

Dragon's Spirit

Part One of the Cycle of Dragons series

A One-round Living City Adventure

By Troy Daniels and Cindy Mullins

Special thanks to Robert Wiese - "Virtue is not all black and white"

A routine request to investigate a dragon battle to the north leads to the beginning of a quest that, if not completed, will cost far more than just a life. Part One of the Cycle of Dragons. An adventure for tiers 1-6.

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

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

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

A note about the text: Some of the text in this Adventure 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.

Tier Structure

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

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

Adventure Background

Venthmansus was a young gold dragon on a mission of the utmost importance. He was to travel to the southern reaches and visit the Dragon Sage on a quest of knowledge. Bahumut had come to him in a dream and told him that a time of darkness was about to fall upon the land and that the Dragon Sage held the key of wisdom that might overcome this threat. With that

being said, Ven took his wing brothers and flew to meet with the wisest of mortal dragons.

Unfortunately Ven was being watched.

As the dragons flew into the night skies of the mountains even darker shapes appeared before them. Calling out their names and bloodlines, the creatures fell upon him with savage abandon. When all was said and done, the creatures were gone and all that was left was tattered memories and dragons that had not only fallen from the skies, but also had far more taken than just they're lives.

Ven pulled himself up, and let out a roar that shook the night sky as he looked upon his dead brothers and his own broken and crippled body. Perhaps someone was listening, for the cry traveled far and wide until it came to rest in a seaside town in the southern portion of the Vast.

Adventure Summary

The PCs awaken to a frantic pounding at their doors. Noted sage and geomancer Carmanstansos has had a terrible vision and requires their assistance. After gathering up the remaining PCs they retire to his study to discuss the matter.

The sage will explain that he heard a calling, a whistling scream of primal fury coming from the mountains to the north. When asked to describe it he will only say that it sounds as though whatever made the cry was afraid and hurt. He also shows them something interesting. Some pseudodragons arrived at his house earlier this morning each bearing an amulet. He knows that they mean him no harm, however other than that he cannot be sure what it means.

The pseudodragons will transport the adventurers, via the amulets, to the place where Ven lies slowly dying. Upon arrival they will depart and the PCs will have witnessed the death of the dragon and if willing, take up a quest to bring his soul to the Temple of Dragons. Once there, Ven can begin his journey to complete the cycle of dragon life and the PCs can gain a powerful ally and clues as to what is coming to the world that they live in.

As they travel southward to the Temple of Dragons groups that wish to slow them down or stop them completely set them upon. The PCs will encounter a band of Cult of the Dragon followers as well as other interested parties, both of the harmful and helpful variety.

Once they reach their goal the mission is not complete. The Temple of Dragons was made so that only a dragon may enter. They will have to use the special gifts that Ven gave them to pass the various trials that are set before them.

Finally the PCs reach the Altar of Dragons where the souls of the dead dragons are laid to rest. Before they can give up Ven to the Altar creatures crash through the great glass roof of the structure and attack, wishing to gain the soul for their own foul purposes. The defenders of the temple step back and let the PCs champion their cause for they are looking for questors. Perhaps if the PCs are victorious they will be granted the boon, and the quest that will make them true heroes.

Authors Commentary

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

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

Encounter One Wake up Call

Encounter One A

First thing in the Morning

Before this encounter begins, you need to know how much INFAMY a PC has. If they have over 10, then they will not be visited and not invited to come on this trip. Someone very high up has asked for GOOD PCs... and ones with questionable reputations and or morals will not be allowed to come. The player MAY choose another PC at this time to take with him as long as they do not have more than 10 infamy.

Allow the PCs a few moments to get things settled the begin reading the text below:

Bang! Bang! Bang! That is how a few of you were woken up this morning. Others may have been out carousing the bars and still others might have been in secluded elven groves waiting the night through when your rest was interrupted. The apparent cause of the disturbance was a young man stood there dressed in plain clothing and looking somewhat worn out. Through panting breaths he explained that he had a message for you and then handed you a circular piece of slate. Apologizing for disturbing your rest he then raced off into the night, probably to deliver another message to yet another adventurer.

Standing there in the darkness of the early morning you noted that the slate in your hand was unusually warm. Pausing to look at it you saw the

sparkle of light push its way from the center of the disk and slowly form itself into a man.

At this point, hand the players **Player Handout #1**. This contains the message that Carmanstansos wished to give the players in his *advanced magic mouth* spell. Once they have read the handout, read the following:

Get actions from the PCs. It is about an hour two hours before dawn and since the Carmanstansos invited them to breakfast that will for most of them is the first order of business for the day. Make sure that before they actually head off to talk to the Geomancer that you allow the players to do the following:

- Spell casters may pick their spells at this time. Since they are just being woken up they have time to memorize and pray
- Allow spell casters to cast any "pre-cast" spells now as outlined in the Living City Judge Guidelines.

The reasons that we are doing this now, is because to be quite honestly the PCs are going to be far too busy for the rest of the day to worry about these "mundane" things,

Encounter One B

We're off to see the Wizard...

Allow the PCs time to get dressed and take care of any normal morning rituals that we are all so used to. When they are ready, proceed with the text below:

When you arrive at the address that the image gave you are greeted with a rather odd sight. The house itself is a simple two-story affair made of wood with a small stone fence surrounding it. THAT however is not what the strange site is.

What is strange is that even at this early hour several wizards (they have to be wizards for whom else would dress like that) have set up shop on the lawn on the side of the house. They have braziers burning brightly and a foul smelling smoke is pouring from them. They seem to be chanting some sort of spell and imploring SOMTHING that is in the tree beside the house. From this vantage point you cannot make out quite what they are calling to however one of the wizards has a bit of meat and is dangling it over his head. A young boy who does not appear to be a part of the group of wizards is standing between you and the group, eyeing you intently.

There are several other obvious adventurers here watching the festivities. You quickly exchange names and stories and then the door opens and the man in the image steps out to greet you as you watch the strange sights going on at the side of the house. He is

a small man dressed in brightly colored robes and decorated with an odd assortment of gemstones and other bejeweled items. Come in quickly for dere is much to discuss and leetle time to do eet in., he calls as he holds the door open for you.

Bewildered PCs will probably want to know what the heck is going on with the wizards on the side of the house. Carmanstansos will tell them that they have been there all morning and will explain WHY they are casting find familiar once the party is safely inside.

If the PCs wish to talk to the wizards, the boy will intercept them. He will shush them up and when asked why will explain:

Hey, they're payin' me a gold piece to stand here and make sure that no one disturbs them, so hush! They said they were trying to get those whatchama dragons outta the tree so that they can become familiar like, y'know? So I am supposed to stand here and make sure that no one bothers 'em.

Young Jake will do just that. He will do everything that a ten-year-old street rat can think of to try and stop the PCs from bothering his charges. If the PCs do manage to get past the young boy he will stand back. He is not foolish,, Just proud. He understands he is no match for them.

Talking to the wizards is probably not the best thing in the world to do either. They are NOT at all happy that their hired security could not handle the matter. There are three wizards here (Waldren[hm W5], Manthan[hem W6] and Criessa[hf W4] and all of them want the treed pseudodragons as familiars. Only Waldren (who was shaking the dead chicken under the tree) will speak with the PCs as the others are deep into the find familiar spell.

Waldren will explain that he found these creatures just perched up here minding their own business early this morning and ran and got his friends. Pseudodragons are the ultimate in familiars and are highly prized. However, even though they are very early into the spells he does not think that it is going to work. The creatures seem to be preoccupied and are completely ignoring the wizards on the ground below.

DM's Note - Each pseudodragon wears a small amulet. These amulets prevent Charm, Hold, Dominate and other sorts of magic from affecting the creatures. Communication is possible with a tongues spell or other methods. You should NOT allow the PCs to actually capture the creatures though. If they come up with an inventive way of nabbing them then do not worry. The creatures are useful enough as it is, and they will have to release them later in order to continue the event.

If the PCs attempt to communicate with the creatures they will be able to find out the following:

- Summoned we were by him. Come here we did and will wait for the sparkly man to talk to you.
- Master said that big something is happening. We help make you go.
- Go? Go where master say. Toward the rocky roosts.
- No.... Me not be your friend or servant. Already have master.

The last bullet point of course will be for those that are simply convinced that they will be able to walk away from the table with a pseudodragon friend, companion, or familiar. These little guys have a mission to go on, and that is what they are there for. They already have a "master" so to speak, and do not need, nor want another one.

Judge Note - No. In no way, shape or form, can the PCs walk away from the table with a pseudodragon. Just thought I would say that again.

Carmanstansos is understandably concerned about time, and implores the PCs to come inside so that they can talk. If they are completely enraptured by the Pseudo (trust me,. some players will do anything in their power to try and get one of these creatures) then he will explain the situation outside to any who will listen. If this happens, adjust the text below accordingly or just wing it. After all, that is the challenge of judging and I am sure that you are up to it.

Encounter One C **The Geomancer's Mission**

Once the PCs are ready, either in the Geomancer's cramped study munching on pastries and drinking Chultan coffee or out on the front patio watching the wizards and their spectacle, read the following. Remember to adjust according to location.

The mage that has invited you here is visibly agitated. He obviously has not slept the whole night and his hands appear a bit shaky. Through bloodshot eyes he begins his tale.

"I am glad that you came for I feel that we do not have much time. Last night as I was enchanting a stone I heard a scream. Not a scream from outside my window but a primal cry of fear that I felt in my very soul. The cry was brief but I could tell that the creature who made it was in terrible pain and feared for its life.

Only creatures of great spirit could carry a scream that sears a mans soul as this one has done to me. The entire night I have spent scrying and searching the realms for this spirit and I think that I have pinpointed its location. The cry came from the

northernmost mountain pass near the small community of Hidden Hollow.

I feel compelled to ask for your assistance. When I heard this cry I knew that I had to find heroes to look into the matter. I knew, although I do not know how, where you were and how to find you. As soon as I dispatched my messenger another amazing thing happened. They arrived.

The geomancer motions toward the pseudodragons perched in the tree outside of his house. As one they turn and look at the party and for the first time you notice that they are each wearing a small silver amulet around their necks.

Carmanstansos is obsessed with this task. He heard the call and must find out what is happening. He knows the following additional information or has the following additional resources to offer to the party:

- Powerful magic has been at work in the region and although his scrying magic can locate the general area where the scream came from, he cannot see the exact area nor can he scry the exact nature of the cry.
- He would go himself but that is not what his heart tells him is right. His heart tells him that these people before him (the PCs) are who are supposed to solve the problem.
- He can pay the PCs 750 gp each for their trouble. If need be he can offer them horses or whatever they need in order to get to the location. (They will not need them, but he does not know that yet)
- He will give them a map of the Vast that the PCs can use to navigate with.
- He can offer them a few small stones that might aid them in their journey. Being a geomancer, he enchants stones that then allow him to cast the magic stored inside. With the proper preparation, others can use them. The stones that he can offer the PCs are a *gem of missile reflection*, a *gem of inspiration* and a *gem of harmful spellwarding*. Each of these gems become part of the party treasure at the end of this event and are listed in **Appendix B - The Magic of Dragon's Spirit**.
- The geomancer KNOWS that the pseudodragons are here for a reason. He has tried his magic to communicate but it has failed. It appears as though they are waiting for something, but what?

In case something bad happens:

Carmanstansos, hm M12 (Geomancy): AL NG; AC 5 (Dex + Gem of Protection +1); MV 12; hp 37; THAC0 18; #AT 1; Dmg 1d4 (dagger) or spells; SA Spells and magical gemstones; SD Spells and magical gemstones; MR nil; SZ M (5'7"); ML 13.

Stats: Str 9; Dex 18; Con 12; Int 18; Wis 14; Cha 13
Saves: PPD 10; RSF 6; PP 8; BW 10;

Spells 7
Spells: 4-1st, 4-2nd, 4-3rd, 4-4th, 4-5th, 1-6th.

Magic: *gem or protection +1*, *gem of teleport without error*, *gem of harmful spell warding*, *gem of chaos* (each of these gems duplicate spells of the same name with the exception of the *gem of harmful spellwarding* who's description you can find in the Treasure Summary of the event).

When the party turns their attention to the pseudodragons is where the really interesting things start to happen. They will be able to interact with the pseudo's in the following manner:

- When they are noticed, one will either hop to the open window of the study or down to the ground (if they are outside) and waddle over near the PCs.
- The PCs will notice that the silver amulet is very snug around their necks, and does not dangle. It is a plain amulet that has no symbols or glyphs upon it.
- The pseudodragons will stand perfectly still and will not take an offensive action against the PCs. The one on the ground will even allow itself to be picked up if the PC that does so is gentle.
- When one of the PCs finally touches an amulet you can read the text below.

When you touch the amulet a wondrous thing happens. A warm glow of a golden hue slowly begins to spread up your hand as the pseudodragon nuzzles your palm and you hear a purr.

At this point, ask the PC if they wish to resist the magic or let it affect them. If they wish to resist then allow them a save vs. Spells to avoid the effect. If they make their save then the glow subsides and the pseudodragon will back away for a moment and then stop purring. If the PC allows the magic take its hold, then continue with the text below:

The warm glow spreads upwards and onward until it completely surrounds your body. Your friends watch as the comforting glow shines brightly and with a flash, you are gone.

The pseudodragon chirps at one of its friends and takes to the air, flying northward. Another small dragon hops down from its perch in the trees and waddles toward the party. With a chirp it sits down in front of the group as if waiting for something.

Welcome to Dragon Air flight 100, departing from Ravens Bluff and arriving in the northern pass where the dragons lay. Hopefully the PCs will realize that this is part of the journey and will allow the pseudodragons to carry them. You can tell the first PC that has been

taken that although they cannot move, they can see through the little dragon's eyes and they wing toward the north.

All of the PCs should choose this method of travel. However if some of them don't then they will be hard pressed to keep up. The amulets (which by the way cannot be removed from the creatures) give the creatures unnatural endurance and double their flying rate from 24 to 48. PCs that do not take the pseudo dragon express will arrive at the northern passes at the end of encounter two unless they have magical means of transportation such as Teleports or Dimension Folding spells. Use your best judgement here as PCs in this campaign could (and usually do) have a way to get around crafty authors and even craftier game masters.

Encounter Two Wings and a Prayer

Speeding through the early morning air you soon find yourself clear of Ravens Bluff and heading north. It is an amazing feeling of freedom as you coast through the air on this crisp winter morning. Although you are not in control of the flight you can see through the pseudodragons eyes and feel the wind rushing through its wings. As you will probably tell your children and grandchildren one day, it truly was the next best thing to being there.

The trip lasts for most of the day and by nightfall your traveling friends show no sign of tiring. Pushing on through the evening they barely escape a group of giant owls and wing onward.

The dawn breaks over the horizon and still your tireless traveling friends push on. It is almost midday when they start to descend. Below you see a what can only be described as devastation. The village (it must be Hidden Hollow) is in ruins. But what draws your borrowed eyes are the figures in the center of the ruined village.

The pseudodragons land in the middle of slain metallic dragons in various states of decay. Disorientation takes you for a moment and then you are yourself again, looking at your adventuring companions and the pseudodragons on the ground. With a chirp, the small winged creatures push off of the ground and hurl themselves into the afternoon sky before you can even say thank you.

Investigating the area will reveal the following:

- Hidden Hollow is gone. What is left is a smoking ruin from the battle that took place here. Several of the dragons are INSIDE some of the buildings, having fallen on them or been thrown into them.
- A successful *Local History* check will reveal that Hidden Hollow was cleared out a few months ago

because of the threat of attacks from a red dragon of unnatural size that was in the area. Apparently they were paying tribute the creature. However when that stopped it was decided to vacate the area rather than face the creature's wrath.

- Hidden Hollow as been deserted for about three months.

Investigating the dragons will reveal the following:

- There are four dead dragons (1 silver, 2 bronze and a copper). All of the dead dragons are in an advanced state of decay, the scales are weak and brittle and it appears as though they have been dead for weeks, and not days.
- The dead dragon's eyes are open and they are staring off into infinity. A look of sheer horror is permanently locked on their faces. Depict this to the PCs so that they can surmise that whatever happened to these creatures, it was a fate worse than just death.
- The last dragon is a young gold dragon and he is barely alive. He is detailed below.
- The dragons died of a combination of scorching burns, heavy scratch wounds (about 5 ft wide in some areas) and impact from falling from the sky.

