creature has been imprisoned, other creatures can touch the marble with no adverse effects. A creature trapped in this method can be freed only through the use of the word of release from outside the marble. Uttering the word inside does not produce the normal effect.

A marble trapped in this manner can be thrown at another creature in an attempt to trap the creature. If an attack roll is successful, the target creature is allowed a saving throw versus spell. Success indicates that the creature suffers no effect. Failure indicates that the creature is trapped in the *warp marble's* extradimensional space.

If a marble is taken into an extradimensional space (such as within a *portable hole*), or if it is

teleported, gated, or transported via dimensional folding or any analogous method, or if it is shifted to another plane of existence, any occupant of the extradimensional space is immediately expelled into the Astral Plane. The *warp marble* can only be activated once per day, whether it succeeds in trapping a creature or not. It is restricted to use in High-level Living City events.

Anyone using this to trap another PC and hold that PC beyond the end of the game session, or to prevent a certain PC from being played for a game, will lose the character with the marble and all items that character possesses. At the end of the game slot the trapped PC is released, the PC who commanded the trapping is sucked into the marble, and the marble is cast onto a random plane of the Abyss where it will not be found.

If Incisor is Slain

- *Bead of magic disruption* (Value 2,250 gp): This small blue and white bead of some unknown material is a device that creates a disruption in the weave. When hurled against a hard surface it explodes causing a blue and white wave of energy to wash over a twenty-foot radius area of effect. This causes a disruption of the weave that dispels all magic in that area, as if a *dispel magic* spell had been cast by a 15th level caster.
- *Ring of draconic spell storing (razorfang x2)* (Value 30,000 gp to dragons): These draconic spells are not usable by non-dragons, so this ring is not usable by player characters. However, it is worth 30,000 gold pieces to the right buyer (i.e., a dragon).
- *Serpent blade +3* (Value 8,300 gp, Unusual): This magical long sword has additional powers that only work for evil followers of Tiamat. To all others it is simply a *long sword +3*. Followers of Tiamat seeing someone wielding this blade will do whatever they can to get it back.
- *Gold Dragonhide Armor* (Medium, Value 100,000 gp, Unusual): This armor is made from the hide of a good-aligned dragon. As such, any good aligned dragons view the wearer in the worst possible light causing a -8 penalty to all reaction checks. Unless the wearer totally abases him or herself, begging to be heard, it is very likely that any good-aligned dragon will attack first and ask questions later. The armor is also enchanted with a permanent *protection from good* spell. No further enchantments may be placed on this armor. No further alterations may be made to this armor. It grants a +10 natural armor bonus to the wearer, which cannot be stacked with other deflection or

armor bonuses. (2nd ed: AC 0, does not combine with magical protection items or other armor pieces, shields grant no additional AC).

- *Serpent ring* (Value 5,000 gp as jewelry): This brass ring is shaped to resemble a snake biting its own tail. Most servants of the Dragon Queen wear these rings. They function as pass tokens for *wards* in Tiamat's temples and bears a minor enchantment identifying their wearers to *serpent blades*, which do not attack the wearer of such a ring under any circumstance.
- *Amulet of the Dragon* (Value 10,000 gp as jewelry, Unusual): This amulet is not usable by Player Characters and does not yield any results to an *identify* spell. *Legend Lore* will reveal that it is used to control dracoliches, and that only evil-aligned beings may use it. Any player character wearing this item suffers a -4 reaction penalty. Note that NO player character in the Living City campaign can activate the powers of this device.

If Bediss Slain

- *Bracers of the academy* (Value 25,000 gp, Unusual): These bracers only work for wizards, granting an armor bonus of +1 for every 2 caster levels of the wearer to a maximum of +5 (2nd ed: *bracers of defense AC 10 to 5*).

From Bediss's Tower

- *Wand of magic detection* (Value 25 gp per charge): Cast as 1st level sorcerer with 20 charges.
- *Potion of bull's strength* (Value 300 gp): (2nd ed: acts as *potion of hill giant strength*)
- *Two potion of cure serious wounds* (Value 750 gp)
- *Potion of fire breath* (Value 900 gp) (2nd ed: *potion of fiery breath*)
- *Two potion of neutralize poison* (Value 750 gp) (2nd ed: works as if *neutralize poison* spell were cast on drinker by 7th level caster)
- *Keoghtom's ointment* (3 doses) (Value 800 gp per dose)

From Temple of Tiamat

- 13,423 CP
- 9,145 SP
- 3,562 GP
- 567 PP

Conclusion

The PCs will most likely receive a reward from their sponsor, either Lithurriel or Ilkaren Tysor (on behalf of Silver Mask). If they try to gain rewards from both (by sharing information with each), they will anger their sponsors and receive rewards from neither. Any favor

coins they have already received will mysteriously disappear.

From Lithuriel:

- Favor of Lithuriel the Planetar
 - a) This can be used to do one of the following effects: *neutralize poison*, *cure critical wounds*, *cure disease* (even Lycanthropy and Mummy Rot), *abjure*, or *remove curse*. Choice is made at time of use. These effects take place at 14th level and are unaffected by current plane.

OR

- b) Lithuriel uses her influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

- **Premiere Item:** *Shield of the divine sky* +3 (Medium, Value 4,000 gp, Unusual): This mithril alloy shield was crafted by the planetar Lithuriel and given as a reward for service. It is extremely light, and depicts a brilliant sun shining just beyond cottony clouds in an azure sky. It is fashioned such that its golden radiance seems to arise from the image of the sun, and its glow is equal to that of a *light* spell.

If successfully used to shield bash, it deals 1d6 points of damage (3d6 to undead) and causes a brilliant flash of light. "Sighted" opponents that are struck must make a Reflex saving throw vs. DC 15 (saving throw vs. paralyzation in 2nd edition) to avoid being blinded for 1d4 minutes. Undead so struck must make a Fortitude saving throw vs. DC 20 (saving throw vs. breath weapon in 2nd edition) to avoid being stunned for 1 full action (round in 2nd edition). A shield bash attack is an off-hand weapon attack, and causes the wielder to suffer penalties for fighting with two if also using another weapon. The shield counts as a medium-sized weapon.

This item is usable only in the High Level Campaign.

From Ilkaren Tysor

- 5,000 gp each
- Favor of the Silver Mask
 - a) The Silver Mask will remove one effect granted from the Great Machine. If there is a beneficial and detrimental effect from the same exposure to the Great Machine both are lost.

OR

- b) The character can consult the Silver Mask on any matter. Treat this as a *contact other plane* – Astral with the following percentages: Insanity: 30% Knowledge: 90% Veracity: 100%. Three questions may be asked.

OR

- c) The Silver Mask uses its influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

Fame and Knightly Honors

Chivalry Point: to be awarded to a PC who experienced a sense of foreboding about the safety of a colleague and acted on it. Further, he must have attempted to protect the colleague, and in his stead become the object of Incisor's wrath.

Note: only followers of Tyr, Torm, or Ilmater received this sense of foreboding, and thus only they are able to garner this award.

JUDGE AID #1: NPC Backgrounds and Role-playing Tips

The Mercenaries:

The Mercenary Company Rashnar's Rebels have only been patrolling the area for the last ten months. Unknown to them the previous mercenary company working for Cult was slaughtered when Incisor in Proto-Dracolich form attacked the fort in a fit of rage. Those that were not killed outright were sacrificed on the altar to Tiamat. Rashnar suspects that all is not right after several strange disappearances of patrol members. When he reported the missing men to Bediss he was told that the men must have deserted. Rashnar knows his men are very happy with what he pays them and has not had any deserters in over ten years of service.

If proof of what happened to the previous mercenary company was given to Rashnar he would be willing to break his contract. However without proof, or a very convincing argument, that his employer is behind the death of his patrol members he will honor his contract to the letter.

Patrols:

The Rebels patrols are fourteen mercenaries strong. Normal patrols consist of eight regular foot soldiers, four archers, one sergeant, and one medic). Patrols are ordered to turn any trespassers and have orders to attack anyone ignoring their warning. If a patrol engages a trespasser, one of the archers will run to the headquarters with a message detailing the nature of the group his or her patrol encountered and where. Patrols will attack on sight any group that had already been told to turn back. All patrols are given a list of alerts within four hours of any sighting by any other patrol.

Rashnar of Deepingdale - Human Male, Age 40 - Fighter
Black hair, Brown eyes

Str:	18 (50)	Int:	13
Dex:	17	Wis:	10
Con:	18	Chr:	18

Proficiencies: Longsword (specialization), Longbow, Dagger, two-handed Sword, Spear, Light Crossbow, Bolas, Swimming, Fire Building, Blind Fighting, Riding Landbased-horse, Common (r/w), Elven, Dwarven, Heraldry

Background: Rashnar grew up in the quiet town of Deepingdale. At the age of 15 he left his home to see the world and make a name for himself as a sell-sword.

In his younger days he was a member of Proud Five adventuring company based out of Cormyr.

After several years of high adventure the other four members of the Five met their doom at the claws of a Red Dragon. Only Rashnar survived, barely, crawling, burnt and battered, to safety. After recovering months later he decided to give up the adventuring life and form a mercenary company.

He met Oorenda and Shorsa while on the hunt for recruits. The two friends were traveling together looking for work when they spotted Rashnar's call for recruitment on a tavern board. Soon after entering the small sparsely appointed office Shorsa sensed the chemistry between Oorenda and Rashnar as the two locked gazes as soon as they saw each other, each not speaking for an entire minute. Finally, Shorsa cleared her throat and the interview began.

A few short years later Rashnar and Oorenda wed and the core of Rashnar's Rebels took form.

Role-playing: An intensely serious man, Rashnar is also proud and loyal to a fault. He is regimented in his daily routines and expects the same from those under his command.

Oorenda of Waterdeep - Human Female, Age 35 - Wizard

Brown hair, hazel eyes

Str:	9	Int:	18
Dex:	16	Wis:	12
Con:	16	Chr:	15

Proficiencies: Quarterstaff, Dagger, Punching, Singing, Dancing, Riding landbased (horse), Heraldry, Etiquette, Spellcraft, Ancient History-Sword Coast, Astrology, Common (r/w), Elven (r/w), Dwarven (r/w), Thoras (r/w).

Background: Oorenda is the only daughter of a rich Waterdhavian noble. Taught by the best tutors that money can buy, her sharp wit and keen intelligence drew her to the study of the Art.

Eventually she became bored with magic. Rather, it was not magic that was boring, but rather the way in which it was taught by her tutors. She wanted to do something with her gift—explore and find all the adventure that the mages she studied found before her.

After but a few days of planning she convinced Shorsa, a priest of the Red Knight and her best friend, to search for adventure with her. Well stocked, the pair

headed into the wilds to seek fame, fortune and excitement.

After a couple of close calls with some orc bands, Shorsa, a student of strategy, suggested that joining a mercenary band would lead to excitement as well as increase their chances for survival in the wild. While looking for a suitable mercenary company the pair met a dashing young mercenary leader named Rashnar.

Role-playing:

Oorenda is sure of her place in life. She feels sure that she is better than others because of her noble birth, but does not 'rub it in'. She is both self-confidant and headstrong.

Shorsa of Waterdeep - Human Female, Age 34 - Priest of the Red Knight
Blond hair, Green eyes

Str: 17 **Int:** 16
Dex: 16 **Wis:** 18
Con: 16 **Chr:** 10

Proficiencies: Longsword, Shortsword, Longbow, Dagger, Two-handed sword, Shortbow, Punching, Riding landbased - horse, Tracking, Herbalism, Swimming, Survival, Endurance, Alertness, Bower-Fletcher, Leatherworking.

Background: Shorsa came from large hard working family. He father was a laborer and her mother a weaver. Life was hard.

She spent most of her early years on the streets, fighting and finding trouble at every turn. Her parents knew she had a sharp mind, but its counterpoint was a fiery temper consistently got their daughter into trouble. For a small donation priests of Tempus agreed to take over the education of Shorsa.

Life in the temple was a painful experience the first year. Shorsa was taught both humility and discipline. Over the next couple of years she excelled in chess and other games of strategy taught to all in the temple. She soon worked her way into the small sect within the temple that worshiped the Red Knight.

As an adept to the Red Knight she was allowed more freedom as she completed her studies. At this time she met a young noble, Oorenda, who's enthusiasm for life brought back memories of the time, not long ago, when she stalked the streets. They soon became fast friends and after several months Oorenda convinced her that her studies were complete, and they were ready to see the world.

Role-playing: Shorsa is levelheaded and headstrong. She is capable of issuing orders in a tone of voice that

will make even hard-bitten sergeants heave to. When she says jump people jump.

Ordell of Mulhorandi - Human Male, Age 40 - Priest of Tiamat
Grey hair, brown eyes

Str: 18 (77) **Int:** 15
Dex: 16 **Wis:** 18
Con: 18 **Chr:** 17

Proficiencies: Religion, Herbalism, Healing, Spellcraft.

Background: Ordell is a Mulhorandi priest of great power. He was sent to the Vast with orders to create a new temple for the greater glory of Tiamat. In visions Tiamat commanded Ordell that she be worshipped in the Vast as a worshiped as a great undead dragon. He has accepted new form as another aspect of her glory. He preaches that the Cult of the Dragon's religion is just this aspect of Tiamat's greater glory.

Cold and uncaring he follows the will of his goddess. Ordell is an extreme fanatic. A slight Arabian accent may add flavor to the character but is not required.

Bediss of the Cult - Human Male, Age 45 - Wizard
Bald, Grey eyes

Str: 16 **Int:** 18
Dex: 16 **Wis:** 13
Con: 18 **Chr:** 8

Proficiencies: Scimitar, Quarterstaff, Religion, Herbalism, Healing, Spellcraft.

Background: Bediss parents were members of the Cult of the Dragon and they raised their son to that cause. He spent his first years as a caravan guard watching over the treasures his parents sent as gifts to the dracolich they served. As the years went by Bediss's ambition grew to the point where he slew both of his parents and used all of the money from the family coffers to pay for the best education that money could buy. During this time he discovered his talent for magic, which shaped the path for his future education.

Role-playing: Bediss is brutal, self centered, and arrogant. He is secure in the knowledge that his magic is matched by few and treats those under his power in whatever manner pleases him at the time. He can be gentile and smooth one moment and enraged the next. The foul rites he has practiced to increase his power have warped his and he holds on to a glimmer of his

sanity by the sheer force of his powerful will. Wiley characters may pick this up and can try to push him over the edge. Showing him that his magic is weak or that they are more powerful will do just that. Once again reward creative roleplaying when players try to push Bediss beyond the brink.

Kerrick - Humane Male, Age 35 - Fighter
Brown, Green eyes

Str: 18 (00)	Int: 5
Dex: 18	Wis: 5
Con: 18	Chr: 9

Proficiencies: Specialized in Long Sword, Longbow, Short Sword, Two-Handed Sword, Blind Fighting, Fire Building.

Background: Kerrick is son of a paladin who was in training to follow in his father's footsteps. However, Bediss captured him and he was severely tortured and subjected to magical experiments. Bediss had been trying to learn the location of Kerrick's father's temple in the mountains nearby. Kerrick, like his father, is a worshipper of Illmater and has never revealed the location of his father's shrine to Bediss. He does not know why Bediss was so interested in his father, but he knows the mage's interest cannot be good. Unknown to Kerrick, Bediss was already aware that the temple was located in the village to the southwest. He also knew that the boy would never reveal this information, but Bediss so enjoys the challenge.

As a result of many magical experiments, Kerrick has been transformed. His muscles bulge with power and his reflexes are sharper than they ever were before, but his mind is shattered. While he is scarred in both body and mind, the goodness of his soul still remains. Given the chance, he will gladly assist in the destruction of his tormenter. However, he is under a several spells that prevent him from doing so (the most powerful being a *geas*). If someone were to cast a *heal* spell along with either a *limited wish*, *wish*, or divine *remove curse*, he would be free of all influence, and return to his former self in all respects.

Role-playing: Kerrick is little more than a hulking brute at this point. He speaks only rarely and even then only in brief clipped words. He is forced to strike out at any, and those entering Bediss's tower who do not bear the symbol of the Cult of the Dragon.

