

COR4-15



WAR OF THE DUST

A Two-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 1

by Paul Looby

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What greater tragedy than a realm at war with itself over the ruins of past glories?

What greater sorrow than blood spilled for a legacy of dust?

What greater need than hope for a despairing people, than life for a dying land?

An adventure for characters of Average Party Level 4-14.

Part 3 of the Children of the Dust Trilogy,

A LIVING GREYHAWK Core adventure for APLs 4-14.

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, Richard Baker, and Peter Adkison.

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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you own a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to come up with a track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players is shown in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK

Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you run a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Core adventure, set in Tenh and the Griff Mountains. All characters pay four Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

ADVENTURE BACKGROUND

*Death, like a familiar, hears
and look, has made a man of dust
of a man of flesh.*

— Keith Douglas, *How to Kill*

Note: This module concludes the Children of the Dust Trilogy. Play it after COR4-06 *Duke of the Dust* and COR4-10 *Riddle of the Dust*.

In 593 CY, a horde of creatures from the Ethereal Plane devastated the war-torn land of Tenh. Known as The Ether Invasion, this war left once fertile fields of Tenh a sterile desert. These barrens, called the Stonelands, serve as a battleground between the surviving remnants of the Tenha people.

Three factions dominate and divide the survivors. Many remain loyal to Duke Ehyeh III, who ruled the realm before its fall in the Greyhawk Wars. The Loyalist Tenha Host recaptured the western city of Redspan and seeks to defend the rights of their feudal lord and preserve the traditions and culture of their forefathers. A body of Loyalists, called the Faithful Flan, opposes the Tenha converts to the faith of Pholtus, backed by the neighboring Theocracy of the Pale. They aim to reclaim Tenh in the name of the Pholtus, redeem it from the worship of "false gods" and establish a Theocracy under the protection of the Pale.

The final faction only recently emerged from a collection of nobles, officers of the Tenha Host and a group of sages known as the Keepers of the Flan dissatisfied with Duke Ehyeh's leadership, but violently opposed to the "treachery" of the Faithful Flan. These Rebels, led by Baron Turanah, assembled a secret army to depose Duke Ehyeh and place the venerable and respected commander of the Tenha Host, Marshal Laba, on the throne of Tenh.

Thanks to the efforts of a band of mercenaries, the Loyalist Court in Redspan recently discovered the existence of the Rebel force. Shocked at the extent of the Rebel infiltration of the Tenha Host and the Loyalist cause, the duke ordered the arrest of a number of known or suspected Rebel leaders. Among the first detainees was the aged Marshal Laba, who, unaware of the plot and unswerving in his loyalty to the duke, was as appalled as any by the faithlessness of his countrymen. A number of notable Tenha sages linked to the Keepers of the Flan were imprisoned, while the archmage Nystul and his apprentices apparently evaded capture.

Around the same time as the discovery of the Rebel plot; strange tidings of a Copper Scroll of ancient lore unearthed in the Phostwood began to circulate in Redspan and Atherstone. The Scroll told of a holy stone called the Taladhcrioch (“tah-lah-CREE-ock,” meaning “Landsheart” in the Common tongue), upon which Tenha chiefs were anointed in ancient times. Some said the Taladhcrioch could heal the grievous wounds that Tenh had suffered. For the leaders of the three factions, the importance of the Taladhcrioch was plain—whoever possessed it would pose an advantage in their claim to become the legitimate leader of the Tenha people. The Scroll also told where the Taladhcrioch rested: Tostenhca [“toss-TEN-kah”], an ancient Flan city lost amid the snow peaks of the Griff Mountains. (Long-time D&D players may remember reading about Tostenhca, known to the barbarians of Rhizia as Skrellingshald, in the *Greyhawk Adventures* hardback.) The race for the Landsheart—and the rule of Tenh—is on.

ADVENTURE SUMMARY

Players' Introduction

The adventure begins with the PCs receiving a strange vision from the Declaimers of Stroun, a sect of mystic prophets and seers, warning that the fate of Tenh hangs in the balance.

Where the PCs start the adventure depends on their actions in the previous installments of the trilogy. They may begin in Redspan, in the service of the Loyalists; in Atherstone, the base of the Faithful Flan; or in Iarvaladhyr, the Gleaming Spire stronghold of the Rebel Tenhas.

In any case, the PCs are asked to recover the Taladhcrioch from the lost city of Tostenhca and return it to the ruins of Nevond Nevnend, the former capital of Tenh, where the leaders of the three factions plan to discuss the situation. The PCs are given assistance in the form of supplies and a flight of griffons and riders to bear them swiftly into the heart of the mountains.

Encounter 1: Fear of Flying

The PCs meet the riders of the flight of griffons that carry them most of the way to Tostenhca, along with their leader, Catharadh. Aerial predators haunting the high peaks attack the PCs as they wing their way toward the Griff.

Encounter 2: A Fell Voice on the Air

The griffon flight may at this point elect to return home, leaving the PCs to make the rest of the journey to lost city of Tostenhca on foot, braving thin air, freezing weather, and ferocious giants of the Griff Mountains. Some of these giants assail the PCs as they cross a glacier at the foot of the mountain of Tostenhca.

Encounter 3: Rolling Rocks

As the PCs climb up to the ruins of Tostenhca, they face an ambush of falling boulders sprung by kobolds of the

Blue Skull tribe. The Blue Skulls now reside within the ruins of the city and eagerly defend their territory. The kobolds engage in hit-and-run tactics, harrying the PCs over the next several encounters.

Encounter 4: The Eyrie of the Sky Father

The PCs explore the ruins of Tostenhca. The lore on the Copper Scroll directs the PCs to the largest of the city's stepped pyramids, inside which the Landsheart lies. However, the entrance to the pyramid is guarded by a deadly trap primed to strike all those attempting to enter without a specific item—the *sapphire skull* currently in the possession of the chief of the Blue Skull Kobolds deep in their lair beneath the city.

Encounter 5: The Lair of the Blue Skulls

The PCs must wrest the *sapphire skull* from the kobold chief. This task is easier said than done, thanks to the traps and cunning defenses the kobolds constructed beneath the old Royal Palace of Tostenhca, including one trap baited with a survivor of a previous expedition to recover the Taladhcrioch.

Encounter 6: The Pyramid of the Oerth Mother

Assuming the PCs seize the *sapphire skull*, they may use it to enter the top level of the pyramid. However, they need to use their wits and reason to reach the chamber of the Taladhcrioch. Entry to each successive level is controlled by a counterweight system. The PCs must place the correct weight of gold on the scales to open the next level and avoid the associated trap.

Encounter 7: The Chamber of the Landsheart

Having reached the lowermost level of the Pyramid, the PCs must wrest the Landsheart from its ancient guardians—an earth elemental (or stone golem, depending on APL) and a ghostly cleric of Nerull.

Encounter 8: A Drop of Hope

Assuming they win the Landsheart, the PCs may use the amulets given them by their employers to *teleport* to the Hill of Nevondaer in the heart of the ruined city of Nevond Nevnend. Here they find the leaders of the three Tenha factions waiting for their return.

The PCs determine what happens next, for in the Landsheart, they literally hold the future of the Tenha people in their hands.

INTRODUCTION

When the players begin, determine which of the starting points (Redspan, Atherstone, or the Gleaming Spire of Iarvaladhyr) they intend to begin from. This depends on their actions in the previous part of the *Children of the Dust* trilogy, COR4-10 *Riddle of the Dust*, described below.

A) If the PCs delivered the Copper Scroll in *Riddle of the Dust* to Labalah in Redspan or choose as a group to serve the Loyalist Tenha faction, then the PCs begin in

Redspan. Go to “The Vision” and then “Introduction A: Redspan”.

B) If the PCs delivered the Copper Scroll in *Riddle of the Dust* to Pholtarin in Atherstone or choose as a group to serve the Faithful Flan faction, then the PCs begin in Atherstone. Go to “The Vision” and then “Introduction B: Atherstone”.

C) If the PCs delivered the Copper Scroll in *Riddle of the Dust* to Baron Turanah at the Gleaming Spire of Iarvaladhyr or chooses as a group to serve the Rebel Tenha faction, the PCs start at the Gleaming Spire. Go to “The Vision” and then to “Introduction C: Iarvaladhyr, The Gleaming Spire”.

D) If none of the PCs at the table previously played any of the installments of the Children of the Dust trilogy, use the Gleaming Spire of Iarvaladhyr as the default start point. Go to “The Vision” and then to “Introduction C: Iarvaladhyr, The Gleaming Spire”.

Because of the factional nature of this scenario, parties divided in their loyalties quickly become mired in infighting. Parties with unified stances have the best chance of completing this scenario.

Once you determine where the PCs start from, proceed directly to The Vision below.

The Vision

Regardless of where the PCs actually start this adventure, they first receive the following vision. Hit the players with this immediately to launch them straight into the action. Defer the inevitable questions until afterwards.

Read aloud or paraphrase the following:

You stand in the middle of a barren plain at night. A chill wind sends dust and tiny crystals of ice billowing around your ankles. The two moons cast a cold, commingled light that glitters like sapphires in the eyes of the figures surrounding you. A dozen men and women, clad in simple robes, sit in meditative poses. Their faces appear gaunt and emaciated, and their cheeks and eye sockets hollows of darkness in the moonlight. It's obvious they suffer from starvation.

A fierce battle rages around the seated figures. Swords rise and fall; men kill and die; brother kills brother—all in utter silence. The dust drinks the blood of the fallen.

With a dry, crackling voice, one of the starving men — strangely familiar to your eyes — speaks:

“The world drowns in an ocean of fire.

For want of a drop of hope, the world burns.

The old ways fade and pass away, lost to despair.

For want of a drop of hope, we dwindle into dust.”

A woman beside him falls backward with a sigh. In the moonlight, you see the skin stretched tight over the bones of her skull. From the unseeing, glassy stare of her eyes, you know she is dead.

“We fast in order to bring a drop of hope,” the familiar man says, his face staring through your soul.

You wake up.

The PCs wake in Redspan, Atherstone, or the Gleaming Spire of Iarvaladhyr, as decided above.

PCs who played COR4-10 *Riddle of the Dust* recognize the man who spoke in their vision as the Declaimer they met in the ruins of Stroun. The Declaimers of Stroun are a mysterious cult of Tenha seers and hermits that prophesied the fall of Tenh in 580 CY but vanished without a trace before the Greyhawk Wars.

Proceed to the relevant starting point for the PCs.

INTRODUCTION A: REDSPAN

Read aloud or paraphrase the following:

Like the view from the window of this antechamber high in the citadel of Redspan, the handwriting on the piece of parchment before you is familiar. The summons from the Court of Duke Ehyeh III is scribed in the neat copperplate hand of Labahlah, the son of Marshal Laba and your contact in the Loyalist Tenha camp.

However, another man enters. His face is familiar, though less welcome.

“Ah, you’re here. Good,” says Ceannalah [pronounced: kyah-NAH-lah], Duke Ehyeh’s Champion, as he strides across the chamber to take a seat behind the rosewood desk at the far end.

The Duke’s Champion wears the red cloak of the Tenha Host, and a well-made but unadorned doublet. He wears a kathach—the long, inward-curving Tenha sword—on his left hip and its shorter version, the kukri, on his right. He grasps the baton of the Marshal of Tenh.

“Why have you come?” He asks. “I see from your expressions that you expected someone else?”

Ceannalah—Duke’s Champion.

Appearance: Ceannalah is a tall, well-built man in his early thirties. The very epitome of Tenha manhood, Ceannalah has a bronze complexion, broad shoulders, and dark eyes.

Character: The Duke’s Champion is the premier knight of Tenh and the duke’s personal bodyguard. Just as he embodies the classic physical attributes of the Tenhas, he possesses the haughty pride for which the Flan of Tenh are notorious. Arrogant and overbearing, he treats all non-Tenhas with a fierce contempt. However, he respects skill at arms and valor. After the arrest of Marshal Laba, Ceannalah became the Marshal of Tenh in his stead and now commands the Tenha Host.

Question and Answer

The PCs are bound to ask questions of Ceannalah, just as he wants to know things from them. The most likely PC questions are listed below, along with Ceannalah’s replies.

“Where is Labahlah?”

"Good question. I was hoping, since you were associates of his, you might know. Do you?"

Allow the PCs to respond, but as the PCs don't know Labahlah whereabouts, read aloud or paraphrase the following:

Ceannalah gives you all a hard, penetrating stare.

"His Radiance, the duke, issued a warrant for the arrest of your erstwhile friend Labahlah. The traitorous wretch proved his guilt by fleeing the city. The letter that summoned you here was apparently penned before the traitor got wind of what was afoot. It is possible, then, that you are telling the truth when you say you do not know where the outlaw is.

"However, as a precaution, I must demand that you swear an oath of loyalty to His Radiance, Duke Ehyeh III: that you serve him loyally in this matter and do not traffic with his declared enemies. Will you swear such an oath?"

Any PC refusing to swear the oath is immediately dismissed. Ceannalah does not deal with those who are not loyal to Duke Ehyeh. The Champion asks that clerics and paladins swear upon their divine masters, not only to govern their own conduct but that of their companions, to the best of their ability. If the PCs are dismissed, they may seek service with one of the other factions. The characters must pick one of the factions to work for.

"Why is Labahlah a traitor?"

"You must have heard of the vile plot to depose Duke Ehyeh that this wretch and his dissembling father, Laba, concocted. They abused their positions of trust and responsibility to promote mutiny, treason and rebellion within the ranks of the Host. Certain officers and nobles follow this cause and raised their banner in open defiance against His Radiance.

"We have already come to blows with them and even now closing the noose around their stronghold. His Radiance will not tolerate any challenge to his rightful rule. It is bad enough that we must deal one band of traitors, the Faithful Flan, without having a nest of vipers breeding among men who are supposedly loyal to this realm and its ruler!"

"Why were we called here?"

"It appears that Labahlah plans to employ you to seek out this 'Landsheart,' which everyone seems so concerned about all of a sudden. I personally could care less about this rock. However, some in the Court feel that its recovery might give us some advantage over the traitors, if only by denying them even the most implausible grounds for challenging His Radiance's rule. A group of sages uncovered the location of the Landsheart—apparently a place called Tostenhca, somewhere to the north and east in the Griff Mountains."

"You want us to recover the Landsheart?"

"If it up to me, I would sooner put you to good use killing rebels or Pholtines. However, as a loyal servant of His Radiance, I am to provide you with the resources necessary for you to go to Tostenhca, retrieve the Landsheart, and return it to the Hill of Nevondaer [pronounced: neh-VON-dair] with all good haste."

"Where is the Hill of Nevondaer?"

"The Hill of Nevondaer stands in the middle of the city of Nevond Nevnend. Since the time of the ancients, every duke of Tenh has been anointed there. It is one of our most revered places."

"Why bring it there? Isn't Nevond Nevnend in ruins?"

"Yes, to our sorrow, Nevond and the halls of our fathers remain as dust-scoured ruins. However, His Radiance, in his wisdom, called a meeting with those that would oppose him. For them to agree shows a measure of the respect that even these traitorous wretches show for that place. If you succeed and bring this Landsheart to His Radiance while he treats with the traitors, it may sway them to renounce their faithless folly and their sin."

"What if it doesn't sway them?"

"Then we crush them and hang their leaders like the treacherous curs they are."

"What resources can you provide us?"

"I must admit that we possess precious few resources. However, His Radiance takes great personal interest in this Landsheart and we must make every effort to help ensure its successful recovery. So I am authorized to provide you with a means of transportation to and from this Tostenhca, as well as certain supplies and provisions, within reason and our means. I can also give you a chart of that portion of the Griifs where this Tostenhca is supposed to be located. This map shows the most likely location of the Landsheart. Our agents recovered it from an old Ratikan sell-sword in Marner apparently."

"What sort of transportation?"

"Come with me," Ceannalah says with a forced smile.

The Duke's Champion leads you up the spiral stair to the top of one of the citadel's turrets. The whole city of Redspan stretches out below you. To the west lie the broad waters of the Artonsamay and the green fields of the Freelords beyond. To the east, the gray expanse of the Stonelands stretches away to the edge of sight.

Suddenly, a shadow covers you, followed with a rush of wind and flurry of massive wings. From out of the blue sky, a flight of creatures with the head and wings of eagles and massive feline bodies swoops over you, the red cloaks of their Tenha riders streaming behind them.

"That sort of transport," Ceannalah says, grinning smugly. "The riders have orders to take you as far into the mountains as possible without jeopardizing themselves or their mounts. From there, you must complete the journey to Tostenhca on foot."

"How do we return?"

"With these," Ceannalah says, drawing a bunch of gold and platinum medallions from his doublet.

"These possess some magic that transports the wearer instantly to the Hill of Nevondaer when he utters aloud the words engraved upon the metal. Use them with caution, for they work for one journey only."

Ceannalah hands over the chart showing the location of Tostenhca and the Landsheart. Distribute “Player’s Handout 1.”

If the PCs ask no further questions, Ceannalah hands them over to Hambaladh, a taciturn, bronze-skinned officer of the Tenha Host. PCs who played COR4-10 *Riddle of the Dust*, may have encountered Hambaladh before, in which case he acknowledges them with a curt nod. Hambaladh caters to any equipment requisitions the PCs might have. He is authorized to provide them any mundane item in the equipment lists (*Player’s Handbook* Tables 7-5, 7-6, 7-8), within reason and a GP limit of 500 gp. Any item listed on the Tables above that costs more than 500 gp and less than 40,000 gp (the GP limit for Redspan) may be bought for the list price.

Hambalah, a man of few words, says little, but gives the impression that he preferred Labahlah as his commanding officer. He says nothing, against Ceannalah or Duke Ehyeh, for fear it might be considered disloyal.

If the PCs ask no further questions or for items to requisition or purchase, proceed to Encounter 1.

INTRODUCTION B: ATHERSTONE

Read aloud or paraphrase the following:

You find yourselves once more considering the tapestry of the Triumph of the Blinding Light, the only adornment in the spartan quarters of Pholtarin of the Faithful Flan. A long, rambling letter in the Tenha’s shaky hand reached you some days ago, requesting your presence in the garrison town of Atherstone on the expanding western frontier of the Theocracy.

“Praise Pholtus! You have come!”

A battered wreck of a man enters, leaning heavily on a white oak staff. A long vertical stripe of livid red scar tissue runs from his neck up his face, through a white linen eye-patch before vanishing into his prematurely white hair. Only with difficulty do you recognize him as Pholtarin.

“Pholtus tested us. We faced his foes in battle and been found wanting,” Pholtarin says, a spasm of pain contorting his scarred features. “We looked into the Blinding Light and beheld His Might and Glory. By His Mercy and Might, we return to this imperfect world to do His Will. And with that end in mind, we called you here to us again to walk the One True Path.”

◆ **Pholtarin**—Senior Member of the Faithful Flan.

Appearance: Pholtarin is a tall but heavy-set man in his late thirties. His handsome bronze features marred by a long livid red scar running from throat to scalp—the legacy of a battle with enemies of Pholtus in which he died. Pholtarin put out one eye in thanksgiving for being raised from the dead. The ordeal of his death and resurrection turned his curly hair white. He wears gleaming white robes and a large silver brooch bearing the holy symbol of Pholtus.

Character: Pholtarin is a very charismatic, fanatical follower of the One True Path of Pholtus. Pholtarin is as conservative a Pholtine as it’s possible to get. Even the most devout Knights-Militant in Atherstone believes his single-minded faith unsettling. Pholtarin’s death and return to life seriously unhinged him. He now believes he returned from the realm of the dead with a mission to save the Tenha people. He stops at nothing to achieve this (as he sees it) divinely appointed quest.

Question and Answer

The PCs are bound to ask Pholtarin questions. The most likely PC questions are listed below, along with Pholtarin’s replies.

“Why were we called here?”

