



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

DENIAL OF RESOURCE

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Resources for this product [and authors for those works] include: *Forgotten Realms Campaign Setting* [Ed Greenwood, Sean K. Reynolds, Skip Williams, and Rob Heinsoo], *Lords of Darkness* [Jason Carl and Sean K. Reynolds], *Underdark* [Bruce R. Cordell, Gwendolyn F. M. Kestrel, Jeff Quick], *Silver Marches* [Ed Greenwood and Jason Carl], *Draconomicon* [Andy Collins, Skip William, James Wyatt], "Dragontongue: A Draconic Language Primer," *Dragon Magazine* #284 [Owen K. C. Stephens], "An Elven Lexicon," *Dragon Magazine* #278 [Sean K. Reynolds], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *AD&D 2nd Edition The North Forgotten Realms* boxed set [slade, Ed Greenwood, Jim Butler, and Steven Schend], *Volo's Guide to the North* [Ed Greenwood].

Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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INTRODUCTION

This adventure is optimized for 5th-level characters. This means that it is primarily designed and balanced for a group of four or five 5th-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an

RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three version 3.5 core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough *DUNGEONS & DRAGONS* miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropri-

ate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the *LEGACY OF THE GREEN REGENT* campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their *LEGACY OF THE GREEN REGENT* character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the *DUNGEONS & DRAGONS PLAYER REWARDS*. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on July 16, 2004.

If you are looking for more information about *LEGACY OF THE GREEN REGENT* character creation and development, RPGA event sanctioning, and *DUNGEONS & DRAGONS PLAYER REWARDS*, see the RPGA website.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the Harbinger™ set:

- 3 Felldrakes (19/80) to represent monitor lizards
- 3 Shambling mounds (36/80)
- 6 Troglodyte Zombies (56/80)
- 1 Wraith (53/80) to represent Loexil

From the Dragoneye™ set:

- 8 Troglodytes (60/60)
- 1 Large Red Dragon (55/60) to represent Xerxillis

From the Archfiends™ set:

- 1 Cultist of the Dragon (46/60) to represent Bezlul
- 1 Ochre Jelly (42/60).

There are no miniatures for the large celestial bee or deinonychuses. You can use a token for the bee, and a Dire Lion (11/60) miniatures from the Dragoneye set for the dinosaurs. The Dire Lions work great because they are large, are a visual reminder of the deinonychuses pounce ability, and you can even wedge the Troglodyte miniature between the head and tail to represent their riding of the beasts!

ADVENTURE BACKGROUND

Since early spring, stories have spread of a young red dragon hunting the northern face of the Greypeak Mountains. The dragon has caused havoc with trappers in the area, and the stories of its presence along with rumors of a demonic general rallying the remnants of Hellgate Keep have reduced the number of adventurers traveling to plunder the supposed riches of the Fallen Lands.

These things already have affected the local economy, but lately more devastation has been attributed to the dragon. As autumn approaches, the dragon's boldness grows. It has raided rather south than Shinning Falls. It has feasted on livestock and even a few homesteaders in the northeastern reaches of Loudwater territory. Just a tenday ago Loudwater Riders spotted it near Tangletrees. Stedd Rein has already referred to the dragon in one of his speeches, and hinted that if the high lord will do nothing about this threat, maybe he should raise another force to rid the region of the dragon. After all was it not he who crippled the Hark?

With the recent assault on the Dungeon of the Hark, more intelligence was gathered about the red. The Zhentarim desires to tame the monster. According to a letter found on Zhentarim emissaries encountered in the Hark's abode, they planned on using the dragon to pay tribute to the fiendish wererat leader, and if they can't do that they'll absorb it into the ranks of their own forces. Either way, the dragon would be used to threaten the prosperity and even the sovereignty of Loudwater. High Lord Twohands will brook no threat—be it dragon or political—and he plans to do the only real sensible thing under the circumstances: rid the countryside of the dragon before the Zhentarim captures it or the Red Fellowship takes matters into its own hands. But it may be too late for either.

By way of the recovered Zhentarim correspondence with the Hark, the High Lord and Stedd Rein agree that the Llorck Zhentarim will attempt to take the dragon prior to the Autumn Equinox (Eleint 21), which gives any expedition against it less than 15 days to reach their objective. Both has spies in Llorck, and their spies have just reported that a large expedition left for the area some tenday ago. Whoever in Loudwater sends an expedition; they already have competition on the ground, and with a tenday head start!

ADVENTURE SUMMARY

This adventure is a dragon hunt. Other than the part where they have to actually slay the dragon, it sounds simple, but it's not. Finding the dragon is one of the challenges of this adventure. As the PCs explore the dragon's home territory they find it has its own strange and deadly politics. Xerxillis, the dragon in question, has made a pact with vicious group of troglodytes that populate a honeycombed natural rock formation called the Plinth of Scale and Shadow. When the PCs approach the area they will find that the troglodytes already decimated the Zhentarim expedition to the area, and are themselves a substantial threat.

While the PCs are there Xerxillis stays in its lair, a cave atop one of the large peaks nearby. He is resting off a particularly large meal of halflings and cattle. In order for the PCs to find the dragon they must hazard the almost impossibly dangerous climbs of the Greypeak Mountains, or find out the method the troglodytes

use to call the beast. If they don't do it in time, a larger and more powerful Zhentarim assaults his cave and captures him by force and magic.

The structure of this adventure is very open ended. The adventure presents a few necessary story items in the beginning (either finding the last surviving member, or meeting with the leader of a local tribe of mongrelfolk) in order for the PCs to gain important information about the place and their mission, and then a set of locales that the PCs can interact with. There is a lot that can be done in this adventure, and no group will be able to encounter it all in the given time. Part of this adventure's challenge is for players to get things done as efficiently as possible. Tell the players this. Their characters have a good idea that they are under the gun to get things done, and the players should know there is a time limit to the adventure (see Troubleshooting).

ADVENTURE HOOKS

The adventure can start with either the High Lord or Stedd Rein organizing the expedition. Both leaders are interested in seeing the dragon dead. If members of the Order of the Jade Blade or Scions of the Green Regent dominate the group, have the High Lord Twohands or one of the gauntlets gather the group. If the PCs are dominated by Red Fellows or unaffiliated characters, have Stedd Rein (or rather one of his underlings, Rein only meets the group personally if PCs have a Knight of the Red Fellowship in their midst) gather the group.

In either case, if the PCs don't have horses either leader supplies each of them with riding (light) horses or ponies at no cost, or other mounts at the following reduced price (PCs must pay for these mounts from their CoH). These cost do not include bit bridal, saddle, saddlebags, or feed, but Rein or the Twohands supplies these in all cases. If a PC wants barding or a military saddle, he or she must pay for it. Like the purchase of normal equipment, limit the time for shopping. It comes out of the adventure's time limit. The horses and equipment are returned to the high lord or Stedd Rein at the end of the adventure.

Table LGR9—1: Reduced Costs for Mounts

Mount	Cost
Dog, riding	375 gp
Horse, heavy	625 gp
Warhorse, heavy	1,625 gp
Warhorse, light	325 gp
Warpony	125 gp

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their

current level and gold piece value. They can reequip their character when they are in a town by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items “over the counter”. As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. 1st-level characters can only purchase items found in the *Player’s Handbook*. Characters that are 2nd-level and higher can purchase *Player’s Handbook* items and legal magic items. At 5th-level the gp limit is 4,500 gp, while the 6th-level gp limit is 6,500 gp, 7th-level gp limit is 9,500 gp, and the 8th-level gp limit is 13,500 gp.

In events where you have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Time Limit: This adventure has a time limit of four and a half hours. If the PCs have not encountered and defeated (see Conclusion) the dragon in this time, a powerful force of Zhentarim wizards raid his lair and take the dragon, succeeding where their lesser fellows failed.

Raising the Dead: At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back to life. Like many things that involve XP and gp cost, raise dead and other spells work differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast raise dead and bring the character back to life (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the “GP Debt” field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see Table LGR7—1, below) of the PC the raise dead was cast on. Record the proper amount on the “XP Drain” field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules found in the *Player’s Handbook*. When a character is brought back from the dead it is not recorded as a character death. Just record the gold debt and experience drain.

LGR9—2: Experience Point Drain for Raised Characters

Character Level	XP Drain
3rd	1,500 XP
4th	2,000 XP
5th	2,500 XP
6th	3,000 XP
7th	3,500 XP

PREAMBLE: ON THE ROAD

Read or paraphrase the flowing to the PCs. It deals with the travel to the dragon’s territory, gives some background, and may bestow a possible boon for parties that contain saviors of Blaz Merrymar.

Setting out from Loudwater, you find the countryside is abuzz with dragon fear. Farmers are fortifying their homes and barns with whatever materials they can scrounge, and travelers do so with blades at the ready.

Reaching the strongheart halfling village of Shining Falls, you find tragedy has struck the settlement. The dragon attacked the village only seven days prior, killing a half dozen townfolk, including Sheriff Vendal Viccstray and Kellinda Harvertide, the town’s cleric of Yondalla. The halflings are sorrowful and angry at the attack. To help the expedition they supply you with an abundance of rations.

If any among the PCs played LGR1 *Extermination*, saved Blaz Merrymar from death, and revenged his family, he personally invites them to stay in his home for the night. To help them with their journey he gives them two *potions of cure light wounds* and a *potion of remove disease*. “To further repay you for the things you have done for me,” he tells them. He also tells the PCs that the villagers are incredibly angry that their town’s leader, Gauntlet Deogol Fengrath, who is rumored to be a powerful wizard, did nothing to stop the dragon attack. In fact no one has even seen the gauntlet for almost a month....

If the PCs ask about any large group of armed men coming up this way, Blaz is reminded of a group of adventurers who claimed to be on an expedition to the Fallen Lands. “I didn’t believe them,” tells them. “It is awfully late in the season for any sane folk to be traveling there...but I guess adventurers’ aren’t sane,” he jokes. “Truthfully, the group just seemed odd. It was like a dark cloud followed them. They weren’t very hospitable, and didn’t enjoy our food—and that’s just damn peculiar.” If asked about numbers, Blaz tell them there were at least a dozen men, and could be as many as 15. They were all human. Most seemed to be warriors, but at least one was a wizard. The information about the gauntlet and the strange group of travelers who passed by recently can also be gained by a successful Gather Information (DC 12) check.

Beyond Shining Falls are the wilds of the upper Delimbiyr Vale. It is a rugged and untamed country, with no known human, dwarf or elven settlements. Skirting the northern slopes of the Greypeak Mountains you come across the trail of a large force heading in the direction that your patron’s diviners say the dragon dwells. For some reason the wizards were unable to pinpoint the exact location of the dragon’s lair, but they figure it dwells somewhere past Fools Finger—a great crumbling obelisk of rock that glows with a rosy red color and emanates cold energy. The edifice is rumored to be once part of a Netherese flying city.

Once at Fools Finger the tracks continue on to a section of territory between the mountains and a forest. A strange plinth-like rock formation rises in the distance.

ADVENTURE START: LAY OF THE LAND

The real adventure starts when the PCs get a view of the dragon's home territory. Some two days past Fools Finger is a second plinth, though this one was shaped by nature. It overlooks a rugged and hilly landscape. Like the southern foothills of the Greypeaks, the northern foothills are rocky, wind- and water-torn, but feature squatter foothills that quickly give way to the plains of the desolate upper Delimbiyr Vale. Even more so than the Grey Highlands, the foothills of the Greypeaks are wild lands. Up until recently the upper vale was dominated by the forces of Hellgate Keep, and under its shadow, evil festered in this area. While that sinister stronghold was razed four years ago, civilization still does not touch this place. Dangers abound, and the region's remoteness is a barrier to all but the most hardy of explorers, trappers, and treasure hunters.

Hand out the Players' Map: The Plinth and its Environs. Spend a few minutes answering reasonable questions about what the PCs see. You have a more detailed map of the area, which includes a key of the locales. Each locale is given a letter, which corresponds to an encounter or a group of encounters in this adventure. Each of these encounters or group of encounters features a section titled "At A Glance." Use that information as your guide to answering player's questions about the area. Of course as the PCs get closer, interacting with the topography and the place's inhabitants, they'll find out more about this place and its dangers. Keep in mind the time limit imposed by the adventure. Give the PCs information quickly and succinctly. If necessary, use the encounters to push the adventure along. While there are "triggers" to some encounters, feel free to modify them if the players are indecisive, or just too careful, and are taking too long moving forward.

On your map there is a PC starting point. Unless the players have any objections, start their characters there. If they do have objections, allow them to start where they want, but you may have to modify the locations of the Cave of Last Resort and the Watchers o the Rock in order to move the adventure along. If they decided to start in the Mongrels' Woods (Locale C), you can use that encounter as a starting point instead, and the PCs can gain their information about the plinth, the Zhentarims' fate, and even some information about from the mongrelfolk.

If using the Cave of Last Resort encounter as the starting point, have the PCs attempt a Spot Check, no matter the result the PC with the highest Spot check encounters the following.

An examination of the cloth reveals it to be slightly moist. It

A long strip of dark purple cloth attached to a dried and weather-beaten shrub flutters in the brisk breeze. The strip is frayed and tattered, and hangs on to the branches by only a couple of threads. A strong gust could send it flying through the hills.

smells pungent of sickeningly sweet perspiration. A successful Knowledge (local) check, bardic knowledge check, or Intelligence check (DC 10) realizes that the particular deep purple color of the strip is the same worn by the Llorkh Zhentarim. A successful Search check of the area (DC 10) finds barefoot, bloody footprints, heading toward a nearby hill. The footprints lead to the Cave of Last Resort (Locale A).

A. CAVE OF LAST RESORT (EL 3)

At a Glance: Almost hidden by the surrounding rocks and dry brush is a cave in this hillside. There is no oblivious sign of habitation.

Following the tracks (the tracks are so obvious to not require a Track check) brings the PCs to the entrance of this cave, where the last member of the Zhentarim expedition came to die. Bezlul Hevult, a Zhent conjurer, lies in feverish agony deep within the cave, but he is not without his defenses. As the PCs enter the cave, and can see the large stalagmite that stands in the middle of its first chamber, read or paraphrase the following:

On the stalagmite there is another, larger, strip of purple cloth. Something is written on the cloth, but because of the darkness of the fabric and the cave, it is hard to make out at a distance.

If the PCs read the writing on the cloth (written in Bezlul's own blood), it sets off the *explosive runes* doing 6d6 points of force damage. See the spell description on page 226 of the *Player's Handbook* for determining who is affected by the spell. The explosion rattles Bezlul into action. Immediately he begins to cast his very last spell, a *summon monster II* (celestial giant bee) to defend his resting place. When they stripped him, the troglodytes overlooked the tiny bag with a small candle that serves as the focus of the spell as useless junk. Like all spells with a vocal component, Bezlul's *summon monster II* spell requires its incantations to be vocalized in a strong voice, so, in most cases, the PCs hear the incantation echoing down the corridor...at least they will once their ears stop ringing from the *explosive runes*. When they hear the casting, they may attempt Spellcraft checks to identify the spell (DC 17). If awoken by the *explosive ruins* Bezlul automatically gets to go during the surprise round. Allow each PC a Listen check (DC 15) to participate in the surprise round. Success does not indicate that the PC heard the spell being cast (that's automatically), but reflects their ability to respond to it quickly. If the *explosive ruin* is not detonated, allow Bezlul a Listen check to hear the approach of the PCs. Without the jolt of the *explosive ruin* or similar loud noise to rouse him, treat him as distracted (-5 to Listen check).