When the PCs discover that Ven is alive most if not all of them will go over to him. When this happens read the following:

The creature lying before you is obviously in pain yet you are not quite sure what to do. Measuring in at a staggering 45 feet long, the golden plating stands out as a clear sign that you are witnessing the death of a legendary gold dragon. Pressing its claws to the ground the creature rights itself and with great effort pushes its 15-ft long neck up from the ground.

"Venthmansus at your service" it pushes through teeth clenched in pain.

"Water? Would someone fetch water for me? I have much to say but laying here has left me parched."

Once the majestic creature has had a few swallows of water from a skin, it begins.

"Truly ye are good and kind souls, as 'He who Watches' would not have brought you on the wings of his messengers otherwise.

"I sense that you are goodly beings and I wish thee grant me a boon. All dragons have a cycle of life that we must follow. As ye see my brethren will not be following the cycle. Their shen as been stolen. My shen remains yet I cannot bear this burden," he says through a gasp as he pulls a torn and tattered wing into view, "to the Temple of Dragons where I can complete the cycle.

"Grant me this gift and I shall grant thee more. Carry me to the Temple of Dragons in the southern reaches of the mountains and I shall impart knowledge to thee that will be import to all creatures. For evil stalks the land and heroes such as thee shall be needed before this year shall end."

Ven falls back, once more gasping for breath. The dragon's breathing is becoming more labored.

Surely the PCs will have questions, however their time is limited. No amount of binding, healing or divine healing with help with the dragon, as his wounds are deep, scarring both the body and the soul of this grand creature.

- *What is the Temple of the Dragons?* The last place that a dragon of good will visit in its lifetime is the Temple of Dragons. This place is holy to us all and allows us to continue on the cycle of life.
- *Why do you need to go there?* If my soul does not find peace in the Temple then I cannot continue the journey. I shall live my life here, as a lost spirit until eternity draws to a close. Even my brother's fate of having their shen stolen is preferable to that. At least with them there is hope of recovery.
- *Who attacked you?* Dark creatures that passed through me and I felt a rending in my very soul. My skin burned where they touched me and I could no longer keep my flight.
- *What knowledge do you have to impart to us?* The Lord of Dragons sent me a message that I shall give to thee to take to the Dragon Sage. The vision will bring other questions to bear that may aid thee in dealing with the coming menace that was foretold by the He Who Watches.
- *Uhm,.. you are huge. How are we going to carry you to the southern mountains?* Agree to help me and each will carry my shen and the gifts that I can give thee.

Technically, the party has accomplished what Carmanstansos asked them to and this can end the Adventure. If they persist on talking to the dragon for 1 full turn, it will breathe its last and its soul will wander for eternity. They can return to the Geomancer and receive their reward with no problem.

If however you are dealing with heroes, they will accept the mission. Once they do, determine which character has the highest wisdom/intelligence/chivalry points and read below:

"Place your hands upon me and close your eyes. This is somewhat draining to frailer beings. When your eyes open I shall be gone, but each of you will carry a portion of me with thee on yon journey. I thank you for giving me the chance to pass on. And will be there to guide thee when you need me most.. "

One by one each of you place your hands upon the ravaged body of the dragon and one by one sets of eyes close. You can hear the ragged breath of the dragon as it slows, and with a final gasp ceases. The tingle starts along the palm of your hands and quickly presses its way through your body., and then you feel the emptiness beneath your hands. Opening your eyes, the dragon is gone.

But something is different., something is very different.

At this point, give the PCs the SENSE handouts (**Player Handout #2**). Your explanation is found in **DM Aid #1**. Remember that you can give any of the senses, save one to anyone at the table (except hirelings, henchmen or such). Virtue must be given to the person at the table who meets the following standards, in order of importance:

- Good Alignment
- Knight in the City - If they are a knight in the city and are noble in bearing
- INT/WIS Combo - Add the INT and WIS of the characters who qualify. The person with the MOST in these stats is the next choice. If you have multiple knights at the table, then this is your next qualifier.
- CHIVALRY - If the INT/WIS check is equal, then go for Chivalry Points. Whichever person has the most CHIV Points would get Virtue.
- IF THERE ARE NO GOOD-ALIGNED PCs, then the first criteria changes to LAWFUL ALIGNMENT

Once they are finished acclimating themselves to their new senses, continue with the text.

Changed, you stagger to your feet. Feelings and sensations wrap around you and with great effort you force yourself to the task at hand. South. You must go south. You are not quite sure "where" south... but you know that you must head south.

Encounter Three By Land, Air or other

This encounter is structured to take several things into account:

- Many LC PCs do not have to walk anywhere. What with *fly* spells, flying carpets, rings of flying and the like they can loft themselves into the air and take wing to virtually anywhere they want.
- Some LC PCs really do NOT like knowing where they are going and that vague "you are gonna go south" phrase is going to drive them nuts. So they

are going to set out communing and all that fun stuff.

- Those poor "sots" that just do not have the magic are gonna walk. They did not bring horses (sorry, the pseudodragons just would not carry them) so they are going to be hoofing it through the mountain passes.

Just remember that we are here to have fun, and tell a good story that the PCs get to not only be a part of, but have an impact on. With that in mind, some instructions for this encounter.

1. Find out what the party is doing. Let them know that it is winter, snowy, and cold. Let them know that the mountains are not the safest place on Toril to be in the winter. But that is where Ven told them to go. There is still about 10 hours of daylight left so traveling should be the option that most groups will take. Once you determine if they are going by air or land you can go to the appropriate encounter group for the PCs. That will be located under **Traveling to the Temple**. The PC can use the map that Carmanstansos provided. The most direct route is going to be the mountain passes that they can get to by going south from their present location.
2. If they decide that they simply MUST know what is going on then they are going to set up shop and start casting spells. Go to **You should be traveling** for more information on how to deal with this.

You Should be Traveling!

This is very simple. Low-level spells such as *augury* will work just fine and you can answer yes or no to them with ease. Be as truthful as possible but if they start getting really close to cracking the story-line before they even get to traveling then become vague as to your readings.

Just remember that *augury* only works for visions of up to 30 minutes into the future. Since the PCs will be walking for several hours before they encounter anything hostile they should get positive results from any casting of this spell.

Spells such as *commune*, *divination* and other potential adventure-breakers should be handled with kid gloves. I am not trying to say that you should just disallow them; however the point of the adventure is to go on it, not bypass everything to get to the final encounter. Therefore, with that in mind the PCs would probably be able to divine the following:

- *Commune* - Remember that simple Yes or No answers, OR answers of up to five words can be used with *commune*. With that in mind, you could probably give them the general location of the

Temple of Dragons, if there is danger there (yes) and if they will find great reward there (yes).

- *Divination* - Remember that *divination* gives advice, not hard facts. If the party asks direct questions such as "Where is the Temple of Dragons" they will get a response like "Through snow and ice you will trek to a wall that is but is not". *Divinations* are wonderfully cryptic, aren't they?
- *Legend Lore* - Legend Lore is an extremely difficult spell to cast. As the PCs will have just heard about the Temple of Dragons for the first time, casting the spell from memory will require 2d6 days.

If they are using a magical item or the bardic ability then they will gain the following useful information:

- *What is the Temple of Dragons?* - Made by man with the help of dragons to honor these ancient beings, the Temple of Dragons is a place where the cycle continues.
- *Who is the master that Ven referred to?* - There is one that rules over all the good dragons. From ancient times to the present this dragon listens well, and takes action only when he must.
- Other information may be available at your discretion.

When they are done divining to their hearts' content, hopefully they will start traveling. Move on to **Traveling to the Temple** when they start.

Traveling to the Temple

By Land

None of the combat encounters should be surprising to the PCs. With their newfound senses they can detect things from very far away that may threaten them. The boxed text takes this into account.

Grumman Talkon plans on being a mighty personage in the ranks of the Cult of the Dragon. In order to accomplish this however he has to convince a mighty wyrm to take on the death rituals to become a dracolich.

Well... some wyrms need more convincing than others do. Frostrave, the White dragon is one of them. When Frost led the attack against the gold's and silvers that the party found he figured that they were all dead. Grumman's scouts reported that there was a group of humanoids investigating the area and Frost ordered them eliminated as he wants there to be no possibility that the message that Ven has would get to the Dragon Sage.

Grumman, being the good little toadie takes his band of cultists out on a little PC hunting, with potentially lethal results.

Traveling by land through the snow-covered passes is not easy, but you manage. Pushing your way through the snowdrifts you try and follow the trail as much as possible. Your group has heard stories of groups that have strayed from the paths and trails of the mountains. Or more realistically, you have heard the final stories of these groups.

About 1000 feet ahead (just out of lower-level spell ranges) the ambush party lies in wait. They are dressed in white and grays and are fairly well camouflaged against visual sighting.

Lucky for the party that they have much more than visual sighting on their side. As the party gets within a thousand feet or so, begin giving them clues that something is up ahead. Everyone with "tactile" gifts such as sight, sound, taste, and hearing will detect that there are things ahead. Use WIS checks (base, no modifiers) to give them bits and pieces of information. Tidbits that you give them will warn them that there are creatures ahead, and that they might want to prepare for what was going to be an ambush.

If the person with Vision actually pushes himself or herself, they will see an image in their mind of the ambush and can describe it to the party. This will take at least two rounds. If not more to do. Remember to deduct a con point from the person temporarily if they decide to use this power.

Based on playtests, there are two likely ways that parties will approach this combat. Either they will prep themselves and walk straight into it, or they will attempt to take out the ambushes using stealth or spells. You will have to play by ear the second scenario taking the stats and abilities of the Tiered adversaries into account. The first scenario however does have a bit of text that you can use to start the encounter. In no way however should the PCs be surprised by this encounter. Their new senses will have ferreted out at the very least that there are people ahead.

Pushing yourself through a rather large drift you round a corner of the trail and come across a rather wide stretch in the path. About one hundred feet ahead you can see a man standing in the center of the road. Dressed in a dirty white robe that blends well with the surrounding stone he appears to be unaffected by the chill air.

"Greetings!" he calls to you. "Know that you are surrounded and that surrender or death is your only option," he says as he motions to the left and right. Looking, you can see that archers have positioned themselves twenty or so feet up on ledges with arrows

nocked in ready bows. From beneath snow covered tarps warriors appear dressed in furs and carrying the tools of their trade. Bared steel reflects light from the glistening afternoon snows.

"Know that you are surrounded and that surrender or death are your only options.", he asks as his men prepare for combat.

IF, and only IF, the party was ready for this, then the first initiative of the fight will be individual. Each grouping of attackers has a separate initiative modifier that they use for the first round of combat, as they too were prepared. This is noted in the errata text for each group. Grumman would actually prefer surrender, as he does not wish to come back with lost troops to show his dragon master. If the PCs surrender then they will be stripped of belongings and executed on the spot. Ergo...surrender is a very bad idea and you should warn them of this.

Tier One

Grumman Talkon, hm W3: AL LE; AC 2 (Dex, armor spell and *cloak of cold protection* +2); MV 12; hp 12; THAC0 20; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *cloak of cold protection* +2; MR nil; SZ M (5'9"); ML 10

Stats: Str 8; Dex 16; Con 12; Int 18; Wis 15; Cha 15 Saves: PPD 12; RSF 9; PP 11; BW 13; Spells 12

Spells: 1st - *color spray*, *magic missile*; 2nd - *web*
Magic: *cloak of cold protection* +2 (see the Treasure Summary for details of this cloak's powers)

Background: Note - Saves take the Cloak into account. Precast spell is *armor*. Will be AC 2 until he takes 11 points of damage.

Grumman will quickly move to the back his group and allow the fighters to take the brunt of the attack. Lobbing a magic missile or color spray is his only true offense at this level. If his people are taking a beating he will throw his *web* spell to try to ensnare as many people as possible (his own people included) and beat a hasty retreat. If the PCs do not have him in line of sight for 6 or more rounds then he has managed to elude and or escape them.

Rannadan, hm F2: AL NE; AC 2 (Scale + Shield and dex); MV 12; hp 24; THAC0 17/16; #AT 3/2 or 2; Dmg 2d4+4 (bastard sword and STR) or 1d4+2 (dagger and STR); SA bastard sword specialist; SD nil; MR nil; SZ M (5'4"); ML 18

Stats: Str 18(00); Dex 17; Con 18; Int 10; Wis 10; Cha 14 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Rannadan will toe to toe with a tough fighter as he has yet to be beat by the cult warriors that they have been putting him up against. He will taunt

and tease if it appears he has the upper hand however is not above dirty tricks to turn the tide of battle.

Warrior of the Cult (2), hm F1: AL N; AC 4 (Chain + shield and dex); MV 12; hp 10; THAC0 19; #AT 1 or 2; Dmg 1d8+1 (Long Sword) or 1d4+1 (dagger) +1 due to STR); SA nil; SD nil; MR nil; SZ M (6'); ML 15

Stats: Str 16; Dex 14; Con 17; Int 10; Wis 10; Cha 10 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Cult Warriors will typically throw a dagger before entering melee, especially if they are out of hand to hand range. This is a weakening tactic as well as a morale trick.

Cult Archers, hm T1 (4): AL CN; AC 6 (Leather Armor and Dex); MV 12; HD 1; hp 5; THAC0 18; #AT 2 (short bow)/1 (short sword); Dmg 1d6/1d6 (arrows) or 1d6 (short sword); SA Thieving abilities; SD Thieving abilities; MR nil; SZ M (5'2"); ML 12

Stats: Str 10; Dex 17; Con 10; Int 10; Wis 10; Cha 10

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

Background: The Cult Archers will remain on the ledge until such time as it appears as though they will be overrun. Once this happens they will use rope ladders to make it to the ground and will try to escape. Until then they have orders to fire on obvious spell casters or those that the fighters flag for arrow fire.

Tier Two

Grumman Talkon, hem W4: AL LE; AC 2 (Dex, armor Spell and *cloak of cold protection* +2); MV 12; hp 16; THAC0 20; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *cloak of cold protection* +2; MR nil; SZ M (5'9"); ML 10

Stats: Str 8; Dex 16; Con 12; Int 18; Wis 15; Cha 15 Saves: PPD 12; RSF 9; PP 11; BW 13; Spells 12

Spells: 1st - *color spray*, *magic missile* x2; 2nd - *web*
Magic: *cloak of cold protection* +2 (see the Treasure Summary for details of this cloak's powers)

Background: Note - Saves take the Cloak into account. Precast spell is *armor*. Will be AC2 until he takes 12 points of damage.

Rannadan, hm F4: AL NE; AC 2 (Scale + Shield and dex); MV 12; hp 40; THAC0 15; #AT 3/2 or 2; Dmg 2d4+4 (bastard sword and STR) or 1d4+2 (dagger and STR); SA bastard sword specialist; SD nil; MR nil; SZ M (5'4"); ML 18

Stats: Str 18(00); Dex 17; Con 18; Int 10; Wis 10; Cha 14 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Rannadan will toe to toe with a tough fighter as he has yet to be beat by the cult warriors that they have been putting him up against. He will taunt

and tease if it appears he has the upper hand however is not above dirty tricks to turn the tide of battle.

Warrior of the Cult (3), hm F2: AL N; AC 4 (Chain + shield and dex); MV 12; hp 18; THAC0 17/18; #AT 3/2 or 2; Dmg 1d8+3 (Long Sword) or 1d4+1 (dagger) +1 due to STR); SA Longsword specialist; SD nil; MR nil; SZ M (6'); ML 15

Stats: Str 16; Dex 14; Con 17; Int 10; Wis 10; Cha 10 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Cult Warriors will typically throw a dagger before entering melee, especially if they are out of hand to hand range. This is a weakening tactic as well as a morale trick. These warriors specialized in long sword and gain +1 to attack and +2 to damage. This is already figured into the combat block.

