



# C A M P A I G N S

## LEGACY OF THE GREEN REGENT™

# BOOK KNOWLEDGE

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Sources for this work include the following: the FORGOTTEN REALMS Campaign Setting, Draconomicon, Magic of Faerûn, Serpent Kingdoms, Underdark, and FORGOTTEN REALMS ADVANCED DUNGEONS & DRAGONS 2nd Edition box set,

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 7th-level characters. This means that it is primarily designed and balanced for a group of four or five 7th-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 revised edition (also called 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 appropriate. 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](http://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 a 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 November 17, 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 *Dragoneye™* set:

- 1 Lion Falcon Monk (6/80) to represent Raleaf, the wild elf monk
- 1 Bladesinger (13/60) to represent Aramaq, the wild elf cleric
- 1 Half-elf Sorcerer (20/60) to represent Leveas, the wild elf dragon disciple
- 2 Gargoyles (52/60) to represent the liths
- 4 Kapak Draconians (34/60) to represent the dragonkin
- 1 Bright Naga (45/60) to represent Ss'thall'aa.

## ADVENTURE BACKGROUND

While there are many songs that sing the praises of the Green Regents, and even a few books that herald the history of Mielikki's champions, few of either deal with the origins of this divine institution. Such a treasure is worth a king's ransom to the right person. And the right persons dwell in the Delimbiyr Crescent.

It's no secret that when a previously unknown book or scroll on this subject is uncovered, Mikal the Sage is the man to see. The sage is obsessed with all things Green Regent, and has been working on what he calls a "definitive history" for year. Being independently wealthy and not of an adventurous nature himself, Mikal pays a handsomely for any ancient or rare works that are brought to his doorstep, typically outbidding the book collectors of House Estelmer in Waterdeep and the lofty sages of Neverwinter and even Candlekeep on works of regent lore.

It was this reputation that brought a group of Waterdavian adventurers, recently returned from excursions into the depths of Undermountain, to Loudwater just last week in hopes that a strange book they found might bring them a substantial sum from Mikal. Within a sublevel of Waterdeep's mass graveyard for adventurers, these treasure hunters found an unguarded tomb titled *Legacy of the Green Regent*. Inside they found a long-winded history of the previously unknown first trio of Green Regents.

Little did they know that their little discovery had a big problem—anyone who possesses the book tends to disappear. These adventurers vanished the day after arriving in Loudwater, although no one really noticed this until they failed to pay for their weekly room and board. The innkeeper sold what little valuables the crew left behind to make up for his loss. Mikal, who seemed giddy at the find despite the disappearance of its former owners, purchased the book, and then disappeared that selfsame night, as reported the next morning by his wife. Now the bereaved lady is without a husband and no one is interested in buying the accursed tome.

The truth behind the disappearances is that a powerful banelar named Ss'thall'aa, working with Cyricist allies, has discovered a means to corrupt the portal of a scalamagdrion symbol. Instead of releasing the tome guardian to attack book thieves, the symbol now transports everyone near it to a predetermined location.

This trap was created to draw and capture the orc, Otar the current Green Regent, who's been in hiding almost since he was chosen as Mielikki's divine agent. They then placed the tome in Undermountain, and let word spread that the book could be found there.

Ss'thall'aa secured the services of liths, Underdark

denizens capable of petrifying adversaries or entombing them in stone, to waylay Otar as he makes his way through the portal. While the Cyricist factions of Llorkh converged on the City of Splendors, watching the typical entrances into Undermountain hoping to snare Otar before he delves in search for the tome.

The banelar now simply waits for Otar or other unfortunates to be transported to its lair and then lets the liths petrify the unwary travelers. Anyone not petrified is trapped in a stone cell and dealt with at a later time, perhaps after days with no water or food. Ss'thall'aa has its dragonkin minions haul each new statue from the liths' lair, binds it securely, and restores the victim to flesh to be stripped of any possessions. It then turns the captive over to its allies (who send representatives once per week). The banelar keeps a good portion of the stripped valuables as payment, and the Cyricists take those inadvertently captured as slaves or the subjects of vile experiments, while they wait patiently for Otar to stumble into their clutches.

## ADVENTURE SYNOPSIS

The PCs are drawn into the adventure as they near Mikal's home. Approaching the house, they hear screams for help, and find the place under attack by a strange force. The book, which seems to be floating away of its own accord, is being stolen by a group of strange wild elves, minions of the Green King, intent on retrieving the book for their master, whom they claim is the book's original owner. These elves are unaware of the changes the banelar has made to the tome and only allow the book to be read after defeat in combat or significant diplomatic efforts.

Once the PCs actually investigate the book, they likely activate the trap and are transported to the banelar's lair, where they must face the liths. These creatures attempt to petrify or capture members of the party quickly. If the party puts up significant resistance, the liths retreat into a mazelike series of magically fabricated tunnels where they fight the PCs using guerilla tactics, resorting to deadly force if necessary.

The party may also win some unexpected assistance if they can break the spells warping the scalamagdrion symbol, possibly convincing the freed tome guardian to assist in assaulting the banelar's lair to wreak vengeance on those that corrupted its purpose.

After overcoming the liths, the party must delve deeper into the banelar's lair in search of the missing sage, first passing through the mazelike warrens, which have been stocked with various Underdark impediments.

Deeper inside the PCs find a large cavern used as a roost by the banelar's dragonkin minions. These brutish creatures are easily caught off guard, but use the cavern's heights to swoop down on the characters and steal magic

items to line their nests. A hole in the cavern ceiling leads up to the surface, but the characters must disregard this exit and press on to find their goal.

From the dragonkin's roost, the party may choose two routes forward. One path leads to another large, dark cavern filled with bats, which happen to be the banelar's favorite snack. The party must use either great stealth or magic in order to pass through the chamber without fighting swarms of bats. The alternate route from the roost has been trapped by the banelar to prevent non-flying intruders from entering with ease. A thin layer of stone conceals a pit whose floor is covered in caustic acid.

After defeating or bypassing these obstacles, the party faces their final challenge. The banelar chose this particular cavern complex due to a naturally occurring acid pool in this last chamber. It uses the acid to block access to its treasures, to secure prisoners, and as a comfortable bath thanks to its racial immunity to it. Unless they are willing to pay a significant price in magic items to buy the sage's freedom from Ss'thall'aa, the party must battle the powerful spellcaster in this hostile environment to recover Mikal from his island prison.

With the sage freed, the party can make its way to the surface through the exit in the dragonkin roost. Mikal's knowledge of geography and the surrounding area may actually prove useful to the party as it tries to navigate its way through the wilderness back to the Loudwater.

With the book in tow, and its trap disarmed, the PCs will gain valuable information as to the history of the Green Regent, and a terrible danger threatening Loudwater.

## ADVENTURE HOOKS

As various groups are interested in the book and disappearances, the characters may be drawn into this adventure through many paths, perhaps coming to the rescue of Mikal's wife, through curiosity about the book and its powers (and the possible riches of having such power), or by being sent to investigate the disappearances at the behest of the various organizations interested in the book and/or missing persons. While the Loudwater authorities want to take a slower approach to investigating the disappearances, both the Red Fellowship and the Scions of the Green Regent believe delay makes any hope of rescuing Mikal improbable. In addition, Mikal's wife is pleading for anyone that might brave the unknown to seek out her husband.

4 After learning the events leading up to the adventure, PCs may choose to investigate the inn where the original adventurers that brought the book from Waterdeep stayed, questioning the proprietor regarding the adventur-

ing party and possibly investigating the rooms in which the group rested. These investigations lead to only one conclusion—the sole link between the missing adventurers and the missing sage is the book. This course may lead to little useful information, but is a good opportunity to bring characters that do not know each other together. It also provides an opportunity for roleplaying in what might otherwise be a dungeon crawl (depending on how the party approaches the challenges in the banelar's lair).

Three primary hooks are described below:

- In keeping with his proclamation of protecting Loudwater, Stedd Rein has requested that any willing members of the Red Fellowship investigate this mystery. He readily welcomes any characters that wish to answer his call.

- With news of Mikal's disappearance, also comes news of the title of the strange book he procured from adventures—*Legacy of the Green Regent*. Gaining this book is a task of extreme importance for almost any Scion of the Green Regent.

- Mikal's wife, Julana, is desperately afraid for her husband's safety. The tale of her grief may be enough to entice good-hearted adventurers to aid her. If not, she has also posted a notice on the pillar in the Red Board Inn declaring her willingness to reward anyone that returns her husband to safety.

## 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 purchase *Player's Handbook* items and legal magic items. At 7th-level the gp limit is 9,500 gp, while the 8th-level gp limit is 13,500 gp, 9th-level gp limit is 18,000 gp, and the 10th-level gp limit is 24,500 gp.

**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 (don’t mark yes). Just record the gold debt and experience drain.

#### LGR13—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
6th	3,000 XP
7th	3,500 XP
8th	4,000 XP
9th	5,000 XP
10th	5,500 XP

**Divination and Teleportation:** Higher-level parties may have significant magical resources to aid in travel and information gathering. The following may be used as guidelines for adjudicating such spells.

Spells such as *augury*, *commune*, *contact other plane*, and *divination* should be adjudicated based on knowledge of future encounters described in the adventure. As such, it is important that you read this adventure thoroughly before running it, possibly even jotting down cryptic phrases to use as answers for divination questions.

Characters may attempt to *scry* Mikal and are considered to have secondhand knowledge if they talk with his wife, granting a +5 to Mikal’s Will save against the spell. She can also easily provide clothing and other possessions if asked, granting a -4 Will save modifier to Mikal’s Will save. If Mikal fails the Will save, the spell reveals the man languishing on a small sandy area, his back against a natural stone wall. Yellowish water can be seen just at the edge of the spells area. Due to a *detect scrying* spell in effect on

Ss’thall’aa, the banelar is immediately aware of such attempts and gets an opposed caster level check (the banelar is at +8) to see the scrying caster and judge his location. In any case, Ss’thall’aa immediately casts *nondetection* on Mikal to prevent further snooping. As for the missing adventurers, no one can even name a member of the group (they stayed to themselves and were all from Waterdeep) so characters are considered to have No Knowledge and so cannot *scry* them.

Characters that successfully *scry* Mikal are considered to have familiarity of “viewed once” for purposes of *teleportation* and similar magic. Note that the *dimensional anchor* fixed to Ss’thall’aa’s *unhallow* effect prevents any sort of extradimensional travel out of its lair, so parties planning on teleporting in, grabbing Mikal, and teleporting out are in for a surprise. Characters that arrive Off Target appear safely in the mountain range where Ss’thall’aa’s cavern lair is located. Use the information found in Concluding the Adventure to adjudicate the party finding their way back to Loudwater or locating the cave entrance (Survival DC 15). Characters that arrive in a similar area find themselves in a random cavern complex in the mountains near Loudwater. They may either attempt to *teleport* again or find their way back to Loudwater as described in Concluding the Adventure (without any chance of encountering dragonkin). Use of the *transport via plants* spell is impossible, as no plants large enough to accommodate the spell exist in the banelar’s lair.

A final divination sometimes overlooked by PCs is *detect thoughts*. Utilization of this spell long enough to scan the surface thoughts of an opponent may reveal the creature’s basic desires. In this case, the caster becomes aware of what might be used as a bribe for the creature during diplomacy. Used against the denizens of Ss’thall’aa’s lair, it might also reveal hazards from deeper in the cavern complex, or useful bits of information needed to bypass dangers (like the dangers of fire fungus, the location of the pit trap, or the password to an *alarm* spell).

**Survival in the Underdark:** Characters that do not carry supplies with them may find themselves without food or water after being transported by the trapped tome. While the underground lair Ss’thall’aa inhabits is not exactly hospitable, characters can survive within this small section of Uppderdark caverns as easily as in the wilderness. A successful Survival check (DC 10 for the character with Survival, plus 2 for each additional person) recovers enough fresh (if somewhat acidic) water and food (including edible fungus and lichen, small rodents, and insects) to stave off starvation.

**Stoned!** In the event that individual characters are petrified during the encounter with the liths and cannot be restored by the party, you may use other encounters in adventures to provide the player(s) options to continue par-

ticipating in the adventure.

One option, should the party successfully free the scalamagdrion and gain its aid, is to allow a player to run this NPC. In all cases, the scalamagdrion should still conform to the restrictions presented in the encounter text and monster description.

Another similar option exists with the dragonkin, especially if the party can turn one dragonkin against its roost mates by first offering it magic and excluding the others, then changing its attitude to friendly or helpful. Again, the player would have to keep the dragonkin alignment and motives in mind when running this NPC. Under no circumstances, however, should this player be allowed to attack the characters. The creatures are smart enough to realize that betraying Ss'thall'aa without powerful allies is foolhardy, and any party capable of killing the banelar could likely kill the dragonkin as well.

After the adventure the PCs can attempt to procure help for petrified friends from Loudwater. Hiring a higher-level spell caster to *break enchantment* costs 600 gp from either CoH or as Gp Debt per PC turned to stone. This cost includes the spellcaster having to travel to Ss'thall'aa's cavern to cast the spells

**Captured:** Should the entire party be captured, the characters have 1d6+1 days to devise a means of escape before the Cyricists allies of Ss'thall'aa arrive to remove the victims to their headquarters. The banelar incapacitates all such victims before transport, and the Cyricists bind them securely with manacles and chains as an added precaution. Characters that cannot escape before this time are effectively killed. Mark it as a player death on the session tracking.

## ADVENTURE START: CRY FOR HELP (EL 9)

**Light:** Daylight.

**Sound:** Various passersby talking (automatic).

**Reaction:** To Julana's cries for help—The city guard arrives on the scene 10 rounds after Julana runs from her house.

**Auras:** Strong (tome with corrupted scalamagdrion portal, DC 23 transmutation), moderate (*invisibility sphere*, DC 19 illusion), moderate (*bracers of armor +1*, DC 18 conjuration), faint (*scroll of teleport*, DC 18 transmutation), faint (*barkskin*, DC 17 transmutation), faint (*cloak of resistance +1*, DC 17 abjuration), faint (*mirror image*, DC 17 illusion), faint (*shield other*, DC 17 abjuration), faint (*bless*, DC 16 enchantment), faint (*deathwatch*, DC 16 necromancy), faint (*divine favor*, DC 16 evocation), faint (+1 *half-plate*, DC 16 abjuration), faint (+1 *heavy shield*, DC 16 abjuration), faint (*magic weapon*, DC 16 transmutation), faint (*shield of faith*, DC 16

abjuration), faint (*shield of faith*, DC 16 abjuration), faint (*tattoo of cure light wounds*, DC 16 conjuration), faint (*unseen servant*, DC 16 conjuration), faint (*wand of grease*, DC 16 conjuration), faint (*message*, DC 15 transmutation), faint (*potion of sanctuary*, DC 15 abjuration), faint (*scroll of expeditious retreat*, DC 15 transmutation); moderate lawful (Aramaq) and faint lawful and evil (Raleaf).

