

# Dragon's Honor

A One Round 2<sup>nd</sup> Edition AD&D Living City Adventure

by Jason Nichols and Troy Daniels

original Cycle of Dragons Concept by Troy Daniels

From Waterdeep the prophecy drives you to Westgate where the third key to the puzzle might be. Once there you find that that politics are not all they are cracked up to be. Especially when you find yourself caught in the middle of a conflict that you did not start. In order to succeed however, you and a new found friend must put a stop to it... This is a 2 Time Unit event. Part 4 in the Cycle of Dragons Series.

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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 name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**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:

*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.

1. *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.
2. *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>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53-64	58-70	63-77	68-83

## Adventure Summary and Background

### What has come before

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

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

After that came *Dragon's Knowledge* where the adventurers were sent on a mission to find this "dragon sage" that the message spoke of. Travelling to the Moonshae Isles they found that the citizens of this fair land were in peril as their very children were being stolen from them.

Delving deep into the mystery they finally discover that the dragon prince of the desert is in search of the dragon sage too. The Sage was in the form of a child. After a fierce battle the sage revealed a mysterious prophecy to the heroes.. and told them that the next step of their journey was in the fabled City of Splendors, Waterdeep.

And... the journey continues...

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

## Scenario Background

"Plans within plans within plans" describes how the Dark Lady has slowly worked over the years. She is patient in pretty much ALL matters.

However her servants are not.

The Church of Tiamat has been trying to infiltrate and assimilate a local Westgate Cult of the Dragon cell for over six months now with little to no success. Now an opportunity has presented itself.

It seems that the local dragon, one Emerelda, the Dragon Princess of Greens, has stumbled upon information that the Cult of the Dragon in the area has acquired or will soon be acquiring a Gold Dragon Stone through a very interesting courier. A half gold dragon is delivering it to Westgate and the CotD plans on kidnapping him.

Setting her priests in motion, Emerelda manages to capture the half dragon while the CotD gets away with the stone.

Emerelda sees this as a "golden opportunity" to gain the stone and he ladies favor. It seems that the Cult of the Dragon want the half dragon more than the stone for a new experiment that they wish to perform.

Normally when a dracolich's body is destroyed its soul transports to a phylactery. From there if there is a dragon corpse available it will jump to the corpse and in a few days be reformed.

The CotD wants to find out if Half Dragon corpses would work for this. If so they have found a powerful NEW way to transport their beloved dracoliches.

And of course our heroes get caught right in the middle of all of this.

## Scenario Summary

The PCs are already in Westgate, having been sent there either after completing *Dragon's Deep* or by being hired by the city of Ravens Bluff. They have been sent to Westgate to retrieve the lovely Lady Alias of the Azure Bonds. Her knowledge of arcane lore and history is virtually unsurpassed in the Realms and her assistance could prove invaluable

While there they are recruited to help Westgate deal with a small "turf war" that is slowly escalating into something much larger. When they arrive at the designated MEETING area they are ambushed.

Surviving the ambush, the PCs find out that there is MUCH more to this than meets the eye. The Cult of the Dragon AND the Church of Tiamat are up to their old tricks and poor Westgate is caught in the middle. Backtracking they will gain valuable information and assistance from Alias and a Lord of Westgate.

Information in hand the PCs will make a final assault at the Cult of the Dragon hide out. Victory or defeat will tell the outcome of this tale.

### Before We Begin...

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

- Players who have played any of *Cycle of Dragons* series should be encouraged to play the same character. I am trying to build the sense of a continuing plot line with this series and this will help a lot.
- GROUPS that played *Dragon's Spirit* or any of the Cycle of Dragons scenarios should be encouraged to play together. It has NOTHING to do with the storyline and will not affect it one way or another, but it will help them form the bonds of an Adventuring Company, which will be important down the way...
- As you are reviewing the characters that are going to be used, be sure to note if the players have any "Dragon Items." These include items like DragonScale shields, Dragonslaying swords, DragonStones, Dragon Armor, Amulets of the Silver Dragon and such. Why? This will play an important role during combats and interactions with NPCs that serve the dragon princes. For some reason they do not like evil dragon hides being used for decoration or purpose. That generally

means that someone had to KILL an evil dragon to get the hide to make whatever. That, to quote Martha Stewart, Whisper and a whole host of evil dragons, "Is a Bad thing."

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

And finally...

### **Author's Commentary**

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

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

## **Introduction**

*It was a long Journey to Westgate, and it feels much later than 3 bells past the mid-day. Seeking help in solving the puzzle that seems to be expanding and involving every dragon in the Vast... no, make that the world, you have met here, at the Rising Raven Inn, with the legendary Alias of the Azure Bonds. Her knowledge of songs dating back further than most elves can remember is, some would say, a case of divine inspiration, but perhaps that is what you need to see you to the end of this puzzle.*

*The Rising Raven is an inn of good quality, and the name and the smells and the feel remind you of Ravens Bluff. Westgate may be smaller than Ravens Bluff, but it seems very similar to the City of Ravens.*

(Adjust the following as appropriate: *In following the puzzle of the Dragons hear, speaking with the legendary lady seemed like it might offer solutions, if not, an interesting diversion while you sort things out.*

Or : *Having been sent by the Ministry of Arts to request Alias to come to Ravens Bluff and see if her knowledge may be of assist in tracking down the meaning of the riddle-puzzle that involves all the dragons of Toril.)*

*Now, having discussed the matter with Alias, (unfortunately, she hasn't been able to come up with any solid answers for you), you sit about the Rising Raven Inn, trading stories of adventures and enjoying a brief moment of relaxation.*

*"I will be heading to your town of Ravens Bluff on the soonest ship.," the raven haired Alias continues as she strokes the bluish brands on her left forearm. Legend has it that each of the tattoos mark one of the forces that she had to defeat in order to win her freedom from supernatural slavery. Cult of the Dragon, the Zhentarim and other symbols unknown to you adorn her arms. " While I have not been able to assist you, it seems your Ministry of Arts may have more information, and perhaps something there will ring familiar. But it is early yet, and there is time for many more stories before we turn in for the night. There was the time...*

*And Alias launches into another fascinating tale...*

Allow the players this chance to get to know each other, exchange names and otherwise become acquainted with one another. They are in for a rather hectic ride. When you feel as though they have had enough of this move on to Encounter One.

## **Encounter One**

*Into the Inn comes a priestess wearing the symbol of Tymora. She looks around the tavern, spots your table, smiles, and heads your way.*

*"Excuse me. I don't mean to interrupt, but I was hoping that you might be adventurers or perhaps guards looking for work? My name is Jaenet. She will pause to allow for introductions.*

*You see, there are many troubles about in our fair town. There has been a bit of a gang war going on..."*

*Alias speaks up, "You speak of the conflict as though it were a small thing m'lady yet it is not. Friends of mine have looked into the problem and have found some rather unusual things happening in our city.*

*"It looks like the Zhents and the Church of Timat have been mixing it up in the streets. I can say the Church for certain because we found a holy symbol of the five headed witch a few days ago at a battle site on the southside of town. The Zhents appear to be winning as all we found were church bodies.*

*With me heading of to Ravens Bluff to talk to your Ministry I would greatly appreciate any assistance you can lend my adopted home during my absence. I would feel much better if I knew that there were stalwarts defending Westgate while I was gone."*

*Jaenet then explains, "The church of Tymora was contacted by someone claiming to be a leader of one of the organizations, and asked to deliver a message to the other. It seems that whatever is going on, one of the groups wants to bring it to an end. Normally, the church of Tymora isn't much for helping criminals, but the fighting between these groups is causing many innocent people to be hurt. So, I have been asked to deliver the message."*

*Jaenet pauses, as if considering her next words, "That is where I hope you come in. I don't feel particularly safe wandering into the custody of a group that has killed a dozen of our citizens with out a care, but I can not afford to take local heroes with me, for fear they might be seen as being partisan. I had heard that some heroes from elsewhere on the Sea of Fallen Stars had arrived, and so I sought you out to see if you would be willing to accompany me and help bring an end to this conflict? I am willing to pay you, of course, 100 gold each for a few hours work." She seems honestly impressed with her own offer, and looks expectantly at your group for a response.*

**Alias of Westgate, hf f10:** AL NG; AC 2; MV 12; hp 98; THACO 11; #AT 2; Dmg 1d8+4/1d8+4 (longsword); SA none; SD none; MR nil; SZ M (5 ft. 10 in.); ML 20

Str 17; Dex 17; Con 17; Int 17; Wis 17; Cha 17  
Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11  
Items: *breastplate +2, longsword +2*

Background: Alias was created by a group of powerful individuals to act as a magical servant, spy and assassin. Alias was intended to masquerade as a human, but to carry out particular actions over a particular time. Through a series of harrowing

adventures she managed to throw off the shackles that bound her and is now her own woman in the Realms.

Part of her creation was the imbument of magical lore by one of the greatest bards the realms had ever seen. In later years Finder would actually become a demipower himself but it was his knowledge that Alias carries inside her.

Alias has a temper and is learning to control it. She latches on to a good cause and will keep fighting through it till the bitter end. This has caused problems in the past for her but her stalwart friends and companions have always managed to pull her through.

NOTE – Alias will NOT adventure with the party during this event. She is concerned but has other things going on in her life right now that require her attention.

#### **Jaenet hf P2 of Tymora**

Jaenet has a CHA of 16 and very little else in the way of useful skills. She is a non-combatant and should be treated as such. She will always be JUST out of the way of harm and danger and the DM's job is to make her survive through the upcoming encounters. She has 2 cure light wounds spells on her and will use them AFTER the combat to aid the PCs.

Born a poor child, Jaenet took up the life of Tymora rather quickly since all she had to rely on was her luck. Now a full priest of the goddess, she is happy to let luck lead her way and will talk to the PCs about it whenever she can. However she hates combat. Utterly. She will do lots of screaming and crying and HELP ME's!

**Development** – Jaenet and Alias both know that the groups have been seen to throw both balls of fire and pillars of flame. Throw in a few *lightning bolts*, a *cone of cold* or two, plus big burly fighters, some sneakier sorts, and you have a couple of fairly well rounded Criminal organizations.

**Conflict** – Not much, unless the party decides they don't want to help. If that is the case, both Alias and Jaenet will be disappointed, and Alias will suggest that the party travels with her when she leaves. Alias will head out that evening and find a ship leaving the next afternoon for Procampur, which she will book passage on. If the party decides to follow up on Jaenet by checking with the Temple or some other means, they will discover she didn't come back. If the party elects to try and track Jaenet down, they can proceed to the next encounter – with slight modifications. Otherwise, the module is over.

**Treasure** – 100 gp each if they take the job.

## Encounter Two

*Jaenet is pleased that you have decided to help her. "I don't know if I can thank you enough for your help. We have about an hour before we are supposed to meet the people I am to deliver this message to, and it is about 20 minutes walk from here.*

Note: allow the PCs to make whatever preparations they wish before proceeding to the encounter. If the PCs try to head here early, the 'criminals' have a lookout posted, and will be ready for the party showing up early.

*You head out and down the road out of town and travel for about 10 minutes and then take a small branch off the main path, into a forest of trees. Traveling along the path for another 10 minutes, you come to a clearing with about 6 people waiting... probably for you. They are all wearing leather armor, and all carry long swords and daggers.*

*The person you are guessing is the leader steps forward, "Well, I wasn't expecting a posse to show up. I had thought you were coming to deliver a message, not start a fight."*

*Jaenet quickly responds, "We aren't looking for a fight, but given some of the things that have been happening in town, I thought I was better off safe than sorry. Are you Ranalin?"*

*The leader again speaks, "No. He wanted to make certain your intentions were... honorable." He and his men chuckle. "Besides, this is not the place he would choose to meet a lovely lady, and her escorts, for a date. I will be happy to show you to him, but being as how we still don't know you very well, I must ask that you and your companions wear these." He produces a handful of blindfolds. "For your safety, and ours. After all, if things don't go well, it would be a shame if we had to kill you because you know where to find us."*

*Jaenet looks somewhat dubious at the possibility of being blindfolded, and looks to the group for help...*

### Tier One

**Malisen, hf P3:** AL LE; AC 4 (Chain & Dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*; 2nd - *silence 15 ft. radius*.

**Thugs (5), h(mixed) T1:** AL NE; AC 5 (Leather armor and dex); MV 12; hp 7; THAC0 20 (18 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

### Tier Two-

**Malisen, hf P3:** AL LE; AC 4 (Chain & Dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*; 2nd - *silence 15 ft., r.*

**Thugs (5), h(mixed) T3:** AL NE; AC 5 (Leather armor and dex); MV 12; hp 20; THAC0 19 (17 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Str 14; Dex 17; Con 16; Int 12; Wis 9; Cha 12

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

### Tier Three-

**Thugs (5), h(mixed) T6:** AL NE; AC 4 (Leather armor and dex); MV 12; hp 36; THAC0 18 (16 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

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

**Malisen hf P3 (Tiamat):** AL LE; AC 4 (Chain & Dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*; 2nd - *silence 15 ft. radius*.

### Tier Four-

**Thugs (5), h(mixed) T9:** AL NE; AC 4 (Leather armor and dex); MV 12; hp 54; THAC0 16 (14 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Saves: PPD 11; RSF 10; PP 10; BW 14; Spells 11

**Malisen hf P5:** AL LE; AC 4 (Chain & Dex); MV 12; hp 30; THAC0 17; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*, *endure cold\**; 2nd - *aid\**, *silence 15 ft., r.*, *hold person*; 3rd - *dispel magic*

### **Tier 5 and 6-**

Note – There is no Tier 5 or 6 fight for this encounter. It is not meant to be a fight to begin with so there is no reason to over the top tier it.

**Development** – Malisen will insist that the party needs to be blindfolded for their own protection. He can be talked with, and the party might come up with a reason that persuades him that it is not worth the trouble of arguing with them.

If any of the PCs are openly carrying/wearing the items in **DM Guide #1**, Malisen will recognize the items, and will not take the party further without blindfolding them. If the party does not have any of the listed items, then he will concede that, as a gesture of good faith, he can lead the party to Ranalin. In either case, he will send one of the men ahead – either to report that “Black Dragon returning,” which means that there are adventurers with the messenger, or to report that “Red Dragon returning,” which means that there are obvious enemies of the church of Tiamat with the messenger (this happens if the PCs have the items from **DM Guide #1**). He will tell a thug to take that message to Ranalin, and the thug will run off to deliver the message. Note that this is a code system that Malisen and Ranalin have worked out, and the thugs will not be aware of what the messages mean.

Once Malisen and the party have decided how they will travel – with the party blindfolded or not – Malisen will have his men bring a wagon into the clearing, that the party will ride in “for their comfort”. It is an open wagon with benches, pulled by 2 horses. It doesn’t provide any cover for the PCs or their charge; it is simply a way of moving blindfolded folks without having to try to guide them anywhere.