Creature: At the end the casting, Bezlul's summoned celestial giant bee attacks the PCs. Bezlul summons a celestial creature because he assumes that trogs have found him. The bee attacks for 5 rounds (the spell's duration) or until slain.

➔ **Augmented Celestial Giant Bee:** hp 19; see Appendix 1.

NPC: Bezlul Hevult is the last survivor of the doomed Zhentarim expedition to capture the young red dragon hunting the northern face of the Greypeaks.

➔ **Bezlul Hevult:** male human Conjurer 5; hp 20 (currently 2); see Appendix 1.

Bezlul shivers in a fetal ball deeper in the cave. He is

Laughably Low Spots

The problem with the kind of faux Spot check is that sometimes no PC has a check high enough to spot the proverbial "nose in front of his or her face." If this happens use your imagination to describe an unlikely way for the PCs to gather the important clue. Maybe the torn bit of cloth became entangled on a bit of a character's equipment, and the spotting character notices is only when using it to wipe the sweat off his or her brow. Maybe a gust of wind latterly blows it right in front of the spotting PC's face, making it impossible to miss. Whatever the reason, make it fun, even laughable—fit the narrative to match the die roll!

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exhausted from his sickness, his trials, and his spellcasting (Use illustration 2 to describe this scene). Once the PCs best his meager defenses, he weakly begs for mercy. He is so delusional that when the PCs approach his mistakes them for troglodytes. He calls out in Draconic:

Spare me, and my masters will reward you. We will find a place for you in the Army of Cleansing Tyranny.

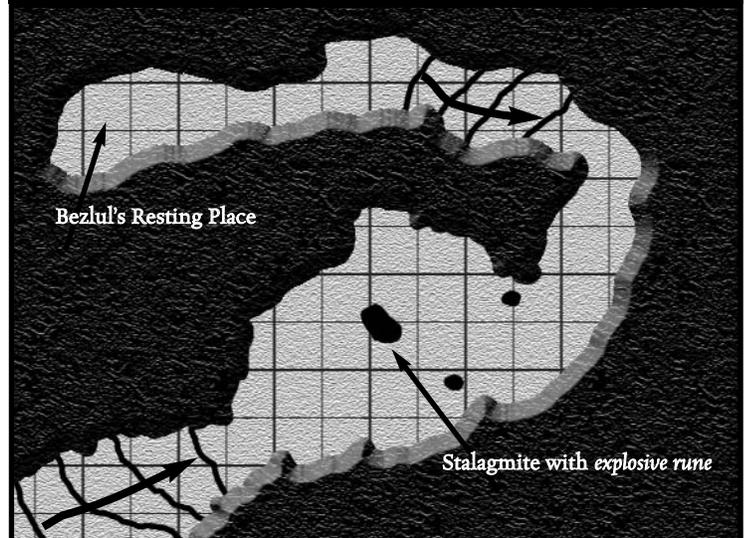
The PCs have an opportunity that will later be lost. If they understand him, think fast, and play along (Bluff against his Sense Motive, which is at a -1 modifier in his delusional state), they can find out some surprising details about the Llorkh Banites plans in the region. For as long as Bezlul thinks he is talking to trogs (no more than a minute or two) he boasts that his people are on the verge of allying themselves with an ancient draconic power, and with it they will control the entire Delimbiyr Vale. If asked the name of this dragon, he says "the Green King."

No matter what, after mentioning the Green King, Bezlul realizes that the PCs aren't troglodytes, and begs anew for mercy and help. If the PCs try to get further information about the Green King, he uses that information to parlay his rescue from this "armpit of the world." "Save me and bring me before the High Lord of Loudwater, and I will tell you all I know about the Green King, but not a moment sooner than that," he tells them.

Bezlul is suffering from exhaustion and the effects of a particularly virulent form of slimy doom that he contracted while he was the troglodytes' prisoner in the Plinth of Scale and Shadow. He currently has a Constitution score of 4, and a Fortitude saving throw modifier of -2 , and may not live another day unless properly treated. If the PCs leave him, he's sure to die. If they can save

BATTLE GRID 1: CAVE OF LAST RESORT

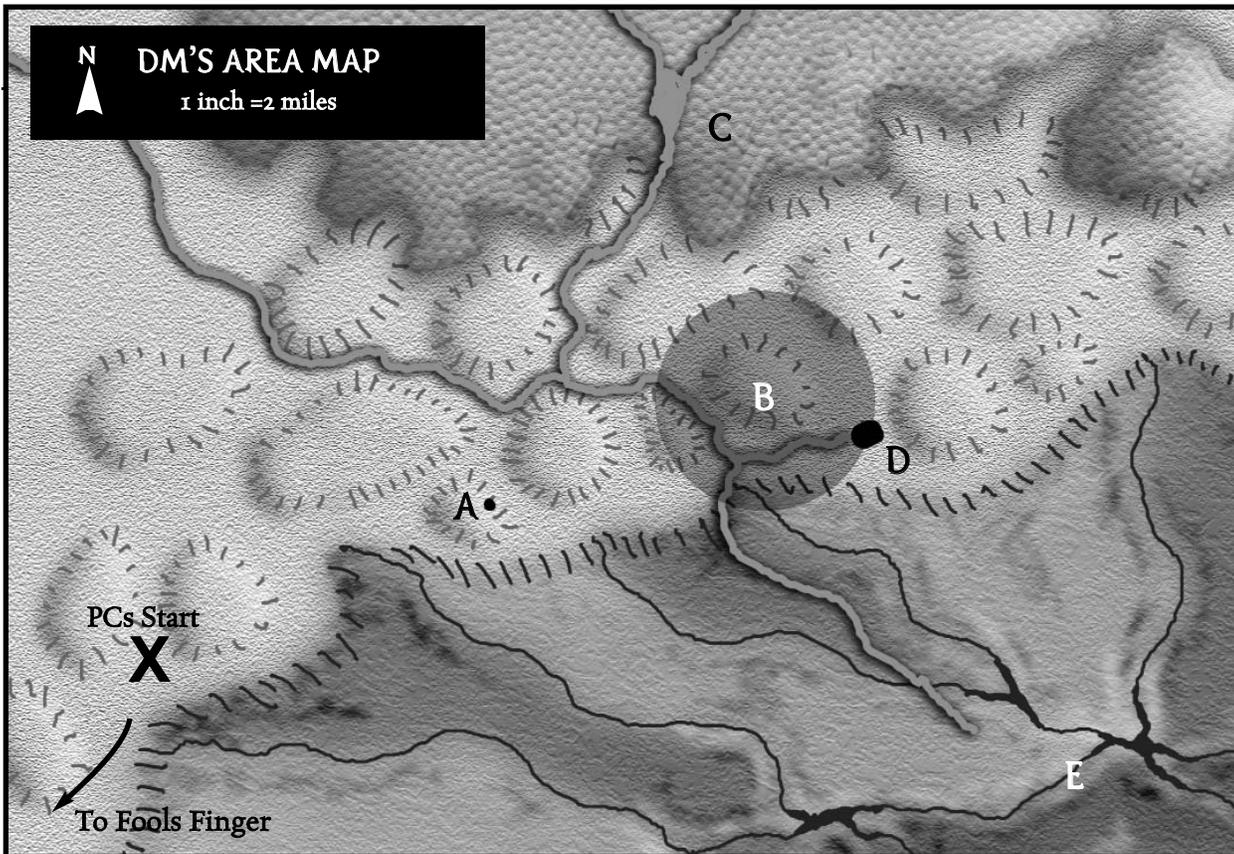
each square = 5 ft; arrows on stairs lead up



him (by casting *cure disease* or aiding in his save with Heal checks) he can be an incredible source of information not only about the failed Zhentarim expedition to capture the dragon, but also about the denizens of this area. Before he is cured of the disease he mumbles bits of some of this information in his delusional rambling, but only enough to tickle the PCs' curiosity. Once he is fully cured of the disease, he can relay all of the following in a coherent manner:

We arrived here ten days or so ago (it was actually only 6 days, but the sickness has blurred Bezlul's sense of time). We caught sight of the dragon a day's travel outside Shining Falls. It flew in this direction. We figured it was using the plinth as its lair. We could see a cave at the plinth's base, and decided to explore.





· Neguit, a cleric of Bane, and I lead the force. At our command were 10 soldiers and 3 acolytes. I was promised a promotion if I successfully caught the dragon.

· When we approached the plinth, we were attacked by a group of trogs riding vicious felldrakes. They came spilling out the cave at the plinth's base. The felldrakes are fast and sport razor-sharp talons. (Bezgul has never seen nor heard of dinosaurs before, but has encountered felldrakes, thus he assumes the creatures he encountered are these lesser dragons. Allow PCs with ranks in Knowledge [nature] a DC 24 check to determine that the creatures Bezgul describes are actually deinonychus, the higher than usual DC is due to the fact that dinosaurs are rare in this part of Faerûn.)

· The trogs overtook the group. They killed the soldiers and captured Neguit, the acolytes, and me. They sacrificed the clerics to their god: a diseased, devouring lizardlike demon they called Laogzed. (Knowledge [religion] check DC 15 to identify this creature as the god of troglodytes, sometimes called the Devourer or the Eater of Souls.)

· The sacrifices were done in a chamber of horrors by a troglodyte cleric. She held the captives over a statue of Laogzed. Some kind of strange shifting yellow ichor came spilling out pustules and orifices in the statue; it strangulated and dissolved his fellows.

· I was able to escape by jumping into an underground stream and swimming out of the plinth. I wandered feverishly until I found this spot.

· I have not seen the dragon since arriving in the area, but I overheard the troglodyte cleric say that the master of the plinth controls the dragon, and that it comes when it is called. It was

unclear whether the troglodyte cleric was talking about herself in the third person, or that the master of the plinth was some other creature.

· My superiors have an agent they call Mangle. Mangle confirms that the trogs can somehow call the dragon. I have no idea where to find this Mangle, nor does he how the agent gained this information.

Development: Nothing in Faerûn is going to get Bezgul to reenter the plinth, not even the threat of death. If the PCs insist on exploring the plinth, he reluctantly agrees to wait for their return. He knows he has little chance of surviving the trip back to civilized land in his current state. He would rather the PCs give up their hunt, and take him back, and pleads for this course of action. If the PCs give in to his request, the adventure is over. The Zhentarim gains control of the dragon Xerxillis (see Conclusion).

B. WATCHERS ON THE ROCK (EL 6)

At a Glance: A large rock outcrop on a distance hill has creatures atop it. They look like humanoids riding some kind of exotic mount.

Note: This At a Glance description should not be given in the beginning of the adventure when the PCs are surveying the area, but rather when they approach the riders.

The watchers' location can be rather fluid. If you have changed the location of the Cave of Last Resort, you may want to modify the position of these fellows as well. Also, out of curiosi-

ty, the watchers will briefly investigate the *explosive runes* or other extremely loud noise coming from the Cave of Last Resort. They actually know that Bezlul has crawled in there to die. They don't

hunt him, though, because he is "bad meat." Though the trogs and their mounts are immune to the disease infecting Bezlul, they will not eat meat tainted with it—it ruins the taste. They approach just close enough that they see the cave entrance. Scout it out for a few minutes, and then, if they see no sign of anything out of the ordinary (like, say, PCs), return to their rocky watching roost.

While not worried about Bezlul, they are still on the lookout for

prey. The watchers are taking 10 on their Spot checks (Spot 100). Unless the PCs are actively hiding from the watchers, the watchers see them when the PCs approach within 200 feet of the crag (the second radius marked on your map of the Plinth Environs. When they attack read or paraphrase the following: Use Illustration 2 to describe the scene.

A pair of reptilian humanoid atop fierce looking bipedal lizard mounts speed toward you. The mounts easily jump across large crevasses and over rock formations with frightening grace. The humanoids are armed with lances and carry large shields.

Tracks!

Throughout the area between the Cave of Last Resort and the Watchers on the Rock are the track of troglodytes and deinonychus. A Track or Search check DC 10 picks them up. A successful Knowledge (local) DC 20 identifies the troglodyte tracks, while a successful Knowledge (nature) check DC 25 identifies the dinosaur tracks. If a character already identified the creatures of Bezlul's description as deinonychus, that character can automatically identify the tracks of the dinosaurs.

Creatures: These creatures are trogs atop deinonychus mounts. They change and attack any within their territory. More of a hunting patrol (they typically hunt stray mongrelfolk from the woods) than a guard patrol, the trogs and their dinosaur mounts feed on those they kill.

➤ **Troglodyte Riders (2):** hp 18, 11; see Appendix 1.

➤ **Deinonychus (2):** hp 32, 29; see *Monster Manual*; **Special:**

these creatures lack the normal scent special quality due to a crude surgical procedure performed on them by the troglodytes. In return, they are immune to the troglodyte's stench. Because they lack their scent ability, they also don't have the Track feat. Instead they have Skill Focus (Climb), and Climb +7. These creatures have been trained for combat riding (see the Handle Animal skill). They attack all nontroglodyte creatures, and don't allow nontroglodytes to ride them without magical coercion.

Tactics: The trog riders and their dinosaur mounts make a devastating fighting team. Moving in quick (speed 60 ft.) they can unleash lightning fast and devastating attacks against slow opponents on foot. While the deinonychus has pounce and the trogs have Ride-By-Attack, both can't be used during a single charge attack. If the riders are able to keep their prey on open ground, they rush past their target strafing them with lance attacks while attempting to guide the talons attack to the target (Ride DC 10; +6 melee [2d6+4]) until such a point where a rider might reasonably believe a pounce and strike would finish its foe. The riders are also very careful not to provoke attacks of opportunity when moving diagonally toward a single foe.

Development: If the battle goes poorly (one of the riders and deinonychus is felled) a rider and beast attempts to flee, rallying reinforcements from the plinth. If this occurs the survivor enlists the trogs from Plinth of Scales and Shadows area 5, who jump on deinonychus from area 2 and ride out to meet their foes.

Scaling the Encounter

3rd- and 4th-level characters (EL 4): there is only one troglodyte rider (hp 18) and one deinonychus (hp 32).

6th-level characters (EL 7): there is one more troglodyte riders (hp 22) atop another deinonychus (hp 35).

7th-level characters (CR 8): there are two more troglodyte riders (hp 22, 19) atop a like number of deinonychus (hp 35, 35).



C. MONGRELS' WOODS

At a Glance: The distant woods sits in sharp contrast with the foothills of and the Greypeaks. While the foothills are barren, dry, and desolate. The forest looks verdant and alive, with some of the leaves already turning red, gold, and even brown.

Much of this area and the possible encounters herein are presented in very broad strokes. PCs who tarry too long in the Mongrel Woods are in a real danger of not being able to complete their mission. At the same time, let them explore the area how they see fit, if they want to pursue "leads" in the woods, indulge them. To do so, you may have flesh out sections of this locale.

