

# Victus Enim Vermis

A One- round adventure for Living City

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

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

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

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

## Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

## DM Introduction

This adventure begins with the PCs having already been hired by the Merchants Guild of Ravens Bluff to escort a caravan from Ravens Bluff to Procampur. The Guild hired the PCs to guard this caravan because many people have been attacked recently while travelling on the High Trail which connects the two cities. Although the attacks have been numerous, no one has been able to determine the force responsible since there have been no survivors. In fact the only evidence that has been found to indicate that the disappearance of past travelers was due to an attack has been bits of cloth, blood and splintered wagon

remains. Trade has been severely hampered by these attacks and the guild hopes to get this shipment of goods through. The Lord Mayor, Charles Oliver O'Kane, also hopes that the adventurers will eliminate whatever force is responsible.

The caravan is approaching High Haspur at the start of the adventure where the PCs will discover that a dragon has been kidnapping local villagers and raiding livestock. There are several people who the PCs can talk with about the events. The villagers will describe the dragon and one of them will be able to provide the PCs with directions to two separate caves that they know about which might house a creature as large as a dragon.

What the villagers and the PCs don't know is that there are actually three dragons involved in the events in this area. Amana, a white dragon, lives in a cave complex in the mountains to the Southwest of High Haspur. This white dragon has lived in this general area for some time but has recently become aggressive seeking more treasure and food from targets it deems "easy prey". Amana is responsible for the attacks on the travelers on the High Pass and for the deaths of a few villagers.

Eskadalagon, an electrum dragon, has recently moved into a cave complex nearby (off to the West of High Haspur). An ancient red dragon named Maldragos seized Eskadalagon's lair from him in a fierce battle. Eskadalagon barely escaped with his life and has been trying to devise a way to regain his lost home. Eskadalagon has been eating animals nearby and he is the dragon that the villagers have spotted flying away with livestock (since the white dragon kills or kidnaps everyone when she attacks leaving no witnesses).

Several things can happen depending on what the PCs do. If the PCs go to the lair of Eskadalagon first, they can either attack him or parlay. If the PCs choose to talk they will learn that the only things Eskadalagon eats are the animals nearby. He will deny responsibility for the attacks on the nearby humans and he doesn't know about Amana. Eskadalagon will also talk about how he was displaced by an ancient red dragon. Although he hopes that the PCs will volunteer to fight Maldragos, Eskadalagon will repeatedly discourage this course of action since he knows about the immense power that Maldragos wields. Should the PCs insist on fighting Maldragos, they will be transported to the lair.

When the PCs explore the lair of Amana, she will fight them. Once the PCs defeat Amana they will find the remains of several merchant caravans among her belongings. The party might rescue a mother and her daughter depending on how they handle this situation. The possessions of some nearby villagers will be found in Amana's lair as well. Using what they find as

evidence, the PCs can prove to the Merchants Guild and the villagers of High Haspur that the threat to the area has been taken care of.

The PCs can solve the problems in this area in multiple ways. They can defeat Amana (and thus end the attacks on the caravans and villagers), defeat Eskadalagon (and end the attacks on the local animals), negotiate with Eskadalagon (which will involve providing food and treasure for his lair) or defeat Maldragos (which will allow Eskadalagon to return to his original lair). The ideal situation will be defeating Amana and either negotiating with Eskadalagon or (better yet) defeating Maldragos.

## Player Introduction

*It has been a week now since you were hired by the Merchants Guild of Ravens Bluff to escort a large caravan to Procampur. The mission sounded simple enough: guard the caravan until it arrives at its destination. Upon agreeing to help you were given the details of the recent disappearances along The High Trail. Of how patrols from Ravens Bluff found the scant remains of previous caravans heading for High Haspur and of the fact that even the Ministry of Art has no idea what was responsible. Ah, the devil is always in the details. Anyway you had already agreed and besides the mission could prove to be a very profitable venture. In fact before you left, the Lord Mayor himself notified you via messenger that a reward awaits you if you can halt the attacks.*

Allow the players to take a few minutes to go around the table and introduce their characters. Please ask each of them to describe their physical attributes (strong, handsome, etc.) as well as any weapons, armor, holy symbols, or other obvious tools of their trades that someone would notice by looking at them. Also have the players describe any behaviors or personality traits that would have become apparent in the journey. After the players have introduced their characters continue.

## The Caravan

The caravan consists of 13 wagons filled with various trade goods (glass ware, weapons, rugs, herbs, etc.). Each wagon is pulled by two horses and driven by two teamsters. The teamsters handle the animals and repair the wagons if they break down. In addition there are six guardsmen (0-level fighters) and the leader of the caravan: a merchant named Materov. Materov is a middle-aged man with graying hair and light brown

eyes. He was selected to lead this mission because he is an astute businessman who has had military experience. Despite his military background, Materov will not let his men risk their lives unnecessarily (that is what the adventurers were hired for). Any attempt by the PCs to enlist the aid of either the teamsters or guards to enter the mountains will be countered by Materov. If the PCs disobey Materov or go against his wishes they will not receive any reward from the Merchants Guild at the end of the adventure.

**Materov Alterynus, hm F3:** Int Average; AL NG; AC 1 (chain and dex); MV 12; hp 29; THAC0 18; #AT 3/2 (specialized in spear); Dmg 1d6+2/ 1d8+2 spear (specialized); SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: spear, chain mail.

**Guards (6), hm F0:** Int Average; AL N; AC 5; MV 12; hp 4 each; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/ 1-8 w/ spear; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: short bows, 12 arrows in quiver, spears, chain mail.

**Teamsters (26), hm F0:** Int Average; AL N; AC 10; MV 12; hp 3 each; THAC0 20; #AT 1 w/ spear; Dmg 1-6/ 1-8 w/ spear; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: spears.

## Encounter One The Stragglers

*About four days into the journey you arrived in Sarbreenar where you obtained lodging at an Inn. Although the food at the Inn was mediocre at best, it was the first real meal you had eaten in days. Feeling a bit refreshed you left and headed for your next stop on the journey: High Haspur.*

*The trip between Sarbreenar and High Haspur was relatively uneventful until ...you begin to hear strange noises from the woods nearby.*

Wait to see if the party investigates. The ambushing monsters are ones that have been displaced from their normal hunting area by Eskadalagon (many were killed) and they are wandering the countryside. If the party doesn't investigate then the ambushing force will leap out to attack. If the PCs do investigate, have some of the ambushing monsters jump the curious PCs in the wooded hills to the side of the road.

### Tier One

**Orcs (8):** Int Average; AL LE; AC 6; MV 9; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1-8; SA Nil; SD Nil; SZ M; ML 11.

Equipped with: long swords and patchwork hide/scale armor.

### Tier Two

**Ogres (5):** Int Average; AL CE; AC 5; MV 9; HD 4+1; hp 30 each; THAC0 17; #AT 1; Dmg 7-12; SA +2 to damage; SD Nil; SZ L; ML 12.

Equipped with: clubs and patchwork hide/scale armor.

### Tier Three

**Trolls (6):** Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 40 each; THAC0 13; #AT 3; Dmg 5-8/ 5-8/ 5-12; SA See description; SD Regeneration; SZ L; ML 14.

Equipped with: nothing.

### Tier Four

**Giants, Ettins (4):** Int Low; AL CE; AC 3; MV 12; HD 10; hp 70 each; THAC0 10; #AT 2; Dmg 1-10/ 2-12; SA Nil; SD Surprised only on 1; SZ H; ML 14.