“It appears that the apostates in Redspan came to know of this Landsheart that we received tidings of some time ago. They want it, believing that it might cement their ungodly tyranny over our poor deluded people. Our enemies uncovered the location of this Landsheart—a ruin called Tostenhca, somewhere in the wilds of the Griff Mountains.”

“You want us to recover the Landsheart?”

“They say that this Landsheart is a relic of the false Oerth Mother. If so, then it holds no power, except what delusions it might cast over the minds of the unenlightened. If there is some power in this Landsheart—It must come from the Blinding Light. Such a holy relic must be kept from the hands of the apostates. In either case, we prefer for this stone to be in our hands than in those of our foes. We ask you therefore to go to Tostenhca, retrieve this Landsheart, and return it to the Hill of Nevondaer [neh-VON-dair].”

“Where is the Hill of Nevondaer?”

“The Hill of Nevondaer stands in the middle of the city of Nevond Nevnend. The heretics revere it as a holy place, though it has not yet been touched by the Blinding Light of Pholtus.”

“Why bring it there? Isn’t Nevond Nevnend in ruins?”

“Yea, Pholtus smote Nevond for its faithlessness. However, now the Arch-Apostate Ehyeh called a meeting there. Had our counsels been heeded, we would have given his request the scorn it deserves. However, our allies and protectors thought otherwise and so we go to bandy words with heretics. Yet, it was thought that if we came to this council in possession of their precious Landsheart, this might sway the heretics to renounce their folly. So, our superiors place great faith in its recovery, if only to deny it to our foes.”

“What if it doesn’t sway them?”

“Then we crush their armies and cleanse them of their heresy with the purifying flame of Pholtus.”

“What resources can you provide us?”

“I have been given the means to convey you to and from Tostenhca. We can also provide certain supplies and provisions. This map shows the most likely location of the Landsheart. Our agents recovered it from the body of a Ratikan heretic in Marnar.”

“What sort of transportation?”

“That matter is the concern of our esteemed colleague, Kiana Gunnhild,” Pholtarin says, nodding at someone behind you. Turning, you see a beautiful half-elven woman clad in the uniform of a Prelatal Army officer: white tunic and black trousers, with a purple cloak over all. Two six-pointed golden stars shine on the left side of her collar. She wears her long blonde hair in a single braid, and her lively green eyes offer a welcome relief from Pholtarin’s grim visage.

☞ **Kiana Gunnhild**—Commander of the Pale’s Sixth Dawn Command.

Appearance: A beautiful and vivacious woman, Kiana presents a confident and outgoing personality to those who meet her. She is a half-elf, and with the green eyes of her elvish side. Her straight golden-blonde hair falls to her waist, though she wears it in a single braid tucked up under her helmet. Kiana stands 5' 2" tall and weighs 115 pounds. At 41 years of age, she is in the prime of life.

Character: Kiana is good-looking—and knows it—but avoids letting her looks interfere with her duties. Earning a reputation as a tomboy, she often appears with dust on her face, mud on her armor, or other signs of an active life. Kiana possesses an irrepressible sense of humor, and seems irrationally light-hearted to those around her. This zest for life puts her at odds with some in the church hierarchy, as they mistake her levity for a lack of devotion to Pholtus. Her cheerful exterior hides an iron resolve to carry the banner of Pholtus to those who need it—providing help and aid to the unfortunate.

Kiana is a natural at politics. Her good looks and good humor put others at ease, and her deep religious convictions help her project a feeling of trust and honesty. She earned the respect both the elves of the Phostwood and most people in the nearby human villages. She impresses her elders in the church with her natural wisdom and intelligence.

“Kiana Gunnhild, Sixth Dawn Command, at your service,” she says with a slight bow. “Please follow me, and I’ll show you what type of transportation we have for you.”

Gunnhild leads you out into the courtyard of the Faithful Flan hostel. Suddenly a shadow covers you, followed with a rush of wind and flurry of massive wings. From out of the blue sky, a flight of creatures with the head and wings of eagles and massive feline bodies swoops over you, the white cloaks of their riders streaming behind them.

“That sort of transportation,” Kiana says, with a wry grin. “I ordered my riders to take you as far into the mountains as possible without jeopardizing themselves or their mounts. You must complete the journey to Tostenhca on foot.”

“How do we return?”

“With these,” Kiana says, drawing a bunch of gold and platinum medallions from her a pouch on her belt.

“They hold some form of magic that transports the wearer instantly to the Hill of Nevondaer when he utters aloud the words engraved upon the metal. Use them only after great thought, for they work for one journey only.”

Kiana hands over the chart showing the location of Tostenhca and the Landsheart. Distribute “Players’ Handbook 1.”

If the PCs ask no further questions, Kiana caters to any equipment requisitions the PCs might have. She is authorized to provide them any mundane item in the equipment lists (Player’s Handbook Tables 7-5, 7-6, 7-8), within reason and a GP limit of 500 gp. Any item listed on the Tables above that costs more than 500 gp and less than 3,000 gp (the GP limit for Atherstone) may be bought for the list price.

If the PCs ask no further questions or for items to requisition or buy, read aloud or paraphrase the following:

“Before you depart, might I speak a moment with you in private?” Kiana says, in a conspiratorial undertone. “What do you think of our friend Pholtarin?”

Kiana listens with interest to the PCs’ answers before continuing:

“Shall I tell you what I think of him? I think his zeal, though worthy, unhinged him. You know that he put out his own eye after we resurrected him from the dead? As such, he may be a danger to himself and to those that cleave too closely to his preaching – such as his sisters, who paid with their lives for their faith in him. This is not just my opinion, but also the opinion of my superiors.

“I have been assigned to make sure Pholtarin’s fervor does not jeopardize the future interests of the Theocracy and of the Faithful Flan in Tenh. Therefore I ask, in the name of the Theocrat himself, that you aid me in this task by reporting any, ah...excesses of zeal on Pholtarin’s part. Moreover, if you succeed in your quest, you must deliver this Landsheart into my custody and my custody alone.

“Have I made myself clear?” Kiana asks with an edge of steel in her voice.

If the PCs agree:

Kiana’s stern expression softens to a smile.

“May the Blinding Light illuminate your way. I will see you upon the Hill of Nevondaer,” she says and, with a salute, departs.

If the PCs ask no further questions, proceed to Encounter 1.

INTRODUCTION C: IARVALADHYR – THE GLEAMING SPIRE

Regardless any of the PCs played any of the previous installments of the Children of the Dust trilogy, read aloud or paraphrase the following:

You often heard rumors of the civil war that sets the scattered people of Tenh one against another. As you look down from this chamber high on the tower of the fortress of Iarvaladhyr, you see evidence of this fratricidal war firsthand. Armed patrols of red-cloaked cavalry issue forth from the gates of the keep into the vast plain of dust. Other patrols return with empty saddles and lines of prisoners trailing behind them.

"You think us mad to war among ourselves over a legacy of dust?" says someone behind you, his voice dry as a library of musty scrolls.

Turning, you see an elderly, narrow-faced Tenha man squinting at you suspiciously.

"Sometimes, I think you outlanders might be right," he says sadly.

PCs who played COR4-10 *Riddle of the Dust* may recognize the man as Kereledh, a member of the Keepers of the Flan and advisor to Baron Turanalh, the Leader of the Rebel Tenha forces. If the PCs fail to recognize him, Kereledh introduces himself.

✦ **Kereledh**—Member of the Keepers of the Flan.

Appearance: Kereledh is an elderly Tenha man. His narrow face and slight squint give him an eternally suspicious appearance. He avoids the traditional trappings of a mage, wearing fine doublets and pants rather than robes. Despite his age, he refuses to carry a staff. Kereledh does possess a number of magical rings, though, as well as a number of other magical items secreted about his person.

Character: Kereledh is quiet, but very shrewd and observant, who believes in the motto "say less than you know and see more than you let on to." Like many of his fellows, he has delved deep into the history and lore of Tenh and the Flannae people. Nonetheless, he is no foolish sage, being a perceptive and shrewd judge of character.

Kereledh continues:

"Have you heard news of the latest follies from Redspan? That fool Ehyeh arrested Marshal Laba and replaced him with Ceannalah, that dolt of a Champion of his. The new Marshal of Tenh busied himself more with hunting down his countrymen than fighting the foes of his country. Many of my fellow Keepers have been arrested or forced to leave Redspan; even the Archmage Nystul fled. Marshal Laba's son, Labahlah, has been declared an outlaw since he vanished from the Duke's Citadel just before Ceannalah's men came to call upon him."

The old sage shakes his head and sits heavily at a table piled high with scrolls and charts.

"If ever there were a time for the Taladhcricoch [tah-lah-CREE-ock] to be found, it is now."

Question and Answer

The PCs undoubtedly want to ask some questions of Kereledh. The most likely PC questions are listed below, along with the sage's replies.

"Where is Labahlah?"

"We do not know. Ceannalah's men failed to find him within the walls of Redspan. Wherever he is, I hope he is safe—for he is an able man of the sort Tenh cannot afford to lose."

"Why does the duke consider Labahlah and Laba traitors?"

"When the existence of the army you see down there became known, suspicion naturally fell on Laba and his son. After all, our express purpose is to replace Ehyeh with Laba. As it happens, neither the Marshal nor his son knew anything of our efforts here. We thought it best to protect them, in case our efforts were discovered before we were ready. However, we underestimated the paranoia and folly of Ehyeh and his Court. Now Tenh's best men are in chains or on the run in their own land. It seems we became the authors of our own tragedies."

"Why did you call us called here?"

"To recover the Taladhcricoch, plain and simple."

"What is the Taladhcricoch?"

"In the Common Tongue, it means 'Landsheart.' It is a stone, sacred to Beory the Oerth Mother, upon which the rulers of the Tenha people were chosen and anointed in ancient times. It went missing before the days of the Great Migrations. However, we recently discovered where it is hidden. Far to the north and east of here, in the heart of the high Griff Mountains, lie the ruins of a city built by our forefathers and then lost to them in ancient times. It is called Toestenhceadh [toss-TEN-kyah]. Somewhere within its fallen temples the Landsheart lies hidden."

"You want us to recover the Taladhcricoch?"

"Aye. We intend to help you get to Toestenhceadh, where you must find the Taladhcricoch and return it to the Hill of Neveondaer [neh-VYON-dair] with all good haste."

"Where is the Hill of Neveondaer?"

"The Hill of Neveondaer stands in the middle of the city of Neveond Nevnend. Since the time of the ancients, the rulers of Tenh have been anointed there. It is one of our most revered places."

"Why take it there? Isn't Nevond Nevnend in ruins?"

"Yes, to our sorrow, Neveond and the halls of our fathers remain as dust scoured ruins. However, Ehyeh called a meeting between the factions that oppose him upon hallowed Neveondaer. In this we have the most extraordinary stroke of fortune, for if you succeed in bringing the Taladhcricoch to us, while we meet the other factions, we can force Ehyeh to test the legitimacy of his rule using the stone, as the chiefs of old did. If our cause is just, the Taladhcricoch will reject him and we can choose a new ruler for our people."

"What if he refuses to step aside?"

"Then Tenh and its people are doomed."

"What if the Taladhcricoch actually accepts Ehyeh?"

"The ruin of the past decade makes me skeptical of such an outcome, but if the Taladhcricoch supports his claim, we shall do

all that we in order to reunite the Tenha Host and restore our nation to glory.”

“What help can you provide us?”

“Beset as we are by the Loyalists on one side and the fanatics of Pholtus on the other, we possess few resources. However, we have the means to get you within striking distance of Toestenhceadh and return you swiftly to Neveondaer should your quest prove successful. In addition, we can make available certain supplies and provisions that might prove vital in an expedition of this sort. I can also give you a chart of that portion of the Griffs locating Toestenhceadh, as well as the most likely location of the Taladhcrioch within the city.”

“What sort of transportation?”

“That is my area of expertise!” booms a voice from the doorway.

Turning, you see a dashing Tenha dressed in a fine set of banded mail leaning on the doorjamb. An ornately adorned kukri of a Tenha noble sits on his hip.”

Those PCs who played COR4-10 *Riddle of the Dust* may recognize the man as Baron Turanalh, the leader of the Rebel Tenha faction. If none of the PCs played *Riddle of the Dust*, then the baron introduces himself with a bow and a flourish.

☞ Baron Turanalh—Leader of the rebel Tenhas.

Appearance: Turanalh is a dashing young Tenha noble in his mid-thirties. His handsome bronze features framed by flowing brown locks, flecked with golden highlights. He dresses in a fine set of banded mail and the red cloak of the Tenha Host. Like all Tenha nobles, Turanalh wears an ornately decorated kukri at his hip.

Character: Turanalh is something of a cavalier—charismatic, enthusiastic, and brave to a fault. He is a very forceful character, rarely speaking below a parade-ground bawl, despite a jovial nature. Turanalh is an able commander in the field, having learned his trade from Marshal Laba before and during the Greyhawk Wars. However, he has no grasp of the politics of the court and is very much a romantic idealist.

Introductions made, the baron continues:

“If you will follow me,” Turanalh says, barely suppressing a grin of boyish excitement.

The baron leads you up the spiral stair to a platform close to the top of Iarvaladhyr’s gleaming white granite spire. The fortress is laid out like a map below. To the south sits the sinister green swathe of the Phostwood. To the north, the gray expanse of the Stonelands stretches away to the edge of sight.

Suddenly, shadows cover you, followed by a rush of wind and flurry of massive wings. From out of the blue sky, a flight of creatures with the head and wings of an eagle and a massive feline body swoops over you, the red cloaks of their Tenha riders streaming behind them.

“That sort of transportation,” Turanalh says, grinning like a fiend. “The riders have orders to take you as far into the mountains as they can without jeopardizing themselves or their

mounts. You must complete the journey to Toestenhceadh on foot.”

“How do we return?”

“That is my area of expertise,” says Kereledh, drawing a bunch of gold and platinum medallions from his doublet.

“I have imbued these amulets with magic that transports the wearer instantly to the Hill of Neveondaer when he utters aloud the words engraved upon the metal. Think carefully before using them, for they work for one journey only.”

Kereledh hands over the chart showing the location of Toestenhceadh and the Taladhcrioch. Distribute “Players’ Handout 1.”

If the PCs ask no further questions, they may requisition such supplies from Turanalh. He provides any mundane item (Player’s Handbook Tables 7-5, 7-6, 7-8), within reason and a GP limit of 500 gp. Any item listed on the Tables above that costs more than 500 gp and less than 800 gp (the GP limit for Iarvaladhyr) may be purchased for the list price.

If the PCs ask no further questions or items to requisition or buy, proceed to Encounter 1.

ENCOUNTER 1: FEAR OF FLYING

Regardless where the PCs start from, the flight into the Griffs is the same. Once the PCs are ready to depart, they meet the leader of the Griffon Riders, a young woman named Catharadh.

Read aloud or paraphrase the following:

The morning sun provides some warmth on the rooftop. Six griffons lie basking on the warm stones, apparently enjoying the fine autumn weather. They turn to regard you with large, bright eyes in the same way a hawk might regard a field mouse.

“Don’t be afraid! They won’t bite,” says a woman climbing the stairs behind you, hauling a massive leather saddle. “Rend you in half, perhaps, but bite? Never.” The woman grins as she drops the saddle onto the stones.

“I’m Catharadh. I command this flight of beasts. Who runs this Rhennee caravan then?” she asks, looking each of you up and down with a skeptical look.

☞ Catharadh—Commander of the Griffon Flight.

Appearance: Catharadh is a woman in her early thirties. Her bronze complexion, dark hair, and brown eyes reveal Flannae ancestry. She wears leather armor and, when mounted on her griffon, Heralyon, a swaddling of thick, warm furs. A large white scar runs down her neck from behind her left ear.

Character: Catharadh is a brash, confident, and good-humored woman. Competent in her area of expertise, taming and riding griffons, she reluctantly defer to the PCs on matters that do not relate to her flight and the safety of her animals or riders. Catharadh insists on seating the PCs’ “leader” (or you, as DM,

should pick one PC at random) with her on her griffon and on arguing over this leader's every decision. She does not tolerate any misbehavior by the PCs while they ride her beasts and tells them so in no uncertain terms. Catharadh is impressed if any of the PCs knows how to fly griffons, though, and avidly trades shoptalk with them.

Catharadh makes it very plain to the PCs that her orders are to get them as close to Tostenhca as she possible, without endangering her griffons or her riders. At the first sign of trouble, she lands the PCs in the mountains and they must make their way onto Tostenhca from there on their own. Her beasts and riders are her first priority; the success of the PC's mission is secondary.

Up, Up and Away!

Catharadh assigns one PC to each of her griffons. The riders consist of four men and two women, who defer to Catharadh in all matters and gladly give her their loyalty. Catharadh forbids the PCs from encumbering her griffons with more than a medium load (600 pounds maximum per griffon—including rider, PC passenger, and their gear). Assume each NPC rider (with gear and saddle) weighs a total of 200 lbs.

Catharadh stands firm on this point and insists on discarding surplus items, unless some magical or other means reduce the weight for the duration of the flight (approximately two days of eight hours flying time). Catharadh forbids Medium or larger animal companions, familiars, and other “zoo animals” from boarding the griffons, unless again some magical means can be found to transport them. The animals remain in the safety of the base until the PCs return.

The table below gives the loads and penalties for the griffons. Reduced maximum speeds and check penalties may affect the flying ability of the griffons (see Appendix 2—Tactical Aerial Movement).

Griffon Loads and Penalties			Speed		
Load	Max Dex	Check Penalty	(30 ft.)	(80 ft.)	Run
Medium (301-600 lbs)	+3	-3	20 ft.	55 ft.	x4
Heavy (601-900 lbs)	+1	-6	20 ft.	55 ft.	x3

The PCs should list what items they wear and which items they intend to stow under a net behind their seat on the saddle. The PCs sit in the broad griffon saddle behind the rider. They strap in by a buckled harness around their waists, which secures the PCs tightly in place and prevents them from turning around in the saddle or reaching back to the netted equipment. If PCs want to take either of these actions, they must unbuckle their harness.

A six-foot long leather cord buckled tightly around their right ankle also secures the PCs—Catharadh calls this the “Lack wit Line.” It requires a full-round action to untie each of these harnesses.

The griffon saddles are exotic military saddles and provide a +2 circumstance bonus to Ride checks related

to staying in the saddle. If a character is knocked unconscious, they have a 75% chance of staying in the saddle.

Once the PCs sort out their equipment and strap in, read aloud or paraphrase the following:

The griffon riders do their final checks, tugging on straps and harnesses, before securing themselves into the saddle. Then with a yell from Catharadh, the griffons leap into the air, their great golden wings unfolding and beating the air with a whistling swoop. The flight climbs steeply, forming up into an arrowhead.

Catharadh shoots you a mischievous grin and shouts: “Hang on tight!”

Banking into a turn, they swoop back over the rooftop, flipping upside down in a corkscrew roll, before shooting off eastwards.

Hour after hour, the gray desolation of the Stonelands slips past beneath you. Here and there the ruined shells of stone buildings break the monotony. From above, towns become clusters of roofless houses that gape like hungry mouths within girdles of tumbled walls.

The day passes uneventfully, but ask the PCs what measures they take to keep an eye out for trouble. This is relevant later on in the encounter. The griffons fly in an arrowhead formation, with Catharadh's mount in the lead. See “DM's Map 1.”

Read aloud or paraphrase the following:

As evening draws in, dark clouds begin to roll out of the east. Catharadh frowns at them for a time before signaling the flight to descend. A few minutes later, she whistles and points toward the ruins of a round tower—an old Tenha fortification. Swooping steeply, the griffons land with scarcely a bump.

“Off you go then. Scout out tonight's lodgings and earn your keep,” Catharadh says.