Cult Archers, hm T2 (4): AL CN; AC 6 (Leather Armor and Dex); MV 12; HD 1; hp 9; THAC0 18; #AT 2 (short bow)/1 (short sword); Dmg 1d6/1d6 (arrows) or 1d6 (short sword); SA Thieving abilities; SD Thieving abilities; MR nil; SZ M (5'2"); ML 12

Stats: Str 10; Dex 17; Con 10; Int 10; Wis 10; Cha 10. Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

Background: The Cult Archers will remain on the ledge until such time as it appears as though they will be overrun. Once this happens they will use rope ladders to make it to the ground and will try to escape. Until then they have orders to fire on obvious spell casters or those that the fighters flag for

Tier Three

Grumman Talkon, hem W7: AL LE; AC 2 (Dex, Armor spell and *cloak of cold protection* +2); MV 12; hp 24; THAC0 19; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *cloak of cold protection* +2; MR nil; SZ M (5'9"); ML 10 Stats: Str 8; Dex 16; Con 12; Int 18; Wis 15; Cha 15 Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: 1st - *charm person*, *color spray*, *magic missile* x2; 2nd - *stinking cloud*, *web*, 3rd - *lightning bolt*, ~~*protection from normal missiles*~~; 4th - *stoneskin* Magic: *cloak of cold protection* +2 (see the Treasure Summary for details of this cloak's powers)

Background: Note - Saves take the Cloak into account. *Protection from normal missiles* was cast 3 rounds before combat begins. He has 7 *stonekins*. He will be AC2 until he takes 15 points of damage.

Rannadan, hm F7: AL NE; AC 2 (Scale + Shield and dex); MV 12; hp 72; THAC0 11/13; #AT 2 or 2; Dmg 2d4+4 (bastard sword and STR) or 1d4+2 (dagger and STR); SA bastard sword specialist; SD nil; MR nil; SZ M (5'4"); ML 18

Stats: Str 18(00); Dex 17; Con 18; Int 10; Wis 10; Cha 14 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Rannadan will toe to toe with a tough fighter as he has yet to be beat by the cult warriors that they have been putting him up against. He will taunt and tease if it appears he has the upper hand however is not above dirty tricks to turn the tide of battle.

Warrior of the Cult (6), hm F3: AL N; AC 2 (Scale + shield and dex); MV 12; hp 28; THAC0 16/17; #AT 3/2 or 2; Dmg 1d8+3 (Long Sword) or 1d4+1 (dagger) +1 due to STR); SA Longsword specialist; SD nil; MR nil; SZ M (6'); ML 15

Stats: Str 16; Dex 16; Con 17; Int 10; Wis 10; Cha 10 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Cult Warriors will typically throw a dagger before entering melee, especially if they are out of hand to hand range. This is a weakening tactic as well as a morale trick. These warriors specialized in long sword and gain +1 to attack and +2 to damage. This is already figured into the combat block.

Cult Archers, hm T5 (4): AL CN; AC 6 (Leather Armor and Dex); MV 12; HD 1; hp 20; THAC0 15; #AT 2 (short bow)/1 (short sword); Dmg 1d6/1d6 (arrows) or 1d6 (short sword); SA Thieving abilities; SD Thieving abilities; MR nil; SZ M (5'2"); ML 12

Stats: Str 10; Dex 17; Con 10; Int 10; Wis 10; Cha 10. Saves: PPD 12; RSF 12; PP 11; BW 15; Spells 13

Background: The Cult Archers will remain on the ledge until such time as it appears as though they will be overrun. Once this happens they will use rope ladders to make it to the ground and will try to escape. Until then they have orders to fire on obvious spell casters or those that the fighters flag for

Tier Four

Grumman Talkon, hem W8: AL LE; AC 0 (Dex, armor spell and cloak of cold protection +2); MV 12; hp 35; THAC0 19; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, cloak of cold protection +2; MR nil; SZ M (5'9"); ML 10

Stats: Str 8; Dex 16; Con 12; Int 18; Wis 15; Cha 15 Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: 1st - charm person, color spray, magic missile x2; 2nd - blur, stinking cloud, web, 3rd - fly, lightning bolt, protection from normal missiles; 4th - dimension door, stonesskin

Magic: cloak of cold protection +2 (see the Treasure Summary for details of this cloak's powers)

Background: Note - Saves take the Cloak into account. Spells that have lines through them were cast before combat and will be in effect throughout the combat. He has 7 stonesskins. He will be AC 2 until he takes 16 points of damage.

Rannadan, hm F9: AL NE; AC 2 (Scale + Shield and dex); MV 12; hp 90; THAC0 9/11; #AT 5/2 or 2; Dmg 2d4+4 (bastard sword and STR) or 1d4+2 (dagger and STR); SA bastard sword specialist; SD nil; MR nil; SZ M (5'4"); ML 18

Stats: Str 18(00); Dex 17; Con 18; Int 10; Wis 10; Cha 14 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Rannadan will toe to toe with a tough fighter as he has yet to be beat by the cult warriors that they have been putting him up against. He will taunt and tease if it appears he has the upper hand however is not above dirty tricks to turn the tide of battle.

Warrior of the Cult (10), hm F3: AL N; AC 2 (Scale + shield and dex); MV 12; hp 28; THAC0 16/17; #AT 3/2 or 2; Dmg 1d8+3 (Long Sword) or 1d4+1 (dagger) +1 due to STR); SA Longsword specialist; SD nil; MR nil; SZ M (6'); ML 15

Stats: Str 16; Dex 16; Con 17; Int 10; Wis 10; Cha 10 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Cult Warriors will typically throw a dagger before entering melee, especially if they are out of hand to hand range. This is a weakening tactic as well as a morale trick. These warriors specialized in long sword and gain +1 to attack and +2 to damage. This is already figured into the combat block.

Cult Archers, hm T5 (8): AL CN; AC 6 (Leather Armor and Dex); MV 12; HD 1; hp 20; THAC0 15; #AT 2 (short bow)/1 (short sword); Dmg 1d6/1d6 (arrows) or 1d6 (short sword); SA Thieving abilities; SD Thieving abilities; MR nil; SZ M (5'2"); ML 12

Stats: Str 10; Dex 17; Con 10; Int 10; Wis 10; Cha 10. Saves: PPD 12; RSF 12; PP 11; BW 15; Spells 13

Background: The Cult Archers will remain on the ledge until such time as it appears as though they will be overrun. Once this happens they will use rope ladders to make it to the ground and will try to escape. Until then they have orders to fire on obvious spell casters or those that the fighters flag for

Tier Five

Grumman Talkon, hem W12: AL LE; AC 0 (Dex and cloak of cold protection +2); MV 12; hp 48; THAC0 17; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, cloak of cold protection +2; MR nil; SZ M (5'9"); ML 10

Stats: Str 8; Dex 16; Con 12; Int 18; Wis 15; Cha 15 Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: 1st - charm person, color spray, magic missile x2; 2nd - blur, Melf's acid arrow, stinking cloud, web, 3rd - fly, lightning bolt, dispel magic, protection from normal missiles; 4th - Evard's black tentacles, ice storm, stonesskin x2; 5th chaos, teleport

Magic: *cloak of cold protection* +2 (see the Treasure Summary for details of this cloak's powers)

Background: Note - Saves take the Cloak into account. Spells that have lines through them were cast before combat and will be in effect throughout the combat. He has 10 *stoneskins*.

Rannadan, hm F9: AL NE; AC 2 (Scale + Shield and dex); MV 12; hp 90; THAC0 9/11; #AT 5/2 or 2; Dmg 2d4+4 (bastard sword and STR) or 1d4+2 (dagger and STR); SA bastard sword specialist; SD nil; MR nil; SZ M (5'4"); ML 18

Stats: Str 18(00); Dex 17; Con 18; Int 10; Wis 10; Cha 14 Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Background: Rannadan will toe to toe with a tough fighter as he has yet to be beat by the cult warriors that they have been putting him up against. He will taunt and tease if it appears he has the upper hand however is not above dirty tricks to turn the tide of battle.

Warrior of the Cult (10), hm F6: AL N; AC 2 (Scale + shield and dex); MV 12; hp 60; THAC0 14/15; #AT 3/2 or 2; Dmg 1d8+3 (Long Sword) or 1d4+1 (dagger) +1 due to STR); SA Longsword specialist; SD nil; MR nil; SZ M (6'); ML 15

Stats: Str 16; Dex 16; Con 17; Int 10; Wis 10; Cha 10 Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

Background: Cult Warriors will typically throw a dagger before entering melee, especially if they are out of hand to hand range. This is a weakening tactic as well as a morale trick. These warriors specialized in long sword and gain +1 to attack and +2 to damage. This is already figured into the combat block.

Cult Archers, hm T5 (12): AL CN; AC 6 (Leather Armor and Dex); MV 12; HD 1; hp 20; THAC0 15; #AT 2 (short bow)/1 (short sword); Dmg 1d6/1d6 (arrows) or 1d6 (short sword); SA Thieving abilities; SD Thieving abilities; MR nil; SZ M (5'2"); ML 12

Stats: Str 10; Dex 17; Con 10; Int 10; Wis 10; Cha 10. Saves: PPD 12; RSF 12; PP 11; BW 15; Spells 13

Background: The Cult Archers will remain on the ledge until such time as it appears as though they will be overrun. Once this happens they will use rope ladders to make it to the ground and will try to escape. Until then they have orders to fire on obvious spell casters or those that the fighters flag for

Tier 6

Grumman Talkon, hem W15: AL LE; AC 0 (Dex and *cloak of cold protection* +2); MV 12; hp 52; THAC0 17; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *cloak of cold protection* +2; MR nil; SZ M (5'9"); ML 10

Stats: Str 8; Dex 16; Con 12; Int 18; Wis 15; Cha 15 Saves: PPD 11; RSF 7; PP 9; BW 11.

Spells 8 Spells: 1st - *charm person, color spray, magic missile* x3; 2nd - ~~*blur*~~, *Melf's acid arrow* x2, *stinking cloud, web*, 3rd - ~~*fly*~~, *lightning bolt* x2, *dispel magic, protection from normal missiles*; 4th - *Evard's black tentacles, ice storm, stoneskin* x2; 5th ~~*Bigby's interposing Hand*~~, *chaos, cone of cold, hold monster, teleport*, 6th *contingency-teleport, globe of invulnerability*; 7th *power word - stun*

Magic: *cloak of cold protection* +2 (see the Treasure Summary for details of this cloak's powers)

Background: Note - Saves take the Cloak into account. Spells that have lines through them were cast before combat and will be in effect throughout the combat. He has 10 *stoneskins*.

Tactics - Grumman will have all of the protections that are stricken through above.

- Round 1 - He will move his *Bigby's interposing hand* spell to interpose between a powerful fighter and himself while he is casting *chaos*. Remember FAME. He will have probably heard of these people, and will be able to make intelligent decisions. Note that *dispel magic* will not work on him because of the *globe of invulnerability*.
- Round 2 - *Power word - stun* on the most powerful mage or priest.
- Round 3 - *Cone of cold* or *hold monster* on one or two of the fighters.
- Round 4 - *Lightning bolt* or *ice storm*, as needed.
- Round 5 - Etc. Etc.

Note - The contingency takes effect when he is reduced to half his hit points. He will be teleported to a safe location where he can heal. If he escapes, put him back to full hit points, and put him in the final fight.

Rannadan, hm F14: AL NE; AC 2 (Scale + Shield and dex); MV 12; hp 120; THAC0 4/6; #AT 3 or 2; Dmg 2d4+4 (bastard sword and STR) or 1d4+2 (dagger and STR); SA bastard sword specialist; SD 10 *stoneskins*, *Ironguard* (8 rounds) from a scroll; MR nil; SZ M (5'4"); ML 18

Stats: Str 18(00); Dex 17; Con 18; Int 10; Wis 10; Cha 14 Saves: PPD 5; RSF 7; PP 6; BW 5; Spells 8

Background: Rannadan will toe to toe with a tough fighter as he has yet to be beat by the cult warriors that they have been putting him up against. He will taunt and tease if it appears he has the upper hand however is not above dirty tricks to turn the tide of battle.

Warrior of the Cult (10), hm F10: AL N; AC 2 (Scale + shield and dex); MV 12; hp 100; THAC0 8; #AT 3/2 or 2; Dmg 1d8+3 (Long Sword) or 1d4+1 (dagger) +1 due to STR); SA Longsword specialist; SD nil; MR nil; SZ M (6'); ML 15

Stats: Str 16; Dex 16; Con 17; Int 10; Wis 10; Cha 10
Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

Background: Cult Warriors will typically throw a dagger before entering melee, especially if they are out of hand-to-hand range. This is a weakening tactic as well as a morale trick. These warriors specialized in long sword and gain +1 to attack and +2 to damage. This is already figured into the combat block.

Cult Archers, hm T5 (12): AL CN; AC 6 (Leather Armor and Dex); MV 12; HD 1; hp 20; THAC0 15; #AT 2 (short bow)/1 (short sword); Dmg 1d6/1d6 (arrows) or 1d6 (short sword) SPECIAL!; SA Thieving abilities; SD Thieving abilities; MR nil; SZ M (5'2"); ML 12

Stats: Str 10; Dex 17; Con 10; Int 10; Wis 10; Cha 10.
Saves: PPD 12; RSF 12; PP 11; BW 15; Spells 13

SPECIAL - the first four arrows of each cult archer have oil of sharpness on them. They are considered +3 to hit and do +3 damage.

Background: The Cult Archers will remain on the ledge until such time as it appears as though they will be overrun. Once this happens they will use rope ladders to make it to the ground and will try to escape. Until then they have orders to fire on obvious spell casters or those that the fighters flag for

By Air

Some parties will be gifted with the abilities that allow the entire group to fly through the passes. They can do this however there will be "problems" as Frostrave has seen fit to leave them a reception party in the air.

"Flying through the afternoon sky on your own is just not nearly the same as when you flew here. The air does not seem as crisp and you simply are not going as fast as the small dragons did. But oh well... it sure beats walking, right?"

Ahead, smalls specks in the sky flit about and begin heading toward you. You can see that they are not friendly in the traditional sense. Fangs bared, the creatures move in to attack..."

Remember as flying creatures they are adept at this sort of combat. Use all three dimensions when figuring out the best strategy for this fight. Also be aware of the intelligence of the creatures as some could attack in a pack while others will be smart enough to pick and choose their targets carefully before engaging.

One more thing to note. These creatures are controlled by very powerful *charm* spells. *Dispel magic* and other anti-charm magics could turn the tide of battle, or prevent it all together.

Tier One

Bat, Large (10): Int Animal (1); AL N; AC 8; MV 3, Fl 18 (C); HD 1d4; hp or 3; hp 3 ea; THAC0 20; #AT 1; Dmg 1d4; SA Nil; SD See below; MR nil; SZ M (5'-6'); ML Unsteady (6)

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

Errata: These creatures are large versions of the carnivorous variety of the ordinary bat with 3-foot-long bodies and 5- to 6-foot-long wingspans. They dwell in dark caverns, usually underground, and depend on their sonar in flight to compensate for their poor eyesight.

Extremely maneuverable in flight, large bats gain an Armor Class bonus of +3 when an opponent with a Dexterity of 13 or less fires a missile weapon at it. The creature must land (usually on its victim) to attack with its bite. Anyone bitten by a large bat has a 1-% chance per point of damage done to contract rabies.

When rabies is contracted, there is a 1d4+6-day incubation period. Once this period has ended, the victim has 10 days to live. The victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (the DM determines the temper triggers). If temper flares, the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious. When a character contracts rabies, he or she dies from the infliction, unless cured by a wish, alter reality, limited wish, cure disease, or similar spell.

Tier Two

Bat, Large (20): Int Animal (1); AL N; AC 8; MV 3, Fl 18 (C); HD 1d4; hp or 3; hp 3; THAC0 20; #AT 1; Dmg 1d4; SA Nil; SD See below; MR nil; SZ M (5'-6'); ML Unsteady (6)

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

See Tier one for Special Attack and other information.

Tier Three

Griffon (2): Int Semi (2-4); AL N; AC 3; MV 12, Fl 30 (C); HD 7; hp 40; THAC0 13; #AT 3; Dmg 1-4/1-4/2-16; SA Nil; SD Nil; MR nil; SZ L (9' long); ML Steady (12)

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

Errata: When attacking ground targets, griffons use their great size and weight to swoop down from above and raking their opponent with the talons before landing nearby. Griffons always fight to the death if there is horseflesh at stake.

In aerial combat, griffons are equally fierce, lunging into battle and tearing at their opponent until they or their prey are dead. Many a griffon has plummeted to its death with a struggling hippogriff caught firmly in its grasp.