Equipped with: nothing.

### Tier Five

**Giants, Cyclops (5):** Int Low; AL CE; AC 2; MV 15; HD 13; hp 90 each; THAC0 7;

#AT 1; Dmg 6-36; SA Hurl Boulders; SD Nil; SZ H; ML 16.

Equipped with: nothing.

Once this fight is over, you can proceed.

*After defeating this band, you easily find their camp. Your hopes of easily earning the reward from the Lord Mayor are dashed when you discover that the monsters have almost no possessions. In fact they were so poorly organized and ill-equipped that your fellow guards assumed them to be a roving band. These creatures were clearly not responsible for the recent attacks.*

*Fortunately the caravan wagons sustained only minor damage and few people were injured in the attack. The repairs take until only a couple of hours after sunrise, at which point you resume the journey.*

*Now you find yourself riding on the trail, with the mid-afternoon sun providing some warmth on this otherwise cool day. With the village of High Haspur only an hour away, most of the people around you begin talking about quaffing tankards of ale in one of the Inns. It seems that the morale of the*

*caravan improves as every minute brings the group closer to the village.*

## Arriving at High Haspur

*Just after an hour of traveling you begin to see the outline of High Haspur in the distance. As you draw nearer you see about a score of small houses and several large buildings. Throughout the trip you have heard the caravan guards tell tales of the hospitality of this alpine village. You have heard how the villagers, eager to hear the latest news, greet caravans at the outskirts of the settlement. Another selling point was the exquisite quality of the meals at the Elf in Arms Inn. At several points during the journey, Materov fondly reminisced about past delicacies consumed at the inn while the caravan crew 'feasted' upon hard tack and trail rations.*

*As you near the village you begin to notice something very strange. There are no people here to greet you. The members of the caravan exchange worried glances and look your way.*

The PCs will be asked by Materov to investigate the apparently deserted village if they do not volunteer. The caravan members will wait at the village outskirts until the PCs investigate the area. Proceed to the Section "Where are the Villagers?"

## Where are the Villagers?

The village of High Haspur consists of 21 houses, a general store and two Inns. The villagers are in hiding, afraid of the dragon that has raided the area. The villagers are waiting for the monthly patrol from Sarbreenar to arrive and the PCs don't fit this description. Since the villagers are terrified they will not respond to the PCs who might be bandits or tomb-robbing adventurers. The places that the PCs can look are as follows:

### The 21 houses:

Most of these houses are locked and shuttered. Six of the larger houses have cellars in which a family or two are hiding. These villagers will not come out or answer the calls of the PCs. Should the PCs break into a house they will find the houses abandoned unless they look in the cellar (the door to which is also barred). Should the PCs try to enter the cellar one of the family members will tell them to go away. If the PCs demand to speak with someone and they explain who they are,

the family member will direct them to the Elf In Arms Inn where the Mayor is located.

### Sodren's Sundries (general store):

This is the general store that supplies the villagers with provisions traded from Ravens Bluff and Procampur. The store is locked up tight and Sodren is inside hiding. If the PCs start to mess with the lock or shutters, Sodren will try and scare the PCs away by using his mimic and ventriloquism skills to make it sound like several men are inside. Sodren will have one voice yell out "Go away or die!" while another voice will shout out "All right, I am ready to cast my Death Spell!" Using yet a third voice Sodren will yell out "All right the ballista is armed!"

Sodren will refuse to answer the door or speak to the PCs. He will not say anything after he does the mimicry in hopes that whoever is outside will leave. Should the PCs barge in, Sodren will start whining and pleading for mercy.

**Sodren Torigauss, hm B3:** Int Average; AL NG; AC 6 (leather and dex); MV 12; hp 11; THAC0 19; #AT 1 (dagger); Dmg 1-4/1-3 dagger; SA nil; SD nil; MR nil; SZ M; ML 10.

Equipment: leather, dagger.

Sodren is a thin, young man in his twenties with blonde hair and blue eyes. He is a very cunning trickster but an absolute coward when threatened. If the PCs demand answers, Sodren will share the following:

- The other villagers are hiding. Ever since the dragon started attacking, everyone has been terrified!

This is true. Over the last week people have been hiding indoors and rarely going out. All of the supplies in the general store have been sold off to villagers. The villagers plan to hole up and wait for a patrol from Sarbreenar to arrive for the monthly welfare check that they perform. Sodren will relate to the PCs if asked that the patrol is due in another ten days. Unbeknownst to the villagers the patrol was eaten by Amana the white dragon.

- I haven't seen the dragon myself but I heard that when the sun reflects off the beast's body it blinds you!

This is partially true since the hide of Eskadalagon reflects light rather well and he is the only dragon that any of the living villagers in High Haspur have seen.

- The horrible beast has eaten many of the livestock from the nearby farmers. In fact over the last two

weeks it ate at least a dozen cows from the Jareth farm!

Eskadalagon is the electrum dragon who has either consumed or scared away most of the wild life around his new lair. Eskadalagon has started to eat cattle near the Jareth farm which lies West of High Haspur close to where the high mountain peaks rise up.

- Since the livestock supplies have dwindled, the dragon has started to eat people! Just three days ago we learned that the whole Bergman family was eaten!

The Bergman farm (which lies to the Southeast) was utterly destroyed by Amana. However not all of the inhabitants were eaten as the PCs will discover by going to Amana's lair. Although there are no living witnesses, the villagers insist that the family had to have been eaten. The attack was discovered when a friend went to the farm and came across the ruins of the farmstead. After this discovery three days ago, all the villagers of High Haspur decided to hole up and wait for the patrol from Sarbreenar to rescue them.

### The Blue Horn Inn:

This two-story inn sits across from the Elf In Arms Inn near the center of the village. The front door is locked and the windows are shuttered. Several families are staying in the cellar of the inn where they believe they will be safe from the dragon. Faldras, the innkeeper, will be the person on watch in the tavern when the PCs approach. Faldras will keep quiet and not say a word if the PCs break in. He will be hiding behind a table at the far end of the Inn and will watch them for a bit. When he is discovered, Faldras will play the role of a martyr and demand that the bandits kill him and leave the rest of the villagers alone.

**Faldras Taas, hm F1:** Int Average; AL NG; AC 7 (leather and dex); MV 12; hp 7; THAC0 20; #AT 1 (short sword); Dmg 1-6/1-8 short sword; SA nil; SD nil; MR nil; SZ M; ML 10.

Equipment: leather, short sword.

Faldryn is an older man with white hair and steel blue eyes. Gaunt and wrinkled, Faldryn speaks with a crackling voice. He is kind and tends to think of himself as a guardian of the village (thus his martyr streak). If the PCs spend time convincing Faldryn that they are not here to loot the village, he will share the following:

- We are hiding from the dragon! Everyone is concealed and our provisions are stockpiled. Ever since that beast took out that farm we haven't ventured outside!

This is true. If asked about the farm that was attacked Faldryn will mention that it was the Bergman Farm to the Southeast.

- Every building with a cellar has a family or two in it. We decided at the last town meeting that the safest place was below ground!
- The plan is to wait for the militia from Sarbreenar to rescue us. The monthly patrol should be here to check up on us in ten days!

This would be true if the patrol had not been eaten by Amana.

- The mayor is located at the Elf In Arms Inn along with some of the other well to do families from the surrounding area.