Getting directions to Mikal the Sage's residence is easy enough (Gather Information DC 5). The PCs find the house is in an upscale part of town, although the yard and house seem a little less cared for than the surrounding homes (Mikal spends more money on books than house-keeping). As they are taking this in, Mikal's wife Julana suddenly burst through the front door, screaming. Read or paraphrase the following:

A thin, middle-age woman suddenly bursts through the front door. It is obvious from looking at her puffy eyes and reddened nose that she has been crying. She is screaming frantically that the "cursed book is flying back to its evil master" and seems quite incapable of conversation.

Julana is truly terrified at this point and can answer no questions other than pointing at the house and insisting the tome inside is cursed. Give the PCs a moment to interact with the terrific Julana, before reading the following.

Behind the crying woman you see strange movement. A large tome is slowly floating through the air out one of the front windows.

Use Illustration 1 to help describe this scene.

If the characters enter the house, they find the following:

The house is veritably stuffed with books of all shapes, sizes, and colors. They are scattered on tables, stuffed into bookshelves that seem to line every wall, and stacked on the floor by the dozen. Beyond the foyer of the house, a door leads into a study or small library, again strewn with books. Inside this room, a large tome is slowly floating through the air toward the window.

The study, the only room Mikal had been in since returning with the book, has a large stand at the far end of the room that once held the tome itself. Even after the party deals with the "flying" book, Julana refuses to enter this room herself for fear of succumbing to whatever magical malady took her husband. Mikal was sitting in his high-backed chair studying the tome when he activated the trapped scalamagdrion symbol.

Before the characters reached the house, a group of green elves arrived, intent on taking the book back to their master, the Green King. The group surveyed the house



under cover of an *invisibility sphere* and discovered the tome resting on its stand. Hoping to take the book and leave without notice, Leveas conjured his *unseen servant* to attempt to secure the book and carry it back to the elves. As the characters enter the scene, the *unseen servant* has attempted to lift the book and failed (it was secured to the desk by clamps—this noise is what first drew Julana's attention to the study). Leveas then commanded the *unseen servant* to undo the clamps, with Julana arriving just in time to see the last clamp open. With Leveas' next command to carry the tome to the window, Julana saw the floating book and panicked after all that has happened related to the book. When Julana bursts through her door, the characters have 5 rounds to get to the book before Leveas escapes. It takes one round for the *unseen servant* to carry the book to the window (and to the point where the action in Illustration 1 takes place), and another two rounds for the book to reach Leveas (the *unseen servant's* move is 10 feet, thanks to the encumbrance of the weighty tome). Leveas then takes a move action to properly stow the book under his robes, thus covering the book in the *invisibility sphere's* effect, and then a standard action to read his scroll of *teleport* and leave the scene.

**Creatures:** In the event that the books progress is halted, the elves move directly toward the book, meeting any resistance to their planned recapture of it with lethal force. When the PCs can see the wild elves, use Illustration 2 to help describe them.

➤ **Raleaf:** Male wild elf Mnk4; hp 27; see Appendix 1.

➤ **Aramaq:** Female wild elf Clr4; hp 31; see Appendix 1.

➤ **Leveas:** Male wild elf Sor6/Dragon Disciple 2; hp 33; see Appendix 1.

**Tactics:** Before sending the *unseen servant* into the house, the elves cast defensive spells and use magic items to prepare for battle as follows: Leveas casts *unseen servant*, *message*, *mirror image* (creating 1d4+2 images), and *invisibility sphere*; Aramaq casts *shield other* (target Leveas), *deathwatch shield of faith*, *magic weapon* (target Raleaf), *bles*, and *divine favor*; and Raleaf uses a tattoo of *barkskin* +2 and a tattoo of *shield of faith* +3.

The changes to the elves' capabilities are noted in their power-up suites.

Leveas uses his *message* spell to quietly give commands to his two companions. In general, Raleaf and Aramaq work to distract or otherwise occupy the party while Leveas moves closer to the book each round. Both give their lives to insure that the sorcerer recovers the book and evades capture.

The monk uses his stunning fist on opponents to prohibit them from targeting the sorcerer, and always tries to keep himself between Leveas and ranged attacks (hoping to use his Deflect Arrows feat).

The cleric uses her *calm emotion* and *hold person* spells to similar effect, although she prefers melee combat in order to save these last two spells for spontaneous cures. She uses her *deathwatch* both to monitor her companions' health and look for opportunities to use her death touch against an opponent for a sure kill.

If the PC can obviously prevent Leveas from obtaining the book, he switches to attacks with *glitterdust* and empowered *magic missiles*. The sorcerer uses his scrolls and potions as quick escape options, although he only flees without the book if both his companions fall.

**Treasure:** The elves only treasure is the items they carry.

**Development:** In the event that the elves successfully steal the book from Mikal's house, the characters must track down the book if they wish to complete the adventure. As Leveas likely *teleports* away, characters might *sCRY* the elf to discern his location (a clearing deep in the Dire Wood) and use *teleport* or similar magic to pursue the elf (see Into the Dire Woods sidebar).

If Leveas is prevented from using his *teleport* scroll, spells such as *locate creature* and *locate object* locate him if he is within range (characters would have to Track the elf through the city (DC 15) to get close enough for such spells to work if they do not immediately pursue him.

Should characters attempt Diplomacy with the elves, they are treated as unfriendly and continue their attempt to secure the book even during conversation. Aramaq and Raleaf defer to Leveas in all matters, and the party must address him with any entreaty for a peaceful resolution. No amount of bribery sways these elves from their mission. Shifting the sorcerer's attitude to indifferent leads him to command the others to break off attacks and listen to the party's offer. He accepts nothing short of taking the book immediately, but allows the party to read the first few pages (thus triggering the trap) before taking the tome to his master, a mysterious creature referred to only as

Guev'Ressunvee—an elven word that translates into the "Great Green One" or even "Green King." Successfully intimidating Leveas (DC 1d20+8) also gains this response. Shifting his attitude to friendly convinces Leveas to explain that the tome belongs to his master and was stolen by a despicable creature called a banelar. He still accepts nothing short of taking the book immediately, but also informs the party that this particular volume was at one time protected by a scalamagdrion, a tome guardian. He

can easily indicate the page inscribed with the guardian's symbol. Shifting his attitude to Helpful convinces the sorcerer to explain all of the above. In addition, Leveas imparts further information regarding banelar (revealing the creature's spellcasting nature and immunities). Finally, the elves agree to allow the party to rest before continuing to investigate the book if they wish in order to recover from any damage done during the battle. Aramaq even offers to heal party members if she has any remaining spells. Leveas still insists on leaving Loudwater by the next day.

Reading the book is a difficult endeavor, as it is written in a secret language (a variant of Draconic) used by the cult of Guev'Ressunvee. As an additional measure of security, each page is protected by a *secret page* spell. Leveas knows the special word necessary to reveal the actual text, but even then a character must either succeed at a Decipher Script check (DC 30) or use *comprehend languages* or similar magic to understand the text. A *true seeing* spell cast in conjunction with *comprehend languages* reveals the real text and allows comprehension. In this case, the book is found to be a religious text detailing the worship of Guev'Ressunvee—a legendary dragon that the book claims was the first Green Regent a creature on the cusp of become a divine power. Due to the powerful magic used to bind this book, these *secret page* spells cannot be dispelled nor can they be destroyed by means of an *erase* spell.

**Trap:** Any character that reads the page containing the scalamagdrion symbol immediately activates the trap. Leveas can turn to the exact page that contains the scalamagdrion symbol. Characters must otherwise read through six pages (taking a total of 6 minutes) before finding the symbol (and likely triggering the trap). Only a rogue carefully searching the pages for traps without reading the text might detect the corrupted portal, as even *detect magic* simply shows the entire text as magical. The trap is not susceptible to the *erase* spell or similar effects.

↗ **Corrupted Scalamagdrion Portal:** CR 9; spell; spell trigger; automatic reset; spell effect (as *teleportation circle*, 17th-level wizard, effect lasts 1 round, Spell Resistance negates); multiple targets (all targets within 5 ft.); Search DC 34; Disable Device DC 34.

### Scaling the Encounter

**6th-Level Characters (EL 8):** Leveas is a 6th-level Sorcerer (hp 29, see Appendix 1).

**8th-Level Characters (EL 10):** Leveas is a Sor6/Dragon Disciple 3 (hp 36, see Appendix 1), Aramaq is a Clr5 (hp 37; see Appendix 1) and Raleaf is a Mnk5 (hp 31; see Appendix 1)

**9th-Level Characters (EL 11):** Leveas is a Sor6/Dragon Disciple 3 (hp 36, see Appendix 1), Aramaq is a Clr6 (hp 45; see Appendix 1) and Raleaf is a Mnk6 (hp 35; see Appendix 1)

### Into the Dire Woods

If the PCs are able to follow Leveas to his Dire Wood hideout, they find that he has teleported to what he thinks is a safe hidey-hole deep within the High Forest. This place, an outpost for the servants of Guev'Ressunvee, is a wooded vale, surrounded on three sides by sheer cliffs.

Here Leveas stays for three days to rest after stealing the book. While he doesn't suspect it, it gives time to the PCs time to find him. Green Scions, Red Fellows, Harpers and even member of the Order of the Jade Blade can call in favors from superiors and higher-level associates to gain the necessary *scrying* and *teleportation* magic free of charge to track down the sorcerer to this spot. Adventurers who are not members of these organizations must pay a total of 2,000 gp from the appropriate spell casters to gain the same benefit.

Once the PCs are able to track down the wild elf sorcerer and possibly his companions, the fight is fierce as the wild elves—thanks to a cache of healing magic stored in the vale—are no doubt fresh and ready for a fight. They also have allies in the valley. It's home to a pair of wyverns loyal to Guev'Ressunvee, who aid the wild elves if a battle ensues.

↗ **Wyverns (2):** hp 55, 52; see *Monster Manual*.

If it takes the PC more than three days to track down the wild elves, they have left the valley, and cannot be further tracked thanks to the strange magic of the Dire Wood. The vale is too remote to get to in less than four days with any mode of travel short of *teleportation*.



## THE SERPENT'S LAIR

If and when the corrupted scalamagdrion symbol is activated, the PCs are instantly transported to this place, located deep in the Greypeak Mountains.

### Dungeon Features

**Walls:** The walls of this cavern complex are generally green or grey-brown basalt (hardness 8, hp 540 per 3-foot section, Climb DC 20 (base DC 15 + 5 due to slipperiness), break DC 50) originally formed by ancient volcanic activity and then smoothed over time by water. They are uneven and riddled with small holes created when gas was trapped within the lava flow as it cooled. Constant water seepage, coupled with an abundance of fungus and slime, make the walls very slippery. They typically rise 10 feet or so before rounding into the ceiling (which is the same composition as the walls).

**Floors:** One benefit (at least to land-bound travelers) of the volcanic activity that formed these tunnels is that the floors are generally flat and smooth compared to most natural stone floors. It is, however, littered with chunks of basalt, stalagmites, and the occasional rodent skeleton. While general movement is normal these impediments add 2 to the DC of Balance and Tumble checks.

**Illumination, Noise, Scent, and Temperature:** The cav-

ern complex is pitch black and almost devoid of sound throughout unless otherwise noted. The smell of rotten eggs (caused by sulfur deposits) lingers everywhere and eventually clings to the characters if they touch the walls, floor, or ceiling. The temperature in the complex is roughly 42 degrees, not cold enough to cause any exposure damage but probably uncomfortable to characters in light clothing.

### 1. The Book Wurm (EL 8)

**Light:** Total darkness.

**Sound:** None.

**Reaction:** None.

**Auras:** Strong (*corrupt scalamagdrion portal*, DC 24 transmutation); faint evil and chaos (liths).

The trapped tome delivers readers to the center of this room via the corrupted *scalamagdrion portal*. Utilizing its ties to Underdark powers, Ss'thall'aa secured the services of two special sentinels—psionically awakened creatures of stone known as liths—to watch over this room and “welcome” new visitors. These guardians are paid a hefty fee in gems in return for using their power over stone to petrify or trap anyone coming through the portal. Read or paraphrase the following to the players when they first arrive through the portal (the description may need adjustment depending on the light source(s) carried by the party).

Cold, stale air hangs heavy in this roughly circular cavern. The ceiling (about 10 feet up) and walls are green or gray-brown, uneven stone riddled with small holes. The walls look slick with fungus and slime and a distinct odor, most like the smell of rotten eggs, lingers in the air. The cavern is cold—not so cold as to be harmful, but uncomfortable for characters in light clothing. Exactly where the tome once lay stands a small pedestal, a black sphere about one foot in diameter resting in an indentation on the top. Spaced evenly around the walls are what appear to be rough-hewn statues of humanoids.

Use Illustration 3 to help describe this scene.

Ss'thall'aa used *stone shape* spells to create the numerous humanoid statues in a form roughly similar to the liths. The creatures immediately attempt to Hide (at +15 rather than +7 since they are against a background of stone) at the first sight of people coming through the portal as long as they are in shadowy illumination. Even if a character Spots a hiding lith, another DC 20 Spot check is necessary to notice that it is really alive due to their freeze ability. Certain spells (such as *detect chaos*, *detect evil*, or *detect thoughts*) may reveal the creatures more easily. The liths prefer to attack from surprise, attempting to immediately petrify two opponents (preferably characters wearing light armor, or none at all) using their *flesh to stone* ability. They follow up this attack with *wall of stone* spells cast to trap characters (preferably heavily armed and armored characters) against a wall or in floor-to-ceiling cylinders (a suc-

cessful Reflex save DC 17 avoids entrapment). After each lith has used two *wall of stone* spells, they wade into melee combat with any remaining characters.

**Creatures:** The liths love their current job, taking much delight in trapping and torturing surface humanoids.

☛ **Liths (2):** hp 44, 41; see Appendix 1.

**Tactics:** If detected before they can attack, the liths retreat into the nearby stone using *meld into stone* and listen for the party to leave. They then emerge and attempt to surprise the party during later exploration, using the tactics outlined above.