These woods are home to a tribe of mongrelfolk, twisted humanoids of a heritage mixed with more than a dozen humanoid peoples. This particular tribe calls themselves the Children of the One. They emigrated here from the High Forest almost two decades ago. There is over 200 mongrel folk living here, centered around an ancient Eaerlann ruin sitting on the shores of the small lake inside the forest.

As stated in the At a Glance section, the forest is everything the foothills are not. It's lush, full of life, and pleasant. The harsh winds of the foothills are turned into gentle breezes blowing melodically through the leaves of the oaks, ash, and aspens. When the PCs first enter that forests, the first thing they will notice is the sounds of the woodlands. Unlike the foothills, this place is alive with the sounds of birds and insects. The next thing they'll notice is the relative calm of the place. The wildlife seems to be hidden, cautious not to let itself be seen. They spot few birds or other forest animals, but they are almost always very skittish, they flee at the first sight of an outsider. Any character with wild empathy can attempt a Wisdom check (DC 15) to figure out that there are not enough animals to make all the noise he or she is hearing.

Part of what the PCs are hearing is coded conversation between the mongrelfolk of the forest (Will save DC 16 to detect the ruse). They are using their sound imitation to keep tabs on the PCs, while hiding at a distance (always at least 80 feet away, Hide 27). If they are caught, they scatter, only to find the PCs later, and continue to monitor their progress through the forest.

The mongrelfolk are wary of strangers. Still with sufficient show of either good will (leaving weapons behind, offering of gifts, offering a hostage) or uncanny charm (diplomacy or use of the bardic *fascinate* ability—these ugly little folk love music), can win an audience with their leader. Violence, or the threat of violence, motivates the mongrelfolk to lead the PCs to the Hungry Glen.

Audience with the Mongrelfolk Leader

The leader of the mongrelfolk is a creature named Mangle, a mongrelfolk spellcaster of some power (Sor8; see Appendix 1). This is the same creature that Bezlul thinks is the Zhentarim agent. Mangle is not really an agent, at least not a willing one.

Mangle has supplemented his power with many items he has found in the old Eaerlanni ruins, including a *Revi'saen Eaerlanni*, an Eaerlanni seeing font. These stationary fonts of sacred waters are typically only usable by elves, Mangle's emulate race ability allows him to use it as easily as any elf. While there are very few of these items still functioning, one that does stands in Llorck,

and is in the hands of an elven Zhentarim wizard named Nevaenodel. Mangle doesn't know the elf he has befriended through the font is an evil wizard, he calls him "Nevaenodel Friend." And knows that "Nevaenodel Friend" has promised to get rid of the horrible dragon that has already eaten over 20 of his people. While fairly intelligent and even wise, Mangle is gullible and easily manipulated.

Of course, he is also not adverse to the PCs getting rid of the dragon, or the troglodytes for that matter. He pledges to help them, as long as that help does not include putting himself or his people in danger. His help includes giving descriptions of the troglodytes (similar information to what Bezlul relays) and even draws a rough map of the lower level of the plinth. Some of his people have escaped the plinth, and remember basics about he layout. The details will be off, but it includes the Stinking Shrine and the stairs up to the upper level.

The Hungry Glen (EL 10)

Characters who deal with the mongrelfolk in a hostile manner are lead to the Hungry Glen, and area of the forest inhabited by a group of shambling mounds. The mongrelfolk can lead the PCs to this area by way of a chase, claim that their treasure is in the glen, or through some other kind of trickery. Whatever the case, the shambling mounds don't attack the mongrelfolk (they are allied with the creatures), but do attack the PCs.

➔ **Shambling Mounds (4):** hp 65, 62, 61, 53; see *Monster Manual*.

D. PLINTH OF SCALES AND SHADOW

At a Glance: Sticking up from the ground like a clawed finger, this stone edifice is the site of obvious habitation. Even from a fair distance PCs can see that a worn path winds its way to a cave on the northern face of the plinth.

The trogs call this place Moliik Vor Xjach Veriti. The literal translation into Common is the "Plinth of Scales and Shadow." The rock formation itself is the guard tower to an entire realm of troglodytes. Below it, in the uppermost reaches of the Underdark, is expansive network of caverns called Okartheek—simply and literally "Home" in the hissing dialect of Draconic spoken by the trogs. The troglodytes of the plinth call themselves Laogzedix Viviiss—the Destroyers of Laogzed, and are the champions of Okartheek, tasked with the defense of the lower cavern home, as well as the hunters of exotic meats and booty from the world above.

Even before their spiritual leader, a wraith called Loexil, allied himself with the young dragon Xerxillis, the troglodytes of Moliik Vor Xjach Veriti dominated the local ecology; ruthlessly hunting any creature that dared enter their domain. Now, the double reptilian threat has made this area of the northern Greypeak face a veritable wasteland. Local fauna has fled the area. Only the sneaky and reclusive mongrelfolk dare dwell in the region—and they have become the Laogzedix Viviiss's new favored prey.

The Moliik Vor Xjach Veriti is a fairly tough nut to crack, but

enterprising PCs will no doubt attempt to do it in a variety of ways. The front door can actually be the most dangerous, and most time-intensive, as the PCs, unless they're extremely sneaky, may have to battle the brunt of troglodytes, dinosaurs, and monitor lizards that inhabit the plinth.

Entering by way of the swamp can bypass many of the harder encounters, but that way is not full proof either, as a wrong turn can alert a number of plinth denizens.

Some groups may attempt to climb or fly to the top of the plinth. Climbing is treacherous, as the plinth is 110 feet high (Climb DC 25), and may attract the attention of the gargoyles roosting at the upper entrance. Flying atop the plinth, brings the gargoyles, and PC actions may bring Xerxillis himself to investigate. It is a good idea to brush up on the aerial movement rules (*Dungeon Master's Guide* page 20) in preparation of either (or both!) occurrence(s)

Once the PCs encounter trogs, diplomacy is not entirely out of the question, but it is very difficult. Troglodytes view any non-reptilian creatures as either food or sacrifice. Any encounter with them always starts out as hostile (see the Influencing NPC attitudes sidebar on page 72 of the *Player's Handbook*). Worse still, since these creatures are rather alien, entirely aggressive, and thoroughly evil, there is little difference between their hostile actions and their unfriendly or even indifferent actions. Opening diplomacy with Xerxillis is just as perilous. Young, arrogant, and powerful, the dragon sees no "fleshy insect" as his equal. Unlike the troglodytes, he is more apt at hiding his prejudices (see his Bluff score) and will do so to toy with his future meals. Instead of the table in the *Player's Handbook* use the Reptilian Diplomacy sidebar to adjudicate reactions to a PC's attempt at diplomacy with either the troglodytes or Xerxillis.

Features of the Plinth of Scales and Shadow

Unless otherwise noted, the Plinth of Scales and Shadow has the following features.

Stairs: The rough stairs on the map are in most cases steep inclines and declines, lacking definite truly distinct tiers. Charging or running up or down there triggers a Balance check.

Failure indicates the PCs is stopped somewhere along the route (DM's choice), as they are caught up by tricking footing. Failure by 5 or more indicates the character has fallen (prone) somewhere along the route (again DM's choice). Whether the PC is caught up or has fallen, his or her action immediately ends.

Walls: The walls throughout the plinth's interior are rough cave walls. The DC to climb them is 25.

Light: The Troglodytes usually rely on their darkvision to navigate the plinth. Unless otherwise noted, assume there are no light sources in plinth locations.

Ventilation and Smells: While ventilation is adequate in the plinth, and there is no real danger from the air in the place, the place stinks of troglodyte musk and worse. The range of the scent special ability is halved (round down) in the plinth (base of 15 feet).

Running Water: The running water in the plinth, while fast moving, is rather shallow. Crossing water counts only as difficult movement, and can be jumped over. There is no danger of Small or Medium creatures being swept away in its flow.

1. Death From Above (EL 5 or more)

Before the PCs reach the cave that serves as the main entrance to the plinth, read or paraphrase the following:

A worn path, obviously beaten by the clawed feet of reptilian humanoids and their fierce mounts, leads to a cave entrance sunken into the earth. Thirteen upright spears flank the path. A decomposing severed heads crowns each spear. Flies buzz thick around each implement of impalement.

Most of the heads (10 of them) are of the Zhentarim soldiers that accompanied Bezlul Hevult to this place. The others are of mongrelfolk recently captured and eaten by the trogs.

This, the main entrance to the plinth, can be its most dangerous way in. The caves beyond are full of numerous deinonychus, monitor lizards, and troglodytes. Alerting a few can quickly bring the entire hive down on the PCs. Careful and stealthy PCs can make their way past some of these guards to the upper

Reptilian Diplomacy

Use the following table to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the troglodytes of the plinth, or when negotiating with Xerxillis. Use it also to gage the effectiveness of wild empathy checks made to influence deinonychus and monitor lizards, as these creatures have only interacted with nonreptilian humanoids as a food source. Keep in mind that the troglodytes will be very open about their responses, but Xerxillis has the ability to bluff the PCs into a false sense of confidence about the persuasiveness of their diplomacy.

Table LGR9—3: Reptilian Diplomacy

Attitude	Means	Possible Action
Hostile	Will take risks to kill you	Charges or calls on reinforcements
Unfriendly	Wishes you dead	Attacks, mislead
Indifferent	Could not care if you live or die	Allows you to flee, but will not suggest it, and will attack if you try to pass
Friendly	Gives advice that could save your life	Orders you to leave the area immediately, but will attack if you try to pass
Helpful	May help you	Will engage into parley, if can gain some benefit from the interaction (dead rival, treasure, letting them eat the elf, and so on)



chambers of the plinth, but it'll be hard going.

When the PC reach the cave entrance read the following:

The cave entrance is carved and painted to look like the maw of a great lizard. Over the reptile's head are letters in a bold snake-like script. Bits of graffiti in the same alphabet are scrawled on the edges of the cave art. Beyond, a rather wide passage winds into the darkness.

The writing is in Draconic. Some of it lauds the glorious feedings and personal power of individual troglodytes. For example, one bit of graffiti boasts "Grezzig devoured the body and soul of three elves in one night," while another states "No fleshy thing can

stand up to the powerful Tjuv Soulrripper." The main text arching over the cave states, "Lesser things, step through Laogzed's maw and perish. While the PCs may be wary of the entrance, it is there to intimidate only. It is not trapped nor immediately guarded.

A little ways inside the plinth, and some 17 feet above the ground is a cave (Spot DC 14) that leads to the deinonychus "stables," which are really nothing more than a series of caves where the dinosaurs and their the troglodyte who tends them dwell. The pair of deinonychuses that usually dwell in area 2 come to investigate any strange sounds coming from this chamber (Listen 20). If they discover any nontroglodytes entering the plinth, they attack, jumping down into the passage (and taking no damage due to their high Jump check). Use Illustration 3 to describe this scene.

Creatures: Cruel and always hungry, these creatures click and squeal loudly at the thought of feasting on tender mammal flesh. While such activity does not draw the attention of nearby troglodytes, as deinonychus often fight among themselves. It does, though, draw the attention of the deinonychus in the Feeding Chamber (area 4). If the battle lasts longer than a minute (10 rounds) the trogs do investigate the ruckus.

➤ **Deinonychus (2):** hp 39, 36; see *Monster Manual*; **Special:** these creatures lack the normal scent special quality due to a crude surgical procedure performed on them by the troglodytes. In return, they are immune to the troglodyte's stench. Because they lack their scent ability, they also don't have the Track feat. Instead they have Skill Focus (Climb), and Climb +7. These creatures have been trained for combat riding (see the Handle Animal skill). They attack all nontroglodyte creatures, and don't allow nontroglodytes to ride them without magical coercion.

Tactics: The deinonychus main goal is to kill and eat intruders. They are canny hunters, and though only animal, recognized the advantages to flanking tactics.

Scaling the Encounter

3rd- and 4th-level characters (EL 3 or more): there is only one deinonychus (hp 36).

6th-level characters (EL 6 or more): add one more deinonychus (hp 35).

7th-level characters (CR 7 or more): add two more deinonychuses (hp 42 and 35).

2. Dinosaur Stable Entry Chamber (EL 5 or more)

This rocky chamber is littered with bones, many of which look humanoid in origin. Caverns continue on to the south and west. The southern cavern slops downward.

This cave is the first chamber of the plinth's deinonychus "stables." If the PCs are able to sneak into this area, they'll encounter

Easy Sneaking

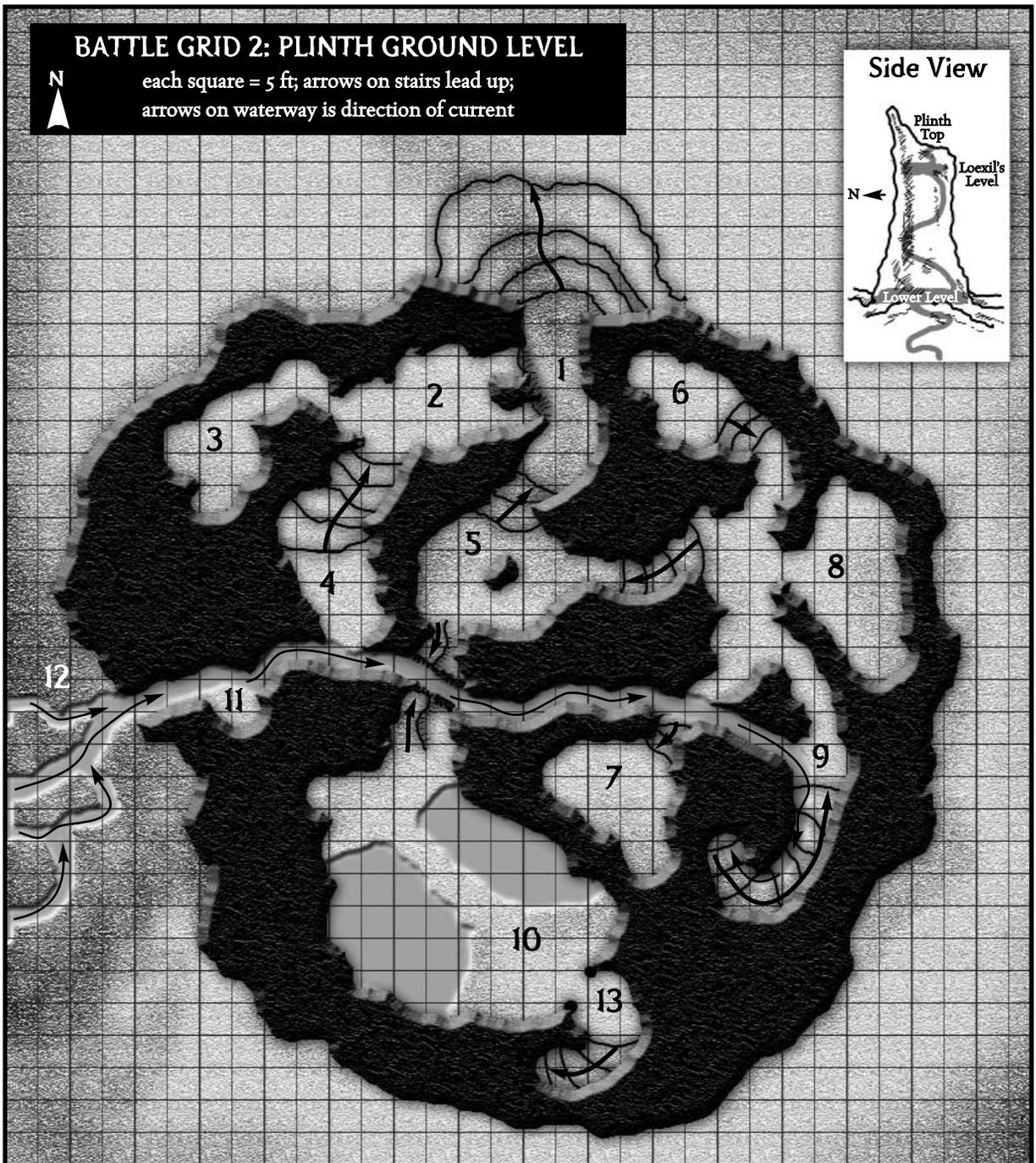
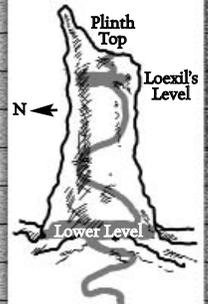
To speed up play, you can suppose that the PCs take 10 on their Move Silently and Hide checks, and assume that the creatures of the plinth take 10 on their Listen and Spot checks. Scores given in the adventure text are the take 10 scores of plinth denizens.