Faldryn will recommend that the PCs talk to Mayor Largrenz Igminon at the Elf In Arms Inn if they want to help. Otherwise Faldryn knows little else and will refuse to leave his Inn (although he will offer the PCs a drink if they want one).

### The Elf In Arms Inn:

This is the largest building in town (3 stories) and is known throughout the vast for it's fine cuisine. When the PCs approach they will notice that the building is locked and shuttered. In the large cellar of the inn are five families including the family of Mayor Largrenz Igminon. The innkeeper, Balonne LaTwaigh, is residing in the main level of the Inn. Should the PCs explain who they are or if they have another villager with them, Balonne will open the door and let them in. Otherwise the PCs will have to bust in if they want a response. Balonne used to be a swashbuckler a long while ago until he lost a leg and quit adventuring. Since that time he has set up shop here at the Elf In Arms Inn.

**Balonne LaTwaigh, hm F4 (Swashbuckler kit):** Int Average; AL NG; AC 4 (leather and dex); MV 12; hp 33; THAC0 15; #AT 3/2 (rapier); Dmg 1-6+2/1-8+2 (rapier & str); SA nil; SD nil; MR nil; SZ M; ML 14.  
Equipment: Leather, rapier.

Balonne is a tall, strongly built middle-aged man with black hair and dark brown eyes. His distinguishing features are that he sports a handlebar moustache and he is missing one leg (which has been replaced by a peg). Balonne is a cocky individual who is quick to insult and he often looks down his nose at others. Should the PCs barge in without explaining who they are, Balonne will challenge one of them to a fight. He will insist on duelling unless the PCs quickly

explain who they are and they demonstrate that they mean the villagers no harm.

Once the PCs explain who they are, Balonne will lighten up a bit. He will then tell the PCs that they need to speak with the mayor, Largrenz Igminon. Balonne will leave briefly to summon the mayor from the cellar. The PCs will be asked to wait in the tavern area at a table.

*It has been several minutes since Balonne left you sitting around a table in the dining area. Looking around you see several empty mounts on the walls for tapestries and paintings. It appears that the decorations for the dining area have been removed. "Hello there, how are you!" a jolly voice calls out. Looking around you see a well-dressed, portly, balding man emerge from the area of the kitchen.*

*As the large man comes into view you can see his sharp green eyes looking you over. When he arrives at your side the man extends a meaty hand in a gesture as if to shake and continues "I am Largrenz Igminon, Mayor of High Haspur! Since you are obviously adventurers, perhaps you could help out our poor village with a little dragon problem" the man states nonchalantly while shaking his head.*

**Largrenz Igminon, hm F2:** Int Exceptional; AL NG; AC 8 (leather); MV 12; hp 17; THAC0 18; #AT 1 (long sword); Dmg 1-8+2/1-12+2 (long sword & str); SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: Leather, long sword.

The mayor will try and get the PCs to help the village by eliminating the dragon. He will share all of the following information with the PCs:

- The dragon has been seen flying away with livestock belonging to a farmer West of High Haspur.
- The beast also destroyed the Bergman farm to the Southeast and probably ate the family. In fact the discovery of the ruins of that farmstead was what caused us villagers to decide it was best to hole up and wait for the monthly patrol from Sarbreenar.

If the PCs want to speak with the person who found the farmstead, the mayor will let them do so after they are done questioning him (and assuming they agree to help). The mayor can also give the PCs directions to the ruins of the Bergman farmstead if he is asked.

- The dragon isn't that large really. It could only carry one cow in each claw from what one person told me. Surely brave and powerful adventurers like you can handle a small dragon!

The mayor is pushing the truth a bit about the size of the dragon. Since it was only seen off in the distance, it was small from a certain perspective!

- No one has been able to get a good look at the beast as it was far off in the distance when spotted. Another problem is that the sun reflects brightly off of the beast's hide making it difficult to view.

The bright reflection comes from the hide of Eskadalagon, the electrum dragon.

- If you want to aid us there are two people here that might be of some assistance. I will bring them here so that you may talk with them if you desire.

The two NPCs are Taleena (the 9 year old girl who stumbled across the ruins of the Bergman farmstead) and Nerin (the sage who has a map of the surrounding area).

If the PCs ask about a reward, the mayor will say:

- We are a poor village and cannot really offer much in the way of payment. Perhaps some pigs, and a few coppers which are all that the people have to their names, but there is nothing more. I hear that dragons are supposed to have good treasure though! Perhaps the lair of the creature will provide enough reward for you!

If the PCs continue to demand a reward, the mayor can muster 200 gp, four pigs, two finely-made chairs, and a cow in total payment if the PCs insist.

Should the PCs agree to hunt the dragon down, the mayor will leave the dining room for a few minutes. He will return with a young girl (Taleena) and a tall, dark man (Nerin).

The PCs can question either of the two separately or at the same time if they wish.

**Taleena, hm F0:** Int Above Average; AL CG; AC 8 (dex); MV 12; hp 2; THAC0 20; #AT 1 (fist); Dmg 1-2/1-2; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: clothes, small stuffed mammoth (toy).

Taleena is a 9 year-old girl who stands 4'. She has curly blonde hair and sky blue eyes. She is somewhat quiet and shy. If any of the PCs act in an obnoxious or loud manner, Taleena will cry and hide behind the mayor. Taleena will refuse to answer any more questions until the rude PC is sent to the far side of the room and she is given either candy or a toy to calm her down. Taleena knows the following facts that she will share:

- I went to the house to visit my friend Samone three days ago. We were supposed to go picking flowers. When I got there the house was smashed everywhere! I couldn't find Samone or her parents anywhere!

If the PCs ask what Samone looks like, Taleena will mention that she is about her height with black hair and green eyes.

- I live here in town but I often go to play with Samone. She is my best friend in the whole world...oh...sorry Mer! (Taleena exclaims while hugging her stuffed mammoth)

Taleena lives alone with her mother who is down in the cellar. Her father was killed during the recent war.

If the PCs mention that Samone was probably killed, she will cry out in anger:

- No she's not! She just went away to play in the woods. She'll be back! Why does everyone keep trying to tell me she's dead!

After saying this, Taleena will stomp off to a corner and start crying. It will take a great deal of effort to calm her down again after the PCs mention Samone's death.

If the PCs ask if she noticed anything odd, she will add:

- Hmm...come to think of it the ground was really wet in the area around the farm. There were many big puddles to splash in! It will be great fun for Samone and I to play in them when she comes back!

Taleena will relate that the ground around the ruins of the farm was really wet while the rest of the area nearby was dryer. This moisture difference was due to the ice from Amana's breath melting after her attack thus dampening the area.

The tall, dark person standing next to the girl is:

**Nerin Vhim; hm W1:** Int Exceptional; AL LG; AC 9 (dex); MV 12; hp 3; THAC0 20; #AT 1 (fist); Dmg 1-2/1-2; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: clothes, backpack filled with herbs and maps.

Nerin has a dark ruddy-brown complexion and sharp angular features. He has light brown eyes flecked with gold. Nerin is the local sage and herbalist and he has stockpiled a decent collection of books and maps. On one map that Nerin possesses, the locations are marked of nearby caves that would be large enough to house a dragon. Nerin obtained this map from an elven ranger name Alluetherian Elvenstar who was

passing through the region. Nerin will share the following information:

- I am the local sage. I know a good deal about the surrounding area but I am always interested in learning new things.
- I should have a map of the area somewhere in my backpack if you are interested. The map has the locations of large caves near the village. I obtained it from an elven ranger named Alluetherian Elvenstar. Apparently he drafted maps of the whole mountain region, to discover the potential locations of monster lairs in this mountain range.