JUDGE AID #2: The Cult of the Dragon's Grey Hills Forces

These are specific notes on running the Cult forces. It is very important that you study this!

The following is a listing of the forces the Cult of the Dragon has in the area of the Grey Hills near the lair of the dracolich Incisor. These listings are for the DM to when resolving combats. More detailed entries for NPC's are included. Each of the 'O' symbols should be used to represent one soldier and should be used to track casualties during the adventure.

Spells listed as “(Cult)” can be found in the Cult of the Dragon source book. Spells listed as “(P&P)” can be found in the *Powers & Pantheons* book in the Tiamat entry. Spells listed as “(WsC)” can be found in the *Wizard's Spell Compendium*. These spells can also be found in the attached spell appendix at the end of this scenario. Spells from the *Tome of Magic* are listed as “(TOM)” and from the *Forgotten Realms Adventures* are listed as “(FRA)”, these source books should be on hand for the DM's use.

As a general rule, two thirds of the mercenary forces can be found at the fort located between Bediss's tower and the temple to Tiamat. All of the clergy and the elite Cult are located within the temple, except for Bediss and Kerrick, both of whom can be found in the tower. The Cult creatures are generally organized into a couple of roving bands. Depending on the number of them in the tier the characters are playing, they can be summoned by the clergy if needed, but, for the most part, should be treated as random encounter material.

Note on open conflict: If this erupts in any open area within the *estate transferred* “bubble”, any combination of forces can be brought in as reinforcements. As a rule, no more than three-quarters of any of the forces will leave the temple or the fort. The only exception to this is that if the characters can get the mercenaries on their side then the mercenaries will leave en masse, either to leave the area completely or to join the characters on an assault of the temple or tower.

Mercenary Forces: Tier 5

Medics (15) hm P3: AL LN; AC 4; MV 12; hp 26; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 9, Wis 17, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, and a Footman's Mace.

Spells - 1st level: *cure light wounds* x3, *analyze opponent* (P&P); 2nd level: *hold person*, *aid* x2.

Tally of the living: OOOOOOOOOO OOOOO

Mercenary Regulars (240) hm F3: AL LN; AC 4; MV 12; hp 37; THAC0 16; #AT 2/3; Dmg 1D8 +3; SA nil; SD nil; Str 17, Dex 12, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO -40

Mercenary Archers (120) hm F3: AL LN; AC 3; MV 12; hp 37; THAC0 16; #AT 2; Dmg 1d6 or 1d8; SA nil; SD nil; Str 14, Dex 17, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Studded Leather, Shield, Longbow, Quiver, Short sword, 4 Flight and 16 Sheaf Arrows Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO OOOOOOOOOO -20

Mercenary Sergeants (30) hm F7: AL LN; AC -1; MV 12; hp 73; THAC0 11; #AT 2; Dmg 1d8+5; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 12, Wis 12, Cha 16; MR nil; SZ M; ML 14.

Items: Plate mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations, Scroll case with current orders and map of assigned patrol area.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
-30

Rashnar hm F13: AL LN; AC -3; MV 12; hp 103; THAC0 2; #AT 5/2; Dmg 1d8+8; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 13, Wis 13, Cha 18; MR nil; SZ M; ML 17.

Magic Items: *long sword* +3, Full Plate Armor, Shield.

Oorenda hf W12: AL N; AC 4; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD nil; Str 9, Dex 16, Con 16, Int 18, Wis 12, Cha 15; MR nil; SZ M; ML 16.

Items: Quarterstaff, Robes.

Precast Spells – *armor*, *stoneskin* (with 8 hits)

Spells - 1st level: *sleep*, *armor* (cast), *magic missile* x2; 2nd level: *invisibility*, *Snilloc's snowball swarm* (fra), *mirror image*, *fog cloud*; 3rd level: *flame arrow*, *fireball*, *fly*, *lightning bolt*; 4th level: *Evard's black tentacles*, *dimension door*, *polymorph self*, *stoneskin*; 5th level: *dismissal*, *hold monster*, *wall of force*, *teleport*; 6th level: *chain lightning*.

Shorsa hf P(Sp)11: AL LN; AC 1; MV 12; hp 60; THAC0 14; #AT 3/2; Dmg 2d4; SA nil; SD nil; Str 16, Dex 15, Con 16, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 14.

Items: Field Plate, Shield, and Broad Sword.

Spells - 1st level: *analyze opponent* (P&P), *cure light wounds* x4, *bless*, *protection from evil*, *endure cold*; 2nd level: *hold person* x2, *slow poison*, *silence 15' radius*, *withdraw*, *rally* (TOM), *lighten load* (TOM); 3rd level: *prayer*, *dispel magic*, *knight's move* (P&P), *protection from fire*, *adaptation* (TOM); 4th level: *cure serious wounds*, *free action*, *leadership* (TOM), *tanglefoot* (TOM); 5th level: *easy march* (TOM), *telepathic broadcast* (P&P); 6th level: *heal*.

Mercenary Forces: Tier 6

Medics (10) hm P3: AL LN; AC 4; MV 12; hp 26; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 9, Wis 17, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, and a Footman's Mace.

Spells - 1st level: *cure light wounds* x3, *analyze opponent* (P&P); 2nd level: *hold person*, *aid* x2.

Tally of the living: OOOOOOOOOO

Mercenary Regulars (160) hm F3: AL LN; AC 4; MV 12; hp 37; THAC0 16; #AT 2/3; Dmg 1D8 +3; SA nil; SD nil; Str 17, Dex 12, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO -10

Mercenary Archers (80) hm F3: AL LN; AC 3; MV 12; hp 37; THAC0 16; #AT 2; Dmg 1d6 or 1d8; SA nil; SD nil; Str 14, Dex 17, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Studded Leather, Shield, Longbow, Quiver, Short sword, 4 Flight and 16 Sheaf Arrows Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
-30

Mercenary Sergeants (20) hm F7: AL LN; AC -1; MV 12; hp 73; THAC0 11; #AT 2; Dmg 1d8+5; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 12, Wis 12, Cha 16; MR nil; SZ M; ML 14.

Items: Plate mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations, Scroll case with current orders and map of assigned patrol area.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO

Rashnar hm F13: AL LN; AC -3; MV 12; hp 103; THAC0 2; #AT 5/2; Dmg 1d8+8; SA nil; SD nil; Str

18 (50), Dex 17, Con 18, Int 13, Wis 13, Cha 18; MR nil; SZ M; ML 17.

Items: *long sword* +3, Full Plate Armor, Shield.

Oorenda hf W12: AL N; AC 4; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD nil; Str 9, Dex 16, Con 16, Int 18, Wis 12, Cha 15; MR nil; SZ M; ML 16.

Items: Quarterstaff, Robes.

Precast Spells – *armor*, *stoneskin* (with 8 hits)

Spells - 1st level: *sleep*, *armor* (cast), *magic missile* x2; 2nd level: *invisibility*, *Snilloc's snowball swarm* (FRA), *mirror image*, *fog cloud*; 3rd level: *flame arrow*, *fireball*, *fly*, *lightning bolt*; 4th level: *Evard's black tentacles*, *dimension door*, *polymorph self*, *stoneskin*; 5th level: *dismissal*, *hold monster*, *wall of force*, *teleport*; 6th level: *chain lightning*.

Shorsa hf P(Sp)11: AL LN; AC 1; MV 12; hp 60; THAC0 14; #AT 3/2; Dmg 2d4; SA nil; SD nil; Str 16, Dex 15, Con 16, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 14.

Items: Field Plate, Shield, Broad Sword.

Spells - 1st level: *analyze opponent* (P&P), *cure light wounds* x4, *bless*, *protection from evil*, *endure cold*; 2nd level: *hold person* x2, *slow poison*, *silence 15' radius*, *withdraw*, *rally* (TOM), *lighten load* (TOM); 3rd level: *prayer*, *dispel magic*, *knight's move* (P&P), *protection from fire*, *adaptation* (TOM); 4th level: *cure serious wounds*, *free action*, *leadership* (TOM), *tanglefoot* (TOM); 5th level: *easy march* (TOM), *telepathic broadcast* (P&P); 6th level: *heal*.

Mercenary Forces: Tier 7

Medics (5) hm P3: AL LN; AC 4; MV 12; hp 26; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 9, Wis 17, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, and a Footman's Mace.

Spells - 1st level: *cure light wounds* x3, *analyze opponent* (P&P); 2nd level: *hold person*, *aid* x2.

Tally of the living: OOOOO

Mercenary Regulars (80) hm F3: AL LN; AC 4; MV 12; hp 37; THAC0 16; #AT 2/3; Dmg 1D8 +3; SA nil; SD nil; Str 17, Dex 12, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
-30

Mercenary Archers (40) hm F3: AL LN; AC 3; MV 12; hp 37; THAC0 16; #AT 2; Dmg 1d6 or 1d8; SA nil; SD nil; Str 14, Dex 17, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Studded Leather, Shield, Longbow, Quiver, Short sword, 4 Flight and 16 Sheaf Arrows Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO -40

Mercenary Sergeants (10) hm F7: AL LN; AC -1; MV 12; hp 73; THAC0 11; #AT 2; Dmg 1d8+5; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 12, Wis 12, Cha 16; MR nil; SZ M; ML 14.

Items: Plate mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations, Scroll case with current orders and map of assigned patrol area.

Tally of the living: OOOOOOOOOO

Rashnar hm F13: AL LN; AC -3; MV 12; hp 103; THAC0 2; #AT 5/2; Dmg 1d8+8; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 13, Wis 13, Cha 18; MR nil; SZ M; ML 17.

Magic Items: *long sword* +3, full plate armor, shield.

Oorenda hf W12: AL N; AC 4; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD nil; Str 9, Dex 16, Con 16, Int 18, Wis 12, Cha 15; MR nil; SZ M; ML 16.

Items: Quarterstaff, Robes.

Precast Spells – *armor*, *stoneskin* (with 8 hits)

Spells - 1st level: *sleep*, *armor* (cast), *magic missile* x2; 2nd level: *invisibility*, *Snilloc's snowball swarm* (FRA), *mirror image*, *fog cloud*; 3rd level: *flame arrow*, *fireball*, *fly*, *lightning bolt*; 4th level: *Evard's black tentacles*, *dimension door*, *polymorph self*, *stoneskin*; 5th level: *dismissal*, *hold monster*, *wall of force*, *teleport*; 6th level: *chain lightning*.

Shorsa hf P(Sp)11: AL LN; AC 1; MV 12; hp 60; THAC0 14; #AT 3/2; Dmg 2d4; SA nil; SD nil; Str 16, Dex 15, Con 16, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 14.

Items: Field Plate, Shield, Broad Sword.

Spells - 1st level: *analyze opponent* (P&P), *cure light wounds* x4, *bless*, *protection from evil*, *endure cold*; 2nd level: *hold person* x2, *slow poison*, *silence 15' radius*, *withdraw*, *rally* (TOM), *lighten load* (TOM); 3rd level: *prayer*, *dispel magic*, *knight's move* (P&P), *protection from fire*, *adaptation* (TOM); 4th level: *cure serious wounds*, *free action*, *leadership* (TOM), *tanglefoot* (TOM); 5th level: *easy march* (TOM), *telepathic broadcast* (P&P); 6th level: *heal*.

Mercenary Forces: Tier 8

Medics (3) hm P3: AL LN; AC 4; MV 12; hp 26; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; Str 16; Dex 16, Con 16, Int 9, Wis 17, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, and a Footman's Mace.

Spells - 1st level: *cure light wounds* x3, *analyze opponent* (P&P); 2nd level: *hold person*, *aid* x2.

Tally of the living: OOO

Mercenary Regulars (60) hm F3: AL LN; AC 4; MV 12; hp 37; THAC0 16; #AT 2/3; Dmg 1D8 +3; SA nil; SD nil; Str 17, Dex 12, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO -50
OOOOOOOOOO -10

Mercenary Archers (30) hm F3: AL LN; AC 3; MV 12; hp 37; THAC0 16; #AT 2; Dmg 1d6 or 1d8; SA nil; SD nil; Str 14, Dex 17, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Studded Leather, Shield, Longbow, Quiver, Short sword, 4 Flight and 16 Sheaf Arrows Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
-30

Mercenary Sergeants (5) hm F7: AL LN; AC -1; MV 12; hp 73; THAC0 11; #AT 2; Dmg 1d8+5; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 12, Wis 12, Cha 16; MR nil; SZ M; ML 14.

Items: Plate mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations, Scroll case with current orders and map of assigned patrol area.

Tally of the living: OOOOO

Rashnar hm F13: AL LN; AC -3; MV 12; hp 103; THAC0 2; #AT 5/2; Dmg 1d8+8; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 13, Wis 13, Cha 18; MR nil; SZ M; ML 17.

Items: *long sword* +3, Full Plate Armor, Shield.

Oorenda hf W12: AL N; AC 4; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD nil; Str 9,

Dex 16, Con 16, Int 18, Wis 12, Cha 15; MR nil; SZ M; ML 16.

Items: Quarterstaff, Robes.

Precast Spells – *armor*, *stoneskin* (with 8 hits)

Spells - 1st level: *sleep*, *armor* (cast), *magic missile* x2; 2nd level: *invisibility*, *Snilloc's snowball swarm* (FRA), *mirror image*, *fog cloud*; 3rd level: *flame arrow*, *fireball*, *fly*, *lightning bolt*; 4th level: *Evard's black tentacles*, *dimension door*, *polymorph self*, *stoneskin*; 5th level: *dismissal*, *hold monster*, *wall of force*, *teleport*; 6th level: *chain lightning*.

Shorsa hf P(Sp)11: AL LN; AC 1; MV 12; hp 60; THAC0 14; #AT 3/2; Dmg 2d4; SA nil; SD nil; Str 16, Dex 15, Con 16, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 14.

Items: Field Plate, Shield, Broad Sword.

Spells - 1st level: *analyze opponent* (P&P), *cure light wounds* x4, *bless*, *protection from evil*, *endure cold*; 2nd level: *hold person* x2, *slow poison*, *silence 15' radius*, *withdraw*, *rally* (TOM), *lighten load* (TOM); 3rd level: *prayer*, *dispel magic*, *knight's move* (P&P), *protection from fire*, *adaptation* (TOM); 4th level: *cure serious wounds*, *free action*, *leadership* (TOM), *tanglefoot* (TOM); 5th level: *easy march* (TOM), *telepathic broadcast* (P&P); 6th level: *heal*.

Mercenary Forces: Tier 9

Medics (2) hm P3: AL LN; AC 4; MV 12; hp 26; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 16, Int 9, Wis 17, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, and a Footman's Mace.

Spells - 1st level: *cure light wounds* x3, *analyze opponent* (P&P); 2nd level: *hold person*, *aid* x2.

Tally of the living: OO

Mercenary Regulars (40) hm F3: AL LN; AC 4; MV 12; hp 37; THAC0 16; #AT 2/3; Dmg 1D8 +3; SA nil; SD nil; Str 17, Dex 12, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Chain mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living:

OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO -40

Mercenary Archers (10) hm F3: AL LN; AC 3; MV 12; hp 37; THAC0 16; #AT 2; Dmg 1d6 or 1d8; SA nil; SD nil; Str 14, Dex 17, Con 16, Int 9, Wis 9, Cha 12; MR nil; SZ M; ML 14.

Items: Studded Leather, Shield, Longbow, Quiver, Short sword, 4 Flight and 16 Sheaf Arrows Backpack, Bedroll, 2 weeks iron Rations.

Tally of the living: OOOOOOOOOO

Mercenary Sergeants (2) hm F7: AL LN; AC -1; MV 12; hp 73; THAC0 11; #AT 2; Dmg 1d8+5; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 12, Wis 12, Cha 16; MR nil; SZ M; ML 14.

Items: Plate mail, Shield, Long sword, Backpack, Bedroll, 2 weeks iron Rations, Scroll case with current orders and map of assigned patrol area.

Tally of the living: OO

Rashnar hm F13: AL LN; AC -3; MV 12; hp 103; THAC0 2; #AT 5/2; Dmg 1d8+8; SA nil; SD nil; Str 18 (50), Dex 17, Con 18, Int 13, Wis 13, Cha 18; MR nil; SZ M; ML 17.