**Conflict** – Only if the PCs decide to start it. It is possible to take out the group of thugs and try to trace back to where their HQ is that way. Malisen and the thugs also have had a Sacred Guardian spell cast upon them, so the Cult will be alerted if their group has been attacked.

Otherwise, the thugs will get a bit nervous when it the message arrives with a group of adventurers, and will remain guarded the whole trip. They have heard rumors

that there are powerful adventurers in town from Ravens Bluff, and know the reputation of such adventures to invade the minds of people and to kill those who oppose them, so the thugs will get a save vs. ESP or similar spells, and will be very wary of saying anything to the group.

**Treasure** – Weapons and armor off Malisen and the thugs, if the PCs attack them and strip them down.

## **Encounter 3**

If the PCs are NOT blindfolded, read the following> -

*You travel through the forest and into a field in less than a half of an hour. At the far end of the clearing, you see a very large barn (it looks to be 3 stories tall, and better than 150 feet long on the side facing you) that seems to be where you are heading. You enter the barn and the doors close behind you, shutting out the light of the moon. A voice booms from somewhere above you, “I understand you have a message for me?”*

*Jaenet produces a scroll tube, “Yes, I was asked to bring you this, in hopes that there could be a peace between you and the other group that you have been warring with.”*

*Malisen takes the scroll from Jaenet, and disappears into the shadows. You hear what sounds like him going up some stairs, and then there is the sound of the seal on the tube being broken.*

*“I see... so, you travelers are here from Ravens Bluff?”* The voice waits for an answer.

*“We have been told to expect you... as enemies!”*

Go to Encounter 4.

<If the PCs are blindfolded read the following>

*You travel for perhaps an hour before the wagon comes to a stop. It sounds like you pass out of the forest and enter a clearing of some sort, before the wagon comes to a stop and there is the sound of a door closing.*

At this point, it depends on if the PCs are carrying items from **DM Guide #1** – if they are, the driver gets off the wagon and runs like mad as the Church members open up on the party with everything they have – go to Encounter 4, with the Church members getting their 1<sup>st</sup>

round as an ambush round. Otherwise, proceed with the boxed text>

*A voice booms from somewhere above you, "I understand you have a message for me?"*

*Jaenet says, "Yes, I was asked to bring you this scroll, in hopes that there could be a peace between you and the other group that you have been warring with."*

*There is the sound of movement, and you hear what sounds like someone going up some stairs, and then there is the sound of the seal on a scroll tube being broken.*

*"I see... so, you travelers are here from Ravens Bluff?"* The voice waits for an answer.

*"We have been told to expect you... as enemies!"*

The PCs will have a penalty of 2 to their initiative roll, as they must remove their blindfolds to be able to take much in the way of actions, since they are still also all in the back of a cart.

Go to Encounter 4

**NPCs – Detailed in the following encounter.**

**Development** – Well, the Church of Tiamat has been informed that there are adventurers from Ravens Bluff coming to destroy their church. Yes, the information is bogus, but, well, they are bad guys looking to do what they do best. Not many options here.

**Conflict** – See Encounter 4

**Treasure** – See Encounter 4

## Encounter 4

Note – no more than 10 goons will be on the floor of the barn. Any more than 10 will be in the catwalks overhead, taking advantage of superior position.

### Tier One-

Ranalin will begin by casting *faerie fire* the PCs, and then attempt to *silence* the area around any spell casters. Command "Die" will be used to stop fighters from getting to his goons, and the *charm* will be used vs. whomever seems to take an interest in him.

The Goons will be spaced evenly around the party, and concentrate their missile fire on spell casters first. They

will only draw melee weapons if someone manages to get to them in melee.

**Goon Squad (5), h(mixed) T1:** AL NE; AC 5 (Leather armor and dex); MV 12; hp 7; THAC0 20 (18 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

**Ranalin, hm SP(Tiamat)3:** AL LE; AC 4 (Chain, shield); MV 12; hp 24; THAC0 20 (18 w/ club); #AT 1; Dmg 1d6 + 2 (3d6 + 2 vs. Chaotics); SA Spells; SD Spells; MR nil; SZ M; ML 19

Str 12; Dex 14; Con 16; Int 12; Wis 16; Cha 13

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*; 2nd - *aid\**, *silence 15 ft., r., charm person or mammal*;

Magic: \* indicates spells that will be up and running if the PCs are in the ambush situation

Innates - *feather fall, cause fear*

### Tier Two-

Ranalin will begin by casting *faerie fire* on the PCs, and then attempt to *silence* the area around any spell casters, then get his Prayer off to weaken the PCs. *Hold person* and *command* "Die" will be used to stop fighters from getting to his goons, and the *charm* will be used vs. whomever seems to take an interest in him.

The priestess is in the rafters, and will begin by casting a *silence* spell centered in the middle of the wagon. She will then either cast *faerie fire* at anyone Ranalin missed, or *command* a fighter to "Die".

The Goons will be spaced evenly around the party, and concentrate their missile fire on spell casters first. They will only draw melee weapons if someone manages to get to them in melee, or if they get the chance to jump an incapacitated individual (whom they will backstab)

**Goon Squad (7), h(mixed) T3:** AL NE; AC 5 (Leather armor and dex); MV 12; hp 20; THAC0 19 (17 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

**Priestess, hf P3:** AL LE; AC 4 (Chain & Dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15  
Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*; 2nd - *silence 15 ft. radius*.

**Ranalin, hm SP5(Tiamat):** AL LE; AC 4 (Chain, shield); MV 12; hp 40; THAC0 18 (16 w/ club); #AT 1; Dmg 1d6 + 2 (3d6 + 2 vs. Chaotics); SA Spells; SD Spells; MR nil; SZ M; ML 19

Str 12; Dex 14; Con 16; Int 12; Wis 16; Cha 13

Saves: PPD 9; RSF 13; PP 12; BW 15; Spells 14

Spells: 1st - *bless\**, ~~*command*~~, ~~*sanctuary\**~~, ~~*faerie fire*~~, ~~*endure cold\**~~; 2nd - *aid\**, *silence 15 ft., r. x 2*, *charm person or mammal, hold person*; 3rd - *prayer*

Magic: \* indicates spells that will be up and running if the PCs are in the ambush situation

Innates - *feather fall* (W1) 1/day, *cause fear* (P1) 1/day, *fear* (W4) or *fly* (W3) 1/day

### Tier Three-

Ranalin will begin by casting *prayer* to weaken the PCs and strengthen his own group and then attempt to *silence* the area around any spell casters or cast *faerie fire* the area where PCs go invisible. *Hold person* and *command* "Die" will be used to stop fighters from getting to his goons, and the *charm* will be used vs. whomever seems to take an interest in him.

The priestesses are in the rafters, and will begin by casting a *silence* spells centered just off the wagon to either side, overlapping in the middle of the wagon. They will then either cast *faerie fire* at the PCs or cast *command* on a fighter with the action word being to "Die".

The Goons will be spaced evenly around the party, and concentrate their missile fire on spell casters first. They will only draw melee weapons if someone manages to get to them in melee, or if they get the chance to jump an incapacitated individual (whom they will backstab)

**Goon Squad (8), h(mixed) T6:** AL NE; AC 4 (Leather armor and dex); MV 12; hp 36; THAC0 18 (16 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

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

**Priestesses (2), hf P3 (Tiamat):** AL LE; AC 4 (Chain & Dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*; 2nd - *silence 15 ft. radius*.

**Ranalin, hm SP7:** AL LE; AC 0 / -2 (plate, shield, Dragon Scales / vs. Good); MV 12; hp 56; THAC0 16 (14 w/ club); #AT 1; Dmg 1d6 + 2 (3d6 + 2 vs. Chaotics); SA Spells; SD Spells; MR nil; SZ M; ML 19

Str 12; Dex 14; Con 16; Int 12; Wis 18; Cha 13

Saves: PPD 7; RSF 11; PP 10; BW 13; Spells 12

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*, *endure cold*; 2nd - *aid\**, *silence 15 ft. radius x 2*, *charm person or mammal, hold person*; 3rd - *prayer*, *remove paralysis, protection from fire* (84 pts.); 4th - *protection from lightning* (70 pts), *control temperature, 10 ft. radius* (35 pts of heat/cold damage soak)

Magic: \* indicates spells that will be up and running if the PCs are in the ambush situation

~~Strikethrough Text~~ indicate spells that will be pre-cast no matter what

Innates - *feather fall\** (W1) 1/day, *cause fear* (P1) 1/day, *fear* (W4) or *fly* (W3) 1/day, ~~*dragon scales*~~ (P4) 1/day

### Tier Four-

Ranalin will begin by breathing on the party with the full effect of his potion of Fire Breath (5d10 – save v. Breath Weapon) to weaken the PCs, and then attempt to get his Prayer off. Flame Strike will follow into any large groups of PCs. He will Silence the area around any spell casters or Faerie Fire the area where PCs go invisible. Impending Permission, *Hold person*, and *command* "Die" will be used to stop fighters from getting to his goons, and the *charm* will be used vs. whomever seems to take an interest in him. *Dispel magic* will be used to keep PCs from flying.

The priestesses are in the rafters, and will begin by casting a *silence* spell centered just off the wagon to three sides, overlapping in the middle of the wagon. They will then either cast *faerie fire* on the PCs, cast *dispel magic* targeting flying individuals, or *hold person* any fighters.

The Goons will be spaced evenly around the party, and concentrate their missile fire on spell casters first. They will only draw melee weapons if someone manages to get to them in melee, or if they get the chance to jump an incapacitated individual (whom they will backstab)

**Goon Squad (10), h(mixed) T9:** AL NE; AC 4 (Leather armor and dex); MV 12; hp 54; THAC0 16 (14 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s.

sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Saves: PPD 11; RSF 10; PP 10; BW 14; Spells 11

**Priestesses (3), hf P5:** AL LE; AC 4 (Chain & Dex); MV 12; hp 30; THAC0 17; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*, *endure cold\**; 2nd - *aid\**, *silence 15 ft. radius*, *hold person*; 3rd - *dispel magic*

**Ranalin, hm SP10:** AL LE; AC -2 / -4 (plate, shield, dex, Dragon Scales / vs. Good); MV 12; hp 74; THAC0 14 (12 w/ club); #AT 1; Dmg 1d6 + 2 (3d6 + 2 vs. Chaotics); SA Spells; SD Spells; MR nil; SZ M; ML 19

Str 12; Dex 16; Con 16; Int 12; Wis 18; Cha 13

Saves: PPD 6; RSF 10; PP 9; BW 12; Spells 11

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*, *endure cold*, *detect magic*; 2nd - *aid\**, *silence 15 ft., radius x 2*, *charm person or mammal*, *hold person x 2*; 3rd - *dispel magic*, *prayer*, *remove paralysis*, *protection from fire* (120 pts.); 4th - *protection from lightning* (100 pts), *control temperature*, *10 ft. radius* (35 pts of heat/cold damage soak), *free action*, *spell immunity - magic missile*; 5th - *impending permission*, *flame strike*

Magic: \* indicates spells that will be up and running if the PCs are in the ambush situation

~~Strikethrough Text~~ indicate spells that will be pre-cast no matter what

Innates - *feather fall\** (W1) 1/day, *cause fear* (P1) 1/day, *fear* (W4) or *fly* (W3) 1/day, *dragon scales* (P4) 1/day, breathe fire - as *potion of fiery breath*

### Tier Five-

Ranalin will begin by breathing on the party with the full effect of his potion of Fire Breath (5d10 – save v. Breath Weapon) to weaken the PCs, and then attempt to cast his *prayer* spell. He will follow that up with a *flame strike* into any large groups of PCs. He will *silence* the area around any spell casters or cast *faerie fire* the area where PCs go invisible. *Impending permission*, *compulsive order*, *hold person*, and *command* “die” will be used to stop fighters from getting to his goons, and the Charm will be used vs. whomever seems to take an interest in him. *Dispel magic* will be used to keep PCs from Flying.

The priestesses are in the rafters, and will begin by casting a *silence* spell centered just off the wagon to three sides, overlapping in the middle of the wagon.

They will then either cast *faerie fire* on the PCs, cast *dispel magic* targeting flying individuals, or cast their *prayer* spells to boost their Goons while weakening the party.

Ten Goons will be spaced evenly around the party on the floor; the other 4 will be spread out in the rafters. The Goons have been instructed to concentrate their missile fire on spell casters or fliers first. They will only draw melee weapons if someone manages to get to them in melee, or if they get the chance to jump an incapacitated individual (whom they will backstab)

**Goon Squad (14), h(mixed) T10:** AL NE; AC 4 (Leather armor and dex); MV 12; hp 60; THAC0 16 (14 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Saves: PPD 11; RSF 10; PP 10; BW 14; Spells 11

**Priestesses (3), hf P7:** AL LE; AC 4 / 2 (Chain & Dex / v. Good); MV 12; hp 42; THAC0 15; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Stats: Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*, *endure cold\**; 2nd - *aid\**, *silence 15 ft., r.*, *hold person*; 3rd - *prayer*, *dispel magic*; 4th - ~~*protection from good 10 ft. radius*~~.

**Ranalin, hm SP13:** AL LE; AC -4 / -6 (plate, shield, dex, Dragon Scales / vs. Good); MV 12; hp 80; THAC0 12 (10 w/ club); #AT 1; Dmg 1d6 + 2 (3d6 + 2 vs. Chaotics); SA Spells; SD Spells, Immune to Cold based effects; MR nil; SZ M; ML 19

Str 12; Dex 18; Con 16; Int 12; Wis 18; Cha 13

Saves: PPD 5; RSF 9; PP 8; BW 11; Spells 10

Spells: 1st - *bless\**, *command*, *cure light wounds x 2*, *sanctuary\**, *faerie fire x 2*, ~~*detect magic*~~; 2nd - *aid\**, *silence 15 ft., r. x 2*, *charm person or mammal x 2*, *hold person x 2*, *withdraw*; 3rd - *dispel magic x 2*, *prayer*, *remove paralysis x 2*, ~~*protection from fire (156 pts.)*~~, ~~*invisibility purge*~~; 4th - *compulsive order*, ~~*protection from lightning (130 pts)*~~, ~~*control temperature, 10 ft. r. (35 pts of heat/cold damage soak)*~~, ~~*free action*~~, ~~*spell immunity - magic missile*~~; 5th - *impending permission*, *flame strike*; 6th - *reverse time*, ~~*anti-animal shell*~~

Magic: \* indicates spells that will be up and running if the PCs are in the ambush situation

~~Strikethrough Text~~ indicate spells that will be pre-cast no matter what

Innates - *feather fall\** (W1) 1/day, *cause fear* (P1) 1/day, *fear* (W4) or *fly* (W3) 1/day, *dragon scales* (P4)

1/day, breathe fire - as *potion of fiery breath*, Immune to Cold-based effects

### Tier Six-

Ranalin will begin by breathing on the party with the full effect of his *potion of fiery breath* (5d10 – save v. Breath Weapon) to weaken the PCs, and then attempt to cast his *prayer* off. He will follow this with a *flame strike* into any large groups of PCs. He will cast *silence* in the area around any spell casters or *faerie fire* the area where PCs go invisible. *Impending permission*, *compulsive order*, *hold person*, and *command* “Die” will be used to stop fighters from getting to his goons, and the *charm* will be used vs. whomever seems to take an interest in him. *Dispel magic* will be used to keep PCs from flying.