The tower is a deserted, hollow stump about 30 ft. tall. A single double doorway pierces the tower on the south side. The PCs quickly realize no threats lurk here, but feel free to play upon their paranoia if you wish. A ruined curtain wall surrounds the central tower, against which Catharadh and her riders set up gray tarpaulins to shelter and conceal the griffons. Allow the PCs to organize the camp to their liking and set out their watches for the night. The night is uneventful, but free to keep the PCs on their toes.

Next morning, the flight loads up and set off east once more. Read aloud or paraphrase the following:

The griffons climb toward the rising sun, which casts long shadows over the desolation below you. After a few minutes you veer north. Off to the east, through the golden glare, lies the dark stain of the Troll Fens, looking every bit as sinister as their deadly reputation suggests.

Soon a line of what looks like white clouds appears at eye-level on the horizon. As they draw closer, they reveal

themselves into a vast range of snowy peaks, your first glimpse of the High Griffs.

The flight passes over forested foothills, rising in green folds out of the gray of the Stonelands. The trees give way to rough pastures and scrub, which in turn fade into bare rock and finally dazzling snowfields. Ragged ridges of rock, clothed in baroque wind-carved cornices of snow and blue-white ice, drift by beneath you, sometimes so close you feel you could reach out and touch them. Mountains march away into the distance before you. Above, a sheet of high icy cloud looms closer. Catharadh eyes it with concern as it descends over the higher peaks.

Any PC that stated they keep watch on the first day makes a Spot check (DC 15). PCs who are awake make a Spot check (DC 20). PCs making either of these checks spot the attackers swooping down on the griffon flight from out of the clouds and may act in the Surprise round.

Depending on APL, the PCs are attacked by either a flight of feral griffons or a white dragon into whose territory the PCs entered.

Note: For the purposes of this combat, calculate the APL including the 6 griffons (CR 4 creatures), but not their riders, who takes no active part in the combat other than directing the griffons. For example, for a party of six 4th-level characters, this results in the APL increasing from 4 to 6.

Griffons

For those PCs who spot the griffons, read aloud or paraphrase the following

You catch a blur of movement just on the edge of your vision. Glancing up, you see dark shapes plummet out of the clouds above. The creatures emit a piercing shriek and extend their wickedly curved claws. With golden wings swept back, the creatures with their hawk-heads and feline bodies—wild griffons without a doubt—come hurtling toward you.

APL 4 (EL 6)

➤ **Griffon (2):** hp 59; see *Monster Manual*.

APL 6 (EL 8)

➤ **Griffon (4):** hp 59; see *Monster Manual*.

Tactics: The griffons swoop down on the PCs' griffons, one to a target (pick targets at random) and attempt a Pounce and Rake attack on the PCs' mounts. They then try to keep the advantage of height to repeat the trick. The feral griffons only attack PCs who injure or attack them. The feral griffons work in pairs, one covering the other to prevent the PCs' griffons getting in behind them to get in a raking dive. The griffons are a mated pair (or pairs), so if one is killed, the other fights to the death. See Appendix 2 for Tactical Aerial Movement.

White Dragon

For those PCs who spot the dragon, read aloud or paraphrase the following:

You catch a blur of movement just on the edge of your vision. Glancing up, you see a huge shape plummet out of the clouds above. Sunlight glints from scales the color of glacier ice, as a dragon sweeps back its vast leathery wings and plummets toward you. A roar like thunder in the mountains rolls forth from its fang-forested maw.

APL 8 (EL 10)

➤ **Crylanyzantiir:** adult white dragon; hp 189; see Appendix 1.

APL 10 (EL 12)

➤ **Crylanyzantiir:** mature adult white dragon; hp 241; see Appendix 1.

APL 12 (EL 14)

➤ **Crylanyzantiir** old white dragon; hp 276; see Appendix 1.

APL 14 (EL 16)

➤ **Crylanyzantiir:** very old white dragon; hp 337; see Appendix 1.

APL 16 (EL 18)

➤ **Crylanyzantiir:** ancient white dragon; hp 375; see Appendix 1.

Tactics: The white dragon, a male named Crylanyzantiir, dives onto the griffon flight. He spots the flight ahead of time and casts the following spells beforehand (at the appropriate APL): APL 8 and 10—mage armor, resistance; APL 12 and 14—mage armor, mirror image, resistance, shield; APL 16—greater invisibility, mage armor, mirror image, resistance, shield. If you are playing the APL 16 encounter, the characters catch sight of the dragon before it casts greater invisibility. He tries to use his breath weapon to catch as many of the griffon riders as possible, concentrating on the tip of the arrowhead and the flight leader. Crylanyzantiir keeps his distance, using spells and his breath weapon (when it recharges) to scatter the flight. He then tries to close and pick off individual griffons that look vulnerable, concentrating his attacks on the mount and only attacking PCs who hurt him—especially if they assault him with fire. Crylanyzantiir tries to knock all the griffons out of the air before swooping down to finish off any survivors on the ground. If Crylanyzantiir is reduced to less than 20 hp, he plummets away toward the ground, and tries to lose his pursuers in the ice and snow on the high mountains (burrowing under the thick snow of a high-altitude snowfield to escape aerial pursuit if necessary).

See Appendix 2 for a review of Tactical Aerial Movement.

The Flight: See DM's Map 1 for the relative distances between the griffons in the flight at the start of the attack.

If the dragon's frightful presence panics the riders (if applicable), they attempt to dive the griffons away

from the dragon, unless prevented by the PC. The PC may seize hold of the reins on a successful opposed Strength check against the rider (if the rider is alive) or a Dexterity check (DC 15; if the rider is dead or unconscious). The PCs with a grip on the reins may attempt to control the griffon with a Ride check (as per the Ride skill description). Remember to apply armor check penalties to relevant Ride checks.

Altitude and Crashing: The Griffon Flight starts combat over the middle of mountain valley at an altitude of 1,000 feet from the valley floor (see DM's Map 1). The ridges on either side of the 2,000-foot wide valley rise 900 feet from the valley floor in sheer rock walls.

If any of the flying combatants fails to maintain its minimum forward speed, it must land at the end of its movement or it falls straight down, descending 150 feet in the first round of falling (see Appendix 2).

Treasure: See Treasure Summary for a complete listing of treasure for this encounter. If the PCs kill Crylanyzanthiir, they may skin the dragon to get dragonhide. Skinning the hide takes a day due to the toughness of the material and the difficulty of the conditions. The amount of dragonhide varies with the size of the dragon. A Large dragon yields enough hide for a single suit of medium or small dragonhide masterwork hide armor (330 gp). A Huge dragon yields enough hide for a single suit of Large (or two Medium or Small) dragonhide masterwork hide armor (660 gp).

If any of the PCs have the Craft (armorsmith) skill, they may wish to select and remove some of the scales to make more elaborate suits of armor. A Craft (armorsmith) (DC 16) check allows the PCs to remove enough scales to fashion a suit of banded mail. A Large dragon yields enough material for a single suit of Small banded mail (800 gp), while a Huge dragon yields a single suit of either Medium or Small banded mail (800 gp). Stripping the scales in this fashion requires 2 days.

With a huge dragon, a Craft (armorsmith) (DC 17) check allows the PCs to strip enough material to fashion a single suit of Small half-plate (1,500 gp), requiring three full days.

In any case, enough additional hide may be removed to make a light or heavy shield, in addition to whichever armor type the PCs choose to extract the raw materials for (340 gp). Extracting this material takes no additional time.

The PCs cannot use the hide as armor until fashioned into a suit by an armorsmith with the required tools, once they return from the mountains. PCs pay half the regular cost of the items unless they craft the armor themselves according to rules in the *Living Greyhawk Campaign Sourcebook*.

Development: If still alive, Catharadh insists that the Griffon Flight drop the PCs and head for home. The PCs are now alone Go to Encounter 2.

If Catharadh is dead or incapacitated, the PCs may persuade the surviving riders to fly farther into the mountains. Go to Encounter 2.

If all of the riders die, including Catharadh, then the PCs may fly any living griffons onwards into the

mountains. If one or more of the griffons die, the PCs must redistribute their equipment (that survived the crash). Remember that the griffons cannot carry a load of more than 900 lbs. Go to Encounter 2.

ENCOUNTER 2: A FELL VOICE ON THE AIR

If Catharadh survived, she orders her riders to unload the PCs' equipment. Nothing short of subduing or killing the griffon riders prevents this from happening. If attacked, the riders defend themselves to the best of their ability, taking to the air on their griffons and flying away with any still-loaded equipment. Catharadh refuses to listen to the PCs' arguments or attempts to persuade her otherwise. She intends to stick to her orders.

If Catharadh dies, the remaining riders turn around, leaving the PCs to continue on their own. They unload the PCs' equipment and fly home as soon as possible. However, if the PCs make a persuasive argument—requiring a Diplomacy check (DC 30)—they may the riders to carry them to Tostenhca. However, the riders insist on just delivering the PCs to the city and then returning home.

If the griffon riders head for home, read aloud or paraphrase the following:

The griffons leap into the air, extending their wings with snap. They spiral upwards, gaining altitude and forming up before swooping down, delivering a salute as they sweep past in a rush of wind. They climb over the wall of the valley and disappear, leaving you on your own.

Getting to Tostenhca

The PCs must now complete their journey to Tostenhca through the high peaks of the Griff Mountains.

Mountain Travel

High altitude, capricious weather, and bitter cold are three environmental hazards that the PCs face while in the mountains.

See Appendix 3 and DM's Map 2.

Weather and Cold

For each day that the PCs spend in the mountains, roll on the Random Weather Table (see Appendix 3) to determine the weather and temperature for that day and the following night. Apply whatever environmental and cold effects are appropriate. To speed up the game, it is suggested to roll up several days' results in advance.

Food and Clothing

Make a list of how many days of food the PCs have, along with any cold weather gear they still possess. If the PCs run out of provisions and are unable to either conjure food or live off the land, apply starvation effects

on them. PCs without adequate protection from the weather and temperature suffer the effects of cold.

Read aloud or paraphrase the following:

A long boulder strewn valley stretches away to the northwest, level at first, and then after a steep step, sloping downwards gradually into the distance. To the south, the valley rises, curving away gradually eastwards. Directly to the east looms a towering mountain peak, its flanks armored with glistening blue-white ice and snow, rising to three black pinnacles of bare rock that seem to pierce the brilliant blue dome of the sky.

The PCs have a choice of routes to Tostenhca (see DM's Map 2). The triple-peaked mountain marked on the Ratikkan's Map as "Procan's Trident (triple peak)" (see Player Handout 1) lies directly west of Tostenhca. From the map, the most obvious route follows the valley around Procan's Trident, crossing an easy pass into another valley that runs past the base of Tostenhca—a trek of some 50 miles (The Long Walk).

The Long Walk

If the PCs decide to take the Long Walk path to Tostenhca, read aloud or paraphrase the following:

Turning your back to the cruel pinnacles of Procan's Trident, you set off up the valley, following the course of a half frozen mountain stream that rushes unseen beneath a brittle shell of white ice. The valley winds upwards before you, climbing toward a pass between the southern spur of Procan's Trident and another towering snow peak to the south.

The 30-mile climb to the top pass is long and gradual and should not trouble the PCs much, unless bad weather sets in.

When the PCs reach the top of the pass, read aloud or paraphrase the following:

Cresting the top of the long saddle, you stand with a snow peak on either side. Before you, a long, wide valley stretches away to the north. A vast river of rock and ice tumbles down from the snow peak to the south, entirely filling the base of the valley. The slope falls away before you to a long rampart of piled boulders and gravel that extends along the length of the valley. Beyond it lies a chaos of boulders and stones piled in seemingly random hills and ridges.

To the north, another enormous snow peak extends a long leg south, ending in a long raised ridge that falls abruptly into the valley below. The top of the ridge has been planed flat except for the outlines of pyramids and towers.

It is your final destination—Tostenhca.

Another five miles brings the PCs to the edge of the glacier.

Go to Giant Troubles, below.

Giant Troubles

See DM's Map 3 for this part of the encounter.

Regardless of whether the PCs climbed or walked, they encounter a giant (or giants, depending on the APL)

close to the edge of the glacier. The giants prefer to attack from behind the cover of the lateral moraine of the glacier—a steep ridge of boulders, stone, and gravel. This provides the giants with cover, and an inexhaustible supply of boulders to fling at the PCs.

The giants move along the glacier parallel to the lateral moraine. As the PCs approach to within 4d10x10 feet of the lateral moraine, both the PCs and the giants make Spot checks (base DC 10 for the giants to see the PCs and DC 12 for the PCs to see the giants). If the PCs previously declare that they move with stealth, make an opposed Spot check against the PCs' Hide check. Adjust all DCs for distance.

If the giants spot the PCs, they move to attack, using the terrain and surprise (if the PCs haven't spotted them) to their best advantage. If the giants fail to spot the PCs, they continue southwards along the moraine.

Adapt the boxed texts below according to the circumstances of the encounter.

The Lay of the Land

The giants fight from a good position just behind the top of the lateral moraine of the glacier. This position provides them cover and unlimited boulders, and means the PCs must close across very unfavorable terrain (as marked on DM's Map 3). The effects of scree and dense rubble on movement and skill checks are detailed below:

Scree: Scree is a field of shifting gravel. It doesn't affect speed, but is treacherous on a slope. The DC of Balance and Tumble checks increases by +2 if there's scree on a gradual slope and by +5 if there's scree on a steep slope. The DC of Move Silently checks increases by +2 if the scree is on a slope of any kind.

Dense Rubble: Rocks of all sizes litter the ground. Movement is reduced by 2 squares (10 feet) to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by +5, and the DC of Move Silently checks increases by +2.

APL 4 (EL 6)

➤ **Hill Giant:** hp 102; see *Monster Manual*.

Tactics: The hill giant (an indentured soldier of the local Frost Giant Jarl) softens the PCs up with a steady barrage of boulders. If the giant finds a good ambush point, but the PCs appear to break or run, or there are more than two PCs injured, the giant abandons his advantageous position and rushes into melee combat. If the PCs charge him, he meets them on the slope of the moraine. If badly injured (reduced to 10 hp or less), the giant flees across the glacier, heading north.

APL 6 (EL 8)

➤ **Stone Giant:** hp 119; see *Monster Manual* p124.

Tactics: The stone giant (an indentured soldier of the local Frost Giant Jarl) uses his natural camouflage to gain the element of surprise on the PCs. He softens them up with a steady barrage of boulders, rising up from behind the moraine to lob a rock (this tactic provides the giant with cover). If the giant finds a good

ambush position on a slope, he sticks to his position unless the PCs retreat or 3 or more of them are injured, in which case he charges into melee combat. If the PCs charge, he holds position, peppering them with rocks until they come within melee range. If badly injured (reduced to 10 hp or less), the giant flees across the glacier, heading north.

APL 8 (EL 10)

➤ **Hill Giant:** hp 102; see *Monster Manual*.

➤ **Frost Giant:** hp 113; see *Monster Manual*.

Tactics: If the frost giant spots the PCs before they see him, he uses the cover of the moraine to gain surprise on the PCs. He plans to let the hill giant soften them up with a steady barrage of boulders and draw the PCs into a rash charge up the moraine. The frost giant leaps up from cover and attacks the surprised PCs. If the giants find good fighting positions, they stick to them unless the PCs appear to retreat or 3 or more of them are injured, in which case the giants charge into melee. If the PCs charge, the giants hold position, peppering them with rocks until they come within melee range. If the frost giant is badly injured (reduced to 10 hp or less), he and the hill giant flee across the glacier, heading north.

APL 10 (EL 12)

➤ **Frost Giant Cleric, Clr4:** hp 176; see Appendix 1.

➤ **Frost Giant (2):** hp 113; see *Monster Manual*.

APL 12 (EL 14)

➤ **Frost Giant Cleric, Clr6:** hp 196; see Appendix 1.

➤ **Frost Giant (4):** hp 113; see *Monster Manual*.

APL 14 (EL 16)

➤ **Frost Giant Cleric, Clr10:** hp 236; see Appendix 1.

➤ **Frost Giant (6):** hp 113; see *Monster Manual*.

Tactics: If they see the PCs first, the regular frost giants use the cover of the moraine to gain surprise on the PCs. Positioning themselves 50 ft. apart, they catch the PCs in a crossfire of boulders—softening them up while holding position and forcing the PCs to close. The cleric keeps his head down and moves to support whichever of the stone-throwers the PCs charge (or if the PCs charge multiple giants, he aids the giant closest to him)—rising up from cover to catch them by surprise on the slope of the moraine with spells. The other giants continue their barrage, while closing along the moraine to catch the PCs in the flank. The giants hold position no matter what the PCs do—moving to block them if the PCs attempt to circumvent the giant position. The giants fight to the death.

Development: Assuming the PCs defeat the giant(s), they proceed to Tostenhca. If the PCs travel on foot, this requires them to go through the glacier.

Crossing the Glacier

Read aloud or paraphrase the following:

A barren and chaotic landscape stretches before you. Frozen pools and pinnacles of ice are scattered between hills of stones, ranging from pebbles to huge boulder. It is as though the gods neglected to finish this last piece of their great work, leaving the bare building blocks of the Oerth scattered about.

Movement on the glacier is reduced by half speed. It is two miles from the base of Procan's Trident and 15 miles from the base of the pass from the Long Walk. In addition to the distance and the unpredictable weather, the PCs face a formidable crevasse—a crack in the river of ice that lay under the dusting of rocks and stone. The chasm is easy to spot, but harder to traverse.

Whether the PCs approach from Procan's Trident or the Pass, they face a large crevasse, which they may either cross or circumvent.

The Crevasse

Read aloud or paraphrase the following:

As you crest a ridge of broken rock, you see a huge wound in the surface of the glacier. You hear the gurgling and dripping of water echoing from its inky-black depths.

The crevasse is 160 ft. deep, 20 ft. wide and stretches off to the horizon in either direction. If the PCs want to climb down and back out, this entails making the relevant number of Climb checks (DC 15). Five feet of freezing cold water fills the bottom of the crevasse. Characters that fall into the water possibly suffer the effects of hypothermia (see DMG).

Circumventing the crevasse entails an additional 6-mile hike. If the characters choose this route, they fall prey to a sudden blizzard (see Appendix 3: Altitude, Weather, and Cold effects).

Development: Assuming the PCs make it across the glacier, they stand at the foot of the mountain of Tostenhca. Go to Encounter 3.

Troubleshooting: Some PCs may circumvent the arduous trek to Tostenhca by either flying or teleporting to the city. PCs trying to teleport to Tostenhca must *scry* the city to become familiar with it. If they arrive off target, they arrive on the glacier, where they must fight the giants and deal with the crevasse.

If the PCs arrive on target via teleport or fly into Tostenhca, the giant(s) attack them from behind the cover of the city's buildings, using portions of the city's crumbling masonry as missiles. If the PCs arrive on griffons, the giant(s) wait until the griffons depart before attacking. If all the griffon riders die, the griffons return to base on their own. Once the griffons depart, the giant(s) attack. Adjust the boxed text for the encounter accordingly. Assuming the PCs defeat the giant(s), the kobolds in Encounter 3 ambush the PCs from the cover of the city buildings, as described in Encounter 4 below.

ENCOUNTER 3: ROLLING ROCKS

Read aloud or paraphrase the following:

The mountain of Tostenhca looms ahead you—an implacable mass of green-black rock, rising in sheer cliffs to the strangely flat, broad summit. Above, you see huge steps carved out of the living rock of the mountain. Ahead, the remains of an ancient highway snake its way up the side of the mountain in a series of broad switchbacks. A frost-shattered archway stands at the foot of the road.

Closer examination of the archway reveals a faint inscription in an archaic, but legible, form of Flan:

“...stehnceadh—Eyre of the Sky Father. Mighty fortress of...”.

Symbols of eagles and suns feature prominently. Clerics of Pelor immediately recognize them as symbols of their divine patron. Other PCs can recognize this with a successful Knowledge (religion) check (DC 12).