BATTLE GRID 2: PLINTH GROUND LEVEL

N

each square = 5 ft; arrows on stairs lead up;
arrows on waterway is direction of current

Side View



the raptors described in area 1 here, instead of at the plinth entrance. If encountered here, the deinonychuses attack with typical ferocity. See area 1 for the dinosaur statistics and scaling the encounter. A small opening in the ceiling illuminates the chamber during daylight hours.

Tactics: The deinonychus are canny enough combatants to attempt to push enemies off the drop down to area 1. They then leap on their prey.

Development: Obvious light sources and loud noises (like combat) draw the attention of Tzentrii the Dinokeeper (area 3) and the dinosaurs that dwell deeper with the stables (area 4).

3. Dinokeeper (EL 6)

Even before the PCs approach this place, they may (if they are successfully stealthy) hear hissing, rhythmic chanting coming from this chamber.

This chamber is covered with crude cave drawings. On the far wall is a large one of a huge lizard devouring many people. The various lesser drawings feature smaller reptiles attacking various creatures.

Most of the lesser drawings on the walls of this cave are of deinonychuses tearing apart various types of prey (humans here,

goblins there, gnolls at another spot, but most of the dinosaur's victims are mongrelfolk). The sketches are rendered in a child-like fashion—crude and abstract. The main drawing is that of a huge devouring lizard. A successful Knowledge (religion) check (DC 25) recognizes the unsophisticated rendering as Loazged, Eater of Souls, god of troglodytes. They were drawn by the dinokeeper, Tzentrii, either to immortalize the exploits of his charges, or of the great devouring lizard he venerates. He dwells here with his familiar, a Medium viper he calls Xern.

Creature: Seen as a zealot, even among the devout troglodytes of the plinth, Tzentrii the dinokeeper considers the deinonychuses to be Laogzed's children, and defends them with his life.

➤ **Tzentrii:** Male troglodyte Rgr5; hp 44; see Appendix 1.

➤ **Xern:** Medium viper snake animal companion: hp 9; see *Monster Manual*; **Link (Ex):** Tzentrii can handle Xern as a free action, or push him as a move action. Tzentrii gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Xern; **Share Spells (Ex):** At Tzentrii's option, he may have any spell (but not spell-like ability) he casts on himself also affect Xern. Xern must be within 5 feet of Tzentrii at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Xern if he moves farther than 5 feet away from Tzentrii and will not affect Xern again, even if he returns to Tzentrii before the duration expires. Additionally, Tzentrii may cast a spell with a target of "You" on Xern (as a touch range spell) instead of on himself. Tzentrii and Xern can share spells even if the spell normally does not affect creatures of Xern's type (animal); **Tricks:** attack (2), guard.

Tactics: Tzentrii is a straightforward tactician. He engages in melee with the PCs to defend his cave or avenge his god's fallen "children."

Scaling the Encounter

3rd-level characters (EL 4): Tzentrii is a 3rd-level ranger (hp 36; see Appendix 1).

4th-level characters (EL 5): Tzentrii is a 4th-level ranger (hp 40; see Appendix 1).

6th-level characters (EL 7): Tzentrii is a 6th-level ranger (hp 49; see Appendix 1) and Xern is advanced (hp 16; see Appendix 1).

7th-level characters (EL 8): Tzentrii is a 7th-level ranger (hp 58; see Appendix 1) and Xern is advanced (hp 16; see Appendix 1).

4. Feeding Chamber (EL 5)

This, the deepest of the deinonychus lairs, is connected to the stream flowing through the lower level of the plinth. Two dinosaurs are in this bone-strewn chamber when the PCs explore the chambers. Like their fellows in the early chamber, they attack nontrogs who explore their abode.

➤ **Deinonychuses:** hp 40, 38; see *Monster Manual*.

Scaling the Encounter

3rd- and 4th-level characters (EL 3): there is only one deinonychus (hp 38).

6th-level characters (EL 6): add another deinonychus (hp 35).

7th-level characters (CR 7 or more): add two more deinonychuses (hp 42, 35).

5. Totem and Guards (EL 4 or more)

Out of the glare of the sun, a pair of trogs waits, hiding among the rocks (Hide 20) and always ready for trouble. Unless they spot the trogs, the PCs only notice the large (almost 10-foot tall) totem standing at the center of the room.

A carved wooden totem, decorated with shiny stones and bird feathers, stands in the center of this chamber. Like most iconography in and around the plinth, the totem depicts a large devouring lizard, an abundance of gore dripping from its toothy maw. This large lizard is supported by a number of smaller lizardlike humanoid. The inhabitants of the plinth are certainly single minded in their devotions.

The totem is magical. It has the ability to boost trogs' strength in times of need. The totem's magic is triggered by the musk of the troglodytes. Once a day, if musk is expelled from a trog within 30 feet of the totem, it enspells all trogs within 30 feet of the totem with a *bull's strength*. The totem radiates faint abjuration magic, and can be suppressed with a *dispel magic* (CL 5th) but its magic can't be counterspelled (since the totem doesn't actually cast a spell).

Creatures: The buffed troglodyte riders attack with scimitars rather than lances (which lean up against the far wall).

➤ **Troglodyte Riders:** hp 27, 26; see Appendix 1.

Tactics: These troglodytes will fend off the PCs, while calling for aid from deeper within the plinth. While the running water drowns out their shouts before reaching x in the Stinking Shrine, they are easily heard by the creatures in areas 6, 7, and 8. Those will likewise call the troglodytes in area 9 for further aid. This area can quickly become a reptilian quagmire. Keep in mind that the secretion of the trog's stench is somewhat involuntary (it is automatically secreted when angry or frightened), so the troglodyte riders can't wait until reinforcements come to activate the totem's magic.

Development: If these riders were enlisted to help the other riders (see Local B), no trogs are found here.

Scaling the Encounter

3rd- and 4th-level characters (EL 2): there is only one troglodyte rider here (hp 26).

6th-level characters (EL 5): add another troglodyte rider (hp 18).

7th-level characters (CR 6): add two more troglodyte riders (hp 20, 18).

6. Warrior Cave (EL 6)

This cave is the living quarters for a group of troglodyte warriors. They typically sleep and play crude games here in the day, and sometimes go hunting at night. The following text assumes the PCs are able to sneak up on them.

A quartet of reptilian humanoids lounges lazily here and there in this dark and dank cave. They hiss and rise menacingly at the first sight of intruders.

The PCs might encounter these trogs much earlier, if riders in area 5 alerted them of invasion. In such a case, the PCs will find this chamber empty. All that's left here is signs of troglodyte habitation and the treasure in the wall nook.

Creatures: The troglodytes and lizards in this chamber don't take kindly to intruders, but revel in the chance to gain a tasty meal.

➤ **Troglodytes (4):** 18, 13, 13, 11; see *Monster Manual*.

➤ **Monitor Lizards (2):** 28, 21; see *Monster Manual* and sidebar.

Tactics: If the PCs encounter these creatures in this cave, the monitor lizards are hiding (Hide 20) among the rocks on each side of the doorway (their typical roosting place) and will attack those who entering the chamber. Their sandy-brown color makes them easily mistakable as rocks. Whenever possible the troglodytes throw javelins before engaging in melee.

Treasure: Hidden in a nook in the wall, behind a rock (Search DC 12) is a satchel carried by one of the Zhentarim Banite acolytes. The leather bag is emblazoned with the symbol of

Bane, and inside is a silver holy symbol to that god, a vial of antitoxin, five tindertwigs, divine scrolls of *cause fear* (1st-level caster) and *remove disease* (5th-level caster), and a small pouch with 20 platinum pieces.

Scaling the Encounter

3rd- and 4th-level characters (EL 4): there are two troglodytes (hp 13, 13), and a single monitor lizard (hp 28).

6th-level characters (EL 7): add another troglodyte (hp 15) and monitor lizard (hp 22).

7th-level characters (CR 8): add two more troglodytes (hp 15, 12) and another monitor lizard (hp 22).

7. Chiefs' Cave (EL 4)

To get to this chamber the PCs must succeed at a somewhat hazardous jump (Jump DC 7; failing by 5 or more provokes a Fortitude save DC 10; failure sends the PCs tumbling down the stream to area 9, doing 1d6 points of damage) over the now rushing stream. After the stream the path inclines, up to a humid cave. The cave is the private living quarters to a pair of troglodyte leaders. These chiefs wield powerful greataxes and a smattering

of divine spellcasting ability. The trog warriors and riders follow their order without question—their word is law enforced at the edge of an axe. The following text assumes the PCs are able to sneak upon the sleeping troglodyte chief; modify it if this is not the case.

This moist cave smells of mold. Thick layers of it cling to the northern walls and floor. In the southeastern corner of the cave is an alcove. In that alcove sitting on a rock is a large troglodyte armored with a breastplate. It is decorated with ritual scars, bone piercings, beads, feathers, and shells. It stares into the distance, as if in a trance. A large savage-looking greataxe rests on its lap.

Some troglodyte can sleep sitting up with their eyes open. The trog is actually sleeping, they don't actually trance like elves do. If the PCs' presence is detected early in the crawl through this level, one of the troglodytes from area 8 wakes this chief. In this case the troglodyte will probably not be here. If the troglodyte chief is asleep, allow him a Listen check (he has a -10 penalty to the check since he's asleep). Don't use the Easy Sneaking rules (see sidebar) for this check. A monitor lizard hides just behind the rock the troglodyte chief sits on (Hide 20). It attacks any who disturb the chief.

The mold in the room is harmless (Knowledge [nature] DC 12).

Creatures: Arrogant of his abilities, the troglodyte chief attacks those who would dare rouse him from sleep...be they hero or lesser troglodyte.

➤ **Troglodyte Chief:** hp 41; see Appendix 1.

➤ **Monitor Lizard:** hp 27; see *Monster Manual* and sidebar.

Tactics: If possible, the troglodyte chief attempts to gain the element of surprise. If it awakens when the PCs approach, it feigns sleep (Bluff -1, but give it a +2 DM's best friend bonus for its strange mode of sleep). If the PCs succeed in their Sense Motive check, it allows them to act in the surprise round. At first opportunity the troglodyte chief attacks the closest opponent (partial charging if necessary), using his smite domain ability. If his opponent is unarmored, lightly armored, or unprepared for its attack, it uses Power Attack to forgo a reasonable amount of base attack to create an even more devastating blow. Without a horde of minions at his disposal, it is unlikely he will get the opportunity to cast his spells, but if he can he will, weakening the opposition with *bane* and *cause fear*.

Treasure: In a hidden hidey-hole within the chief's sitting stone (Search DC 20) is a stash of treasure. Inside are three pieces of amber (100 gp each), 50 sp, 10 pp, a divine scroll of *protection from law*, and a *wand of ray of frost* with 10 charges.

Scaling the Encounter

3rd- and 4th-level characters (EL 3): Only the troglodyte chief dwells here.

6th-level characters (EL 5): add another monitor lizard (hp 19).

7th-level characters (CR 6): add another troglodyte chief (hp 44) and another monitor lizard (hp 19).

Monitor Lizards

The monitor lizards of these caves are a little different than the typical ones detailed in the *Monster Manual*. A breed raised by the troglodytes for centuries, these lizards have darkvision 60 ft., and are immune to the troglodyte's stench. Instead of gaining an improvement to their Hide bonus (to +8) in overgrown areas, they gain it in rocky or underground areas.



8. Common Chamber

Like the warriors cave, this is a living quarters for troglodytes. At any given time there are at least two troglodytes here with a chief and a monitor lizard.

Creatures: The trogs here attack any nontroglodyte that enters this chamber or the passageway outside.

➤ **Troglodytes (2):** hp 15, 10; see *Monster Manual*.

➤ **Troglodyte Chief:** hp 42; see Appendix 1.

➤ **Monitor Lizard:** hp 20; see *Monster Manual*.

Tactics: The normal troglodytes attack first with javelins if possible. The chief uses his spells to further weaken opponents before entering into combat.

Scaling the Encounter

3rd- and 4th-level characters (EL 3): There is no chief here.

6th-level characters (EL 5): add another trog (hp 12) and a monitor lizard (hp 16).

7th-level characters (CR 6): add two more trogs (hp 14, 12) and two other monitor lizard (hp 21, 16).

9. Passage to Okartheek (EL 0 or 20)

This passage along the stream twists and turns for almost a mile until it reaches the first guard post of the troglodyte Underdark settlement of Okartheek. The guard post houses some 20 troglodytes and a dozen monitor lizards (see *Monster Manual*) as well as six chieftains (Appendix 1) in fortified positions. Feel free

to design the combat if the PCs wish to duke it out with the trogs, but doing so will no doubt cost them the mission.

10. Stinking Shrine (EL 7)

The following description assumes the PCs enter the chamber from the north. If the PCs are coming down the southwestern stairs, modify the description. In the odd occasion that the PCs didn't glean knowledge of this place from Bezlul, omit the reference to Laogzed. Also, they may be able to sneak upon her (by moving silently and hiding). If they do, omit the text about her sensing their arrival. That's pure flavor text.

Once they pass the noisy stream and before they enter the main chamber, the PCs hear a strange hissing mantra coming from the chamber.

Two features dominate this large chamber. The first is a pair of stinking and fetid pools on either side of a stone walkway. The walkway leads to cavern's other main feature—a striking egress consisting of a large cave mouth framed with the carving of a massive and terrifying lizard. Fierce, with powerful jaws, long claws, and riddled with pustules, it must be an object of worship. No doubt it is the statue of the demon Laogzed, described by the Zhentarim wizard.

The chanting you heard seems to have come from the reptilian humanoid standing in front of the chamber's exit. But she has stop now, seeming to have sensed your approach.

The reptilian female jerks and sways oddly as she steps

backward toward the doorway, the turtle shells around her waist must be filled with beads, because she rattles like a rattlesnake as she goes.