The Master Priests will begin on the ground, on opposite sides of the battle behind the goons, and will *flame strike* the party, then following with either *silence* spells or *dispel magic*. *Hold person* spells will be targeted on single individuals. *Prayers* will be held in reserve in case the fight takes more than 7 rounds.

The priestesses are in the rafters, and will begin by casting a *silence* spell centered just off the wagon to three sides, overlapping in the middle of the wagon. They will then either cast *faerie fire* at the PCs, cast *dispel magic* targeting flying individuals, or cast their *prayer* spells to boost their Goons while weakening the party.

Ten Goons will be spaced evenly around the party on the floor, the other ten will be spread out in the rafters. The Goons have been instructed to concentrate their missile fire on spell casters or fliers first. They will only draw melee weapons if someone manages to get to them in melee, or if they get the chance to jump an incapacitated individual (whom they will backstab)

**Goon Squad (20), h(mixed) T10:** AL NE; AC 4 (Leather armor and dex); MV 12; hp 60; THAC0 16 (14 w/ bows); #AT 1 w/ s. sword (2 with bows); Dmg d6 s. sword (d8/d8 with bow); SA nil; SD nil; MR nil; SZ M; ML 15

Saves: PPD 11; RSF 10; PP 10; BW 14; Spells 11

**Priestesses (3), hf P7:** AL LE; AC 4 / 2 (Chain & Dex / v. Good); MV 12; hp 42; THAC0 15; #AT 1; Dmg d6 + 2 (Footman's Mace+ str); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 17; Dex 15; Con 15; Int 10; Wis 14; Cha 12

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*, *endure cold\**; 2nd - *aid\**, *silence 15 ft. radius*, *hold person* 3rd - *prayer*, *dispel magic*; 4th - *protection from good 10 ft. radius*.

**Master Priests (2), hm P9:** AL LE; AC -2 / -4 (plate, shield, *dragon scales* / vs. Good); MV 12; hp 63; THAC0 16; #AT 1; Dmg 1d6 + 2 (Footman's Mace + str); SA Spells; SD Spells; MR nil; SZ M; ML 19

Stats: Str 16; Dex 16; Con 16; Int 12; Wis 18; Cha 13

Saves: PPD 7; RSF 11; PP 10; BW 13; Spells 12

Spells: 1st - *bless\**, *command*, *sanctuary\**, *faerie fire*, ~~*endure cold*~~, *detect magic*; 2nd - *aid\**, *silence 15 ft. radius x 2*, *charm person or mammal*, *hold person x 2*; 3rd - *dispel magic*, *prayer*, *remove paralysis*, ~~*protection from fire (120 pts.)*~~; 4th - ~~*protection from lightning (100 pts.)*~~, ~~*control temperature, 10 ft. radius (35 pts of heat/cold damage soak)*~~, ~~*spell immunity - magic missile*~~; 5th - *flame strike*

Magic: \* indicates spells that will be up and running if the PCs are in the ambush situation

~~Strikethrough~~ indicate spells that will be pre-cast no matter what

**Ranalin, hm SP13:** AL LE; AC -4 / -6 (plate, shield, dex, *Dragon Scales* / vs. Good); MV 12; hp 80; THAC0 12 (10 w/ club); #AT 1; Dmg 1d6 + 2 (3d6 + 2 vs. Chaotics); SA Spells; SD Spells, Immune to Cold based effects; MR nil; SZ M; ML 19

Str 12; Dex 18; Con 16; Int 12; Wis 18; Cha 13

Saves: PPD 5; RSF 9; PP 8; BW 11; Spells 10

Spells: 1st - *bless\**, *command*, *cure light wounds x 2*, *sanctuary\**, *faerie fire x 2*, ~~*detect magic*~~; 2nd - *aid\**, *silence 15 ft. radius x 2*, *charm person or mammal x 2*, *hold person x 2*, *withdraw*; 3rd - *dispel magic x 2*, *prayer*, *remove paralysis x 2*, ~~*protection from fire (156 pts.)*~~, ~~*invisibility purge*~~; 4th - ~~*compulsive order*~~, ~~*protection from lightning (130 pts.)*~~, ~~*control temperature, 10 ft. radius (35 pts of heat/cold damage soak)*~~, ~~*free action*~~, ~~*spell immunity - magic missile*~~; 5th - *impending permission*, *flame strike*; 6th - *reverse time*, ~~*anti-animal shell*~~

Magic: \* indicates spells that will be up and running if the PCs are in the ambush situation

~~Strikethrough Text~~ indicate spells that will be pre-cast no matter what

Innates - *feather fall\** (W1) 1/day, *cause fear* (P1) 1/day, *fear* (W4) or *fly* (W3) 1/day, *dragon scales* (P4) 1/day, *breath fire - as potion of fire breath*, Immune to Cold based effects

**Development** – The Church of Tiamat is out to wipe out the PCs. They will accept surrender from the PCs, but only individuals will surrender if the fight is going

badly. As long as they feel they have a group able to fight, the Cult members will continue.

NOTE – Jaenet, the priest the party came with, will scurry to the side and try to remain as NON-visible as possible. She is NOT a combat priest and never intended to be one. She will cast *sanctuary* on herself and get away from the combat zone as quickly as possible.

**Conflict** – Yes.

**Treasure** – None in this intro to combat encounter.

## Encounter 5

Searching the barn after the battle will reveal some interesting tidbits of information.

### The Office -

*This small room has obviously been set aside as an office. It is also quite obvious that this room has been ransacked in an attempt to clean it out. A small desk is overturned in the center of the room and there are bits and scraps of paper everywhere.*

If the party searches the room they will find under the overturned desk *Malisen's* most recent journal. In her haste to clean out the office she left it behind much to her chagrin and to the benefit of the party.

There are horse stalls in the far corner of the barn. Searching them will reveal a trap door under the hay.

*As you push aside the hay a fairly obvious trap door is present. Opening it up you find a 10 x 10 pit that looks like it might have been used as a prison cell of some kind. There are no prisoners present at this time however there is a small scrap of paper at the bottom of the cell.*

Other than the fact that the cell walls are smooth, there are no other unusual features to the cell. Going down and retrieving the note will allow the PCs to read **Player Handout 2**.

The last part of the message is in old draconic. If PCs possess the ability (through magic or skills) to read it the final words of the message are “*Never cut a deal with a dragon.*”

**NPCs** – Survivors from Encounter 4

**Development** – NPCs that survived the combat will be reluctant to give out information. They have seen what the dark queen can do to people that have betrayed her and will not talk unless forced. If they are forced then they know the following:

- The Cult of the Dragon is trying something new and we were told that we had to stop them somehow. Emerelda told us that if we were to do this we would be gifted in her eyes.
- Emerelda is our patron dragon. She has visited before however she has been gone for quite some time.
- They do NOT know where Emerelda's lair is.
- Emerelda has some type of bone to pick with the Cult of the Dragon in this area. They are not sure WHAT the bone is however they think it might have something to do with the leader of the CotD cell.
- The half dragon they caught is in the cellar. He puts up quite a fight so every time we have to feed him we have to be very very careful.

**Conflict** – Some NPCs will resist giving info about the Church, but all will be more than happy to try to get the PCs to go after the Cult of the Dragon.

**Treasure** – The information listed above.

From here the PCs have the makings of a mystery. In all likelihood they will move back to the city and consult with Alias. Jaenet will certainly recommend this. Proceed to encounter six.

## Encounter 6

*Electing to consult with Alias on the matter of the Cult and the Church in her own backyard, the party manages to track her down at home. She seems to have been getting ready to turn in, but at the word of your discovery, she is now dressed and you sit about the main floor of her home.*

*“So it appears as though I was wrong about the Zhents then? Tell me what you have found out?” Alias asks as she pours drinks for you all.*

Allow the PCs a chance to go over what they have learned. This will allow you to nod for a bit and the group to “re-listen” to the evidence that they have. For some groups this might not be needed, but for others it sometimes takes two tries with the “clue-by-four” before they get it.

## NPCs – Alias again

**Development** – Once Alias has heard the stories from the PCs, she will help them put some things together. She has ABSOLUTELY no love for the Cult of the Dragon, as they were one of the “tattoos” that tried to control her early in her life. Some of the information that she can share is listed below:

- The Cult is smart so I would suggest NOT looking for them in places like warehouses and such. Not only are they too smart to hide out there. Then again they have been dumb before.
- I think that you need to go to the Lords of Westgate with this. The problem is finding a good one. Most of them are Merchants and if there is one thing that the Cult has its money.
- I do have an “in” with one of the Lords however. Thistle Thalvar and I are pretty tight. I saved her hide some time back and even though she “owes” me a favor she still likes me. I can probably get an audience for you if you would like.
- They are talking about Veredale. He is a half dragon that has become an acquaintance of mine recently. He went out for a mission about a month or so back and was due back a week ago. But he is half elf and half gold dragon so you know how both of those races view time. I did not think anything of it till now.

Alias will push the party toward speaking with the Lords of Westgate so they may be warned of the powers at work in the city. She believes that the lords may help the party. She also isn’t so certain that the Cult would be in a warehouse, as it would be relatively easy to track down.

**Conflict** – Where to go next – should just be a decision making process.

**Treasure** – None

## Encounter 7

*The Thalavar estate is as luxurious as any estate you have visited in Ravens Bluff in the past. The very young Thistle Thalavar greeted you at the door and quickly ushered you back to a private garden. There you found food and drink on a small table and comfortable seats to rest on.*

*Thistle twists a bit of auburn hair around a finger and listens to your story with visible concern.*

Allow the PCs to describe what they have learned so far. Feel free to have the Thistle chime in with questions and ask for further details.

### **Thistle Thalavar hf, 0 level Merchant Lord of Westgate.** AL NG; CHA 17

As the youngest Lord of Westgate, Thistle has her work cut out for her. Just a few short years ago her mother was killed in a violent struggle with the Night Masks and left her the sizeable estate of the Thalavar’s as well as the responsibility that goes with it. She has handled the mantle of leadership well primarily due to the good advice that she has gotten from underground city leads and also from friends such as Alias.

Although she has very adult responsibilities, she is still very much a young woman and will be distracted by a handsome man. This is one of her failings. Although it should affect the encounter at all it is something interesting to note. She will NOT flirt as this is serious business. She might let herself pay more attention to the dashing and handsome swashbuckler in the party though. ☺

**Development** – If the PCs do a good job of role-playing and are convincing that there may be a serious threat to the city, the Thistle will offer to augment the PCs with some of her own guardsmen. The PCs will receive 2 men each from the appropriate list in **Handout 3**. These men know they are going into something dangerous, but are not suicidal, and if the PCs ask them to do something that will obviously lead to their death, they will refuse. But they are also professional soldiers and understand that sometimes they may need to take risks to succeed in a mission. Use your judgment as to if orders are reasonable or suicidal.

During the next fight, allow each player to control one or two of the fighters if you feel they are up to it. This takes some pressure off of you and also allows them to have some fun with multiple characters. Allow them to give each fighter a name and then have at it!

**Conflict** – The lords of Westgate are not overly keen on outsiders running amok in their town, but they are also cautious about risking too many of their own people against the likes of the Cult of the Dragon. After all, the Cult is known to use dracoliches, and it would be better to discover the Cult’s power level before committing too many troops. Thistle knows this and will agree to help the PCs since it will allow her time to gather more intelligence on the matter. And who knows, the heroes from Ravens Bluff might actually take care of the matter for her. If this were to happen she would gain a good measure of respect in the Lords council.

Treasure –None.

## Encounter 8

*Watching the warehouse, you see no signs of activity on the outside. Occasionally, you catch a glimpse of movement on the inside, but then it is gone. It is hard to see anything clearly inside, as it seems there is some sort of window black on the inside of the windows, obscuring the view, even in broad daylight.*

**Development** – If the PCs move up to examine the warehouse, they will find the symbol of the Cult of the Dragon, a burning flame with eyes above a draconic claw, burned into a corner of the door frame. Inside the warehouse, there are rigged man shaped sheets with wires leading into the floor, designed to make it appear as though there are people moving about inside. A search of the warehouse will reveal that there is a trapdoor leading down into the sewers.

The neighbors know that the warehouse has been being used by a new trading company, that claims to deal with oils that are light sensitive, and that there are workers showing up and leaving at all hours. Other than that, the warehouse is fairly quiet, and the neighbors don't know what exactly goes on inside, but they see people moving, and haven't had a good reason to get too nosy.

Treasure – None

## Encounter 9

*A short trip in the sewers leads to a tunnel with an obvious light from a room ahead, perhaps 150 feet. Whoever is down here either isn't expecting guests, or doesn't care about announcing their presence.*

**Development** – *Spaliththar* knows the party is coming. He has been using magic to watch the party's progress, and the tunnels here are enough of a lair that his draconic senses have attuned to them, and he has been able to monitor the party even more closely since they arrived. Any discussions they have in the tunnels, he can hear, and he can see any preparations they make as well. He will position his men to best receive the party, and is willing to accept nothing less than the total surrender of the party as a bargain. Once the party gets within 50 ft. of the chamber, he will call out to them...

*“Ah, there you are, please, come forward. Let me see those who seek to oppose me in my own home.*

If and when the party steps forward you can describe the room.

*As far as lairs go, this one is impressive. Spanning 150 ft x 100 ft, it is a buzz of activity. A literal WALL of humans stands between you and your host. Cut from bare rock, the room sports a ceiling of at least fifty feet. What really catches your eye though is the altar.*

*Behind the wall of men and women there stands a towering being with glimmering greenish wings. Behind him a large slab of stone rests with various symbols carved into its surface. On the slab there rests the figure of a golden-skinned elven male. The towering figure appears to be the one that spoke to you in the hall and he motions you forward.*

*Spaliththar* will allow the PCs to get within 60 feet of him and then call for them to halt.

**Development**– *Spaliththar* knows every inch of his lair to the point where he can literally see it in his mind. Therefore if the party made preparations in the hallway then he will have an idea of what they have done and you can use that “insider knowledge” to your benefit when combat begins.

If PCs attempt to parlay there are a few things to remember:

- If they cast any spells to prep themselves for combat, keep track of how long they were talking with the half dragon. Spells have duration's and *Spal* is hoping that he can talk them into running them out.
- *Spal* is incredibly confident of his position. He DOES have the upper hand and will accept nothing but complete and total surrender. If the party surrenders he will strip them of everything that they own and then cast them into the streets above. He will cast forget on the party enough times that they forget where they were and what they were doing. This IS the end of the adventure for the group.

Talking with *Spaliththar* – *Spal* will readily talk with the PCs, as he wants them to be very comfortable with the doom that is about to befall them. He also wants precast spells to wear down and such. If anyone starts casting or something he will interrupt with a warning, **“I would not do that.”** If they continue then he will open up on them and combat will begin.