Tier Four

Griffon (6): Int Semi (2-4); AL N; AC 3; MV 12, FI 30 (C); HD 7; hp 40; THAC0 13; #AT 3; Dmg 1-4/1-4/2-16; SA Nil; SD Nil; MR nil; SZ L (9' long); ML Steady (12)

Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13
See Tier Three for Griffon errata.

Tier Five

Chimera (4): Int Semi (4); AL CE; AC 6/5/2; MV 9, FI 18 (E); HD 9; hp 70 each; THAC0 11; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; SA Breath Weapon; SD Nil; MR nil; SZ L (5'); ML 14

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

Its many heads and powerful physique makes the chimera a deadly foe in combat. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragonheads. If it desires to do so, the dragonhead can loose a stream of flame some 5 yards long in lieu of biting. The dragons fire causes 3-24 (3d8) points damage, although a saving throw vs. breath weapon will cut the damage in half. The chimera will always attempt to breathe if its opponents are in range. If more than 1 chimera is encountered, they will attack in concert.

The armor classes are split as follows: Dragon, AC 2 (flank); Lion, AC 5 (front); Goat, AC 6 (rear).

Unlike the other creatures, the chimera is willingly doing this. They will make morale checks as needed but dispel magic and other charm affecting spells will not deter their attack.

Tier 6

Chimera King (1): Int Average (9); AL CE; AC 4/2/0; MV 9, FI 18 (E); HD 9; hp 150; THAC0 6; #AT 6; Dmg 1-8/1-8/1-12/1-12/2-10/5-20; SA Breath Weapon; SD Nil; MR nil; SZ L (5'); ML 14

Saves: PPD 6; RSF 8; PP 7; BW 7; Spells 9

This Chimera King was bred to lead this force against the foes. Its many heads and powerful physique make the chimera a deadly foe in combat however the Chimera King is even more powerful. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragonheads. If it desires to do so, the dragonhead can loose a stream of flame some 5 yards long in lieu of biting. The dragons fire causes 3-24 (6d8) points damage, although a saving throw vs. breath weapon will cut the damage in half. The Chimera King will always attempt to breathe if its opponents are in range. The armor classes are split as

follows: Dragon, AC 0 (flank); Lion, AC 2 (front); Goat, AC 4 (rear).

Chimera (7): Int Semi (4); AL CE; AC 6/5/2; MV 9, FI 18 (E); HD 9; hp 70 each; THAC0 8; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; SA Breath Weapon; SD Nil; MR nil; SZ L (5'); ML 14

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

Its many heads and powerful physique makes the chimera a deadly foe in combat. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragonheads. If it desires to do so, the dragonhead can loose a stream of flame some 5 yards long in lieu of biting. The dragons fire causes 3-24 (3d8) points damage, although a saving throw vs. breath weapon will cut the damage in half. The chimera will always attempt to breathe if its opponents are in range. If more than 1 chimera is encountered, they will attack in concert.

The armor classes are split as follows: Dragon, AC 2 (flank); Lion, AC 5 (front); Goat, AC 6 (rear).

Unlike the other creatures, the chimera is willingly doing this. They will make morale checks as needed but dispel magic and other charm affecting spells will not deter their attack.

Once the combat is concluded, continue to Encounter Three.

Encounter Three C Giants in the Storm

The wind is beginning to pick up as the sun slowly sets in the mountains. You have heard stories of people being trapped in the snowy mountains at night and the horrible things that have happened to them. You hope that you are not going to be one of those groups. Looking at the slowly encroaching night sky you see stormclouds. And in the winter that can only mean one thing. More snow.

Time to pull out the senses again. As the party scrambles to find shelter or put up tents against the oncoming storm, allow wisdom and perception checks by those people with external senses. Those that succeed will see a light or hear a noise or something that lets them know that ahead there could be shelter.

If they decide to explore, read on,

Following your senses, you soon face a sheer crop of rock. Above you in the dimming light you can barely

make out what appears to be a ledge. A faint flicker of light comes from what must be a cave and there appears to be a large hand attached to "something" that is pointing to the east.

From above you hear a booming voice, "Gaareetings! Do Yoo desire sheltar for tonight? Eef you doo. Then climb the rope!"

As this is said, a rather large, thick rope falls from above...

However the characters gain access to the ledge and the cave, when they are up there they see the following:

After reaching the ledge you see a rather interesting sight and finally catch a glimpse of your rescuer. Towering above you is a giant. Whispers in your group confirm that it is a stone giant as he helps you one by one from the rope to the ledge. Wearing nothing but a loincloth the creature effortlessly pulls your friends up the rope and smiles down at you when you are all on the ledge.

"Grannath is my name. We seek no harm to you or yours. Only entertainment we ask for warm food and a warm place to sleep. Agreed?" he asks as he motions for you to head inside.

While you are thinking, you notice something else odd. The arm that is pointing to the east is not attached to Grannath. Instead it is attached to a statue of a stone giant that has a similar bearing and look as your new friend Grannath has.

Grannath will wait patiently as the party decides what to do. His hunt (as a group of storm giants are called) has split away from the more aggressive hunts and wishes to live in peace. Before they go in he will, if asked, tell the party the following:

- Grannath has lived here for long time. Grannak, my father brought us here many years ago to escape the fighting that was always happening.
- Grannak is the statue. When Grannath was just a boy his father went on a quest. When he was returned by kin, this was how he was brought back. Powerful witch doctors and other tribal mages have tried to bring Grannak back but they have not been able to.
- Grannath knows the legends behind the stoning of Grannak, but that is best told over a fire and with warm food, and not in the bitter cold.
- There are four other kin in the cave. His mate and two of their children and one of their children's mates.
- If the party attacks the giants, review Killing the Giants at the end of this encounter.

Once the party has moved inside:

The cave is a large affair that is befitting of the creatures that live inside it. Large tables and benches are scattered about the room and in a corner a stone bench has been raised that serves as a cooking area.

Several other stone giants move around the area preparing a meal and they stop briefly to glance in your direction. There is no apparent hostility as they turn back to what they were doing.

The only other thing of note is the old man sitting in the corner. Well, perhaps sitting is not the right word. On a ledge, about 20 feet up there sits an old man. Dressed in warm clothing he sits there with a grumpy look on his face, scowling at anyone who wishes to look in his direction.

There are a total of five stone giants in the room. It is large enough to easily accommodate at least five more so there should be no problem for cramped space.

The rest of this encounter is rather free form. Make it as long or as short as you need to based on the time left in the game. You should by the end of this encounter have about an hour and a half left in the slot.

Basically all the giants ask is that the party entertain them. They can do so with stories or song or dance or poetry. It really does not matter to them. If the party agrees to entertain them then they will sit down for a meal and then move everyone off to a large fire. From there stories can be told and ideas exchanged far into the night. Below are the mandatory things that should happen as well as some optional ideas if there is more time.

1. Grannath will tell the tale of his father if the PCs entertain them. The tale goes like this. (See **DM Aid #2**)
2. Patch is a rather disgruntled old soul. The fact that he is a Harper really has nothing to do with it. He was pretty much kicked out of the city a few years ago and wanders the hills collecting stories and doing odds and ends for the Harpers as they see the need. Recently he was contacted by the Harpers to look into an aerial battle of dragons that took place near hidden hollow. On his way to the hollow he encountered some bad weather and met up with these nice Giants. Well, Patch is a bad mouthed, cantankerous old coot and shot his mouth off when he should not have. As such, he is quietly waiting to become tomorrow's main course for dinner.

If the PCs manage to talk to him he might, if they are nice to him, let them know what he is doing up here. Prospecting and all that y'know. If they manage to convince their giant hosts that Patch is harmless and

should be let go (easy feat) then he will thank them. If they tell the story of what they found at Hidden Hollow in his presence or directly to him, then he will, upon leaving gift the **one that most helped him** with Harper Fame (see certificate).

3. Kannath is a stone giant female who, in human years is about seventeen years old. Standing in at only nine feet tall she is actually quite attractive as far as stone giants go. She is bored with staying here with her mother and father and is looking for an escape. The PCs just might be that escape if there is a handsome looking one in the crowd. She will flirt, chat, talk and hang on just about every word that the PC says as she tries to absorb every bit of information from him that she can. Crushes are powerful things though and they tend to show.

Her brother, Grannara will see this growing "romance" and not take kindly to it. The stone giant race is a pure one and surely breeding like this would cause catastrophe down the road. Through the rest of the night he will interpose himself between Kannath and her crush and will try and bait the man into some sort of contest. Physical strength contests would be the best bet for him as he has the strength of a stone giant behind him. He does not look to hurt the PC, but merely to belittle him in the eyes of his sister so that he can shatter this crush before it gets out of hand.

If the PCs entertain the giants then they are allowed to stay for the night. In the morning the giants will see them off. They will not act as guides or such especially if they know of the journey that the PCs must take. Grannath is a firm believer in fate and knows that this is a journey that they must make alone.

Patch will be overjoyed at the prospect of leaving the giant's home although he will not show it. Allow a bit of a softspot for the old man if you think it would be appropriate. He is not a bad sort, just cranky and a bit misunderstood. If the PCs are kind to him he will meet with them later and reward them in another way.

Stone to flesh - If the PCs have a spare *stone to flesh* spell they may use it on the statue out front. All of the giants will be eternally grateful. Grannak (the former statue) will be tired, but will also offer his thanks. He will be able to tell the PCs one thing before he falls into a deep slumber.

The old giant appears tired, but happy at having been freed. With a deep sigh he gives you his thanks and adds this. "When we carried the dragon to the temple it told me something. He said "When I arrive I will take the tests that will prove my heritage. Only a true dragon can survive them."

"It is my hope that you survive them too.", the old giant says as he lapses into a deep sleep.

Killing the Giants - Unfortunately, this may happen. Jumpy PCs, PCs that hate giants and other reasons may cause some very bad things to happen here. The questions you have to ask yourself as judge are:

- Did the PCs have a reason to kill the giants? If the PCs are just on a killing spree, slaying everything in their path then this is bad. The giants will do NOTHING to encourage violence toward them. See Giants Dead.
- Did the PCs rescue Patch? If they rescue Patch and kill the giants in the process then Patch will be furious. He will inform the PCs that he almost had a deal worked out with the giants and that just because they were going to eat him does not "make them bad people". See Giants Dead.
- In killing the giants did they accidentally kill Patch too? If they did then they are in more trouble than they know. Patch might not be the most welcome Harper on Torii but he is STILL a Harper. See Harper Dead below.

Giant's Dead - If however the PCs decide that killing the neutral (good) giants is what they are going to do then the adventure is over. Plain and simple. With a regretful sigh Ven's Shen will depart the PC and the other senses will quickly follow. These were NOT the heroes that he thought they were and his soul will wander for all eternity. No Harper Fame and the adventure is over for the PCs.

Harper Dead - Killing Patch brings on the wrath of the Harper Organization. The Harpers will after a few weeks of not getting a report from Patch will do divinations on him and get to the bottom of what happened. Every PC that participated in the attack and murder of the giants/Harper should be reported to Troy Daniels and the LC Harper Coordinator. You can email me at lcplots@rpga.net with the names of the players and PCs and the rest will be taken care of. Also, send RPGA numbers so that we can contact them.

Encounter Four Entering the Temple of the Dragon

Moving along the path that you were told to follow and that in your hearts you know is the right one, you are struck by how "quiet" it is. There is no wind, no snow and no "noise" in the area that you are in. You are not silenced yet it almost feels that way. A shiver runs down your spine and you feel as though something should happen.

Allow a bit of paranoia as that is always good. Typically when everything goes quiet in a LC Adventure is when all hell is about to break loose.

Well, this is the exception.

The PC with the gift of touch will feel a slight pressure on his face, almost like the feeling of a light breeze. If they follow this feeling they will come to the sheer cliff wall that surrounds them. Pushing through the cliff wall will reveal that it is an illusion and that a path opens ahead of them, hopefully to their final destination.

When they have found the illusionary path, continue:

The path before you is made of small cobbles, each placed in a precise pattern. The intricate work is something that you have only seen from Dwarven hands and you marvel at the delicacy as you slowly tread onward.

After what seems like an eternity in this strangely quiet path you find yourself before a building that by all rights should not be here. Nested in the side of a mountain is a building that casts a golden reflection on the stone and snow around it. Windows of stained glass adorn the walls and a large double door stands before you. To the left of the double door there is a large marble globe on a draconian looking pedestal. Faint writing in a language you cannot make out from this distance is delicately scratched into the globe.

First off, there is nothing here that can hurt the PCs. Each of them carries a bit of the dragon's spirit within them and therefore they will be recognized by the entry as either a dragon or a dragon-friend.

The globe however is quite harmful to anyone that does not have one of the gifts. Followers, henchmen, hirelings, and retainers. Anyone that touches the globe that does not have the essence of a dragon within them will instantly be turned to stone. No save, just stone. This may be removed with a stone to flesh spell per the standard rules.

Read languages and other deciphering skills will work on the writing although they will be at a -20% to the roll. The PC with the gift of Vision will be able to read the writings normally. They say:

"That which is of the dragon may enter. Built by man to honor our race we honor them by walking in this form while here. Travel through the door and you will be transformed.

If any of the PCs are polymorphed, shape shifted or otherwise not of their own "body" they will be transformed back to themselves when they pass through

the doors (as long as their original self was a legal race in the living city). This includes curses, wereforms and such. If a curse that is causing the altered shape is on the PC then that curse is forever removed and if it is certified then you can remove the certificate from the player at this time. Certified wereforms from the Temple of Selune do not count as "curses" per se for the purposes of this effect.

When any of the PCs place their hands upon the globe, the door will open.

At this point you should have followers, henchmen, hirelings, familiars and anyone or thing that is NOT a PC begin to get uncomfortable. Under no circumstances will they follow the PCs into the temple. They sense that this is something for them to do alone.

Encounter Five Common Sense

Each of the challenges in the Temple is based on one of the good dragon senses. Only a dragon, or one who had the senses of a dragon would be able to pass these tests and gain entry into the temple.

Walking into a great foyer, you are struck by how large this room is. Even having seen dragons up close, it is amazing that any creature should need a room this large. Dragons of your wildest imaginations shouldn't even need rooms this size, should they?

- There is a large circle in the floor in the center of this room. Once it is stepped inside, five doors will appear. All are closed, all appear to be made of solid oak, and all are large enough for a dragon to walk through. None appear to have locks on them.
- The PC with the *gift of vision* will realize, after thinking for a moment, that the group will be visiting all 5 rooms. Just as a dragon knows every inch of his or her lair so will the person with vision know this temple. As such please feel free to give them glimpses into each of the rooms, but do not tell them what they will have to do in the room itself. They will know that once the tests are completed they will be able to go to the main temple in the upper levels. If the group doesn't seem so inclined, let this PC see a brief vision of them stepping into the circle in the floor to start the tests. This is true for most of the tests – do not let this PC see how to solve the tests properly, but perhaps use it as a way to pass hints to groups that seem “stumped.”
- For simplicity sake, no matter what door they pick, the PCs will do the tests in the order written. There is no way around this. Even though the rooms seem connected, it is an illusion of sorts (but cannot be disbelieved). When they go from one to the next,

they are going into the rooms they see before them now.

- *True seeing* will show that these are solid oak doors. It will also show anything unusual about any party members that the person who cast it might look at. It will not be particularly useful for this part of the adventure, as most magic do not work well during these tests.
- Only one door may be opened at a time. Approaching a door will cause it to open. If more than one door is approached at a time, pick a PC and tell them that they reached their door first.

Sight and Touch:

You enter a room that is all white. In the center of the room there is a table with three distinct grooves on the top of it. Nine thick marble slabs are laid out around the room in a haphazard fashion.

- Each slab is 6 inches thick and about 2" by 2". In the center of each is a very small black dot. That is all anybody can see with the exception of the PC with the *gift of sight*.
- The PC with the *gift of sight*, once he/she expressed that they are looking at the tiles, will find that their eyesight adjusts to the black dot. That dot becomes clear words. See **Player Handout #3** and **DM Aid #3** for the solution.
- The tiles may be easily picked up and put in order. HOWEVER each tile also has a very very distinct texture to the edge of the tile. Although the texture can be seen by the naked eye only the person with the *gift of touch* can tell that each one is different.
- Sight's Job - The trick to this puzzle is simple. Each dot corresponds to a different dragon (red, gold, blue, silver etc.) The PC with SIGHT must read each tile and then arrange them so that all of the chromatic are in one row, all of the metallic are in another row and each of the gem dragons are in the third row.
- Touch's Job - The three columns each have a different texture to them, which corresponds to the texture on the sides of the tiles. The Chromatic tiles have a scaled texture. The Metallic tiles have a ridged texture similar to sandstone whorls and the Gem tiles have a faceted texture similar to gemstones themselves. Each tile set must be placed in the RIGHT column that corresponds to the texture on the sides. Top = Ridged, Middle = Scaled and Bottom = Faceted.