Use Illustration 4 to describe this scene. The fetid water makes this entire place stink almost as bad as an angry troglodyte. The pools are a breeding ground for a particularly virulent form of slimy doom disease that the trogs call *esvent-baermolik*, or skinkiller, as reptilian and ooze creatures are immune to it. This is the “chamber of horrors” where Bezlul contracted the disease. Creatures coming into contact with the water in the pools must succeed a Fortitude save (DC 14) or contract the disease. Though the path to the shrine is slick with the water, contact with the water on the path does not provoke a saving throw.

Creature: Zzeznil the Dark Mother is the priestess of this sacred doorway shrine. She defends it, the doorway to Loexil's lair, with vigor and cunning.

➔ **Zzeznil:** female troglodyte Clr4; hp 40; see Appendix I.
 ➔ **Ochre Jelly:** hp 67; see *Monster Manual*.

Tactics: When Zzeznil retreats into the inner sanctum of the shrine, she is actually readying a cunning, albeit messy, trap. Her faith in the Devourer has granted her a temporal boon, the “service” of an ochre jelly. The jelly typically waits a hollow section of the Laogzed statue, awaiting sacrifice (in this case, the PCs). When a creature other than Zzeznil enters the inner sanctum, the jelly drops from above on the creature from the eyes, mouth, and oozing pustules of the Laogzed statue. This grapple attack does provoke attacks of opportunity.

Even if the PCs defeat Zzeznil, they might tangle with her disgusting little pet when they wander into the inner sanctum, as it tends to drop on any nontroglodyte being that passes under or approaches around the statue of Laogzed.

Scaling the Encounter

3rd-level characters (EL 4): There is no ochre jelly in the statue, there is only Zzeznil. Zzeznil is a 3rd-level cleric (hp 35; see Appendix 1).

4th-level characters (EL 5): There is no ochre jelly in the

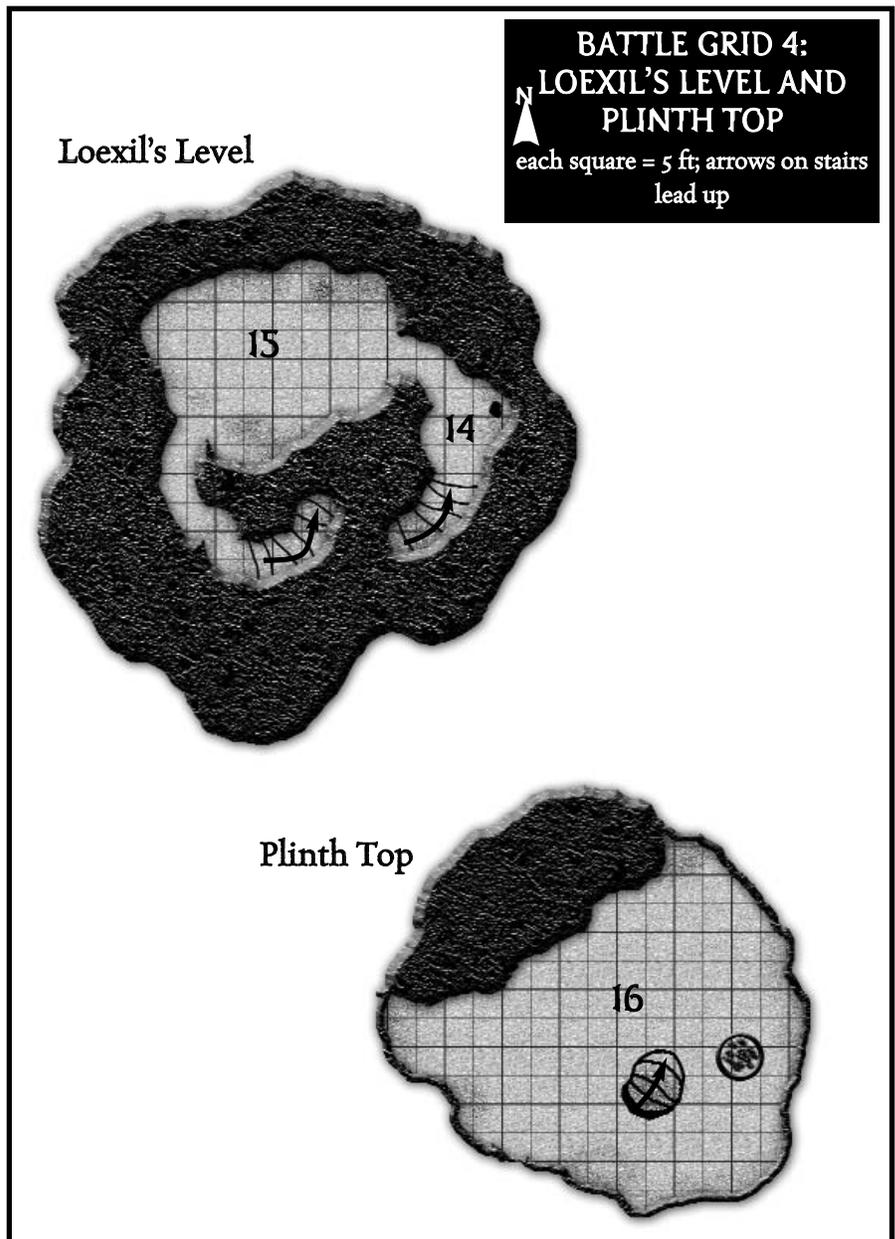
statue, there is only Zzeznil.

6th-level characters (EL 8): Zzeznil is a 5th-level cleric (hp 47; see Appendix 1).

7th-level characters (EL 9): Zzeznil is a 5th-level cleric (hp 47; see Appendix 1). There are two ochre jellies in the statue of Laogzed (hp 74, 67).

11. Hiding Spot

This small area is where Bezlul hid for a time before wandering outside to the Cave of Last Resort (Locale A). The troglodytes either don't know about this hiding space, or don't think to check it. As long as they take reasonable precautions (stay silent and hidden), the PCs can cram in this small space to hide from troglodytes within the plinth.





12. Swamp

The swamp is slick, stinking, but not diseased, and it is not home to any real danger. PCs can hide in its tall reeds, but cannot charge or run within it.

13. Long Curing Path (EL 0)

Beyond the Stinking Shrine a rocky path winds its way up most of the plinth. The Path spirals up for almost 500 feet before reaching area 14.

14. Black Flame (EL 1)

This cave is empty except for what lies within a small alcove.

On a bit of stone, some three feet high, carved in the shape of a toothy lizard's head, stands a strange torch. The carved head fin of the lizard and a hole in the carving serve as the torch's sconce. It looks like an *everburning torch*—it doesn't burn any fuel and its flame flickers atop metal only. But unlike any *everburning torch* you have seen, it glows with an unworldly black flame. Almost impossibly, the flame is so dark it glows with an extraordinary black illumination, making things around it almost "glow" with gloom. Looking at the flame gives you a weird, irrational sense of dread.

The torch is a black flame torch—it is alight with a fire of negative energy. A tool of Loexil the wraith, it has the power to cure his wounds, and the power to light the soul coals on top of the plinth (see Plinth Top, area 16). Any living creature that touches

its flames takes 1d6 points of damage. Any undead creature touching is cured as much damage. A living creature can carry the torch safely by the metal handle. It can damage items, but does 1d6 points per minute of contact instead of per round, making it difficult to contain the flame for any extended period of time.

15. Wraith's Graveyard (EL 8)

This chamber is the main dwelling of the strange spiritual leader of the Laogzedix Viviiss, the once-troglodyte wraith, called Loexil. His name means "death" in Draconic. Once a vicious troglodyte priest, Loexil's evil was so strong that his soul clung to this world as an undead creature of shadow and hate. More than a century old, Loexil serves as the undying protector of his children. Using force, cunning, and diplomacy to better the lot of the Laogzedix Viviiss and the children of Okarthek.

Few who approach his domain evade his attention (Listen and Spot 22). If a single PC approaches alone (say, a rogue scouting ahead) he moves within the walls, pinpointing the creature with his *lifesense* ability. He speaks to the trespasser, seductively suggesting in hissing Draconic that a grand treasure lies ahead for the taking, and one only has to best the hoard's owner to obtain it. The PCs may mistake Loexil for the dragon they are after, and Loexil knows it. Before his death, Neguit, the priest of Bane who came here with Bezlul, relayed their mission's goal to Zzeznil, and the priestess informed her master of it. Loexil logically assumes the PCs are more man-things searching for the dragon, either to tame or to kill it. He doesn't plan to let that happen, and would be happy to add them to arsenal as zombie spawns (see *Creatures*, below).

DENIAL OF RESOURCE

When the PCs approach this area, read or paraphrase the following. Use illustration 5 to describe the scene.

This is a cave like many others inside the plinth, and somehow very different. A strange chill seems to permeate this large cave. It is not that the air is cold in temperature, but somehow spiritually cold. Troglodyte corpses litter the floor here. Flies buzz around them loudly.

There are six troglodyte corpses scattered about his room. Most lie along the walls. Loexil stays hidden until the PCs reach roughly the center of this chamber. At that point, the wraith springs its trap.

A hissing voice whispers something in a serpentine language. The voice seems to come from everywhere and nowhere.

The language is Draconic. It is Loexil commanding the troglodyte corpses (actually zombies) to rise. "Rise my children," the wraith says. And with that command both he and his minions attack intruders.

Creature: This chamber is a den of undead. It's air is chilly and brisling with the unholy energy, which cause the cave's strange chilly sensation.

➤ **Loexil the Wraith:** hp 41; see *Monster Manual*; Special—instead of spawning other wraiths, Loexil spawns zombies.

➤ **Troglodyte Zombies (6):** 39, 35, 31, 31, 28, 21; see *Monster Manual*.

Tactics: The zombies' tactics are mindless and straightforward. Each attacks the closest target and keeps attacking until it is turned, its opponent is dead, or it is destroyed. Loexil uses its lifesense to pop in and out of the room, attacking clerics first, and those who successfully damage it second. With the *deathwatch* part of its lifesense ability it keeps track of the current health status of all the characters. If it senses a character is fragile (alive and wounded, with 3 or fewer hit points left), it is not above making the killing blow.

If Loexil takes a good amount of damage, and the PCs do not yet have the possession of the *black flame torch*, he visits it to heal himself. He can heal 1d6 points of damage by touching the torch as a standard action. He can only heal 1d6 points once in a single round.

Development: Depending on the direction that they approach the cave, after they defeat Loexil, the PCs can proceed to the Black Flame (area 14) or the Plinth Top (area 16).

Scaling the Encounter

3rd-level characters (EL 5): there are no troglodyte zombies here.

4th-level characters (EL 6): there are only three troglodyte zombies here (hp 35, 31, 21).

6th-level characters (EL 8): add two more troglodyte zombies (hp 30, 21).

7th-level characters (CR 9): add three more troglodyte zombies (hp 30, 34, 21) and the entire chamber is under the

effect of an *unhallow* spell: it is guarded by a *magic circle against good* effect, turn checks made to turn undead suffer a -4 penalty, and the area is under a *deeper darkness* spell. Adjust descriptions accordingly.

16. Plinth Top (EL 6, 7 or 8)

At the top of the plinth is a large flat area and a southern section reaches upward like a pointed fingernail at the end of the finger-like plinth. Roughly at the center of the flat area is a cave with an irregular stairway leading down into the plinth. The stairs lead directly to the Wraith's Graveyard (area 17), and living creatures traveling down the stairs will undoubtedly attract the attention of Loexil, if they haven't done so already. Near the stairway is a pit filled with strange black rocks. It looks like a fire pit filled with coals, but there is no sign of scorching anywhere around it and the place radiates a strange chill (see Development, below).

On the "fingernail" there are a couple of perches where a pair of gargoyles stand watch. They hide among the rock, which makes them difficult to spot (Hide 23). If the PCs are flying to the top of the plinth, the gargoyles fly to meet the PCs as soon as they see them (Spot 14).

From the pointed spire of rock at the plinth's top, two winged creatures take flight. They are obviously flying to intercept your approach.

The gargoyles also attack anyone coming up from the lower plinth, but sometimes take their time about it. They wait and watch the PCs' actions... especially if the PCs have the *black flame torch* with them.

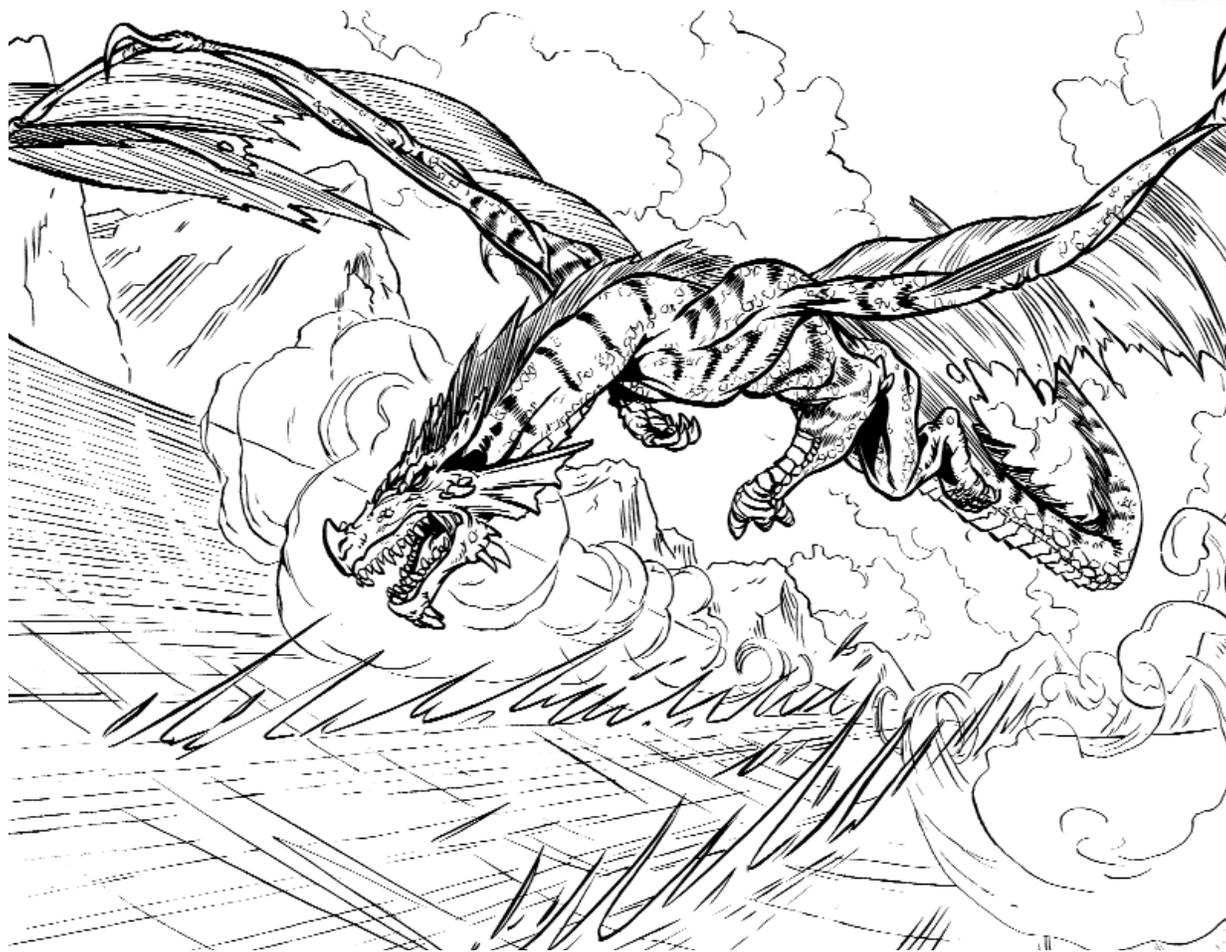
Creatures: Like the dragon, the gargoyles serve the charismatic Loexil. Though they are more loyal to the wraith than the dragon is. If they believe the PCs have bested the wraith, they wait to aid the dragon, hoping to impress the red, and invited to serve him.