Nerin will fumble through his backpack for awhile until he finds the right map. When he locates the map give the PCs **Player Handout #1**. Nerin will point out the two cave complexes (the one to the West and the other to the Southeast) on the map which are large enough for a dragon to roost in.

Nerin doesn't really know anything about the dragon beyond what the PCs have already been told by the mayor. Nerin will be generally quiet and soft-spoken. He will become quite animated however if a PC starts to talk about creatures that they have encountered or flora, fauna or books. The only way that the PCs will be able to silence Nerin at this point is by firmly insisting that they must be going.

If the PCs agreed to help deal with the dragon, proceed to "Setting Out to Deal with the Worms", otherwise the adventure proceeds uneventfully for the PCs as they travel to Procampur. If the PCs want to stop at High Haspur and offer help on their return trip from Procampur, the villagers will still be in hiding. By now it will be obvious that the patrol from Sarbreenar isn't going to arrive. Should the PCs still decide not to help, they can continue on to Ravens Bluff and the adventure will end for them.

## Setting Out to Deal with the Wyrms

If the PCs decide to travel to either cave complex, proceed to the appropriate section: if the PCs head West: "Eskadalagon's Lair". If the PCs head Southeast, they can stop by the Bergman farm if they wish or proceed directly to "Amana's Lair". The order that the PCs choose to do the exploration of the caves in has little consequence unless what they discover at one location convinces them to ignore the other.

As for the caravan, Materov will object to the PCs heading into the mountains and insist that they

continue with the escort mission to Procampur. The PCs will have to point out that the dragon could be responsible for attacking the merchant caravans in order to appease Materov. If the PCs tactfully deal with Materov and give him some rationale for heading into the mountains, the caravan will stay in High Haspur at the Elf In Arms Inn and await the return of the characters (well, for a tenday – after that Materov will risk moving on without them). However if the PCs just leave without explaining their reasoning to Materov, he will assume that the PCs abandoned their post and the caravan will continue toward Procampur. The only way that the PCs will get a reward from the Merchants Guild will be if they convince Materov to have the caravan wait.

## Eskadalagon's Lair

The trip to Eskadalagon's lair will take two days, both of which will pass uneventfully. The PCs will arrive on the second day of the journey during late afternoon (assuming the PCs follow the map).

### The Trip to the Western Cave

*Heading West into the hills you see that your destination may take some time to reach. After a few hours the expanse of grassy hills upon which you initially traveled give way to a much more barren unforgiving surface. The foothills of this mountain range consist of steep hills with jagged rocky outcroppings. Every so often loose rock shifts underfoot. By the end of the day you find yourself at the base of a huge mountain.*

*Checking your map by the last rays of the setting sun you see that the cave system should lie about a day's travel up the mountain before you. A search of the surrounding area reveals a decent spot upon which to camp for the night.*

The PCs should camp for the night, as mountain climbing is dangerous when you cannot see (make the PCs roll **climbing checks at –10%** if they insist on traveling at night). The night will pass uneventfully and the next day the party can continue up the mountain. Any PCs with mounts will be unable to bring them along for this half of the trip as the path is too narrow and rocky:

*Two hours into the journey you find that the meager path that you have been following comes to an abrupt end! Standing on a narrow ledge you can see several rock outcroppings jutting from the side of the mountain above you. Checking the directions*

*Nerin gave you it appears that the cave lies further up.*

Wait and see what the PCs do. If they decide to continue on toward the cave system, they will have to come up with a solution for dealing with the mountain. Listed below are possible solutions and the outcomes of them:

Solutions for continuing up the mountainside:

*Climbing-* The PCs climbing must make successful climbing checks using the rules from the *Player's Handbook*. For this climb these rules are:

- Thief: use climb walls +40%
- Non-thief: 80%

Any person climbing with **mountaineering** can add 10% to their chance of success (and to those who they assist). Three checks need to be made while climbing since this mountain is very high. The first roll will be to see if the PC can even begin to climb (grabbing outcroppings, etc.). If a PC fails either the second or third roll, they will have to roll to see what happens:

- 1-50%: PC falls a short ways and is able to catch a rock outcropping. The PC falls 10-40 feet and takes 1d6 damage per 10' fallen.
- 51-80%: PC falls a medium distance but is able to land on a rock outcropping. The PC falls 50-80 feet and takes 1d6 damage per 10' fallen.
- 81-90%: PC falls a long distance but lands upon a ledge. The PC falls 90-120 feet and takes 1d6 damage per 10' fallen.
- 91-100%: PC falls off mountainside and doesn't hit ledge. The PC will be dead unless they have a way to stop the fall.

*Rope of Climbing-* If the PCs have a *rope of climbing* or similar device they can safely navigate the mountain side. The PCs will arrive at the cave entrance by mid-afternoon.

*Flying-* If a PC can fly for at least 12 turns they can safely reach the ledge of the cave entrance. If the entire party can fly, they will reach the cave entrance before noon.

Other solutions are possible and you should try and fit them into the framework above. Once the PCs reach the cave complex, proceed to "The Electrum Dragon Awaits".

## The Electrum Dragon Awaits

*You find yourself standing on a ledge at the immense cave entrance. It appears that the entrance leads into a huge, rough-hewn passage. Stalactites and stalagmites can be seen here and there although some appear to have been broken off and they lie scattered about.*

The passage is 60' in diameter. Wait for the PCs to enter before proceeding. If the PCs don't bring a light source with them into the cave they will not be able to see. Have them stumble around through the passage skipping the part below and heading directly to the encounter with Eskadalagon:

*As you travel through the passage, you see that it twists and turns several times. Finally with a sudden right turn you can see the entrance of a huge cavern. The cavern seems empty for as far as your light extends.*

Wait for the PCs to enter before proceeding. Eskadalagon lies at the far end of this 400-foot diameter cavern (about 300 feet away from the party). If the PCs initiate hostilities he will fight them. When the PCs enter continue:

*You walk a few paces into the cavern when all of the sudden the entire area is lit up! At the far end of this cavern you see a gargantuan dragon seated upon a small pile of cloth and coins. The large purple eyes of the creature seem intently focused upon you. From the light in the room you can see that the hide of the beast is the color of electrum. Light glitters off of the immense worm in a dazzling display. "So who are you and why have you entered my home?" asks the wyrm.*

The light in the room is emanating from several *Nchaser's glowing globe* crystals that Eskadalagon has in the room. Although these crystals are magical, Eskadalagon will not give them out and if he is killed the magic of the crystals will fade in a week. Eskadalagon's statistics are:

**Eskadalagon, Electrum Dragon:** Int Exceptional; AL NG; AC -6; MV 12, FL 24 Jp 3; HD 17; hp 136; THAC0 3; # AT 3, spells, & breath weapon; Dmg 1d4+12 (x2), 3d8+12 claw, claw, bite; SA breath weapon (3 per day) cone of gas 40' long, 30' diameter at end (5' at dragon's mouth) all victims must make two saves vs breath weapon 1. enfeeblement as *Ray of Enfeeblement* spell, 2. *Confusion* as spell; SD +1 saves vs spells; MR 70%; SZ G; ML 19.