Description – **Spaliththar** is six foot tall and heavily muscled. Completely black eyes stare out of a helm that rests easily on his head. Visible skin is covered with tiny green scales that betray his draconic origin. When he smiles you can see small but sharp teeth. He speaks with a booming voice that resonates deeply with command. It is quite obvious that Spal is a half-dragon. The dead give away is the brilliantly scaled green dragon wings that sprout from his back and wrap around him reflexively.

Spal will talk about the following things if coaxed:

- Ah the half dragon? He will make an interesting experiment. Once he has died we will be trying to move our master's spirit into him. If it works then a new day will dawn for the Cult of the Dragon. And if not, then we are rid of an abomination.
- Abomination? Yes the half dragon IS an abomination. However right now he is a useful one and therefore we allow him to live.
- The Church of Tiamat? They continue to try to weasel their way into our ranks and I will continue to crush them at every turn. My beloved mother will not take that which has taken me so long to build.
- My mother? Certainly you have figured out that little detail? Emerelda the Green Dragon Princess of course. She thought she would get a true half elven dragon from the union but instead beget me. Tossing me to the winds she had no idea that I would not only survive, but prosper. Here is hoping that she rots in Shadowdale.

His Ultimatum –

***“I really have no time for this however you have amused me thus far. I demand surrender. Drop your weapons and prepare to be bound. Failure to do this will result in your abrupt termination. If you do comply I give you my word that you will not be harmed and will be returned to the surface.”***

The fight is in the next encounter.

**Treasure – None in this phase.**

## Encounter 10

### Notes on running Tier One

Spaliththar will endeavor to sit back and watch the combat. If his troops seem to be about to lose, he will endeavor to find a way to escape himself. At this tier, he has no breath weapon, and will elect to use a long sword

if the PCs engage him in melee. Most likely, he will not participate, and will simply leave the fight.

The Goons will most likely wind up facing off against the help the PCs brought with them. Some goons will try to make it to the PCs, since they are the obvious leaders.

The wizards will concentrate their *magic missiles* on the toughest looking fighter, hoping to weaken him to the point where he goes down quickly. If there is no obvious BDF on the party's side, they will then try to shoot the obvious mage. They will maneuver to try to use their *burning hands* spells to best advantage, or for self-defense.

The Priestess will try to drop a nearby fighter with her *command* spell, to allow her side to get free shots on him, and then she will move up to melee. She will not use the **Dragon Stone** she is carrying, as she does not believe she is powerful enough and is afraid it might dominate her.

**BDF Goons (10), em F1:** AL LE; AC 1 (Chain, Shield, Dex); MV 12; hp 11; THAC0 18; #AT 1; Dmg 1d8 +3; SA nil; SD 90% resistance to sleep and Charm; MR nil; SZ M; ML 17

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

**Cult Wizard (2), hm W2 (Invoker):** AL LE; AC 2/3/4 (*shield* Spell) [0/1/2 when not casting]; MV 12; hp 10; THAC0 20; #AT 1; Dmg d4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 17

Str 8; Dex 16; Con 16; Int 17; Wis 9; Cha 12

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

Spells: 1st - *magic missile, burning hands, shield*

**Specialty Priestess of Xvim, hf P(Sp)1:** AL LE; AC 2 (plate, shield); MV 12; hp 9; THAC0 20; #AT 1; Dmg d6+1 (Footman's Flail); SA Spells; SD Spells, Immune to fear; MR nil; SZ M; ML 18

Str 10; Dex 14; Con 16; Int 12; Wis 18; Cha 15

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *command, endure heat, cause light wounds*

Magic: Can heal self for 2 pts, 1/day

**Spaliththar, Half-Dragonm F1/W3:** AL LE; AC 5 (With *shield* spell 2/3/4 vs. direction of shield); MV 9, Fl 24 (B); hp 23; THAC0 16; #AT 1 (long sword); Dmg d8+10/d12+10; SA Spells; SD Immune to Acid, Sleep, and Paralysis, Spells (*shield* stops *magic missiles*); MR nil; SZ Large; ML 18

Str 22; Dex 9; Con 19; Int 19; Wis 10; Cha 14

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

Spells: 1st - *magic missile*, ~~*shield*~~; 2nd - ~~*detect invisible*~~

### **Note on running Tier Two**

Spaliththar will endeavor to sit back and watch the combat. If his troops seem to be about to lose, he will endeavor to find a way to escape himself. At this tier, he has no breath weapon, and will elect to use a long sword if the PCs engage him in melee. Most likely, he will not participate, and will simply leave the fight.

The Goons will most likely wind up facing off against the help the PCs brought with them. Some goons will try to make it to the PCs, since they are the obvious leaders.

The wizards will concentrate their *magic missile* spells on the toughest looking fighter, hoping to weaken him to the point where he goes down quickly. If there is no obvious BDF on the party's side, they will then try to shoot the obvious mage. *Stinking cloud* will be cast upon spell casters hanging behind the combat. They will maneuver to try to use their *burning hands* spells to best advantage, or for self-defense.

The Priestess will try to stop a group of nearby fighters with her *hold person* spell, to allow her side to get free shots. Then she will cast her *mace of Xvim* and move up to melee. She will use her *command* spells if she feels she needs to move out of combat or if someone on her side needs help. She will not use the **Dragon Stone** she is carrying, as she does not believe she is powerful enough and is afraid it might dominate her.

**BDF Goons (12), em F3:** AL LE; AC 1 (Chain, Shield, Dex); MV 12; hp 27; THAC0 16; #AT 1; Dmg 1d8 +3; SA nil; SD 90% resistance to sleep and Charm; MR nil; SZ M; ML 17

Saves: PPD 13; RSF 15; PP 14; BW 16; Spells 16

**Cult Wizard (2), hm W4:(Invoker):** AL LE; AC 2/3/4 (*shield* Spell) [0/1/2 when not casting]; MV 12; hp 20; THAC0 20; #AT 1; Dmg d4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 17

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

Spells: 1st - *magic missile* x 2, *burning hands*, ~~*shield*~~; 2nd - ~~*protection from paralysis*~~, ~~*detect invisible*~~, *stinking cloud*

**Specialty Priestess of Xvim, hf P(Sp)3:** AL LE; AC 2 (plate, shield); MV 12; hp 22 (27 because of Aid Spell); THAC0 19 (16 w/ *mace of Xvim*); #AT 1; Dmg d6+1 (Footman's Flail) or d12+2 (*mace of Xvim*); SA Spells, Items struck by *mace of Xvim* must save v. crushing

blow or shatter; SD Spells, Immune to fear; MR nil; SZ M; ML 18

Str 10; Dex 14; Con 16; Int 12; Wis 18; Cha 15

Saves: PPD 10; RSF 14; PP 13; BW 16; Spells 15

Spells: 1st - *command* x 2, ~~*endure heat*~~, *cause light wounds*; 2nd - *hold person*, *Mace of Xvim*, ~~*aid*~~

Magic: Can heal self for 6 pts, 1/day, *mace of Xvim* 1/day

**Spaliththar, Half-Dragonm F3/W5:** AL LE; AC 3; MV 9, Fl 24 (B); hp 48; THAC0 14; #AT 1 (long sword); Dmg d8 + 10 / d12 + 10; SA Spells; SD Immune to Acid, Sleep, and Paralysis, Spells (*shield* stops *magic missiles*); MR nil; SZ Large; ML 18

Str 22; Dex 9; Con 19; Int 19; Wis 10; Cha 14

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

Spells: 1st - *magic missile*, *charm person*, ~~*shield*~~, ~~*detect magic*~~; 2nd - *vocalize*, ~~*detect invisible*~~; 3rd - *dispel magic*

### **Notes on running Tier Three**

Spaliththar will endeavor to sit back and watch the combat, but will use his spells to support his troops if he feels the PCs are capable of defeating them. If his troops seem to be about to lose, he will endeavor to find a way to escape himself – *dimension door* will get him to the surface and a good distance from the warehouse so he may flee before the PCs can catch him. At this tier, he has use of his breath weapon, and will elect to use his natural attacks if the PCs engage him in melee. Most likely, he will not participate, and will simply leave the fight.

The Goons will most likely wind up facing off against the help the PCs brought with them. Some goons will try to make it to the PCs, since they are the obvious leaders.

The wizards have already cast *haste* on the fighters, and are flying just slightly behind their respective fighters, about 2 feet off the ground, and will maneuver to best effect. They will attempt to catch a good number of PCs and the fighters the PCs brought with them with *lightning bolts*. They will then concentrate their *magic missiles* on the toughest-looking fighter, hoping to weaken him to the point where he goes down quickly. If there is no obvious BDF on the party's side, they will then try to shoot the obvious mage. *Stinking cloud* will be cast upon spell casters hanging behind the combat. They will maneuver to try to use their *burning hands* and *color spray* to best advantage, or for self-defense.

The Priestess will try to stop a group of nearby fighters with her *hold person* spells or cast *silence* into the

middle of the party's spell casters. Then she will cast her *mace of Xvim* and move up to melee. She will use her *command* spells if she feels she needs to move out of combat or if someone on her side needs help. *Dispel magic* will be used against the PCs if they appear seriously magically boosted, or if they are staying out of her reach using magic. She will not use the **Dragon Stone** she is carrying, as she does not believe she is powerful enough and is afraid it might dominate her.

**BDF Goons (13), em F6:** AL LE; AC -1 (plate, Shield, Dex); MV 12; hp 54; THAC0 11; #AT 3/2 [Hasted 3/1] (spec. in Long Sword); Dmg 1d8 + 8; SA nil; SD 90% resistance to sleep and Charm; MR nil; SZ M; ML 17  
Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

**Cult Wizard (2), hm W6 (Invoker):** AL LE; AC 2/3/4 (*shield* Spell) [0/1/2 when not casting]; MV 12; hp 30; THAC0 19; #AT 1; Dmg d4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 17

Saves: PPD 13; RSF 9; PP 11; BW 13; Spells 10

Spells: 1st - *magic missile* x 2, *burning hands*, *color spray*, *shield*; 2nd - ~~*protection from paralysis*~~, ~~*detect invisible*~~, *stinking cloud*; 3rd - ~~*haste (on fighters)*~~, ~~*fly*~~, lightning bolt

**Specialty Priest of Xvim, hf P(Sp)5 (Xvim):** AL LE; AC 1 (plate, Dex); MV 12; hp 35 (40 because of *aid* Spell); THAC0 17 (14 w/ *mace of Xvim*); #AT 1; Dmg d6+1 (Footman's Flail) or d12+2 (*mace of Xvim*); SA Spells, Items struck by *mace of Xvim* must save v. crushing blow or shatter; SD Spells, Immune to fear; MR nil; SZ M; ML 18

Str 10; Dex 16; Con 16; Int 12; Wis 18; Cha 15

Saves: PPD 9; RSF 13; PP 12; BW 15; Spells 14

Spells: 1st - *command* x 2, ~~*endure heat*~~, *cause light wounds*, *courage* (cast on all her allies present); 2nd - *hold person* x 2, *mace of Xvim*, ~~*aid*~~, *silence 15 ft. radius*; 3rd - ~~*protection from fire*~~ (60 pts), *dispel magic*

Magic: Can heal self for 10 pts, 1/day, *mace of Xvim* 1/day, *neutralize poison* or *poison* 1/day

**Spaliththar, Half-Dragonm F5/W7:** AL LE; AC 0; MV 9, Fl 24 (B); hp 73; THAC0 12; #AT 3 (claw/claw/bite); Dmg d6 + 10 / d6 + 10 / d8 + 10; SA Breath Weapon - Chlorine Gas, Spells; SD Immune to Acid, Sleep, and Paralysis, Spells (Shield stops Magic Missiles); MR nil; SZ Large; ML 18

Str 22; Dex 9; Con 19; Int 19; Wis 10; Cha 14

Saves: PPD 11; RSF 9; PP 11; BW 13; Spells 10

Spells: 1st - *magic missile*, *charm person*, *shield*, ~~*detect magic*~~; 2nd - *invisibility*, *vocalize*, ~~*detect invisible*~~; 3rd - *dispel magic*, *slow*; 4th - *dimension door*

Breath (once every 3 rounds) - cone of corrosive gas 30 ft. x 15 ft. for 6d6, save for half

### **Note on running Tier Four**

Spaliththar will endeavor to sit back and watch the combat, but will use his spells to support his troops if he feels the PCs are capable of defeating them. He will begin the combat with a *dispel magic* spell targeted to catch as many PCs as he can, while also dispelling his wall of stone that is forming the floor in the front of the room (the shaded area). If his troops seem to be about to lose, he will endeavor to find a way to escape himself – *dimension door* will get him to the surface and a good distance from the warehouse so he may flee before the PCs can catch him, *teleport* gets him even further. At this tier, he has use of his breath weapon, and will elect to use his natural attacks (which he is specialized in for an extra claw attack each round) if the PCs engage him in melee. Most likely, he will not participate, and will simply leave the fight, however, if the PCs attack him, he will return the favor.

The Goons will most likely wind up facing off against the help the PCs brought with them. Some goons will try to make it to the PCs, since they are the obvious leaders.

The wizards have already hasted the fighters, and are flying just slightly behind their respective fighters, about 2 feet off the ground, and will maneuver to best effect. They will attempt to catch a good number of PCs and the fighters the PCs brought with them with *cone of cold* and *lightning bolt* spells. They will then concentrate their *magic missiles* on the toughest looking fighter, hoping to weaken him to the point where he goes down quickly. If there is no obvious BDF on the party's side, they will then try to shoot the obvious mage. *Stinking cloud* will be cast upon spell casters hanging behind the combat. *Glitterdust* will be used if they think there are invisible PCs. They will maneuver to try to use the spells *burning hands* and *color spray* to best advantage, or for self-defense. *Ironguard* will be used if a fighter seems overly interested in them. Add *thunderlances* as needed.

The Priestess will try to stop a group of nearby fighters with her *hold person* spells or cast *silence* into the middle of the party's spell casters. She will try to follow that with *reaving blades* at the PC spell casters. Then she will cast her *mace of Xvim* and move up to melee. She will use her *command* spells if she feels she needs to move out of combat or if someone on her side needs help. *Dispel magic* will be used against the PCs if they appear seriously magically boosted, or if they are staying out of her reach using magic. She will not use the **Dragon Stone** she is carrying, as she does not

believe she is powerful enough and is afraid it might dominate her.