Items: *long sword* +3, Full Plate Armor, Shield.

Oorenda hf W12: AL N; AC 4; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD nil; Str 9, Dex 16, Con 16, Int 18, Wis 12, Cha 15; MR nil; SZ M; ML 16.

Items: Quarterstaff, Robes.

Precast Spells – *armor*, *stoneskin* (with 8 hits)

Spells - 1st level: *sleep*, *armor* (cast), *magic missile* x2; 2nd level: *invisibility*, *Snilloc's snowball swarm* (FRA), *mirror image*, *fog cloud*; 3rd level: *flame arrow*, *fireball*, *fly*, *lightning bolt*; 4th level: *Evard's black tentacles*, *dimension door*, *polymorph self*, *stoneskin*; 5th level: *dismissal*, *hold monster*, *wall of force*, *teleport*; 6th level: *chain lightning*.

Shorsa hf P(Sp)11: AL LN; AC 1; MV 12; hp 60; THAC0 14; #AT 3/2; Dmg 2d4; SA nil; SD nil; Str 16, Dex 15, Con 16, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 14.

Magic Items: Field Plate, Shield, Broad Sword.

Spells - 1st level: *analyze opponent* (P&P), *cure light wounds* x4, *bless*, *protection from evil*, *endure cold*; 2nd level: *hold person* x2, *slow poison*, *silence 15' radius*, *withdraw*, *rally* (TOM), *lighten load* (TOM); 3rd level: *prayer*, *dispel magic*, *knight's move* (P&P), *protection from fire*, *adaptation* (TOM); 4th level: *cure serious wounds*, *free action*, *leadership* (TOM), *tanglefoot* (TOM); 5th level: *easy march* (TOM), *telepathic broadcast* (P&P); 6th level: *heal*.

Cult Forces Tier 5

Elite Cultist (6) hm F7: AL LE; AC -4; MV 12; hp 72; THAC0 7; #AT 2; Dmg 1d8+8; SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 10, Wis 10, Cha 8; MR nil; SZ M; ML 18.

Items: Field Plate, Shield, and a Long Sword.

Cult Priest (4) hm P(Sp)5: AL LE; AC 5; MV 12; hp 38; THAC0 18; #AT 1; Dmg 1d8; SA nil; SD nil; Str 14, Dex 13, Con 16, Int 11, Wis 17, Cha 13; MR nil; SZ M; ML 14.

Items: Scale mail, Shield, and a Long Sword.

Spells - 1st level: *cure light wounds x2, curse, cause light wounds x2*; 2nd level: *hold person x2, heat metal*; 3rd level: *prayer, protection from fire*.

Granted Powers – *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day.

Ordell of Mulhorand hm F7/P(Sp)14: AL LE; AC -4; MV 12; hp 99; THAC0 9; #AT 2; Dmg 1d4+1; SA Poison; SD nil; Str 18 (76), Dex 18, Con 18, Int 11, Wis 18, Cha 13; MR nil, or 40% in first combat only; SZ M; ML 20.

Saving Throws: PPDM 4, RSW 8, PP 7, BW 9, SP 9

Magic Items: *serpent blade +3, gold dragonhide armor (base AC 0), potion of magic resistance (40%) (drunk at beginning of first combat), serpent ring, amulet of the dragon*.

Spells per day – 8/8/7/6/3/2/1

Spells - 1st level: *cure light wounds x4, curse, bless, cause light wounds, protection from good*; 2nd level: *hold person x2, heat metal, slow poison, silence 15' radius, draw upon holy might (TOM), charm person or mammal, withdraw*; 3rd level: *prayer, dispel magic x2, speak with dead, protection from fire, strength of one (TOM), call lightning*; 4th level: *dragon scales (P&P), abjure, cure serious wounds x2, divination, free action*; 5th level: *slay living, true seeing, flame strike*; 6th level: *spawn of Tiamat (P&P), word of recall*; 7th level: *unholy word*.

Granted Powers - *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day, *dragon scales* 1/day, Can breathe flame as per potion of fire breath 1/day, Immune to Lightning

Brass Minotaur Golem: Int Non; AL N; AC 4; MV 8; HD 18; hp 80; THAC0 5; #AT 1; Dmg 3d10+3; SA Wounding, Maze; SD +3 or better magical weapon to hit, immune to most spells; MR Nil; SZ L; ML 20.

Magic Items: *Battleaxe of wounding +3*.

Special Attacks: The brass minotaur is armed with a *battle axe of wounding +3* which functions as a the

sword of the same name. The axe shatters when the golem is destroyed.

Special Defenses: Immune to all spells except for *find the path*. If the spell is cast at the point where the victim and/or minotaur went into the maze it forces them to reappear. If cast directly on the minotaur it must save vs. spell or shatter.

Bediss hm F5/W16: AL NE; AC -1; MV 12; hp 78; THAC0 14; #AT 2/3; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 18, Int 19, Wis 15, Cha 11; MR nil; SZ M; ML 14.

Magic Items: *bracers of the academy, magic staff (TOM) with (improved invisibility, glitterdust)*.

Spells per day – 5/5/5/5/3/2/1

Spells - 1st level: *magic missile x3, color spray, shield*; 2nd level: *Invisibility, Snilloc's snowball swarm (FRA), mirror image, web, protection from paralysis (TOM)*; 3rd level: *dispel magic, haste, fly, lightning bolt, flame arrow*; 4th level: *fire shield, stonewall, wall of ice, dimension door, fumble*; 5th level: *feeblemind, chaos, cone of cold, wall of force, transmute rock to mud*; 6th level: *chain lightning, globe of invulnerability, project image*; 7th level: *prismatic spray, power word stun*; 8th level: *mass teleport without error (WsC)*.

Permanent Spells: *comprehend languages, protection from good, protection from evil, protection from normal missiles, read magic, tongues*.

Common Precast Spells: *stonewall, protection from paralysis, fly, fire shield, contingency (teleport if reduced below 20 hp [i.e. gravely wounded])*,

Kerrick hm F11: AL CN; AC -4; MV 12; hp 97; THAC0 4; #AT 2/1; Dmg 3d8+11 (Longsword) or 3d9+9 (Longbow); SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 5, Wis 5, Cha 9; MR nil; SZ L; ML 20.

Magic Items: *enlarged long sword +3, enlarged full plate armor, enlarged shield, enlarged longbow built for strength (18 (00)), 50 enlarged sheaf arrows, 50 enlarged flight arrows*.

Permanent Spells: *enlarge, detect invisibility, protection from good, protection from evil, geas*.

Note: The Guardian does not leave the tower or the area close to it. All equipment has been permanently enlarged as well. He attacks all not bearing the Cult of the dragon or current mercenary company's device. His armor is emblazoned with the holy symbol of Ilmater and if his helmet is removed he matches the description of Artimus Sendant's son.

White Mantidrake (6): Int Low; AL LE; AC 3; MV 12, FL 18 (E); HD 6+3; hp 35; THAC0 13; #AT 3; Dmg 1d3/1d3/1d10; SA Breath Weapon (35 damage)

cone of cold), Tail Spikes; SD Immune to Cold; MR Nil; SZ H; ML 13.

Blue Dracimera (2): Int Low; AL LE; AC 0; MV 10, Fl 15 (E); HD 12; hp 54; THAC0 9; #AT 6; Dmg 1d3/1d3/1d4/1d4/1d12/1d12 (claw/claw/horn/horn/bite/bite); SA Breath Weapon (54 Damage bolt of lightning); SD Immune to Electricity; MR Nil; SZ L; ML 13.

Red Wyverndrake (4): Int Average; AL CE; AC -3; MV 12; HD 8+7; hp 47; THAC0 11; #AT 3; Dmg 2d10/1d8 (Bite/Stinger); SA Breath Weapon, Poison, Surprise, Bombing; SD Immune to Fire; MR Nil; SZ G; ML 13.

Incisor: Int Genius; AL CE; AC -4; MV 12, Fl 22, Jp 9; HD 19; hp 104; THAC0 -1; #AT 4; Dmg 2d4+2d8+8/2d42d8+8/2d82d8+8/3d62d8+8; SA Vampiric Bite, Gaze, Spells, Paralyzing touch; SD Spell Immunities, +1 or better weapon to hit, and Special; MR 40%; SZ G; ML 20.

Spells - 1st Level: *Magic Missile* x2; 2nd Level: *Detect invisibility, Invisibility*; 3rd Level: *Haste, Dispel Magic*; 4th Level: *Improved Invisibility* (All at 18th level)

Magic Items - *ring of spell storing (razorfang)* (Cult) x2)

Bite – His bite is a 16d4 + 8 hit point drain, save vs. breath weapon or damage is permanent and hit points are gained by Incisor. He can use this special bite attack in place of his normal bite damage just like a normal dragon's breath weapon, once every 3 rounds.

Innate Abilities - *detect magic, read magic, save vs. all spells cast at him at +1, shield 2/day, dispel magic 1/day, spell turning 1/day, telekinesis 1/day.* (All at 20st level)

Cult Forces Tier 6

Elite Cultist (8) hm F9: AL LE; AC -4; MV 12; hp 91; THAC0 7; #AT 2; Dmg 1d8+8; SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 10, Wis 10, Cha 8; MR nil; SZ M; ML 18.

Items: Field Plate, Shield, and a Long Sword.

Cult Priest (6) hm P(Sp)5: AL LE; AC 5; MV 12; hp 38; THAC0 18; #AT 1; Dmg 1d8; SA nil; SD nil; Str 14, Dex 13, Con 16, Int 11, Wis 17, Cha 13; MR nil; SZ M; ML 14.

Items: Scale mail, Shield, and a Long Sword.

Spells - 1st level: *cure light wounds x2*, *curse*, *cause light wounds x2*; 2nd level: *hold person x2*, *heat metal*; 3rd level: *prayer*, *protection from fire*.

Granted Powers – *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day.

Ordell of Mulhorand hm F8/P(Sp)15: AL LE; AC -4; MV 12; hp 102; THAC0 8; #AT 2; Dmg 1d4+1; SA Poison; SD nil; Str 18 (76), Dex 18, Con 18, Int 11, Wis 18, Cha 13; MR nil, or 40% in first combat only; SZ M; ML 20.

Saving Throws: PPDM 4, RSW 8, PP 7, BW 9, SP 9

Magic Items: *serpent blade* +3, *gold dragonhide armor* (base AC 0), *potion of magic resistance* (40%) (drunk at beginning of first combat), *serpent ring*, *amulet of the dragon*.

Spells per day – 8/8/7/7/4/2/1

Spells - 1st level: *cure light wounds x4*, *curse*, *bless*, *cause light wounds*, *protection from good*; 2nd level: *hold person x2*, *heat metal*, *slow poison*, *silence 15' radius*, *draw upon holy might* (TOM), *charm person or mammal*, *withdraw*; 3rd level: *prayer*, *dispel magic x2*, *speak with dead*, *protection from fire*, *strength of one* (TOM), *call lightning*; 4th level: *dragon scales* (P&P), *abjure*, *cure serious wounds x2*, *divination*, *free action*, *protection from good 10' radius*; 5th level: *slay living*, *true seeing*, *meld* (TOM), *Flame strike*; 6th level: *spawn of Tiamat* (P&P), *word of recall*; 7th level: *unholy word*.

Granted Powers - *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day, *dragon scales* 1/day, Can breathe flame as per potion of fire breath 1/day, Immune to Lightning

Azure Young Adult Blue Dragon: Int Very; AL LE; AC -1; MV 9, Fl 30 (C), Br 4; HD 15; hp 95; THAC0 8; #AT 3; Dmg 1d8+5, 1d8+5, 3d8+5 (claw/claw/bite); SA Breath Weapon (10d8+5, 5' wide 100' long bolt of lightning); SD Immune to Electricity; MR 20%; SZ G; ML 16.

Innate Spells: *create or destroy water* 3/Day, Sound imitation at Will.

Spells - 1st level *magic missile*, *enlarge* (Cast at 8th Level)

Brass Minotaur Golem: Int Non; AL N; AC 4; MV 8; HD 18; hp 80; THAC0 5; #AT 1; Dmg 3d10+3; SA Wounding, Maze; SD +3 or better magical weapon to hit, immune to most spells; MR Nil; SZ L; ML 20.

Magic Items: *Battleaxe of wounding* +3.

Special Attacks: The brass minotaur is armed with a *battle axe of wounding* +3 which functions as a the sword of the same name. The end of the haft holds a gem, which it can use to trap a quarry in the gem with an effect similar in all ways to a maze spell. Once an opponent is trapped within the gem the minotaur can enter the maze and do combat with the victim. When the golem enters the maze it regains 10-60% of its original hit points. It can only use the maze powers once per day. Victim and minotaur both vanish while in the maze. The axe shatters when the golem is destroyed.

Special Defenses: Immune to all spells except for *find the path*. If the spell is cast at the point where the victim and/or minotaur went into the maze it forces them to reappear. If cast directly on the minotaur it must save vs. spell or shatter.

Bediss hm F6/W17: AL NE; AC -1; MV 12; hp 83; THAC0 15; #AT 2/3; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 18, Int 19, Wis 15, Cha 11; MR nil; SZ M; ML 14.

Magic Items: *bracers of the academy*, *magic staff* (TOM) with (*improved invisibility*, *glitterdust*).

Spells per day – 5/5/5/5/3/3/2

Spells - 1st level: *magic missile x3*, *color spray*, *shield*; 2nd level: *Invisibility*, *Snilloc's snowball swarm* (FRA), *mirror image*, *web*, *protection from paralysis* (TOM); 3rd level: *dispel magic*, *haste*, *fly*, *lightning bolt*, *flame arrow*; 4th level: *fire shield*, *stoneskin*, *wall of ice*, *dimension door*, *fumble*; 5th level: *feeblemind*, *chaos*, *cone of cold*, *wall of force*, *transmute rock to mud*; 6th level: *chain lightning*, *globe of invulnerability*, *project image*; 7th level: *prismatic spray*, *limited wish*, *power word stun*; 8th level: *maze*, *mass teleport without error* (WsC).

Permanent Spells: *comprehend languages*, *protection from good*, *protection from evil*, *protection from normal missiles*, *read magic*, *tongues*.

Common Precast Spells: *stoneskin*, *protection from paralysis*, *fly*, *fire shield*, *contingency* (*teleport* if reduced below 20 hp [i.e. gravely wounded]).

Kerrick hm F12: AL CN; AC -4; MV 12; hp 103; THAC0 3; #AT 2/1; Dmg 3d8+11 (Longsword) or

3d9+9 (Longbow); SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 5, Wis 5, Cha 9; MR nil; SZ L; ML 20.

Magic Items: *enlarged* long sword +3, *enlarged* full plate armor, *enlarged* shield, *enlarged* longbow built for strength (18 (00)), 50 *enlarged* sheaf arrows, 50 *enlarged* flight arrows.

Permanent Spells: *enlarge*, *detect invisibility*, *protection from good*, *protection from evil*, *geas*.

Temporary Spells Cast on him: *stoneskin* (8 hits).

Note: The Guardian does not leave the tower or the area close to it. All equipment has been permanently enlarged as well. He attacks all not bearing the Cult of the dragon or current mercenary company's device. His armor is emblazoned with the holy symbol of Ilmater and if his helmet is removed he matches the description of Artimus Sendant's son.

White Mantidrake (12): Int Low; AL LE; AC 3; MV 12, FL 18 (E); HD 6+3; hp 35; THAC0 13; #AT 3; Dmg 1d3/1d3/1d10; SA Breath Weapon (35 damage cone of cold), Tail Spikes; SD Immune to Cold; MR Nil; SZ H; ML 13.

Blue Dracimera (4): Int Low; AL LE; AC 0; MV 10, Fl 15 (E); HD 12; hp 54; THAC0 9; #AT 6; Dmg 1d3/1d3/1d4/1d4/1d12/1d12 (claw/claw/horn/horn/bite/bite); SA Breath Weapon (54 Damage bolt of lightning); SD Immune to Electricity; MR Nil; SZ L; ML 13.