Powers: *detect magic, read magic, identify* (at will), *locate object* (1/day), *dispel magic* (3/day), *telekinesis* (2/day), *project image* (1/day), *heal* (1/day).

Spells: *magic missile* (x2) *comprehend languages, esp, know alignment, mirror image, fireball, lightning bolt, prot. from normal missiles, polymorph other, improved invisibility, stonewall, cone of cold, teleport* (x2), *disintegrate, mass suggestion, prismatic spray*.

Eskadalagon will not attack the PCs unless they initiate hostilities. He will wait for a response as to what the PCs intentions are. When the PCs have explained themselves, Eskadalagon will convey the following information:

- This cave has been my home now for several months. My former home was seized from me by an ancient red dragon name Maldragos. I fought him ferociously but alas he was stronger than I.
- I have been trying to devise a plan to win back my home in these past months. My lair was so nice-it had plenty of animals nearby to eat and a great deal of treasure!

If the PCs ask whether Eskadalagon attacked the villagers:

- I haven't attacked any of the villagers nearby. I have consumed animals from the surrounding area but not sentient beings!

This is true. Eskadalagon has not attacked any people. He has seized cattle, but he will justify it as a necessity in order to keep him alive.

If the PCs ask Eskadalagon if there are any other dragons in the area:

- Not that I am aware of. The only dragon I know about in these parts is that foul Maldragos. However my old home is far away from here.

If the PCs tell Eskadalagon that they killed a white dragon:

- Good work! Those vermin are vicious and animalistic! It is interesting though that I never encountered the beast!

The ways that the PCs can take care of the problem of Eskadalagon eating the livestock are to:

- 1) Offer him tribute: this will involve the villagers being asked to supply animals for Eskadalagon to eat. In exchange he will kill Amana (if the PCs know for sure she exist at the other cave) and

protect the village. Of course the villagers will agree to this plan if the PCs explain it to them and ask.

- 2) Defeat Maldragos so that Eskadalagon can return to his original lair.
- 3) Kill Eskadalagon.

Should the PCs offer to fight Maldragos, Eskadalagon will say that the red dragon is much too powerful for them to handle. Eskadalagon will talk about how Maldragos has been mentioned in historical tales as a fierce beast who would descend from the sky often laying waste to small armies for sport. Have Eskadalagon repeatedly refuse help if you feel that the PCs don't stand a chance against Maldragos. However if the PCs insist on fighting Maldragos (despite their level), Eskadalagon will tell them that they are brave and will probably be killed but that he appreciates their offer. Eskadalagon will offer to teleport the party to the entrance outside his old lair. From there they can enter and fight Maldragos.

Eskadalagon will instruct the party to wait for him to fly back to the lair after the fight. Once they have defeated Maldragos they are told to have a light source glowing at the entrance to the lair. Then Eskadalagon will know that it is safe to return home. When Eskadalagon returns to his lair the party will be rewarded with treasure and teleported back to the fields near High Haspur if they desire. Should the PCs want to confront Maldragos next, then proceed to "The Great Red Wurm".

## Amana's Lair

The party will have to travel Southeast of High Haspur for four and a half days in order to reach the cave complex. During the trip the PCs will not have any encounters. If the party wishes they can stop by the ruins of the Bergman farm on the way to Amana's lair assuming they asked for the directions to go there. This trip will only take them two hours off track so they will still be on the same general time frame. At the ruined farm the PCs may find some clues as to what lies ahead of them. When the characters arrive at Amana's hideout, they will have to deal with her.

### The Ruins of the Bergman Farm

*You head further South off of the straight path to the caves, following the directions you obtained to the ruined farmstead. Upon cresting a hill you see the completely flattened buildings of what might have been the Bergman farm below. Proceeding down the hill you can see that the farmstead has been completely demolished and rubble is strewn across*

*the grassy field. There are still two large piles of debris, which were probably the barn and house. Many puddles of water lie near the ruins of the farm contrasting sharply with the surrounding land that seems mostly dry.*

The following areas can be searched:

The ruins of the house: The ruins of the house will show that the structure had been collapsed. Some of the wood has deep gouges in the surface as if something tore into it. Much of the wood is soaked and some of it is warped. Scraps of clothing and bloodstains can be seen here and there amongst the ruins. Smashed bits of furniture and kitchen supplies are all that remain.

The ruins of the barn: The barn has been completely collapsed as well. Like the ruins of the house many pieces of wood have deep gouges in them. Only one corner of the ruined barn has wet wood, some of which appears to be warped. Amidst the ruins can be found blood stains, a few animal bone fragments (a successful **animal lore** check allows the PCs to identify the bones as cattle), a damaged saddle, cattle branding irons, an anvil and various barnyard tools (mallet, nails etc.).

The wet ground and puddles around the house: Any PC investigating these features should make a **tracking roll at -2** or an **observation roll at ½**. A successful roll indicates that the PC notices the weathered prints of something very large. These prints can be found near the barn and the house. Ask the player if their PC has seen any large creature prints before. If the PC has and one of these prints was a dragon, then let them know that these are dragon prints.

Other than the above information the PCs will not be able to find out anything (unless they use magic). What actually occurred was that Amana breathed on the house, landed and walked around a bit while tearing both the barn and house apart. Amana then ate several occupants of the house and the animals in the barn. Two of the people in the farmhouse hid until near the end but were seized by Amana and taken to her lair. Once the PCs are ready to proceed continue to the section "The Trip to the Icy Mountain".

### The Trip to the Icy Mountain

*The three-day journey to the mountain lying to the Southeast passes uneventfully. Before you reached the mountain housing the cave, you could see it's immense size in the distance. Fortunately you were*

*able to locate a rough path to follow up. After a day's journey you noticed that the mountain started to become icy and snow has covered much of the area.*

*However that was yesterday and today the weather seems even more unforgiving as you continue to ascend. The crisp, cold wind stings your skin as you proceed up the barren path. You travel for quite some time and eventually reach the entrance to a massive cavern. Looking ahead you can see that the path continues up the mountainside but according to the map this should be the cave you seek. In the red glare of the late evening sun you can see a short distance into the cavern which seems empty.*

The opening to the cave is roughly 30' tall and 40' wide. The path that continues up the mountain is of no significance since it will eventually start to descend on the opposite side of the mountain. When the PCs enter the cavern, continue to the section "The White Wyrms Waits".

### The White Wyrms Waits

Although White Dragons are not very clever generally, Amana is of average intelligence (a genius for this species of dragon). She will see, hear or smell the party coming and be ready for them. Samone (a little girl) and Ellandra (Samone's mother), both survivors of the Bergman attack, are prisoners in the lair. Although Amana captured the people for food, she now plans to use them as a way to threaten the intruders entering her lair (since she figured that someone might come looking for the missing people and that humans are such weak, sentimental creatures).

Wait for the PCs to enter the cavern and then continue:

*Before you can even take three steps into the immense cavern, you hear a loud rasping voice hiss "Don't move any closer! Drop your weapons or the little girl becomes my dinner!" You also hear a soft voice crying in the darkness ahead.*

This cavern is 300' in diameter and 100' high. Amana is at the far end of the cavern with the little girl Samone in front of her. Ellandra, Samone's mother, is unconscious and barely alive amidst a pile of blankets in a snow bank to the party's left side.