The liths purposely avoid using their *stone sphere* ability, as Ss'thall'aa fears it might damage the magic items this trap was designed to gather. However, the liths are not loyal to the banelar unto death. If the party presses the liths in combat to a point where death is imminent (dealing damage equal to more than half a lith's hit points in a single round or dropping a lith to less than one quarter of its total hit points), the creatures have a final strategy to save themselves. Both retreat into the warrens (see Encounter 2), using *passwall* if necessary, and try to lure characters after them. In the warrens, the liths try to place themselves at either end of a tunnel in which the characters are traveling (again using *passwall* as necessary). If they can achieve this, one lith then casts its final *wall of stone* to block the tunnel while the other casts *stone sphere* and rolls it toward the party. While the first *stone sphere* occupies the characters, the other lith moves to join its companion and



casts its *stone sphere* in hopes that the two spells destroy the party. If this final ploy fails, the creatures *meld into stone* and wait for the party to leave.

**Treasure:** These liths take great pleasure in gems, especially those from areas the liths generally cannot reach in the Underdark. As such, they demand that Ss'thall'aa pay them in black pearls. Each currently possesses 4 black pearls, valued at 500 gp apiece. The liths work these pearls into their stony hides as decoration, much like tattooing or body piercing, so characters must make a successful Search check on the bodies (DC 15) to find this treasure.

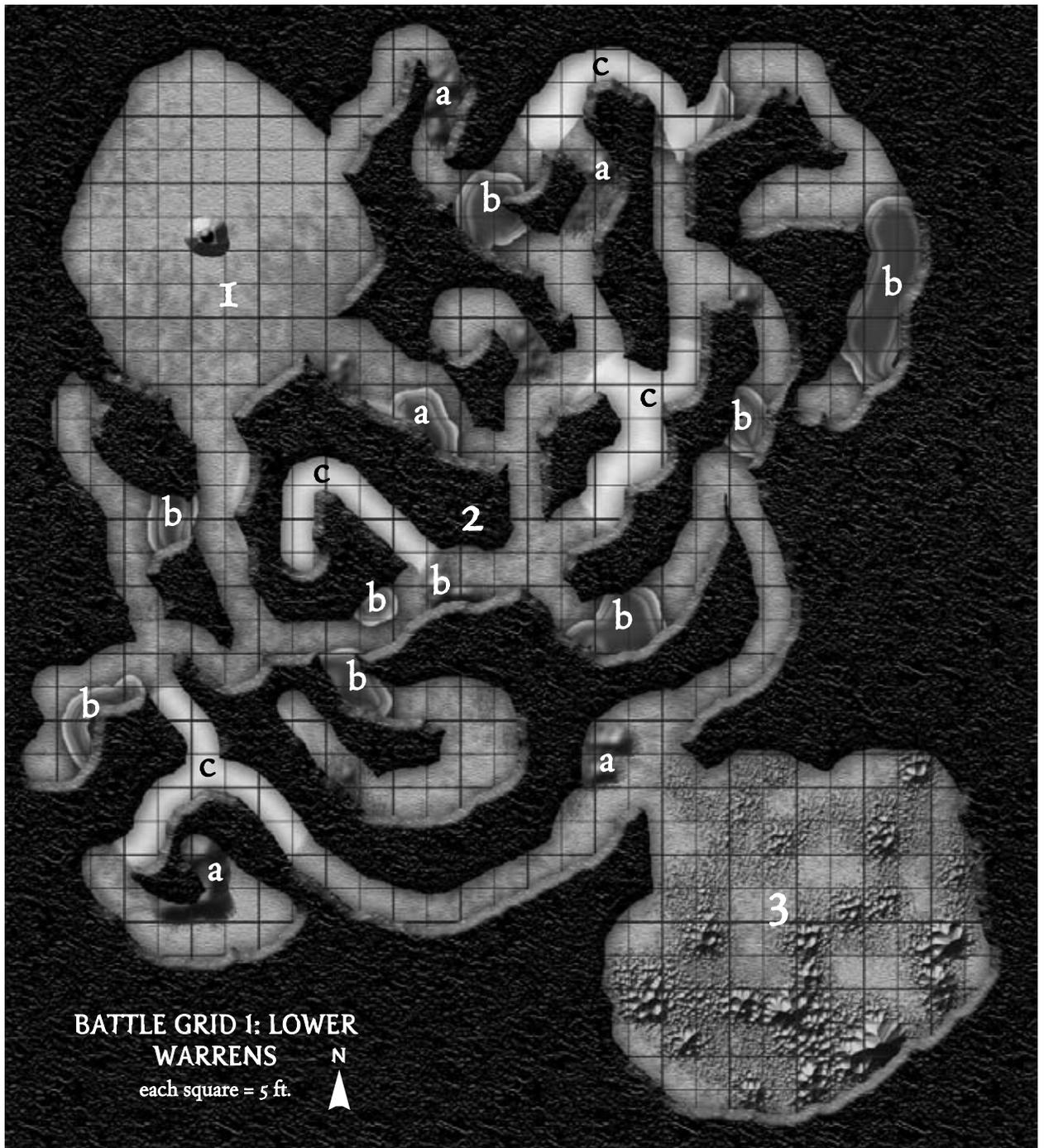
**Development:** Should characters attempt Diplomacy with the liths, the creatures are treated as hostile. They have a weakness, however, to bribery attempts that involve gems of any sort. Successful use of *detect thoughts* or similar abilities reveals this quirk of these particular liths. If offered gems, the liths break off attacks and demand to see the items in question immediately. Failing to produce the offered gems leads to immediate resumption of attacks. Although the liths know basic types, quality, and such, they cannot assess the true market value of gems. As such, characters may Bluff (opposed by the liths' +0 Sense Motive check) the creatures into believing gems are more valuable than they actually are. Every 100 gp of gems (either real or perceived value) offered to the liths grants a +1 circumstance bonus to Diplomacy checks. Shifting the creatures' attitudes to unfriendly leads them to take the offered gems and fain interest in letting the party pass, but only long enough to get close to a weakened character or two and initiate melee again. Shifting the creatures' attitude to Indifferent leads them to take the offered gems and allow the party to rest in the area for a period. However, the treacherous creatures wait for the characters to drop their guard and then resume their attacks. Successfully intimidating the liths (DC 1d20+11) also gains this response. Shifting the creatures' attitude to friendly or better actually wins these creatures over to the party for a time, as they feel a little "reminder" of their importance in securing captives might inspire Ss'thall'aa to pay them more. They allow the party to rest in the area (even helping to hide them from detection by visiting dragonkin if shifted to a Helpful attitude) and constantly talk to the characters, alternating between conversations about various sorts of gems and the manifold joys of imprisoning humanoids in stone. However, the liths do not allow the party to destroy the sphere (as detailed below) and offer no real help in finding Mikal or defeating Ss'thall'aa.

Each day, a dragonkin comes to inspect the liths' quarry. If any new captures have been made, the dragonkin returns its roost to inform the others, and then all return to carry the captives to Ss'thall'aa. In the event that a party chooses to rest in this area or the warrens before proceeding, there is a 5% cumulative chance per hour that a drag-

onkin stumbles upon the resting party. In this case, it immediately retreats to warn Ss'thall'aa of the intruders. The banelar then instructs the dragonkin to prepare for combat and does likewise. This affects the difficulty of later encounters for the party (as detailed in the Development section of the Dragonkin Roost and Serpent's Lair encounters). The party can prevent this only by avoiding detection by the dragonkin, as even slaying the creature before it can retreat warns its kin that something is amiss.

Characters that investigate the black sphere on the pedestal see what appears to be a tiny, silver-color dragon flying around in circles in a smoke-filled vacuum. The dragon occasionally stops its circling and, with a look of rage on its face, charges the surface of the sphere and seems to bounce off an invisible barrier at the sphere's edge. The characters may attempt to free the captured "dragon," which is actually the scalamagdrion linked to the corrupted portal. The sphere serves as the focus for the spells binding this creature and any action that removes the magic from the sphere or destroys the item ends the spell. For purposes of *dispel magic* and similar effects, treat this as a 9th level spell with a caster level of 17 (thus a DC 27 for a targeted *dispel magic*, for instance). Breaking the sphere is difficult, but not impossible. Although it appears to be made of glass, the sphere is actually as hard as stone (hardness 8, hp 180, break DC 28). This approach has a drawback, however, in that physical damage to the sphere also damages the scalamagdrion (it suffers 90 points of damage if the sphere is totally destroyed; characters can see the creature wince with each blow) and negatively impacts its attitude toward the party (as detailed below). Ss'thall'aa secured the sphere to the pedestal using *sovereign glue*, so attempting to separate the sphere from the pedestal has no effect.

The scalamagdrion's first instinct, once free, is to return to Loudwater to retrieve its book (it has an indelible link to the book and can always locate it as with a *locate object* spell) and return it to the rightful owner. Of course, seeing the freed scalamagdrion flying through their roost alerts the dragonkin that something is amiss. However, the party may be able to gain the creatures help in defeating Ss'thall'aa and the Cyricists through careful acts of Diplomacy. Attempts to intimidate the scalamagdrion lead to it immediately leaving, or attacking if prevented from exiting. To interact with the creature, a character must first speak Draconic. Such characters may attempt a Diplomacy check to shift the creature's attitude (which is unfriendly if the characters freed the creature without damage, or hostile if it was wounded in the process). Achieving a shift to Indifferent convinces the creature to stay long enough to explain who captured it (it can identify Ss'thall'aa as a banelar and knows the Cyricists due to their holy symbols) and the general plot to capture individuals. Achieving a



**BATTLE GRID 1: LOWER WARRENS**  
 each square = 5 ft.

shift to Friendly convinces the creature to reveal the above information, adding information regarding a banelar's general strengths and defenses. It also offers to guard the party for a single day if they would like to rest in this area. Achieving a shift to Helpful gains all benefits from the first two descriptions above and it also offers to accompany the party for a single day (in addition to the day of guarding the party) in order to find and defeat Ss'thall'aa. In this case, use the details provided in Appendix 2 to run the scalamagdrión as a NPC. Note that the creature under no circumstance reveals its name to the party, as its name is a key ele-

ment in utilizing a scalamagdrión as a tome guardian.

**Scaling the Encounter**

**6th-Level Characters (EL 8):** No change to the encounter.

**8th-Level Characters (EL 9):** Add another lith (hp 47; see Appendix 2) to the encounter.

**9th-Level Characters (EL 11):** Add two more lith (hp 47, 42; see Appendix 2) to the encounter.

## 2. The Warrens (EL Varies)

**Light:** Total darkness.

**Sound:** None

**Reaction:** None

**Auras:** None

Ss'thall'aa and the liths worked together to create these twisting tunnels in an effort to confuse anyone that might evade the liths' attacks. The walls here are obviously not of the same material as the cavern (having been created by *wall of stone* spells and shaped with *stone shape*). In addition, various fungi, slimes, and other Underdark dangers have been placed throughout the warrens.

**Walls:** The walls of the warrens are gray stone (hardness 8, hp 60 per 5 ft. section, break DC 28) and rise 10 feet or so before touching the ceiling (which is composed of the green or gray-brown basalt making up the natural cavern).

**A. Fire Fungus (CR 4):** This fungal growth sheds much-appreciated warmth, raising the temperature within 30 feet of it by 10 degrees. However, any open flame brought within 40 feet of fire fungus causes it to explode, dealing 5d6 points of fire damage to each creature in a 20-foot radius. Such an explosion kills the fire fungus, and it can also be killed by cold damage—10 points of cold damage is sufficient to kill a 5-foot square patch.

**B. Fool's Water (CR 3):** This slime looks like a small spring of water, but a DC 20 Knowledge (dungeoneering or nature) check can reveal its true nature upon sight. Any creature that touches fool's water takes 1d6 points of acid damage. Thereafter, the substance clings to the victim like slime, dealing the same amount of acid damage each round for the next 2d6 rounds. On the first round of contact, it can be scraped off easily, but after that it must be frozen, burned, or cut away. (All these processes apply damage to the victim as well.) Against wood or metal, fool's water deals 1d6 points of acid damage but has no continuing effect.

Fool's water is extremely reactive with regular water. Trying to wash the slime off with water causes an explosion that deals 3d6 points of acid damage to every creature within 10 feet.

Extreme cold or heat, sunlight, or a cure disease spell destroys a patch of fool's water.

**C. Sickstone (CR 3):** Sickstone glows with a revolting, not-quite-green, not-quite-silver light that provides illumination to a radius of 40 feet. Any creature within the range of this illumination must make a DC 15 Fortitude saving throw each round or take 1d6 points of Constitution damage. A successful save reduces the Constitution damage to 1 point. Anyone in physical contact with sickstone takes a -4 penalty on this saving throw, and any Constitution damage it takes becomes Constitution drain instead. The dam-

age caused by sickstone results from a magical disease, so creatures immune to magical diseases are immune to the effects of sickstone.

**Development:** If the characters rested before venturing into the warrens but did not encounter a dragonkin, there is a cumulative 5% chance (also cumulative with whatever percentage chance accrued while they rested) per hour that a dragonkin stumbles upon the party in the warrens.

## 3. Dragonkin Roost (EL 7)

**Light:** *Continual flame* from an *everburning torch* carried by one of the dragonkin.

**Sound:** Arguing in guttural Draconic about the superiorities of various minor magic items (DC 10).

**Reaction:** To loud sounds of battle (*fireball*, use of smokepowder weapons, etc.)—If not already forewarned of danger, Ss'thall'aa from Encounter 6 prepares for battle and uses divination magic (*clairaudience/clairvoyance*, *arcane eye*, etc.) if available to observe any approach to its lair.

**Auras:** Moderate (*Quaal's feather token*, *fan*, DC 21 conjuration), faint (*goggles of minute seeing*, DC 16 divination), faint (*oil of shillelagh*, DC 16 transmutation), and faint (*everburning torch*, DC 18 evocation); faint evil and chaos (dragonkin).

Ss'thall'aa has posted its guard against intruders here, a clutch of dragonkin that use the large chamber as a roosting area. Each of the dragonkin has a separate nest built roughly 40 feet up the cavern wall on a series of natural ledges. When not out hunting on the surface, the creatures spend their time alternately arguing over which has the greater magical possession and smashing the natural stone formations in the room to litter the floor with debris (which Ss'thall'aa tells them is a good strategy to hamper ground-based opponents. Read or paraphrase the following to the players when they first approach the cave entrance (the description may need adjustment depending on the light source(s) carried by the party). Use the second paragraph if the party enters the cavern and looks up toward the source of arguing voices.

A light wind blows from the passage ahead, diffusing the smell of rotten eggs that otherwise dominates this passageway. A faint, flickering light illuminates an obvious natural archway, beyond which stretches a wide, almost circular cavern. The floor of this cavern is littered with broken rocks, apparently smashed stalactites and stalagmites.

The cavern ceiling stretches far upward. Large, draconic-looking humanoid are perched on ledges near the

ceiling or flying through the air on large, scaly wings. One carries a torch that burns with a yellowish flame—the source of illumination seen from the entry. They seem to be arguing about something in a guttural speech.