The highway is composed of huge slabs and blocks of worked stone. In places, the road has been hacked out of the mountainside. On average, it is over 20 ft. across. While the lower reaches are free of snow, the upper reaches (see DM's Map 4) are covered in a layer of icy snow. PCs walking on ice must spend 2 squares (10 feet) of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5.

The huge steps that the PCs see from the base of the mountain were once agricultural terraces. In ancient, more temperate times, the people of Tostenhca grew crops here that made their fortress self-sufficient and easily defensible.

The Blue Skulls

A large, cunning tribe of kobolds now claims the ruins of Tostenhca. Named the Blue Skulls for the magical sapphire amulet worn by their chieftain, they fiercely defend of their territory. Their cunning and tenacity allows them to survive in such a harsh climate.

A band of kobolds watch over the Sun Gate (see “DM's Map 4”) that protects the upper end of the winding road. Over the years, the kobolds perfected a host of cunning traps and defenses to even the odds against more powerful foes. From the Sun Gate the kobolds enjoy a clear view of the entire highway from the base to the mountain. Thus, unless the PCs use *invisibility* or hide while the move (in which case the kobolds make Spot checks against the PCs' Hide checks), the kobolds should be ready for the PCs when they approach the Sun Gate.

The Sun Gate

See DM's Map 5.

Read aloud or paraphrase the following:

The final switchback of the highway brings you beneath a huge wall that snakes along the top of the cliff. To the left of the road,

a frozen waterfall of pure white ice tumbles down the mountainside. A single arched gate, flanked by rounded bastions, pierces the fortifications. A frost-shattered carving of a sunburst adorns the top of the arch. The gates having long since broken or rotted away, the frozen breeze whistles eerily through the gaping archway.

The kobolds previously prepared a number of defenses:

Rolling Boulders

The kobolds rounded and shaped two large boulders, setting them up on the bastions flanking the Sun Gate, poised to be tipped off the bastion to roll down the highway, at least as far as the first switchback. The kobolds wait until most of the PCs arrive on the final straight of the road in front of the Sun Gate before releasing the first rock.

Read aloud or paraphrase the following:

A sudden grating of stone on stone from the gateway ahead fills your ears. A rounded boulder crashes down onto the highway in front of you and begins rolling down the steep icy slope toward you!

APL 4-14 (EL 1)

➤ **Rolling Boulders:** CR 1; Atk +10 melee (2d6, rocks).

The kobolds hold their second boulder until they see the PCs trying to rush the gateway before releasing it.

Falling Rocks

The kobolds stationed on top of the curtain wall above the highway possess a supply of 200 lb. rocks that they lever over the edge of the wall and down onto the PCs 50 ft. below. The kobolds do not expose themselves to the PCs below.

➤ **Falling Rock:** Atk +0 melee (5d6, rock).

The number of the kobolds defending the gate varies by APL. If the PCs did not encounter the dragon (see Encounter 1) at a higher APL, then adjust this encounter to ensure that they encounter their full quota of ELs.

APL 4 (EL 2)

➤ **Kobold Barbarian** Bbn1: hp 12; see Appendix 1.

➤ **Kobold Sorcerer** Sor1: hp 5; see Appendix 1.

➤ **Kobold Shaman** Clr1: hp 9; see Appendix 1.

APL 6 (EL 4)

➤ **Kobold Barbarian (2)** Bbn1: hp 12 see Appendix 1.

➤ **Kobold Sorcerer** Sor1: hp 5; see Appendix 1.

➤ **Kobold Shaman** Clr1: hp 9; see Appendix 1.

APL 8 (EL 6)

- **Kobold Barbarian** (2) Bbn2: hp 19; see Appendix 1.
- **Kobold Sorcerer** Sor2: hp 9; see Appendix 1.
- **Kobold Shaman** Clr2: hp 15; see Appendix 1.

APL 10 (EL 8)

- **Kobold Barbarian** (6) Bbn3: hp 25; see Appendix 1.
- **Kobold Sorcerer** Sor3: hp 13; see Appendix 1.
- **Kobold Shaman** Clr3: hp 21; see Appendix 1.

APL 12 (EL 10)

- **Kobold Barbarian** (4) Bbn5: hp 39; see Appendix 1.
- **Kobold Sorcerer** Sor5: hp 21; see Appendix 1.
- **Kobold Shaman** Clr5: hp 33; see Appendix 1.

APL 14 (EL 12)

- **Kobold Barbarian** (4) Bbn7: hp 51; see Appendix 1.
- **Kobold Sorcerer** Sor7: hp 29; see Appendix 1.
- **Kobold Shaman** Clr7: hp 45; see Appendix 1.

Tactics: The kobolds deploy their defenses as described above and snipe with their bows (rising up from cover to fire—granting 50% cover) to soften up the PCs. The spellcasters also use spells to inflict as much damage as possible to the PCs at a distance. If he has the appropriate spells, the sorcerer frightens the PCs by conjuring the *silent image* of a frost giant peering up from behind the walls, using *ghost sounds* to provide some sonic illusions. The kobolds avoid melee combat at all costs—fleeing from the PCs and making for their escape tunnels, pausing only to attack the PCs with their bows, if the opportunity arises to do so without risk to themselves. As they flee, the kobolds blow signal horns, warning the rest of their tribe of the PC's approach.

Development: If the PCs kill the kobolds, they proceed into the city unmolested. If the PCs wish to pursue the kobolds into the escape tunnels, go to “The Escape Tunnels” below.

If any of the kobolds escape, they track the PCs through the city, popping up to snipe at them, fleeing into tunnels if pursued, and harassing the PCs until they are all killed.

If the PCs kill or capture any of the kobolds, they should notice the prominent symbol of a blue skull emblazoned on their equipment.

Once they drive off or defeat the kobolds, the PCs are free to explore the lost city of Tostenhca. Go to Encounter 4.

The Escape Tunnels

See DM's Map 6.

The kobolds carved an extensive maze of tunnels linking different parts of the ruins, designed with a kobold's height in mind. The tunnels are 2 ft. high and 5 ft. wide. Medium or larger PCs must squeeze (crawl) in order to move along these tunnels, taking the normal penalties for squeezing.

As shown on “DM's Map 6,” the kobolds set up dead ends, secret doors, ambush points and murder holes,

where they may turn and attack the PCs or pour burning oil on them. The secret doors require a Search check (DC 15) to locate. The kobolds only engage the PCs while they have the advantage of surprise or terrain, and flee if wounded. Tunnels of identical design riddle the city and if pursued the kobolds flee into them. In the city proper, 1d20+20 feet lay between any given kobold and an escape tunnel.

Interrogating the Kobolds

The PCs may capture some of the kobolds alive and wish to question them. Alternatively, they may wish to question the body of a slain kobold using *Speak with Dead*. In either case, as the kobolds only speak Draconic.

Live Kobolds: Any kobolds captured by the PCs are initially defiant—especially sorcerers or clerics. They refuse to speak and spit, scratch, bite and make a nuisance of themselves. However, a successful Intimidate check (DC 15 for regular kobolds, DC 20 for sorcerers or clerics), should suffice to make the kobolds cooperate and willing to tell the PCs anything they want to know. The kobolds are only aware of the events that take place in the ruins.

Dead Kobolds: Dead kobolds may be easier to manage, but more difficult to get answers out of due to the generally terse and cryptic answers that *Speak with Dead* produces.

What the Kobolds Know:

The following are some of the facts that the PCs learn from any kobolds they interrogate. Feel free to utilize the kobolds' unusual manner of speaking, as described below.

- ❖ The kobolds' tribe is called the Blue Skulls, because the “Big Bozz” (chieftain) wears the Blue Skull.
- ❖ The “Big Bozz” is a kobold, but a big strong kobold, the biggest, and strongest there is. That's why he's the Big Bozz. That, and he killed the old Big Bozz and ate him.
- ❖ The Blue Skull makes the Big Bozz strong and he always wears it.
- ❖ The Big Bozz (and the Skull) are in the “TribeHome”. The TribeHome sits under the “ManHome” (City), near the “ManBozzCave” (the Royal Palace—as the kobolds live in caves, they refer to human dwellings similarly).
- ❖ The regular kobolds know nothing about the Landsheart, but the cleric (but not the other kobolds) does know that the “Man Totems” (temples) are “under Man Hills (pyramids) on top of big hill.”
- ❖ The kobolds, if alive, reveal the location of the TribeHome entrance only through an Intimidate check (DC 20 for regular kobolds, DC 25 for sorcerers or clerics). The kobolds never tell the PCs about the traps warding the lair (dead kobolds are as cryptic as possible in response to questions about traps) and they

would rather die than enter the lair as prisoners.

ENCOUNTER 4: THE EYRIE OF THE SKY FATHER

Once the PCs enter the Sun Gate, they explore the ruins of the ancient city of Tostenhca. See DM's Map 7 for an overview of the city.

This is a fairly free-flowing encounter. Allow the PCs to explore the city, most of which is tumbled, frozen ruins. Key locations are described below. The PC's primary goal (though they may not realize it) is the Temple of the Oerth Mother in the Temple district of the city.

Weather conditions: Tostenhca is continually plagued by bad weather. Snow and ice cover all external areas. PCs must spend 2 squares (10 feet) of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5.

Bitter winds continually buffet the high peak. When rolling on the Random Weather Table, replace results of calm weather with strong wind (-2 to ranged attacks; Tiny or Small creatures DC 10 Fortitude Save to avoid being knocked down).

Moreover, low cloud frequently rolls in (20% chance—roll d100 every hour the PCs remain in the city), shrouding the ruins in icy fog and mist. Fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

While the PCs explore the city, reduce the temperatures determined on the Random Weather Table above by 10 degrees Fahrenheit and apply any cold effects that apply. PCs may find shelter from bad weather among the ruined buildings or underground.

1. Processional Road and Agricultural Terraces: These barren snow-covered steps, hewn from the rock of the mountain, were once lush with the crops that fed the city. Each terrace sits between 10 and 50 ft. wide and rises 10 ft. above the previous step.

The road south from the Sun Gate is similar to the mountain highway. It is 20 ft. wide and runs straight and level to a wide circular plaza under the glowering walls of the city proper. A towering obelisk once graced the center of the plaza, but long since toppled over and lies in huge shattered fragments. Readers of Flan runes can make out portions of an inscription:

"...sacred of the Sky Father, who watches over us, who sees all. I, Curamaldh Riadh, Chosen of the Oerth Mother raise this in his..."

Weathered and frost shattered statues flank the road and plaza. Carved in the same green-black stone of the mountain, the statues depict noble human warriors and priests in various stylized poses. A Spot check (DC 15),

reveals that the holy symbols on all of the statues have been defaced.

2. Tower of Keraptis: The stump of a round tower, sits atop of low spur of natural rock. If the PCs examine closer, they find great gouges dug from the rock by huge claws. A Search check (DC 15) reveals the shattered portion of a frieze, bearing the following inscription in Flan:

"...hail Keraptis, High Protector of the Eyrie, Lord of Light and Dark, Master of Life and Death..."

A bardic knowledge check (DC 15) or Knowledge (history) (DC 20) check reveals that the name of Keraptis was linked to the infamous White Plume Mountain near the Rift Canyon.

Keraptis was a worshipper of Nerull, who in ancient times protected the city in return for a tithe of Tostenhca's considerable wealth. When he demanded the sacrifice of the newborn children of the city, the populace rose up against him under the leadership of a priest of Pelor. His supporters were slain and his tower destroyed, forcing him to flee into exile.

Keraptis' tower was ransacked and stripped of anything of interest millennia ago—there is nothing to find here.

3. The Sky Temple: A set of hewn stone steps leads from the plaza of the fallen obelisk up a rocky, snow-covered hill. The crown of the hill has been planed off to create a broad level platform. In ancient times, the people of Tostenhca brought the bodies of the dead here to be consumed by the eagles of the mountains, sacred to Pelor, the Sky Father. The bleached bones were interred in one of the numerous ossuaries carved into the rock of the hill, now covered by snow and ice.

4. Royal Road and Fort: This set of hewn steps leads up through the terraces to a second level paved road running from the Eagle Gate to a fortification overlooking the glacial valley and the mountain road to the east. The walls and towers of the fort sit in ruins, cracked by ice and weathered by blizzards. They are home now only to flights of black mountain crows. A Search check (DC 10) reveals the remains of kobold lookout posts in sheltered corners of the fort, overlooking the mountain road.

5. Reservoir: At the top of the terraces, a huge stone reservoir has been carved out of the rock of the mountain. Now covered with ice and snow, this tank was one of several that stored rainwater for drinking, washing, and irrigation. A now frozen irrigation channel tumbles down the terraces to an equally solid pair of pools, flanking a section of the Processional Road.

6. Walls and Eagle Gate: These walls and the Eagle are hewn from the living rock of the mountain, effectively making the entire city one enormous sculpture. The 10

ft. thick walls of the city rise 30 ft., topped with a parapet overlooking the terraces and roads leading up from the Sun Gate.

Read aloud or paraphrase the following:

The green-black walls of Tostenhca loom over you, still formidable millennia after the men that hewed them from the very rock of the mountain itself went to dust. A single gate pierces this implacable barrier, running in a shadowy tunnel through a natural spur of rock, carved to form a gatehouse and tower. Broken and decapitated statues of eagles flank the gate arch. The freezing gale roars eerily through the tunnel.

Standing close to the western edge of the plateau, the Eagle Gate is a 50 ft. long tunnel topped by a spur of natural rock. Once barred by a series of gates, bitter gusts now roar eerily down its shadowy length. Murder holes and arrow loops pierce the roof of the tunnel. If any of the kobolds from Encounter 3 are still alive, they snipe at the PCs from the top of the gate and from the arrow loops in the tunnel. A broad road leads from the far end of the gate into the Main Plaza.

A Spot check (DC 10) reveals a patch of red-black snow and a torn and tattered cloak halfway along the length of the tunnel. A Heal check (DC 10) identifies the black stain as blood. The cloak is either a red Tenha cloak, as worn by the Tenha Host (if the PCs are working for Atherstone) or a white tabard embroidered with the Sun and Moons of Pholtus (if the PCs are working for either the Rebel or the Loyalist Tenhas).

The PCs are not the only band of adventurers dispatched to Tostenhca. Another group in the employ of a rival Tenha faction already reached the city and fell to the Blue Skull kobolds. The tattered cloak reveals where one adventurer fell in battle.

7. Palaces: To the east of the Eagle Gate, the city rises in a series of hewn steps covered with the palaces of the wealthy warlords who had made up Tostenhca's nobility. A broad ramped road, flanked with tumbled and defaced statuary, winds up from the main plaza. Narrow flights of stairs rise up through the towering buildings, some of which top three stories in height.

The remains of the rich carvings and ornamentation that once adorned the buildings still remain. The great halls of some of the palaces still bear vivid murals, showing a race of bronze-skinned people at war, work, and leisure. PCs who investigate these murals in any details and make a successful Search check (DC 15) notice some figures in the murals were hastily scored out. A Knowledge (religion) (DC 10) check identifies these figures and symbols as those of Pelor, Rao, and Beory.

The kobolds stripped these palaces of their former wealth, however, so there is nothing to find. If any of the kobolds from Encounter 3 still live, they make use of the towering buildings and winding streets as cover to harass any PCs exploring this section of the city.

8. Royal Enclosure: The ruins of the Royal Enclosure stand to the east of the palaces.

Read aloud or paraphrase the following:

In the northeast corner of the city, you see the ruins of a series of very large ornate buildings surrounded by a wall of similar proportions to the City Wall. Only two narrow gates pierce the green-black wall. Inside, a large circular building dominates the hilltop, surrounded by a number of smaller colonnaded pavilions set around a wide plaza, with a large ice-filled reservoir at its center. Defaced carvings of suns and eagles abound.

Blue Skull kobold scouts watch both gates into the Enclosure. The scouts slip away into their lair rather than engage the PCs. The Blue Skulls made their lair in the caverns beneath the palace, which can be entered via the old well shaft in the center of the main plaza in front of the Royal Palace itself. The kobolds make every effort to conceal the location of the entrances to their lair, covering their tracks and making obvious trails leading away from the lair.

A Search check (DC 20) reveals small tracks in the ice and snow of this area. A Survival check (combined with the Track feat) allows the PCs the following:

DC 11: A large number of clawed tracks crisscross the area, some very recent. The tracks lead off in the direction of the temples. If the PCs follow these tracks, they get as far as the base of the temple hill before the tracks stop.

DC 16: A large number of clawed tracks crisscross the area, some very recent. An obvious set of tracks lead off toward the Temple District (see above). Another, even fainter, set leads toward the well in the middle of the plaza in the Royal Enclosure. The creature making these tracks attempted to cover them up.

If any of the kobolds from Encounter 3 are still alive, they attack the PCs ferociously, attempting to lead them away from the palace. They continue to attack and harass the PCs until the PCs either leave the area or the kobolds are killed or captured.

If the PCs try to interrogate any kobold prisoners, see Encounter 3 above.

If the PCs investigate the well and descend into the Lair of the Blue Skulls, go to Encounter 5.

9. Main Plaza and Royal Pavilion: The road from the Eagle Gate leads directly into a wide semi-circular space that that was once Tostenhca's main plaza and market place.

Read aloud or paraphrase the following:

The street opens onto a wide hemispherical plaza. Around the eastern side of this windswept expanse of snow and ice, the city rises on carved stone terraces like a vast amphitheatre. To the south, the tiny stone houses crowd onto a low hill. To the north rise the ruins of large, richly adorned palaces, including one large circular building surrounded by a strong wall. To the east, three large stepped pyramids form a triple crown upon the highest point in the city. To the west, a stone-pillared pavilion stands atop a small stepped platform. Immediately

behind it, the edge of the plateau suddenly falls away into the swirling clouds that fill the valley beyond.

Stone steps and ramped roads lead up the hills from the plaza to the various districts of the city.

10. Commoners' District: The houses of Tostenhca's common folk huddle on a rise south of the Main Plaza. Most of the houses are little more than tumbled ruins—a stark contrast to the faded splendor of the palaces of the Tostenhcan elite. There is nothing of interest here.

11. Temple District: A broad, steep flight of stone steps leads from the Main Plaza up to the leveled open hill top of the Temple District. Here stand the three stepped pyramids to the patron gods of Tostenhca—Rao (whose pyramid stands to the north), Pelor (the central and largest of the pyramids), and Beory (standing to the south).

As the PCs reach the base of the Pyramids, read aloud or paraphrase the following:

Off to the left near the southern corner of the large central pyramid, a series of red-black splotches stain the white snow.

The stains are blood. If the PCs investigate, they find the aftermath of a fierce battle here. A Survival check (DC 15) reveals over a dozen small creatures with clawed feet—kobolds most likely—attacked three humans or similar-sized humanoids here. The battle went poorly for the humans, as the two human-sized drag marks lead toward the cliff. What became of the third human is unclear, but the small, clawed footprints lead off in the direction of the Royal Enclosure. A Spot check (DC 15) allows the PCs to find either a bloodstained holy symbol of Pholtus (if the PCs work for the Rebel or Loyalist Tenhas) or a notched and bent kukri (if the PCs work for the Faithful Flan).

If the PCs investigate the pyramids, they see that stone staircases lead from the base of each pyramid to a broad open sacred space at the summit. The steps of each pyramid are richly carved with images and symbols of the god to which the temple is dedicated—suns and eagles for Pelor, serene mask carvings and depictions of scribes and scholars for Rao, and a spiral motif and stylized depictions of the rains filling up the reservoirs and wells of the city for Beory. Worshippers of the gods in question should recognize these automatically. Others come to the same conclusion with a Knowledge (religion) check (DC 10). The temple friezes depict both Flan legends and the deeds of many of Tostenhca's warlords—victories over rivals and ostentatious displays of devotion to the gods in thanksgiving. A Search check (DC 10) shows that many of the religious symbols on the carvings have been hastily and sloppily defaced. The PCs may try to locate an entrance to the pyramids of Rao or Pelor, but there is nothing to find.