If the Party hesitates, Amana asks:

***"Ahh! Ssssooo, you care about this pathetic morsssel! Perhaps one of you will come and take her place as my evening meal!" hisses the voice.***

If a PC agrees to take Samone's place, Amana will ask the PC to approach. Any attempt to draw weapons or attack on the part of the PC will result in Amana using her breath weapon more than likely killing the girl and damaging the approaching PC. When the PC reaches Amana, the little girl will be let go. Then Amana will breathe on the PC and begin attacking (the little girl will be out of the breath weapon as she is running towards her mother).

**Samone, hm F0:** Int Above Average; AL CG; AC 7 (dex); MV 12; hp 1; THAC0 20; #AT 1 (fist); Dmg 1 pt; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: clothes.

Samone is the little girl. She is thin with black hair, green eyes and pale skin.

**Ellandra, hm F0:** Int Above Average; AL CG; AC 9 (dex); MV 12; hp 3; THAC0 20; #AT 1 (fist); Dmg 1-2/1-2; SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: clothes.

Ellandra is the mother. She is thin and has black hair and gray eyes.

### Tier One

**Amana, Very Young White Dragon:** Int Average; AL CE; AC 3; MV 12, fl 40; HD 7; hp 42 hp; THAC0 13; #AT 3; Dmg 1-6+2/1-6+2/2-16+2; SA breath 2d6 +2 in cone 70' long, 5' wide at mouth, and 25' wide at base; SD Immune to cold; MR nil; SZ L (11' long); ML 12.

Dragons can employ their breath weapon once every three rounds. This dragon is too young and inexperienced to use tactics, and will wade into melee.

### Tier Two

**Amana, Young White Dragon:** Int Average; AL CE; AC 2; MV 12, fl 40; HD 9; hp 54 hp; THAC0 11; #AT 3; Dmg 1-6+3/1-6+3/2-16+3; SA breath 3d6 +3 in cone 70' long, 5' wide at mouth, and 25' wide at base; SD Immune to cold; MR nil; SZ H (16' long); ML 14.

Dragons can employ their breath weapon once every three rounds. This dragon will fly mostly, using its breath weapon.

### Tier Three

**Amana, Young Adult White Dragon:** Int Average; AL CE; AC 0; MV 12, fl 40; HD 12; hp 72; THAC0 8; #AT 3; Dmg 1-6+5/1-6+5/2-16+5; SA fear in 15 yard radius (save at +3), breath 5d6 +5 in cone 70' long, 5'

wide at mouth, and 25' wide at base; SD Immune to cold; MR 5%; SZ G (64' long); ML 16.

Dragons can employ their breath weapon once every three rounds. This dragon will fly mostly, using its breath weapon.

### Tier Four

**Amana, Mature Adult White Dragon:** Int Average; AL CE; AC -2; MV 12, fl 40; HD 14; hp 100; THAC0 6; #AT 3; Dmg 1-6+7/1-6+7/2-16+7; SA fear in 25 yard radius (save at +1), breath 7d6 +7 in cone 70' long 5' wide at mouth and 25' wide at base, gust of wind 3/day; SD Immune to cold; MR 15%; SZ G (94' long); ML 18.

Dragons can employ their breath weapon once every three rounds. This dragon will fly mostly, using its breath weapon.

### Tier Five

**Amana, Very Old White Dragon:** Int Average; AL CE; AC -4; MV 12, fl 40; HD 16; hp 120; THAC0 4; #AT 3; Dmg 1-6+7/1-6+7/2-16+7; SA fear in 25 yard radius (save at +1), breath 8d6 +8 in cone 70' long 5' wide at mouth and 25' wide at base, gust of wind 3/day; SD Immune to cold; MR 15%; SZ G (120' long); ML 18.

Dragons can employ their breath weapon once every three rounds. This dragon will fly mostly, using its breath weapon.

After the fight, the PCs can assist the little girl and her mother. The little girl (if still alive) is all right while the mother is badly injured and will die without some type of healing. A few tattered remains of Sarbreenar militia uniforms will be found in the lair.

Amana's treasure hoard:

- 4,000 silver pieces per tier
- 1,000 gp per tier
- *Wand of frost* (16 charges)
- *Potion of healing*
- *Short sword +2, giant slayer*
- Enough salvageable scales to have a *White Dragon Scale shield* fashioned (which the Merchants Guild might do for the PCs if they complete the mission).

Once the party is finished here they can return the mother and her daughter to High Haspur. Proceed to the section "Returning to High Haspur with the Captives".

## The Great Red Wyrn

This section is to be used only if the PCs decide that they can handle fighting the ancient red dragon despite Eskadalagon's warnings. This lair is an open-topped caldera 800' in diameter across with 200' high edges. Maldragos will be in a large cave (80' high by 60' wide by 300' long) that is located in the far wall. The PCs will start out on a cliff ledge next to a narrow canyon-like passage that leads into the caldera's interior. By the time that the PCs arrive, Maldragos will have moved most of Eskadalagon's treasure back to his original lair. However he will openly attack the PCs once they enter the caldera.

*The brief disorientation you feel after being teleported quickly subsides. You gather your senses to find yourself standing on a rocky ledge high upon a mountaintop. Looking towards the mountain surface you can make out a narrow canyon path. It looks as if the path proceeds between two rocky walls that rise at least a couple hundred feet on either side. After about 60 paces it appears that the path opens into a large caldera.*

The canyon path leads into the caldera where Maldragos resides. Maldragos will not bother with the PCs until they enter the caldera proper. If any PCs enter the canyon pass, a *magic mouth* will trigger 10' in which will say:

*"Turn back now filth and the mighty Maldragos will let you live! Proceed and YOU WILL DIE!"*

After the warning message, the *magic mouth* will vanish. Maldragos will not emerge from the cave until the first PC enters the caldera. If the PCs heed the warning of the magic mouth they can wait for Eskadalagon to arrive and he will hastily teleport them back to High Haspur and fly away before Maldragos emerges to attack. Of course Eskadalagon will chastise the adventurers for being over confident and trying to bite off more than they could chew. Once the PCs enter the caldera roll initiative. Maldragos will breathe fire for his first attack and will do so every 3 rounds. In between breath attacks Maldragos will either cast spells or physically attack the PCs. Maldragos will fight until he is down to 50 hit points or less and then he will try to fly away and escape back to his original lair.

Maldragos is very intelligent, please play him that way even if the PCs are getting beaten. The PCs should have been warned about the power of Maldragos and they also had the opportunity to prepare for the fight (for several days). Maldragos will

breathe, fly into the air and continue to rain spells and breath weapons down upon the PCs. If any PCs follow him up into the air, Maldragos will climb high and then cast *dispel magic* on the person. Another tactic Maldragos will use is to cast *Melf's acid arrow* on the PCs from the air. Any PC hit by a *Melf's acid arrow* will have to roll saving throws vs. acid for every item they own (just like the spell description reads in the most current version of the *Player's Handbook*). Maldragos should only engage in melee combat after he casts *haste* upon himself if he can help it. Remember play Maldragos smart and mean like dragons should be run.

Do not forget the special dragon attacks like: plummet, snatch and tail slap to name a few (see monster appendix for details).

### Tier One-Four

**Maldragos, Venerable Red Dragon:** Int Exceptional; AL CE; AC -9; MV 9, fl 30 (C), Jp 3; HD 21; hp 142; THAC0 1; #AT 3; Dmg 1-10+10/1-10+10/3-30+10; SA fear in 40 yard radius (save at -2), breath 20d10+10 in cone 90' long 5' wide at mouth and 30' wide at base, *affect normal fires* 3/day, *heat metal* 1/day, *suggestion* 1/day, *detect gems* 100' radius 1/day; SD Immune to fire, immune to normal missiles; MR 55%; SZ G (210' long); ML 18.