Red Wyverndrake (8): Int Average; AL CE; AC -3; MV 12; HD 8+7; hp 47; THAC0 11; #AT 3; Dmg 2d10/1d8 (Bite/Stinger); SA Breath Weapon, Poison, Surprise, Bombing; SD Immune to Fire; MR Nil; SZ G; ML 13.

Incisor: Int Genius; AL CE; AC -5; MV 12, Fl 22, Jp 9; HD 20; hp 136; THAC0 -1; #AT 4; Dmg 2d4+2d8+9/2d4+2d8+9/2d8+2d8+9/3d6+2d8+9; SA Vampiric Bite, Gaze, Spells, Paralyzing touch; SD Spell Immunities, +1 or better weapon to hit, and Special; MR 40%; SZ G; ML 20.

Spells - 1st Level: *magic missile* x2; 2nd level: *detect invisibility*, *invisibility*; 3rd level: *haste*, *dispel magic*; 4th level: *improved invisibility* (All at 18th level)

Magic Items - *ring of spell storing (razorfang (Cult) x2)*

Bite – His bite is a 18d4 + 9 hit point drain, save vs. breath weapon or damage is permanent and hit points are gained by Incisor. He can use this special bite attack in place of his normal bite damage just like a normal dragon's breath weapon, once every 3 rounds.

Innate Abilities: *detect magic*, *read magic*, save vs. all spells cast at him at +1, *shield* 2/day, *dispel*

magic 1/day, *spell turning* 1/day, *telekinesis* 1/day. (All at 21st level)

Cult Forces Tier 7

Elite Cultist (12) hm F9: AL LE; AC -4; MV 12; hp 91; THAC0 7; #AT 2; Dmg 1d8+8; SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 10, Wis 10, Cha 8; MR nil; SZ M; ML 18.

Items: Field Plate, Shield, and a Long Sword.

Cult Priest (12) hm P(Sp)5: AL LE; AC 5; MV 12; hp 38; THAC0 18; #AT 1; Dmg 1d8; SA nil; SD nil; Str 14, Dex 13, Con 16, Int 11, Wis 17, Cha 13; MR nil; SZ M; ML 14.

Items: Scale mail, Shield, and a Long Sword.

Spells - 1st level: *cure light wounds x2*, *curse*, *cause light wounds x2*; 2nd level: *hold person x2*, *heat metal*; 3rd level: *prayer*, *protection from fire*.

Granted Powers – *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day.

Ordell of Mulhorand hm F9/P(Sp)16: AL LE; AC -4; MV 12; hp 105; THAC0 7; #AT 2; Dmg 1d4+1; SA Poison; SD nil; Str 18 (76), Dex 18, Con 18, Int 11, Wis 18, Cha 13; MR nil, or 40% in first combat only; SZ M; ML 20.

Saving Throws: PPDM 4, RSW 8, PP 7, BW 9, SP 9

Magic Items: *serpent blade* +3, *gold dragonhide armor* (base AC 0), *potion of magic resistance* (40%) (drunk at beginning of first combat), *serpent ring*, *amulet of the dragon*.

Spells per day – 9/9/8/7/4/3/1

Spells - 1st level: *cure light wounds x4*, *curse*, *bless*, *cause light wounds*, *protection from good*, *endure cold*; 2nd level: *hold person x2*, *heat metal*, *slow poison*, *silence 15' radius*, *nap*, *draw upon holy might* (TOM), *charm person or mammal*, *withdraw*; 3rd level: *prayer*, *dispel magic x2*, *speak with dead*, *protection from fire*, *choose future* (TOM), *strength of one* (TOM), *call lightning*; 4th level: *dragon scales* (P&P), *abjure*, *cure serious wounds x2*, *divination*, *free action*, *protection from good 10' radius*; 5th level: *slay living*, *true seeing*, *meld* (TOM), *flame strike*; 6th level: *spawn of Tiamat* (P&P), *word of recall*, *heal*; 7th level: *age dragon* (TOM).

Granted Powers - *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day, *dragon scales* 1/day, Can breathe flame as per potion of fire breath 1/day, Immune to Lightning

Azure Young Adult Blue Dragon: Int Very; AL LE; AC -1; MV 9, Fl 30 (C), Br 4; HD 15; hp 95; THAC0 8; #AT 3; Dmg 1d8+5, 1d8+5, 3d8+5 (claw/claw/bite); SA Breath Weapon (10d8+5, 5' wide 100' long bolt of lightning); SD Immune to Electricity; MR 20%; SZ G; ML 16.

Innate Spells: *Create or Destroy Water* 3/Day, Sound imitation at Wil.

Spells - 1st level *Magic Missile*, *Enlarge* (Cast at 8th Level)

Azure Old Blue Dragon (Under the effects of age dragon spell.): Int Very; AL LE; AC -4; MV 9, Fl 30 (C), Br 4; HD 18; hp 115; THAC0 3; #AT 3; Dmg 1d8+8, 1d8+8, 3d8+8 (claw/claw/bite); SA Breath Weapon (16d8+5, 5' wide 100' long bolt of lightning); SD Immune to Electricity; MR 35%; SZ G; ML 16.

Innate Spells: *Create or Destroy Water* 3/Day, Sound imitation at will, *Dust Devil* 1/day, *Ventriloquism* 1/day.

Spells - 1st level *magic missile*, *enlarge* (Cast at 11th Level)

Modified Brass Minotaur Golem: Int Non; AL N; AC 4; MV 8; HD 18; hp 80; THAC0 5; #AT 1; Dmg 3d10+3; SA Wounding, Maze; SD +3 or better magical weapon to hit, immune to most spells, *Ironguard* (FRA); MR Nil; SZ L; ML 20.

Magic Items: *Battleaxe of wounding* +3.

Special Attacks: The brass minotaur is armed with a *battle axe of wounding* +3 which functions as a the sword of the same name. The end of the haft holds a gem, which it can use to trap a quarry in the gem with an effect similar in all ways to a maze spell. Once an opponent is trapped within the gem the minotaur can enter the maze and do combat with the victim. When the golem enters the maze it regains 10-60% of its original hit points. It can only use the maze powers once per day. Victim and minotaur both vanish while in the maze. The axe shatters when the golem is destroyed.

Special Defenses: Immune to all spells except for find the path. If the spell is cast at the point where the victim and/or minotaur went into the maze it forces them to reappear. If cast directly on the minotaur it must save vs. spell or shatter. Unlike other brass golem minotaurs this one has one further defensive enchantment. An effect similar to an *Ironguard* (FRA) spell was woven into its enchantment. This effect can be negated for 1d4 rounds with a successful dispel magic. While so protected the golem takes only damage equal to the magical plus from any ferrous metal-based weapons. Also note that the golem and axe are both made of brass.

Bediss hm F7/W18: AL NE; AC -1; MV 12; hp 88; THAC0 14; #AT 2/3; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 18, Int 19, Wis 15, Cha 11; MR nil; SZ M; ML 14.

Magic Items: *bracers of the academy*, *magic staff* (TOM) with (*improved invisibility*, *glitterdust*).

Spells per day – 5/5/5/5/3/3/2/1

Spells - 1st level: *magic missile x3, color spray, shield*; 2nd level: *invisibility, Snilloc's snowball swarm (FRA), mirror image, web, protection from paralysis (TOM)*; 3rd level: *dispel magic, haste, fly, lightning bolt, flame arrow*; 4th level: *fire shield, stonesskin, wall of ice, dimension door, fumble*; 5th level: *feblemind, chaos, cone of cold, wall of force, transmute rock to mud*; 6th level: *chain lightning, globe of invulnerability, project image*; 7th level: *prismatic spray, limited wish, power word stun*; 8th level: *maze, mass teleport without error (WsC)*; 9th level: *time stop*.

Permanent Spells: *comprehend languages, protection from good, protection from evil, protection from normal missiles, read magic, tongues, lightning reflection (WsC), true seeing*.

Common Precast Spells: *stonesskin, protection from paralysis, fly, fire shield, contingency (teleport if reduced below 20 hp [i.e. gravely wounded]), chain contingency (delayed blast fireball)* When he points his finger and says 'you' in Ancient Common. Spells are centered near the target, and Bediss will be careful to ensure that he is not injured by his own spells.

Kerrick hm F13: AL CN; AC -4; MV 12; hp 103; THAC0 2; #AT 5/2; Dmg 3d8+11 (Longsword) or 3d9+9 (Longbow); SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 5, Wis 5, Cha 9; MR nil; SZ L; ML 20.

Magic Items: *enlarged long sword +3, enlarged full plate armor, enlarged shield, enlarged longbow built for strength (18 (00)), 50 enlarged sheaf arrows, 50 enlarged flight arrows*.

Permanent Spells: *enlarge, detect invisibility, protection from good, protection from evil, lightning reflection (WsC), geas*.

Temporary Spells Cast on him: *stonesskin (11 hits)*.

Note: The Guardian does not leave the tower or the area close to it. All equipment has been permanently enlarged as well. He attacks all not bearing the Cult of the dragon or current mercenary company's device. His armor is emblazoned with the holy symbol of Ilmater and if his helmet is removed he matches the description of Artimus Sendant's son.

White Mantidrake (12): Int Low; AL LE; AC 3; MV 12, FL 18 (E); HD 6+3; hp 35; THAC0 13; #AT 3; Dmg 1d3/1d3/1d10; SA Breath Weapon (35 damage cone of cold), Tail Spikes; SD Immune to Cold; MR Nil; SZ H; ML 13.

Blue Dracimera (4): Int Low; AL LE; AC 0; MV 10, Fl 15 (E); HD 12; hp 54; THAC0 9; #AT 6; Dmg 1d3/1d3/1d4/1d4/1d12/1d12 (claw/claw/horn/horn/bite/bite); SA Breath Weapon

(54 Damage bolt of lightning); SD Immune to Electricity; MR Nil; SZ L; ML 13.

Red Wyverndrake (8): Int Average; AL CE; AC -3; MV 12; HD 8+7; hp 47; THAC0 11; #AT 3; Dmg 2d10/1d8 (Bite/Stinger); SA Breath Weapon, Poison, Surprise, Bombing; SD Immune to Fire; MR Nil; SZ G; ML 13.

Incisor: Int Genius; AL CE; AC -7; MV 12, Fl 22, Jp 9; HD 21; hp 176; THAC0 -1; #AT 4; Dmg 2d4/2d4/2d8/3d6; SA Vampiric Bite, Gaze, Spells, Paralyzing touch; SD Spell Immunities, +1 or better weapon to hit, and Special; MR 40%; SZ G; ML 20.

Spells - 1st Level: *magic missile x2*; 2nd level: *detect invisibility, invisibility*; 3rd level: *haste, dispel magic*; 4th level: *improved invisibility (All at 18th level)*

Magic Items - *ring of spell storing (razorfang (Cult) x2)*

Bite – His bite is a 20d4 + 10 hit point drain, save vs. breath weapon or damage is permanent and hit points are gained by Incisor. He can use this special bite attack in place of his normal bite damage just like a normal dragon's breath weapon, once every 3 rounds.

Innate Abilities: *detect magic, read magic, save vs. all spells cast at him at +1, shield 2/day, dispel magic 1/day, spell turning 1/day, telekinesis 1/day*. (All at 21st level)

Cult Forces Tier 8

Elite Cultist (20) hm F9: AL LE; AC -4; MV 12; hp 91; THAC0 7; #AT 2; Dmg 1d8+8; SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 10, Wis 10, Cha 8; MR nil; SZ M; ML 18.

Items: Field Plate, Shield, and a Long Sword.

Cult Priest (16) hm P(Sp)5: AL LE; AC 5; MV 12; hp 38; THAC0 18; #AT 1; Dmg 1d8; SA nil; SD nil; Str 14, Dex 13, Con 16, Int 11, Wis 17, Cha 13; MR nil; SZ M; ML 14.

Items: Scale mail, Shield, and a Long Sword.

Spells - 1st level: *cure light wounds x2*, *curse*, *cause light wounds x2*; 2nd level: *hold person x2*, *heat metal*; 3rd level: *prayer*, *protection from fire*.

Granted Powers – *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day.

Ordell of Mulhorand hm F9/P(Sp)18: AL LE; AC -4; MV 12; hp 105; THAC0 7; #AT 2; Dmg 1d4+1; SA Poison; SD nil; Str 18 (76), Dex 18, Con 18, Int 11, Wis 18, Cha 13; MR nil, or 40% in first combat only; SZ M; ML 20.

Saving Throws: PPDM 4, RSW 8, PP 7, BW 9, SP 9

Magic Items: *serpent blade* +3, *gold dragonhide armor* (base AC 0), *potion of magic resistance* (40%) (drunk at beginning of first combat), *serpent ring*, *amulet of the dragon*.

Spells per day – 10/10/9/9/6/4/2

Spells - 1st level: *cure light wounds x4*, *curse*, *bless*, *cause light wounds*, *protection from good*, *endure cold*, *endure heat*; 2nd level: *hold person x3*, *heat metal*, *slow poison*, *silence 15' radius*, *nap* (TOM), *draw upon holy might* (TOM), *charm person or mammal*, *withdraw*; 3rd level: *prayer*, *dispel magic x3*, *speak with dead x2*, *protection from fire*, *choose future* (TOM), *strength of one* (TOM), *call lightning*; 4th level: *dragon scales* (P&P), *abjure x2*, *cure serious wounds x3*, *divination*, *free action*, *protection from good 10' radius*; 5th level: *slay living x2*, *true seeing*, *meld* (tom), *flame strike x2*; 6th level: *spawn of Tiamat* (P&P), *word of recall*, *heal x2*; 7th level: *age dragon* (TOM), *unholy word*.

Granted Powers - *cause fear* 1/day, *feather fall* 1/day, *fear* or *fly* 1/day, *dragon scales* 1/day, Can breathe flame as per potion of fire breath 1/day, Immune to Lightning, Has Young Adult Blue Dragon mount Azure.

Azure Young Adult Blue Dragon: Int Very; AL LE; AC -1; MV 9, Fl 30 (C), Br 4; HD 15; hp 95; THAC0 8; #AT 3; Dmg 1d8+5, 1d8+5, 3d8+5 (claw/claw/bite); SA Breath Weapon (10d8+5, 5' wide 100' long bolt of

lightning); SD Immune to Electricity; MR 20%; SZ G; ML 16.

Innate Spells: *create or destroy water* 3/Day, Sound imitation at Wil.

Spells - 1st level *magic missile*, *enlarge* (Cast at 8th Level)

Azure Old Blue Dragon (Under the effects of an age dragon spell.): Int Very; AL LE; AC -4; MV 9, Fl 30 (C), Br 4; HD 18; hp 115; THAC0 3; #AT 3; Dmg 1d8+8, 1d8+8, 3d8+8 (claw/claw/bite); SA Breath Weapon (16d8+5, 5' wide 100' long bolt of lightning); SD Immune to Electricity; MR 35%; SZ G; ML 16.

Innate Spells: *create or destroy water* 3/Day, Sound imitation at will, *dust devil* 1/day, *ventriloquism* 1/day.

Spells - 1st level *magic missile*, *enlarge* (Cast at 11th Level)

Modified Brass Minotaur Golem: Int Non; AL N; AC 4; MV 8; HD 18; hp 80; THAC0 5; #AT 1; Dmg 3d10+3; SA Wounding, Maze; SD +3 or better magical weapon to hit, immune to most spells, *Ironguard* (FRA); MR Nil; SZ L; ML 20.

Magic Items: *Battleaxe of wounding* +3.

Special Attacks: The brass minotaur is armed with a *battle axe of wounding* +3 which functions as a the sword of the same name. The end of the haft holds a gem, which it can use to trap a quarry in the gem with an effect similar in all ways to a maze spell. Once an opponent is trapped within the gem the minotaur can enter the maze and do combat with the victim. When the golem enters the maze it regains 10-60% of its original hit points. It can only use the maze powers once per day. Victim and minotaur both vanish while in the maze. The axe shatters when the golem is destroyed.