Use Illustration 4 to describe this scene.

A Survival check (DC 10) identifies the breeze as fresh air. The dragonkin are almost constantly distracted in their argument over magic items, and so are unlikely to hear or see characters trying to Hide or Move Silently (each takes at least a –9 penalty on Listen and Spot checks due to a penalty of at least –4 for distance and an additional –5 penalty for being distracted).

Ss'thall'aa's advice to litter the floor with rocky debris does indeed hamper ground-based opponents. Each square of movement through this cavern counts as 2 squares of movement (diagonal move counts as 3 squares) and characters cannot run or charge in this cavern. Of course, characters may bypass this difficulty through magical means (if they can fly, become incorporeal, *dimension door*, and so forth). If a character's movement is hampered in other ways (such as being blind), then each square counts as 4 squares (or as 6 squares if moving diagonally). This rubble also imposes a –2 penalty on all Move Silently checks in addition to the Balance and Tumble check penalties common throughout the cavern complex.

**Creatures:** These tribal dragonkin serve Ss'thall'aa as guards and hunters in return for promises of magic items. As with most of their kin, these brutes prefer fighting from the air to better utilize their raking attacks and gain the benefits of fighting from “higher ground” (+1 bonus to their melee attack rolls). They only resort to ground combat if their ability to fly is somehow eliminated, in which case one dragonkin fights in front with claws while another fights from behind it with a long spear.

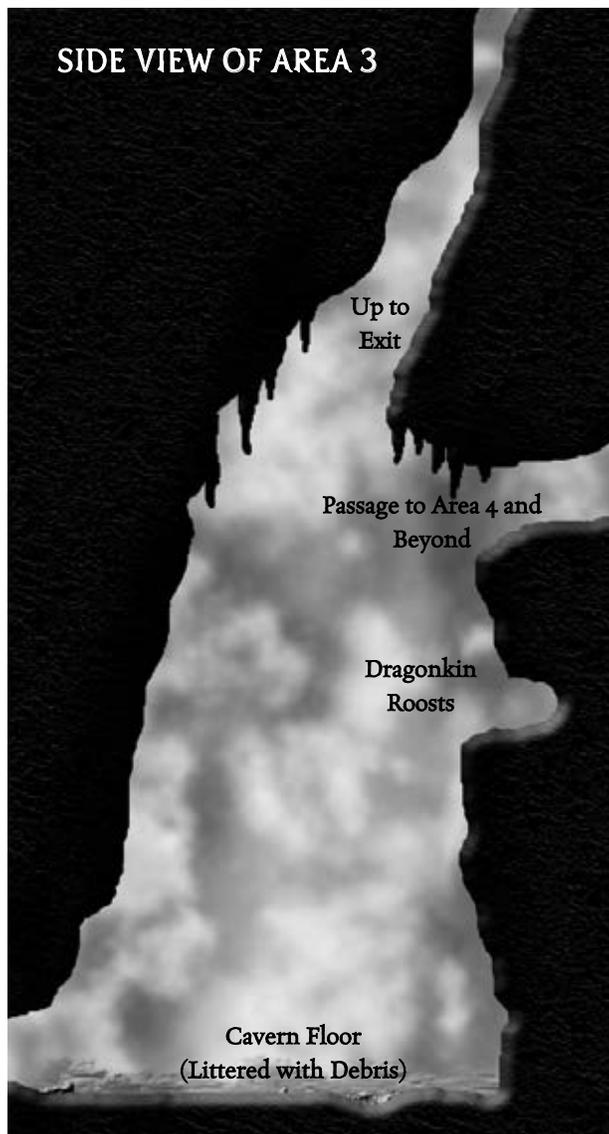
➔ **Dragonkin (4):** hp 42, 39, 38, 38; see Appendix 2.

**Tactics:** True to their greedy nature, these creatures constantly scan the party for magic items using their innate *detect magic* ability. Any character found to possess multiple, obviously-displayed magic items is attacked by all the dragonkin at once as they vie to steal each item and carry it to their nests. They also steal bows, holy symbols, and other items that might hamper the party's combat ability against these flying adversaries. In the case of items that are not wielded as weapons, the dragonkin gain the standard +4 bonus for items that are poorly secured or otherwise easy to snatch or cut away. As they have not grasped the finer points of combat (beyond hitting an opponent or snatching items from them) the dragonkin do not grapple opponents to snatch secured items, preferring to kill the opponent first then easily remove the items.

**Treasure:** Ss'thall'aa pays the dragonkin with minor magic items it strips from victims that do not interest the

banelar or its Cyricist allies. Each dragonkin keeps its treasure in a separate roost, a small overhang barely large enough to accommodate the sleeping brutes that is covered with straw, tree limbs, and other refuse. Each creature currently has one item and the creatures constantly fight over which possesses the “best” item. Fights often break out when one dragonkin discovers another too close to its roost. Their current items include a *quaal's feather token*, *fan*, a pair of *goggles of minute seeing*, a vial of *oil of shillelagh*, and an *everburning torch*. As the *feather token* produces the strongest magical aura, it is currently held as the greatest of the items and much sought after by the other three dragonkin, although the possessor of the *goggles* argues that its item is more useful. Ss'thall'aa actually only had three items it deemed useless enough to give the dragonkin thus far, and so created the *everburning torch* with a *continual flame* spell to keep the fourth dragonkin from attacking its fellows in a jealous rage.

**Development:** If the characters rested before ventur-



ing beyond the warrens but did not encounter a dragonkin, there is a 5% chance (cumulative with whatever percentage chance accrued while they rested and traveled through the warrens) that a dragonkin stumbles upon the party in the passage leading from the warrens to the roost.

If the dragonkin become aware of the PCs' presence, they prepare for battle and halt their arguing. In this case, the roost is in total darkness as the *everburning torch* is covered up in its owner's nest. The dragonkin also position themselves directly over the entrance to the cavern from the warrens, eliminating any penalties to Spot and Listen checks due to distraction and distance. Alert characters may hear the lurking dragonkin (Move Silently check is only +1) but the creatures immediately attack any creature that passes through the entrance. These preparations increase the encounter to EL 8.

As with the liths, these creatures are treated as hostile for purposes of Diplomacy checks. Also as the liths, they are susceptible to bribery, but covet magic items rather than gems. Successful use of *detect thoughts* or Knowledge (nature) (DC 17), reveals the dragonkin's overwhelming desire to possess magic items. They crave them like dragons do gold. Offering magic items delays their attacks for 1 round while they wait to see the proffered item. Unlike the liths, the dragonkin can assess the value of bribes due to their innate ability to *detect magic*. A +1 circumstance bonus to Diplomacy checks is granted for every caster level of the offered magic item. However, each creature demands an item of roughly equivalent "value" (similar aura strength). Failing to provide equal items to each dragonkin leads to resumption of combat, with any dragonkin already given magic items fighting alongside the PCs. If combat can be halted, shifting the creatures' attitudes to unfriendly leads them to take the offered items and fly them up to their nests, after which they demand more magic items to delay further combat. Shifting the creatures' attitude to indifferent leads them to take the offered items and allow the party to rest in the area for a period. However, they do not allow the party to leave the cavern except through the shaft in the ceiling and attack if characters insist on proceeding to Ss'thall'aa. Successfully intimidating the dragonkin (DC 1d20+9, with an additional +4 if the character using Intimidate is Medium, or +8 if the character using Intimidate is Small) also gains this response. Shifting the creatures' attitude to friendly or better actually wins these treacherous creatures over to the party. They are convinced that Ss'thall'aa has inadequately paid them in magic items and thus gather their belongings and exit the cave for better hunting. As the banelar provides them with little information other than instructions to carry statues and guard against intruders, the dragonkin are of little help in defeating Ss'thall'aa. They can, however, provide the password to bypass the banelar's *alarm* spell

if shifted to an attitude of helpful.

The party may scale the walls of this cavern (Climb DC 15), fly, levitate, or use other means to reach the various roosts. Should a character move toward a particular roost while the dragonkin are still alive, the dragonkin "owner" flies into a rage and does everything possible to prevent the character from violating its property. Characters may also climb up the remaining 20 feet (DC 20) to the ceiling



of the chamber and out to a large shaft in the center (DC 25). This hole leads roughly upward about 500 feet before breaking the surface (DC 15 Climb check).

#### Scaling the Encounter

**6th-Level Characters (EL 6):** There are only three dragonkin (hp 39, 38, 38; see Appendix 1).

**8th-Level Characters (EL 8):** Add another two dragonkin (hp 44, 36; see Appendix 1)

**9th-Level Characters (EL 9):** Add four more dragonkin (hp 44, 40, 40, 36; see Appendix 1).

#### 4. Bat Swarm (EL 7)

**Light:** Total darkness.

**Sound:** Faint crunching sounds with each footstep (automatic), faint fluttering of tiny wings and chirping/squeaking (DC 15).

**Reaction:** To loud sounds of battle (*fireball*, use of smokepowder weapons, etc.)—If not already forewarned of danger, Ss'thall'aa from Encounter 6 prepares for battle and uses divination magic (*clairaudience/clairvoyance, arcane eye*, etc.) if available to observe any approach to its lair.

**Auras:** None.

This room is used by Ss'thall'aa to store its favorite “snack”—bats. While the banelar derives most of its sustenance from magically created food, it comes to this cavern when it feels a desire for fresh meat and blood. Of course, the bats swarm to attack the banelar but its fast healing

allows the creature to quickly heal any damage the swarm might inflict. After it finishes a meal, Ss'thall'aa returns to its lair and ducks under the acidic water in its pool, which the bats do not enter.

The bats use small cracks (one must be size Diminutive or smaller to enter) in the ceiling to fly out to the surface at night for hunting. The bats are always ready for

a meal that might happen to walk into their home, however. The floor in and near this cavern is littered with the bones, debris, and guano from these hunts. Read or paraphrase the following to the players when they first approach the bat's cave (the description may need adjustment depending on the light source(s) carried by the party). Use the second paragraph only if the party approaches within 5 feet of the entrance to the cavern with an open light source.

An ammonia smell begins to overpower the smell of rotten eggs that permeates these caverns, wafting on a slight breeze coming from the passage ahead. The cave floor, which had been fairly smooth and flat, becomes much more uneven and faint crunching sounds come from underfoot.

The passage opens up into a much larger space, filled with many stalactites and stalagmites. As the light illuminates this scene, it becomes apparent that the crunching sounds coming with each step are from small skeletons and debris. Suddenly a flurry of flapping wings and high-pitched squeaks heralds the waking of this room's occupants, thousands of bats!

As the majority of bats generally rest on the roof of the cavern (which is 30 feet high) their blindsense does not detect the characters immediately. However, when moving through the cavern the party can only avoid confrontation with the swarm of bats by evading detection with successful Hide and Move Silently checks (opposed by the bats' +11 Listen and Spot checks). Carrying an open light source to the entrance of the cavern makes hiding impossible (it negates the cover provided by total darkness) and initiates an immediate attack by the bats.

Water dripping through the many cracks in the ceiling of this chamber has created various mineral build-ups. These stalactites, stalagmites, and other impediments hamper movement through the chamber. Each square of movement through this cavern counts as 2 squares of movement (diagonal move counts as 3 squares) and characters cannot run or charge in this cavern. Of course, characters may bypass this difficulty through magical means (if they can fly, become incorporeal, *dimension door*, and so on). If a character's movement is hampered in other ways (such as being blind or unable to see in the total darkness of the cavern), then each square counts as 4 squares (or as 6 squares if moving diagonally).

**Creatures:** Each bat swarm is direct in combat, seeking to surround and attack any warm-blooded prey it encounters.

➤ **Bat Swarms (4):** hp 17 each; see *Monster Manual*.

**Tactics:** After they have detected prey in their cavern, the bats easily locate most creatures in the area due to their blindsense. A swarm pursues prey beyond the cavern as long as it can detect a possible source of food. Wild empathy and other such abilities are largely useless against the swarm, affecting only one bat at a time.

**Development:** The party can scale the walls of this cavern to reach the cracks in the ceiling (Climb DC 20). Characters that find a way to enter the small cracks (a *gaseous form* spell, for instance) discover that the surface is about 500 feet away.

#### Scaling the Encounter

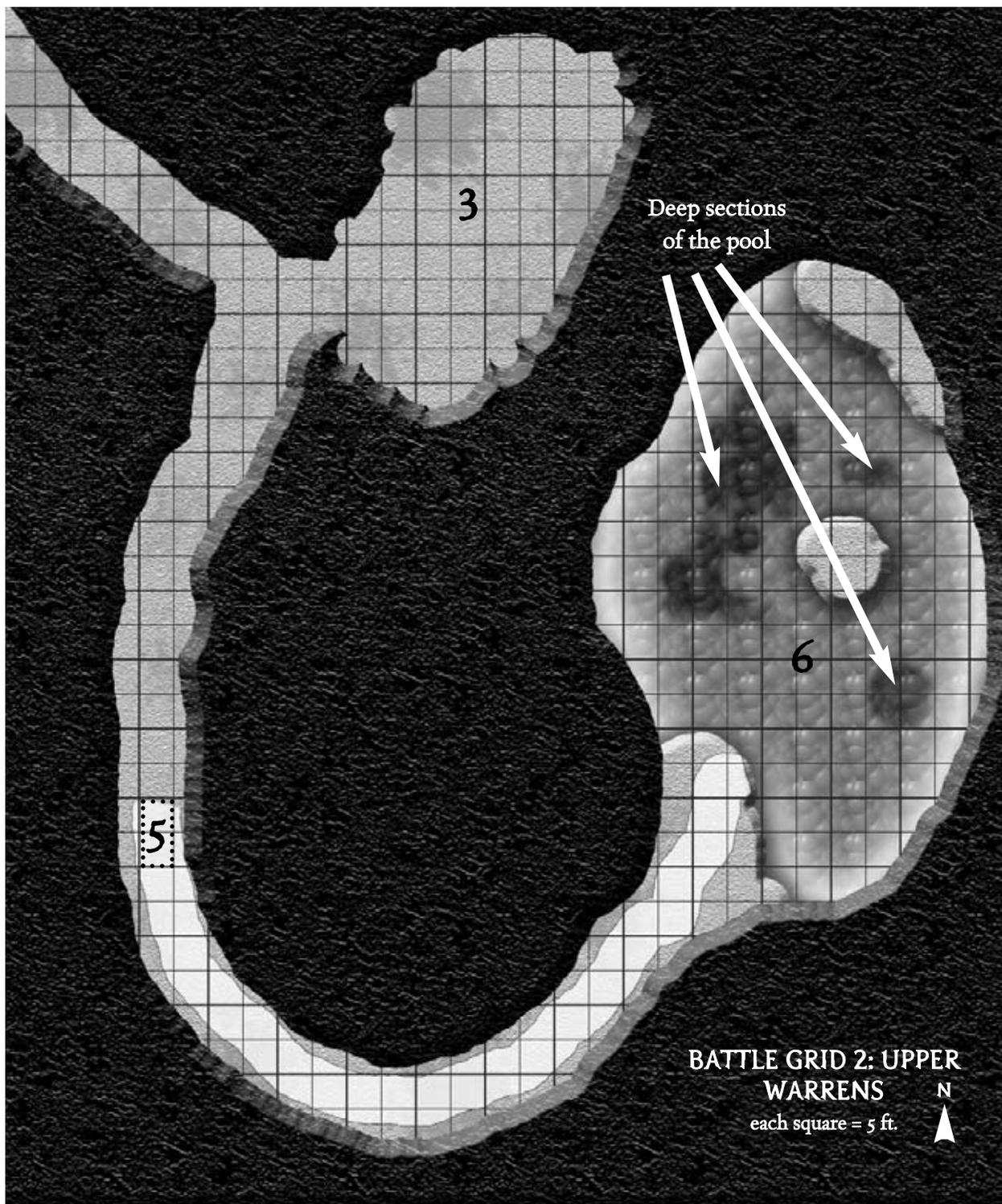
**6th-Level Characters (EL 6):** There are only three bat swarms (hp 17 each; see *Monster Manual*).