➤ **Gargoyles (2):** hp 40, 37; see *Monster Manual*.

Tactics: The gargoyles are fond of hit-and-run tactics, but are shy about suffering attacks of opportunity to make such a tactic work. They synchronize their attacks in an attempt to bring down immediate threats. If the gargoyles get in to much trouble, they'll attempt to grab potions from their stash (see treasure, below).

Treasure: Up within the rocks of the plinth's "fingernail" the gargoyles have a small stash of treasure. Among a small pile of coins (200 gp and 20 pp) are two *potions of cure moderate wounds* and three *potions of cure light wounds*. The gargoyles do not hesitate to make a run for these potions if they take a lot of damage.

Development: The large pit on top of the plinth is filled with strange, almost iridescent, black rocks. They radiate a chilling cold. So much so that physical contact with them does 1d4 points of nonlethal damage each round. The stones are *soul coals*. Lighting the *soul coals* with the *black flame torch* from area 15, does something very dramatic: it lights the *soul coals*, which immediately go up in strangely luminescent and chillingly cold negative energy combustion. These flames make a loud and deep moaning sound when they burn; almost sounding like souls calling out in



bitter despair. Living creatures touching the flame take 1d6 points of negative energy damage, and, likewise, undead touching the flames gain hit points. Lighting the flames is also the trigger that calls Xerxillis to the top of the plinth.

Some 2d6 minutes after the PCs light the flames, they have a chance to spot (DC 12) the red dragon approaching from the southern peaks. In daylight this will give them a scant 1d3 rounds to prepare for his approach. Failure during the day or success at night only allows the PCs to act in the surprise round. Failure at night give the dragon a free standard action, which he will usually take as partial charge, bringing his breath weapon to bear on the next round. Use Illustration 6 to describe this scene.

➤ **Xerxillis:** Young red dragon; hp 102; see Appendix 1.

Tactics: Almost definitely Xerxillis realizes that it's not Loexil summoning him. If the PCs summon the dragon in the daylight hours, Xerxillis knows something's amiss from the start, and approaches the plinth low and carefully. At night the dragon typically sees the PCs well before they see it. Xerxillis responds to this unauthorized summoning with anger, and devastating, enjoying not only the chance to show his dominance, but also to gain an unexpected meal. He does love the taste of humans, elves, halflings, gnomes, and dwarves...and even tolerates the taste of orcs.

Typically Xerxillis casts *shield* on itself before engaging his foe. Xerxillis is young, brash, and not afraid to take chances in order to devastate a foe. At the same time he's not stupid, and knows where his strengths lie. He uses his breath weapon early

and often, enhancing it with his *breath flare* metabreath spell (see Appendix 2). The shorter wait (1d4-1 rounds) between blasts, thanks to Recover Breath feat, makes this a potent tactic. In between breaths, he makes surgical melee strafing runs. Using his flyby attack, he takes out spell slinger and archers first, seeing them as the chief threat. He knows a melee fighter can't get him when he is up in the air. The dragon typically lands only to deliver killing blows...or to prove a point.

He is also a talker. When rushing by to deliver his attack, he taunts and insults his targets. He criticizes their actions, and refers to them as lesser beings. Characters who talk back to him may be able to "get his goat." He loves to belittle his prey, but doesn't take it well when barbs are targeted back at him. Those who give him too much grief will find themselves the target of his full attention and ire.

His real weakness is vanity. To this point he has never been bested in combat. Xerxillis has never had to run, and he is not going to in this fight. He lets the PCs escape only if he is badly wounded (less than half hit points), and doesn't back down if the PCs don't. This vain tenacity may be the only thing that allows the PCs to reach their goal.

Further Development: Once the PCs defeat the dragon, they

Advanced Dragon Tactics

The recently released *Draconomoicon* features a wealth of information about dragons. The special feats, spells, and magic items used by Xerxillis come straight from that supplement. The *Draconomoicon* also features some useful sections on dragon tactics, and tips on how to adjudicate flying and breath weapon attacks. If you have this book, you may want to study those sections before playing Xerxillis.

may want to try to find its lair. As stated in the adventure start, this is extremely difficult, but on the rare cases where they are successful, see locale E. Unless the PCs have more time and they want to go exploring, the defeat of Xerxillis ends the adventure. Go to the Conclusion.

Scaling the Encounter

3rd-level characters (EL 0 or EL 5): there are no gargoyles at the top. Xerxillis is a very young dragon (hp 83; see Appendix 1).

4th-level characters (EL 4, 5 or 6): there is one gargoyle here (hp 40). Xerxillis is a very young dragon (hp 83; see Appendix 1).

6th-level characters (EL 7, or 8): add two more gargoyles (hp 41, 32).

7th-level characters (CR 8, or 10): add four more gargoyles (hp 41, 41, 31, 32). Xerxillis is a juvenile dragon (hp 158; see Appendix 1).

E. DRAGON LAIR (EL 9)

High upon on one of the closest peaks is Xerxillis's lair. The path there is a winding 20 miles up the path.

Tracking the dragon is practically impossible (-20 to the check), as he only flies to his lair. The PCs could attempt to scale the mountain, figuring the dragon lair is up there somewhere, but it's a difficult climb, and chance are the PCs will likely get lost at some point.

While the Players have a map of the region, the characters don't. Every hour of travel they must succeed a Survival check (DC 12) or become lost (see *Dungeon Master's Guide* page 86 for the effects of being lost). If the PCs are able to track the dragon, the DC drops to 6.

Adjudicate the treacherous climbing involved having each PC attempt a Climb check each day. The DC is 20 a day, 15 a day with the help of ropes and grappling hooks or fly spells. Success means that the PC progress 6 miles up the mountain. Failure means that progress is only 3 miles that day. Failing the check by 5 or more means that the PC suffers a fall. The fall is 2d10x10 feet.

Getting lost and falling down the mountain are serious hazards, but monster live in the mountains as well. Every day there is a 20% chance that PCs will encounter some unfriendly denizen of the Greypeak Mountains. PCs will have their first chance to spot these creatures when they are 4d10x10 feet away. Listening for faraway sounds is easier in the mountains. The DC of Listen check increases by 1 per 20 feet between listener and source, not per 10 feet.

Table LGR9—4: Greypeak Mountain Encounters (EL 5)

d%	Encounter	Average EL
01-04	Gauth	6
05-07	Hill Giant	7
08-19	1d2 Displacer Beasts	5
20-29	1d4 Bugbears	4
30-47	Troll	5
48-58	Large Earth Elemental	5
59-75	1d3 Ghasts	5
76-88	Mummy	5
89-100	Xerxillis	7

Once the PCs reach the top they find a cave that serves as Xerxillis's lair. The cave has an entry and an exit, basically it is one big tunnel, some 60 feet wide, 100 feet long, and 30 feet high. This gives Xerxillis enough room to fly through the cave, attack with his flyby, and soar into the open air to prepare his breath weapon again, which is exactly the tactic it uses.

His lair is protected with a *missing chamber* lair ward (see Appendix 2), which is one of the reasons why the high lord's spellcasters were having difficulty pinpointing the dragon's lair. Xerxillis has amassed a rather disappointing hoard so far. He only has about 1,000 gp in various coins, gem, and art items...and no magic. So far he has been more concerned with eating and killing than gathering treasure, a common trait for younger red dragons. He keeps it in a great pile in the center of is cave. It serves as his bed.

CONCLUSION

If by the end of the four-and-a-half hour session the PCs are not able to find and slay Xerxillis, the Zhentarim are able to assault its lair and extract him. The adventure is over. If you are playing in a casual environment without a time limit, you can continue playing, and in some case you should probably do so, but the PCs do not encounter the dragon—they fail that part of the mission.

In the cases where the time is up in the middle of combat with the dragon, give the PCs the benefit of the doubt. Unless they have done less than a quarter of Xerxillis's hit points in damage, assume that they defeat the dragon given enough time. If they do less than that, assume that they had to flee from the dragon.

If the PCs are able to slay the dragon, give each player the Story Item: Dragonslayer. They return to Loudwater heroes. The farmers of the area laud them for their deeds, as the dragon had already started slaying the local livestock. Trappers praise them for making the upper Delimbiyr a safer place to travel and hunt. The PCs are always welcome to seek refuge in farmhouses and trapper camps throughout the area.

Almost immediately the PCs are approached by the elven house Beutaleen'dal, about a mission to the Fallen Lands—a blasted land of chaotic magical energy and old Netherese ruins that some say is treasure trove and others warn is a death trap. It lies to the north of where the PCs slew Xerxillis. The house is

looking to recover a lost family heirloom, and who better for the quest than the heroes who brought down the red of the Greypeaks. That adventure is detailed in the next adventure *LGR10 Into the Fallen Lands*.

If the PCs bring Bezlul back with them, the high lord immediately takes him into his custody and his protection. If the PCs were able to find out some basics about the Green King from Bezlul, and relay it to High Lord Kalahar, his interest is peaked. He thanks them for the intelligence and vows to begin his interrogation of the wizard with that subject.

A couple days later the PCs hear word on the streets of Loudwater that the wizard was found dead in his chambers the morning after you handed him over to Kalahar Twohands. A huge gapping hole was burned through his head. The high lord was unable to ask him a single question, and an attempt to bring him back from the dead mysteriously failed....

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which *LEGACY OF THE GREEN REGENT* is that program's first offering) tracks character progression digitally. At the adventure you report what the characters did by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points awarded and gold piece value increase each character gains.

At the end of this adventure you'll find an RPGA Session Tracking form tailored to this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision.

For traps, PCs get experience points just for encountering them, whether or not they were disabled.

- 1. Were the PCs able to save Bezlul Hevult?**a. No. The PCs were defeated by his traps
 b. No. They never found him.
 c. No. They were unable to cure his sickness and he died.
 d. Yes, but they didn't find out about the Green King.
 e. Yes, and they found out about the Green King.

- 2. Did the PCs defeat the troglodyte rider hunting party?**a. Yes.
 b. No

- 3. How did the PCs assault the Plinth of Scale and Shadow?**a. They entered the front door.
 b. They entered through the swamp.
 c. They climbed the plinth and entered through the top.

- d. They flew to the top of the plinth and entered.
 e. They never assaulted the plinth

4. Were the PCs able to defeat the minions of the lower plinth?

- a. Yes, they defeated all of them or almost all of them.
 b. Yes, they were stealthy and struck with precision.
 c. Yes, they defeated most of them through luck and some daring.
 d. No. They defeated some but not all.
 e. No. They defeated none of the minions of the lower plinth.

5. Did the PCs defeat the gargoyles, Loexil, and his zombie spawns?a. No. They defeated none of them.

- b. Almost. They defeated the gargoyles, but not the undead.
 c. Almost. They defeated the undead, but not the gargoyles.
 d. Almost. They defeated Loexil, but not the zombies or the gargoyles
 e. Almost. They defeated the zombies and the gargoyles, but not Loexil.
 f. Almost. They defeated the zombies but not Loexil and the gargoyles.
 g. Yes. They defeated all of them.

6. Were the PCs able to defeat Xerxillis?

- a. No. They never even encountered the dragon.
 b. No. They fought the dragon, but retreated or perished.
 c. Yes. They defeated the dragon
 d. Yes. They defeated the dragon in his lair

7. Did the PCs bring Bezlul back to Loudwater alive?

- a. Yes.
 b. No.

8. Who sent the PCs on the mission?

- a. High Lord Kalahar Twohands
 b. Stedd Rein

APPENDIX 1: NPCS AND MONSTERS

A. Cave of Last Resort

➤ **Augmented Celestial Giant Bee:** CR –; Medium magical beast (extraplanar); HD 3d8+6; hp 19; Init +2, Spd 20 ft., fly 80 ft. (good); AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +4; Full Atk +4 melee (1d4+2 plus poison, sting); Atk +4 melee (1d4+2 plus poison, sting); SA poison, smite evil; SQ darkvision 60 ft., vermin traits, spell resistance 8, resistance to acid, cold, and electricity 5; AL LG; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 15, Int –, Wis 12, Cha 9.

Skills: Spot +5, Survival +1.

Poison (Ex): Injury, Fortitude, DC 13, initial and secondary damage 1d4 Con. The save is Constitution based.

Smite Evil (Su): Once per day this creature can make a normal melee attack to deal 3 hit points of extra damage against an evil foe.

➤ **Bezlul Hevult:** male human Conjurer 5; CR 5; Medium humanoid (human); HD 6d4; hp 20 (currently 2); Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +1; Full Atk +1 melee (1d3-1 nonlethal, fist); Atk +1 melee (1d3-1 nonlethal, fist); SA spells; SQ spells; AL LE; SV Fort +1, Ref +3, Will +5; Str 8, Dex 14, Con 10, Int 16, Wis 13, Cha 12.

Skills and Feats: Craft (alchemy) +11, Decipher Script +11, Knowledge (arcane) +11, Speak Language (Orc), Spellcraft +16; Augmented Summoning, Brew Potion, Dodge, Scribe Scroll, Skill Focus (spellcraft), Spell Focus (conjuration).

Languages: Common, Damaran, Draconic, Infernal, and Orc.

Possessions: Ragged and torn robes, small pouch with a candle inside.

Effects of Disease—HD 6d4-18; Fort –2; Roleplaying: severely delusional and drifting in and out of consciousness.

B. Watchers on the Rock

➤ **Troglodyte Riders:** male or female troglodyte Warri: CR 2; Medium humanoid (reptilian); HD 3d8+16; hp variable (see adventure text); Init +0; Spd 30 ft.; AC 17 (touch 9, flat-footed 17); Base Atk +2; Grp +3; Full Atk +4 melee (1d8+1/x3, masterwork lance) or +3 melee (1d6+1/18-20, scimitar), or +3 melee (1d4+1, claw) and +0 melee (1d4, bite); Atk +4 melee (1d8+1/x3, masterwork lance) or +3 melee (1d6+1/18-20, scimitar), or +3 melee (1d4+1, bite); SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +7, Ref –1, Will +0; Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Listen +0, Hide +10†, Ride +2, Spot +0; Mounted Combat, Multiattack, Ride-By Attack.

Stench (Ex): When a troglodyte is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures

with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Heavy steel shields, masterwork lances, scimitars, military saddle.

†Assumes the riders are in rocky or underground settings. Otherwise the Hide is +5.