12. Pyramid of the Oerth Mother: According to the information given the PCs, the Taladhcricoch lies

somewhere within one of the pyramids, but doesn't say which.

Carvings on the Pyramid of the Oerth Mother, reveals a frieze depicting a great war, with the Flan assailed by wild barbaric horsemen. The Flan king sends a tear-shaped stone engraved with a spiral, away into the hills, to a mountain city. The city receives the tear-shaped stone with great rejoicing. The key scene depicts the city with the main plaza in the foreground. Additional scenes show the stone within the leftmost of the three pyramids, which the PCs should deduce is the same Pyramid of the Oerth Mother on which they stand.

If the PCs reach the top of the Pyramid, read aloud or paraphrase the following:

The sacred sanctuary consists of a large black stone altar, big enough for a tall man to lie flat upon. The surface is scored by a series of grooves that lead away toward one end of the altar, deepening as they go, until they reach a stone spout. Beneath the spot sits a black stone bowl or scone. At the opposite end of the altar is a small dais, again of black stone. The top of the dais bears the indentation of a human hand, while the impression of a humanoid skull is carved into one side of the slim pillar.

A Search check (DC 15) reveals a small frieze running along the base of the black altar, buried by ice and snow. It depicts a procession of skull-faced robed men bearing a bound captive and a skull (picked out in blue lapis lazuli) to the top of the pyramid. One of the robed men pricks his hand with a dagger and then places the wounded hand and the skull onto the dais. The procession then bears the captive into the pyramid. The quality of the carving of this frieze is much cruder than the carvings elsewhere in the city.

Two things may occur to the PCs at this point. First, the black stone of the altar, dais, and scone are different from the green-black stone found elsewhere in Tostenhca. A Craft (stonemason) or Knowledge (architecture and engineering) check (DC 15) allows the PCs to notice that the black stonework, though still ancient, is more recent than the gray-green stonework elsewhere in the city.

Second, the altar is designed for human sacrifice—the grooves designed to drain the blood of the victim to the spout and into the bowl or onto whatever sat in the scone. It should be clear that human sacrifices were never associated with Beory and the altar was designed for some other sinister purpose.

Entering the Pyramid

As indicated by the altar carvings, to gain access to the interior of the pyramid and the Taladhcricoch, a PC must cut her hand (inflicting at least 1 hp of damage) and place it in the indentation on the dais, while at the same time inserting a sacred *sapphire skull* into the depression below it.

The entrance to the pyramid is warded by a powerful magical trap, triggered by a *locate object* spell.

The dais radiates a faint aura of evocation magic. If a PC places her hand in the handprint but the *locate object* does not detect the *sapphire skull*, the trap goes off. If the PCs try to open the pyramid with the *sapphire skull* but do not make the necessary blood sacrifice, the pyramid remains closed and trap does not trigger. The trap is also triggered if the PCs try to smash open the pyramid by brute force.

The type of trap varies by APL:

APL 4 (EL 3)

⚡ **Lightning Bolt Trap:** CR 4; magic device; spell trigger (*locate object*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 5)

⚡ **Lightning Bolt Trap:** CR 6; magic device; spell trigger (*locate object*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 7)

⚡ **Chain Lightning Trap:** CR 7; magic device; spell trigger (*detect object*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

APL 10 (EL 9)

⚡ **Storm of Vengeance Trap:** CR 9; magic device; spell trigger (*detect object*); automatic reset; spell effect (*storm of vengeance*, 17th-level wizard, *Round 1*: all creatures in 360 ft. radius of trigger area DC 21 Fortitude save or deafened for 1d4x10 minutes; *Round 2*: all creatures in 360ft. of trigger area 1d6 acid, no save; *Round 3*: 10d6 electricity to six separate targets within 360 ft. radius of trigger area, DC 21 Reflex save half damage; *Round 4*: all creatures within 360 ft. of trigger area 5d6 bludgeoning damage, no save); Search DC 34; Disable Device DC 34.

APL 12 and 14 (EL 11)

⚡ **Slow and Storm of Vengeance Trap:** CR 12; magic device; spell trigger (*detect object*); automatic reset; multiple traps (one *slow* trap and one *storm of vengeance* trap); spell effect (*slow*, 17th-level wizard, DC 15 Will negates); spell effect (*storm of vengeance*, 17th-level wizard, *Round 1*: all creatures in 360 ft. radius of trigger area DC 21 Fortitude save or deafened for 1d4x10 minutes; *Round 2*: all creatures in 360ft. of trigger area 1d6 acid, no save; *Round 3*: 10d6 electricity to six separate targets within 360 ft. radius of trigger area, DC 21 Reflex save half damage; *Round 4*: all creatures within 360 ft. of trigger area 5d6 bludgeoning damage, no save); Search DC 34; Disable Device DC 34.

The chieftain of the tribe possesses the *sapphire skull*. To find the Skull and enter the Pyramid, the PCs must first

defeat the Blue Skull kobolds and their chieftain. Go to Encounter 5.

If the PCs possess the *sapphire skull* and manage to open the Pyramid, read aloud or paraphrase the following:

The black stone softens, warps, and shapes itself around your hand, drinking in the blood hungrily. The sapphire skull flares and emits a keening scream that echoes through the ruined city.

Everything goes silent.

Then there is a low subterranean rumble.

A shudder goes through the stones of the pyramid. With a harsh grinding noise, the dais sinks into the top of the pyramid. As it descends, the dais reveals a dark space in the wall of the shaft into which it sinks—a door into the black heart of the Pyramid of the Oerth Mother.

The dais sinks to leave a shaft 5 ft. wide and 10 ft. deep, with a 5 ft. door leading into the top level of the pyramid. Assuming the PCs want to climb down and enter the Pyramid, go to Encounter 6.

Troubleshooting: The Pyramid of the Oerth Mother (and the other pyramids) are warded against scrying, teleporting, and any other form of interdimensional travel. Only the *sapphire skull*, along with the required blood sacrifices, allows entrance into the Pyramid.

ENCOUNTER 5: THE LAIR OF THE BLUE SKULLS

The PCs may find themselves entering the kobold lair either before or after trying (and failing) to open the Pyramid of the Oerth Mother. The threats they face inside are the same. See “DM’s Map 8” for the number locations detailed below.

1. The Well

Read aloud or paraphrase the following:

A well stands at the center of the wide plaza before the ruined royal place of Tostenhca. 30 ft. off to the right, gapes a large frozen water tank, one of the huge reservoirs that supplied the city with its drinking water. While the reservoir is choked with snow and ice, the well seems to be clear and empty.

This served as the main well for the Royal Enclosure in Tostenhca’s prime. Now it acts as the main entrance to the lair of the Blue Skulls. The well is 10 ft. wide and 150 ft. deep, bored straight into the gut rock of the mountain. When the climate was warmer, a seasonal spring filled the bottom of the well in the rainy season. In drier times, a large rainwater reservoir, connected to the base of the well by a large pipe, kept the well and the palace watered. Now both spring and reservoir are frozen solid.

The kobolds dug the ice out of the well shaft, and blocked the pipe to the reservoir with a retaining wall. Stone handholds and footholds have been hacked out of the walls of the well shaft, immediately obvious to anyone looking into the top of the well. Climbing down requires a Climb check (DC 5).

The entrance to the Blue Skull lair is 30 ft. up from the base of the shaft. A Search check (DC 15) reveals the entrance and the catch that opens it.

2. Antechamber

The secret door opens into a small domed antechamber.

Read aloud or paraphrase the following:

The stone door swings back with a low grinding sound, revealing a short rough-hewn passage, 5 ft. wide by 5 ft. high. It runs back 20 ft. before widening out into a chamber. Roughly hemispherical, the chamber is 20 ft. in diameter and 8 ft. high at the apex of the domed roof. Like the passage, it has been crudely hacked out, the floor uneven, the walls rough and jagged. Other than the passage from the well shaft, the only apparent exit is a stone door directly opposite the well-shaft passage.

There is nothing of interest here, although a Survival check (DC 20) reveals faint kobold tracks. The tracks move across the chamber between the well shaft entrance and the stone door. The stone door is neither trapped nor secured, opening into the antechamber. The chamber and tunnels beyond are unlit and PCs without darkvision require light sources of some form to see.

3. Bait and Darts

Read aloud or paraphrase the following:

Beyond the door, a passage extends into the gloom. Out of the darkness ahead, you hear a rattle of chains, a moan, then silence.

The moaning comes from a prisoner chained up at the far end of the passage. Her name is Bridheleh [pronounced: brih-THEL-eh, with the “th” sound of “then”, not “thin”]. She is the last survivor of the previous band of adventurers dispatched by the rival Tenha faction to Tostenhca (Loyalist Tenha if the PCs work for Atherstone; Faithful Flan if the PCs work for either of the other Tenha factions). Kobolds ambushed her group at the foot of the Pyramid of the Sky Father. Bridheleh has exactly 0 hp and has been blinded with a hot poker. A lone kobold guards her, hiding around the corner to remain out of sight from the PCs.

As soon as the kobold becomes aware of the PCs, either by spotting their lights or hearing their approach, he shoots a dart into Bridheleh (automatic hit, 1d4 points of damage). He retreats back into the heart of the lair to warn the other kobolds of the PCs’ approach. Unless the PCs heal Bridheleh or she stabilizes on her own, she bleeds to death.

The only complication in saving Bridheleh is that the corridor between her and the PCs is trapped.

APL 4-14 (EL 3)

➤ **Poisoned Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-5-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22.

Development: If the PCs manage to save Bridheleh, she tells them very little about the layout of the kobold lair. She was beaten unconscious before brought down here and the kobolds put out her eyes with a hot iron. If she somehow recognizes the PCs as members or agents of the rival faction, she is suspicious and wary, but grateful nonetheless that they saved her life. Healing her ruined eyes requires nothing less than a *regenerate* spell. If healed and armed, she agrees to watch the PCs’ back, but refuses to take the point. More likely, the PCs need to lead and protect her, unless they choose to leave her behind.

🔮 **Bridheleh**—Tenha mercenary.

Appearance: Bridheleh is in her mid-twenties. She has auburn hair bobbed at the shoulder and the bronzed complexion of a Tenha. She is dressed in the bloodied remains of her winter clothing, since her armor and other equipment stolen by the kobolds. The kobolds have taken are her eyes—burning them out with a hot iron.

Character: Bridheleh is traumatized by her capture and asks the PCs, even if she knows they work for a rival faction, to protect her and not to leave her to die in Tostenhca. Even if she discovers the PCs work for a rival faction, she has little choice but to trust them. During a quiet moment, Bridheleh asks the PCs why they chose to serve the faction they are working for. However, she neither preaches nor changes her own opinion—she simply wants to know their motives.

4. The Narrows

The passage zigzags right and then left again, runs another 20 ft. and then shrinks from 5 ft. high to 2 ft. high. This narrow passage extends 10 ft., turns left for 10 ft., and then turns back right for 15 ft. At this point, the passage widens into a 10 by 10 ft. chamber, but still with a 2-ft.-high roof. Beyond this, the passage narrows again to 5 ft. wide, and runs a further 10 ft. before opening out into the Killing Zone (Area 5).

Medium or larger PCs must crawl (squeeze) to move along these tunnels, with all of the attendant penalties.

In addition, a nasty surprise lays hidden in the roof of the 10 ft. by 10 ft. chamber. A small, concealed hatch in the roof hides a long, vertical 1 ft. wide shaft that reaches up to one of the sniping galleries in the wall of the Killing Zone chamber. The kobolds in this gallery can lift out the hatch with a rope and then throw pots of alchemist’s fire down into the chamber to scorch any PCs lurking there. A Search check (DC 20) reveals the hatch.

5. The Killing Zone

This is a 100-ft.-high, 50 ft. diameter circular chamber, carefully designed by the Blue Skulls to serve as a killing zone for any force attacking their lair.

Galleries (2 ft. high and 5 ft. wide) are carved in the walls of the chamber, allowing the kobolds to rain missiles onto attackers in the chamber. There are three such tiers of galleries, set 30 ft., 60 ft. and 90 ft. up from the floor. The galleries provide cover, from which the kobolds shoot arrows, throw rocks, and pots of burning oil.

The upper galleries are beyond the range of the darkvision or torchlight of PCs on the floor of the chamber. However, if the PCs become illuminated, due to the light from their own torches, burning oil, or torches thrown from the galleries, they are visible to the kobold snipers in these upper galleries.

The kobolds pop up to shoot arrows or throw oil before ducking back into cover. In addition to their personal weapons (as per the stat blocks), each kobold in the galleries has one 200 lb. rock and four 100 lb. rocks poised and ready to lever over the edge of the gallery onto targets in the square immediately below. Use an unmodified d20 attack roll to see if these strike a target below. The damage that each rock does varies by weight and height as shown below—a Reflex save (DC 15 reduces this damage by half).

Height	Weight of rock	Damage
30 ft.	200 lbs.	3d6
	100 lbs.	1d6
60 ft.	200 lbs.	6d6
	100 lbs.	2d6
90 ft.	200 lbs.	9d6
	100 lbs.	3d6

There are two entrances on the ground level—one from Area 4 and the other directly opposite it. The entrance opposite is 5 ft. wide by 5 ft. high, but after 10 ft the passage narrows to 2 ft. high and 5 ft. wide, forcing Medium or Large creatures to squeeze. Murder holes pierce the roof of the passage, though which kobold rogues pour burning oil and stab at the PCs with reach weapons. PCs that squeeze through the chamber are denied their Dexterity bonus to Armor Class.

The narrow passage runs for 20 ft. before reaching a vertical stone shaft 5 ft. wide by 100 ft. high. Handholds and footholds have been carved into the wall to allow kobolds (and PCs) to climb up with a Climb check (DC 5). Small (2 ft. high) entrances on the wall of the shaft lead into the murder hole room (10 ft. up from the base of the shaft) and the various sniping galleries (at 30 ft., 60 ft. and 90 ft. from the base of the shaft). If the kobolds become aware of intruders in the shaft, they rain missiles down on the PCs and stab at them with reach weapons, trying to knock them off the wall.

A narrow tunnel (2 ft. high by 5 ft. wide and 5 ft. long) grants access to the murder hole room (5 ft. high by 10 ft. wide and 20 ft. long).

The strength of the kobold force defending the killing ground varies by APL (the EL has been increased by 1 to account for the prepared defenses of the kobolds):

APL 4 (EL 7)

➤ **Kobold Chief** Sor2: hp 9; see Appendix 1.

➤ **Kobold Barbarian** (3) Bbn1: hp 12 each; see Appendix 1.

➤ **Kobold Rogue** (2) Rog1: hp 6 each; see Appendix 1.

➤ **Kobold Shaman** Clr1: hp 9; see Appendix 1.

APL 6 (EL 9)

➤ **Kobold Chief** Sor4: hp 25; see Appendix 1.

➤ **Kobold Barbarian** (3) Bbn2: hp 19; see Appendix 1.

➤ **Kobold Rogue** (2) Rog2: hp 10; see Appendix 1.

➤ **Kobold Shaman** Clr2: hp 15; see Appendix 1.

APL 8 (EL 11)

➤ **Kobold Chief** Sor6: hp 37; see Appendix 1.

➤ **Kobold Barbarian** (4) Bbn3: hp 25; see Appendix 1.

➤ **Kobold Rogue** (2) Rog4: hp 18; see Appendix 1.

➤ **Kobold Shaman** Clr4: hp 25; see Appendix 1.

APL 10 (EL 13)

➤ **Kobold Chief** Sor8: hp 49; see Appendix 1.

➤ **Kobold Barbarian** (4) Bbn5: hp 39; see Appendix 1.

➤ **Kobold Rogue** (2) Rog6: hp 26; see Appendix 1.

➤ **Kobold Shaman** Clr6: hp 38; see Appendix 1.

APL 12 (EL 15)

➤ **Kobold Chief** Sor10: hp 61; see Appendix 1.

➤ **Kobold Barbarian** (4) Bbn7: hp 51; see Appendix 1.

➤ **Kobold Rogue** (4) Rog6: hp 26; see Appendix 1.

➤ **Kobold Shaman** (2) Clr6: hp 38 see Appendix 1

APL 14 (EL 17)

➤ **Kobold Chief** Sor12: hp 73; see Appendix 1.

➤ **Kobold Barbarian** (4) Bbn9: hp 63; see Appendix 1.

➤ **Kobold Rogue** (4): Rog8; hp 32; see Appendix 1.

➤ **Kobold Shaman** (2) Clr8: hp 51 see Appendix 1.

Tactics: The kobolds lie in wait, hiding in their prepared positions for the PCs to enter the killing zone. If possible, they wait until at least two PCs emerge into the chamber before concentrating their fire on them. Otherwise, they open up if they are spotted by the PCs (opposed PC Spot checks against the kobold's Hide checks, taking into account the range of darkvision and light sources) or if the PCs attempt to enter the narrow tunnel opposite the entrance from Area 4.

The kobolds that see the PCs (the bottom two galleries) begin with a rain of flasks of alchemist's fire to scorch the PCs and illuminate them for the kobolds on the upper gallery. The upper kobolds, including the chief, deploy alchemist's fire and spells against the illuminated PCs. At the same time, a flask of alchemist fire is dropped into Area 4 via the murder hole. The kobolds lever rocks down onto any PCs standing beneath their position.

The kobolds try to keep the PCs pinned down with spells and missile fire (rocks and bows) and use the layout of the tunnels to avoid melee combat or to gain the maximum advantage if they are forced to fight hand-to-hand.

At APL 12 and 14, the kobold chieftain uses the *sapphire skull* to summon a gelugon into the middle of the Killing Zone chamber to aid in the fight.

APL 12 and 14

➔ **Gelugon:** hp 147; see *Monster Manual*.

The kobolds are fighting for their lair and so fight to keep the PCs out of the Main Lair (Area 7) where their females and young are. If the battle is going against him, the chief flees from the upper galleries through the Main Lair toward the Escape Tunnels, taking the *sapphire skull* with him.

Treasure:

APL 4: L: 36 gp; C: 800 gp; M: 7 potions of *cure light wounds* (7 x 4 gp).

APL 6: L: 23 gp; C: 300 gp; M: 5 *studded leather armor* +1 (97gp each); 7 x potion of *cure moderate wounds* (7 x 25 gp).

APL 8: L: 24 gp; M: 6 *studded leather armor* +1 (97 gp each); 7 potions of *cure serious wounds* (62 gp each); wand of *fireball* (5th) (937 gp).

APL 10: L: 8 gp; M: 6 +1 *small shortbows* (110 gp each); 7 *studded leather armor* +1 (97 gp each); 8 potions of *cure serious wounds* (62 gp each); wand of *cure light wounds* (62 gp); wand of *fireball* (5th) (937 gp).

APL 12: L: 12 gp; M: 8 x +1 *small shortbow* (110 gp each); 10 *studded leather armor* +1 (97 gp each); 11 potions of *cure serious wounds* (62 gp each); 2 wands of *cure light wounds* (62 gp each); wand of *fireball* (5th) (937 gp).

APL 14: L: 12 gp; M: 8 +1 *Small flaming shortbows* (692 gp each); 10 *studded leather armor* +1 (97 gp each); 11 potions of *cure serious wounds* (62 gp each); 2 wands of *cure light wounds* (62 gp each); wand of *fireball* (5th) (937 gp).

All APLs:

Sapphire Skull of Tostenhca: AL NE; Int 10, Wis 12, Cha 12; empathy, 30 ft. vision and hearing; Ego score 7.

Lesser powers: *Deathwatch* (continually active).

Special purpose: Defeat/slay all

Dedicated power: Summon an ice devil once per year, if an intelligent creature is sacrificed to Nerull.