**8th-Level Characters (EL 8):** Add another two bat swarms (hp 17 each; see *Monster Manual*)

**9th-Level Characters (EL 9):** Add four more bat swarms (hp 17 each; see *Monster Manual*).

#### Caught in the Cracks

PCs who enter the cracks in *gaseous form* and don't make it all the way out before the spell ends are shunted to the closest space they can inhabit.



### 5. An Unexpected Swim (EL 9)

**Light:** Total darkness.

**Sound:** Faint sound of running water (DC 30).

**Reaction:** To sounds of anyone falling into the collapsing pit trap—If not already forewarned of danger, Ss'thall'aa from Encounter 6 prepares for battle and uses divination magic (*clairaudience/clairvoyance*, *arcane eye*, and other such magics) if available to observe any approach to its lair.

**Auras:** None.

Ss'thall'aa has used multiple castings of *stone shape* to build a tunnel connecting its pool to a large pit located along this passage. The pit is filled with the same acidic water in the banelar's pool to a depth of about 1 foot and is covered by a thin layer of stone that cracks if a combined weight of 200 lbs. occupies the 10-foot by 10-foot area of the pit. Read or paraphrase the following to the players

when anyone triggers the trap.

A loud cracking sound comes from underfoot as the ground gives way. Acrid fumes spew up from the crack as the stone floor falls into darkness.

**Trap:** Characters who fall into the pit continue to take acid damage and are subject to the poisonous fumes each round until they exit the pit.

**↗Collapsing Floor Trap:** CR 7; mechanical; location trigger, no reset; DC 25 Reflex save avoids; 10 ft. deep (1d6, fall); acid (never miss, 1d6/round acid); poison (acid fumes, DC 13 Fortitude save resists, 1 Con/1d4 Con); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25.

**Development:** Due to the stonework nature of this trap, any dwarf, even one who is not a rogue, can use the Search skill to discover its location. Dwarves also gain a +2 racial bonus on the Search check from their stonemasonry ability to find this trap.

The tunnel leading away from this pit to Ss'thall'aa's pool is roughly 10 feet in diameter, large enough for characters to Swim through (DC 10). However, after leaving the pit area the tunnel quickly fills with acidic water. Characters submerged in this liquid take 10d6 points of acid damage per round without some form of protection from acid. Being protected from acid may still lead to death by drowning (a *water breathing* spell coupled with some form of protection from acid allows a character to breath the acidic water). The tunnel winds for 200 feet before connecting with the pool in the banelar's lair. Ss'thall'aa may use this tunnel as a means of escape if faced with defeat, easily breaking through the trap from below (Break DC 14) if it has not already been sprung.

## 6. The Book Worm (EL 9)

**Light:** *Continual flame* from a stalactite on Ss'thall'aa's "treasure isle."

**Sound:** Sporadic dripping of water (automatic); faint whimpering from far side of the room (DC 22).

**Reaction:** If not already dealt with, upon hear loud sound of battle (such as *fireball*, or use of smokepowder weapons) the dragonkin from Encounter 3 prepare for battle and fly here to investigate, reaching the entrance in 4 rounds.

**Auras:** Strong (*pearl of power* (2nd), DC 24 transmutation), moderate (*headband of intellect* +2, DC 19 transmutation), moderate (4 scrolls of *flesh to stone*, DC 21 transmutation), moderate (*detect scrying*, DC 19 divination), moderate (*unhallow* and *dimensional anchor*, DC 20 evocation and DC 19 abjuration), faint (*amulet of natural armor* +1, DC 18 transmutation), faint (*wand of ray of enfeeblement*, DC 16

necromancy), faint (*continual flame*, DC 18 evocation), faint (*alarm*, DC 16 abjuration). If Ss'thall'aa has cast its preparatory spells, it has the following additional auras: moderate (*spell immunity*, DC 19 abjuration), faint (*invisibility*, DC 17 illusion), faint (*entropic shield*, DC 16 abjuration), faint (*mage armor*, DC 16 abjuration), and (if available, see Development) faint (*resistance*, DC 15 abjuration), faint (*shield*, DC 16 abjuration), and faint (*resist energy*, DC 17 abjuration), faint (*guidance*, DC 15 abjuration); strong evil (Ss'thall'aa), moderate evil (*unhallow*) and (if present, see Development) strong evil (morhg).

Here the PCs finally come face-to-face with Ss'thall'aa, a banelar of considerable power. Read or paraphrase the following to the players when they first approach the banelar's lair (the description may need adjustment depending on the light source or sources carried by the PCs). Use the second paragraph only if the party somehow evades detection by Ss'thall'aa (including the *alarm* directly outside the entrance to its lair) and it is thus unaware of their approach.

The smell of rotten eggs that lingered in the twisting tunnels before is almost overwhelming here, wafting forth from a sizeable cavern, probably sixty feet or more across. A shimmering field, emerald in hue, fills the entire entrance to this cavern. Through this field, the source of sporadic dripping is immediately apparent—a large, bluish tinted pool fills most of the cave. To the right is a small isle, illuminated by a stalactite ablaze with a purplish flame. Almost directly across from the entrance, just out of the brighter light of this flame, another patch of dry land butts up against the far wall. A shadowy pile is barely distinguishable on this patch of ground.

Lounging in the pool between the isle and the far wall is a hideous creature with a dark purple-green, snake-like body, a large humanoid head, and tiny tentacles growing in a ring about its mouth. A brownish, stinger-tipped tail juts up from the pool nearby.

Use Illustration 5 to help describe this scene.

To secure its prisoners from rescue by extradimensional travelers, Ss'thall'aa had the Cyricists cast *unhallow* on its lair. In addition to protecting the banelar with a *magic circle against good* effect, the *unhallow* spell is fixed to a *dimensional anchor*. This spell creates the shimmering emerald field visible at the entrance to the lair.

Ss'thall'aa further secures the area by casting *detect scrying* each day and placing an *alarm* in the tunnel leading up to its lair (as noted on the map). As the *alarm* only has a 16-hour duration, the party has a 33% chance of approaching during a time that the spell is not active.



In addition to creating the interconnected chambers of this subterranean complex, old volcanic activity in this area left numerous deposits of caustic minerals and pockets of toxic gas. Over time both have combined with water seeping into the caverns to create a large pool of vitriolic acid. Indeed, this feature of the caverns was one of the major draws for Ss'thall'aa (who is immune to acid), as it enjoys regular baths to clean its scales.

The pool hampers movement for creatures that cannot fly or swim. The shallow portions of the pool (ranging from 1-2 feet deep) cost 2 squares of movement to move into a square, and the DC of Tumble checks in such squares increases by 2. The deeper central portion ranges from 4-6 feet deep. Moving through these squares costs Medium or larger creatures 4 squares of movement unless they Swim (DC 10). Small or smaller creatures must swim in the deep portion. Tumbling is impossible for any size creature in the deep areas. Finally, moving through the pool imposes a -2 circumstance penalty on Move Silently checks.

The corrosive acid in the pool deals 1d6 points of damage per round of exposure except in the case of total

immersion (only possible in the deeper central portion), which deals 10d6 points of damage per round. In addition, the fumes from this acid are inhaled poisons and those who come within 5 feet of the pool must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage. Creatures immune to the acid's caustic properties might still drown in it if they are totally immersed.

Ss'thall'aa often lounges in the acid pool as it admires its treasure or taunts prisoners. It also uses the pool to protect itself from attack if necessary, gaining cover (+4 to AC, +2 to Reflex saves) against any attack or spell targeting a square that it occupies in the deeper central portion of the pool. Ss'thall'aa can gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves) by submersing most of its body as a Move action in the deep pool, but takes a -10 penalty on melee attacks against creatures that aren't underwater. It may also fully submerge itself (the banelar can remain under the acid for 48 rounds before it must make a Constitution check in order to continue holding its breath) to gain total cover.

Neither the liquid in the pool nor its fumes are flammable. As with a body of water, the surface of the pool blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make a fire spell usable underwater, the surface still blocks the spell's line of effect. The acid is a clear, yellow-tinged liquid (the bluish tint noted in the description is caused by the emerald hue of the dimensional anchor effect) and does not provide sufficient Cover for Ss'thall'aa to hide, nor does it provide concealment (though it may still hide behind the small isle).

**Creatures:** Ss'thall'aa is a bit larger than the average banelar—nearly 30 feet long. Ss'thall'aa is selfish and greedy to the extreme, but needs the Cyricists' assistance in pulling off this scheme since it lacks the consistent funding necessary to restore the petrified victims. It works with the Cyricists only because this scheme seems likely to garner it the most magical power. Should a better plan come about to increase access to magic items, Ss'thall'aa would betray its allies without a second thought. It prefers to be called a “lar,” disavowing any allegiance to Bane.

➤ **Ss'thall'aa, Advanced Banelar (11 HD):** hp 121; see Appendix 1.

Also held here is Mikal, the historian and book collector from Loudwater. Mikal is held on the small strip of land on the far side of the acid pool and kept alive by sustenance provided by Ss'thall'aa's *create food and water* spell. He cannot approach the edge of the pool for long without falling victim to its noxious vapors. Generally a quiet, introspective man, Mikal is thoroughly terrified by his current situation as Ss'thall'aa enjoys speculating on what its Cyricist allies might do to Mikal once he is turned over to the Church of the Dark Star. Mikal is too frightened to do much more than moan in agony and terror.

♣ **Mikal, Male Human Exp4:** hp 12 (8 with Con damage from poison); see Appendix 1.

**Tactics:** Once alerted to the presence of new victims by its dragonkin minions, Ss'thall'aa orders its henchmen to pick up newly petrified foes and bring them to it for “processing.” Once it has determined the value of its catch and what items it wants to keep, Ss'thall'aa casts *sending* to inform its Cyricist allies to send someone for pickup.

If the party survives the liths attack but somehow alerts the banelar to their presence, Ss'thall'aa becomes most intrigued with the party, as it wants to acquire the powerful magic items they must surely possess. It magically tracks the intruders as long as possible (using its *arcane eye* and *clairaudience/clairvoyance* spells). It also casts *sending* to alert the dragonkin of approaching trouble and instructs them to prepare for battle. If the party chooses to rest in the liths' lair, Ss'thall'aa takes the opportunity to better prepare for battle (see Development).

If forewarned of an attack, Ss'thall'aa casts defensive spells to prepare for battle in the following order: *mage*

*armor, entropic shield, and invisibility.*

Ss'thall'aa waits for a character to approach the pool (possibly falling victim to the poisonous fumes) before launching its attacks. If the party attempts to fly or jump over the pool, or climb along the walls or ceiling (which is 10 feet high) Ss'thall'aa also attacks. Once combat begins, the banelar attacks ferociously with its bite and stinger while casting one spell per round on the defensive as a free action. It uses its enchantment spells first, from most powerful to least, before turning to its other spells. Characters that deal significant melee damage to the banelar will be targeted with a shot from its *wand of ray of enfeeblement*.

Note that despite its considerable ability at grappling, Ss'thall'aa generally avoids this maneuver for fear of characters dropping their precious magic items into the acid pool. If faced with certain death, however, the banelar may grapple an opponent and drag the victim into the deep section of the pool to serve as a distraction during retreat. If wounded to half hit points or less, Ss'thall'aa submerges itself enough to gain improved cover, then utilizes its curative spells to restore as many hit points as possible before reengaging the party. If again reduced to one quarter of its total hit points or less, it moves to its treasure on the small isle, recovers as much as possible, and then dives under the surface of the pool into the tunnel that leads to the pit in Encounter 5. From there, it uses *expeditious retreat* to exit the cavern as quickly as possible.

**Treasure:** Ss'thall'aa keeps all of its treasure (including all magic items when they are not being used) on a small island in the middle of its acid pool. It only removes these items when it plans specifically to use them. The banelar's treasure (excluding any items carried for combat) includes: a bone scroll tube marked with the holy symbol of Cyric containing four scrolls of *stone to flesh* and five blank sheets of paper, four pearls (300 gp each), and a total of 300 gp in a large sack.

**Development:** If the party delays in confronting Ss'thall'aa for an extended period (camping in the warrens, for instance) after defeating the liths, it prepares to better face the party. These preparations raise the Encounter Level from 9 to 11.

Ss'thall'aa also uses its *sending* spell to inform its Cyricist allies of the intrusion and request they send assistance. The Church of the Dark Sun *teleports* an undead minion to assist the banelar and secure the site:

➤ **Mohrg:** hp 91; *Monster Manual*.

The mohrg hides in the banelar's lair as best it can until the banelar initiates its attack, then moves to attack a PC not engaged in melee with Ss'thall'aa (an archer or spellcaster, for instance). The undead horror moves to block any PC from pursuing Ss'thall'aa should the banelar be forced to retreat.

Ss'thall'aa also changes its spell selection to more appropriately deal with these "intruders" as indicated in Appendix 1. It uses the same basic tactics as outlined in the Tactics section, but changes its defensive preparations, casting spells in this order: *mage armor*, *resist energy* (target energy type determined by the party's actions; default to sonic), *entropic shield*, *shield*, *invisibility*, and *guidance*.