**BDF Goons (15), em F8:** AL LE; AC -2 (plate, Shield, Dex); MV 12; hp 72; THAC0 9; #AT 2 [4/1 hasted] (spec. in Long Sword); Dmg 1d8 + 8; SA nil; SD 90% resistance to sleep and charm; MR nil; SZ M; ML 17

Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13

**Cult Wizard (2), hm W9 (Invoker):** AL LE; AC 2/3/4 (*shield* Spell) [0/1/2 when not casting]; MV 12; hp 45; THAC0 19; #AT 1; Dmg d4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 17

Saves: PPD 13; RSF 9; PP 11; BW 13; Spells 10

Spells: 1st - *magic missile* x 2 [x5], *burning hands*, *color spray*, *shield*; 2nd - ~~*protection from paralysis*~~, ~~*detect invisible*~~, *stinking cloud*, *glitterdust*; 3rd - ~~*haste*~~ (on fighters), ~~*fly*~~, *lightning bolt*, *dispel magic*; 4th - *thunderlance*, *wall of ice*, ~~*Rary's mnemonic enhancer*~~ (for *magic missile* x3); 5th - *cone of cold*, *ironguard*

**Specialty Priest of Xvim, hf P(Sp)7:** AL LE; AC -1 (plate, Dex); MV 12; hp 49 (54 because of *aid* Spell); THAC0 15 (12 w/ *mace of Xvim*) [6 with *reaving blades*]; #AT 1 [2 w/*reaving blades*]; Dmg d6+1 (Footmans Flail) or d12+2 (*mace of Xvim*) or 2d12 [*reaving blades*]; SA Spells, Items struck by *mace of Xvim* must save v. crushing blow or shatter; SD Spells, Immune to fear; MR nil; SZ M; ML 18

Str 10; Dex 18; Con 16; Int 12; Wis 18; Cha 15

Saves: PPD 7; RSF 11; PP 10; BW 13; Spells 12

Spells: 1st - *command* x 2, ~~*endure heat*~~, *cause light wounds*, ~~*courage*~~ (cast on all her allies present); 2nd - *hold person* x 2, *mace of Xvim*, ~~*aid*~~, *silence 15 ft. radius*; 3rd - ~~*protection from fire*~~ (84 pts), *dispel magic* x 2; 4th - ~~*protection lightning*~~ (70 pts), *reaving blades*.

Magic: can heal self for 14 pts, 1/day, *mace of Xvim* 1/day, *neutralize poison* or *poison* 1/day, *reaving blades* 1/day, *cure serious wounds* 1/day

**Spaliththar, Half-Dragonm F7/W10:** AL LE; AC -3; MV 9, Fl 24 (B); hp 103; THAC0 10; #AT 4 (claw/claw/claw/bite); Dmg d6+10/d6+10/d6+10/d8 +10; SA Breath Weapon - Chlorine Gas, Spells; SD Immune to Acid, Sleep, and Paralysis, Spells (*shield* stops *magic missiles*); MR nil; SZ Large; ML 18

Str 22; Dex 9; Con 19; Int 19; Wis 10; Cha 14

Saves: PPD 10; RSF 9; PP 11; BW 12; Spells 10

Spells: 1st - *magic missile*, *charm person*, *shield*, *detect magic*; 2nd - *glitterdust*, *invisibility*, *vocalize*, *detect invisible*; 3rd - *dispel magic*, *slow*, *haste*; 4th - *dimension door*, *greater malison*; 5th - *wall of force*, *teleport*

Breath (once every 3 rounds) - Cone of corrosive gas 30 ft. x 15 ft. for 6d6, save for half

### **Note on running Tier Five**

Spaliththar will endeavor to sit back and watch the combat, but will use his spells to support his troops if he feels the PCs are capable of defeating them. His *contingency* spell will go off if he is directly or indirectly (will be in the area of effect) targeted by a spell. The spell that is set to his *contingency* spell is a *dispel magic* targeted to center 5 ft. in front of the doorway (attempting to catch as many PCs as he can) while also dispelling his wall of stone that is forming the floor in the front of the room (the shaded area). If his troops seem to be about to lose, he will endeavor to find a way to escape himself – *dimension door* will get him to the surface and a good distance from the warehouse so he may flee before the PCs can catch him, *teleport* gets him even further. At this tier, he has use of his breath weapon, and will elect to use his natural attacks (which he is specialized in for an extra claw attack each round) if the PCs engage him in melee. Most likely, he will not participate, and will simply leave the fight, however, if the PCs attack him, he will return the favor.

Spaliththar will only use the *anti-magic shell* if he feels the party will be totally handicapped by not being able to use magic, as it eliminates his ability to use magic to escape. Note also that his flight is natural, and he will be able to fly inside the *anti-magic shell*, and may use this to his advantage to escape.

The Goons will most likely wind up facing off against the help the PCs brought with them. Some goons will try to make it to the PCs, since they are the obvious leaders.

The wizards have already hasted the fighters, and are flying just slightly behind their respective fighters, about 20 feet off the ground inside their *minor globes of invulnerability*. They will maneuver to best effect, trying to remain inside their globes as long as possible. They will attempt to catch a good number of PCs and the fighters the PCs brought with them with *cone of cold* and *lightning bolt* spells. They will then concentrate their *magic missiles* on the toughest looking fighter, hoping to weaken him to the point where he goes down quickly. If there is no obvious BDF on the party's side, they will then try to shoot the obvious mage. *Stinking cloud* will be cast upon spell casters hanging behind the combat. *Glitterdust* will be used if they think there are invisible PCs. *Dispel magic* will be used to try to keep anyone from getting to them while flying. They will maneuver to try to use their *burning hands* and *color spray* spells to best advantage, or for

self-defense. *Ironguard* will be used if a fighter seems overly interested in them. Add *thunderlances* as needed.

The Priestess will open with the *cone of flame* from the **Dragon Stone**. She will try to follow that with *reaving blades* at the PC spell casters. She next will try to stop a group of nearby fighters with her *hold person* spells or cast *silence* into the middle of the party's spell casters. Then she will cast her *mace of Xvim* and move up to melee. She will use her *command* spells if she feels she needs to move out of combat or if someone on her side needs help. *Dispel magic* will be used against the PCs if they appear seriously magically boosted, or if they are staying out of her reach using magic.

**BDF Goons (18), em F9:** AL LE; AC -3 (field plate, Shield, Dex); MV 12; hp 85; THAC0 8; #AT 2 [4/1 hasted] (spec. in Long Sword); Dmg 1d8 + 8; SA nil; SD 90% resistance to sleep and Charm; MR nil; SZ M; ML 17

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

**Cult Wizard (2), hm W11 (Invoker):** AL LE; AC 2/3/4 (*shield* Spell) [0/1/2 when not casting]; MV 12; hp 51; THAC0 18; #AT 1; Dmg d4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 17

Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: 1st - *magic missile* x 2 [x5], *burning hands*, *color spray*, ~~*shield*~~; 2nd - ~~*protection from paralysis*~~, ~~*detect invisible*~~, *stinking cloud*, *glitterdust*; 3rd - ~~*haste*~~ (on fighters), ~~*fly*~~, *lightning bolt*, *dispel magic* x2; 4th - *thunderlance*, *wall of ice*, ~~*Rary's mnemonic enhancer*~~ (for *magic missile* x3), ~~*minor globe of invulnerability*~~; 5th - *cone of cold* x 2, *ironguard*, *teleport*

**Specialty Priest of Xvim, hf P(Sp)9:** AL LE; AC -2 (plate, Dex); MV 12; hp 62 (67 because of *aid* Spell); THAC0 15 (12 w/ *mace of Xvim*) [6 with *reaving blades*]; #AT 1 [2 w/*reaving blades*]; Dmg d6+1 (Footman's Flail) or d12+2 (*mace of Xvim*) or 2d12 [*reaving blades*]; SA Spells, Items struck by *mace of Xvim* must save v. crushing blow or shatter; SD Spells, Immune to fear; MR nil; SZ M; ML 18

Str 10; Dex 18; Con 16; Int 12; Wis 18; Cha 15

Saves: PPD 7; RSF 11; PP 10; BW 13; Spells 12

Spells: 1st - *command* x 2, ~~*endure heat*~~, *cause light wounds* x 2, ~~*courage*~~ (cast on all her allies present); 2nd - *hold person* x 2, *mace of Xvim* x 2, ~~*aid*~~, *silence* 15 ft. radius; 3rd - ~~*protection from fire*~~ (84 pts), *remove paralysis*, *dispel magic* x 2; 4th - ~~*protection from lightning*~~ (70 pts), ~~*free action*~~, *reaving blades*; 5th - ~~*true seeing*~~

Magic: Can heal self for 18 pts, 1/day, *mace of Xvim* 1/day, *neutralize poison* or *poison* 1/day, *reaving blades* 1/day, *cure serious wounds* 1/day

**Spaliththar, Half-Dragonm F10/W13:** AL LE; AC -7 (-9 v. Good); MV 9, Fl 24 (B); hp 126; THAC0 7; #AT 3 (claw/claw/claw/bite); Dmg d6 + 10 / d6 + 10 / d6 + 10 / d8 + 10; SA Breath Weapon - Chlorine Gas, Spells; SD Immune to Acid, Sleep, and Paralysis, Spells (*shield* stops *magic missiles*); MR nil; SZ Large; ML 18

Str 22; Dex 9; Con 19; Int 19; Wis 10; Cha 14

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

Spells: 1st - *magic missile* x 2, *charm person*, ~~*shield*~~, ~~*detect magic*~~; 2nd - *glitterdust*, *invisibility*, *Sniloc's snowball swarm*, *vocalize*, ~~*detect invisible*~~; 3rd - *dispel magic*, *slow*, *haste*, ~~*protection from good 10-ft radius*~~, ~~*dispel magic (in contingency)*~~; 4th - *dimension door*, *wall of ice*, ~~*greater maelison*~~, ~~*stoneskin*~~ (9); 5th - *wall of force*, *teleport*, *hold monster*, *cone of cold*; 6th - *anti-magic shell*, ~~*contingency*~~ (goes off the 1st time a spell is cast that would catch him in the area of effect - centered 5 ft. inside the room, centered on the door the PCs enter)

Breath (once every 3 rounds) - Cone of corrosive gas 30 ft. x 15 ft. for 6d6, save for half

### Notes on running Tier Six

Spaliththar will endeavor to sit back and watch the combat, but will use his spells to support his troops if he feels the PCs are capable of defeating them. His *contingency* spell will go off if he is directly or indirectly (will be in the area of effect) targeted by a spell. The spell that is set to his *contingency* spell is a *dispel magic* targeted to center 5 ft. in front of the doorway (attempting to catch as many PCs as he can) while also dispelling his wall of stone that is forming the floor in the front of the room (the shaded area). If his troops seem to be about to lose, he will endeavor to find a way to escape himself - *dimension door* will get him to the surface and a good distance from the warehouse so he may flee before the PCs can catch him, *teleport* gets him even further. At this tier, he has use of his breath weapon, and will elect to use his natural attacks (which he is specialized in for an extra claw attack each round) if the PCs engage him in melee. Most likely, he will not participate, and will simply leave the fight; however, if the PCs attack him, he will return the favor, and he will attempt to kill the party. A tier 6 group has enough magic that it would be a great coup if he could take their items from them. If he defeats the party, he will take all their items and then release the party and be gone. He is a dragon, after all, and dragons build hoards.

Choose which *limited wish* he will use before the combat, based on what he saw the PCs able to do in their fight against the Church of Tiamat. If they were

throwing lots of *dispel magic* spells and shutting down spell casters, he will protect himself and his spells from *dispel magic* – this wish will keep his spellcasting from being disrupted. If the PCs seemed to be more of a slug-it-out-and-do-damage-hard-and-fast type party, then he will wish to be able to interrupt any one action they are taking with his own spell. This can allow him to have an extra action in a round, and will be used to escape unless he is confident that by using the ability he will be able to defeat the party. Spaliththar is not stupid, and believes in living to fight another day.

Spaliththar will only use the *anti-magic shell* if he feels the party will be totally handicapped by not being able to use magic. Note also that his flight is natural, and he will be able to fly inside the *anti-magic shell*.

The Goons will most likely wind up facing off against the help the PCs brought with them. Some goons will try to make it to the PCs, since they are the obvious leaders.

The wizards have already hasted the fighters, and are flying just slightly behind their respective fighters, about 20 feet off the ground inside their *minor globe of invulnerability* spells. They will maneuver to best effect, trying to remain inside their globes as long as possible. They will attempt to catch a good number of PCs and the fighters the PCs brought with them with *cone of cold* and *lightning bolt* spells. The second round they will try to use *power word—silence* on the party's spell casters. They will then concentrate their *magic missiles* on the toughest-looking fighter, hoping to weaken him to the point where he goes down quickly. If there is no obvious BDF on the party's side, they will then try to shoot the obvious mage. *Stinking cloud* will be cast upon spell casters hanging behind the combat. *Glitterdust* will be used if they think there are invisible PCs. *Dispel magic* will be used to try to keep anyone from getting to them while flying. They will maneuver to try to use their *burning hands* and *color spray* spells to best advantage, or for self-defense. *Ironguard* will be used if a fighter seems overly interested in them. Add *thunderlance* spells as needed.

The Priestess will open with the *cone of flame* from the **Dragon Stone**. She will try to follow that with *reaving blades* at the PC spell casters. She next will try to soften up a group of nearby fighters with her *flame strike* or cast *silence* into the middle of the party's spell casters. She will use her *blade barrier* to slow down the PCs if they seem to be getting in too quickly. She will use *disbelief* if she is trapped by walls or other inanimate objects (or to walk through her own *blade barrier*) or to be able to ignore the toughest PC fighters, and then cast

her *mace of Xvim* and move up to melee. She will use her *hold person* and *command* spells if she feels she needs to move out of combat or if someone on her side needs help. *Dispel magic* will be used against the PCs if they appear seriously magically boosted, or if they are staying out of her reach using magic.