Once your task is completed there is a soft "click" as the door opens. A plaque is now plainly visible on this side of the door and there is writing on it. The writing says "When confronted with destiny..."

Hearing and Vision

Pressing through the door in the foyer, you find yourself in a short corridor. The door at the end is open. Walking inside, the bright colors are enough to blind a person. Once everybody walks inside, the door swings shut. Suddenly the colors before you swirl and twist, forming into a gigantic maze. The ceiling is 7' above you, and the walkway is 5' wide. There are colors everywhere, constantly swirling.

- Upon entering this room, have each player roll 3 d20s and write down their rolls. Occasionally through this test look at the rolls and ask for character sheets, etc. This is to add "mood" more than anything else. If any rolled a 19 or 20 and are walking through with their eyes open, tell them about halfway through that they are starting to feel dizzy.
- Hearing's Job - The PC with the *gift of hearing* hears faint voices calling out to him. They seem to be coming from the colors themselves. Following the directions the voices tell him/her to turn, it will take the group 15 minutes to get out of this maze. This does not have to mean 15 minutes real time, but let them know that much time has passed for the characters. The voice will always tell them left, right, straight and back if need be. It will not however tell them if there is a hazard before them.
- Vision's Job - Even with his or her eyes shut, the PC with the gift of vision knows this place. They can feel when danger is about to strike and can warn their friends. Give them hints and clues about things such as:
 - Duck and Crawl for 15 feet. When the PCs do this they will begin to hear a whirring of thousands of blades above them.
 - Lift your legs - Raise your legs high for this stretch of the passage to avoid the trip wires that are six inches off the ground.
 - Cling to X wall - Press yourself firmly against the left or right wall to avoid the pit trap in the center of the floor
 - Use the ropes - Use the ropes above the floor to carry you over a trap door that leads to a pit of spikes.

As the GM, Cindy and I encourage you to have fun with this one.

- The DM should make this as entertaining and creative as possible. If the PCs close their eyes and follow directions given them by the both of the PCs with the gift of hearing and vision they will do fine. However, most groups won't do this. At times, let the PC with vision know that they are getting ready to cross a large pit of lava, walk across a chasm.

Use your best judgment and do not add anything in that the characters feel they must fight due to a quest or for other reasons. The confines of the room will stop the PCs from actually following anything you throw in.

- If a PC has an item that requires them to follow/kill/etc. a particular type of creature, do not throw it in. Pick something else, as players owning intelligent swords (for example) could really cause some arguments here!

After walking across that last pit filled with creatures from your worst nightmares, you find yourself back in the foyer you originally entered. Two doors are now missing, and you might guess that those are the doors you have already been through. Only three more to go! A golden plaque on the door you just exited reads ",your fate".

Taste and Smell

Walking into the next room, you enter a large room that appears to be 50' x 50'. It is filled with hundreds of shelves and of tables of all sizes, and each of these holds a pitcher of water. The pitchers are all the same – crystal clear, a single red rose etched into the side, with a handle shaped like a rose-stem. Each pitcher is exactly ½ full. In the center of the room is a small plant with tiny red and pink flowers. The leaves are all drooping and the flower petals are all hanging down towards the floor. The dirt around the base of the plant is very dry. Each of you hears a voice in your head. "Please, water my plant. However, all the pitchers but one have poison mixed with the water. Find the pitcher with the non-poisoned water and use it to bring this poor plant back to good health."

- Magic will not detect the non-poisoned pitcher, including *detect poison*. That would be considered cheating and trying to work around the gift that the PCs were given. Simply explain that the spells they try do not appear to work, and perhaps the room is magically warded. Also, if the PCs attempt to create water or use a waterskin to water the plant, they will hear the voice in their head again. "This is your only warning. Do not try to go around this test. You must do as requested to pass this successfully."
- The PC with the *gift of smell* can faintly detect the smell of a poison in the air, a poison that is not common to this plane of existence. He/she does not recognize the type of poison, but only knows that they can smell its presence. They will NOT be able to sniff at each pitcher to find one that is not tainted, however. Their sense is useful here for two things. They will ALSO detect a faint bittersweet

smell coming from the flower in the center of the room. That is the smell of the flower dying. When the correct pitcher is brought near the flower the scent will start to fade to a more pleasant odor. When the correct pitcher is used to water the plant the odor will become one of the most wonderful that the person has ever experienced, indicating success. Feel free to allow them, through role-playing, to direct the person with the gift of taste to the "correct" portion of the room.

- The PC with the *gift of hearing* can hear the leaves rustling and speaking to him/her. They tell it that a small amount from any of the pitchers will not kill it, but that the mistake can only be made seven times before it will die. It desperately needs the water from the untainted pitcher. When water from a poisoned pitcher is given to the plant, this PC will know if they have stated that they are listening to the plant. The PCs cannot speak with the plant, though. Only this PC can understand it.
- The PC with the *gift of taste* will find that he/she is immune to this poison (although the other PCs are not). By simply tasting the water from each pitcher, he/she can find the correct one. When they have searched for a while and role-played this, allow them to find it (it should be somewhere around the 10th or 15th one that is checked, regardless of where in the room they start). Simply by tasting the water from each pitcher, the PC knows whether or not there is poison in that particular container.
- If other PCs attempt to taste the water, they feel no immediate results. Have them make a save vs. poison. Upon leaving the room (and not before then, regardless of how much time is spent in there), they start to feel a little ill. If they make their saving throws, they lose ¼ of their total hit points until the end of the next test. If they fail, they lose ½ of their total hit points until the end of the next test. These hit points may not be regained until that test is completed/failed. It is more of a way to let them know what the plant would suffer if continually given the wrong water, and feel free to express this to the PCs. Understanding is an important part of these tests.

Watering the plant with the untainted pitcher, it seems to grow in front of you into one of the healthiest plants you have ever seen.

All the tables and shelves disappear, and a door appears in the sidewall.

Exiting through the door, you find yourselves back in the large room you first entered. Three doors are now missing, and you might guess that those are the doors you have already been through. Only two more are

left... The golden plaque by the door that you just left reads "is in..."

Smell, Sight and Hearing

Walking into this room is like walking into a combination of a zoo and a museum. You see in front you of 12 very large paintings. Each painting is approximately 12' x 12' and is brightly colored. There is a large, dragon-shaped unpainted spot in the center of each one. In the center of the room are 12 cages, each with an unpainted dragon statue, 15" high and made out of an unusual metal that you have never seen before.

- Vision's Job - The PC with the *gift of vision* sees the PC with the appropriate gift wandering among the cages while the rest of the party looks at the paintings.
- Smell's Job - The PC with the *gift of smell*, upon picking up or touching the small cages, will smell a distinct odor coming from that cage. Nobody else seems to smell it. See **Player Handout #4** and **DM Aid #4** for the puzzle and the solutions. Most of these are very obscure, so hints might be necessary.
- Hearing's Job - By standing close to the paintings hearing can pick up faint sounds coming from them. They are noted on the Player Handout. These sounds are hints and clues to the correct placement of the statues.
- The PCs exploring the paintings will notice very small writing in the bottom left hand corner of each painting. The PCs should work together here. By calling out what painting they are looking at, the PC with the gift of smell should be able to carry the proper cage to the painting. Upon holding it directly in front of the painting, a door will appear in the cage, it will open, and the dragon statue will grow wings, flying directly into the painting and transforming into the large dragon that was missing from the scene (with the exception of the brown dragon, which doesn't have wings. It will hop out and waddle over to the painting). There is no way the PCs can take the dragon statues out of this room. They also cannot prevent the dragon statue from reaching the painting. Attempts to touch it after the cage door opens will result in his/her hands going right THROUGH the dragon, as if it wasn't even there.
- Read the text below once the PCs have figured out what to do. You may paraphrase it if necessary to allow them to realize that they have the solution.

As you approach the first cage and touch it, the dragon statue inside tilts its head and opens its eyes,

looking right at you. A smell reaches your nose, something that the others do not seem to even sense.

When they match it to a correct painting, describe how the statue gets there (see above).

Once in the painting, you see it transform into the missing dragon. The painting now seems complete, and there are more cages and empty paintings to deal with. Upon freeing the last statue, you find yourselves in the main hall of doors again. A voice deep within your head says, "Well done, you have learned about your relatives well. It is always useful to learn about both your friends and your enemies..."

Behind you, a golden plaque on the door reads "your own,".

Virtue:

With a collective deep breath, you leave the foyer and enter the last room. As you enter the room, both a sense of peace and a sense of despair falls over all of you.

You and your friends are standing atop a mountain looking on a small town below. Flexing your golden wings you crane your neck around to review the situation that stands before you. You see that the town is struggling and with your draconic sight you notice that the people are thin and hungry. There are many different things that you could do help them but what should you do?

Four doorways appear in the sky. Each one shows a possible path for you to take to solve your dilemma. Which will you choose?

Yes, this is all an illusion. The PC that has Virtue looks like Ven now, with his friends (the other PCs) behind him in their normal form. Ven/PC cannot leave the mountain as he has a very important decision to make. As you go through this encounter, remember that ONLY the PC with Virtue can choose what door is passed through. The other senses can only offer advice and clues as they get them. Ultimately, it is their decision. And whatever they decided, they will pay the price. Give them **Player Handout #5**. Each of the choices is given below with instructions for how to handle each one.

Door One - Pots and Kettles - *It is spring time in the town and in your human guise you have worked hard to set up the small soup kitchen. Feeding the poor on a daily basis is hard work and you do not know how the humans manage it every day. Yet, you see the results of your work as the children grown stronger and the men and women have more energy. You will be here tomorrow, and the next day. These are your charges... and you must take care of them. Right?*

This is a Short-Term Solution for the problem. The people will always be dependent on Ven for all of their food. The other senses will note the following:

- *Sight* - Although the people appear healthier they seem to be wearing the same clothing from day to day.
- *Taste* - Mmmmmm... Good food.
- *Smell* - The only thing that you do NOT smell that you thought you would is sweat.
- *Hearing* - Laughing children and singing parents telling stories of the old days and of the savior of the town, Ven. At one time you thought you heard the sound of a hammer beating on an anvil. But no more.
- *Touch* - Everyday I feel the stones on my feet as I tread to the kitchen. The stones grow more worn, as do I.
- *Vision* - The town is larger in several years. I can see and the traffic to the soup kitchen has increased to accommodate the size.

Door Two - Plowshares - *You never knew that tilling the fields could be such hard work. Yet here you strain along side your human charges, breaking the soil and teaching them to grow the grains and foods that they will need to survive the harsh winters. You buried a child the other day that simply could not wait until the harvest where there would be enough food for all. Even so, you move on, for there is another row to plant and there is still much to do before the spring releases itself to the growing seasons.*

This is the Long Term Solution Number ONE. Of all of the solutions this is probably the best one simply because it makes them self-sufficient. The senses will show that:

- *Sight* - The people are healthier. They work hard in the fields and eat lightly. They are growing stronger.
- *Taste* - Cold hard dirt is what you taste. Yet it does not have that dead, bitter taste. No, this is the taste of freshly tilled soil ready to burst with life.
- *Smell* - The smell of sweat is strong here. People are working and in the distance you smell death. But it is slowly fading.
- *Hearing* - Grumbling about the hard work and hungry bellies that will go on light rations till the harvest. Yet, you hear the clanging of hammers and anvils and the whirring of spinning wheels as things are being produced to make way for the harvest. Cows and other livestock can be heard in the distance. Plenty of them.
- *Touch* - The newly planted seeds that you hold in your hand shiver. They are waiting for the right moment to burst and bring new life into the world.

- *Vision* - The town is slightly larger than what it used to be in the future. There is a small graveyard in the northern part of the town that is dotted with new graves, but as the month's turn to years, the rate decreases.

Door Three - Preserver - *It has taken a long time for this day to come and not all of the townspeople survived. Yet now the grove is complete as is your druidical training. Each day you visit the town and use your new skills to bring forth food, heal the sick and tend to the physical and spiritual needs of your charges. Each day you walk past the small graveyard that holds fresh graves from last year. You understand now that was the balance nature required. They had to give so that you could train yourself to become their benefactor. Nevermore will they want for food, comforts or spiritual companionship again. They are your charges and you will be with them till your dying days.*

This is Long Term Solution Number TWO. This is the second best decision that could be made. The town will still always be dependent on Ven to take care of them, however now he can provide more than just food.

- *Sight* - There are no more cuts, no more calluses. I see everyone at the grove on the day of rest and everyone in the town when I visit to feed them.
- *Taste* - You taste the richness of nature around you. There are so many things that you did not notice before your druidical training. Yet now, you have more to share with your charges.
- *Smell* - Honeysuckle and other flowers are being used in the poultice that you are making this morning to help ease the pain of one of the elders of the village. You know it will not cure them but you can help them pass.
- *Hearing* - Prayers to the gods are common as is the thank you that you get every day. There is talk that the singing of hymns to the gods will become part of the morning ritual before they take their morning nap. This is good.
- *Touch* - Chooluk the former blacksmith of the town. I shook his hand today and was surprised to find it smooth. That is good for he will not rumple the books that I will bring that will teach more spiritualism.
- *Vision* - The town is the same size in the future that it is now. The people are content and those with demanding jobs have taken to other interests such as fishing and reading poetry.

Door Four - Caretaker - *Jaranvextraman the Gold has been your friend for years. Yet recently he has taken lying about his lair and hunts only when he is nearly starved. You recognize the signs for it is the*

same weakening sickness that killed your father over 30 years ago. Your lifelong friend only asks one thing of you. Stay with him in his time of dying. Tell him the old stories and work to make him comfortable as he passes his final years. Jaran saved your life on more than one occasion and in all of Toril there are few that you could call your friend like Jaran has been. Your charges, however needy, must some day learn to fend for themselves. You have obligations to your own kind now.

This is Solution Number Four. Although the dragon has a duty to his friend, he must also consider the fact that by helping ONE person he allows hundreds of people to die. Also... each of the solutions above has some way of helping to alleviate the pain that is friend is suffering. Therefore, any of the options above can help to solve the problems presented in Door Four.

1. Door One offers Ven the ability to take people to tell stories to his friend, passing the time.
 2. Door Two offers food to his friend, helping him to survive with out starving longer.
 3. Door Three offers healing poultices that can reduce the pain the creature feels.
- *Sight* - Sadly, the town is gone. However your friend appears to be healthier. This is good for one day he may fly again! Then you both can work to save other towns.
 - *Taste* - Drinking the wine with your friend is bittersweet indeed knowing that other lives were lost. But this is duty and he is my kin.
 - *Smell* - You smell the same smell on Jaran's breath that was on your father's. Although he does not suffer as much, the sickness is still there. Like your father it is just a matter of time.
 - *Hearing* - The sound of your own voice as you tell story after story to your friend is comforting somehow. It replaces the silence that has been there since you heard the last child playing and the last townsman singing a song.
 - *Touch* - You have added things to Jaran's horde and brought yours hear as well. It is comforting to feel your coins beneath you feet.
 - *Vision* - Looking ahead, Jaran lies dead. As dead as the town that lay at the foot of this mountain some twenty years ago.

Let the party talk about this for a bit. For some groups it will be a difficult decision to make and for others it will be easier. All three of the first doors help the town in some way, but in greater and lesser degrees. Only the last door has a resolution in this encounter.

If the party chooses Door One, Two or Three, read the text below -

Door One - *As you walk through the door you hear a sigh of relief. The one with the power of Virtue says in a deeper voice "A short-lived choice for a long-lived creature. I can live with the decision, yet there may have been a wiser course." The voice fades and Virtue once again has control of his/herself once more*

The door to the room opens and a small plaque appears. A single word appears on the plaque. "... hands".

Door Two - *"As you walk through the door you hear a sigh of relief. The one with the power of Virtue speaks in a deeper voice "That solution will enable to them to survive even after I am gone. Well done" The voice fades and Virtue once again has control of his/herself once more.*

The door to the room opens and a small plaque appears. A single word appears on the plaque. "... hands".