Although initially hostile to the characters, Ss'thall'aa is not opposed to negotiations that involve bribery. As it conceived this entire plan to increase its own store of magical items, the banelar is open to discussions of the party turning over their items to it in exchange for their lives (and perhaps even Mikal's). Successful use of *detect thoughts* or similar abilities reveals the banelar's willingness to negotiate for magic items. Ss'thall'aa ceases its attacks if the party also halts hostility and offers to give the creature their possessions in exchange for safe passage. As with the dragonkin, this monster can assess the value of bribes by casting *detect magic*. A +1 circumstance bonus to Diplomacy checks is granted for every caster level of the offered magic items. Characters that try to Bluff Ss'thall'aa and fail are immediately attacked, as are those that try to intimidate the banelar and fail. In order to secure safe passage, the party must shift Ss'thall'aa's attitude to Friendly. It even turns over Mikal if the party can shift its attitude to Helpful. Alternatively, if the party presses the banelar in combat to one quarter of its total hit points or less and prevents its escape (as described above), Ss'thall'aa initiates attempts at Diplomacy. In this case, the monster offers to sell out its Cyricist allies in exchange for sparing its life. Successfully intimidating the banelar (DC 1d20+16, with an additional +8 if the character using Intimidate is Medium, or +12 if the character using Intimidate is Small) also gains this response. In any case, Ss'thall'aa is always true to its word due to its lawful nature and does not pursue characters beyond the cavern complex. It may, however, send its Cyricist allies after the party, as detailed in the next encounter.

#### Scaling the Encounter

**6th-Level Characters (EL 8 to 10):** Use typical banelar naga (hp 66; see Appendix 2).

**8th-Level Characters (EL 10 to 12):** Advance Ss'thall'aa to 14 HD (hp 150; see Appendix 1)

**9th-Level Characters (EL 11 to 13):** Advance Ss'thall'aa to 14 HD (hp 150; see Appendix 1), and it is accompanied by two typical banelar (hp 66, 66; see Appendix 2).

through the shaft in the dragonkin's roost. This hole eventually leads the party to the surface, where they find themselves in a mountainous wilderness. As they are unlikely to have a map of the area, the party must succeed at hourly Survival checks (DC 12) to find their way home. If Mikal is with the party, his Knowledge (geography) and Knowledge (local) skills serve the party well, granting a +4 bonus to these Survival checks. Certain classes, such as the wild scout, may also gain bonuses based on their knowledge of the area and class-related abilities (such as the wild scout's Home Turf extraordinary ability). See the Getting Lost section of Wilderness Adventures on pages 86 and 87 of the *Dungeon Master's Guide* for more details about adjudicating this trip home.

**Creatures:** For every day that the party spends in the wilderness, there is a 15% chance that groups of scouting dragonkin arrive to destroy the party and return their items to their Cyricist masters. The scouts use the same tactics as their kin described in Encounter 3 of The Serpent's lair.

**Dragonkin (4):** hp 42, 39, 38, 38; see Appendix 2.

**Treasure:** The dragonkin carry no treasure, leaving their magic items in the safety of their roost while scouting.

**Development:** Should the characters fail to make it back to Loudwater within a week, the local authorities eventually locate them using divination magic. They instruct the party to wait at their present location for a wild scout to arrive and lead them home (the time necessary for the wild scout to arrive depends on where the party has traveled to since leaving the caverns).

On arriving back at Loudwater, characters that undertook this adventure at the request of specific parties (such as the Red Fellowship) are duly recognized for their service. If characters had taken up the quest in order to recover a reward from Julana, they are compensated as per the posted agreement.

When the PCs are transported to Ss'thall'aa's lair, High Lord Kalahar Twohands is able to retrieve the *Legacy of the Green Regent*. He takes the book and tasks his people for future study. He warns the characters that depending on what he finds in the book, he may need their help in the future.

## CONCLUSION

Whether the party recovers Mikal or not, the likely route out of the cavern complex (short of *teleportation* or similar magic) is

## ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, 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 (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for 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 the 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, because you are the DM.

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

### 1. Did the PCs defeat the wild elf dragon cultists and recover the book?

- a. No. The cultists defeated the PCs and left with the book.
- b. Almost. They did a good job of beating on the cultists, but they escaped with the book.
- c. Yes. Though the cultists escaped with the book, the PCs defeated them in the vale in the Dire Woods.
- d. Yes. They defeated the cultists and recovered the book.

### 2. Did the PCs defeat the Lith?

- a. Yes. They trounced them.
- b. Yes. They were able to bribe them.
- c. No.

### 3. Did the PCs free the Scalamagdrion?

- a. Yes.
- b. No.

### 4. Were the PCs able to traverse the warrens with little trouble from the strange hazards?

- a. No. They suffered from almost every little hazard they stumbled upon.

- b. They did okay. They only sometimes were harmed by the hazard, but no more than once for each type.
- c. Yes. They avoid the hazards with ease.

### 5. Did the PCs defeat the dragonkin?

- a. Yes. They defeated them in combat.
- b. Yes. They bribed their way past the dragonkin.
- c. No. The banelar naga's minions defeated the PCs.

### 6. Did the PCs defeat the bat swarms and the collapsing floor trap guarding Ss'thall'aa's lair?

- a. No. They defeated neither.
- b. Almost. They defeated one but not the other.
- c. Yes. They defeated both.

### 7. Did the PCs defeat Ss'thall'aa and free Mikal.

- a. Yes. They did both.
- b. Almost. They defeated Ss'thall'aa, but did not rescue the sage.
- c. Almost. They rescued the sage, but didn't defeat Ss'thall'aa.
- d. No. They accomplished neither.

## APPENDIX I: NPCS AND MONSTERS

### ADVENTURE START: A CRY FOR HELP

#### Optimized Level of Play (EL 9)

➤ **Raleaf:** Male wild elf Mnk4; CR 4; Medium humanoid (elf); HD 4d8+4; hp 27; Init +3; Spd 40 ft.; AC 16, touch 16, flat-footed 13; Base Atk +3; Grap +3; Atk +3 melee (1d8, unarmed strike); Full Atk +1/+1 melee (1d8, unarmed strike); SA flurry of blows, unarmed strike, ki strike (magic); SQ evasion, still mind, slow fall 20 ft., low-light vision, immune to magic sleep effects, +2 racial bonus against enchantment; AL LE; SV Fort +5, Ref +7, Will +7; Str 10, Dex 16, Con 12, Int 11, Wis 16, Cha 8.

*Skills and Feats:* Concentration +7, Jump +7, Knowledge (arcana) +5, Knowledge (religion) +4, Listen +5, Search +2, Spot +5, Tumble +9; Alertness, Deflect ArrowsB, Improved Unarmed StrikeB, Power Attack, Stunning FistB.

*Possessions:* tattoo of barkskin +2, tattoo of cure light wounds, tattoo of shield of faith +3 (tattoos are created by the Tattoo Magic feat; the bearer can activate a tattoo as a standard action without provoking an attack of opportunity).

*Physical Description:* Raleaf is a grim elf, covered from head to toe in dragon-themed tattoos that hide the magical tattoos he bears. He has the dark brown skin common to his people, with long, black hair tied into a tight braid. He speaks Common, Draconic, and Elven.

**Still Mind (Ex):** Raleaf gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

**Ki Strike (Su):** Raleaf's unarmed attacks are empowered with ki. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

**Slow Fall (Ex):** If within arm's reach of a wall, Raleaf can use it to slow his descent. When using this ability, he takes damage as if the fall were 20 feet shorter than it actually is.

➤ **Aramaq:** Female wild elf Clr4; CR 4; Medium humanoid (elf); HD 4d8+8; hp 34; Init +0; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk +3; Grap +3; Atk +3 melee (1d8/19-20, longsword); Full Atk +3 melee (1d8/19-20, longsword); SA spells, turn undead; SQ low-light vision, immune to magic sleep effects, +2 racial bonus against enchantment; AL LN; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 11.

*Skills and Feats:* Concentration +9, Diplomacy +3, Knowledge (arcana) +7, Knowledge (religion) +4, Listen +5, Search +2, Spot +5, Dragonthral\*<sup>\*\*</sup>, Toughness.

*Possessions:* +1 half-plate, +1 heavy shield, longsword, holy symbol.

*Physical Description:* Aramaq carries herself with great pride, for she is indeed proud to the extreme. Her skin is lighter than the other two green elves in the company, and her tight-cropped hair is also light brown. She speaks Common, Draconic, and Elven.

*Spells Prepared* (5/5/4; base DC 13 + spell level): 0—guidance (2), resistance (3); 1st—bless, deathwatch\*, divine favor, magic weapon, shield of faith; 2nd—calm emotions, gentle repose\*, hold person, shield other.

\*Domain spell; Deity: Guev'Ressunvee; Domains: Magic (use spell completion or spell trigger items as a Wizard), Repose (death touch once/day; roll 4d6 on successful melee touch and if higher than target's current hit points, it dies).

\*\*See Appendix 2.

**Power-Up Suite—AC** 21, touch 19, flatfooted 18; Atk +5 melee (1d8+1, unarmed strike); Full Atk +3/+3 melee (1d8+1, unarmed strike); SQ invisible; SV Will +7 (+8 vs. fear).

➤ **Leveas:** Male wild elf Sor6/Dragon Disciple 2; CR 8; Medium humanoid (elf); HD 6d4+2d12; hp 33; Init +0; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +4; Grap +3; Atk +3 melee (1d6-1, bite); Full Atk +3 melee (1d6-1, bite), -2/-2 melee (1d4-1, claws); SA spells; SQ familiar, low-light vision, immune to magic sleep effects, +2 racial bonus against

enchantment; AL N; SV Fort +6, Ref +6, Will +9; Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 16.

*Skills and Feats:* Climb +2, Concentration +9, Diplomacy +9, Knowledge (arcana) +10, Listen +4, Search +2, Spellcraft +10, Spot +4; Combat Casting, Empower Spell, Eschew Materials.

*Possessions:* bracers of armor +1, cloak of resistance +1, potion of sanctuary, scroll of expeditious retreat, scroll of teleport, wand of grease.

*Physical Description:* Leveas has begun to take on some of the draconic characteristics of his sovereign, including slight fangs, clawed hands, and tiny iridescent scales. His remaining skin is dark brown, and he keeps his brown hair cut shoulder length. He speaks Common, Draconic, and Elven.

*Sorcerer Spells* (6/8/7/4; base DC 13 + spell level): 0—detect magic, flare, mage hand, mending, message, prestidigitation, read magic; 1st—expeditious retreat, magic missile, shield, unseen servant; 2nd—glitterdust, mirror image; 3rd—invisibility sphere.

**Power-Up Suite—AC** 23, touch 12, flatfooted 23; Atk +5 melee (1d8+1, 19-20/x2, longsword); Full Atk +5 melee (1d8+1, 19-20/x2, longsword); SQ invisible; SV Will +7 (+8 vs. fear).

➤ **Lizard Familiar:** Tiny Animal; HD 6d8; hp 16; Init +2; Spd 20 ft., climb 20; AC 17, touch 14, flat-footed 15; Base Atk +4; Grap -8; Atk +8 melee (1d4-4, bite); Full Atk +8 melee (1d4-4, bite); Face/Reach 2½ ft./0 ft.; SA deliver touch spells; SQ low-light vision, improved evasion, share spells, empathic link, speak with master; AL N; SV Fort +5, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

*Skills and Feats:* Balance +10\*, Climb +12, Hide +10, Listen +3, Spot +3; Weapon Finesse.

\*Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

**Alertness (Ex):** While the familiar is within arm's reach, Leveas gains the Alertness feat.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

**Share Spells:** At Leveas's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and does not affect the familiar again even if it returns to Leveas before the duration expires. Additionally, Leveas may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

Leveas and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

**Empathic Link (Su):** Leveas has an empathic link with his familiar out to a distance of up to 1 mile. He cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, Leveas has the same connection to an item or place that his familiar does.

**Deliver Touch Spells (Su):** The familiar can deliver touch spells for Leveas. If he and the familiar are in contact at the time Leveas casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as Leveas could. As usual, if Leveas casts another spell before the touch is delivered, the touch spell dissipates.

**Speak with Master (Ex):** The familiar and Leveas can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

#### 6th-level Characters (EL 8)

➤ **Raleaf:** See stats for optimized characters.

➔ **Aramaq:** See stats for optimized characters.

➔ **Leveas:** Male wild elf Sor6; CR 8; Medium humanoid (elf); HD 6d4+2d12; hp 29; Init +0; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +3; Grap +1; Atk +1 melee (1d4-2/19-20, dagger); Full Atk +1 melee (1d4-2/19-20, dagger); SA spells; SQ familiar, low-light vision, immune to magic sleep effects, +2 racial bonus against enchantment; AL N; SV Fort +6, Ref +6, Will +9; Str 6, Dex 16, Con 10, Int 12, Wis 10, Cha 16.

**Skills and Feats:** Climb +1, Concentration +9, Diplomacy +9, Knowledge (arcana) +8, Listen +3, Search +1, Spellcraft +8, Spot +4; Combat Casting, Empower Spell, Eschew Materials.

**Possessions:** bracers of armor +1, cloak of resistance +1, potion of sanctuary, scroll of expeditious retreat, scroll of teleport.

**Physical Description:** Leveas plans on dedicating himself to his dragon master as a dragon disciple. His clothing is decorated with a green dragon motif. His skin is dark brown, and he keeps his brown hair cut shoulder length. He speaks Common, Draconic, and Elven.

**Sorcerer Spells** (6/7/6/4; base DC 13 + spell level): 0—*detect magic, flare, mage hand, mending, message, prestidigitation, read magic*; 1st—*expeditious retreat, magic missile, shield, unseen servant*; 2nd—*glitterdust, mirror image*; 3rd—*invisibility sphere*.

**Familiar:** Leveas's familiar has 14 hit points.

### 8th-Level Characters (EL 10)

➔ **Raleaf:** Male wild elf Mnk5; CR 5; Medium humanoid (elf); HD 5d8+5; hp 31; Init +3; Spd 40 ft.; AC 17, touch 17, flat-footed 14; Base Atk +3; Grap +3; Atk +3 melee (1d8, unarmed strike); Full Atk +2/+2 melee (1d8, unarmed strike); SA flurry of blows, unarmed strike, *ki* strike (magic); SQ evasion, still mind, slow fall 20 ft., low-light vision, immune to magic sleep effects, purity of body, +2 racial bonus against enchantment; AL LE; SV Fort +5, Ref +7, Will +7; Str 10, Dex 16, Con 12, Int 11, Wis 16, Cha 8.

**Skills and Feats:** Concentration +7, Jump +8, Knowledge (arcana) +5, Knowledge (religion) +4, Listen +6, Search +2, Spot +6, Tumble +10; Alertness, Deflect ArrowsB, Improved Unarmed StrikeB, Power Attack, Stunning FistB.