**BDF Goons (22), em F9:** AL LE; AC -3 (field plate, Shield, Dex); MV 12; hp 95; THAC0 8; #AT 2 [4/1 hasted] (spec. in Long Sword); Dmg 1d8 + 8; SA nil; SD 90% resistance to sleep and Charm; MR nil; SZ M; ML 17

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

**Cult Wizard (2), hm W13 (Invoker):** AL LE; AC 2/3/4 (*shield* Spell) [0/1/2 when not casting] +2 better vs. good characters; MV 12; hp 53; THAC0 18; #AT 1; Dmg d4 (dagger); SA Spells, -1 to opp't. saves vs. Invo/Evo spells; SD Spells; MR nil; SZ M; ML 17

Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: 1st - *magic missile* x 2 [x5], *burning hands* x 2, *color spray*, *shield*; 2nd - ~~*protection from paralysis*~~, ~~*detect invisible*~~, *stinking cloud*, *glitter dust*, *invisibility*; 3rd - ~~*haste*~~ (on fighters), ~~*fly*~~, ~~*protection from good 10-ft. radius*~~, *lightning bolt*, *dispel magic* x2; 4th - *thunderlance*, *wall of ice*, ~~*Rary's mnemonic enhancer*~~ (for *magic missile* x3), ~~*minor globe of invulnerability*~~, ~~*stoneskin*~~ (9); 5th - *cone of cold* x 2, *ironguard*, *teleport*; 6th - ~~*augmentation II*~~, ~~*true seeing*~~, *power word—silence*

**Specialty Priest of Xvim, hf P(Sp)13:** AL LE; AC -2 (plate, shield, Dex) -6 v. good; MV 12; hp 80 (87 because of *aid* Spell); THAC0 10 (7 w/ *mace of Xvim*) [2 with *reaving blades*]; #AT 1 [2 w/*reaving blades*]; Dmg d6+2 (Footman's Flail + *prayer*) or d12+3 (*mace of Xvim* + *prayer*) or 2d12+1 [*reaving blades* + *prayer*]; SA Spells, Items struck by *mace of Xvim* must save vs. crushing blow or shatter; SD Spells, Immune to fear; MR nil; SZ M; ML 18

Str 10; Dex 18; Con 16; Int 12; Wis 18; Cha 15

Saves: PPD 4; RSF 8; PP 9; BW 10; Spells 9

Spells: 1st - *command* x 3, ~~*endure heat*~~, *cause light wounds* x 2, *sanctuary*, ~~*courage*~~ (cast on all her allies present); 2nd - *hold person* x 2, *mace of Xvim* x 2, ~~*aid*~~, *silence 15 ft. radius*, *withdraw* x2; 3rd - ~~*protection from fire*~~ (156 pts), *prayer*, *remove paralysis*, *dispel magic* x 3; 4th - ~~*protection from lightning*~~ (130 pts), ~~*free action*~~, ~~*protection from good 10-ft. radius*~~, *reaving blades* x2; 5th - *true seeing*, *flame strike*; 6th - *disbelief*, *blade barrier*

Magic: can heal self for 26 pts, 1/day, *mace of Xvim* 1/day, *neutralize poison* or *poison* 1/day, *reaving blades* 1/day, *cure serious wounds* 1/day, *cure critical wounds* 1/day

**Spaliththar, Half-Dragonm F13/W16:** AL LE; AC - 10; MV 9, Fl 24 (B); hp 135; THAC0 4; #AT 3 (claw/claw/claw/bite); Dmg d6 + 10 / d6 + 10 / d6 + 10 / d8 + 10; SA Breath Weapon - Chlorine Gas, Spells; SD Immune to Acid, Sleep, and Paralysis, Spells (Shield stops Magic Missiles); MR nil; SZ Large; ML 18

Str 22; Dex 9; Con 19; Int 19; Wis 10; Cha 14

Saves: PPD 5\*; RSF 5\*; PP 6\*; BW 5\*; Spells 6\*

\**Serten's spell immunity* provides bonuses to saves vs. Mage spells (the bonus is +9 for 1-3 level, +7 for 4-6 level, and +5 for 7-9 level) and vs. Priest spells (the bonus is +7 for 1-3, +5 for 4-6, and +3 for 7th level spells)

Spells: 1st - *magic missile* x 2, *charm person*, ~~*shield*~~, ~~*detect magic*~~; 2nd - *glitterdust*, *invisibility*, *Sniloc's snowball swarm*, *vocalize*, ~~*detect invisible*~~; 3rd - *dispel magic*, *slow*, *haste*, ~~*protection from good*~~ *10-ft. radius*, ~~*dispel magic*~~ (*in contingency*); 4th - *dimension door*, *thunderlance*, *wall of ice*, ~~*greater maelstrom*~~, ~~*stoneskin*~~ (11); 5th - *wall of force*, *teleport*, *hold monster*, *cone of cold* x 2; 6th - *anti-magic shell*, ~~*true seeing*~~, ~~*contingency*~~; 7th - *power word—stun*, ~~*limited wish*~~ (See judge tactics); 8th - *Serten's spell immunity*

Breath (once every 3 rounds) - Cone of corrosive gas 30 ft. x 15 ft. for 6d6, save for half

*When all is said and done your enemies lie at your feet defeated. On the stone slab, the golden elf still lies blissfully asleep.*

The half-dragon Terranock, will remain asleep til Encounter 11, Conclusion.

## Encounter 11

*Heroes often are heralded and awarded for a job well done and this is no exception. The city of Westgate rolls out the red carpet and soon the party parade stops at the Thalavar Estates.*

The Lords also give the PCs six potions, as listed in the Treasure Summary.

*Thistle Thalavar greets each of you warmly and escorts you into her home. Many handshakes are exchanged with people that you do not know and much in the way of drink and food are consumed.*

*It is late in the evening and the nobles and commoners alike have retired to their own homes leaving you finally, blissfully alone with your friends, both old and new.*

*Terranock, the golden half dragon that you saved speaks.*

*"Surely I would have perished if it had not been for you. As such I am in your debt. Where you go in your quest for the Cycle of Dragons, I too shall go. I will be your friend, guide and guardian in the days to come. That is the least I can do for those that I would like the honor of calling my friends." He says with a bow.*

*Alias of the Azure Bonds grins and slaps the half-dragon on the back.*

*"He really does talk to much. But he means well too!" she laughs. "I am off to Ravens Bluff to consult with your Ministry of Art. Hopefully I can provide them with the information that the need in order to make out the secrets of this Dragon's Cycle.*

*"And it appears that YOU are off to Shadowdale. Thistle tells me of a group matching the description of people that you fought that left earlier in the day in a caravan bound for the Dale. When she had someone follow them they found empty wagons not two miles outside of the city.*

*"And dragon tracks. LARGE dragon tracks.*

*"Well met friend and the luck of Tymora be with you in your journey. YOU are going to need it."*

**The End...**

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

**Special note:** PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5th level PC, three 6th level PCs, and an 11<sup>th</sup> level PC, the

group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

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

### Encounter One

Role-play with Alias and agree to help the young Tymoran Priestess 25 xp

### Encounter Four

Defeat the Church of Tiamat 200 xp

### Encounter Five

Retrieving information from the office 25 xp

### Encounter Seven

Working with Thistle to gain an ally. 50 xp

### Encounter Ten

Defeating the Cult of the Dragon forces	150 xp
Defeating Spaliththar	200 xp
Destroying Phylactry of Dracolich	100 xp

Total experience for objectives 750 xp

Discretionary role-playing award 0-500 xp

**Total possible experience 1,250 xp**

Tier Two 2,500 xp

Tier Three 3,750 xp

Tier Four 5,000 xp

Tier Five 6,250 xp

Tier Six 7,500 xp

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure

summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine 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 it later finds unreasonable but which were allowed at the time.

### From Zeanaa the specialty priestess of Xvim

- **Dragon Stone - Amber** (Value 50,000 gp, Rare) - This dragon stone appears to be a piece of amber containing a whole dragonfly. Containing the soul and "shen" of a legendary gold dragon, this is one of the thirteen Dragon Stones of legend. The area around the bearer of the amber is always slightly warm and the smell of water permeates the area. The amber bears the power of a *luck stone* (+1 to all saves, ability checks, and proficiency/skill checks) and has the following powers that it can call forth: *water breathing* (on holder only, always in effect), *bless* (3/day), *detect lie* (3/day), and *cone of flame* (as *cone of cold*, only fire effects) (1/day). These powers are all cast at 15th level.

All chromatic dracoforms will attempt to acquire the Amber Dragon Stone via whatever means possible unless other forces prevent them from doing so. Metallic dracoforms will be guarded around the possessor, as they are holding the soul of a brother, but metallic dracoforms will generally wait for an explanation before attacking.

Only two Dragon Stones can be possessed by any one character and only one of a given type. The Amber Dragon Stone cancels out the effects of any Dragon Stone from an evil dracoforms, and the Stones from evil dracoforms cancel the effects of

the Amber Dragon Stone. This happens if they are within 10 feet of one another. Further, there can be only one Dragon Stone - Amber at a table during an adventure. If there are more than one, all cease to function for that adventure.

Unstable at best the item will probably stop working at some point in time.

The Dragon Stone creates a spiritual bond with the bearer that is apparent to other dragons. Therefore no matter "where" the stone is hidden (even in extra-dimensional spaces or if the person is protected by non-detection magic) dragons will know that it is there. Only upon trade or transfer of the stone is this bond broken, and then it is established on the new owner.

This item absolutely will not function after Origins 2001.

### **From Ranalin of the Church of Tiamat**

- **+2 Lawful Club** (Value 32,000 gp): 2E: This +2 club seems to be made from a fairly rare type of oak. It does +2d6 damage against any creature of chaotic alignment. The club will also do that damage to any chaotic creature who picks the club up and attempts to wield it.

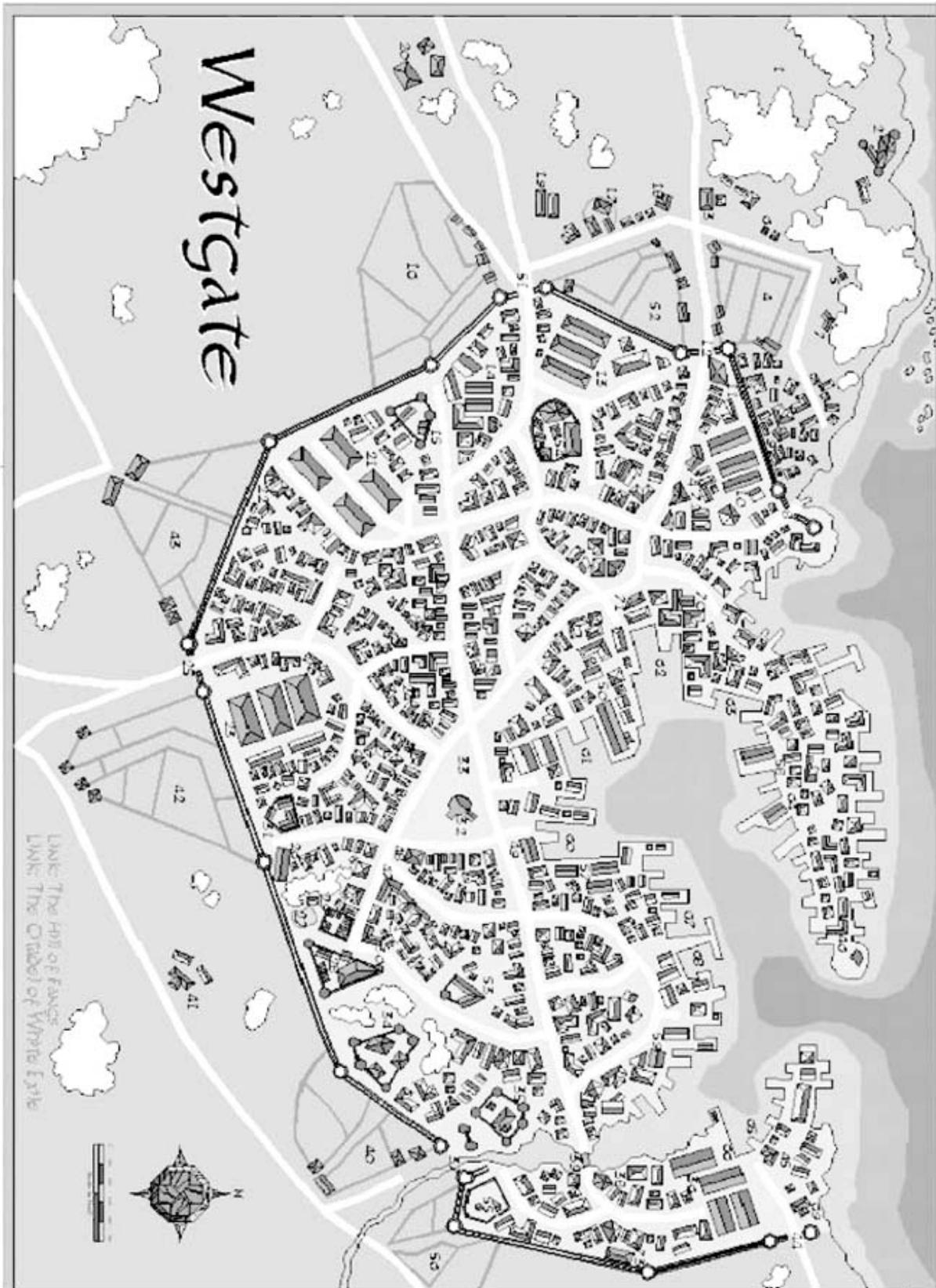
### **From the Lords of Westgate**

- *2 potions of protection from elements* (acid) cast at 10th level (Value 1,500 gp)
- *2 potions of cure serious wounds* cast at 10th level (Value 1,500 gp)
- *Potion of intelligence* (Value 300 gp): Add 1d4+1 points to Intelligence 3 hours.
- *Potion of charisma* (Value 300 gp): Add 1d4+1 points to Charisma for 3 hours.

### **Fame Award**

None this time.

# DM Aid One – Westgate



## DMs Aid Two - Key

1. Dhosax Vale (prelate park)
2. Castle Dhosax
3. The Leaning Man (inn)
4. Dhosax Yards
5. The Blind Eye (fence)
6. Thesax the Waterlark's House
7. Lida's (festhall)
8. Water Gate
9. The Shore (brokers/wanderers/journeymen's slum)
10. Dhosax Company Sheds (warehouses)
11. The Lilly Waterlark (inn)
12. West Gate
13. Thesax Company Sheds (warehouses)
14. Thalax Company Sheds (warehouses)
15. Castle Ssemn
16. Thalax Yards
17. The Spitting Cockatrice (inn)
18. The Empty Fish (tavern)
19. The Westward Eye (inn)
20. Gateweath (inn of good quality)
21. Ssemn Sheds (warehouses)
22. The Purple Lady (tavern & festhall)
23. Guldex Company Sheds (warehouses)
24. Temple of Mask
25. South Gate
26. City Watch Barracks
27. The Lords' Water (pool)
28. Castle Thesax
29. Castle Uredo
30. The House of Silks (fine clothing & jewelry)
31. The Blue Banner (inn)
32. The Tower (registry office, city watch HQ & jail)
33. The Market
34. Castle Guldex
35. Castle Vhammos
36. Vhammos Company Sheds (warehouses)
37. River Gate
38. The Black Boot (inn)
39. The River Bridge
40. Vhammos Yards
41. The Rising Falcon (inn)
42. Guldex Yards
43. Ssemn Yards
44. East Gate
45. The Old Beard (tavern)
46. The Harbor Tower (Westlight - lighthouse & harbor defense)
47. The Gentle Moor (inn)
48. Shalsh Murekeen's Shop (buys & sells everything)
49. The Black Eye (tavern & festhall)
50. Uredo shed
51. Mulsartir's Gate
52. Thesax Yards
53. Castle Athagal
54. Castle Thalax
55. Castle Malahan
56. Malahan Yards
57. Malahan Company Sheds (warehouses)
58. Dhosax Docks
59. Thesax Docks
60. Malahan Docks
61. Uredo Docks
62. Thalax Docks
63. Guldex Docks
64. The Watch Dock
65. Athagal Docks and Shipyards
66. Vhammos Docks
67. Ssemn Docks
68. Ssemn Docks
69. Temple of Umbrelle
70. Temple of Tymora
71. Temple of Gond
72. Temple of Lathander
73. City Watch Barracks
74. City Watch (meeting rooms, barracks)

## DM Aid Three – The City of Westgate

Westgate is an important port and caravan transfer point on the overland route that joins the Inner Sea and the lands to the west (Amn, Tethyr, the North, and the Sword Coast) and the far south. It is the largest of the Dragon Coast cities and a rival of both Cormyr and Sembia all by itself. A map of Westgate appears the next page.