Special Defenses: Immune to all spells except for find the path. If the spell is cast at the point where the victim and/or minotaur went into the maze it forces them to reappear. If cast directly on the minotaur it must save vs. spell or shatter. Unlike other brass golem minotaurs this one has one further defensive enchantment. An effect similar to an *Ironguard* (FRA) spell was woven into its enchantment. This effect can be negated for 1d4 rounds with a successful dispel magic. While so protected the golem takes only damage equal to the magical plus from any ferrous metal-based weapons. Also note that the golem and axe are both made of brass.

Bediss hm F7/W20: AL NE; AC -1; MV 12; hp 90; THAC0 14; #AT 2/3; Dmg 1d6; SA nil; SD nil; Str 16, Dex 16, Con 18, Int 19, Wis 15, Cha 11; MR nil; SZ M; ML 14.

Magic Items: *bracers of the academy, magic staff* (TOM) with (*improved invisibility, glitterdust*).

Spells per day – 5/5/5/5/4/3/3/2

Spells - 1st level: *magic missile x3, color spray, shield*; 2nd level: *invisibility, Snilloc's snowball swarm* (TOM), *mirror image, web, protection from paralysis*; 3rd level: *dispel magic, haste, fly, lightning bolt, flame arrow*; 4th level: *fire shield, stonesskin, wall of ice, dimension door, fumble*; 5th level: *feeblemind, chaos, cone of cold, wall of force, transmute rock to mud*; 6th level: *dweomerburst* (cult), *chain lightning, globe of invulnerability, project image*; 7th level: *prismatic spray, limited wish, power word stun*; 8th level: *maze, mass teleport without error* (WsC), *Abi-Dalzim's horrid wilting* (TOM); 9th level: *time stop, pierce any shield* (Cult).

Permanent Spells: *comprehend languages, protection from good, protection from evil, protection from normal missiles, read magic, tongues, lightning reflection* (WsC), *true seeing*.

Common Precast Spells: *stonesskin, protection from paralysis, fly, fire shield, contingency* (teleport if reduced below 20 hp [i.e. gravely wounded]), *chain contingency* (*delayed blast fireball, Abi-Dalzim's horrid wilting*) When he points his finger and says 'you' in Ancient Common. Spells are centered near the target, and Bediss will be careful to ensure that he is not injured by his own spells.

Kerrick hm F15: AL CN; AC -4; MV 12; hp 109; THAC0 0; #AT 5/2; Dmg 3d8+11 (longsword) or 3d9+9 (Longbow); SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 5, Wis 5, Cha 9; MR nil; SZ L; ML 20.

Magic Items: *enlarged* long sword +3, *enlarged* full plate armor, *enlarged* shield, *enlarged* longbow built for strength (18 (00)), 50 *enlarged* sheaf arrows, 50 *enlarged* flight arrows.

Permanent Spells: *enlarge, detect invisibility, protection from good, protection from evil, lightning reflection* (WsC), *geas*.

Temporary Spells Cast on him: *stonesskin* (11 hits).

Note: The Guardian does not leave the tower or the area close to it. All equipment has been permanently enlarged as well. He attacks all not bearing the Cult of the dragon or current mercenary company's device. His armor is emblazoned with the holy symbol of Ilmater and if his helmet is removed he matches the description of Artimus Sendant's son.

White Mantidrake (16): Int Low; AL LE; AC 3; MV 12, FL 18 (E); HD 6+3; hp 35; THAC0 13; #AT 3; Dmg 1d3/1d3/1d10; SA Breath Weapon (35 damage cone of cold), Tail Spikes; SD Immune to Cold; MR Nil; SZ H; ML 13.

Blue Dracimera (6): Int Low; AL LE; AC 0; MV 10, FL 15 (E); HD 12; hp 54; THAC0 9; #AT 6; Dmg 1d3/1d3/1d4/1d4/1d12/1d12

(claw/claw/horn/horn/bite/bite); SA Breath Weapon (54 Damage bolt of lightning); SD Immune to Electricity; MR Nil; SZ L; ML 13.

Red Wyverndrake (12): Int Average; AL CE; AC -3; MV 12; HD 8+7; hp 47; THAC0 11; #AT 3; Dmg 2d10/1d8 (Bite/Stinger); SA Breath Weapon, Poison, Surprise, Bombing; SD Immune to Fire; MR Nil; SZ G; ML 13.

Incisor: Int Genius; AL CE; AC -8; MV 12, FL 22, Jp 9; HD 22; hp 206; THAC0 -1; #AT 4; Dmg 2d4+2d8+11/2d4+2d8+11/2d8+2d8+11/3d6+2d8+11; SA Vampiric Bite, Gaze, Spells, Paralyzing touch; SD Spell Immunities, +1 or better weapon to hit, and Special; MR 45%; SZ G; ML 20.

Spells - 1st Level: *magic missile x2*; 2nd level: *detect invisibility, invisibility*; 3rd level: *haste, dispel magic*; 4th level: *improved invisibility* (All at 19th level)

Magic Items - *ring of spell storing* (*razorfang* (Cult) x2)

Bite – His bite is a 22d4 + 11 hit point drain, save vs. breath weapon or damage is permanent and hit points are gained by Incisor. He can use this special bite attack in place of his normal bite damage just like a normal dragon's breath weapon, once every 3 rounds.

Innate Abilities: *detect magic, read magic, save vs. all spells cast at him at +1, shield 2/day, dispel magic 1/day, spell turning 1/day, telekinesis 1/day*. (All at 22nd level)

Cult Forces Tier 9

Elite Cultist (24) hm F9: AL LE; AC -4; MV 12; hp 91; THAC0 7; #AT 2; Dmg 1d8+8; SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 10, Wis 10, Cha 8; MR nil; SZ M; ML 18.

Items: Field Plate, Shield, and a Long Sword.

Cult Priest (18) hm P(Sp)5: AL LE; AC 5; MV 12; hp 38; THAC0 18; #AT 1; Dmg 1d8; SA nil; SD nil; Str 14, Dex 13, Con 16, Int 11, Wis 17, Cha 13; MR nil; SZ M; ML 14.

Items: Scale mail, Shield, and a Long Sword.

Spells - 1st level: *cure light wounds x2*, *curse*, *cause light wounds x2*; 2nd level: *hold person x2*, *heat metal*; 3rd level: *prayer*, *protection from fire*.

Granted Powers – *cause fear* 1/day, *feather fall* 1/day, *fly* or *fly* 1/day.

Ordell of Mulhorand hm F9/P(Sp)20: AL LE; AC -4; MV 12; hp 105; THAC0 7; #AT 2; Dmg 1d4+1; SA Poison; SD nil; Str 18 (76), Dex 18, Con 18, Int 11, Wis 18, Cha 13; MR nil, or 40% in first combat only; SZ M; ML 20.

Saving Throws: PPDM 4, RSW 8, PP 7, BW 9, SP 9

Magic Items: *serpent blade* +3, *gold dragonhide armor* (base AC 0), *potion of magic resistance* (40%) (drunk at beginning of first combat), *serpent ring*, *amulet of the dragon*.

Spells per day – 11/11/10/9/7/5/2

Spells - 1st level: *cure light wounds x4*, *curse*, *bless*, *cause light wounds x2*, *protection from good*, *endure cold*, *endure heat*; 2nd level: *hold person x2*, *heat metal*, *slow poison*, *silence 15' radius x2*, *nap* (TOM), *draw upon holy might* (TOM), *charm person or mammal*, *withdraw x2*; 3rd level: *prayer*, *dispel magic x3*, *speak with dead x2*, *protection from fire*, *choose future* (TOM), *strength of one* (TOM), *call lightning*; 4th level: *dragon scales* (p&p), *abjure x2*, *cure serious wounds x3*, *divination*, *free action*, *protection from good 10' radius*; 5th level: *slay living x2*, *true seeing*, *meld* (TOM), *flame strike x2*; 6th level: *spawn of Tiamat* (P&P), *word of recall*, *heal x2*, *reverse time* (TOM); 7th level: *age dragon* (TOM), *Destruction*.

Granted Powers - *cause fear* 1/day, *feather fall* 1/day, *fly* or *fly* 1/day, *dragon scales* 1/day, Can breathe flame as per potion of fire breath 1/day, Immune to Lightning, Has Young Adult Blue Dragon mount Azure.

Azure Young Adult Blue Dragon: Int Very; AL LE; AC -1; MV 9, Fl 30 (C), Br 4; HD 15; hp 95; THAC0 8; #AT 3; Dmg 1d8+5, 1d8+5, 3d8+5 (claw/claw/bite);

SA Breath Weapon (10d8+5, 5' wide 100' long bolt of lightning); SD Immune to Electricity; MR 20%; SZ G; ML 16.

Innate Spells: *create or destroy water* 3/Day, Sound imitation at Wil.

Spells - 1st level *magic missile*, *enlarge* (Cast at 8th Level)

Azure Old Blue Dragon: Int Very; AL LE; AC -4; MV 9, Fl 30 (C), Br 4; HD 18; hp 115; THAC0 3; #AT 3; Dmg 1d8+8, 1d8+8, 3d8+8 (claw/claw/bite); SA Breath Weapon (16d8+5, 5' wide 100' long bolt of lightning); SD Immune to Electricity; MR 35%; SZ G; ML 16.

Innate Spells: *create or destroy water* 3/Day, Sound imitation at will, *DUST DEVIL* 1/day, *ventriloquism* 1/day.

Spells - 1st level *magic missile*, *enlarge* (Cast at 11th Level)

Modified Brass Minotaur Golems (2): Int Non; AL N; AC 4; MV 8; HD 18; hp 80; THAC0 5; #AT 1; Dmg 3d10+3; SA Wounding, Maze; SD +3 or better magical weapon to hit, immune to most spells, *Ironguard* (FRA); MR Nil; SZ L; ML 20.

Magic Items: *Battleaxe of wounding* +3.

Special Attacks: The brass minotaur is armed with a *battle axe of wounding* +3 which functions as a the sword of the same name. The end of the haft holds a gem, which it can use to trap a quarry in the gem with an effect similar in all ways to a maze spell. Once an opponent is trapped within the gem the minotaur can enter the maze and do combat with the victim. When the golem enters the maze it regains 10-60% of its original hit points. It can only use the maze powers once per day. Victim and minotaur both vanish while in the maze. The axe shatters when the golem is destroyed.

Special Defenses: Immune to all spells except for find the path. If the spell is cast at the point where the victim and/or minotaur went into the maze it forces them to reappear. If cast directly on the minotaur it must save vs. spell or shatter. Unlike other brass golem minotaurs this one has one further defensive enchantment. An effect similar to an *Ironguard* (FRA) spell was woven into its enchantment. This effect can be negated for 1d4 rounds with a successful dispel magic. While so protected the golem takes only damage equal to the magical plus from any ferrous metal-based weapons. Also note that the golem and axe are both made of brass.

Bediss hm F7/W22: AL NE; AC -1; MV 12; hp 92; THAC0 14; #AT 2/3; Dmg 1d6; SA nil; SD nil; Str 16,

Dex 16, Con 18, Int 19, Wis 15, Cha 11; MR nil; SZ M; ML 14.

Magic Items: *bracers of the academy*, *magic staff* (TOM) with (*improved invisibility*, *glitterdust*).

Spells per day – 5/5/5/5/5/4/4/3

Spells - 1st level: *Magic Missile* x3, *Color spray*, *Shield*; 2nd level: *invisibility*, *Snilloc's snowball swarm* (FRA), *mirror image*, *web*, *protection from paralysis* (TOM); 3rd level: *dispel magic*, *haste*, *fly*, *lightning bolt*, *flame arrow*; 4th level: *fire shield*, *stoneskin*, *wall of ice*, *dimension door*, *fumble*; 5th level: *feblemind*, *chaos*, *cone of cold*, *wall of force*, *transmute rock to mud*; 6th level: *dweomerburst* (cult), *chain lightning*, *globe of invulnerability*, *project image*, *repulsion*; 7th level: *prismatic spray*, *limited wish*, *power word stun*, *reverse gravity*; 8th level: *maze*, *power word blind*, *mass teleport without error* (WsC), *Abi-Daizim's horrid wilting* (TOM); 9th level: *time stop*, *Bigby's crushing hand*, *pierce any shield* (Cult).

Permanent Spells: *comprehend languages*, *protection from good*, *protection from evil*, *protection from normal missiles*, *read magic*, *tongues*, *lightning reflection* (WsC), *true seeing*.

Common Precast Spells: *stoneskin*, *protection from paralysis*, *fly*, *fire shield*, *contingency* (*teleport* if reduced below 20 hp [i.e. gravely wounded]), *chain contingency* (*delayed blast fireball*, *Abi-Dalzim's horrid wilting*). When he points his finger and says 'you' in Ancient Common. Spells are centered near the target, and Bediss will be careful to ensure that he is not injured by his own spells.

Kerrick hm F16: AL CN; AC -4; MV 12; hp 115; THAC0 -2; #AT 5/2; Dmg 3d8+11 (Longsword) or 3d9+9 (Longbow); SA nil; SD nil; Str 18 (00), Dex 18, Con 18, Int 5, Wis 5, Cha 9; MR nil; SZ L; ML 20.

Magic Items: *enlarged long sword* +3, *enlarged full plate armor*, *enlarged shield*, *enlarged longbow* built for strength (18 (00)), 50 *enlarged sheaf arrows*, 50 *enlarged flight arrows*.

Permanent Spells: *enlarge*, *detect invisibility*, *protection from good*, *protection from evil*, *lightning reflection* (WsC), *Geas*.

Temporary Spells Cast on him: *Stoneskin* (11 hits).

Note: The Guardian does not leave the tower or the area close to it. All equipment has been permanently enlarged as well. He attacks all not bearing the Cult of the dragon or current mercenary company's device. His armor is emblazoned with the holy symbol of Ilmater and if his helmet is removed he matches the description of Artimus Sendant's son.

White Mantidrake (20): Int Low; AL LE; AC 3; MV 12, FL 18 (E); HD 6+3; hp 35; THAC0 13; #AT 3;

Dmg 1d3/1d3/1d10; SA Breath Weapon (35 damage cone of cold), Tail Spikes; SD Immune to Cold; MR Nil; SZ H; ML 13.

Blue Dracimera (10): Int Low; AL LE; AC 0; MV 10, Fl 15 (E); HD 12; hp 54; THAC0 9; #AT 6; Dmg 1d3/1d3/1d4/1d4/1d12/1d12

(claw/claw/horn/horn/bite/bite); SA Breath Weapon (54 Damage bolt of lightning); SD Immune to Electricity; MR Nil; SZ L; ML 13.

Red Wyverndrake (16): Int Average; AL CE; AC -3; MV 12; HD 8+7; hp 47; THAC0 11; #AT 3; Dmg 2d10/1d8 (Bite/Stinger); SA Breath Weapon, Poison, Surprise, Bombing; SD Immune to Fire; MR Nil; SZ G; ML 13.

Incisor: Int Genius; AL CE; AC -9; MV 12, Fl 22, Jp 9; HD 23; hp 300; THAC0 -3; #AT 4; Dmg 2d4+2d8+12/2d4+2d8+12/2d8+2d8+12/3d6+2d8+12; SA Vampiric Bite, Gaze, Spells, Paralyzing touch; SD Spell Immunities, +1 or better weapon to hit, and Special; MR 40%; SZ G; ML 20.

Spells - 1st Level: *magic missile* x2; 2nd level: *detect invisibility*, *invisibility*; 3rd level: *haste*, *dispel magic*; 4th level: *improved invisibility* (All at 20th level)

Magic Items - *ring of spell storing* (*razorfang* (Cult) x2)

Bite – His bite is a 24d4 + 12 hit point drain, save vs. breath weapon or damage is permanent and hit points are gained by Incisor. He can use this special bite attack in place of his normal bite damage just like a normal dragon's breath weapon, once every 3 rounds.

Innate Abilities: *detect magic*, *read magic*, save vs. all spells cast at him at +1, *shield* 2/day, *dispel magic* 1/day, *spell turning* 1/day, *telekinesis* 1/day. (All at 23rd level)

Monstrous Manual Entries

Statistics for 'The Victim'

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal (Part of adventuring party)
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	As in Life
TREASURE:	None
ALIGNMENT:	As In Life
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	12
HIT DICE:	As in Life
THAC0:	As in Life
NO. OF ATTACKS:	As in Life
DAMAGE/ATTACK:	As in Life
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Nil or 50%
SIZE:	M
MORALE:	Special
XP VALUE:	7,000

If the victim is able to cast spells then they do NOT get any magic resistance.