Dragons can employ their breath weapon once every three rounds. This dragon will use its breath weapon, spells and physical attacks.

Wizard Spells Memorized: 1st level- *magic missile*, *charm person*; 2nd level- *Melf's acid arrow* (x2); 3rd level- *dispel magic*, *haste*; 4th level- *stoneskin*.

Priest Spells Memorized: 1st level- *sanctuary*.

### Tier Five

**Maldragos, Wyrn Red Dragon:** Int Exceptional; AL CE; AC -11; MV 9, fl 30 (C), Jp 3; HD 22; hp 172; THAC0 0; #AT 3 (x2 if hasted); Dmg 1-10+10/1-10+10/3-30+10; SA fear in 40 yard radius (save at -3), breath 22d10+11 in cone 90' long 5' wide at mouth and 30' wide at base, *affect normal fires* 3/day, *heat metal* 1/day, *suggestion* 1/day, *detect gems* 100' radius 1/day; SD Immune to fire, immune to normal missiles, 13 *stoneskins* (pre-cast); MR 60%; SZ G (230' long); ML 18.

Dragons can employ their breath weapon once every three rounds. This dragon will use its breath weapon, spells and physical attacks.

Wizard Spells Memorized: 1st level- *magic missile*, *charm person*; 2nd level- *Melf's acid arrow* (x2); 3rd level- *dispel magic*, *haste* (pre-cast if the magic mouth is set off); 4th level- *stoneskin* (pre-cast),

*phantasmal killer* (**intelligence check** to disbelieve in killer at -5 penalty).

Priest Spells Memorized: 1st level- *sanctuary*, *protection from good*.

If the PCs are defeated then Eskadalagon will leave them for dead. He knows that Maldragos is more than a match for him and he will refuse to fight him again. If the PCs defeat Maldragos, they should wait for Eskadalagon to return. This will take several hours. When Eskadalagon arrives he will thank the PCs for defeating Maldragos (even if he escaped). The PCs will be given the following that Eskadalagon has left in his treasure hoard as rewards (dragons like coins, so the PCs have to figure out how to carry the wealth out):

- 1,200 platinum pieces
- 12,000 gold pieces
- Enough salvageable scales to have *Red Dragon Scale Mail* fashioned (which the Merchants Guild might do for the PCs if they complete the mission).

There is no magical treasure in Eskadalagon's/Maldragos's hoard. Eskadalagon did not have any magic, and Maldragos has not had time to collect any. There is five times the listed amount of treasure in the whole hoard (value in coins, mostly gold and silver and copper), but the PCs will have to steal this extra from Eskadalagon, who will not permit it. The PCs should be pretty hurt after Maldragos and not a match for Eskadalagon. Besides, stealing from a good creature is an evil act, with appropriate alignment penalties for good-aligned characters.

After the party receives their well-deserved rewards (and they will have deserved them if they defeat Maldragos), Eskadalagon will teleport them back to the fields outside of High Haspur (or at the rocky area where they left their mounts before climbing to Eskadalagon's lair if they had any).

## Return to High Haspur

This section deals with the possibilities of what will happen when the PCs return to High Haspur under various conditions. Each section deals with different set of circumstances that may affect the way the villagers react to the PCs.

### Returning to High Haspur with the Captives

This section deals with the condition where the PCs return with the captives from Amana's lair. If the

mother and daughter and returned alive, read *Returned Alive*, otherwise read *The Dead Captives*.

### **Returned Alive**

*During the journey to High Haspur the rescued woman and her child sob and cry while holding each other. Despite any efforts to comfort them these women are sad and melancholy, speaking very little during the trip. When you reach High Haspur their spirits lighten a bit although a sense of utter despair still pervades Ellandra.*

*As you enter the village a few heads peek out of cracked-open doors. Then as you approach closer to the Elf In Arms Inn, several villagers slowly start to emerge from their homes. Suddenly from behind some well-dressed couples who are emerging from the inn, a small form darts in your direction. "SAMONE!!" cries the familiar form of Taleena as she practically tackles the small girl. "I knew you had just gone out to play! I told them!" and with those words both girls break into tears while clutching each other tightly. Ellandra hugs both children and joins them in their crying.*

If you have time you can role-play this section more thoroughly. What will happen is that Taleena's parents will invite Ellandra and Samone to live with them. Ellandra and Samone will be happy at this offer and yet still be somewhat sad since they lost the rest of their family. The mayor will thank the PCs and the villagers will celebrate by throwing a large feast.

If the PCs have dealt with Eskadalagon then they will be free to leave after the feast (and they will be given the reward the mayor promised if the PCs insist on having one). If the PCs haven't dealt with Eskadalagon, he will just happen to make another feeding raid on a farm on the outskirts of High Haspur. During the feast a young boy will come charging into the midst of the celebration. He will report that the dragon stole some sheep from the Lentig farm.

At this news the celebration will come to a screeching halt as the villagers begin to panic and head for their homes. The mayor will ask the PCs to deal with this other dragon. If the PCs decide to seek out the other dragon go to the section "Eskadalagon's Lair". If the PCs do not go to the lair of Eskadalagon then the Merchants Guild will not reward them since they ignored a potential threat to the trade route.

### **The Dead Captives**

*The trip back to High Haspur passes unevenly. When you reach the village, a few heads peek out of cracked open doors. Then as you approach closer to the Elf In Arms Inn, several villagers slowly start to emerge from their homes.*

*Suddenly from behind well-dressed couples who are emerging from the inn, a small form darts in your direction. "Do you have Samone?" asks Taleena as her small, sad eyes start to water.*

Upon hearing the news of Samone's death, Taleena will run off bursting into tears. She will head back into the Elf In Arms to seek out her mother. The PCs will still be recognized as heroes for defeating the dragon although there will be some sadness evident among the celebrants. The mayor will thank the party and the villagers will celebrate by throwing a large feast for the PCs.

If the PCs have dealt with Eskadalagon then they will be free to leave after the feast (and they will be given the reward the mayor of High Haspur promised if the PCs insist on having one). If the PCs haven't dealt with Eskadalagon, he will just happen to make another feeding raid on a farm on the outskirts of High Haspur. During the feast a young boy will come charging into the midst of the celebration. He will report that the dragon stole some sheep from the Lentig farm.

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## The Last Part of the Journey

This section assumes that the party has instructed Materov to wait for them to return before proceeding on to Procampur. If this is the case then proceed otherwise the party will just have to return to Ravens Bluff (or try to catch up with the caravan which will refuse to let them continue as guards anyway).