Westgate lies on the southern side of the long western arm of the Sea of Fallen Stars, across from Cormyr. It is independent of all kingdoms and outside authorities, and is considered an open city, free to all manner of trade from all sides. Westgate has fulfilled the role of trading link between Inner Sea east and Sword Coast west for as long as humankind has been in the Inner Sea area. Once a simple stopover and stockyard similar to Scornubel or Iriaebor today, Westgate has gained in importance as trade increased, diversifying into ship construction and repair, wagonmaking, and other sideline industries. The local industries include pottery (of average to poor quality), scent-making (excellent fragrances), and wine-making (varying wildly from superior to merely good).

Westgate is ruled by a council of its rich, noble families that took command soon after the death of its last king, Verovan, in 1248 DR. They in turn chose a croamarkh to serve a four-year term. The current croamarkh is Lansdal Ssem (N hm F3), grandson of the Ssem family patriarch, Orgule Ssem. Lansdal was a compromise candidate, and his term to date has been marked by a rise in interfamily violence and secret vendettas.

Westgate has a secret set of rulers as well. A band of professional assassins, extortionists, coercers, enforcers, and thieves known as the Night Masks have set up shop in the city. They are for hire by all and independent of the various noble houses, switching alliances as their purse leads them. The Night Masks control most of the illegal doings in the town and seek to expand their grasp to the north and west into other civilized lands.

The Night Masks make no secret of their existence, and their symbol, marked on shops to indicate protection, or left in some adventurer's home as a warning, is a domino mask.

The membership of the Masks is primarily thieves, but includes fighters, priests, and mages as the job demands. Normally Masks operate in groups of five, with a single member only aware of what four others of the group are up to. In this fashion, if one is caught, only that group is endangered. Levels range from 1st to 10th, with higher level beings available only for the most dangerous jobs. The Night Masks are currently

leaderless and in turmoil, since the Faceless, their founder and leader, was killed.

Westgate has a large number of temples and small churches, as befits its station as a cosmopolitan hub of trade. It holds within its walls temples to Loviatar, Gond, Mask, Ilmater, and Talos. Most of these temples have high priests of 10th-15th level, suitable for most clerical work. The local temple to Leira has burned to the ground and been abandoned. A temple of Talona, the Place of Waiting Death, is an open secret in the city. The city also holds shrines to Beshaba, Lliira, Malar, and Shar.

### The Lords of Westgate:

The local nobility, the lords of Westgate are the heads of rich merchant families. All such families usually have long-standing traditions and feuds, run caravan companies and trading fleets on the Inner Sea, and pursue diverse business interests. The families of Westgate and their lords and symbols are:

- **Athagdal Family:** Led by Lord Urlyvl Athagdal. *Family Trading Badge:* Russet weighing scales.
- **Dhostar Family:** Led by Lord Luer Dhostar. *Family Trading Badge:* Tawny wagon wheel topped by three stars. The Dhostar family has suffered losses since the father died and the son, who turned out to be the Faceless leader of the Night Masks, was assassinated.
- **Guldar Family:** Led by Lord Dathguld Guldar. *Family Trading Badge:* Black hawk.
- **Malavhan Family:** Led by Lord Thamdro Malavhan. *Family Trading Badge:* Red sun.
- **Ssem Family:** Led by Lord Orgule Ssem. *Family Trading Badge:* Ivory bird's claw.
- **Thalavar Family:** Led by Lady Nettel Thalavar (matriarchal widow). *Family Trading Badge:* Green feather.
- **Thorsar Family:** Led by Lord Maergyrm Thorsar. *Family Trading Badge:* Blue hand holding corn.
- **Urdo Family:** Led by Lord Ssentar Urdo. *Family Trading Badge:* Yellow eye.
- **Vhammos Family:** Led by Lord Thontal Vhammos. *Family Trading Badge:* Steel-gray open hand.

## DM Aid Four – Cult of the Dragon

The secret society known as the Cult of the Dragon has existed in the Realms for over 400 years. The primarily human membership seeks to elevate evil dragonkind to rule all of Toril as its dominion. When possible, the Cult transforms powerful, willing evil dragons into dracoliches.

The Cult's main activities include serving as an intelligence-gathering and communications network for the evil dragons of Faerûn and the Cult's dracoliches. Cult members regularly visit the lairs of evil dragons, praising them effusively and telling them of the destiny Sammaster First Speaker proclaimed for them: rulership over all. Cult members contribute large amounts of treasure to these dragon hoards, offer any assistance at their disposal (healing potions and spells or an exchange of spells and other magical knowledge), enlarge or otherwise expand the dragons lairs, add mechanical or magical traps to the lairs, and generally work to persuade these dragons to actively cooperate with the Cult. Cult members also make all necessary preparations for those dragons that do consent to become a dracoliche.

In exchange for the Cult's services, its members ask "cooperative" dragons for permission to use their lairs as emergency shelters and for a promise of aid should the Cult ever call on them using the Cult's rings of dragons. (Most often this means combating some foe of the Cult.) Cult members also guard and tend any eggs or hatchlings that may be present in the dragons' lairs when the dragons so desire (such as when they leave for a substantial period of time to hunt or raid).

The Cult is a fractious organization comprised of numerous independent cells across Faerûn. Unlike such organizations as the Harpers or the Zhentarim that possess some sense of unity due to centralized command structures and powerful, charismatic leaders, some cells of the Cult are almost as likely to be at each other's throats as they are to be working together. The lack of both a headquarters (or even a predominant region of influence) and the presence of a single strong leader keeps the Cult and its powerful allies, the dracoliches, from achieving (or at least maintaining) the great power and influence to which they might otherwise rise. Indeed, only the Cult's founder, Sammaster First-Speaker, was able to hold the Cult together as a unified whole beneath him.

Sammaster was a mage who lived well over 500 years ago and eventually became one of Mystra's Chosen. This touch of divine power was too much for Sammaster's mind, and he was eventually driven insane, unlike the Chosen of the modern Faerunian era. Mystra removed her touch, but the damage was done already and proved irreversible. The Goddess of All Magic could not cure Sammaster (or refused to for her own inscrutable reasons), nor did she put him out of his madness and misery, an act of restraint that, though it seemed merciful at the time, in retrospect would have prevented much grief and bloodshed over the intervening years.

In any case, the delusional Sammaster was convinced he had some special insight into the powers of the Realms (the gods) and Toril's future. He set about translating (or retranslating in many cases) the works of several legendary oracles and sages, among them Maglas, author of the prophetic tome, *The Chronicle of Years to Come*. In one particular passage Sammaster found the genesis for what would become the Cult of the Dragon. Below is the passage as Elminster and most other reputable sages over the centuries have translated it:

*"And naught will be left save shattered thrones, with no rulers but the dead. Dragons shall rule the world entire, and . . ."*

Sammaster the Mad translated the passage thusly:

*"And naught will be left save shattered thrones with no rulers. But the dead dragons shall rule the world entire, and . . ."*

This revelation lit a fire in Sammaster's demented mind and led to his organizing a band of followers to whom he passed on his teachings in a magical book called the *Tome of the Dragon*. These followers then spread his word, and eventually the group took on the appellation "Cult of the Dragon". It created its first dracoliches in 902 DR.

In time, Sammaster was slain, but he had prepared for his death and was able to attain lichdom for himself. Most tale-tellers and hedge-row sages believe that years later Sammaster's undead form was itself killed as well, since some members of the Cult have stated that the founder is dust in some forgotten tomb. Clearly this means that the mad lich plays no current role in the actions or rulership of the Cult, but sages with more in-depth knowledge or more paranoid natures have speculated on what else this statement might imply.

Regardless, the Cult of the Dragon has continued on without its founder. His disciples have wended their way across the length and breadth of Faerûn, and his teachings have insinuated themselves into the greedy and insecure hearts and minds of the weak-willed, the unethical, the grasping, the power-hungry, and those who seek elevation to wealth or power through covert means rather than honest hard work. But as with any philosophy the farther the tenets the Cult is organized upon have spread, the more variations and interpretations of them have sprung up and the greater number of schisms have formed within the Cult. Thus, many of the Cult's cells today proffer divergent versions of the Cult's history and its final destiny. What this destiny is remains to be determined by how a DM wishes to use the Cult of the Dragon in his or her FORGOTTEN REALMS campaign.

## DM Aid Five – Cult of Tiamat

The Church of Tiamat, little known in the western Realms, venerates the chromatic Dragon, a lesser power of Unther whose worshipers have begun to spread across Faerûn. Also known as the Nemesis of the Gods, the Dark Lady, Queen of Chaos (something of a misnomer), the Undying Queen, Bane of Bahamut, and the Avaricious, Tiamat is the legendary Queen of Evil Dragons. Her followers seek to overthrow all other gods, and toward that end they acquire as much wealth and magic as they can accumulate. The church of Tiamat is strong in Unthalass and much of Unther, and it has growing centers of power in Sembia, the Vilhon Reach, and Vaasa. (For further details on Tiamat and her followers, see Powers & Pantheons.)

### Roots of Enmity

Strife between the Tiamat's faithful and the Followers of the Scaly Way is a relatively recent development. Only in the past few decades have the two groups even become aware of each other's existence. The Dragon Queen is little known outside of the Old Empires of Unther, Chessenta, and Mulhorand. Those who know of her are more likely to think of her as a powerful legendary monster than as a divine power.

The Time of Troubles convinced Tiamat that she had to quickly acquire greatly increased power if her presence in the Realms was to survive the collapse of the Untheric pantheon. The Cult of the Dragon, composed of powerful but godless cultists predisposed to worship dragons, was just too tempting a target for the Dragon Queen to resist absorbing into her faith. The Dark Lady expects strong resistance from the more powerful Cult cells' leaders, but she feels that the fractious nature of the Cult actually plays well into her plan. She can conquer the smaller cells easily enough, she feels, most often from within by proselytizing to the Cult members. Then, with numerous cells under her wings and the benefits additional worshipers give her, she can overcome the powerful cells. Tiamat is certain that no secular organization can withstand the concerted efforts of a group united both by faith and by clerical power supplied from a true deity.

In the years since the Time of Troubles, Tiamat's faithful have begun to infiltrate and co-opt the Cult's vast network of followers. As expected, the efforts of the Dark Lady's followers have been opposed at every turn by the entrenched Keepers of the Secret Hoard, and her faithful have been subjected to unspeakable tortures when their true allegiance was exposed. On the other hand, Tiamat has been warmly received by a significant minority of the lesser-ranking, disillusioned Cultists and Cult supporters, who have begun to accept her as the

"essence of dracoliches" in her role as the Undying Queen. In response, a few high-ranking Cult dissenters (particularly in the Sembian Cult cell) have turned to Null, the draconic god of death, to counter the Chromatic Dragon's growing influence. (For further details on Null and his followers, see Appendix 1: Dragon Deities.)

### Modes of Strife

While the Cult of the Dragon has long been wracked by feuds between its leaders, undermined by traitors and spies, and attacked by rival groups and determined individuals, it has never faced a true religion trying to co-opt its membership. As a result, the internal strife that now threatens to tear apart what Sammaster created has been more chaotic and less directed than normal for the Followers of the Scaly Way.

The church of Tiamat has targeted more than one Cult cell in what has become a familiar pattern. First, followers of the Dragon Queen track down suspected Cult cells, identify likely members, and get themselves recruited to join the Cult. Second, mid-ranking clergy members worm themselves into the bottom ranks of the Cult and quickly make a name for themselves within the Cult cell thanks to their hidden abilities. Third, such infiltrators secretly reveal the "long-anticipated coming of the Undying Queen" to disenchanted Cultists who seem uncommitted to the Cult hierarchy. Fourth, if they have not yet been discovered by the Cult leadership, the followers of Tiamat engender a split between rival leaders of the Cult. Finally, they offer their services, as well as those of all who have heeded Tiamat's call, to the second-most-powerful faction in exchange for acknowledgment of the Dark Lady as the divine presence behind the Cult.

The Keepers of the Secret Hoard have responded to the grave threat to their personal power posed by Tiamat's followers in a variety of fashions. Some openly turn their forces against those whose loyalty is suspect. Others use their opponents' own methods against them in accordance with the commonly observed phenomena that the weak are easily swayed. In Sembia, the Wearers of the Purple have betrayed any members they suspect of harboring sympathies for the Dark Lady by exposing their affiliation to the Cult to the local authorities, the Harpers, or Zhentarim rivals. As noted above, a few dissenters in that cell have even turned to Null, the Death Wurm, as a counter to the growing threat of Tiamat's faith, though Null is ill-equipped to tend to nondraconic members of his faith (and frankly rather puzzled by them).

### Current Plots

Rumors concerning the existence of a multiheaded dracolich beneath the ruins of Castle Perilous have begun to circulate amongst the members of the Sembian Cult cell. The Wearers of the Purple are divided on how to respond to Cult response to reports of a new-found dracolich, no matter how unusual, would be to dispatch a small group of agents to investigate. Naergoth Bladelord (NE hm F22) is concerned that the rumored Sacred One, should it actually exist, might delude some of the less committed Followers of the Scaly Way into believing the lies of Tiamat's clergy. To avoid the risk of improving Tiamat's authority over Sammaster's followers, the Wearers of the Purple have deliberately leaked evidence of the supposed dracolich's existence to several moderately skilled adventuring groups and a few Harper agents. The Cult leaders' plan presupposes that one of these groups will find the means to investigate the Witch-King's cairn. When such an expedition is dispatched, the most trusted agents of the Sembian Cult cell's ruling council will observe the resulting fracas from afar and record the dracolich's display of power, assuming it exists, as well as the might of any allies it has gathered in service. Based on the intelligence acquired, the Wearers of the Purple will then respond appropriately.

Threskel, considered to be part of both Unther and Chessenta at various times in history, has fallen under the sway of Alasklerbanbastos, the Great Bone Wyrms. Alasklerbanbastos lairs beneath Dragonback Mountain, northernmost peak of the Riders to the Sky mountain range between Unther and Chessenta. The former great blue wyrm is attended by several younger chromatic dragons as well as numerous human Cultists. The territorial ambitions of the self-proclaimed Overking of Chessenta threaten the very heart of Unther itself, and, as such, the church of Tiamat based in Unthalass. The Dark Scaly Ones of Unther are reacting to this challenge to their authority with a violent series of attacks against suspected Cultists and Cult holdings across anarchic Unther and the city-states of Chessenta. These attacks threaten to incite a flight of dragons against the cities of Unther and Chessenta, and, possibly, deadly battles between the two groups' allied wyrms. The fallout from such open warfare would assuredly devastate the already suffering populace of the region.