Door Three - *As you walk through the door you hear a sigh of relief. The one with the power of Virtue speaks in a deeper voice. "Although it is a long term solution, they will always be dependent on me. I will be there and fulfill their wishes, both physical and spiritual. Yet one day, I will be gone. What will become of them then?" The voice fades and Virtue once again has control of his/herself once more.*

The door to the room opens and a small plaque appears. A single word appears on the plaque. "... hands".

Door Four - *As you walk through the door you find yourself standing before the city government building in Ravens Bluff. The one with the power of Virtue speaks with a deeper voice that is fading quickly. "Duty is one thing, however there are ways to do a duty and still help others. Each of the solutions provided a way for me to help my friend without sacrificing the town. Yet the needs of one so outweighed the needs of many that now, none are saved. I go now... to wander eternity..." The voice fades.... And you are alone.*

The adventure is over if the party chooses Door Four. Begin doing player summaries and scoring. Pull the person with Virtue to the side and give them the "Ailing relative/friend" certificate as their reward for this event. The party does not gain any experience or treasure from the final encounters.

Encounter Six The Temple HAS a Dragon

Judge Note - You may wish to review **DM Aid #5** - Grayfang's Advice for a quick primer on Dragon Combat before beginning.

With a solid THUMP the pedestal comes to a halt, leaving you wondering just where you are.

Before you lies a room. Yet this is no ordinary room for it is easily 500 feet to each wall from where you stand in the middle of the room. To the north of you stands what appears to be a great altar teeming with decorations venerating all manner of dragons and dracoforms. Although you feel drawn to it you continue to look around.

Above your heads you note that the ceiling is not a ceiling at all. The stained glass that decorates the ceiling is an astounding testament the workers that built this place. Images glint through the glass as the sunlight pours its morning rays down upon the windows to the sky above.

There is more. As you finally begin to grasp your surroundings you note the niches. Surrounding the entire room are niches going from the floor to the ceiling some one hundred to two hundred feet in the air. And it appears that each niche is filled with something. Be it a ring or a book or a sword or a piece of armor. Surely the historians would find eons of work in this place once they had cleared the cobwebs.

The PCs have finally entered the Temple of Dragons. This is a majestic place and it is your job as the GM to make them feel that way. Be sure to describe the intricate details of the floor and how each tile is closely locked to the other in a way that they have never seen before. Let them know that as they walk the multi colored shadows that they cast seem to dance along the floor. Try and give them a sense of wonder about the place.

Details of the room -

Dimensions - the room is 1000' x 1000' x 200'. and the elevator that they used deposits them right in the very center of the room.

Niches - Each and every niche contains a treasure of some kind. Be as descriptive as possible and have fun with this. There are *staves of the magi* and ancient tomes of forbidden lore. Weapons from ancient battles and armor that was worn a thousand years before the PCs were ever alive. Each dragon that comes here to die brings with them the crowning piece of his or her treasure horde and places it in a niche so that all who come after may marvel at the horde's champion item.

PCs that attempt to remove an item will be able to do so with no problem. However the round after they remove the item they will begin to age. Take the average number of years that the PCs race can live and divide that by 10. For every round that they hold on to an item from a niche they will age that many years as the centuries that the item as been in stasis catch up to it is possessor. It is an unwritten rule of dragons that you do not take a hoard champion and the PCs will figure this out quickly. Immunity to aging and other magical effects causes the bearer to take hit points of damage equal to 1/10th of their full total. No scarab saves. The items cannot be removed from the chamber.

Once a PC returns the item to its niche the aging reverses itself at the same rate. So a PC that aged 200 years in five rounds will take five rounds to return to their normal age.

The Altar - Describe the altar from afar. When the PCs approach the altar the encounter with the dragon begins however they need to know WHAT the altar looks like before the encounter begins.

It is obviously made of stone however what type of stone is impossible to tell at this distance. Inlaid with all manner of gems and strange, cryptic writings the altar seems to be more of a table than an actual altar concentrated to a deity. The center of the forty foot long slab has the imprint of a circle. By the edge closest to the party are what appears to be handprints etched into the stone.

As the PC's approach the altar read the text below:

As you move toward the altar images begin to shift out of the dappled, multicolored lights of the stained glass window. These images bar your way to the altar and finally appear in solid form.

Standing before you is a man dressed in white plate mail that is covered in frost. As he breathes you see steam coming from his lips even though the air in the temple is warm. Solidly built this could easily be one of the more powerful warriors from Ravens Bluff it were not for the eyes. Jet black, the eyes seem to be voids to somewhere else.

Surrounding the knightly figure are creatures that make your heart skip a beat. Draconian in feature, they appear to shift and shimmer in and out of existence as if they were more ghostly than real. When they do shimmer into solid form for an instant you realize that they are man-sized dragons of some type. You cannot tell more as they are swallowed by the inky blackness that mirrors the eyes of the knight.

Raising his hand with his palm toward your group, the frigid knight calls out "HOLD".

Frostrage has decided to take matters into his own hands and has personally come to see to the destruction of Ven's Shen. If the PCs charge then he will order the SpiritDrakes to attack and will move back to provide cover. In lower tiers he will NOT transform into his dragon form however in the upper tiers he will shift and the fight will take on a completely different perspective.

Please note... at higher levels (5th and SuperTier) this is a projected image. The dragon is invisible and levitated, controlling it.

If the party holds then he will wait for one of them to speak. Frostrave is NOT stupid as other White dragons are otherwise "the dark lady" as he will call her would never have picked him for this task. He is patient and will answer questions. There are specific conditions that will cause him to attack or send SpiritDrakes after someone:

- If the PCs attack then proceed to combat using the tactics described.
- If a PC spell caster begins casting a spell without his permission he will send a SpiritDrake to attack them. The SpiritDrakes are detailed in the Appendix. This will probably initiate an attack by the PCs.
- If the PCs belittle or anger him a great deal. As I said before, he is patient but only to an extreme.
- If the PCs, upon negotiation, refuse to give up the shen of the dragon that they possess.

If the PCs begin to talk to Frostrave then he will tell them the truth as they ask the following questions.

- Who are you? *I am Frostrave, one of the six dragon nobles sent on a mission to stop the traitor Ven from completing his mission.*
- Are you a dragon? *Yes, but in the Temple of Dragons were all of us come to die we must wear a mortal guise. It can be broken but with great effort. I do not see the need to do so at this time.*
- What are you after? *The Shen of the dragon called Venmantrhaxus. I will spare your lives (and the lives of your followers if they have any outside) if you freely give it over.*
- Why are you doing this? *We have plans, within plans, within plans. Venmantrhaxus was going to inform the dragon sage of them. The Dark Lady wished this not to occur. That is why I am here.*
- What are those Shadowthings? *They are SpiritDrakes. As you will see if you do not do as I wish, they are very effective against your kind.*
- Why are you telling us the truth? *Because, simply put, you have no choice but to do as I ask. I will*

have the shen of Venmantrhaxus or I will feast on your bones this evening in my lair. The choice is yours.

Surrender

It is quite possible that the PCs will "give" the white dragon noble what he wants. He is an intimidating figure and the strange creatures that are flanking him may be dangerous. If that is the case then read the following:

One by one, each of you feel a horribly draining as though something has been stolen from you. Falling to your knees you struggle to hold onto wakefulness. With a cruel laugh, the white knight and his minions vanish.

In the back of your mind you hear a voice crying into the void, screaming in terror. Yet, when you look for it you find nothing but emptiness.

In but a moment you are standing at the front of the Temple of Dragons weakened and wondering what will become of the dragon's spirit now.

The game is over for these PCs. They will, after a few days make it home safe and sound to Ravens Bluff.

Fight!

If the heroes choose to fight then they are in for a battle. The White Dragon Noble and his creatures are opponents that might easily defeat the average group of adventurers. Lets just hope that these adventurers are above average.

JUDGE!!!! It is very important that you note the tactics of the creatures based on the tier. In ALL of the Tiers the PCs will be fighting the SpiritDrakes however not all of the PCs will be fighting the dragon, or the man in dragon form. It is important for you to pay attention as bringing the dragon noble into the combat at Tier One is easily a TPK waiting to happen.

During the third round of the combat, or if things get grim before that pull the person with Virtue aside and tell them the following:

A voice tells you "They seek my shen! Each of you must release me to the altar and then they will not be able to harm you! Rally to the altar where the spirits of my ancestors can protect you! I can hold them only while I am present on this plane, so my Virtue must be the last to be given up!"

What Ven is trying to tell the PC is that if the PCs have no essence of dragon within them then the Shadowdrakes are powerless against them. If they do

not get it yet remind them that there are hands etched into the altar.

Remember the Plaques? Each of them held the clue to remaining alive in this encounter. When combined, all of the plaques say:

"When confronted with destiny, your fate is in your own hands."

As a PC places their hands on the altar they are drained of Ven's "shen" and their sense power leaves them. The Shadowdrakes will not attack anyone within 50 feet of the altar as a powerful Protection from Evil spell as well as a Prayer protects the altar. If the PCs all gather in the area around the altar then the dragon noble will engage them. In Tier one he will not engage them until they are around the altar or all of the PCs have discharged the dragon spirit into the altar.

Note - According to the decision that was made by Virtue in the test he or she will not be able to give the Dragon's Spirit away that easily.

Pots - 3 rounds
Caretaker 2 rounds
Plowshares - 1 round.

Once Virtue steps near the altar to begin releasing Ven's soul, Frostrage will scream. The scream tears down the *protection from evil* and *prayer* spells around the altar and leaves Virtue vulnerable to attack. The party will have to protect him or her while they put Ven's soul into the altar.

Tier One

ShadowDrake (2): Int Average (8); AL CE; AC 10; MV Fl 24 (A); HD 2; hp 16; THAC0 15; #AT 1 or Sweep; Dmg d4 x Tier; SA Sweep Attack; SD only harmed by magic or blessed weapons; MR nil; SZ M (5'); ML 20

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

Shadowdrakes are un-natural creatures that are summoned by priests of specific draconic religions. They only can harm dragons, dragon-kin or those that have dragon essence within them.

When attacking they simply fly through the creature that they are sweeping. As such, they could conceivably pass through several creatures during their attack routine. As they pass through the creature disrupts the cell structure of the attacked being if they meet the criteria above and the attacked being will take damage as indicated (no save). If the being does not meet the criteria then they take no damage other than a bone chilling cold (no effect)

Shadowdrakes are held back by *protection from evil* and other similar spells that prevent summoned creatures from attacking.

Tier One Tactics - Frostrage will NOT enter the combat Tier One unless all of the PCs have gathered around the altar and his creatures cannot attack. If his creatures are defeated or if they can no longer do anything then he will approach in human form and draw his massive blade. He will NOT transform to draco-form in Tier One.

Frostrage, Very Young White Dragon Noble (1): Int Medium (12); AL CE; AC 3 (Plate and Dex Penalty); MV 12; HD 5; hp 32; THAC0 13; #AT 1 (sword); Dmg 1d10+2 (two handed sword); SA none; SD none; MR nil; SZ L (9'); ML 20

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

In Tier One Frostrage is foolhardy. He realizes that these puny creatures are no match for him and his minions. As such he will not even grace them with his draconic body until it is far too late for him to affect the battle with it.

Tier Two

ShadowDrake (4): Int Average (8); AL CE; AC 10; MV Fl 24 (A); HD 2; hp 16; THAC0 15; #AT 1 or Sweep; Dmg d4 x Tier; SA Sweep Attack; SD only harmed by magic or blessed weapons; MR nil; SZ M (5'); ML 20

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

They are vulnerable only to magical weapons (taking the PLUS of the damage and no more) or magical spells (always taking full damage) or the breath weapons of dragons (which is inherently magical). Other forms of attack or barriers will not affect or stop them.

Frostrage, Young White Dragon Noble (1): Int Medium (12); AL CE; AC 3 (Plate and Dex Penalty)/1 (in dragon form); MV 12; HD 7; hp 50; THAC0 13; #AT 1/3+; Dmg 1d10+2 (two handed sword)/1d6+4/1d6+4/3-16+4; SA dragon abilities; SD dragon abilities; MR nil; SZ L (9'); ML 20

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

In Tier Two Frostrage is a bit more wizened and cautious. He still has some of the brashness of his youth but is a tad more seasoned. He will play with the PCs until he is at half hitpoints and then he will shapeshift (innate noble power) to his true draconic form to finish the combat.

Tier Three

ShadowDrake (8): Int Average (8); AL CE; AC 10; MV Fl 24 (A); HD 2; hp 16; THAC0 15; #AT 1 or

Sweep; Dmg d4 x Tier; SA Sweep Attack; SD only harmed by magic or blessed weapons; MR nil; SZ M (5'); ML 20

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

They are vulnerable only to magical weapons (taking the PLUS of the damage and no more) or magical spells (always taking full damage) or the breath weapons of dragons (which is inherently magical). Other forms of attack or barriers will not affect or stop them.

Frostrave, Adult White Dragon Noble (1): Int Medium (12); AL CE; AC 3 (Plate and Dex Penalty)/-1 (in dragon form); MV 12; HD 9; hp 72; THAC0 10; #AT 1/3+; Dmg 1d10+2 (two handed sword)/1d6+4/1d6+4/3-16+4; SA dragon abilities; SD dragon abilities; MR nil; SZ L (9'); ML 20

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

In Tier Three Frostrave is a seasoned veteran of many fights. He will underestimate the party only until he has been struck once. After this he will shift to his draconic form and attack with full force.

Tier Four

ShadowDrake (12): Int Average (8); AL CE; AC 10; MV Fl 24 (A); HD 2; hp 16; THAC0 15; #AT 1 or Sweep; Dmg d4 x Tier; SA Sweep Attack; SD only harmed by magic or blessed weapons; MR nil; SZ M (5'); ML 20

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

They are vulnerable only to magical weapons (taking the PLUS of the damage and no more) or magical spells (always taking full damage) or the breath weapons of dragons (which is inherently magical). Other forms of attack or barriers will not affect or stop them.

Frostrage, Very Old Dragon Noble (1): Int Medium (12); AL CE; AC -3 (in dragon form); MV 12; HD 13; hp 110; THAC0 7; #AT 3+; Dmg 1d10+2 (two handed sword)/1d6+8/1d6+8/3-16+8; SA Breath Weapon 12d6+12; SD Special; MR 35%; SZ G (90'+); ML 20

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

Spells: 1st - *magic missile* x 2; 2nd - *invisibility*

In Tier Four the creature is taking NO chances with the PCs. He immediately shifts to dracoform and commences the attack. He will concentrate his frontal attack on one PC until they are dead and then move onto the next. He will use tail slaps and wing buffets to full advantage. Remember that the room that he is in is large enough for him to fly in, and he will do so to get off breath weapons and such.

Tier Five

ShadowDrake (16): Int Average (8); AL CE; AC 10; MV Fl 24 (A); HD 2; hp 16; THAC0 15; #AT 1 or

Sweep; Dmg d4 x Tier; SA Sweep Attack; SD only harmed by magic or blessed weapons; MR nil; SZ M (5'); ML 20

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

They are vulnerable only to magical weapons (taking the PLUS of the damage and no more) or magical spells (always taking full damage) or the breath weapons of dragons (which is inherently magical). Other forms of attack or barriers will not affect or stop them.

Frostrage, Adult White Dragon Noble (1): Int Medium (12); AL CE; AC -7 (in dragon form); MV 12; Fl 40 (C); Sw 12; HD 16; hp 150; THAC0 5; #AT 3+; Dmg 1d6+12/1d6+12/3-16+12; SA Breath Weapon 12d6+12; SD *stoneskin* (8), *ironguard* (8 rounds), *shield*; MR 40%; SZ G (90'+); ML 20

Saves: PPD 4; RSF 6; PP 5; BW 4; Spells 7

Spells: 1st - *magic missile* x3; 2nd - *invisibility, blur*

In Tier Five the creature is taking NO chances with the PCs. He immediately shifts to dracoform and commences the attack. He will concentrate his frontal attack on one PC with a direct breath weapon and physical attacks until they are dead and then move onto the next. He will use tail slaps and wing buffets to full advantage. Remember that the room that he is in is large enough for him to fly in, and he will do so to get off breath weapons and such.