B. Mongrels' Woods

➤ **Mangle:** male mongrelfolk Sor8: CR 8; Medium humanoid (mongrelfolk); HD 8d4+16; hp 42; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +4; Grp +3; Full Atk +3 melee (1d4-1, dagger); Atk +3 melee (1d4-1, dagger); SA spells; SQ spells, emulate race, imitate sound; AL LN; SV Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 15, Int 12, Wis 13, Cha 15.

Skills and Feats: Knowledge (arcana) +14, Hide +11, Spellcraft +16; Improved Counterspell, Magical Aptitude, Skill Focus (Knowledge [arcana]).

Emulate Race (Ex): Because of their radically mixed heritage, mongrelfolk can use magic items that only function for a user of a certain race. This ability works like the emulate race function of the Use Magic Device skill. A mongrelfolk can automatically emulate any humanoid race, with no need for a skill check. Mongrelfolk that have the Use Magic Device skill have a +4 racial bonus on attempts to emulate nonhumanoid races using that skill.

Imitate Sound (Ex): A mongrelfolk can mimic any voice or should it has heard. Listeners must succeed on a Will save (DC 16) to detect the ruse.

Possessions: headband of intellect (+2), cloak of charisma (+2), +1 dagger, wand of magic missiles (5th-level; 20 charges), spell component pouch, 3 100 gp pearls.

Spells Known (6/7/7/5/3; DC = 12 + spell level); 0—acid splash, detect poison, detect magic, mage hand, open/close, read magic, resistance, touch of fatigue; 1st—enlarge person, identify, mage armor, magic missile, shield; 2nd—eagle's splendor, hypnotic pattern, scorching ray; 3rd—deep slumber, invisibility sphere; 4th—dimension door.

D. Plinth of Scale and Shadow

3. Dinokeeper

➤ **Tzentrii (EL 4 version):** Male troglodyte Rgr3; CR 3; Medium humanoid (reptilian); HD 5d8+10; hp 36; Init +2, Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +4; Grp +5; Full Atk +4 melee (1d8+2/x3, masterwork battleaxe) and +4 melee (1d6/x3, masterwork handaxe), or +6 melee (1d8+2/x3, +1 masterwork battleaxe), or +6 melee (1d6+1/x3, masterwork handaxe), or +5 melee (1d4+1, 2 claws) and +3 melee (1d4, bite); Atk +6 melee (1d8+2/x3, +masterwork battleaxe), or +6 melee (1d6+1/x3, masterwork handaxe), or +5 melee (1d4+1, claw); SA stench, favored enemy (human) +2, two-weapon combat style; SQ darkvision 60 ft., wild empathy; AL CE; SV Fort +8, Ref +5, Will +3; Str 13, Dex 14, Con 14, Int 6, Wis 14, Cha 12.

Skills and Feats: Handle Animal +7, Hide +12†, Listen +3, Spot +2; Endurance, Multiattack, Track, Skill Focus (Handle Animal).

Stench (Ex): When a troglodyte is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: chain shirt, masterwork battleaxe, masterwork hand axe, *potion of cure light wounds*.

†Assumes that Tzentrii is within the plinth or some other dungeonlike setting. If outside his Hide is +10.

➤ **Tzentrii (EL 5 version):** Male troglodyte Rgr4; CR 5; Medium humanoid (reptilian); HD 6d8+12; hp 40; Init +2, Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +5; Grp +6; Full Atk +5 melee (1d8+2/x3, +1 battleaxe) and +5 melee (1d6/x3, masterwork handaxe), or +7 melee (1d8+2/x3, +1 battleaxe), or +7 melee (1d6+1/x3, masterwork handaxe), or +6 melee (1d4+1, 2 claws) and +4 melee (1d4, bite); Atk +7 melee (1d8+2/x3, +1 battleaxe), or +7 melee (1d6+1/x3, masterwork handaxe), or +6 melee (1d4+1, claw); SA stench, favored enemy (human) +2, two-weapon combat style; SQ darkvision 60 ft., wild empathy, animal companion; AL CE; SV Fort +9, Ref +6, Will +3; Str 13, Dex 14, Con 14, Int 6, Wis 14, Cha 12.

Skills and Feats: Handle Animal +8, Hide +12†, Listen +3, Spot +2; Endurance, Multiattack, Track, Skill Focus (Handle Animal).

Stench (Ex): When a troglodyte is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: chain shirt, +1 battleaxe, masterwork hand axe, *potion of cure light wounds*.

Spells Prepared (1; base DC = 12 + spell level): 1st—*charm animals*.

†Assumes that Tzentrii is within the plinth or some other dungeonlike setting. If outside his Hide is +10.

➤ **Tzentrii (EL 6 version):** Male troglodyte Rgr5; CR 6; Medium humanoid (reptilian); HD 7d8+14; hp 44; Init +2, Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +6; Grp +7; Full Atk +7/+2 melee (1d8+2/x3, +1 battleaxe) and +6 melee (1d6/x3, masterwork handaxe), or +9/+4 melee (1d8+2/x3, +1 battleaxe), or +8/+3 melee (1d6+1/x3, masterwork handaxe), or +7 melee (1d4+1, 2 claws) and +5 melee (1d4, bite); Atk +9 melee (1d8+2/x3, +1 battleaxe), or +8 melee (1d6+1/x3, masterwork handaxe), or +7 melee (1d4+1, claw); SA stench, favored enemy (human) +4, favored enemy (elf) +2, two-weapon combat style; SQ darkvision 60 ft., wild empathy,

animal companion; AL CE; SV Fort +9, Ref +6, Will +3; Str 13, Dex 14, Con 14, Int 6, Wis 14, Cha 12.

Skills and Feats: Handle Animal +9, Hide +12†, Listen +3, Spot +2; Endurance, Multiattack, Track, Skill Focus (Handle Animal), Weapon Focus (battleaxe).

Stench (Ex): When a troglodyte is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: chain shirt, +1 battleaxe, masterwork hand axe, *potion of cure moderate wounds*.

Spells Prepared (1; base DC = 12 + spell level): 1st—*charm animal*.

†Assumes that Tzentrii is within the plinth or some other dungeonlike setting. If outside his Hide is +10.

➤ **Tzentrii (EL 7 version):** Male troglodyte Rgr6; CR 7; Medium humanoid (reptilian); HD 8d8+16; hp 49; Init +2, Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +7; Grp +9; Full Atk +9/+4 melee (1d8+3/x3, +1 battleaxe) and +8/+3 melee (1d6+1/x3, masterwork handaxe), or +11/+6 melee (1d8+3/x3, +1 battleaxe), or +10/+5 melee (1d6+2/x3, masterwork handaxe), or +9 melee (1d4+2, 2 claws) and +6 melee (1d4+1, bite); Atk +11 melee (1d8+3/x3, +1 battleaxe), or +10 melee (1d6+1/x3, masterwork handaxe), or +9 melee (1d4+1, claw); SA stench, favored enemy (human) +4, favored enemy (elf) +2, improved two-weapon combat style; SQ darkvision 60 ft., wild empathy, animal companion; AL CE; SV Fort +10, Ref +7, Will +4; Str 14, Dex 14, Con 14, Int 6, Wis 14, Cha 12.

Skills and Feats: Handle Animal +10, Hide +13†, Listen +3, Spot +2; Endurance, Multiattack, Track, Skill Focus (Handle Animal), Weapon Focus (battleaxe).

Stench (Ex): When a troglodyte is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: chain shirt, +1 battleaxe, masterwork hand axe, *potion of cure moderate wounds*.

Spells Prepared (1; base DC = 12 + spell level): 1st—*charm animal, jump*.

†Assumes that Tzentrii is within the plinth or some other dungeonlike setting. If outside his Hide is +10.

➤ **Tzentrii (EL 8 version):** Male troglodyte Rgr7; CR 8; Medium humanoid (reptilian); HD 9d8+18; hp 58; Init +2, Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +8; Grp +10; Full Atk +10/+5 melee (1d8+3/x3, +1 *battleaxe*) and +9/+4 melee (1d6+1/x3, masterwork handaxe), or +12/+7 melee (1d8+3/x3, +1 *battleaxe*), or +11/+6 melee (1d6+2/x3, masterwork handaxe), or +10 melee (1d4+2, 2 claws) and +7 melee (1d4+1, bite); Atk +12 melee (1d8+3/x3, +1 *battleaxe*), or +11 melee (1d6+1/x3, masterwork handaxe), or +10 melee (1d4+1, claw); SA stench, favored enemy (human) +4, favored enemy (elf) +2, improved two-weapon combat style; SQ darkvision 60 ft., wild empathy, animal companion, woodland stride; AL CE; SV Fort +10, Ref +7, Will +4; Str 14, Dex 14, Con 14, Int 6, Wis 14, Cha 12.

Skills and Feats: Handle Animal +10, Hide +14†, Listen +3, Spot +2; Endurance, Dodge, Multiattack, Track, Skill Focus (Handle Animal), Weapon Focus (*battleaxe*).

Stench (Ex): When a troglodyte is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: chain shirt, +1 *battleaxe*, masterwork hand axe, *potion of cure serious wounds*.

Spells Prepared (1; base DC = 12 + spell level): 1st—*charm animal, jump*.

†Assumes that Tzentrii is within the plinth or some other dungeonlike setting. If outside his Hide is +10.

➤ **Xern (Tzentrii's Animal Companion at 6th and 7th level):** Snake, Medium viper; CR —; Medium animal; HD 4d8; hp 16; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 19, touch 14, flat-footed 15; Base Atk +3; Grp +2; Full Atk +8 melee (1d4-1 plus poison); Atk +8 melee (1d4-1 plus poison); SA poison; SQ scent, link, share spells, evasion; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 18, Con 11, Int 1; Wis 12, Cha 2.

Skills: Balance +11, Climb +11, Hide +14, Listen +5, Spot +5, Swim +7; Weapon Finesse, Weapon Focus (bite).

Link (Ex): Tzentrii can handle Xern as a free action, or push him as a move action. Tzentrii gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Xern.

Share Spells (Ex): At Tzentrii's option, he may have any spell (but not spell-like ability) he casts on himself also affect Xern. Xern must be within 5 feet of Tzentrii at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Xern if he moves farther than 5 feet away from Tzentrii and will not affect Xern again, even if he returns to Tzentrii before the duration expires. Additionally, Tzentrii may cast a spell with a target of "You" on Xern (as a touch range spell) instead of on himself. Tzentrii and Xern can share spells even if the spell normally does not affect creatures of

Xern's type (animal).

Evasion (Ex): If Xern subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful save.

Poison (Ex): A Xern has a poisonous bite that deals initial and secondary damage or 1d6 Con (DC 12).

Tricks: attack (2), defend, guard, seek.

5. Totem and Guards

➤ **Troglodyte Riders:** male or female troglodyte War1; CR 2; Medium humanoid (reptilian); HD 3d8+6; hp variable (see adventure text); Init +0; Spd 30 ft.; AC 17 (touch 9, flat-footed 17); Base Atk +2; Grp +3; Full Atk +3 melee (1d6+1/18-20, scimitar), or +3 melee (1d4+1, claw) and +0 melee (1d4, bite); Atk +3 melee (1d6+1/18-20, scimitar), or +3 melee (1d4+1, bite); SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +7, Ref -1, Will +0; Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Listen +0, Hide +10†, Ride +2, Spot +0; Mounted Combat, Multiattack, Ride-By Attack.

Stench (Ex): When a troglodyte is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Heavy steel shields, masterwork lances, scimitars, military saddle.

†Assumes the riders are in rocky or underground settings. Otherwise the Hide is +5.

Power-up Suite (with bull's strength): Full Atk +5 melee (1d6+3/18-20, scimitar), or +5 melee (1d4+3, claw) and +2 melee (1d4+1, bite); Atk +5 melee (1d6+3/18-20, scimitar), or +5 melee (1d4+3, bite); Str 16.

7. Chiefs' Cave and 8. Common Chamber

➤ **Troglodyte Chief:** male or female troglodyte War2/Clr1; CR 3; Medium humanoid (reptilian); HD 5d8+15; hp variable (see adventure text); Init +0; Spd 30 ft.; AC 21, touch 10, flat-footed 21; Base Atk +3; Grp +5; Full Atk +7 melee (1d12+3/x3, masterwork greataxe) or +7 melee (1d4+2, 2 claws) and +5 melee (1d4+2, bite); Atk +7 melee (1d12+3/x3, masterwork greataxe), or +7 melee (1d4+2, claw); SA stench, rebuke undead, spontaneously cast inflict spells, spells; SQ darkvision 90 ft., spells; AL CE; SV Fort +11, Ref +0, Will +5; Str 14, Dex 10, Con 17, Int 8, Wis 15, Chr 8.

Skills and Feats: Concentration +4, Hide +13†, Ride +2; Power Attack, Multiattack, Weapon Focus (greataxe).

Stench (Ex): When Zzeznil is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of Zzeznil must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by Zzeznil's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: breastplate, masterwork greataxe, stone holy symbol to Laogzed, vial of alchemist fire.

Spells Prepared (3/2+1; DC 12 + spell level): o—*mending, resistance, virtue*; 1st—*bane, doom, cause fear**.

**Domain spell*; *Deity:* Laogzed; *Domains:* Death (Trog chiefs may use death touch once per day. It is a supernatural ability that produces a death effect. After succeeding a melee touch attack against a living creature, roll 4d6. If the total at least equals the creature's current hit points, it dies [no save]) and Destruction (Trog chiefs gain the smite power, a supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a +1 bonus on damage. You must declare the smite before making the attack. This ability is useable once per day).

11. Stinking Shrine

➤ **Zzeznil (EL 4 version):** female troglodyte Clr3; CR 4; Medium humanoid (reptilian); HD 5d8+5; 35 Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +3; Grp +4; Full Atk +5 melee (1d8+1, heavy mace) or +4 melee (1d4+1, 2 claws) and +2 melee (1d4, bite); Atk +5 melee (1d8+1, heavy mace) or +4 melee (1d4+1, claw); SA stench, cleric spells, spontaneously cast inflict spells, rebuke undead; SQ darkvision 90 ft., cleric spells; AL CE; Fort +9, Ref +2, Will +7; Str 13, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Craft (alchemy) +3, Hide +12†, Swim +0; Dodge, Great Fortitude, Multiattack.

Stench (Ex): When Zzeznil is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of Zzeznil must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by Zzeznil's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: masterwork chain shirt, masterwork light steel shield, masterwork heavy mace, silver holy symbol of Laogzed, scroll of *cure moderate wounds*.

Spells Prepared (5/4+1/3+1; save DC = 13 + spell level): o—*create water, detect poison, guidance, resistance*; 1st—*cause fear** (2), *doom, endure elements, entropic shield*; 2nd—*death knell**, *hold person, owl's wisdom, sound burst*.

**Domain spell*; *Deity:* Laogzed; *Domains:* Death (Zzeznil may use death touch once per day. It is a supernatural ability that produces a death effect. After succeeding a melee touch attack against a living creature, roll 4d6. If the total at least equals the creature's current hit points, it dies [no save]) and Destruction (Zzeznil gains the smite power, a supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a +4 bonus on damage. You must declare the smite before making the attack. This ability is useable once per day).

†Assumes that Zzeznil is within the plinth or some other dungeonlike setting. If outside her Hide is +8.