Ecology: The victims of the whims of various powers exist only until they succeed or fail in whatever task is placed before them. Success is generally rewarded with a return to life - a second chance. Failure usually results only in the victim continuing on to their final rest, although punishment is not unknown for those who fail some evil powers.

Victims are simply the result of a power taking a hand in the normal process of an individual's death. They are formed when a power desires someone to do their bidding on the prime material plane without directly sending agents of his or her own who might be recognized by another power. These victims are always the result of the violent death at the hands of someone or something the power is working against.

Combat: Similar to ghosts in many ways, 'victims' are non-corporeal (ethereal), they are usually encountered only by creatures in a like state. They can cause themselves to become visible to those existing on the material plane by concentrating to become so. In order to become visible, victims must make a successful wisdom check, appearing as a translucent image as they were in life but with none of the equipment or clothing they had in life (you can't take it with you). They can with another wisdom check become clothed in whatever fashion they can imagine, however. The sudden appearance of such an apparition is unsettling, to say the least, and all who witness it are effected as if by a *Scare* spell. In fact, even after recovering from the initial sight it is possible for the victim to cause this effect once again by changing their appearance in some gruesome way (a good example is as seen in the movie "Beetlejuice"). No one can be effected by this power more than twice, as they have become used to the victim's antics.

The victim, while immaterial, is not without danger to the living. The ghostly touch of the victim causes 1-10 points of cold damage to anyone they hit. The victim also retains any spells that they had in memory when he/she was victimized. These spells are available to the victim as innate powers usable once each. However, in no way can the victim re-memorize or pray for these spells again until they have been returned to life. They do not have any of the 'physical' abilities that they had in life (e.g., getting no bonus for dexterity or strength), but they do have the same number of hit points that they had in life.

When semi-material they are armor class 0 and can only be hit by magical weapons of +1 or better enchantment. They are immune to charm, sleep, enfeeblement, polymorph, cold, insanity, or death spells. NON-spell caster victims receive the 50% magic resistance.

Incisor - Fang Dragon Dracolich

[** Note: some statistics vary by tier **]

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (18)
TREASURE:	B, H, S, T
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	-7
MOVEMENT:	12, Fl 22 (D), Jp 9
HIT DICE:	21
THAC0:	-1
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2d4+2d8+10/2d4+2d8+10/2d8+2d8+10 /3d6+2d8+10 (claw, claw, tail slash, bite)
SPECIAL ATTACKS:	Vampiric bite, Gaze, Spells, Paralyzing touch
SPECIAL DEFENSES:	Spell Immunities, Spell Use, +1 or better weapon to hit, and Special *
MAGIC RESISTANCE:	40%
SIZE:	Gigantic
MORALE:	20
XP VALUE:	Varies

Innate Abilities: *detect magic*, *read magic*, save vs. all spells cast at him at +1, *shield* 2/day, *dispel magic* 1/day, *spell turning* 1/day, *telekinesis* 1/day. (All at hit dice/level according to tier)

Common Spells: 1st Level: *magic missile* x2; 2nd level: *detect invisibility*, *invisibility*; 3rd level: *haste*, *dispel magic*; 4th level: *improved invisibility* (All effects cast at hit dice/level according to tier)

* **Special Note:** All attacks made on a Dracolich do not gain any attack or damage modifiers. This means that all attacks are made using the base THAC0 and Damage rolls. Specifically, this means no magic, strength, specialization, racial or other adjustments are used on attack or damage rolls.

Magic Items: *beads of magic disruption*, *ring of draconic spell storing (razorfang x2)*

Saving Throws: PPDM 3, RSW 5, PP 4, BW 4, Sp 5

Combat: Incisor has been stalking the Grey Hills for well over two centuries. He considers it his own personal hunting preserve, and slays any intruders detected quickly.

Because of his familiarity with the area, he uses the terrain to his advantage, giving opponents a -3 penalty to all surprise rolls. If he is also invisible and silent, the penalty increases to -7 (this is a common tactic when he encounters adventurers or other powerful foes).

Incisor, like all Fang Dragons, does not have a breath weapon. Instead, he has a special bite attack that drains hit points. Anyone who fails a save vs. breath weapon due to a bite is permanently drained of hit points lost, and these are then gained by Incisor (see stat box for details). A successful save prevents the hit point loss from being permanent but does not negate the damage inflicted.

Like all dracoliches, Incisor is immune to charm, sleep, enfeeblement, polymorph, cold (magical or natural), electricity, hold, insanity, and death spells or symbols. He cannot be poisoned, paralyzed, or turned by priests. Only magical attacks from wizards

of 6th level or higher, or from monsters of 6 or more Hit Dice have a chance of affecting him.

A -3 penalty is imposed on all saves vs. his Draconic Fear Aura. The gaze of his glowing eyes can paralyze creatures within 40 yards if they fail their saving throw (creatures of 6th level [or 6 hit dice] or higher gain a +3 bonus to their saving throws.) If a creature successfully saves against his gaze, it is permanently immune to future gaze attacks.

All physical attacks, such as clawing and biting, inflict an additional 2d8 points of chilling damage. A victim struck by him who fails a saving throw vs. paralyzation is paralyzed for 2d6 rounds. Immunity to cold damage, temporary or permanent negates the chilling damage but not the paralyzation.

If Incisor or his proto-dracolich form is slain, his spirit immediately returns to his host, an ancient obsidian orb kept in a heavily warded area of his lair. This item is of little value (a few gold pieces), but it is a very hard stone which possesses very strong evil, along with overwhelming necromantic and enchantment dweomers. For "proto forms", he has a number of suitable corpses located in a large hidden cavern connected to his lair.

Finally, he has the power that all dracoliches have over undead and there are a large number of these in his lair. However, he rarely takes any his undead with him when he hunts, as he considers them a hindrance.

History: Incisor underwent the transformation into a dracolich some 500 winters ago. Some of the Cult whisper that he underwent the transformation at the hand of Sarmaster himself, but this is not known for sure. He spent the first 300 years serving the Cult in many widespread locations and was nearly destroyed several times. After sating his bloodlust he settled into a lair in the Grey Hills to time to build up a horde and grow in power. There he stayed until several years ago when members of the Cult cell in the Vast convinced him that the small war being conducted by Myrkyssa Jelan.

Those possessing the Dragon Lore NWP (or a reference work containing information regarding Fang Dragons) has a chance to know about the permanent hit point drain and how to reverse it. If a victim of this effect ingests or comes into direct (skin) contact with some of the dragon's gore or cranial fluids, the stolen hit points are regained. A *restoration* spell can also restore the hit point loss, as can a *wish*.

Dracolich

CLIMATE/TERRAIN:	See below
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	As per individual dragon
TREASURE:	B, H, S, T
ALIGNMENT:	Evil (any)
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	As per former dragon type
HIT DICE:	As per former dragon type
THAC0:	As per former dragon type
NO. OF ATTACKS:	As per former dragon type
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Breath weapon and spell use
SPECIAL DEFENSES:	Spell immunities and spell use
MAGIC RESISTANCE:	See below
SIZE:	As per individual dragon
MORALE:	See below
XP VALUE:	As per individual dragon, plus 1,000 (both dracolich and host must be destroyed)

The dracolich is an undead creature resulting from the unnatural transformation of an evil dragon. The mysterious Cult of the Dragon practices the powerful magic necessary for the creation of the dracolich, though other practitioners are also rumored to exist.

A dracolich can be created from any of the evil dragon subspecies. A dracolich retains the physical appearance of its original body, except that its eyes appear as glowing points of light floating in shadowy eye sockets. Skeletal or semi-skeletal dracoliches have been observed on occasion.

The senses of a dracolich are similar to those of its original form; it can detect invisible objects and creatures (including those hidden in darkness of fog) within a 10-foot radius per age category and also possesses natural *clairaudience* ability while in its lair equal to a range of 20 feet per age category. A dracolich can speak, cast spells, and employ the breath weapon of its original form; it can cast each of its spells once per day and can use its breath weapon once every three combat rounds. Additionally, a dracolich retains the intelligence and memory of its original form.

Combat: Dracoliches are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold* (magical or natural), *electricity*, *hold*, *insanity*, and *death* spells or *symbols*. They cannot be poisoned, paralyzed, or turned by priests. They have the same magic resistance as their original forms; only magical attacks from wizards of 6th level or higher, or from monsters of 6 or more Hit Dice have a chance of affecting dracoliches.

The Armor Class of a dracolich is equal to the Armor Class of its original form, bettered by -2 (for example, if the AC of the original form was -1, the AC of the dracolich is -3). Attacks on a dracolich, due to its magical nature, do not gain any attack or damage roll bonuses.

Initially, a dracolich has the same morale rating as its original form. However, after a dracolich is successful in its first battle, its morale rating permanently becomes Fearless (19 base); this assumes that the opponent or opponents involved in the battle had a Hit Dice total of at least 100% of the Hit Dice of the dracolich (for instance, a 16-HD dracolich must defeat an opponent or opponents of at least 16 total HD to receive the morale increase). Once a dracolich receives the morale increase, it becomes immune to magical fear as well.

The dracolich has a slightly stronger ability to cause fear in

opponents than it did in its original form; opponents must roll their saving throws vs. spell with a -1 penalty (in addition to any other relevant modifiers) to resist the dracolich's fear aura. The gaze of the dracolich's glowing eyes can also paralyze creatures within 40 yards if they fail their saving throws (creatures of 6th level {or 6 Hit Dice} or higher gain a +3 bonus to their saving throws). If a creature successfully saves against the gaze of a dracolich, it is permanently immune to the gaze of that particular dracolich.

The attack routine of a dracolich is similar to that of its original form; for example, a dracolich that was originally a green dragon will bring down a weak opponent with a series of physical attacks, but it will stalk more formidable opponents, attacking at an opportune moment with its breath weapon and spells.

All physical attacks, such as clawing and biting, inflict the same damage as the dracolich's original form, plus 2d8 points of chilling damage. A victim struck by a dracolich who fails a saving throw vs. paralyzation is paralyzed for 2d6 rounds. Immunity to cold damage, temporary or permanent, negates the chilling damage but not the paralyzation. Dracoliches cannot drain life levels.

All dracoliches can attempt *undead control* (as per a *potion of undead control*) once every three days on any variety of undead with 60 yards. The undead's saving throws against this power suffer a -3 penalty; if the *undead control* is successful, it lasts for one turn only. While *undead control* is in use, the dracolich cannot use other spells. If the dracolich interrupts its undead control before it has been used for a full turn, the dracolich must still wait three days before the power can be used again.

If a dracolich or proto-dracolich is slain, its spirit immediately returns to its host. If there is no corpse in range for it to possess, the spirit is trapped in the host until such a time -- if ever -- that a corpse becomes available. A dracolich is difficult to destroy. Power word kill or a similar spell can destroy it outright. If its spirit is currently contained in its host, destroying the host when a suitable corpse is not within range effectively destroys the dracolich. Likewise, an active dracolich is unable to attempt further possessions if its host is destroyed. The fate of a disembodied dracolich spirit -- that is, a spirit with no body or host -- is unknown, but it is presumed that it is drawn to the lower planes.

Habitat/Society: The creation of a dracolich is a complex process involving the transformation of an evil dragon by arcane magical forces, the most notorious practitioners of which are members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards, but especially powerful wizards have been known to coerce an evil dragon to undergo the transformation against its will.

Any evil dragon is a possible candidate for transformation, although old dragons or older with spell-casting abilities are preferred. Once a candidate is secured, the wizards first prepare the dragon's host, an inanimate object that will hold the dragon's life force. The host must be a solid item of not less than 2,000 gp value resistant to decay (wood, for instance, is unsuitable). A gemstone is commonly used for a host, particularly ruby, pearl, carbuncle, and jet, and is often set in the hilt of a sword or other weapon. The host is prepared by casting *enchant an item* upon it and speaking the name of the evil dragon; the item may resist the spell by successfully saving vs. spell as an 11th-level wizard. If the spell is resisted, another item must be used for the host. If the spell is not resisted, the item can then function as a host. If desired, *glassteel* can be cast upon the host to protect it.

Next, a special potion is prepared for the evil dragon to consume. The exact composition of the potion varies according to the age and type of the dragon, but it must contain precisely seven ingredients, among them a *potion of evil dragon control*, a *potion of invulnerability*, and the blood of a vampire. When the evil dragon consumes the potion, the results are determined as follows (roll percentile dice):

Roll	Result
01-10	No effect
11-40	Potion does not work. The dragon suffers 2d12 points of damage and is helpless with convulsions for 1-2 rounds.
41-50	Potion does not work. The dragon dies. A full <i>wish</i> or similar spell is needed to restore the dragon to life; a <i>wish</i> to transform the dragon into a dracolich results in another roll on this table.
51-00	Potion works

If the potion works, the dragon's spirit transfers to the host, regardless of the distance between the dragon's body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it cannot be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable.

The wizard who originally prepared the host must touch the host, cast a *magic jar* spell while speaking the name of the dragon, and then touch the corpse. The corpse must fail a saving throw vs. spell for the spirit to successfully possess it; if it saves, it will never accept the spirit. The following modifiers apply to the roll:

- 10 If the corpse is the spirit's own former body (which can be dead for any length of time).
- 4 If the corpse is of the same alignment as the dragon.
- 4 If the corpse is that of a true dragon (any type).
- 3 If the corpse is that of a fire Drake, ice lizard, wyvern, or fire lizard.
- 1 If the corpse is that of a dracolisk, dragonne, dinosaur, snake, or other reptile.

If the corpse accepts the spirit, the spirit animates it. If the animated corpse is the spirit's former body, it immediately becomes a dracolich; however, it will not regain the use of its voice and breath weapon for another seven days (note that it will not be able to cast spells with verbal components during this time). At the end of seven days, the dracolich regains the use of its voice and breath weapon.

If the animated corpse is not the spirit's former body, it immediately becomes a proto-dracolich. A proto-dracolich has the mind and memories of its original form, but has the hit points and immunities to spells and priestly turning of a dracolich. A proto-dracolich can neither speak nor cast spells; further, it cannot cause chilling damage, use a breath weapon, or cause fear as a dracolich. Its strength, movement, and Armor Class are those of the possessed body.

To become a full dracolich, a proto-dracolich must devour at least 10% of its original body. Unless the body has been dispatched to another plane of existence, a proto-dracolich can always sense the presence of its original body, regardless of the distance. A proto-dracolich will tirelessly seek out its original body to the exclusion of all other activities. If its original body has been burned, dismembered, or otherwise destroyed, the proto-dracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possible only through use of a *disintegrate* or similar spell; the body could be reconstructed with a *wish* or similar spell, so long as the spell is cast in the same plane as the *disintegration*). If a proto-dracolich is unable to devour its original body, it is trapped in its current form until slain.

A proto-dracolich transforms into a full dracolich within seven days after it devours its original body. When the transformation is complete, the dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a dracolich.

The procedure for possessing a new corpse is the same as

explained above, except that the assistance of a wizard is no longer necessary (casting *magic jar* is required only for the first possession). If the spirit successfully re-possesses its original body, it once again becomes a full dracolich. If the spirit possesses a different body, it becomes a proto-dracolich and must devour its former body to become a full dracolich.

A symbiotic relationship exists between a dracolich and the wizards who create it. The wizards honor and aid their dracolich, as well as providing it with regular offerings of treasure items. In return, the dracolich defends its wizards against enemies and other threats, as well as assisting them in their various schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

Dracoliches are generally found in the same habitats as the dragons from which they were created; dracoliches created from green dragons, for instance, are likely to be found in subtropical and temperate forests. Though they do not live with their wizards, their lairs are never more than a few miles away. Dracoliches prefer darkness and are usually encountered at night, in shadowy forests, or in underground labyrinths.