Tier Six

Did Grumman survive the encounter in the mountains? If so, then he is fully healed, has recovered his spells, and stands ready to battle along side his master.

Grumman Talkon, hem W15: AL LE; AC 0 (Dex and *cloak of cold protection* +2); MV 12; hp 52; THAC0 17; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *cloak of cold protection* +2; MR nil; SZ M (5'9"); ML 10

Stats: Str 8; Dex 16; Con 12; Int 18; Wis 15; Cha 15 Saves: PPD 11; RSF 7; PP 9; BW 11.

Spells 8 Spells: 1st - *charm person, color spray, magic missile* x3; 2nd - ~~*blur*~~, *Melf's acid arrow* x2, *stinking cloud, web*, 3rd - ~~*fly*~~, *lightning bolt* x2, *dispel magic, protection from normal missiles*; 4th - *Evard's black tentacles, ice storm, stoneskin* x2; 5th ~~*Bigby's interposing Hand*~~, *chaos, cone of cold, hold monster, teleport*, 6th *contingency-teleport, globe of invulnerability*; 7th *power word - stun*

Magic: *cloak of cold protection* +2 (see the Treasure Summary for details of this cloak's powers)

Background: Note - Saves take the Cloak into account. Spells that have lines through them were cast before combat and will be in effect throughout the combat. He has 10 *stoneskins*.

Grumman will have all of the protections that are stricken through above.

ShadowDrake (20): Int Average (8); AL CE; AC 10; MV Fl 24 (A); HD 2; hp 30; THAC0 10; #AT 1 or Sweep; Dmg 5d4 Tier; SA Sweep Attack; SD only harmed by magic or blessed weapons; MR nil; SZ M (5'); ML 20

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

They are vulnerable only to magical weapons (taking the PLUS of the damage and no more) or magical spells (always taking full damage) or the breath weapons of dragons (which is inherently magical). Other forms of attack or barriers will not affect or stop them.

Frostrage, Adult White Dragon Noble (1): Int Medium (12); AL CE; AC -10 (in dragon form); MV 12, Fl 40 (C), Sw 12; HD 20; hp 200; THAC0 0; #AT 3+; Dmg 1d6+18/1d6+18/3-16+18; SA Breath Weapon 16d6+12; SD *stoneskin (8), ironguard (8 rounds), shield*; MR 60%; SZ G (90'); ML 20

Saves: PPD 4; RSF 6; PP 5; BW 4; Spells 7

Spells: 1st - *magic missile* x4; 2nd - *invisibility, detect invisibility*; 3rd - *dispel magic*

In Tier Six the creature is taking NO chances with the PCs. He is already in the air and is invisible and has levitated. He is using his innate project image to converse with the PCs. The moment that hostilities break out he will breathe and then take to the attack. With plenty of room to maneuver in the room he can twist and breathe on the party every other round. He will use tail slaps and wing buffets to full advantage. Remember that the room that he is in is large enough for him to fly in, and he will do so to get off breath weapons and such.

Once the dragon is defeated the Shadowdrakes will depart through walls and the ceiling. Without their leader they are nothing. Read the following:

Frostrage screams in rage as the moral wound is struck. "I am but one but my brothers and sisters will avenge me! You will not prevail against our dark lady!" the creature screams as splits appear in his white armor/scales. With a deafening boom, the creature explodes in a shower of white light and intense cold.

When the smoke clears... all that is left of the dragon noble is a shimmering pearl in the crater where he once stood.

This is a Chromatic White Dragon Pearl, one of the dragon stones needed to complete the quest that will be detailed over the series.

Allow the PCs a moment to recover and then read the following:

A faint whispering draws you toward the altar. A window of sorts has opened up on the surface of the altar and you see clouds and a small sparkling dot racing toward the earth below. In a matter of moments the dot clears the clouds and falls toward a mountain range that you are not familiar with.

Speeding as though it had a mind of its own the sparkle of light flashes down and into a cave. Whipping around boulders and such it finally comes to rest near the nest of a large golden dragon. Ever so gently it comes to rest on one of the eggs and slowly slips through the shell and the image begins to fade.

"You see my friends," the voice of Ven comes to you as a quiet, soft whisper as though it was afraid it would wake the sleeping mother, "there has always been a cycle of dragons. We are born and then we pass on to a greater place. But in times of need we are reincarnated so that we can continue the struggle against evil.

"You have helped me and so I shall help you. You must seek the Dragon Sage and give him the message that the Dark Queen has woken. He will tell you what you need to do from there.

"Also, as a token of my appreciation, there are things under the altar that have been placed there for this day. You shall need them in the days to come.

"I wish thee well. And now, I must go. Being born will require concentration no doubt."

With that the image fades, as does the voice.

The PCs will find a book, a cloak (only if they flew to the temple and did not get it in the land-based fight), and a sword. They will be able to leave the temple with no problems.

Once the PCs have left the temple,

As you leave the temple a rush of wind pushes its way through the pass. Looking back you can barely make out the walls of this majestic place glimmering in the afternoon light. Watching, you realize that this will be the last time that you lay eyes on this wondrous place, for within moments it has vanished.

Turning on the trail you begin the trek home, knowing that this is and end of one adventure, and the beginning of something much larger. For somewhere out there is a creature known as the Dragon Sage. And you have a message for him.

~Fini~

Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

Tier 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 B

Shooing off the Wizards 25 xp

Encounter One C

Working with Carmanstansos 25 xp

Encounter Two

Making Ven comfortable 50 xp

Encounter Three

Defeating the Land Encounter without combat 150 xp

OR

Defeating the Land encounter with combat 125 xp

OR

Defeating the air combat 150 xp

Encounter Three C

Entertaining the Stone Giants 50 xp

Getting Patch released 50 xp

Releasing the "stoned" giant 50 xp

Encounter Five

Passing all of the tests 300 xp

Encounter Six

Defeating Frostrave and spiritdrakes	250 xp
Returning Ven's Sprit to the altar	50 xp

Total possible experience for objectives:	1,000 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience:	1,500 xp
Tier Two	3,000 xp
Tier Three	4,500 xp
Tier Four	6,000 xp
Tier Five	7,500 xp
Tier Six	9,000 xp

Treasure Summary

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

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

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

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

Gotten from Carmanstansos

- *Gem of missile deflection*: When the PC crushes this emerald it releases a *protection from normal missiles* spell centered on the PC. The spell effect lasts for 12 rounds. Crushing the emerald requires an action. Once the power of the emerald is invoked, the shards of the shattered stone vanish, being completely consumed by the dweomer. GP Value 1500.
- *Gem of inspiration*: The PC must hold this gem in his or her hands and ask a question, and then toss the sapphire into the air. The gem will then float in mid air and glow with a soft amber light. The judge must then roll a d20. On a roll of 1 or 2 the PC is told the exact opposite of the truth, on a roll of 19 or 20 the PC is told what they would like to hear, rather than what is actually the case. Otherwise the sapphire will offer a cryptic phrase that will reveal some truth or otherwise answer the PC's question. Please note that the judge can disallow the question if they believe that it could ruin the plot or outcome of an adventure. If this is the case, then the sapphire floats back to the person's hand and nothing happens. If the question is answered, the gem falters, falls, and crumbles into dust, the power of its magic spent. GP Value 3000
- *Gem of harmful spell warding*: This gem is an automatic protection item, thus it doesn't take an action to activate. Unless it is stored in an extra-dimensional space, the first spell which targets the bearer that could cause him or her any form of harm will cause the gem's magic to be released. If the harmful spell is cast by a 12th or lower level spellcaster, the spell is neutralized. If it is cast by a 13th or higher level spellcaster, the gem does not function, but is not used up. Once used, the gem crumbles into worthless dust. GP Value 7000

Gotten from the fight with the Dragon Cultists (OR for completing the mission).

- *Cloak of cold protection +2*: This finely made cloak is a dirty white in color. When donned, the cloak gives the wearer several benefits. First it functions as a standard *cloak of protection +2*. Second it allows the wearer to be comfortable in very cold temperatures. The wearer can be wearing the cloak and light clothing in up to 0 degrees F temperatures and feel comfortable. Finally the cloak provides some protection from cold-based attacks. 1 point per die of damage is negated by the power of the cloak, to a minimum of 1 hp of damage per die. GP Value 10,000

Gotten for successfully competing the mission

- *The Draconomicon*: In the ancient times the dragons talked to humans and the other races about a great many things. Some of the humanoids wrote this information into a tome that has been passed around through the ages. If a person spends 10 time units to study the information in this tome they will have gained the proficiency of Draconian Lore. This proficiency is usable now, however it WILL take the very next proficiency slot that the character has available. See the Proficiency Text below. Once this is learned the book vanishes to another part of the Realms for others to learn of the wonders of the wyrms. This means that only one person can ever have their name on this certificate and it cannot be traded, transferred, copied, or otherwise given to another. GP Value 100,000

Draconian Lore (Int -4): Through intense study the character has gained rudimentary knowledge of dragons. On a successful check, the character can recall information pertaining to a situation at hand. Draconian Lore only gives general information about those dragons that are in the Monstrous Manual. Other dragons in other sourcebooks, or those dragons created by the campaign are not part of the knowledge gained by the character. They do however have a general concept of the draconian mind and some of the history surrounding the dragons of the Faerunian continent.

Gotten by defeating the final combat in the Temple of Dragons

- *Dragon Stone – Pearl*: Containing the soul and "shen" of a legendary white dragon, this is one of the thirteen Dragon stones of legend. The area around the bearer of the pearl is always 10 degrees colder and their breath always has a flicker of steam about it. The Pearl bears the power of a *ring of warmth* at all times and has the following powers which it can call forth once per day: *gust of wind*, *wall of fog*, and *cone of cold* (12d4+12). These powers are all "cast" at 12th level. All chromatic (evil) dragons will attack the bearer of the *Pearl Dragon Stone* on sight unless other forces prevent them from doing so. Only two *Dragon Stones* can be possessed by any one character. *Dragon Stones* that cancel out the "area" affect cause all powers of both *Dragon Stones* to stop functioning. This happens if they are within 10 feet of one another. GP Value 50,000

For freeing Patch

- +1 Harper Fame: Each Harper fame point provides +2 reaction adjustment for all dealings with the

Harper Organization. Two Harper Fame certs can be used to negate a Harper Infamy cert.(in this case, all certs should be marked "void" by the DM.) After collecting 4 Harper Fame certs for a PC, the player should mail the original certs with an extra blank, stamped envelope to: Harper Coordinator, c/o RPGA Network, PO Box 707, Renton, WA. 98057-0707. Please include your name, address, and email address and your PC's race, class, level, and alignment. If possible, send an email to LCHarper@rpga.net confirming this mailing.

For defeating the final combat in the Temple of Dragons

- *Two-handed sword +2/+4 vs dragons*: GP Value 8000

Fame

If the mission is completed successfully then PCs receive one Fame Point in a new category, Good Dragon. Inform the players that all fame that is given to good dragon is reversed for evil dragons. If the PC gains 4 fame in Good Dragon then the PC has 4 Infamy in Evil Dragon.

DM Aid #1: How the Senses Work in the Adventure

First off... all of the powers are vague. I encourage you as a GM to have fun with them. In no way should they be dangerous to the characters (except Visions). Giving the PCs the senses of a dragon was meant to be a fun way to carry the creature from point a to point b. If the PC asks to do something that you think is unreasonable or could break the adventure, simply say no. Trust me... it is very very easy to say no.

Sight - Treat this as the ability to see very very far and very very near. The character can literally see about a mile away clearly. If he or she concentrates they can also see very minute details that would normally be missed.

Sound - Imagine that you had a sonar system attached to your head. Or perhaps one of the hearing devices that you see used in the movies and you know what I want you to do with this sense. Play it up that they can hear things far in the distance and with concentration make out sounds that the normal person could never hear. Give bonuses to hear noise, make lip reading a thing of the past, and other things. Have fun with this sense and your players will too.

Taste - Have you ever been camping and woke up and just tasted the air? The sense of being out in the wilderness has the ability to sharpen senses that we normally do not use. Taste is one of them and you need to impart that EVERYTHING tastes different. Even the air. Do not let the PC use this like radar, however; let them know that if they taste things that the intense sensation is unlike anything they have ever had before. Oh, and, make them immune to poison. It will help, trust me.

Touch - People without the sense of sight have to use their hands to read newspapers, books and other writing by feeling the Braille outlines on paper. Imagine if their sense of touch was so acute that they could actually feel the bumps of the ink on the paper and read them that way. Now you know what the sense of touch is. Let the player know that EVERYTHING that is touched is not smooth, it is rough, bumpy and uneven. Even glass has ripples and whorls on it that make it a unique thing in the realms.

Smell - I could always smell when mom was making my favorite dinner. Usually I could smell it when I was outside and on a good day I could smell it from all the way down the block. Now, imagine you are a dragon and can smell things like this from up to a mile away. Now, take that one step father and think that if you could focus that sense for a bit, you could probably tell what the smell was, and how far away. Sounds neat? Good, impart that to your player.

Visions - This one is a tricky one, and one that I want you to be careful with. Reading auras is the easy part of this power. Just pretend that they have *know alignment* up at all times, and that if the PC concentrates for one round then he or she will know what the general slant of the person being looked at it is, (law, chaos, neutrality). If they concentrate for two rounds then they can find out the direction that the person's life took (good, evil, neutrality). That is the easy part.

The hard part of visions is just that, visions. Give the character brief glimpses into the future if he or she ask, but make him or her pay for it. If the power is used for more than a round, then take a Constitution point away from the PC (temporarily, but the player does not have to know until the end when the Con points return). In the example above the PC can get the slant of the person, but to find out the direction and get a total alignment would require that the PC spend a Con point. A vision of the future takes two rounds to call up. Also, do not let the PC break the adventure by asking a lot of questions. It is going to be a fine line that you are going to have to walk, but I am sure that you are up to the task.

Virtue - Probably the easiest of the senses to adjudicate is going to be Virtue. All you have to do is think super duper ultra lawful good. And, when the character with Virtue does not behave as super duper lawful good, then simply let them know that they have a "depressed feeling" or a feeling of being let down. The power of virtue is the spirit of a conscience. Think a silent, empathic Jimmy Cricket and you have the Virtue power down to a science.

DM Aid #2: Grannoth's Tale

The elder stone giant stands before you as the fire flickers into the warm cave.

During the storm seasons the weather becomes unpredictable. Many strange things happen in the mountains and the weather is just one of the many. It is not unusual to see the storms darken and the thunder and lightning rip through the sky, tearing it asunder with their wicked force.

When the storms came some thirty seasons ago I was but a boy. My father had recently moved us to this area to retreat from the constant fighting that is common with my race. I stood at the edge of the cave and watched as the thunder roared and the lightning lashed into the night sky.

The hail began and that is what I think finally drove the creature from the sky. For an hour after the hail began there was the sound of thunder so close that the walls shook with its fury. Rushing outside to see what had happened we watched as a large silver winged dragon crashed down the cliffs above us and crumbled to the ground.

Quickly we gathered our weapons and headed down. Surely a creature that large that fell with that force would be dead by now but we were not taking chances.

My father approached the creature while my brother and I stayed back. Such a creature it was, with wings as long as this room is wide and a tail that stretched on into the night. Surely it was not that large, but in the eyes of a child everything is bigger.

Speaking in words that I could not understand the silver winged dragon told my father its tale. It had come to die it said, as my father told me later. Yet the hail prevented it from going to a Temple in the mountains. Mumbling words that I knew were magic I watched as the creature became smaller and my father took him upon his back.

We traveled along the trail until the creature bade us stop. When we did so it spoke more words and we passed through the mountain to a path. The path in time led to a magnificent house whose glass was painted in the colors that man uses to decorate. We took the dragon to the doors and it pressed its claw upon a globe. The doors opened and with thanks the dragon passed through them and we watched as they shut.

Then father touched the globe, wishing to see inside the marvelous place.

And that is how you see him today, a constant reminder that indeed, there are some things that we are simply not supposed to see.