Personality: The *sapphire skull* was crafted in the last days of Tostenhca, after cultists of Nerull had seized control of the dying city. The *skull* was invested with the

spirit of one of the Nerullite priests who made a pact with a pit fiend. The *skull* is both insane and bloodthirsty and demands the sacrifice of an intelligence creature before it activates its dedicated power. If it detects a dying creature, it informs its owner and insists that he kill it.

Strong conjuration; CL 15th; Craft Wondrous Item, *deathwatch*, *greater planar ally*; Price 221,000 gp.

Note: The *sapphire skull* is an evil item. Good PCs should avoid knowingly selling or owning it.

6. Main Lair

This is a large oval cavern, 100 ft. long, 50 ft. wide and 10 ft. high, where the females and young of the Blue Skulls dwell. The lair links to the top of the shaft leading from the Killing Zone by a passage 10 ft. long, 5 ft. wide and 5 ft. high. The lair holds 20 kobold females, 50 kobold young, and a clutch of 50 leathery eggs. If the PCs burst in, the kobolds females and young scream in fear and begin streaming toward the various escape tunnels leading away from the chamber. If he makes it this far, the kobold chief uses panicked females as cover to make his escape.

7. Escape Tunnels: This is the same as per Encounter 3 above.

Development: If the PCs manage to defeat the kobolds and capture the *sapphire skull*, they may return to the Pyramid of the Oerth Mother. Go to Encounter 4.

Wantonly and deliberately massacring the kobold females and young is considered an evil act. This costs any paladin their status, may cause some priests to require *atonement* and likely cost the players responsible their PCs. If females or children are accidentally killed while the PCs are trying to capture/kill the chieftain, this is not an evil act.

ENCOUNTER 6: THE PYRAMID OF THE OERTH MOTHER

Read aloud or paraphrase the following:

The dry air of the pyramid is heavy with the smells of must and antiquity. Inside the door, a set of steps leads down to the green-black stone floor of a cylindrical chamber. Brightly colored murals adorned the walls, but appear to have been defaced with something resembling pitch. In the center of the chamber stands a green-black stone dais, its top a bowl shaped depression. Light reflects dully from the nine golden orbs arrayed around its base.

The door from the top of the pyramid leads into a cylindrical room, 50 ft. in diameter and 30 ft. high. A set of stone steps leads from the doorway to the floor of the chamber. The chamber is unlit except for the light coming from the top of the pyramid.

Murals depicting nature and the progression of the seasons in the mountains cover the walls of the chamber. The archaic spiral symbol of Beory abounds, painted both on the floor and the roof of the chamber. However, the symbols and murals have been defaced with streaks of a black substance—a Heal check (DC 10) reveals this substance as blood.

In the center of the chamber stands a green-black stone dais, 5 feet high, surrounded by nine orbs of solid gold, weighing from 1 to 9 lbs. A bowl-shaped pressure plate forms the top of the dais. When the correct weight of gold is added to the bowl—1 lb, at the first level—a portion of the floor of the chamber tilts down, forming a ramp to provide access to the next level of the pyramid. If an incorrect weight of gold is placed in the bowl, a magical trap triggers, centered on the PC placing the weights on the dais. The trap also triggers if the PCs try to weight the pressure plate with anything other than the gold orbs.

The trap only affects PCs who touch the orbs or the dais. If the PCs *levitate* or otherwise move the orbs onto the dais remotely, the trap does not trigger, unless they subsequently touch the orb or dais. The charge of the trap remains stored in the orb/dais and discharges into the next person touching it.

APL 4-12 (EL 1)

✦ **Inflict Light Wounds Trap:** CR 2; magic device; weight trigger (*locate object*); automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

APL 14 (EL 2)

✦ **Inflict Serious Wounds Trap:** CR 4; magic device; weight trigger (*locate object*); automatic reset; spell effect (*inflict serious wounds*, 5th-level cleric, 3d8+5, DC 14 Will save half damage); Search DC 28; Disable Device DC 28.

The top seven levels of the Pyramid are essentially identical in layout to the first, with only the weight required to open the next level varying. The weights of gold required for levels 1 through to 7 are as follows: 1 lb., 2 lb., 3 lb., 5 lb., 7 lb., 11 lb., 13 lb.. The weights correspond to the first seven prime numbers (numbers divisible only by themselves and one). Once the PCs realize this, progressing down through the pyramid to level 8 should pose little difficulty. The lower chambers are unlit. PCs without darkvision require a light source of some kind to see the walls of the chambers on each level.

Treasure: If the PCs loot any of the golden orbs, do not note it on the AR, for they are by the curse below:

☞ **Curse of the Gold Orbs of Tostenhca:** The Gold Orbs of Tostenhca inflict a curse on anyone that steals them. This curse takes the form of a magical disease affecting the blood and skin:

Tostenhcan Wasting Fever: Contact DC 25; Incubation: 1 TU (week); 1d4 Str, 1d4 Con; Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Removal of the curse and cure of the disease requires *remove curse* and *remove disease* both cast by a caster of 12th level or higher. They must also rid themselves of the cursed gold (or a sum of coins equal to the value of the cursed gold) to prevent recurrence of the curse.

Level 8

As the PCs enter level 8, read aloud or paraphrase the following:

The floor of the seventh level of the pyramid tilts downward with a slow grinding noise of stone on stone. The level below, however, is unlike any of the levels above. The walls and floor are black, lacking the defaced murals of the previous levels. Likewise, the dais is made of the same black stone that formed the altar on the top of the pyramid. There is no sign of any golden orbs, and instead of a bowl, the top of the dais has been carved in the form of a gaping maw.

If the PCs investigate the walls and floor, they find them covered in a thick layer of dried blood. The PCs must feed the gaping maw on the dais with 15 hp worth of blood—either from themselves or some other living creature. The PCs may spread this damage out among several characters. Moments after the PCs do so, a portion of the floor tilts downwards, giving the PCs access to the Chamber of the Taladhcricioch. The dais is not trapped, but the next level cannot be opened unless the requisite number of hit points is sacrificed to the black stone maw.

ENCOUNTER 7: THE CHAMBER OF THE LANDSHEART

Read aloud or paraphrase the following:

As the black floor-stones tilt downwards, a gust of cold air flows up from the darkness below. A narrow green-black stone ramp winds away into the gloom, following the curve of the wall. To the right yawns a cold black void. To the left, vivid murals adorn the walls in brightly colored bands.

The Chamber of the Taladhcricioch is cylindrical—50 ft. in diameter, and 150 ft. high. A 5-ft.-wide ramp winds its way down the walls of the chamber in a helix to a sacrificial altar raised some 30 ft. from the floor of the Chamber (and thus 120 ft. from the roof). The circular altar (10 ft. in diameter) is the keystone of an arched black stone bridge. The spiral ramp runs down to the southern end of the bridge. From here, a 5 ft. wide, 20 ft. long span leads out to the altar. The altar is of a similar design to the one on the top of the pyramid, except that the blood-grooves drain to a hole in the center of the altar, where the sacrificial blood would flow and fall 30 ft. onto the Taladhcricioch below. A 5-ft.-high sconce of green-black stone, shaped like a crude arm grasps the

Landsheart. It is centered precisely below the hole in the sacrificial altar above.

The Murals: The murals that adorn the walls of the chamber wind along beside the helical ramp and tell the story of Tostenhca's fall for glory into degenerate blood sacrifice. If the PCs take the time to study them, read aloud or paraphrase the following:

The murals begin with a figure with Flan features and complexion robed in black, using magic to raise a round tower from the Oerth, augmenting the work of a small army of gnomes. In the background sits a mountaintop city of towers and pyramids. The black-robed figure defeats the enemies of the mountain city by calling upon the power of a ghastly skeletal figure, hovering over this black-robed Flan man. In return for his services, richly dressed Flan emerge from the city to lay golden orbs at the feet of their black-robed savior.

The next scene shows the black-robed man stretching forth his hand toward the populace of the mountain city, their faces contorted by terror as they shield their children behind them. From the city emerges a shining golden figure, wearing an amulet of a blazing sun on his breastplate, leading a vengeful army against the black-robe's tower. The tower is overthrown, apparently along with its master. The golden figure returns to the city and offers thanksgiving at the tallest of the three pyramids.

The next scene shows the richly dressed Flannae and priests bearing the sun symbol stricken down by a pestilence. Golden orbs, now tainted with black and red colors by the touch of the ghastly, emaciated figure, lie scattered around the bodies. The people of the city desperately seek to appease the gods with sacrifices of gold, gems and animals atop the pyramids.

These sacrifices show no effect, for the green fields of the city become covered with ice and snow and emaciated corpses lie scattered about the streets. The golden sun that shone upon the city turns its face away and hides behind black clouds.

The final scene shows a Flan woman being sacrificed on top of a pyramid by black-robed figures, her blood pouring onto a tear shaped stone, engraved with a spiral, while the earlier ghastly skeletal figure looks on in exultation.

A Search (DC 15) or Profession (artist) check (DC 5) reveals that many different artists painted the murals over a long period of time. The quality of the artistry and paint deteriorates, until the final scenes become crude, primitive renderings.

Guardians of the Taladhcrioch

The ghost of Guradhalah, an ancient devotee of Nerull who once performed blood sacrifices here, haunts the chamber, while more corporeal guardians ward the Landsheart itself. At APL 4, only the ghost guards the Landsheart, which is held in an ordinary stone dais, rather than in the hand of the physical guardian.

APL 4 (EL 5)

➤ **Guradhalah, Ghost Clr4:** hp 33; see Appendix 1.

APL 6 (EL 7)

➤ **Guradhalah, Ghost Clr4:** hp 33; see Appendix 1.

➤ **Medium Earth Elemental:** hp 30; see *Monster Manual*.

APL 8 (EL 9)

➤ **Guradhalah, Ghost Clr7:** hp 54; see Appendix 1.

➤ **Large Earth Elemental:** hp 68; see *Monster Manual*.

APL 10 (EL 11)

➤ **Guradhalah, Ghost Clr9:** hp 68; see Appendix 1.

➤ **Huge Earth Elemental:** hp 152; see *Monster Manual*.

APL 12 (EL 13)

➤ **Guradhalah, Ghost Clr11:** hp 80; see Appendix 1.

➤ **Greater Earth Elemental:** hp 199; see *Monster Manual*.

APL 14 (EL 16)

➤ **Guradhalah, Ghost Clr13:** hp 92; see Appendix 1.

➤ **Advanced Stone Golem:** hp 167; see Appendix 1.

Tactics: The Landsheart is gripped tightly in the hand of the corporeal guardian (except at APL 4), which emerges from the floor of the chamber to attack any PC that approaches within 5 ft., touches it (either directly or indirectly via a rope or some implement), or casts a spell on it. The ghost launches his attack after the PCs engage with the corporeal guardian (or move toward the dais, at APL 4). The ghost manifests and tries to use his ghostly powers to weaken them. He engages from a distance, casting spells at the PCs. Only when he runs out of offensive spells or the PCs look as though they might try to flee with the Taladhcrioch does he swoop in to attack with his scythe, using fly-by attacks. The ghost pursues the PCs only as far as the first level of the pyramid. The corporeal guardian pursues the PCs to the Sun Gate.

The Taladhcrioch ("Landsheart"): The Landsheart itself is a single piece of smooth green marble, flecked with gold, formed in the shape of a teardrop. It is about 2 ft. high and 2 ft. wide at its widest point. Its entire surface is engraved with bands of tiny runes—ancient Flannae religious hymns to the praise of the Oerth Mother. The stone glows with inner warmth. Anyone touching the Landsheart feels a pulse beating in the stone and a sensation of good will and health.

Development: If the PCs manage to destroy the stone guardian and/or the ghost, read aloud or paraphrase the following:

A shudder runs through the chamber, as the entire pyramid vibrates like a struck tuning fork. Dust and chips of stone trickle down from the roof. A second tremor ripples through the stone, sending cracks spreading across the walls of the chamber, fracturing and fragmenting the murals. A chunk of

the roof breaks free and plummets downwards, shattering on the black altar.

The pyramid begins collapsing on top of the PCs. The entire core of the pyramid, from the sacrificial altar on the summit down collapses in on itself 1d4+5 rounds after the destruction of the guardian and/or the defeat of the ghost (whichever comes last).

The PCs may try to flee using their *amulets of recall*. However, as the pyramid is *dimensionally locked*, they must get outside before they can do so. If Bridheleh is with the PCs, she must either stay behind under protest or a PC must give up his *amulet of recall*.

Escaping the Pyramid: Escaping the pyramid is a trip of 600 ft., possible in 5 rounds of running at a movement rate 120 ft. per round. Characters with a movement of less than 30 feet must be carried or find some other way to increase their speed to avoid getting trapped.

If Bridheleh is still alive and blind, then she must be led or carried out. The PCs may, of course, leave her to die in the collapse of the pyramid. This is enough of a callous act for paladins to lose their status and clerics of Good deities to require *atonement* to regain their abilities.

If the PCs escape the pyramid, read aloud or paraphrase the following:

You burst out into the freezing air. There is a loud crack and a tremor runs through the stones of the pyramid. With a deafening rumble, the black altar tilts and then falls into the pyramid. The chambers beneath it collapse in on themselves. A huge cloud of pulverized stone rolls down the steps of the pyramid.

Any character caught inside the pyramid when it collapses takes 8d6 points of crushing damage and is buried under the rubble (no save). Buried characters take 1d6 points of nonlethal (suffocation) damage per minute. If a buried character falls unconscious, he or she must make a Constitution check (DC 15) or take 1d6 points of lethal damage each minute thereafter until freed or dead. Buried characters may be able to wriggle free on a DC 25 Strength check.

Digging PCs out: A character clears debris equal to 5 x his heavy load limit in one minute with his bare hands. Appropriate tools allow twice this amount of debris to be cleared in the same time. A single 5-ft. cube contains 2,000 lbs. of debris.

Saving Bridheleh: Bridheleh, of course, lacks an *amulet of recall* to transport her out of Tostenhca. If the PCs do not have a *teleport* spell, or some other means of their own to help her escape, then they face a stark choice. Either they leave her behind to die, lead her back to civilization on her own, or give her an *amulet of recall* and one or more of the PCs return to civilization on foot.

Trekking back to Tenh on foot, with or without Bridheleh, costs the PCs 2 extra TUs. However, if Bridheleh's eyes are healed (requiring a *regenerate* spell, cast by the PCs or by an NPC at a cost of 910gp), Bridheleh offers to serve as a cohort of whichever PC helped her most to get home safely. If one of the PCs

possesses the Leadership feat, they may take up this offer immediately. If the PCs do not have the Leadership feat now but take the feat later, then they may take on Bridheleh as a cohort.

If Bridheleh makes her way back to Tenh on her own (assuming the PCs healed her eyes with a *regenerate* spell), then the PCs cannot take her as a cohort. See Appendix 4 for Bridheleh's statistics if she decides to become a PC's cohort.

Development: If the PCs recover the Taladhcricioch and return to the Hill of Neveondaer, go to Encounter 8: A Drop of Hope, below.

ENCOUNTER 8: A DROP OF HOPE

The following text assumes that the PCs use magic to return to Tenh. If the PCs travel some other way, make up a suitable description.

Read aloud or paraphrase the following:

You feel a moment of disorientation, and see flash of light. In an instant, the high peaks of the Griffs vanish and you find yourself standing on the summit of a round, barren hill in the midst of a ruined and desolate city. Once this place may have been a wooded park or gardens. Now it is scoured bare, as silent and desolate as the ruins that surround it. Such is the fate of Nevond Nevnend, the fallen capital of the Duchy of Tenh.

However, there appears to be signs of life in the heart of the dead city. Three banners float on the cold dusty breeze. Two bear the arms of Tenh; the third bears those same arms surmounted by the Sun and Moon of Pholtus. The banners fly from three separate fortified encampments, each separated from the other by broad swathes of ruined buildings. Sentinels man the palisades and roofs of the camps, each eyeing the others warily.

As they notice you atop the hill, the sentries call out and horns sound in the three camps, echoing out over the ruined city. Metal rattles on wood behind you. A beggar squats in the sterile dust, rattling a begging bowl.

"Begging your pardons," pleads the beggar with a familiar reedy voice. "Spare us a drop of hope!"

You recognize him as the man from your vision, one of the Declaimers of Stroun.

"A drop of hope," he says, nodding toward the Taladhcricioch. "Let the blood cry out for a drop of hope."

Below you, companies of riders issue forth from the three camps, spurring up the hill toward you. When you look back toward the beggar, he is gone.

The Fate of Tenh

Whether they realize it or not, the PCs the fate of Tenh and its people is in their hands. All depends on what they do with the Taladhcricioch.

The PCs must choose from these four choices:

1. Give the Taladhcricioch to the Loyalists (Ehyeh)
2. Give to the Rebels (Turanalh)

3. Give the Taladhcricioch to the Faithful Flan (Kiana Gunnhild or Pholtarin).
4. The Test of Blood—put the leaders of the Tenha factions to the test of the Landsheart.

Read aloud or paraphrase the following:

The three companies of riders converge upon the top of the hill. From the east comes Duke Ehyeh of the Tenhas, arrayed in his finery. He looks stern and regal, graying hair tumbling from beneath a golden diadem. Ceannalah, his Champion and Marshal, rides beside him, gazing at the other factions with barely concealed disgust. Behind them stand the duke's numerous courtiers and an honor guard of the Tenha Host.

From the west, Pholtarin of the Faithful Flan approaches, mounted on a white mare and clad in the shining robes of Pholtus. The fervor of his faith burns like madness in his one good eye. At his shoulder rides Kiana Gunnhild, her face an inscrutable mask. In her wake marches a mixed company of Faithful Flan and Palish light infantry, their armor gleaming despite the omnipresent dust.

Baron Turanalh, leader of the Rebels, approaches from the south, his red cloak thrown back to reveal a coat of burnished mail. His countenance, which seems more accustomed to merriment, is now grave and serious. Kereledh, the Keeper of the Flan, rides behind him, looking pallid with worry and squinting suspiciously at you. Behind them comes a company of red-cloaked Tenha cavalry.

The three companies come silently to a halt around you.

The PCs must now make their choice.

What follows is designed to be a free-flowing roleplaying encounter. Descriptions of the principal NPCs are given below.

The Loyalists

☞ **Duke Ehyeh III**—Radiant Duke of the Tenhas, Father of the Tenhearanadh [pronounced: “ten-HAR-an-ad”].

Appearance: Duke Ehyeh is a short, middle-aged man with graying black hair and almost coppery-bronze skin. He is clad in clothes of fine wool and gold-embroidery, with a gold-trimmed red cloak, clasped at the throat by a jeweled platinum broach. He wears an elaborate and ornate kukri on his hip and a golden diadem set with jade, emeralds, and sapphires on his brow.

Character: Ehyeh was born to be duke. His father, also named Ehyeh, brought him up to be a strong and fair ruler. Having grown up in the court and trained as a warrior of the Tenha Host, Ehyeh was thrust unexpectedly early into the role.

In 577 CY, Ehyeh II died in battle against the Stoneholders. Ironically, Marshal Laba, who took command of the Tenha forces and ensured victory on that dark day, placed the Golden Diadem of Tenh upon the brow of the young warrior prince, Ehyeh III. Though groomed for leadership and a skilled warrior, even Ehyeh III could do nothing to stop the hordes of Stonehold. Overtaken by events, Ehyeh fled into exile, where

despair ate away his resolve and energy. Cloistered in the claustrophobic and unreal world of his Court in Exile, he squandered a decade in Urnst while his people suffered. Only the disaster of the Ethereal Horde shook him into action.

Though a good and noble man, Ehyeh lives in the past. He cannot grasp how far his people fell, nor his role to redeem them. He clings to the haughty traditions of his youth, even though the realm from which they sprang disappeared forever.

☞ **Ceannalah** (pronounced: “kyah-NAH-lah”)—Duke Ehyeh's Champion.

See Introduction A: Redspan for Ceannalah's description.

The Faithful Flan/Palish

☞ **Pholtarin**—Senior Member of the Faithful Flan. See Introduction B: Aetherstone for Pholtarin's description.