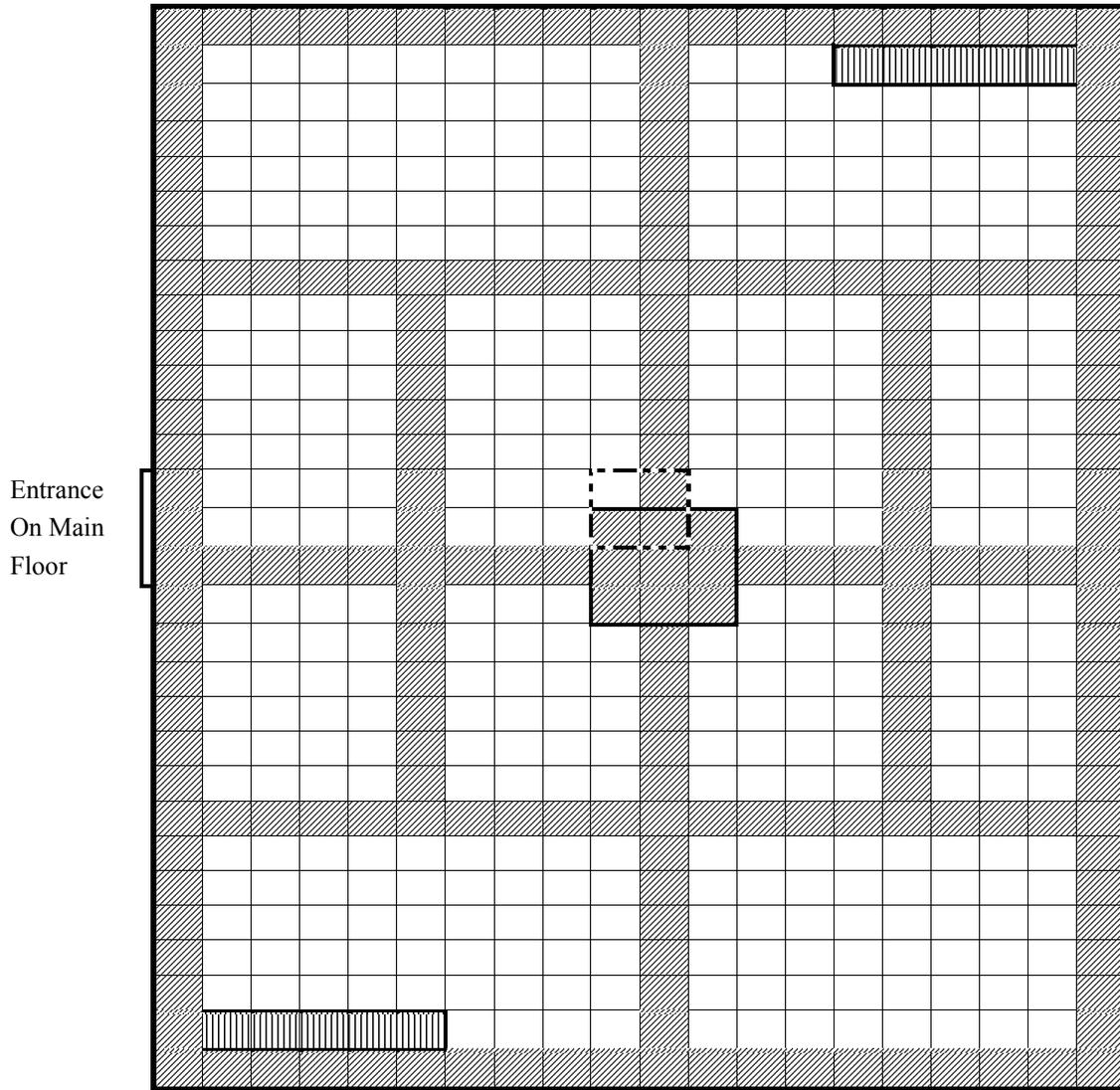
### Leaders

The church of Tiamat is led by the high priests of the Dragon Queen who are collectively known as the Dark Scaly Ones, a practice originating in Unther. Shudu-Ab (LE hf P[Tiamat]18), Wyrms Princess of the Dark Scaled Ones and High Priestess of the Altar of Scales (located in the catacombs of ruined Unthalass), has succeeded Tiglath as the leader of the Dragon Queen's

cult in Unther. Shudu-Ab has pretensions, so far unrealized, of uniting all of Tiamat's followers in the Realms under her rule as the Dark Lady's mortal regent. Other prominent Dark Scaly Ones include Hesthera Draketals (LE hf P[Tiamat]13), leader of the Handmaidens of the Undying Queen beneath the ruins of Castle Perilous in Vaasa; Deiros Forktongue (LE hm P[Tiamat]11), a wyrmkeeper (specialist priest), and Ssenidak Wyrmspear (LE male lizard man F11/C9), Fire of the First Lizard, leaders of Tiamat's cult in Surkh; and Kedrak Gilbane (LE hm Cru15), Lord High Marshal of the Knights of the Five-Thorned Rose and titular commander of the Serpent Guards.

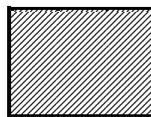


DM Aid Seven – Map of Barn Combat #2



Entrance  
On Main  
Floor

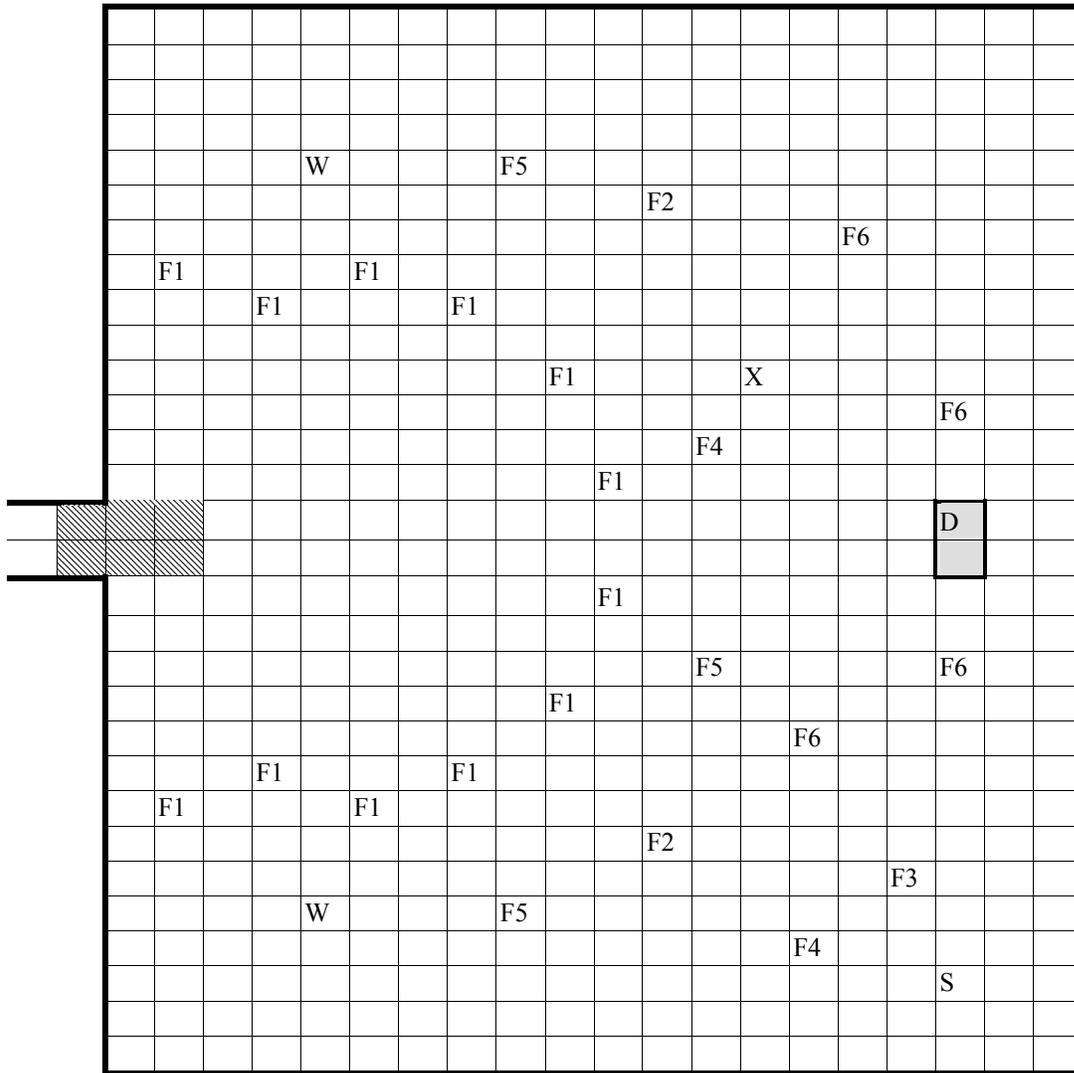
 = Catwalks/Rafters

 = Overhead office

 = Stairs to Ground Floor

 = Location of Wagon on Ground Floor

DM Aid 8 – Map of Final Combat



- F1 = Fighters for Tiers 1 and above
- F2 = Fighters for Tiers 2 and above
- F3 = Fighters for Tiers 3 and above
- F4 = Fighters for Tiers 4 and above
- F5 = Fighters for Tiers 5 and above
- F6 = Fighters for Tier 6

- W = Wizards
- X = Priestess of Xvim
- S = Spaliththar
- D = Half-Dragon
-  = Wall of Stone Used as Floor

 = 5 feet

 = Altar

## **Player Handout #1**

Summary of information in the journal and on papers about the office.

Day 45. The Dark Lady will be pleased with our progress. We have made inroads with a number of the Merchant Lords in Westgate and suspect that there will be little resistance from them while we seek out the Cult of the Dragon hive that has infested this region. Normally we would have tried to deal with them and become one with their organization. Such is normally the will of the Lady. However this group apparently has done something to offend her and Emeraldala wishes that they pay the ultimate price.

Day 60 – Emeraldala has told us that an abomination approaches Westgate. Not only is this creature one of the vile halfbreeds, it carries with it a shenstone of a gold! We are to set up scouts and capture this foul creature so that she can personally take its heart and hold the shenstone for her own.. Surely the metallic's are inferior if they even contemplate breeding with gold elves. Yet apparently one of the golden fools has for this is the quarry that we hunt.

Day 62 – A minor setback has occurred but nothing that we cannot deal with. The Cult beat us to the abomination and in a fierce battle we managed to wrest away the shenstone from the creature and depart with tails hanging between their legs. A partial victory, as we have the half-breed. Yet we need the stone in order to ensure both of our ladies favor.

Day 71 – The Lady herself spoke to me in a dream. She told me of a ritual that when performed would allow one of the foul dracoliches souls to inhabit a body that was dragonlike, not dragon. She showed me the body of a man with the wings of a dragon and then the body burst into flames. A symbol of the Cult of the Dragon blazed in the sun and I knew what she was telling me. Somehow the Cult has figured out a way to transfer the essence of a dracolich into a body OTHER than that of a dragon corpse. The half breed must never fall into their hands. I will tell Emeraldala.

Day 100 – Another conflict in the streets of Westgate has fueled anger from several of our Merchant Lord contacts. WE have appeased them with readily available gold however there must be a stop to the fighting in the streets.

Emeraldala has sent me the saliva of one of her dark cousins, a black dragon named Venaraish. She tells me that when I find the soul of the dracolich, I am to dip it into this liquid and it will heal the world of this foul taint. Her warnings were many though. Only once can this be done. If it tried more than once the acid will not be effective.

Day 104 – I have set a plan into motion that might snare us the Shenstone AND allow us to keep the half breed. If it succeeds Emeraldala will have her stone and the lady will have a sacrifice that will please her greatly. She has sent me word the Slayers have entered the city. I am having them followed although they may have harmed our princes in the past, they will not pull Emeraldala's secrets from my lips. They will be dealt with. And if they have a shenstone then perhaps my lady will be even more pleased with me.

**Player Handout #2**

TO MY DEAR SWEET EMERALDALA,

YOU HAVE NEVER WISHED TO ACKNOWLEDGE ME, MY DEAR MOTHER. NOW, I HAVE BOTH THE GOLDEN HALF-BREED AND THE GOLDEN STONE. I HOPE YOUR DARK QUEEN REWARDS YOU AS YOU HAVE TRIED TO REWARD ME. –

THE TRUE HIGH LORD OF WESTGATE

-(THIS PORTION IS IN A LANGUAGE THAT YOU DO NOT READILY UNDERSTAND)

### **Player Handout #3**

#### **Tier 1 Backup from Westgate:**

**Westgate Guardsmen (12)**, hm F (1): AL LG; AC -2 (Plate, Shield, Dex); MV 9; hp 13; THAC0 19; #AT 3/2 (specialized in Long Sword); Dmg d8 + (longsword + Spec.); SA Nil; SD Nil; MR nil; SZ M; ML 16  
Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

#### **Tier 2 Backup from Westgate:**

**Westgate Guardsmen (12)**, hm F (3): AL LG; AC -3 (Field Plate, Shield, Dex); MV 9; hp 39; THAC0 16; #AT 3/2 (specialized in Long Sword); Dmg d8+2 (longsword + spec.); SA Nil; SD Nil; MR nil; SZ M; ML 16  
Saves: PPD 13; RSF 15; PP 14; BW 16; Spells 16

#### **Tier 3 Backup from Westgate:**

**Westgate Guardsmen (12)**, hm F (6): AL LG; AC -3 (Field Plate, Shield, Dex); MV 9; hp 72; THAC0 13; #AT 3/2 (specialized in Long Sword); Dmg d8+3 (longsword + spec. + str); SA Nil; SD Nil; MR nil; SZ M; ML 16  
Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

#### **Tier 4 Backup from Westgate:**

**Westgate Guardsmen (12)**, hm F (8): AL LG; AC -4 (full plate, Shield, Dex); MV 9; hp 90; THAC0 13; #AT 2/1 (specialized in Long Sword); Dmg d8+3 (longsword + spec. + str); SA Nil; SD Nil; MR nil; SZ M; ML 16  
Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13

#### **Tier 5 Backup from Westgate:**

**Westgate Guardsmen (12)**, hm F (10): AL LG; AC -4 (full plate, Shield, Dex); MV 9; hp 104; THAC0 9; #AT 2/1 (specialized in Long Sword); Dmg d8+4 (longsword + spec. + str); SA Nil; SD Nil; MR nil; SZ M; ML 16  
Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

#### **Tier 6 Backup from Westgate:**

**Westgate Guardsmen (12)**, hm F (13): AL LG; AC -4 (full plate, Shield, Dex); MV 9; hp 113; THAC0 6; #AT 5/2 (specialized in Long Sword); Dmg d8+4 (longsword + spec. + str); SA Nil; SD Nil; MR nil; SZ M; ML 16  
Saves: PPD 5; RSF 7; PP 6; BW 5; Spells 8