DM Aid #3: For Sight Test

The words should be arranged in groups as follows:

Crystal

Red

Copper

Amethyst

Blue

Brass

Emerald

Black

Silver

DM Aid #4: Smell Test Solution

Cage # and explanation

<u>Painting Number</u>	<u>Cage Number</u>	<u>Description</u>
Painting 1	3	Bronze Dragons consider dolphins and other sea mammals to be great wealths of information, especially for details on shipwrecks and the haunts of large sharks.
Painting 2	6	Sapphire dragons consider giant spiders a great delicacy and often hunt them.
Painting 3	11	Most groups shouldn't need an explanation for this – faerie dragons are notorious for their love of fruit (especially apple) pies!
Painting 4	1	Green dragons breath a cloud of poisonous chlorine gas
Painting 5	12	Topaz dragons live by the sea, often claiming or building caves below the waterline. These dragons enjoy sunning on rocky outcroppings, enjoying wind and spray.
Painting 6	10	The fire-breathing of the Firedrake is actually the voluntary expelling of some of its blood, which burns fiercely in the air due to a high phosphorous content
Painting 7	2	Steel dragons prefer to live amid the hustle and bustle of great cities. They will often pose as sages or other intellectuals.
Painting 8	4	Mercury dragons prefer to eat on metal ores of any kind, although they will eat anything you put in front of them...
Painting 9	7	Cloud dragons cast solid fog then use their manipulation abilities to blind and disorient foes during combat.
Painting 10	5	White Dragons natural enemies are frost giants, who kill these dragons for food and armor, and subdue them for guards and mounts
Painting 11	8	Brown Dragons are also known as great desert dragons. They typically dwell in deep burrows nearly 1,000 ft. beneath the sand. Also note that they do not have wings and cannot fly, so this dragon would have hopped into the painting.
Painting 12	9	Shadow Dragon's favorite food is rotting carrion. They have been known to leave slain victims to decay until suitably foul.

DM Aid #5

Greyfang Snaggletooth's Tactics for Fighting Adventurers

Greetings youngsters. Be silent and listen, for this is the word of one who has fought many adventurers and lived to suck the marrow from their bones. The Great Lady has informed me that many of you lesser wyrms are being killed by adventurers, and this does not aid in her quest. I am to inform you of how to survive a battle with mortals, how to defeat them so that your hoard may grow, how to survive so you may serve the Mistress of Many Heads.

One of the greatest mistakes youngsters tend to make is allowing a group of enemies to surround them and permitting many to attack one. There are many ways to avoid having many of the mammals able to engage you in combat, but the simplest is to FLY! We are the masters of the air! Few creatures can match our speed in flight¹, and even fewer of those that can are a threat to us. Use your mobility. Pick your attacks, do not allow your opponents to decide how you will fight them. If you do, you will die.

Use your flight to stay out of reach of the most dangerous of your opponents - the warriors. Our race resists magic better than most others. Use your magics and your breath from a safe distance as you swoop past². Do not allow the mortals to close to melee with you. If there is to be melee, you decide when it occurs. You can out fly them, and remember to tail slap³ any who are foolish enough to get too close to you.

Often I hear complaints from youngsters that the mortals have protection from our mighty breaths. It is true, there are some magics that will protect mortals from the power that is our breath. These protections usually have a very small area that they protect, and they also have a limited duration. First, do not be in a rush, as if you are fighting these creatures in your lair, you should have more than enough time to finish them off. But more on lairs later. If your enemies are going to cluster inside an area protected from your breath, they will very likely be arranged for a convenient plummet from above⁴. This allows you to target many opponents, to damage them and, if you are good, to pin them helpless while you crush the life out of them.

If you decide that you must melee with your opponent, there are several tricks that will aid you. First, and perhaps most important, remember the advantage of only fighting one opponent. Isolate your enemies by using your snatch attack⁵. This has the added advantage of perhaps pinning your opponents arms, making him an easy snack as he will be unable to harm you in return. If you fail to pin your opponent's arms, remember you can drop the annoying mammal from a good height, and unless they have some means of avoiding the fall, the ground will do them almost as much damage as you can. Unless there are several opponents able to keep up with you in flight, it is usually best to only grab one creature, finish it off, and then come back for another. Also, remember that these mammals tend to be fond of one another. When you have finished one off, drop it a long way from its companions. This may cause the fools to split up, and make them easier for you to finish off.

If you must fight on the ground, remember to use your best attacks. Your tail is your best single weapon. You can hit multiple opponents with it. It can stun anyone hit by it. Use your wings to buffet⁶. They can knock opponents down making them easier targets. Use your bite. It is your most damaging melee attack. If possible use all three against the same opponents - get your enemy to your side so that you may use all three of these attacks in one round - first tail slap. Then, pick a target who wasn't affected by the tail slap to buffet with your wing. Then, pick an easy target to bite to try to finish them off. Remember, though, fighting on the ground is a last resort, because all of your opponents will then be able to attack you.

- 1) The average flying speed of a dragon is 30, as opposed a speed of 18 or 21 for the common means of flying in LC.
- 2) Most dragons breath weapons are of limited area of effect. Many are lines or narrow cone effects. Make sure you know how large the area of effect is, so you catch the appropriate targets with it and how close targets must be for you to use it.
- 3) Tail slaps can target as many targets {with a to hit roll for each} to the sides or behind dragons as the dragon's age category, do damage equal to 2 claw attacks {(dice + modifier)x2}, and cause any targets hit to save vs. petrification or be stunned for 1d4+1 rnds.
- 4) Plummet attacks can target as many opponents as the dragon's age category {with individual to hit rolls for each}, does damage equal to the dragon's bite attack, and all creatures hit must roll a save vs. petrification with a penalty equal to the dragon's combat modifier or be trapped under the dragon taking damage each round until a successful save is made or the dragon moves off the targets.
- 5) Flying dragons may attempt to snatch an opponent. This attack does claw damage, allows the dragon to grab the target, and has a 50% chance of pinning the target's arms.
- 6) Buffet attacks do damage equal to a claw attack, and a target hit must make a dexterity check on a d20 or be knocked prone.

Player Handout #1: Carmanstansos' Message

A sparkle of light appears inside of the piece of warm slate that you are holding. The spark grows brighter and then a voice begins to speak.

Greetings adventurer,

I am Carmanstansos, geomancer. I have sent you this message in hopes that you may be of some assistance in a matter that I feel is most grave. Dragons have once more begun their flights and I require help in determining their cause. Please come to my house for breakfast this morning so that we may discuss this matter. I have sent other dispatches to others and they hopefully will be there as well.

I must go now and prepare for the visions tell me of dark times ahead. I look forward to meeting you.

With a fizzle, the spark fades and the slate in your hand crumbles to dust.

Player Handout #2: A Shock To Your Senses

Game Master, tear this document apart on the ----- lines. Each section represents one of the senses that Ven the Dragon imparts to the player characters. Remember that ONLY player characters get a sense. Not NPCs or hirelings or followers or pets or even their Great Aunt Matilda. Just PCs. If there are less than seven PCs then some may get more than others.

SIGHT

Placing your hand on the dragon's breast, you feel the slow thump of his heart as it finally grows still. Opening your eyes you are surprised to note that it is daylight, when it was just starting to get dark a few moments earlier.

Wait,. something is wrong. Or is it? You look at the sky and see Selune's orb just coming over the horizon yet you are glancing around at it is as clear as day!

Infravision is nothing like this as you look to the west near a small grove of trees. You squint and suddenly the trees are much closer. One on of the branches you see a small bird pecking at the vestiges of a long forgotten nest. Small strings of red and blue are woven into the nest and you can tell that one of the red strings has a small knot in it. Looking down you spy a group of wolves. They appear hungry but looking into their eyes you can see their fear. You know that they will not be coming around until you have all left.

Rubbing your eyes you note that they are back in normal focus now. You can see your friends clearly around you and looking over toward the trees you realize that they are over a mile away.

Certainly something very odd is going on here.

SOUND

Placing your hand on the dragon's breast, you feel the slow thump of his heart as it finally grows still. Opening your eyes you can hear the final whisper of breath as it passes past Ven's scaled lips.

What was that? You heard something move in the slowly encroaching darkness that comes with the night. Closing your eyes again so that you can concentrate you realize that the sound is not close, It is coming from that small grove of trees over there to the west. Bearing down on the sound, you listen.

Scratch, scratch, scratch with a very quick thumping of a beating heart. It must be a small bird and from the sounds of the scratching it must be rubbing its beak on wood, and perhaps some cloth or string of some kind.

Focusing your thoughts, you realize that there are other sounds in that area. Below the bird, on the ground. There are seven of them and from the steady but swift heart beats you and the low but feral growls you understand that these must be wolves, hiding in the brush. They whine slightly as if agitated, or perhaps scared. They probably will not bother you this evening. They are carrion feeders who will wait until you leave before feasting.

Scratching behind your ear, you open your eyes and try to reorient yourself. Your friends are talking and it sounds like booming thunder but you bring it under control. Looking around, you realize that the small grove of trees that you were just listening to is about a mile away.

Certainly something very odd is going on here.

TASTE

Placing your hand on the dragon's breast, you feel the slow thump of his heart as it finally grows still. Pursing your lips together you can still taste the bitter iron in the air from the scorch marks that are all over the beast's body.

Wait, flicking your tongue out you taste the air and you realize that your party is not alone. A small bird is over in that grove of trees, and the fresh pine tang in the air around it means that it is scratching against the wood that it is sitting on, probably a nest.

Hmmm... There is something else... Something... feral. Yes, you sense it now, or more likely you taste it on the downwind. There are wolves in the trees below the bird. Several of them although you cannot tell exactly how many. You taste the air around them and can literally taste the fear in the air. These creatures will not come until your group leaves.

Rubbing your mouth you open your eyes and reorient yourself to the situation. Your friends are standing around where the dragon Ven used to be. Looking around... you notice that the trees where you tasted all of those things are well over a mile away.

Certainly something very odd is going on here.

TOUCH

Placing your hand over the dragon's breast you can feel the slow thump of his heart as it finally grows still. Yet you can feel so much more now. You feel the minute shift of its scales and the breast falls for the last time. Moving your hand across the scales you note that each one is unique, different in small, yet definite ways. This one has a notch in it while this one's texture is a tad rougher than the last. Yet when you open your eyes you see that they look exactly the same.

The breeze presses against your exposed skin and you realize that if you close your eyes you can almost sense the things around you based on the pressure they exert in the air.

Wait a minute. Pressure in the air? Sensing things without actually seeing them?

Certainly something very strange is going on here.

SMELL

Placing your hand on the dragon's breast you can feel the slow thump of its heart as it finally grows still. Sighing deeply at the loss of such a creature your intake of breath nearly knocks you off of your feet. You are assaulted by strange smells in the air and the disorientation takes a moment to wear off.

Once you manage to bring this new sense under control you are amazed by what you can smell. Pine... yes, it is pine and the smell is strong. Focusing, you smell other smells around the pine. Feathers, and fur. There must be a bird in the pine tree and the smell of fur reminds you of a wolfen coat you wore once. The wolves must be under the tree. The sharp tang in the air tells you that they are frightened over something. Based on that you guess that they will probably not come near the area until you have left.

Bringing your senses back to yourself you suddenly realize that you are around your friends again. The grove of pine trees that you scented is over a mile away to the west.

Certainly something very strange is going on here....

VISIONS

Placing your hand upon the dragon's breast you feel the life slowly leaving the body. Opening your eyes you glimpse wisps of whitish smoke seep from the very pores of the creature. Ghostlike tendrils wrap around the arms and bodies of your friends and you watch in awe as the mist is slowly absorbed by their bodies. Glancing at your friends you notice the flicker in their auras, quickly shifting from the blue of calm to the red of alarm or distress. After a few moments the reddish tinge goes away and it replaced once more by the blue of an individual who knows who they are and what purpose they have on this plane.

Letting your eyes flicker out of focus for a moment you are drawn to the vision of a small grove of pine trees. Seated high in a tree is small bird flitting about its nest while below a group of rather hungry looking wolves lie in wait, probably for your group to leave so that they can feast on the carrion in the area.

Bringing your focus back to the area, you feel tired, as though you have run a great distance. Yet your friends appear calm and their auras have stopped the tell-tale flickering of distress. Looking around, you note that the grove of trees you spotted in your vision is well over a mile away.

Certainly something very strange is going on here....

VIRTUE

Placing your hand upon the dragon's breast you feel the life slowly leaving the body. Yet, as it does you feel a strange weight upon your chest. Almost as though someone were trying to get in. When the weight subsides you feel different. Stronger, more alive than you have ever felt before. That is when you hear the voice.

"You carry my shen, for you are the one with virtue that I can trust as a vessel. Each of your friends will carry a part of me with them so that when we are re-united in the Temple of the Dragons I can be made whole.

"Look for the place where the hand meets the stone for my release, and remember that you carry my shen and can be located if one looks for the shen of a dragon. Also, remember that you are my vessel. Treat yourself accordingly and the knowledge that I have shall be yours. I thank you for your help. If you need me, I will be there for you in your time of need. Now.... You must go, south, "

The voice fades, and your friends are changed. And, you must head south with much more than you brought with you.

Player Handout #3: For Sight Test

You see the following words:

Crystal

Red

Copper

Blue

Brass

Silver

Amethyst

Black

Emerald

Player Handout #4: Smell Test

CAGE	SMELL
Cage 1:	Chlorine
Cage 2:	Large City smells
Cage 3:	Dolphins
Cage 4:	Metal Ores
Cage 5:	Frost Giants
Cage 6:	Giant Spiders
Cage 7:	Fog
Cage 8:	Sand
Cage 9:	Rotting Carrion
Cage 10:	Phosphorous
Cage 11:	Fresh Apple Pie
Cage 12:	Sea Water

PAINTING	DESCRIPTION	SOUND COMING FROM THE SCENE
Painting 1:	Bronze Dragon	Chattering sound and ocean waves
Painting 2:	Sapphire Dragon	A higher chattering sound and a clack of talons
Painting 3:	Faerie Dragon	Giggling
Painting 4:	Green Dragon	Soft rustle of leaves in a calm forest
Painting 5:	Topaz Dragon	Splash of water and a calm breeze
Painting 6:	Firedrake Dragonet	A whooshing, burning sound
Painting 7:	Steel Dragon	The hustle and bustle of a busy city
Painting 8:	Mercury Dragon	Clang of steel against rock...
Painting 9:	Cloud Dragon	A light gentle breeze...
Painting 10:	White Dragon	Howling winds rushing through the mountains
Painting 11:	Brown Dragon	Dry skin rustling against the sand
Painting 12:	Shadow Dragons	Silence of the grave

Player Handout #5: The Test of Virtue

<p style="text-align: center;">Door One - Pots and Kettles -</p> <p><i>It is spring time in the town and in your human guise you have worked hard to set up the small soup kitchen. Feeding the poor on a daily basis is hard work and you do not know how the humans manage it every day. Yet, you see the results of your work as the children grown stronger and the men and women have more energy. You will be here tomorrow, and the next day. These are your charges... and you must take care of them. Right?</i></p>	<p style="text-align: center;">Door Two - Plowshares -</p> <p><i>You never knew that tilling the fields could be such hard work. Yet here you strain along side your human charges, breaking the soil and teaching them to grow the grains and foods that they will need to survive the harsh winters. You buried a child the other day that simply could not wait until the harvest where there would be enough food for all. Even so, you move on, for there is another row to plant and there is still much to do before the spring releases itself to the growing seasons.</i></p>
<p style="text-align: center;">Door Three - Preserver -</p> <p><i>It has taken a long time for this day to come and not all of the town survived. Yet now the grove is complete as is your druidical training. Each day you visit the town and use your new skills to bring forth food, heal the sick and tend to the physical and spiritual needs of your charges. Each day you walk past the small graveyard that holds fresh graves from last year. You understand now that was the balance nature required. They had to give so that you could train yourself to become their benefactor. Nevermore will they want for food, comforts or spiritual companionship again. They are your charges and you will be with them til your dying days.</i></p>	<p style="text-align: center;">Door Four - Caretaker -</p> <p><i>Jaranvextraman has been your friend for years. Yet recently he has taken laying about his lair and hunts only when he is nearly starved. You recognize the signs for it is the same weakening sickness that killed your father over 30 years ago. Your lifelong friend only asks one thing of you. Stay with him in his time of dying. Tell him the old stories and work to make him comfortable as he passes his final years. Jaran saved your life on more than one occasion and in all of Toril there are few that you could call your friend like Jaran has been. Your charges, however needy, must some day learn to fend for themselves. You have obligations to your own kind now.</i></p>