**Possessions:** *tattoo of barkskin* +2, *tattoo of cure light wounds*, *tattoo of shield of faith* +3 (tattoos are created by the Tattoo Magic feat; the bearer can activate a tattoo as a standard action without provoking an attack of opportunity).

**Physical Description:** Raleaf is a grim elf, covered from head to toe in dragon-themed tattoos that hide the magical tattoos he bears. He has the dark brown skin common to his people, with long, black hair tied into a tight braid. He speaks Common, Draconic, and Elven.

**Still Mind (Ex):** Raleaf gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

**Ki Strike (Su):** Raleaf's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

**Slow Fall (Ex):** If within arm's reach of a wall, Raleaf can use it to slow his descent. When using this ability, he takes damage as if the fall were 20 feet shorter than it actually is.

➔ **Aramaq:** Female wild elf Clr5; CR 5; Medium humanoid (elf); HD 5d8+10; hp 39; Init +0; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk +3; Grap +3; Atk +3 melee (1d8/19-20, longsword); Full Atk +3 melee (1d8/19-20, longsword); SA spells, turn undead; SQ low-light vision, immune to magic sleep effects, +2 racial bonus against enchantment; AL LN; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 11.

**Skills and Feats:** Concentration +10, Diplomacy +4, Knowledge (arcana) +8, Knowledge (religion) +4, Listen +5, Search +2, Spot +5. Dragonthrall\*\*, Toughness.

**Possessions:** +1 half-plate, +1 heavy shield, longsword, holy symbol.

**Physical Description:** Aramaq carries herself with great pride, for she is indeed proud to the extreme. Her skin is lighter than the other two green elves in the company, and her tight-cropped hair is also light

brown. She speaks Common, Draconic, and Elven.

**Spells Prepared** (5/4+1/3+1/2+1; base DC 13 + spell level): 0—*guidance* (2), *resistance* (3); 1st—*bless, deathwatch\*, divine favor, magic weapon, shield of faith*; 2nd—*calm emotions, gentle repose\*, hold person, shield other*; 3rd—*dispel magic\*, prayer, wind wall*

\*Domain spell; Deity: Guev'Ressunvee; Domains: Magic (use spell completion or spell trigger items as a Wizz), Repose (death touch once/day; roll 4d6 on successful melee touch and if higher than target's current hit points, it dies).

\*\*See Appendix 2.

➔ **Leveas:** Male wild elf Sor6/Dragon Disciple 3; CR 8; Medium humanoid (elf); HD 6d4+3d12; hp 39; Init +0; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +4; Grap +3; Atk +3 melee (1d6-1, bite); Full Atk +3 melee (1d6-1, bite), -2/-2 melee (1d4-1, claws); SA spells, breath weapon; SQ familiar, low-light vision, immune to magic sleep effects, +2 racial bonus against enchantment; AL N; SV Fort +6, Ref +6, Will +9; Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 16.

**Skills and Feats:** Climb +2, Concentration +10, Diplomacy +10, Knowledge (arcana) +10, Listen +4, Search +2, Spellcraft +11, Spot +4; Combat Casting, Empower Spell, Eschew Materials.

**Possessions:** bracers of armor +1, cloak of resistance +1, potion of sanctuary, scroll of expeditious retreat, scroll of teleport, wand of grease.

**Physical Description:** Leveas has begun to take on some of the draconic characteristics of his sovereign, including slight fangs, clawed hands, and tiny iridescent scales. His remaining skin is dark brown, and he keeps his brown hair cut shoulder length. He speaks Common, Draconic, and Elven.

**Breath Weapon (Su):** Leveas can breathe a 30-foot long cone of corrosive gas (acid) that does 2d8 points of damage. Reflex save DC 13 for half damage.

**Sorcerer Spells** (6/8/7/4; base DC 13 + spell level): 0—*detect magic, flare, mage hand, mending, message, prestidigitation, read magic*; 1st—*expeditious retreat, magic missile, shield, unseen servant*; 2nd—*glitterdust, mirror image*; 3rd—*invisibility sphere*.

**Familiar:** Leveas's familiar has 19 hit points.

### 9th-Level Characters (EL 11)

➔ **Raleaf:** Male wild elf Mnk6; CR 6; Medium humanoid (elf); HD 5d8+5; hp 35; Init +3; Spd 50 ft.; AC 17, touch 17, flat-footed 14; Base Atk +4; Grap +4; Atk +7 melee (1d8, unarmed strike); Full Atk +6/+6 melee (1d8, unarmed strike); SA flurry of blows, unarmed strike, *ki* strike (magic); SQ evasion, still mind, slow fall 30 ft., low-light vision, immune to magic sleep effects, purity of body, +2 racial bonus against enchantment; AL LE; SV Fort +6, Ref +8, Will +8; Str 10, Dex 16, Con 12, Int 11, Wis 16, Cha 8.

**Skills and Feats:** Concentration +7, Jump +9, Knowledge (arcana) +5, Knowledge (religion) +4, Listen +7, Search +2, Spot +7, Tumble +11; Alertness, Deflect ArrowsB, Improved Unarmed StrikeB, Improved TripB Power Attack, Stunning FistB Weapon Finesse.

**Possessions:** *tattoo of barkskin* +2, *tattoo of cure light wounds*, *tattoo of shield of faith* +3, *tattoo of magic weapon* +1 (tattoos are created by the Tattoo Magic feat; the bearer can activate a tattoo as a standard action without provoking an attack of opportunity).

**Physical Description:** Raleaf is a grim elf, covered from head to toe in dragon-themed tattoos that hide the magical tattoos he bears. He has the dark brown skin common to his people, with long, black hair tied into a tight braid. He speaks Common, Draconic, and Elven.

**Still Mind (Ex):** Raleaf gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

**Ki Strike (Su):** Raleaf's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

**Slow Fall (Ex):** If within arm's reach of a wall, Raleaf can use it to slow his descent. When using this ability, he takes damage as if the fall were 30 feet shorter than it actually is.

➤ **Aramaq:** Female wild elf Clr6; CR 6; Medium humanoid (elf); HD 5d8+10; hp 45; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +4; Grap +4; Atk +6 melee (1d8+1/19-20, +1 longsword); Full Atk +6 melee (1d8+1/19-20, +1 longsword); SA spells, turn undead; SQ low-light vision, immune to magic sleep effects, +2 racial bonus against enchantment; AL LN; SV Fort +7, Ref +2, Will +8; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 11.

**Skills and Feats:** Concentration +10, Diplomacy +4, Knowledge (arcana) +8, Knowledge (religion) +4, Listen +5, Ride +2, Search +2, Spot +5, Dragonthrall\*\*, Toughness, Weapon Focus (longsword).

**Possessions:** +1 half-plate, +2 heavy shield, +1 longsword, holy symbol.

**Physical Description:** Aramaq carries herself with great pride, for she is indeed proud to the extreme. Her skin is lighter than the other two green elves in the company, and her tight-cropped hair is also light brown. She speaks Common, Draconic, and Elven.

**Spells Prepared** (5/4+1/4+1/3+1; base DC 13 + spell level): 0—*guidance* (2), *resistance* (3); 1st—*bles*, *deathwatch*\*, *divine favor*, *magic weapon*, *shield of faith*; 2nd—*calm emotions*, *gentle repose*\*, *hold person* (2), *shield other*; 3rd—*dispel magic*\*, *prayer*, *searing light*, *wind wall*

\*Domain spell; Deity: Guev/Ressunvee; Domains: Magic (use spell completion or spell trigger items as a Wiz2), Repose (death touch once/day; roll 4d6 on successful melee touch and if higher than target's current hit points, it dies).

\*\*See Appendix 2.

➤ **Leveas:** See stats for 8th-level characters.

## THE SERPENT'S LAIR

### Optimized Level of Play (EL 9 to 11)

➤ **Ss'thall'aa:** advanced banelar; CR 9; Huge aberration; HD 11d8+66; hp 121; Init +5; Spd 30 ft., swim 30 ft.; AC 16, touch 10, flat-footed 14. Base Atk +8; Grp +24; Atk +14 melee 2d8+8 plus poison, sting) Full Atk +14/+7 melee (2d8+8 plus poison, sting) and +9 melee (1d8+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison, spells; SQ Darkvision 60 ft., fast healing 2, immunity to acid and poison, magic items, resist petrification; AL LE; SV Fort +9, Ref +4, Will +10; Str 26, Dex 13, Con 22, Int 17, Wis 16, Cha 16.

**Skills and Feats:** Bluff +12, Concentration +10, Diplomacy +9, Disguise +3 (+5 acting), Intimidate +10, Listen +8, Sense Motive +12, Spellcraft +16 (+18 deciphering scrolls), Spot +12, Swim +20, Use Magic Device +12 (+14 scrolls); Combat Casting, Eschew MaterialsB, Improved Initiative, Spell Focus (enchantment).

**Cleric Spells Prepared** (5/4+1/4+1/3+1; save DC 13 + spell level): 0—*detect magic* (2), *light*, *purify food and drink*, *read magic*; 1st—*bane*\*, *command*\*, *comprehend language*, *divine favor*, *protection from good*; 2nd—*cure moderate wounds*, *darkness*, *fog cloud*, *hold person* (2)\*, *energy*; 3rd—*create food and water*, *cure serious wounds*, *dispel magic*, *stone shape*; 4th—*sending*\*\*.

**Wizard Spells Prepared** (4/4/4/2; save DC 14 + spell level): 0—*daze*\*, *mage hand* (2), *prestidigitation*; 1st—*alarm*, *charm person*\*, *mage armor*, *shield*; 2nd—*invisibility*, *mirror image*, *Tasha's hideous laughter*\*, *touch of idiocy*\*, 3rd—*haste*, *lightning bolt*, *suggestion*\*; 4th—*detect scrying*\*\*.

\*Because of Greater Spell Focus (Enchantment) feat, the base DC for saves against these spells is 15 + spell level in the case of cleric spells, and 16 + spell level for wizard spells.

\*\*Ss'thall'aa has the unusual ability to cast a single 4th-level spell of each type due to its advanced nature.

**Poison (Ex):** Those hit by a banelar's bite or tail attack must succeed at a Fortitude save (DC 21) or be injected with poison. The initial damage is 2d4 points of temporary Constitution damage and the secondary damage is unconsciousness for 1d3 hours. As a side effect of the poison, the victim's skin turns blue around the wound.

**Magic Items:** Banelar nagas collect magic items and use them feely. Their tentacles can wear or manipulate amulets, rings, wands, rods, potions, and similar small items.

**Resist Petrification (Ex):** A banelar gains a +3 racial bonus on saving throws made to resist petrification.

**Skills:** A banelar has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action when swimming, provide it swims in a straight line.

**Possessions:** *ring of protection* +1, *headband of intellect* +2, *pearl of power* (2nd), *wand of ray of enfeeblement* (15 charges).

**Power-Up Suite**—AC 23 (25 against good-aligned), touch 9 (11 against good-aligned), flat-footed 22 (24 vs. good-aligned); SV Fort +13 (+15 against good-aligned), Ref +7 (+9 against good-aligned), Will +10 (+12 against good-aligned).

### 8th-Level and 9th Characters (EL 10 to 13)

➤ **Ss'thall'aa:** advanced banelar; CR 10; Huge aberration; HD 14d8+70; hp 150; Init +5; Spd 30 ft., swim 30 ft.; AC 17, touch 11, flat-footed 15. Base Atk +10; Grp +26; Atk +16 melee 2d8+8 plus poison, sting) Full Atk +16/+9 melee (2d8+8 plus poison, sting) and +11 melee (1d8+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison, spells; SQ Darkvision 60 ft., fast healing 2, immunity to acid and poison, magic items, resist petrification; AL LE; SV Fort +11, Ref +5, Will +12; Str 26, Dex 13, Con 22, Int 18, Wis 16, Cha 16.

**Skills and Feats:** Bluff +15, Concentration +13, Diplomacy +9, Disguise +3 (+5 acting), Intimidate +10, Listen +8, Sense Motive +15, Spellcraft +19 (+21 deciphering scrolls), Spot +15, Swim +23, Use Magic Device +12 (+14 scrolls); Combat Casting, Eschew MaterialsB, Improved Initiative, Spell Focus (enchantment).

**Cleric Spells Prepared** (5/4+1/4+1/3+1; save DC 13 + spell level): 0—*detect magic* (2), *light*, *purify food and drink*, *read magic*; 1st—*bane*\*, *command*\*, *comprehend language*, *divine favor*, *protection from good*; 2nd—*cure moderate wounds*, *darkness*, *fog cloud*, *hold person* (2)\*, *energy*; 3rd—*create food and water*, *cure serious wounds*, *dispel magic*, *stone shape*.

**Wizard Spells Prepared** (4/4/4/2; save DC 15 + spell level): 0—*daze*\*, *mage hand* (2), *prestidigitation*; 1st—*alarm*, *charm person*\*, *mage armor*, *shield*; 2nd—*invisibility*, *mirror image*, *Tasha's hideous laughter*\*, *touch of idiocy*\*, 3rd—*haste*, *lightning bolt*, *suggestion*\*; 4th—*detect scrying*\*\*.

\*Because of Greater Spell Focus (Enchantment) feat, the base DC for saves against these spells is 15 + spell level in the case of cleric spells, and 17 + spell level for wizard spells.

\*\*Ss'thall'aa has the unusual ability to cast a single 4th-level wizard spell due to its advanced nature.

**Poison (Ex):** Those hit by a banelar's bite or tail attack must succeed at a Fortitude save (DC 21) or be injected with poison. The initial damage is 2d4 points of temporary Constitution damage and the secondary damage is unconsciousness for 1d3 hours. As a side effect of the poison, the victim's skin turns blue around the wound.

**Magic Items:** Banelar nagas collect magic items and use them feely. Their tentacles can wear or manipulate amulets, rings, wands, rods, potions, and similar small items.

**Resist Petrification (Ex):** A banelar gains a +3 racial bonus on saving throws made to resist petrification.

**Skills:** A banelar has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action when swimming, provide it swims in a straight line.

**Possessions:** *ring of protection* +2, *headband of intellect* +2, *pearl of power* (3rd), *wand of ray of enfeeblement* (15 charges).

➤ **Mikal, Male Human Exp4:** CR 3; Medium humanoid (human); HD 4d6-4; hp 12 (8 with Con damage from poison); Init +0; Spd 30 ft.; AC 10, touch 10, flatfooted 10; Atk +2 melee (1d3-1 subdual, unarmed strike); SV Fort +0, Ref +0, Will +5; AL LN; Str 8, Dex 11, Con 9 (7 from inhaled poison), Int 13, Wis 12, Cha 10. Height 5 ft. 8 in. Weight 140 lb.