☞ **Kiana Gunnhild**—Commander of the Pale's Sixth Dawn Command.

See Introduction B: Aetherstone for Kiana's description.

The Rebels

☞ **Baron Turanalh**—Commander of the rebel Tenhas, See Introduction C: Iarvaladhyr—The Gleaming Spire for Baron Turanalh's description.

☞ **Kereledh**—Member of the Keepers of the Flan. See Introduction C: Iarvaladhyr—The Gleaming Spire for Kereledh's description.

Outcome 1—Loyalists

The following is what occurs if the PCs give the Taladhcricioch to the Loyalists.

If the PCs worked for one of the other factions, the leader of that faction demands to know why the PCs betrayed their trust and tries to persuade the PCs to give him the Landheart, as they promised. If the PCs refuse, the leader denounces them as oath breakers.

If Ceannalah employed the PCs, he somehow manages to thank and patronize them at the same time, before speaking, as described below.

Read aloud or paraphrase the following:

Ehyeh cups the Landsheart in his hands for a moment, then raises it above his head and smiles triumphantly. Passing the green-gold teardrop to a courtier, he turns to the assembled group.

“In accordance with the ancient ways of our people, the symbol of rule has been delivered unto the ruler of this land. What more proof need ye have of my authority?”

“As the right lawful sovereign of this land, as the Duke of the Tenhas, as the Chosen of the Oerth Mother and Father of the Tenhearanadh, I order you to submit to this divine authority. Pay homage to me and end this fratricide! You are

Tenhas and I am your duke. Will you not obey me and unite to end this madness?"

Without a word, Pholtarin wheels his horse about and rides away down the hill, followed by Kiana and the purple-cloaked infantry.

"The gods have forsaken you, Ehyeh! Bring out Marshal Laba, set that diadem on his brow, and we unite with you against the traitors!" he exclaims.

"Your precious Laba is dead," sneers Ceannalah. "The traitor opened his veins in his cell—overcome by the shame of his crime."

Allow the PCs to react to this, and then continue:

"If Laba is dead, then Tenh has died with him," says Turanah, tears welling in his eyes.

Without another word, the baron rides back down the hill, followed by Kereledh and the Rebel cavalry, leaving you and the Loyalists alone upon the hilltop.

Ceannalah pays the PCs a suitable reward, while Duke Ehyeh confers on them the title of Lord of Tenh, granting them the somewhat dubious reward of estates in the Stonelands, if they agree to serve and fight for the duke against his foes.

Treasure

- APL 4: C: 400 gp
- APL 6: C: 600 gp
- APL 8: C: 800 gp
- APL 10: C: 1,000 gp
- APL 12: C: 1,200 gp
- APL 14: C: 1,400 gp

"Lord of Tenh": See "Items for the Adventure Record" for a description of this honor.

Outcome 2—The Faithful Flan

The following is what occurs if the PCs give the Taladhcricioch to the Faithful Flan.

If the PCs worked one of the Tenha factions, the leader of that faction demands to know why the PCs betrayed their trust and tries to persuade the PCs to give him the Landheart, as they promised. If the PCs refuse, the leader denounces them as faithless oath breakers.

Pholtarin reaches out to take the Taladhcricioch. As he does, Kiana gives the PCs a warning look.

Outcome 2a: If the PCs place the Taladhcricioch into Pholtarin's hand, read aloud or paraphrase the following:

Pholtarin cups the Landsheart in his hands for a moment, then raises it above his head, a look of triumphant fervor blazing in his eye. He laughs manically and cries out.

"We have it, Oh Blinding Light, we have it! We claim it in your name, Lord! We shall smite these infidels and sweep them from the face of the Oerth, where their presence is an offense in the sight of Pholtus! Submit now and we will be merciful. Resist and we will destroy you with our righteous might!"

While Pholtarin raves, Gunnhild stares at you with unbridled anger.

The PCs squandered Kiana's promised reward and her good will. Pholtarin pays the PCs what he can, promising that the Blinding Light rewards them a thousand fold in the next life.

Treasure

- APL 4: C: 200 gp
- APL 6: C: 300 gp
- APL 8: C: 400 gp
- APL 10: C: 500 gp
- APL 12: C: 600 gp
- APL 14: C: 700 gp

Outcome 2b: If the PCs give the Taladhcricioch to Kiana Gunnhild, read aloud or paraphrase the following:

Pholtarin looks crestfallen for a moment, until, under the hard challenging stare of Kiana Gunnhild, he bows his head. "By the will of Pholtus, so be it," he mutters.

Kiana smiles coldly at him and somewhat more warmly at you. She holds the Landsheart aloft for all to see.

"In the name of His Worshipful Mercy, Supreme Prelate of the Pale, Theocrat Theoman Baslett and the Council of Nine, I take this symbol of your authority into the custody and protection of the Theocracy of the Pale. As your land suffers from civil war and the succession to the legitimate and lawful rule of Tenh is plainly a matter of dispute, His Worshipful Mercy hereby vows to hold this precious relic in safekeeping within the fastness of Wintershiven until such time as a rightful ruler for Tenh is found.

"In the meanwhile, His Worshipful Mercy has asked me to remind you of his determination to secure the borders of the Pale against the chaos that has taken hold of Tenh. If you, the Tenha people, will not take action to govern your land, then be assured that His Worshipful Mercy will.

"And now, I leave you to settle your differences among yourselves."

Kiana places the Landsheart into a white linen sack, and with a slight bow, she wheels her horse and rides away down the hill, followed by a chastened Pholtarin and the purple-cloaked infantry.

A very grateful Kiana Gunnhild pays the PCs a suitable reward of gold, as well as an Edict in the name of the Theocrat conferring on the PCs title of Marchwarden of the Theocracy. This honor grants the PCs the somewhat dubious reward of estates in the Stonelands of Tenh.

Treasure

- APL 4: C: 400 gp
- APL 6: C: 600 gp
- APL 8: C: 800 gp
- APL 10: C: 1000 gp
- APL 12: C: 1200 gp
- APL 14: C: 1400 gp

"Marchwarden of the Theocracy": See "Items for the Adventure Record" for a description of this honor.

Outcome 3—The Rebels

The following is what occurs if the PCs give the Taladhcricioch to the Rebels.

If the PCs worked one of the other factions, the leader of that faction demands to know why the PCs betrayed their trust and tries to persuade them to give him the Landheart, as they promised. If the PCs refuse, the leader denounces them as faithless oath breakers.

If the PCs give the Landsheart to the Rebels, Turanalh thanks them warmly. Read aloud or paraphrase the following:

Turanalh cups the Landsheart in his hands for a moment, then raises it above his head.

“This is the ancient symbol of rule. Upon this the chieftains of old pledged their oath to the Oerth Mother and she invested her trust and power in them.

“Ehyeh! You have led your realm and our people to ruin. Your reign caused nothing but a disaster and misfortune.

“The gods have forsaken you, Ehyeh! Bring out Marshal Laba, set that diadem on his brow, and we will unite against these Palish traitors!”

“Your precious Laba is dead,” replies Ceannalah with a sneer. “The traitor opened his veins in his cell—overcome by the shame of his crime.”

Allow the PCs to react to this, and then continue:

“If Laba is dead, then pray that Tenh has not died with him,” says Turanalh, tears in his eyes.

“If Laba is dead,” says Kereledh, “then another must be chosen. If you are the rightful ruler of this land, Ehyeh, prove it with the test of your blood upon this stone. If you prove false, then allow the Taladhcricioch to divine whom the Oerth Mother favors.”

Eyeh thinks for a moment. “As I am the rightful duke of the Tenhas, I agree to this test—if it ends the divisions in our people.”

Go to Outcome 4: The Test of Blood, below.

Outcome 4—The Test of Blood.

If the PCs demand that the leaders of the Tenha factions put themselves to the test of the Taladhcricioch, they get some mixed reactions. Turanalh and Keraledh heartily agree with the PCs and (if it has not already been revealed that Laba is dead) demand that Marshal Laba be brought forth to be tested.

Read aloud or paraphrase the following:

“Your precious Laba is dead,” replies Ceannalah with a sneer. “The traitor opened his veins in his cell—overcome by the shame of his crime.”

“If Laba is dead, then pray that Tenh has not died with him,” says Turanalh, tears in his eyes.

Pholtarin and Kiana heartily disagree participating in the Test, denouncing it as a vile pagan ritual. Ceannalah similarly dismisses the ritual and demands that the other factions come to their senses and pay homage to their rightful ruler.

Allow the PCs to persuade the factions to agree to the test if they choose to. Assuming they make a good argument, read aloud or paraphrase the following:

“Nonsense!” says Ceannalah. “As I have already...”

Duke Ehyeh cuts him off before striding to the middle of the gathering.

“As I am the rightful Duke of the Tenhas, I agree to this test—if it ends the divisions in our people.”

As Ehyeh's courtiers and the Faithful Flan look on, Kereledh tells the PCs how the Test works. The tester must prick the palm of his hand upon the sharp point of the Taladhcricioch and let his blood run onto the stone.

If the blood runs off the stone, the candidate is rejected by the Oerth Mother and cannot be the legitimate Duke of Tenh.

If the stone drinks the blood and lets forth a scream, then that person is the Chosen of the Oerth Mother, the Father of the Tenhearanadh and the divinely appointed Duke of the Tenhas.

Read aloud or paraphrase the following:

Ehyeh steps forward and holds his hand over the pointed end of the Taladhcricioch. From where you stand, you see the duke's hand tremble. Silence fills the hilltop.

Ehyeh grasps the stone barb and pricks his palm. His blood, bright red, runs down the surface of the green-gold stone and into the dust beneath. There is a stunned silence. Ehyeh stares in disbelief as his blood flows from the stone into the gray dust of Tenh.

“It cannot be!” shouts Ceannalah. “It is a trick! A plot by these Outlanders!”

“It is no trick,” says Duke Ehyeh quietly.

He slowly takes the golden diadem from his head and places it on the ground before the Taladhcricioch. Without another word, Ehyeh walks away down the hill, head bowed.

The silence doesn't last long. The leaders of the other factions demand to be put to the test—Turanalh, Pholtarin, and Ceannalah. They all fail the test.

Once the leaders finish, their followers clamor forward to try—all to no avail. One Faithful Flan claims that the stone drunk his blood, but a cursory inspection shows that he wiped the blood off with the sleeve of his robe.

The PCs may the test, but no matter what tricks they might attempt, nothing happens.

An air of confusion and despair settles on the hilltop. Ceannalah claims that the Taladhcricioch is not working, and all results are void. Allow the PCs to argue with him for a while if they choose to, then read aloud or paraphrase the following, addressing one of the PCs:

You feel a tug on your sleeve. A figure swathed in a tattered and travel-stained red Tenha cloak stands there, the hood drawn up to hide his face.

"By your leave, lord [or lady for a female PC]" he says hoarsely, "May I try my blood upon the stone?"

If the PCs ask him to reveal himself, the man nods and cast back the hood to reveal a haggard, unshaven face. PCs who played either COR4-06 *Duke of the Dust* or COR4-10 *Riddle of the Dust* may recognize him as Labahlah AoLaba, son of the late Marshal of Tenh.

Whether or not the PCs recognize him, Ceannalah certainly does. Read aloud or paraphrase the following:

"Labahlah! Traitor! Outlaw! Seize him!" cries Ceannalah, drawing his weapon.

His warriors take a step forward, look toward you doubtfully, and then stop.

Allow the PCs to deal with Ceannalah if they choose to. The other Tenhas, such as Turanah, intervene before the matter comes to blows, pulling the PCs and the Duke's Champion apart if needs be.

❖ **Labahlah AoLaba**—Son of Marshal Laba.

Appearance: Labahlah is a short but powerfully built man in his early thirties. His skin is a deep coppery bronze, while his wavy hair and deep-set eyes are black as ebony. Labahlah looks haggard and hungry, his face unshaven and streaked with grime. He dresses in a tattered red cloak of the Tenha Host and ragged clothing.

Character: Labahlah was a devoted servant of Duke Ehyeh, until the duke rewarded his beloved father's loyal service with a cell in the dungeons of Redspan. Shamed by the accusations of being a traitor, the old general killed himself. Labahlah loves his homeland dearly, but realized that Ehyeh cannot provide the leadership that the Tenha people need to survive. As a young soldier in the Tenha Host, he fought at Redspan during the Fall of Tenh. His experiences during the Wars, the long years of exile, and now in the War of the Dust, made him stern and grim. While his land suffers, he experiences no joy in his life. Fleeing arrest in Redspan, Labahlah traveled the Stonelands alone to reach Nevond Nevnd.

Once peace is restored, Labahlah asks once more if he may try his blood upon the stone. Assuming the PCs agree, read aloud or paraphrase the following:

Labahlah steps up and holds his hand over the barb of the Taladhcrioch. He presses his palm down onto the point. A trickle of blood runs an inch over the green-gold surface and is then sucked into the stone.

An ear-piercing scream shatters the silence, echoing over the gutted ruins of Nevond Nevnd and into the barren Stonelands beyond.

Suddenly, Labahlah bends double with a cry of agony. A dark red stain spreads across his tunic, as he falls to his knees, hand still gripping the Landsheart.

If the PCs rush to his aid, they find that an enormous wound has opened in Labahlah's chest. If they attempt to heal the wound by magic, they find that the spell works, apparently unaffected by the strangeness of the Stonelands. Despite this, the gash shows absolutely no sign of closing. Labahlah shows no sign of keeling over and dying, however, as one might expect.

However, read aloud or paraphrase the following:

Though you try to staunch the blood, you see no change in the wound. Suddenly, green moss spring up out of the dust around Labahlah's knees, spreading outward with reaching fingers. As you look on, blades of grass spring up amid the moss. Before ten heartbeats pass, a small island of verdant green surrounds you in the midst of the barrens.

Labahlah slowly climbs to his feet.

"The land's wound is my wound. The land's pain my pain," he says, looking at the astonished faces gathered around him. Everyone stares at the terrible wound in his chest.

"With care and long years, perhaps both may be healed."

Turanah falls to his knees and bows his head, followed by Kereledh and the other Rebels. The Loyalists join them. Even Ceannalah sinks slowly to his knees, a look of the most profound astonishment on his face.

Pholtarin, though, shows no reverence in this hour. "Blasphemy!" he screams. "This coven of fiend worshipers should be put under the sword, so help me Lord Pholtus!"

He wheels his horse about and gallops away down the hill, followed by Gunnhild, a look of doubt and fear clouding her eyes. The purple-cloaked infantry fall into formation behind them.

Up the flanks of the hill comes a single forlorn figure. Ehyeh comes to stand before Labahlah and looks him in the eye.

"My shoulders were not broad enough to have borne such a burden," says the older man.

Ehyeh stands and bows his head.

The Tenhas raise their voice as one. "All hail Labahlah, Duke of the Tenhas, Chosen of the Oerth Mother, Father of the Tenhearanadh!"

If one of the PCs feels bold enough to place the golden diadem of Tenh on Labahlah's brow, now would be a good time to do it. If none of the PCs think of this, Ehyeh hands it to one of them and directs them to.

Turanah sees that they receive a suitable sum of gold, regardless of which side they worked for.

Moreover, one of Duke Labahlah's first decrees is to confer the title of Honored Lord of Tenh upon the PCs. He grants them the somewhat dubious reward of estates in the Stonelands, if they agree to serve and fight for the duke against his foes.

Treasure:

APL 4: C: 400 gp

APL 6: C: 600 gp

APL 8: C: 800 gp

APL 10: C: 1000 gp

APL 12: C: 1200 gp

APL 14: C: 1400 gp

"Honored Lord of Tenh": See "Items for the Adventure Record" for a description of this honor.

Once the PCs receive their reward and all the questions dealt with, read aloud the following:

Labahlah takes his bloodied hand from the screaming Taladhcrioch and holds it up for all to see.

"It is not my blood that sets this stone singing, but the blood of my father, who lies now in a traitor's grave, unlamented by those he loyally served. This song is his dirge. My deeds shall be his elegy. Before you bow to me, beg forgiveness of that better man you hounded to his death.

"But let this be the last blood spilled in this war. Let those who love Tenh forget the hate and pride that divides us. In our hubris, we lost ourselves amid mirrored halls that reflected no truth but what it pleased us to see. We wandered blindly among monuments to our own magnificence. We lost sight of the only truth, lost possession of the only treasure that matters—our bond with this land.

"Our land lies barren. We are twins orphaned in a world of misfortune. And yet in our penury, we found our dearest treasure. This is our wealth! This soil! This dust! This Tenh!"

"While we have this land beneath our feet, while we water it with our blood and tears, none shall move us from it. We were overcome with pride—but no longer.

"We, the true and rightful heirs of Tenh, Children of the Dust, humbled by misfortune and the world, now beseech all those who love justice, all those impelled to action by righteousness, all those who would defend the weak against the strong—help us! Make this tattered flag your banner. Make this shattered land your home. Make common cause with men who stand in line of battle to strive against tyranny for their lives, their land and their liberty!"

WAR OF THE DUST— CRITICAL EVENT SUMMARY

Please e-mail the answers to the following questions to woesinger@hotmail.com.

- 1: How many characters (if any) died during the running of this event?
- 2: Did the PCs recover the Taladhcrioch?
- 3: To whom the PCs give the Taladhcrioch?
- 4: Was Labahlah chosen as Duke of the Tenhas?
- 5: Did Bridheleh survive?

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1: Fear of Flying

Defeat the griffons/dragon.

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP
APL16	540 XP

Encounter 2: A Fell Voice on the Air

Defeat the giants.

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP

Encounter 3: Rolling Rocks

Overcome the rolling rock trap.

APL4	30 XP
APL6	30 XP
APL8	30 XP
APL10	30 XP
APL12	30 XP
APL14	30 XP

Defeat the kobolds.

APL4	60 XP
APL6	120 XP
APL8	180 XP
APL10	240 XP
APL12	300 XP
APL14	360 XP

Encounter 4: Eyrie of the Sky Father

Overcome the trap at the entrance to the pyramid.

APL4	90 XP
APL6	150 XP
APL8	210 XP
APL10	270 XP
APL12	330 XP
APL14	390 XP

Encounter 5: The Lair of the Blue Skulls

Overcome the dart trap.

APL4	90 XP
APL6	90 XP
APL8	90 XP
APL10	90 XP

APL12	90 XP
APL14	90 XP

Defeat the kobolds.

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP

Encounter 6: The Pyramid of the Oerth Mother

Overcome the weight traps.

APL4	30 XP
APL6	30 XP
APL8	30 XP
APL10	30 XP
APL12	30 XP
APL14	60 XP

Encounter 7: The Chamber of the Landsheart

Defeat the Guardians of the Landsheart.

APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	480 XP

Conclusion

The PCs deliver the Landsheart to one or other Tenha faction or put the Tenhas to the Test of the Blood.

APL4	150 XP
APL6	200 XP
APL8	300 XP
APL10	400 XP
APL12	450 XP
APL14	510 XP

Discretionary Role-playing Award

APL4	120 XP
APL6	160 XP
APL8	150 XP
APL10	140 XP
APL12	150 XP
APL14	180 XP

Total Possible Experience

APL4	1350 XP
APL6	1800 XP
APL8	2250 XP
APL10	2700 XP
APL12	3150 XP
APL14	3600 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1: Fear of Flying

Defeat the dragon and strip its corpse, spending the requisite time and making the requisite skill checks

APL 8: L: (28 gp OR 66 gp) PLUS 29 gp

APL 10 L: (55 gp OR 66 gp OR 125 gp) PLUS 29 gp

APL 12: L: (55 gp OR 66 gp OR 125 gp) PLUS 29 gp

APL 14: L: (55 gp OR 66 gp OR 125 gp) PLUS 29 gp

Dragonhide: PCs who take the required time to strip the carcass of the white dragon Crylanyzanthiir and make the required skill checks (if any) may gain access to one of the following items:

1 Large, Medium, or Small masterwork dragonhide hide armor

or

1 Medium or Small masterwork dragonhide banded mail

or

1 Medium or Small masterwork dragonhide banded mail

PCs must pay half the regular cost of the items unless the craft the armor themselves according to rules in the *Living Greyhawk Campaign Sourcebook*.