*You leave High Haspur after a marvelous feast that was thrown in your honor. The villagers were ecstatic from the freedom you gave them by taking care of the dragon problems they were having. The journey onward to Procampur passes uneventfully and you arrive after a week's travel. Upon arriving at the outskirts of Procampur, Materov instructs you to return to Ravens Bluff at once. He gives you a scroll with a message stating that you have fulfilled your part of the bargain.*

If there is no time, read the sentence below and then proceed to the ending options after the optional

encounter. Otherwise you can have the party engage in the optional encounter:

*The return trip passes uneventfully and you find yourself nearing Ravens Bluff.*

## Ending Options

If the PCs defeated Amana, dealt with Eskadalagon and escorted the caravan:

*When you reach the gate you see that a large parade has assembled. Well-dressed entertainers of all sorts are gathered about the entrance along with distinguished citizens from the city. At the head of the crowd is the Lord Mayor, Lady Amber Lynn Thoden.*

*"Well done my friends!" exclaims the mayor. "You have removed a threat to a most important trade route. If this threat would have persisted who knows how relations might have changed between Procampur and Ravens Bluff. It is sometimes difficult for neighboring powers like Procampur to understand why their trade partners cannot get goods through. This is especially true when goods that the city depends on are involved. However we do not need to worry about this problem any longer thanks to your efforts!" the mayor exclaims while pointing at you.*

*After Lady Amber raises her hand the crowd goes wild cheering and clapping. Music fills the air as the parade ushers you into the Ravens Bluff, a glorious welcome home for some of the city's finest heroes!*

After a feast, the Merchant's Guild will meet with the PCs and provide them with their rewards (if the PCs successfully completed their mission).

If the PCs defeated Amana, escorted the caravan but didn't deal with Eskadalagon:

*When you arrive at the gate a well-dressed man waiting nearby approaches you. He hands you a scroll and without saying a word the man renters the city. Opening the scroll you read the following (or have someone read it to you):*

*"I want to commend you on slaying the one dragon. However there was another dragon in the area that you did not deal with. The Lord Mayor is not very happy with your reluctance to ensure that the other wyrm was benign. We at the Merchants Guild feel that you have shirked your duties somewhat but*

*you still ensured that the caravan arrived safely at Procampur. Another group has been sent out to deal with the other dragon that the villagers of High Haspur informed us about. Perhaps they will get the reward from the Mayor. However, for your service to us we will still provide payment if you report to our offices. Good day."*

*Sincerely,  
Kaldin Von Gothren  
Merchants Guild Representative*

Basically this ending allows the PCs to collect the reward from the Merchant's Guild if they defeated Amana and escorted the caravan to Procampur. If the PCs didn't ask Materov (the caravan leader) to wait in High Haspur, the caravan should have taken off without them and they will receive no reward from anyone (except for dragon treasure).

If, during the encounter with Amana, a PC actually takes the place of Samone, then he or she receives an extra Fame Point in General as the story is told throughout the region. If a knight or squire, the PC receives a Chivalry Point.

## Here Ends Victus Enim Vermis

## 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. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Getting information from Nerin and Taleena at the Elf In Arms Inn:	50 xp
Investigating ruins of Bergman Farm:	50 xp
Volunteering to take the place of Samone in Amana's lair:	100 xp

Defeating Amana:	600 xp
OR	
Convincing Eskadalagon to defeat Amana:	200 xp

Negotiating with Eskadalagon to resolve the animal disappearances:	200 xp
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<b>Total Experience for Objectives:</b>	<b>1,000 xp</b>
Roleplaying Experience:	0-500 xp

<b>Total Possible Experience:</b>	<b>1,500 xp</b>
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For Tier 2:	3,000 xp
For Tier 3:	4,500 xp
For Tier 4:	6,000 xp
For Tier 5:	7,500 xp

Eskadalagon the electrum dragon is not tiered. If the PCs take him out, then do not award the negotiation XP award above, but add this award after the tier multiplication is done:

Defeating Eskadalagon:	add 2,500 xp
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If the PCs defeat Maldragos, add the following after the tier multiplication:

Defeating Maldragos:	add 4,000 xp
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Total Maximum Possible Experience	13,000 xp
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## Killing Eskadalagon

Eskadalagon is a good dragon, and is not attacking any people to eat. Thus, killing him is an evil act. Any PCs who do this suffer accordingly:

- All PCs (including paladins) move one step in alignment closer to evil. Good PCs become Neutral, Neutral PCs become Evil. This means that all PCs which become Evil or CN (from CG) are taken out of Living City play.
- All paladin PCs immediately and permanently lose their paladinhood and revert to the fighter class. They may never atone for this; it is a wanton evil act performed without full consideration.
- All ranger PCs immediately and forever lose their ranger class and revert to the fighter class.
- Druid PCs who become evil lose their druid class and become evil cleric NPCs.

- Specialty priests whose alignment shifts to one not allowed for their class revert to the cleric class. The priest spell *atonement* cannot be used to restore PCs to their previous alignment and thus playability. This is a deliberate act and therefore not covered by the spell.

## Treasure Summary

If it's not on this list, the PCs cannot keep it.

From the village, if the PCs take a reward from the people there:

- 200 gp, four pigs, two finely-made chairs, and a cow in total payment if the PCs insist.

Amana's treasure hoard (only if the party defeats the dragon without aid):

- 4,000 silver pieces per tier
- 2,000 gp per tier
- Enough salvageable scales to have one *White Dragon Scale shield* fashioned (which the Merchants Guild may do for the party if they complete the mission).
- *Wand of Frost* (16 charges)
- *Potion of healing*
- *Short sword +2, giant slayer*

Reward from Eskadalagon for defeating Maldragos (only if the PCs defeat the dragon):

- 1,200 platinum pieces
- 12,000 gold pieces
- 8,000 gp worth of diamonds (16 diamonds worth 500 gp each)
- Enough salvageable scales to have one suit of *Red Dragon Scale Mail* fashioned (which the Merchants Guild may do for the party if they complete the mission).

From the Merchants Guild (only if the PCs defeated Amana and escorted the caravan):

- 3,000 gp
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### OR

If the PCs brought the scales from Amana's lair, the guild will have a dwarven armorer fashion the white dragon scales into a scale shield that will then be enchanted by the Wizard's Guild:

*-White Dragon Scale Shield +1-* This white shield is tinged blue in color looking as if a wash was applied. It is enchanted so that the scales protect the wearer from cold by granting an additional +1 bonus to saves vs. cold-based attacks that are blocked by the

shield. Anyone carrying this shield will be targeted by evil dragons in future encounters.

### OR

If the PCs brought the scales from Maldragos's lair, the guild will take them and do one of the following:

1. Have a dwarven armorer fashion the red dragon scales into a scale mail suit that will then be enchanted by the Wizard's Guild:
  - Red Dragon Scale Mail +1-* This red scale armor is tinged yellow in color, as if burning at the surface. It is enchanted so that the scales protect the wearer from heat by granting an additional +4 bonus to saves vs. fire-based attacks that are blocked by the armor. The total AC protection of the armor is AC 5. Anyone carrying this shield will be targeted by evil dragons in future encounters.
2. Mount them artistically on any existing piece of armor, even magical, which grants +2 added protection for the armor and a bonus +2 to saving throws vs fire for the wearer and the armor itself. The added +2 to AC cannot reduce the total armor protection of the armor itself below AC 0. This bonus does not change the "magical status" of the armor with respect to protection items that work with it. If mounted on leather armor, it makes the armor act as scale mail for purposes of thieving skill penalties.

The Merchant's Guild will make either the scale armor or the shield, not both. If the PCs have both, then whichever they choose not to make remains as useless scales. It cannot later be made into armor or shield (this is one of those campaign management things that you just have to accept).

### Fame and Chivalry Award

1 Point I Merchant or General Class, player's choice

If, during the encounter with Amana, a PC actually takes the place of Samone, then he or she receives an extra Fame Point in General as the story is told throughout the region. If a knight or squire, the PC receives a Chivalry Point.