Ecology: Dracoliches are never hungry, but they must eat in order to refuel their breath weapons. Like dragons, dracoliches can consume nearly anything, but prefer the food eaten by their original forms (for instance, if a dracolich was originally a red dragon, it prefers fresh meat). The body of a destroyed dracolich crumbles into a foul-smelling powder within a few hours; knowledgeable wizards can use this powder as a component for creating *potions of undead control* and similar magical substances.

Dragon, General

Dragons are an ancient, winged reptilian race. They are known and feared for their size, physical prowess, and magical abilities. The oldest dragons are among the most powerful creatures in the world. Most dragons are identified by the color of their scales.

There are many known subspecies of dragons, several of which fall into three broad categories: chromatic, gem, and metallic dragons. Chromatic dragons include black, blue, green, red, and white dragons; all are extremely evil and are feared by most. The metallic dragons are the brass, bronze, copper, gold, and silver dragons; these are noble and good, highly respected by wise people.

The gem dragons are the amethyst, crystal, emerald, sapphire, and topaz dragons; they are neutral with respect to good and evil, and are very charismatic and suave, masters of persuasion who delight in riddles. Though generally smaller and slower than other dragons, gem dragons are often wiser and more intelligent, and have other powers to compensate, like psionics.

In addition to the dragons in these three classifications, there are other dragons that may at first seem to be members of those categories. For instance, the steel dragon seems to be a metallic dragon, but has only one breath weapon; while each "true" metallic dragon has two. Likewise, the brown dragon seems to be a typical, evil chromatic dragon; but has no wings, so is not a "true" chromatic dragon.

Although all subspecies of dragons are believed to have come from the same roots tens of thousands of years ago, the present subspecies keep to themselves, working together only under extreme circumstances, such as a powerful mutual threat. Good dragons never work with evil dragons, however, though a few neutral dragon specimens have been known to associate with evil or good dragons. Gold dragons occasionally associate freely with silver dragons, and emerald dragons are sometimes found with sapphire dragons.

When evil dragons of different species encounter each other, they usually fight to protect their territories. While good dragons of different subspecies are more tolerant of each other, they are also very territorial. They usually try to work out differences in a peaceful manner. Gem dragons often settle inter-species disputes with riddling contests.

All subspecies of dragons have 12 age categories, and gain more abilities and greater power as they age. Dragons range in size from several feet upon hatching to more than 100 feet, after they have attained the status of great wyrm. The exact size varies according to age and subspecies. A dragon's wingspan is about equal to its body length; 15-20% of a dragon's body length is neck.

Generally, when multiple dragons are encountered they are a mated pair and young. Mated dragons are always young adults, adults, or mature adults; young dragons found with their parents are of the young adult stage or younger. To determine the age of young dragons roll 1d6: 1 = egg; 2 = hatchling; 3 = very young; 4 = young; 5 = juvenile; 6 = young adult.

During the early part of a dragon's young adult stage it leaves its parents, greed driving it on to start a lair of its own. Sometimes, although rarely, juvenile dragons leave their parents to start their own lives. As a pair of mated dragons age beyond the mature adult stage, they split up, independence and the lust for treasure driving them apart. Older dragons of either sex sometimes raise young, but only on their own -- the other parent leaves when the eggs are laid.

Dragons, especially older ones, are generally solitary due to necessity and preference. They distance themselves from civilization, which they consider to be a petty and foolish mortal invention.

Dragons are fearsome predators, but scavenge when necessary and can eat almost anything if they are hungry enough. A dragon's metabolism operates like a highly efficient furnace, making use of 95% of all the food the dragon eats. A dragon can also metabolize inorganic material, and some dragons have developed a taste for such fare.

Although dragons' goals and ideals vary among subspecies, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magical items as possible. They find treasure pleasing to look at, and they bask in the radiance of the magical items. For a dragon, there is never enough treasure. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate areas or to get food. Dragons like to make beds of their treasure, shaping nooks and mounds to fit their bodies. By the time they mature to the great wyrm stage, hundreds of gems and coins are imbedded in their hides.

Dragon Defenses: A dragon's Armor Class improves as it gets older and the creature becomes tougher. Old dragons or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them partially resistant to harmful magic. A dragon's resistance to magic increases as it ages.

Dragon Hide: Dragon skin is prized by armorers with the skill to turn it into shields and armor, valuable because of its appearance and the protection it affords. Dragon armor grants its wearer an Armor Class of 4 less than the Armor Class of the dragon it was taken from, for a minimum Armor Class of 8. For example, armor from a juvenile brass dragon (AC 0) grants its wearer AC 4. Dragon armor is supple and non-bulky, weighing only 25 pounds.

The scales of gem dragons take on properties of actual gems; they are faceted and reflect light. They are slightly more brittle than those of other dragons, so armor made from them requires repair more often.

Dragon armor affords no extra protection, such as resistance to fire or cold, although the armor can be enchanted to provide such protection. A dragon's resistance to certain elements is based on its total makeup, not just its skin. Plain dragon armor is expensive to make, costing 1,000-10,000 gp, based on the workmanship and protection the armor affords. Dragon skin armor can be enchanted, just as other forms of armor can, to a maximum of +5.

Dragon shields also offer no additional protection. They are made of stretched hide over a wooden frame. Such shields weigh 3 pounds (if small) or 8 pounds (if large) and cost 20-120 or 30-180 gold pieces.

Dragon Senses: 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. All dragons possess 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.

Some dragons are able to communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its Intelligence and age category. Refer to individual descriptions for percentages.

Dragon Lairs: All dragon lairs are far from mortal civilization, and they are difficult to find because the dragons take careful measures to cloak their coming and going. There is usually little, if any, wildlife around the lairs because neighboring creatures fear the dragons, and most dragons eat the few creatures that are foolish enough to remain.

When a young adult dragon leaves its parents in search of its own lair, it spends a few years moving from place to place to find a cave or cavern which best suits its personality. In most cases, the dragons search for increasingly larger caves, which can easily accommodate them as they grow. Usually by the time a dragon has reached the mature adult stage, it has selected a large lair it plans to keep for the remainder of its life. A dragon at this stage has gathered a considerable amount of treasure and is loath to move it to a different location.

The location and character of dragon lairs vary based on each subspecies; consult individual dragons for specific information. However, one thing remains constant: any dragon considers its lair and neighboring areas its domains. A creature, which violates or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons create hazardous conditions within their lair to keep unwary creatures from reaching the treasure.

Dragon Flight: Despite their large size, dragons are graceful and competent fliers; most are maneuverability class C. This is due partially to their powerful wings, and partially to the dragon's innate magic. Dragons can climb at half speed and dive at double speed.

A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during the round it executes a wingover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

Diving dragons can strike with their claws with a +2 bonus to attack rolls. Dragons diving on land-bound opponents can also strike with both wings, but then must land immediately after attacking.

When engaging other flying opponents, dragons can either claw or bite, but not both. An airborne dragon must glide to cast spells (but innate abilities can be used at any time). A gliding dragon loses 1,000 feet of altitude per round, and its forward speed is equal to one half its flight speed on the round before it began gliding.

Dragon Table

Age Category	Age (in Years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
1 Hatchling	0-5	-6	+1	Nil	Nil
2 Very Young	6-15	-4	+2	Nil	Nil

3 Young	16-25	-2	+3	Nil	Nil
4 Juvenile	26-50	Nil	+4	Nil	Nil
5 Young Adult	51-100	+1	+5	15	+3 (+7)
6 Adult	101-200	+2	+6	20	+2 (+6)
7 Mature Adult	201-400	+3	+7	25	+1 (+5)
8 Old	401-600	+4	+5	30	0 (+4)
9 Very Old	601-800	+5	+9	35	-1 (+3)
10 Venerable	801-1,000	+6	+10	40	-2 (+2)
11 Wyrm	1,001-1,200	+7	+11	45	-3 (+1)
12 Great Wyrm	1,200+	+8	+12	50	-4 (0)

Dragon Fear: Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with less than 1 Hit Die (as well as all non-carnivorous, non-aggressive creatures with fewer Hit Dice than the dragon) to automatically flee in panic for 4d6 rounds.

Trained war mounts, organized military units, and single creatures with 1 Hit Die or more, but with fewer Hit Dice than the dragon are not panicked, but they may be stricken with fear if they are within the dragon's fear aura. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less. Creatures not automatically panicked are entitled to saving throws vs. petrification. Creatures failing their saving throws are stricken with fear and fight with a -2 penalty to their attack and damage rolls. The aura increases in size and power based on the age category of the dragon; creatures subjected to the aura receive a saving throw bonus or a penalty as specified on the Dragon Table. All creatures with Hit Dice equal to or greater than those of the dragon are immune to the fear effect.

Gem dragons are not as inherently fearsome as other dragons, so saving throws against their fear auras receive bonuses; the bonuses appear in parenthesis in the Dragon Table.

Dragon Hit Die Modifier: Dragon Hit Dice vary between subspecies and are modified based on age category. Refer to individual dragon entries for the base Hit Dice for each species, and to the Dragon Table for the modifier based on age. The older a dragon gets, the more Hit Dice it has. For example, a black dragon has a base of 10 Hit Dice. A hatchling black dragon subtracts 6 dice, giving it a total of 4. A great wyrm black dragon adds 8 dice for a total of 18.

Dragons' saving throws are tied to their Hit Dice. Each dragon saves as a fighter equal in level to the dragon's Hit Dice. For example, a hatchling black dragon saves as a 4th-level fighter, while a great wyrm black dragon saves as an 18th-level fighter.

Dragon Combat Modifier: A dragon's combat modifier varies with age category. The bonus or penalty applies to damage rolls for each physical attack. It does not apply to a dragon's breath weapon. The combat modifier is also applied to the dragon's base spellcasting level (age category), to determine the actual level at which the dragon casts spells (thus, a great wyrm casts spells at 24th level of ability).

Dragon Attacks: All dragons have a claw/claw/bite attack form and a breath weapon. The latter can be used once every three rounds. Dragons also employ several other attack forms, which are detailed in the following text. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as the bite; against the foes they perceive to be the toughest.

A dragon's preferred attacks are usually, in order, breath weapon, magical abilities (or spells), and physical attacks. A dragon that breathes during a round of combat cannot also attack physically. Magical abilities (but not spells) can be used in addition to any attacks, except the breath weapon.

Claws: A dragon can use its claws to attack creatures to its front and sides. If the dragon kicks with one rear leg, it can attack with only one claw (the other must be used to maintain balance).

Bite: Because of a dragon's long neck, it can bite creatures to its back and sides.

Snatch: Only young adult and older dragons can snatch. This occurs when a flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method is taken into the air. There is a 50% chance that a snatched creature has its arms pinned, and therefore cannot physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the dragon's mouth (the transfer requires a successful attack roll). If the transfer succeeds, the victim automatically suffers bite damage each round; if it fails, the victim is dropped. Dragons of age old and older can carry a victim in each claw, and they can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one of the first two snatched must be transferred from claw to mouth before the third can be snatched.

A dragon can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12' long).

Plummet: If the DM chooses to allow plummets, an airborne dragon, or a dragon jumping and descending from at least 30 feet above a target, can land on a victim. The dragon crushes and pins opponents using its claws and tail, inflicting damage equal to its bite. The dragon can crush as many creatures as its combat modifier. The dragon rolls a separate attack against each creature affected. Creatures that are missed are assumed to have escaped. Creatures that are crushed must roll successful saving throws vs. petrification or be pinned under the dragon, automatically suffering crushing damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, the victims must roll successful saving throws vs. petrification to get free. The dragon's combat modifier applies as a penalty to all saving throw vs. the crush. A dragon cannot take any other actions when plummeting or pinning.

Kick: Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet, +1 foot per age category of the dragon. Those knocked back must make successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can kick with only one hind leg (the other must be used for balance). It cannot slap its tail while kicking.

Wing Buffet: Young adult and older dragons can employ their wings in combat; targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their Dexterity or less on 1d20 or be knocked prone.

Tail Slap: Adult and older dragons can use their tails to attack creatures to their rear and sides. A tail attack inflicts the same damage as two claw attacks and affects as many targets as the dragon's age category. The dragon rolls a separate attack against each creature. Creatures struck must roll successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or be stunned for 1d4+1 minutes. A tail slap can smash a light wooden structure and even damage a cube of force (one charge per two points of combat modifier, round down).

Stall: Any dragon flying near the ground can halt its forward motion and hover for one round; it must land immediately thereafter. Once stopped, the dragon can attack with its bite and all four legs. It can use its breath weapon instead, but this rarely happens since dragons can breathe on the wing. If a dragon stalls in an area with lots of trees or loose earth, the draft from its wings creates a dust cloud with the same radius as its fear aura. Creatures within the cloud are blinded, and no spell casting is possible. The dust lasts for one round.

Spells: Dragons learn spells haphazardly over the years. The DM should randomly determine which spells any particular dragon

knows. The dragon can cast each spell once per day, unless random determination indicates the same spell more than once, in which case the dragon can cast it more than once a day. Dragons do not use spell books or pray to deities; they simply sleep, concentrate when they awaken, and remember their spells. Dragon spells have only a verbal component; the spells have a casting time of 1, regardless of level. Dragons cannot physically attack, use their breath weapon, use their magical abilities, or fly (except to glide) while casting a spell.

Spells Appendix

4th Level Spells

Dragon Scales (Pr4; Alteration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

This spell creates a plating of dragon scales that grow from the priest's epidermis to cover all of the body except the head. The dragon scales give the priest a base AC of 4 or a +2 AC bonus, whichever is better. The spellcaster determines the tint of the dragon scales, but the chosen hue must correspond to that of a chromatic dragon species found in the Realms.

The material components for this spell are the priest's holy symbol and a single dragon scale.

5th Level Spells

Lightning Reflection (Wiz 5; Abjuration, Alteration)

Range: 0
Components: V, S, M
Casting Time: 5
Duration: 1 turn
Area of Effect: 1 being
Saving Throw: None

This spell protects the caster or touched recipient, and all worn or carried material against all effects of energy discharges. All such attacks are reflected straight back at their sources for full normal effect. Magical or natural lightning and other raw energy discharges are protected against. Magic missiles are also reflected. Fire is not protected against.

The material components of this spell are a drop of quicksilver and a shard of metal of any size.

Razorfangs (Wiz 5; Alteration; Shadow Magic)

Range: 0
Components: V
Casting Time: 5
Duration: 1 round/level to a maximum of 1 turn
Area of Effect: The caster
Saving Throw: Special

This spell is a highly improved version of the *sharptooth* spell. When a *razorfangs* spell is cast, the dragon's teeth become exceptionally hard, strong and sharp. Due to this alteration, any successful bite attack

inflicts +2 per two age categories to each damage roll (round down to a minimum of 2 points). Furthermore, on an unmodified roll of 19 or 20, the bite severs an opponent's limb (or other extremity, as appropriate), just as if the victim had been struck with a *sword of sharpness*. If the victim fails a saving throw vs. death magic upon becoming the victim of such a successful attack roll, his or her head is severed as if by a *vorpal sword*.

6th Level Spells

Dweomerburst (Wiz 6; Alteration, Metamagic)

Range: 10 yards
Components: V,S,M
Casting Time: 6
Duration: Instantaneous
Area of Effect: Special
Saving Throw: Special

This spell causes any one magical barrier within range that was created by a spell of 5th level or less to explode in a burst of magical force. The barrier is destroyed, and the destructive energy of its blast streams directly away from the caster, dealing 1d6 hit points of damage per level of the spell that created it (save vs. spell to suffer only half damage) to all beings within 20 feet of the point of ignition.

All beings caught in the area affected by a *dweomerburst* must also make a saving throw vs. spell. Failure indicates they are stunned (reeling, unable to think coherently or perform an deliberate act) for 1d4 rounds and, if spellcasters, lose a randomly chosen spell from any spells currently memorized. Success indicates that they are merely stunned for 1 round.

The material component of this spell is a specially manufactured slender brown-glass spindle that is snapped between the caster's fingers during casting.