Power-Up Suite (After owl's wisdom and resistance): SV Fort +11, Ref +3, Will +11; Wis 20; Spell DC = 15 + spell level.

➤ **Zzeznil (EL 5 and 7 version):** female troglodyte Clr4; CR 5; Medium humanoid (reptilian); HD 6d8+6; hp 40; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +4; Grp +5; Full Atk +6 melee (1d8+1, heavy mace) or +5 melee (1d4+1, 2 claws) and +3 melee (1d4, bite); Atk +6 melee (1d8+1, heavy mace) or +5 melee (1d4+1, claw); SA stench, cleric spells, spontaneously cast inflict spells, rebuke undead; SQ darkvision 90 ft., cleric spells; AL CE; Fort +10, Ref +2, Will +8; Str 13, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Craft (alchemy) +4, Hide +12†, Swim +1; Dodge, Great Fortitude, Mobility, Multiattack.

Stench (Ex): When Zzeznil is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of Zzeznil must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by Zzeznil's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: +1 chain shirt, masterwork light steel shield, masterwork heavy mace, silver holy symbol of Laogzed, scroll of *cure moderate wounds*.

Spells Prepared (5/4+1/3+1; save DC = 13 + spell level): o—*create water, detect poison, guidance, resistance*; 1st—*cause fear** (2), *doom, endure elements, entropic shield*; 2nd—*death knell**, *hold person, owl's wisdom, sound burst*.

**Domain spell*; *Deity:* Laogzed; *Domains:* Death (Zzeznil may use death touch once per day. It is a supernatural ability that produces a death effect. After succeeding a melee touch attack against a living creature, roll 4d6. If the total at least equals the creature's current hit points, it dies [no save]) and Destruction (Zzeznil gains the smite power, a supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a +4 bonus on damage. You must declare the smite before making the attack. This ability is useable once per day).

†Assumes that Zzeznil is within the plinth or some other dungeonlike setting. If outside her Hide is +8.

Power-Up Suite (After owl's wisdom and resistance): SV Fort +12, Ref +3, Will +10; Wis 20; Spell DC = 15 + spell level.

➤ **Zzeznil (EL 8 and 9):** female troglodyte Clr5; CR 6; Medium humanoid (reptilian); HD 7d8+7; hp 47; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +4; Grp +5; Full Atk +6 melee (1d8+1, heavy mace) or +5 melee (1d4+1, 2 claws) and +3 melee (1d4, bite); Atk +6 melee (1d8+1, heavy mace) or +5 melee (1d4+1, claw); SA stench, cleric spells, spontaneously cast inflict spells, rebuke undead; SQ darkvision 90 ft., cleric spells; AL CE; Fort +10, Ref +2, Will +8; Str 13, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Craft (alchemy) +5, Hide +12†, Swim +1; Dodge, Great Fortitude, Mobility, Multiattack.

Stench (Ex): When Zzeznil is angry or frightened she secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of Zzeznil must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by Zzeznil's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: +1 chain shirt, masterwork light steel shield, masterwork heavy mace, silver holy symbol of Laogzed, scroll of *cure moderate wounds*.

Spells Prepared (5/4+1/3+1; save DC = 13 + spell level): 0—*create water, detect poison, guidance, resistance*; 1st—*cause fear** (2), *doom, endure elements, entropic shield*; 2nd—*death knell**, *hold person, owl's wisdom, sound burst*.

**Domain spell; Deity:* Laogzed; *Domains:* Death (Zzeznil may use death touch once per day. It is a supernatural ability that produces a death effect. After succeeding a melee touch attack against a living creature, roll 4d6. If the total at least equals the creature's current hit points, it dies [no save]) and Destruction (Zzeznil gains the smite power, a supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a +4 bonus on damage. You must declare the smite before making the attack. This ability is useable once per day.

†Assumes that Zzeznil is within the plinth or some other dungeonlike setting. If outside her Hide is +8.

Power-Up Suite (After owl's wisdom and resistance): SV Fort +12, Ref +3, Will +10; Wis 20; Spell DC = 15 + spell level.

16. Plinth Top

➤**Xerxillis (EL 5 version):** Very Young Red Dragon; CR 5; Large dragon (fire); HD 10d12+30; hp 83; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 18, touch 9, flat-footed 18; Base Atk +10; Grp +19; Full Atk +14 melee (2d6+5, bite) and +9 melee (1d8+2, 2 claws) and +9 melee (1d6+2, 2 wing slaps), and +9 melee (1d8+7, tail slap); Atk +14 melee (2d6+5, bite); SA breath weapon; SQ immune to sleep are paralysis effects, immunity to fire, vulnerability to cold, blindsense, keen senses, darkvision 120 ft.; Space Reach 10 ft./5 ft. (10 ft. with bite); SV Fort +10, Ref +7, Will +8; Str 21, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +15, Concentration +17, Intimidate +15, Listen +15, Search +15, Sense Motive +15, Spot +15; Cleave, Flyby Attack, Power Attack, Recover Breath.

Breath Weapon (Su): breathe a cone of fire for 4d10 points of damage as a standard action. Reflex DC 18 for half. Can breathe once every 1d4-1 rounds.

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➤**Xerxillis (EL 7 version):** Young Red Dragon; CR 7; Large dragon (fire); HD 13d12+39; hp 102; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 21, touch 9, flat-footed 21, Base Atk +13; Grp +24; Full Atk +19 melee (2d6+7, bite) and +14 melee (1d8+3, 2 claws) and

+14 melee (1d6+3, 2 wing slaps), and +14 melee (1d8+10, tail slap); Atk +19 melee (2d6+7, bite); SA breath weapon; SQ immune to sleep are paralysis effects, blindsense, keen senses, darkvision 120 ft.; Space Reach 10 ft./5 ft. (10 ft. with bite); SV Fort +11, Ref +8, Will +9; Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +18, Concentration +20, Intimidate +18, Listen +18, Search +18, Sense Motive +18, Spot +18; Cleave, Flyby Attack, Power Attack, Recover Breath, Shock Wave.

Breath Weapon (Su): breathe a cone of fire for 6d10 points of damage as a standard action. Reflex DC 19 for half. Can breathe once every 1d4-1 rounds.

Spells Known (5/4; base DC = 11 + spell level): 0—*detect magic, ghost sound, resistance, touch of fatigue*; 1st—*breath flare, shield*.

➤**Xerxillis (EL 10 version):** Juvenile Red Dragon; CR 10; Large dragon (fire); HD 16d12+64; hp 158; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 24, touch 9, flat-footed 24, Base Atk +16; Grp +29; Full Atk +24 melee (2d6+7, bite) and +22 melee (1d8+3, 2 claws) and +22 melee (1d6+3, 2 wing slaps), and +22 melee (1d8+10, tail slap); Atk +24 melee (2d6+7, bite); SA breath weapon; SQ immune to sleep are paralysis effects, blindsense, keen senses, darkvision 120 ft., *locate object*; Space Reach 10 ft./5 ft. (10 ft. with bite); SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +22, Concentration +24, Intimidate +22, Listen +22, Search +22, Sense Motive +22, Spot +22; Cleave, Flyby Attack, Multiattack, Power Attack, Recover Breath, Shock Wave.

Breath Weapon (Su): breathe a cone of fire for 8d10 points of damage as a standard action. Reflex DC 22 for half. Can breathe once every 1d4-1 rounds.

Locate Object (Sp): 4/day—Xerxillis can use this ability as the spell of the same name.

Spells Known (6/6; base DC = 12 + spell level): 0—*detect magic, ghost sound, read magic, resistance, touch of fatigue*; 1st—*breath flare, ray of enfeeblement, shield*.

APPENDIX 2: NEW RULES

New Disease

Esvent-baermolik (skinkiller): *Infection:* Contact; DC 14; *Incubation:* 1 hour; *Damage:* 1d4 Con.

A virulent strain of slimy doom, *Esvent-baermolik* also turns a victim into infectious goo from the inside out, but incubation time is much faster. Unlike slimy doom, *Esvent-baermolik* doesn't have a chance of causing permanent ability drain. Reptilian humanoids, reptilian magical beasts, reptilian animals, oozes, and dragons are immune to *Esvent-baermolik*.

New Magic Item

Revi'saen Eaelranni (Eaelranni Seeing Font): Once used by the elves of the fallen of Eaelrann to communicate between communities, few of these fonts remain. A simple scrying tool in the form of a large font filled with crystal clear water, it allows any elf

that touches its water to see and communicate telepathically with any other elves touching the water of any other *Revi'saen Eaerlanni*.

Moderate divination; CL 10th; Craft Wondrous Item, crafter is an elf, *scrying*; Price 18,000 gp, Weight 200 lbs.

Lair Ward

Lair wards are a special kind of wondrous item that dragons often use to protect their lairs and hoards. They are identical to certain kinds of wondrous architecture used in humanoid-built strongholds and dungeons, as detailed in the Stronghold Builder's Guidebook. Essentially, lair wards are immobile (or practically immobile) magic items, and they follow all the normal rules for the use of magi times. See the Stronghold Builder's Guidebook for information on creating these items and determining the market price for new items.

Most lair wards affect an area defined as a "single cavern." This need not be an actual cave; such an effect wards an area of approximately 400 square feet.

Disabling a Lair Ward: As a stationary magic item, a lair ward is essentially identical to a magic trap (even though some have beneficial rather than harmful effects). A character with the trapfinding ability (including rogues and character affected by a find traps spell) can use Search to find lair wards and Disable Device to deactivate them. The DC for both checks is 25 + the spell level of the highest-level spell used in the ward's construction. A successful Disable Device check suppresses the ward's magical properties for 1d4 rounds, just as if the character had cast dispel magic on it. If the character beats the DC by 10 or more, she suppresses its magical properties for 1d4 minutes instead.

Missing Chamber: This cavern—and everyone and everything inside it—is difficult to detect by divination spells and detection spells and magic items. For such a spell or item to work, the caster or user must succeed at a caster level check (1d20 + caster level) against DC 16.

Faint abjuration; CL 5th; Craft Wondrous Item, *nondetection*; Price 7,500.

New Spell

Breath Flare

Transmutation [Light]

Level: Sor/Wiz 1

Components: S, B†

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

If your breath weapon uses fire or electricity, it is suffused with a bright light. In addition to taking the normal fire or electricity damage, creature that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level. Sightless creatures are not affected by breath flare. The modification applies only to the breath produces as part of casting.

†This is a metabreath spell (signified by breath [B] compo-

nent listing). Using the breath weapon is a part of casting the spell, just like making a touch attack is part of casting a touch spell. Unlike touch spells, a dragon cannot hold the charge on a metabreath spell; it must breathe as part of spellcasting. Casting a metabreath spell counts as a normal use of a breath weapon, and the dragon must wait the normal length of time before using it again.

New Feats

Recover Breath [Metabreath]

You wait less time before being able to use your breath weapon again.

Prerequisites: Con 17, breath weapon.

Benefit: You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

Special: If you have multiple heads with breath weapons, all breath weapons use the reduced interval.

Shock Wave [Monstrous]

You can strike the ground with your tail so hard it knocks other creatures down.

Prerequisites: Str 13, dragon, size Large or larger, Power Attack.

Benefit: You may, as a full-round action, strike a solid surface with your tail and create a shock wave that radiates from your space and continues for a number of feet equal to 5 x your racial Hit Dice. Make a bull rush attack by rolling once regardless of how many creatures are in the radius. Every creature in the radius makes a Strength check and compares it to your roll. Those who fail their opposed checks are knocked down.

Special: Structure and unattended objects at least partially within the wave take damage equal to 1d6 + your strength bonus.

New Creature

Mongrelfolk

Mongrelfolk, 1st-Level Warrior

Medium Humanoid (Mongrelfolk)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 20 ft. (4 squares) with hide armor, 30 ft. (6 squares) base.

AC: 13 (+3 hide armor), touch 10, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Club +1 melee (1d6) or sling +1 ranged (1d4)

Full Attack: Club +1 melee (1d6) or sling +1 ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Qualities: Emulate race, sound imitation

Saves: Fort +4, Ref +0, Will +0.

Abilities: Str 10, Dex 11, Con 14, Int 9, Wis 10, Cha 7

Skills: Hide +9, Sleight of Hand +9

Feats: Endurance

Climate/Terrain: Any land and underground

Organization: Solitary, troupe (2-8), band (9-20 plus 2 3rd-level elders), tribe (21-120 plus 6 2nd-level sheriffs, 3 3rd-level elders, and 1 4th-level chieftain)

Challenge Rating: ½

Treasure: 50% coins, standard goods, 50% items

Alignment: Often lawful neutral

Advancement: By character class

Level Adjustment: +0

Mongrelfolk, hideous creatures descendent from generations of crossbreeding among the worst examples of many species, exhibit few redeeming qualities.

Like canine mongrels, mongrelfolk vary widely in appearance, but they tend toward a generic humanoid form and display the most terrible features of their many ancestral races. Their ears are long, wide, and sharply pointed, their noses flat and broad, their foreheads sharply sloped, and their eyes large and bright. Their hides are typically covered in hair ranging from thick patches on their shoulders and bellies to light covering on their arms and legs. Their teeth are invariably sharp, crooked, and rotten.

Combat

Mongrelfolk are extremely cowardly, and they avoid direct conflict as much as possible. They construct traps around their lair rather than relying on combat to keep intruders away.

Emulate Race (Ex): Because of their radically mixed heritage, mongrelfolk can use magic items that only function for a user of a certain race. This ability works like the emulate race function of the Use Magic Device skill. A mongrelfolk can automatically emulate any humanoid race, with no need for a skill check. Mongrelfolk that have the Use Magic Device skill have a +4 racial bonus on attempts to emulate nonhumanoid races using that skill.

Imitate Sound (Ex): A mongrelfolk can mimic any voice or should it has heard. Listeners must succeed on a Will save (DC 16) to detect the ruse.

Skills: Mongrelfolk have a +8 racial bonus on Hide and Sleight of Hand Checks.

Mongrelfolk Characters

Mongrelfolk tend to be rogues. Most mongrelfolk spell casters are adepts, but a few clerics exist and serve their reclusive deity, Meriadar. Mongrelfolk clerics have access to the domains of Law, Protection, and Trickery.

Mongrelfolk traits (Ex): Mongrelfolk possess the following racial traits:

- +4 Constitution, -2 Intelligence, -4 Charisma
- A mongrelfolk's base land speed is 30 feet.
- +8 racial bonus on Hide and Sleight of Hand checks
- **Emulate Race:** Because of their radically mixed heritage, mongrelfolk can use magic items that only function for a user of a certain race. This ability works like the emulate race function of the Use Magic Device skill. A mongrelfolk can automatically emulate any humanoid race, with no need for a skill

check. Mongrelfolk that have the Use Magic Device skill have a +4 racial bonus on attempts to emulate nonhumanoid races using that skill.

— **Sound Imitation:** A mongrelfolk can mimic any voice or should it has heard. Listeners must succeed on a Will save (DC 16) to detect the ruse.

— **Automatic Languages:** Common and Pidgin Mongrelfolk. **Bonus Languages:** Any (other than secret languages, such as Druidic).

— **Favored Class:** Rogue

— **Level Adjustment:** +0