**Skills:** Decipher Script +12, Knowledge (arcana, geography, religion, the planes) +9, Knowledge (history, local) +12, Speak Language (Abyssal, Chondathan, Common, Damaran, Draconic, Dwarven, Elven, Illuskan, Infernal, Celestial, Undercommon). **Feats:** Skill Focus (Decipher Script, Knowledge [history, local])

## APPENDIX 2: NEW RULES

### Feats

#### Dragonthrall [General]

You have pledged your life to the service of evil dragonkind.

**Prerequisite:** Speak Language (Draconic)

**Benefit:** You gain a +4 bonus on any Bluff check made against a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

You gain a +4 bonus on saves against the frightful presence of evil dragons.

You take a –2 penalty on saves against enchantment spells and effects cast by dragons.

**Special:** You can't select this feat if you have already taken the Dragonfriend feat.

### Spells

#### Stone Sphere

Evocation [Earth]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One 5-ft.-diameter stone sphere

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You create a smoothly polished, 5-foot-diameter sphere of stone that moves under your control at a speed of 30 feet. The stone sphere has AC 5, hardness 8, and 500 hit points.

On the round in which you cast the spell, the stone sphere appears at the spot you designate within the spell's range, and you may direct its movement as a free action. On subsequent rounds, you must actively direct the stone sphere in order to move it; otherwise, it remains motionless. Directing the movement of the stone sphere in the rounds after its initial appearance requires a move action.

If you move the stone sphere into an enemy creature's square, it deals damage to every creature in that square as follows: 8d6 points to Medium or smaller creatures, 4d6 point to a Large creature, and 2d6 points to a Huge creature. The sphere cannot roll into a square occupied by a Gargantuan or Colossal creature.

The sphere must stop moving after it rolls over an occupied square, finishing its move in an adjacent square. If the stone enters a square occupied by a Medium or smaller creature, it can stop there, forcing the target to move to a single adjacent square of its choice (which provokes attacks of opportunity).

**Material Component:** A smooth sphere of marble 1 inch in diameter.

### Monsters

#### Banelar Naga

Huge Aberration

**Hit Dice:** 7d8+35 (66 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares), swim 30 ft.

**Armor Class:** 14 (–2 size, +1 Dex, +5 natural), touch 9, flat-footed 13

**Base Attack/Grapple:** +5/+21

**Attack:** Sting +11 melee (2d6+8 plus poison)

**Full Attack:** Sting +11 melee (2d6+8 plus poison) and bite +6 melee (1d8+4 plus poison)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Poison, spells

**Special Qualities:** Darkvision 60 ft., fast healing 2, immunity to acid and poison, resist petrification

**Saves:** Fort +7, Ref +3, Will +8

**Abilities:** Str 26, Dex 13, Con 21, Int 17, Wis 16, Cha 16

**Skills:** Bluff +8, Concentration +10, Diplomacy +9, Disguise +3 (+5 acting), Intimidate +10, Listen +8, Sense Motive +8, Spellcraft +12 (+14 deciphering scrolls), Spot +8, Swim +16, Use Magic Device +12 (+14 scrolls)

**Feats:** Combat Casting, Eschew MaterialsB, Improve Initiative, Spell Focus (enchantment)

**Environment:** Temperate aquatic

**Organization:** Solitary, pair or next (3-4)

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Usually lawful evil

**Advancement:** 8-14 HD (Huge); 15-21 HD (Gargantuan)

**Level Adjustment:** –

Banelar nagas are evil creatures whose mastery of spells and use of magic items make them deadly opponents.

A banelar naga has a snakelike body covered in dark, purple-green scales and an oversized humanoid head. Its eyes are green-white and glistening with malice, and tiny tentacles grow in a ring about its mouth. Its brown tail ends in a wicked-looking stinger.

Although its tentacles are too weak to wield weapons, they can be used to wear, manipulate, or carry minor items such as rings, keys, wands, and bits of food. Banelar nagas can breathe air or water with equal ease.

Banelars speak Common, Draconic, and Orc with their horrid, hissing voices.

#### Combat

A banelar attacks with its bite and the stinger at the end of its tail, both of which inject venom. In addition, the creature can choose from a wide range of magical abilities to complement these attacks.

**Poison (Ex):** Bit or sting, injure or contact. Fortitude DC 18, initial damage 2d4 Con, secondary damage unconsciousness for 1d3 hours. As a side effect of the poison, the victim's skin turns blue around the wound until the secondary damage ends. The save DC in Constitution-based.

**Spells:** A banelar naga casts spells as a 6th-level cleric with access to the Evil, Magic, and Water domains and as a 6th-level wizard. It can cast a single spell every round as a free action while attacking.

**Typical Cleric Spells Prepared** (5/4+1/4+1/3+1; save DC 13 + spell level): 0—*detect magic, detect poison, light, purify food and drink, resistance*; 1st—*bane, cure light wounds, command\**, *divine favor, protection from good*; 2nd—*aid, darkness, fog cloud, owl's wisdom, resist energy*; 3rd—*cure serious wounds, dispel magic, magic circle against good, protection from energy*.

**Typical Wizard Spells Prepared** (4/4/4/2; save DC 13 + spell level): 0—*acid splash, daze\**, *mage hand, open/close*; 1st—*charm person\**, *mage armor, magic missile, shield*; 2nd—*fox's cunning, mirror image, Tasha's hideous laughter\**, *touch of idiocy\**; 3rd—*haste, lightning bolt, suggestion\**.

\*Because of the Spell Focus (enchantment) feat, the DC for saves against these spells in 14 + spell level.

**Magic Items:** Banelar nagas collect magic items and use them feely. Their tentacles can wear or manipulate amulets, rings, wands, rods, potions, and similar small items.

**Resist Petrification (Ex):** A banelar gains a +3 racial bonus on saving throws made to resist petrification.

**Skills:** A banelar has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action when swimming, provide it swims in a straight line.

## Dragonkin

### Large Monstrous Humanoid (Reptilian)

**Hit Dice:** 7d8+7 (38 hp)

**Initiative:** +5

**Speed:** 20 ft. (4 squares), fly 40 ft. (good)

**Armor Class:** 17 (+1 Dex, -1 size, +7 natural), touch 10, flat-footed 16

**Base Attack/Grapple:** +7/+15

**Attack:** Foreclaw +10 melee (1d6+4) or longspear +10 melee (1d10+6)

**Full Attack:** 2 foreclaws +10 melee (1d6+4) or longspear +10/+5 melee (1d10+6)

**Space/Reach:** 10 ft./10 ft. (20 ft. with longspear)

**Special Attacks:** Rake 1d6+2

**Special Qualities:** Darkvision 60 ft., detect magic

**Saves:** Fort +5, Ref +6, Will +7

**Abilities:** Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13

**Skills:** Listen +12, Spot +12

**Feats:** Flyby Attack, Great Fortitude, Improved Initiative

**Environment:** Warm hills

**Organization:** Solitary, clutch (2-8), or squad (4-16 plus 1 human necromancer of 7th-11th-level)

**Challenge Rating:** 3

**Treasure:** Standard coins; no goods; double items

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +2

Dragonkin are humanoid creatures believed to be distant cousins of dragons. Found in wild tribes or serving human masters, their brute strength and sharp claws make them a deadly

threat.

Dragonkin are humanoids of 8 to 9 feet in height with draconic features. Their scaled hides range from dark yellow ocher to reddish brown with darker spots or bands. Their faces are decidedly dragonlike, with a long snout, a mane of thick hair, and small horns swept back behind their heads. They have green wings that lighten to gold or yellow, or sometimes wings that match the color of their bodies. Their long, scaled tails are not useful in combat as a dragon's tail is, but their vicious claws certainly are.

Dragonkin speak Draconic.

### Combat

Dragonkin prefer to fight in the air, swooping down to slash earthbound opponents with their foreclaws. If forced to bring combat to the ground, dragonkin move in and use their claws or weapons (they favor longspears and other reach weapons).

Most dragonkin have a strong desire to acquire magic items (perhaps inherited from their ancestors) and tend to attack characters possessing such items in preference to others. If possible, a dragonkin grabs a magic item from its opponent and flees with it, taking the item back to its cave. (Resolve this as a disarm attempt; since the dragonkin is unarmed, it holds the item if it wins the opposed check.)

Dragonkin who are fighting on the ground do not take unreasonable risks to flee with an item—they never turn their backs on an opponent, for example. Cult dragonkin (see In the Realms) are better able to resist their instinctual desire for magic, and do not endanger or abandon their mission for the sake of these items.

Tribal dragonkin do not use magic items in combat, but Cult dragonkin often do, if appropriate.

**Rake (Ex):** Dragonkin make two additional attacks (+10 melee) with their rear claws for 1d6+2 points of damage each when attacking from the air.

**Detect Magic (Su):** Dragonkin have the innate ability to use *detect magic* as a free action, once per round.

## Lith

### Medium Magical Beast (Earth)

**Hit Dice:** 4d10+20 (42 hp)

**Initiative:** +2

**Speed:** 40 ft. (8 squares)

**Armor Class:** 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

**Base Attack/Grapple:** +4/+7

**Attack:** Claw +7 melee (1d4+3)

**Full Attack:** 2 claws +7 melee (1d4+3) and bite +5 melee (1d6+1) and gore +5 melee (1d6+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Psionics

**Special Qualities:** Damage Reduction 10/magic, darkvision 60 ft., freeze, low-light vision

**Saves:** Fort +9, Ref +6, Will +1

**Abilities:** Str 16, Dex 15, Con 20, Int 6, Wis 11, Cha 15

**Skills:** Hide +7\*, Listen +3, Spot +3

**Feats:** Alertness, Multiattack

**Environment:** Underground

**Organization:** Solitary or pair

## APPENDIX 2

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 5–6 HD (Medium); 7–12 HD (Large)

**Level Adjustment:** +5

*A misshapen humanoid with a horned head confronts you, flexing its powerful claws. It seems to be made of stone.*

A lith is a psionically awakened creature of stone. Liths are sometimes employed by more powerful races of the Underdark to serve special missions, as caravan guards, or as highly compensated guardians of treasure vaults.

A lith resembles a stone statue of a horribly misshapen humanoid. Its body is lumpy and sometimes twisted, and its arms are long, ending in clawed hands. Its incredibly ugly face is capped with a pair of horns that protrude from its forehead. A lith's skin is the color of unworked stone.

Liths can perch indefinitely without moving and surprise their foes who believe them to be statues. Liths require no food, water, or air, so instead of eating their foes, they enjoy using their psionic abilities to entomb them alive (or dead) in stone.

Liths speak Common and Terran.

### Combat

Liths prefer to use their psionic abilities with surprise, but they can defend themselves physically if they must. A lith uses its psionics to retreat into the nearby stone if it fears it is on the losing end of a conflict.

**Psionics (Sp):** At will—*meld into stone*; 3/day—*passwall*, *wall of stone*; 1/day—*flesh to stone* (DC 18), *stone sphere*\* (DC 17). Caster level 6th. The save DCs are Charisma-based.

\*New spell described in Appendix 3.

**Freeze (Ex):** A lith can hold itself so still that it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice that the lith is really alive.

**Skills:** \*A lith receives a +8 racial bonus on Hide checks when concealed against a background of worked stone.

## Scalamagdrion

### Large Dragon

**Hit Dice:** 10d12+30 (95 hp)

**Initiative:** +2

**Speed:** 15 ft. (3 squares), fly 40 ft. (poor)

**Armor Class:** 19 (+2 Dex, -1 size, +8 natural), touch 11, flat-footed 17

**Base Attack/Grapple:** +10/+18

**Attack:** Bite +13 melee (2d6+4)

**Full Attack:** Bite +13 melee (2d6+4), 2 claws +8 melee (1d8+2) and 2 wings +8 melee (1d6+2)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rend 2d8+6

**Special Qualities:** Cold immunity, fire immunity, silence, spell turning

**Saves:** Fort +10, Ref +9, Will +8

**Abilities:** Str 19, Dex 14, Con 16, Int 9, Wis 12, Cha 9

**Skills:** Climb +17, Knowledge (arcana) +12, Listen +14, Move Silently +15, Sport +14

**Feats:** Alertness, Combat Reflexes

**Environment:** Any cold underground

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** Double standard

**Alignment:** Usually neutral

**Advancement:** 11–18 HD (Large); 19–26 HD (Huge)

**Level Adjustment:** –

The scalamagdrion is a large silvery dragonlike creature with significant antimagic qualities.

The 12-foot-long scalamagdrion has gray scales and green eyes, with stubby wings and a long bone-spiked prehensile tail. At first glance, the scalamagdrion is sometimes confused with a young adult silver dragon.

Scalamagdrions speak Draconic, but they also have a secret silent language of their own. This language is conveyed with movements of mouth, wings, and claws—it is a Draconic sign language.

### Combat

Scalamagdrions fear little, for they are inherently aggressive. If actively guarding a magic tome (see Society below), they launch themselves into combat without hesitation. A scalamagdrion prefers to rend fighters and other melee specialists first, trusting to its spell turning ability to defend it from magical attacks in the meantime.

**Rend (Ex):** If a scalamagdrion hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

**Immunities (Ex):** Scalamagdrions are immune to fire and cold.

**Silence (Su):** This ability continuously duplicates the effects of the spell of the same name, centered on the scalamagdrion. The scalamagdrion can suppress this ability if desired.

**Spell Turning (Su):** This ability continuously duplicates the effects of the spell of the same name with the scalamagdrion as the target. Unlike the spell, the scalamagdrion's spell turning ability has an unlimited ability to turn spells (the spell turning is never exhausted).

### Society

General knowledge of scalamagdrions was first revealed in a magical tome named the *Scalamagdrion*. Amid the many spells scribed in the tome is a single illustration of a dragonlike creature. The creature is a scalamagdrion, and under scrutiny, the creature in the illustration moves. In fact, the page is a *gate* or *portal* to a plane or location where scalamagdrions reside. According to the story, any unauthorized use of the tome summons a guardian scalamagdrion. Initiating contact with a scalamagdrion in order to secure its services in a like manner is a secret few know.

A scalamagdrion is sometimes called a "Guardian of the Tome" by those familiar with their use as stewards of magical books. When not chasing off would-be book thieves, scalamagdrions in habit an extensive network of caverns, possibly beneath the Great Glacier, though perhaps within a separate extradimensional space. When serving as a tome guardian, only the scalamagdrion has the power to activate its own *gate* or *portal* in a magical tome keyed to it; otherwise the illustration remains normal. Scalamagdrions who successfully defeat book thieves carry the spoils of its victory back through the gate.