Spawn of Tiamat (Pr 6; Alteration)

Sphere: Combat
Range: 60 yards
Components: V, S, M
Duration: 1 turn +2 rounds/level
Casting Time: One dragon or a person in dragonshape
Saving Throw: None

By means of this spell, a priest can cause any of Tiamat's spawn (defined as any chromatic dragon) to grow a second head and neck for the duration of the incantation. Identical in appearance to the original head,

the second head can bite once per round in addition to the dragon's normal attacks. Dragons cannot normally employ their breath weapon while making physical or casting spells with the original head and body. Even under the effects of a *spawn of Tiamat* spell, a dragon cannot breathe more than once every three rounds total from both heads. The second head is nonintelligent and completely under the control of the dragon. It cannot be used to cast spells.

The second head and neck have the same Armor Class as the rest of the dragon. The head and neck both vanish at the end of the spell duration or if 20 or more points of damage are inflicted specifically on them. Damage specifically targeted to the second head and neck does not count toward total damage to the dragon, but if a dragon under the effect of *spawn of Tiamat* dies, the head and neck disappear. A dragon can only benefit from a single *spawn of Tiamat* spell at a time.

The material components for this spell are the priest's holy symbol and a pair of hydra scales.

8th Level Spells

Mass Teleport Without Error (Wiz 8; Alteration; Dimension)

Range: Touch
Components: V, S
Casting Time: 1 turn
Duration: Instantaneous
Area of Effect: Up to 12 people
Saving Throw: None

This spell is similar to the *mass teleport* spell. The caster transports himself and up to 11 companions to any known location in his home plane with no chance of error.

Like *teleport without error*, travel to other planes is possible, but only to locations the caster has previously studied carefully. No matter how careful this perusal was, there is a chance for mishap when traveling to another plane. Accordingly, the caster must roll for accuracy. Again, breaking the circle before the end of the turn disrupts the spell.

9th Level Spells

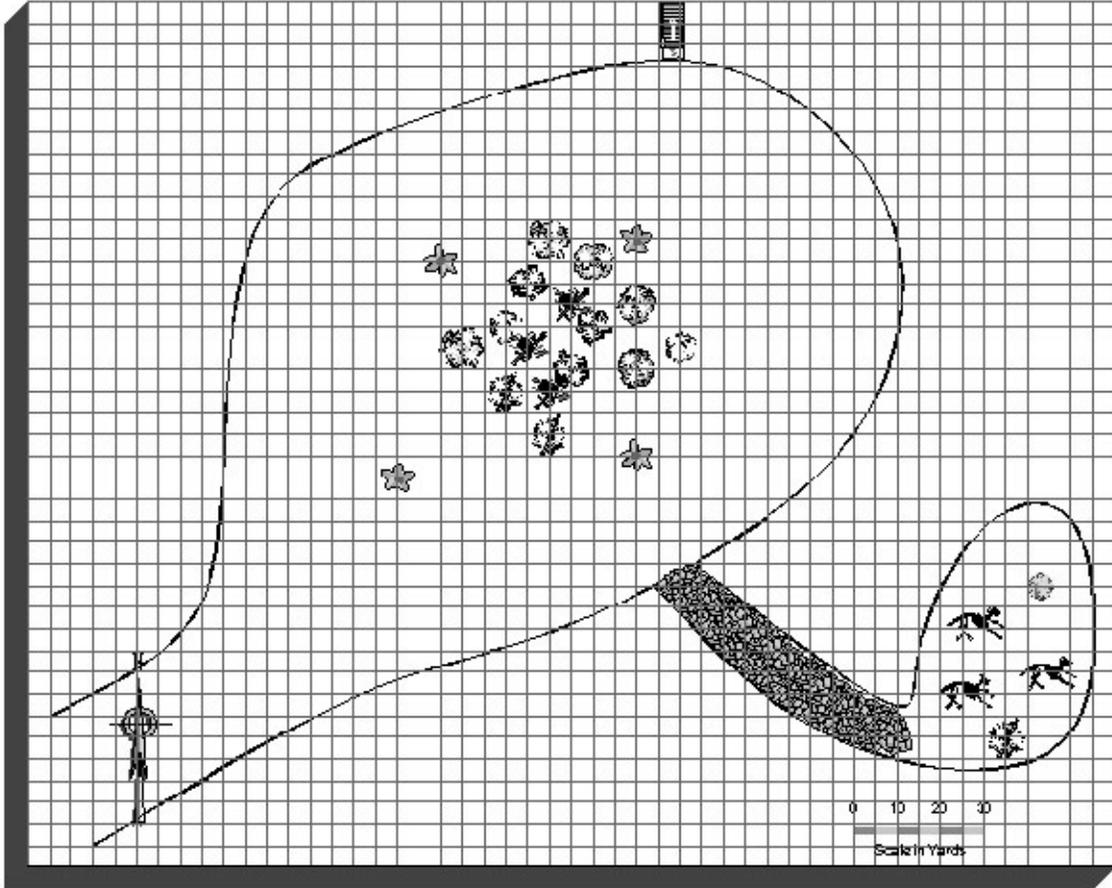
Pierce Any Shield (Wiz 9; Alteration, Metamagic)

Range: 0
Components: V,S,M
Casting Time: 1 round
Duration: 1 round
Area of Effect: Special
Saving Throw: None

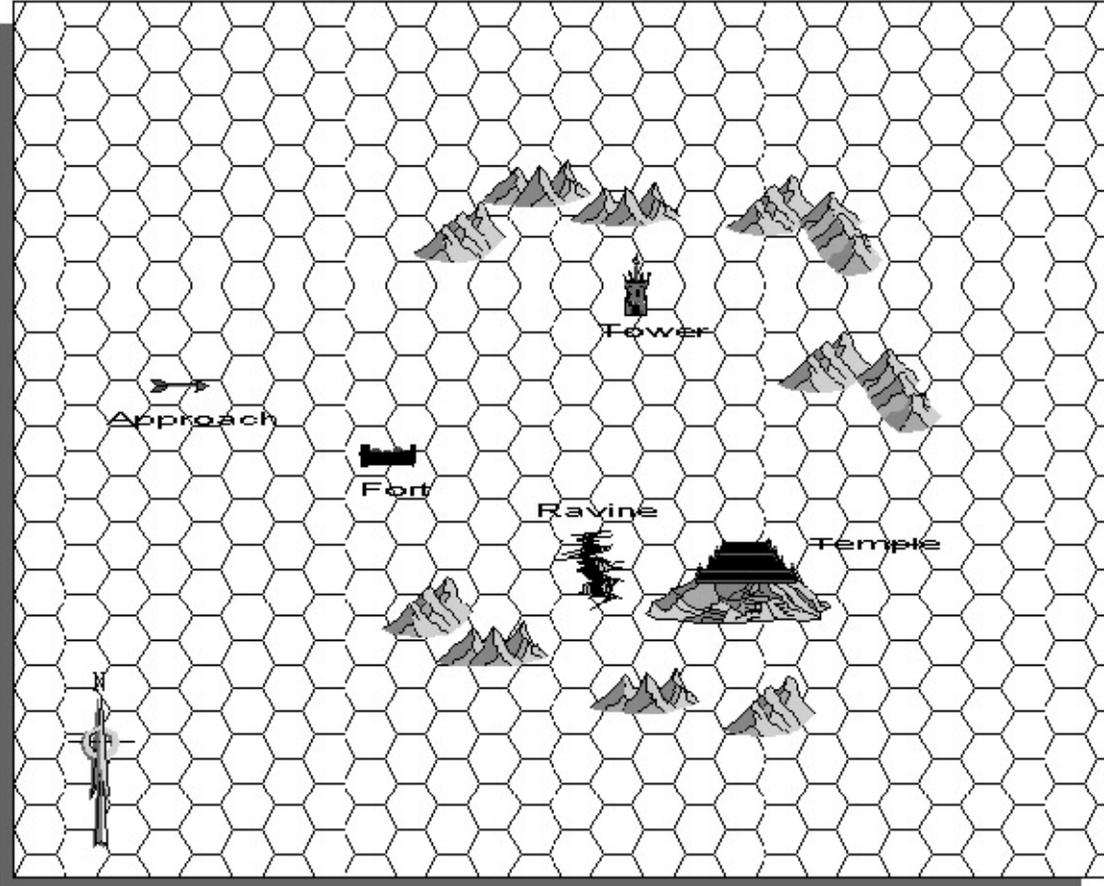
A more powerful version of *pierce magic resistance*, this spell is cast one round before an offensive spell. The next spell the *pierce any shield* spell's caster casts cannot then be stopped by any known means: magic resistance, spell turning or absorption, *anti-magic shell*, *counterspell immunity*, and so on. The only defense for the target of this spells is a saving throw—if the spell in question allows one. Even then, such a roll suffers a –5 penalty. The *pierce any shield* spell does not prevent events that would normally disrupt the casting of the second spell.

The material component is a silver spike or knife.

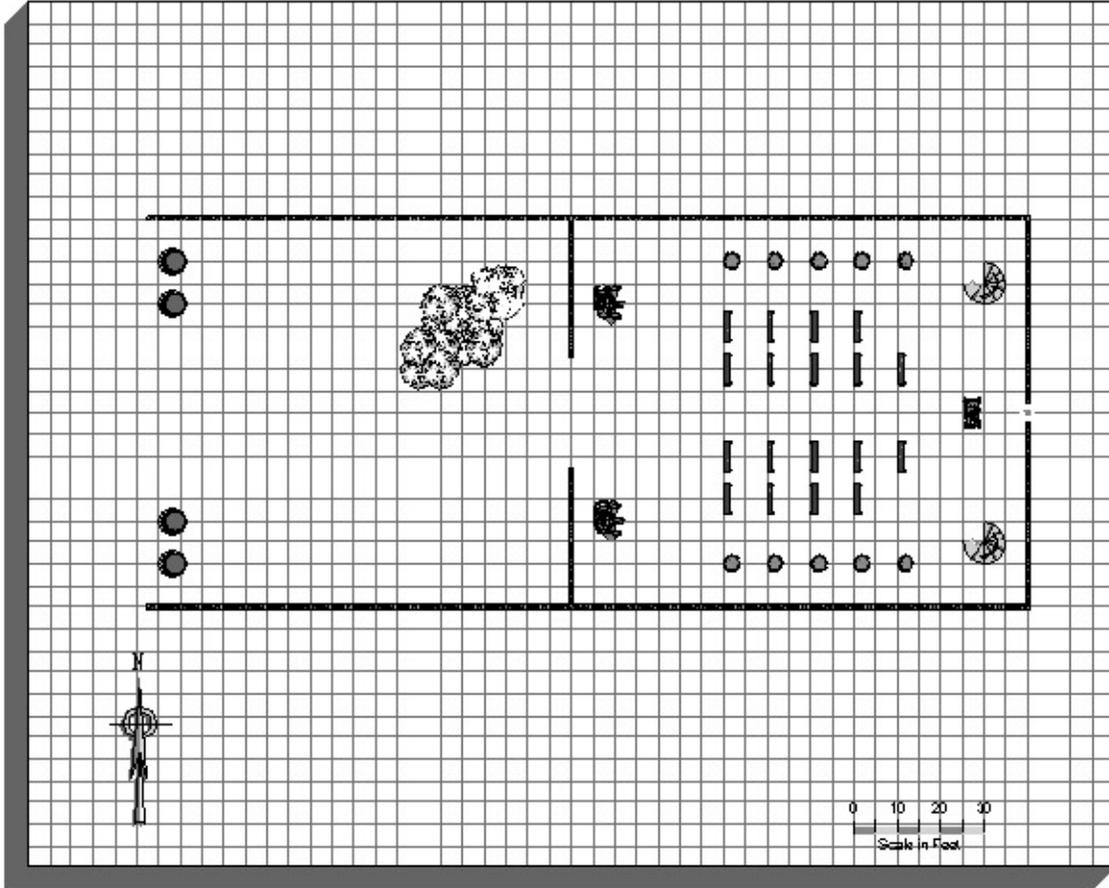
Incisor's Lair



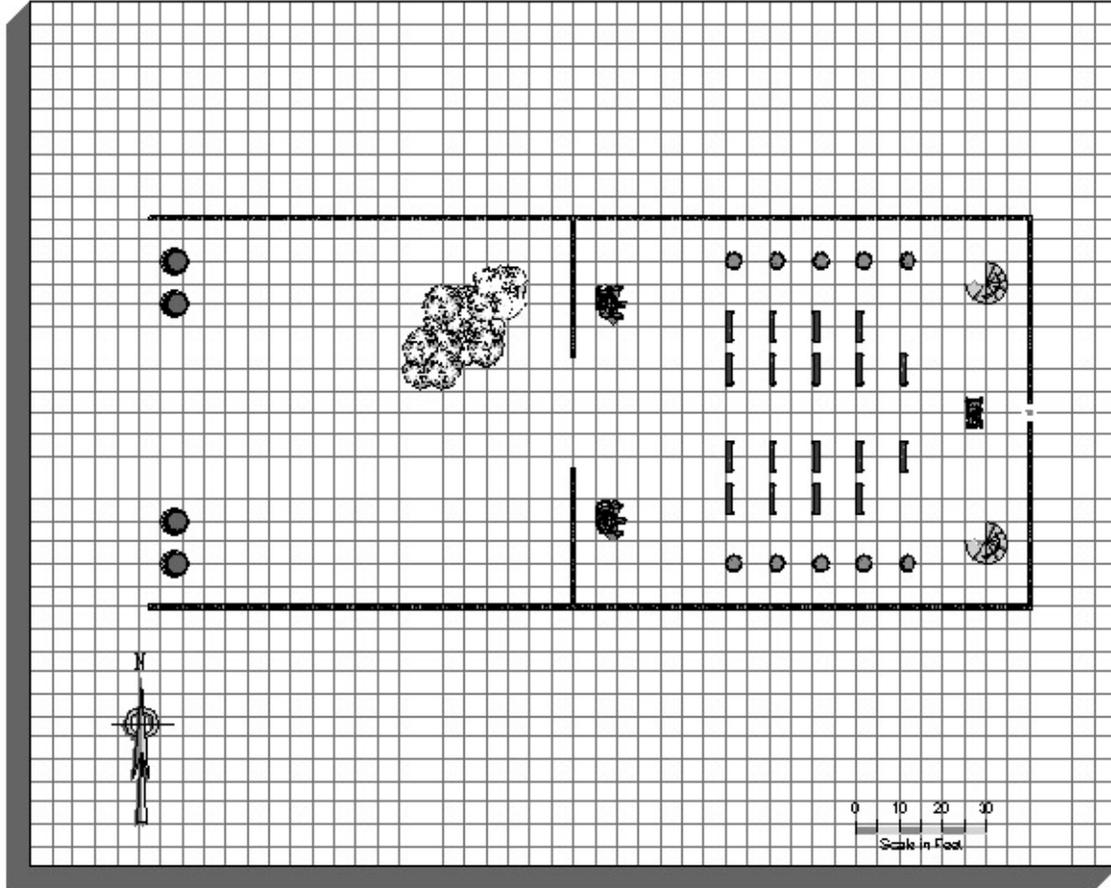
Players Map of the Area



Temple of Tiamat – Level 1



Temple of Tiamat – Level 1



Players Handout #1

Everything is a blur as the world spins around you. Great violence has been done to your body, but you do not feel any pain. This is truly strange. You have suffered wounds in the past and you know what this SHOULD feel like but in this case...nothing.

You find yourself floating in a void filled with gray light. It seems like an eternity before any change occurs this place, but gradually you sense a presence around you. A deep soothing voice fills your head and speaks:

“I am Ilmater. The death you just faced was unjust, and the forces at work against you are my enemies. Tiamat has sent one of her followers to construct a stronghold and temple in this area. She seeks to find a foothold for her worship here in Faerun. This is not acceptable.

I have taken a hand in preventing the normal course of death so that you might return to assist your comrades in removing this intrusion. If you destroy her altar, it could cause her to take a direct hand in matters. If she does so, then I will also take direct action.

Know that if you complete this task, then you will be returned to life free of harm. If you fail, then you may pass peacefully into your rightful place in eternity.”

With these words the voice fades away and you regain an awareness of your surroundings. Your friends look upset, and rightfully so, but do not seem to see you. In fact, everything looks different, as if painted in shades of gray.