Encounter 2: A Fell Voice on the Air

Defeat the giant(s).

APL 4: L: 3 gp; C: 2 gp

APL 6: L: 3 gp; C: 4 gp

APL 8: L: 23 gp; C: 12 gp

APL 10: L: 40 gp; C: 30 gp; M: +1 Large greataxe (220 gp), Large chainmail +1 (133 gp), 3 x potion of cure serious wounds (62 gp each)

APL 12: L: 80 gp; C: 50 gp; M: +1 Large humanbane greataxe (720 gp), Large chainmail +2 (383 gp), 5 potions of cure serious wounds (62 gp each)

APL 14: L: 120 gp; C: 70 gp; M: +1 Large humanbane greataxe (720 gp), Large chainmail +2 (383 gp), 5 potions of cure serious wounds (62 gp each)

Encounter 3: Rolling Rocks

Defeat the kobolds.

APL 4: L: 10 gp; M: 3 potion of cure light wounds (4 gp each)

APL 6: L: 18 gp; M: 6 potions of cure light wounds (4 gp each)

APL 8: L: 10 gp; M: 3 studded leather armor +1 (97 gp each); 6 potions of cure moderate wounds (25 gp each)

APL 10: L: 10 gp; M: 3 studded leather armor +1 (97 gp each); 6 potions of cure serious wounds (62 gp each),

APL 12: L: 8 gp; M: 2 +1 Small shortbows (110 gp each); 3 studded leather armor +1 (97 gp each); 6 potions of cure serious wounds (62 gp each); wand of cure light wounds (62 gp); wand of fireball (5th) (937 gp)

APL 14: L: 12 gp; M: 2 +1 Small shortbows (110 gp each); 3 studded leather armor +1 (97 gp each); 6 potions of cure serious wounds (62 gp each); wand of cure light wounds (62 gp); wand of fireball (5th) (937 gp)

Encounter 5: The Lair of the Blue Skulls

Defeat the kobolds.

APL 4: L: 36 gp; Coin 800 gp; M: 7 potions of cure light wounds (4 gp each)

APL 6: L: 23 gp; Coin 300 gp; M: 5 studded leather armor +1 (97gp each); 7 potions of cure moderate wounds (25 gp each)

APL 8: L: 24 gp; M: 6 studded leather armor +1 (97 gp each); 7 potions of cure serious wounds (62 gp each), wand of fireball (5th) (937 gp)

APL 10: L: 8 gp; M: 6 +1 Small shortbows (110 gp each); 7 studded leather armor +1 (97 gp each); 8 potions of cure serious wounds (62 gp each); wand of cure light wounds (62 gp); wand of fireball (5th) (937 gp)

APL 12: L: 12 gp; M: 8 +1 Small shortbows (110 gp each); 10 studded leather armor +1 (97 gp each); 11 potions of cure serious wounds (62 gp each); 2 wands of cure light wounds (62 gp each); wand of fireball (5th) (937 gp)

APL 14: L: 12 gp; M: 8 +1 *Small flaming shortbows* (692 gp each); 10 *studded leather armor* +1 (97 gp each); 11 potions of *cure serious wounds* (62 gp each); 2 wands of *cure light wounds* (62 gp each); wand of *fireball* (5th) (937 gp)

Sapphire Skull of Tostenhca: AL NE; Int 10 Wis 12, Chr 12; empathy, 30 ft. vision and hearing; Ego score 7;

Lesser Powers: *Deathwatch* continually active

Special Purpose: Defeat/slay all

Dedicated Power: summon an ice devil once per year, if an intelligent creature is sacrificed to Nerull.

Personality: The *sapphire skull* was crafted in the last days of Tostenhca, after cultists of Nerull had seized control of the dying city. The skull was invested with the spirit of one of the Nerullite priests who made a pact with a Pit Fiend. The *skull* is both insane and bloodthirsty and demands the sacrifice of an intelligent creature before it activates its dedicated power. If it detects a dying creature, it informs its owner and insist that he kill it.

Strong conjuration; CL 15th; Craft Wondrous Item, *deathwatch*, greater planar ally; Price 221,000 gp.

Note: The *sapphire skull* is an evil item. PCs should not seek to knowingly sell or own it.

Encounter 8: A Drop of Hope

Deliver the Landsheart to one of the factions.

APL 4: C: 400 gp

APL 6: C: 600 gp

APL 8: C: 800 gp

APL 10: C: 1,000 gp

APL 12: C: 1,200 gp

APL 14: C: 1,400 gp

Total Possible Treasure

APL 4: L: 49 gp; C: 1202 gp; M: 28 gp - Total: 1,300 gp

APL 6: L: 44 gp; C: 904 gp; M: 781 gp - Total: 1,800 gp

APL 8: L: 152 gp; C: 812 gp; M: 1636 gp - Total: 2,600 gp

APL 10: L: 212 gp; C: 1030 gp; M: 3358 gp - Total: 4,600 gp

APL 12: L: 254 gp; C: 1250 gp; M: 5096 gp - Total: 6,600 gp

APL 14: L: 298 gp; C: 1470 gp; M: 11432 gp - Total: 13,200 gp

Special

Curse of the Gold Orbs of Tostenhca: as below, under "Items for the Adventure Record."

Cohort: As below, under "Items for the Adventure Record."

Lord of Tenh: As below, under "Items for the Adventure Record."

Marchwarden of the Theocracy: As below, under "Items for the Adventure Record."

Honored Lord of Tenh: As below, under "Items for the Adventure Record."

Item Access

Note: PCs only get access to items they encounter. As this module involves random encounters, do not have the PCs encounter all of the items listed below for each APL.

APL 8

Wand of fireball (Adventure; CL 5th; DMG)

APL 10 (all of APL 8 plus the following)

Wand of cure light wounds (Adventure; CL 5th; DMG)

APL 12 (all of APL 10 plus the following)

+1 *Large humanbane greataxe* (Adventure; 8640 gp)

Large chainmail +2 (Adventure; 4600 gp)

APL 14 (all of APL 12 plus the following)

+1 *Small flaming shortbow* (Adventure, 8300 gp)

APL 8-14

Dragonhide: PCs who take the required time to strip the dragon carcass and make the required skill checks (if any) may gain access to one of the following items:

1 Large, Medium, or Small masterwork dragonhide hide armor

or

1 Medium or Small masterwork dragonhide banded mail

PCs must pay half the regular cost of the items unless the craft the armor themselves according to rules in the *Living Greyhawk Campaign Sourcebook*.

Items for the Adventure Record

☛ **Curse of the Gold Orbs of Tostenhca:** The Gold Orbs of Tostenhca inflict a curse on anyone that steals them. This curse takes the form of a magical disease affecting the blood and skin:

Tostenhcan Wasting Fever: Contact DC 25; Incubation: 1 TU (week); 1d4 Str, 1d4 Con; Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Removal of the curse and cure of the disease requires *remove curse* and *remove disease* both cast by a caster of 12th level or higher. They must also rid themselves of the cursed gold (or a sum of coins equal to the value of the cursed gold) to prevent recurrence of the curse.

☛ **Cohort:** Bridheleh, female human Rgr2, AL N. Having been saved from the Lost City of Tostenhca by the bearer, Bridheleh serves said bearer as a cohort. See Appendix 4: Bridheleh for her statistics.

☛ **Lord of Tenh:** The bearer has been ennobled by Ehyeh III, Duke of the Tenhas and has been granted an estate of some 100 acres within Loyalist-controlled land

in the Stonelands of Tenh. The bearer is bound by the oath of "Vassalage, Homage and Obedience" to obey and serve the duke. In return, the Lord may draw 70% of whatever income he makes from the land, passing the balance to the Duke's Treasury as tax and tribute. However, as the estate lies within the Stonelands, no income may be derived from the land while the Stonelands remain in their current state.

● **Hero of the Pale:** The bearer has been recognized by His Worshipful Mercy, Supreme Prelate of the Pale, Theocrat Theoman Baslett, and has been granted an estate of 20 acres within Pale-controlled land in the Stonelands of Tenh. The bearer is bound to obey and serve the Theocracy. In return, the Marchwarden may draw 70% of whatever income he makes from the land, passing the balance to the Palish Treasury as tax and tribute. However, as the estate lies within the Stonelands, no income may be derived from the land while the Stonelands remain in their current mysterious state.

● **Honored Lord of Tenh:** The bearer has been ennobled by Labahlah, Duke of the Tenhas, and has been granted an estate of some 1000 acres in Tenh-controlled land in the Stonelands of Tenh. The bearer is bound by the oath of "Vassalage, Homage, and Obedience" to obey and serve the duke. In return, the Lord may draw 70% of whatever income he makes from the land, passing the balance to the Duke's Treasury as tax and tribute. However, as the estate lies within the Stonelands, no income may be derived from the land until its damage is healed.

APL 4

Encounter 1: Fear of Flying

Griffon Riders: male or female human War2; CR 1; Medium humanoid (human); HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Jump +6, Ride +9; Improved Initiative, Mounted Combat, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

Catharadh: female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Jump +6, Ride +9; Improved Initiative, Mounted Combat, Ride-by Attack, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

Encounter 2: A Fell Voice on the Air

☛ **Hill Giant:** hp 102; see *Monster Manual* p123.

Encounter 3 – Rolling Rocks

☛ **Kobold Barbarian** Bbn1; CR 1; Small humanoid (reptilian); HD 1d12; hp 12; Init +4; Spd 40 ft.; AC 20, touch 15, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d6, small spear) or +7 ranged (1d4/x3, small shortbow); Full Atk +2 melee (1d6, small spear) or +7 ranged (1d4/x3, small shortbow); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement; AL NE; SV Fort +2, Ref +4, Will +0; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +10, Move Silently +6, Profession (miner) +2, Search +6, Spot +2; Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small shortbow, small spear, studded leather armor, potion of *cure light wounds*.

☛ **Kobold Sorcerer** Sor1; CR 1; Small humanoid (reptilian); HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk +1 melee (1d6, small spear) or +3 ranged (1d6/19-20, small light crossbow); Full Atk +1 melee (1d6, small spear) or +3 ranged (1d6/19-20, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

APPENDIX 1: NPC STATISTICS

Skills and Feats: Concentration +5, Craft (trapmaking) +3, Hide +6, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting.

Sorcerer Spells Known (5/4; base DC = 13 + spell level): o—acid splash, daze, mage hand, resistance; 1st—mage armor, magic missile.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: small spear, small light crossbow, potion of *cure light wounds*

☛ **Kobold Cleric** Clr1—Kurtulmak; CR 1; Small humanoid (reptilian); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +0; Grp -4; Atk +1 melee (1d4, small shortspear) or +2 ranged (1d6, small light crossbow); Full Atk +1 melee (1d4, small shortspear) or +2 ranged (1d6, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +5, Craft (trapmaking) +2, Heal +4, Hide +4, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting.

Cleric Spells Prepared: (3/2+1; base DC = 13 + spell level); o—guidance, resistance, virtue; 1st—bless, divine favour, protection from good*.

* domain spell; *Domains:* Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small short spear, small light crossbow, potion of *cure light wounds*.

Encounter 5—The Lair of the Blue Skulls

☛ **Kobold Sorcerer** male kobold Sor2; CR 2; Small humanoid (reptilian); HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +1; Grp -3; Atk +2 melee (1d6, small spear) or +4 ranged (1d6/19-20, small light crossbow); Full Atk +2 melee (1d6, small spear) or +4 ranged (1d6/19-20, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +6, Craft (trapmaking) +3, Hide +6, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting.

Sorcerer Spells Known (6/5; base DC = 13 + spell level): o—acid splash, daze, ghost sound, mage hand, resistance; 1st—mage armor, magic missile.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: small spear, small light crossbow, potion of *cure moderate wounds*.

☛ **Kobold Barbarian** Bbn1; CR 1; Small humanoid (reptilian); HD 1d12; hp 12; Init +4; Spd 40 ft.; AC 20, touch 15, flat-footed 16; Base Atk +1; Grp -4; Atk +2 melee (1d6, small spear) or +7 ranged (1d4/x3, small shortbow); Full Atk +2 melee (1d6, small spear) or +7 ranged

(1d4/x3, small shortbow); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement; AL NE; SV Fort +2, Ref +4, Will +0; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +10, Move Silently +6, Profession (miner) +2, Search +6, Spot +2; Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small shortbow, small spear, studded leather armor, potion of *cure light wounds*.

☛ **Kobold Rogue** Rog1; CR 1; Small humanoid (reptilian); HD 1d6; hp 6; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk +0; Grp -4; Atk +1 melee (1d6/x3, small longspear) or +6 ranged (1d4/x3, small shortbow); Full Atk +1 melee (1d6/x3, small longspear) or +6 ranged (1d4/x3, small shortbow); SA Sneak attack +1d6; SQ Darkvision 60 ft., light sensitivity, trapfinding; AL LE; SV Fort +0, Ref +6, Will +0; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +8, Climb +4, Craft (trapmaking) +2, Hide +12, Jump +4, Listen +4, Move Silently +8, Profession (miner) +2, Search +2, Spot +4, Tumble +8; Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small shortbow, small longspear, studded leather armor, potion of *cure light wounds*.

☛ **Kobold Cleric** male kobold Clr1 – Kurtulmak; CR 1; Small humanoid (reptilian); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +0; Grp -4; Atk +1 melee (1d4, small shortspear) or +2 ranged (1d6, small light crossbow); Full Atk +1 melee (1d4, small shortspear) or +2 ranged (1d6, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +4, Craft (trapmaking) +2, Heal +4, Hide +4, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting.

Cleric Spells Prepared (3/2+1; base DC = 13 + spell level): 0—*guidance*, *resistance*, *virtue*; 1st—*bless*, *divine favour*, *protection from good*.*

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small short spear, small light crossbow, potion of *cure light wounds*.

Encounter 7: The Chamber of the Landsheart

☛ **Guradhalah:** male former human Clr4 – Nerull; CR 6; Medium undead (augmented humanoid) (incorporeal); HD 4d12; hp 33; Init +1; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11 or 16, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (+3 melee vs ethereal targets), (1d6 + 1d4 ability drain, incorporeal touch) or +4 melee (2d4+1/x4, +1 *ghost touch scythe*); Full Atk +4 melee,

(1d6, corrupting touch) or +4 melee (2d4+1/x4, +1 *ghost touch scythe*); SA corrupting touch, draining touch, frightful moan, manifestation, SQ rejuvenation, turn resistance +4; AL NE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 12, Con -, Int 12, Wis 16, Cha 16.

Skills and Feats: Concentration +7, Hide +16, Listen +18, Search +11, Spot +11; Combat Casting, Fly-by Attack, Martial Weapon Proficiency (scythe).

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*guidance* (x2), *resistance* (x2), *virtue*; 1st—*command*, *divine favour*, *doom*, *protection from good**, *shield of faith*; 2nd—*hold person*, *death knell**, *silence*, *spiritual weapon*.

* domain spell; **Domains:** Death: death touch, melee touch attack, once per day; Evil: cast evil spells at +1 level.

Frightful Moan (Ex): As a standard action, a ghost can emit a moan causing all living creatures to make a DC 15 Will save or be panicked for 2d4 rounds.

Possessions: Scale mail (ethereal), +1 *ghost touch scythe*.

APL 6

Encounter 1—Fear of Flying

☛ **Griffon Riders:** male or female human War2; CR 1; Medium humanoid (human); HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Jump +6, Ride +9; Improved Initiative, Mounted Combat, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

☛ **Catharadh:** female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Jump +6, Ride +9; Improved Initiative, Mounted Combat, Ride-by Attack, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

Encounter 3 – Rolling Rocks

☛ **Kobold Barbarian** Bbn1; CR 1; Small humanoid (reptilian); HD 1d12; hp 12; Init +4; Spd 40 ft.; AC 20, touch 15, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d6, small spear) or +7 ranged (1d4/x3, small shortbow); Full Atk +2 melee (1d6, small spear) or +7 ranged (1d4/x3, small shortbow); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement; AL NE; SV Fort +2, Ref +4, Will +0; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +10, Move Silently +6, Profession (miner) +2, Search +6, Spot +2; Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small shortbow, small spear, studded leather armor, potion of *cure light wounds*.

☛ **Kobold Sorcerer** Sor1; CR 1; Small humanoid (reptilian); HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0, Grp -4, Atk +1 melee (1d6, small spear) or +3 ranged (1d6/19-20, small light crossbow); Full Atk +1 melee (1d6, small spear) or +3 ranged (1d6/19-20, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Craft (trapmaking) +3, Hide +4, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting.

Sorcerer Spells Known (5/4; base DC = 13 + spell level): 0- *acid splash*, *daze*, *mage hand*, *resistance*; 1st- *mage armor*, *magic missile*.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, small light crossbow, potion of *cure light wounds*.

☛ **Kobold Cleric** Clr1 - Kurtulmak; CR 1; Small humanoid (reptilian); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +0; Grp -4; Atk +1 melee (1d4, small shortspear) or +2 ranged (1d6, small light crossbow); Full Atk +1 melee (1d4, small shortspear) or +2 ranged (1d6, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +4, Craft (trapmaking) +2, Heal +4, Hide +4, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting.

Cleric Spells Prepared (3/2+1; base DC = 13 + spell level): 0—*guidance*, *resistance*, *virtue*; 1st—*bles*s, *divine favour*, *protection from good*.*

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small short spear, small light crossbow, potion of *cure light wounds*.

Encounter 5 – The Lair of the Blue Skulls

☛ **Kobold Sorcerer** Sor4; CR 4; Small humanoid (reptilian); HD 4d4+12; hp 25; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +2; Grp -2; Atk +3 melee (1d6, small spear) or +5 ranged (1d6/19-20, small light crossbow); Full Atk +3 melee (1d6, small spear) or +5 ranged (1d6/19-20, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +3, Will +4; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 19.

Skills and Feats: Concentration +10, Craft (trapmaking) +3, Hide +6, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting, Improved Initiative.

Sorcerer Spells Known (6/7/4; base DC = 14 + spell level): 0—*acid splash*, *daze*, *ghost sound*, *mage hand*, *ray of frost*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*; 2nd— *web*.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, small light crossbow, potion of *cure serious wounds*.

☛ **Kobold Barbarian** Bbn2; CR 2; Small humanoid (reptilian); HD 2d12; hp 19; Init +4; Spd 40 ft.; AC 21, touch 15, flat-footed 21; Base Atk +2; Grp -2; Atk +3 melee (1d6, small spear) or +8 ranged (1d4/x3, small shortbow); Full Atk +3 melee (1d6, small spear) or +8 ranged (1d4/x3, small shortbow); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge; AL NE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +11, Move Silently +6, Profession (miner) +2, Search +6, Spot +3; Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus even if flat-footed or struck by invisible attacker.

Possessions: Small shortbow, small spear, *studded leather armor* +1, *potion of cure moderate wounds*.

☛ **Kobold Rogue** Rog2; CR 2; Small humanoid (reptilian); HD 2d6; hp 10; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, small longspear) or +7 ranged (1d4/x3, small shortbow); Full Atk +2 melee (1d6/x3, small longspear) or +7 ranged (1d4/x3, small shortbow); SA sneak attack +1d6; SQ darkvision 60 ft., light sensitivity, trapfinding, evasion; AL LE; SV Fort +0, Ref +7, Will +0; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +9, Climb +5, Craft (trapmaking) +2, Hide +13, Jump +5, Listen +5, Move Silently +9, Profession (miner) +2, Search +2, Spot +5, Tumble +9; Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Evasion (Ex): Takes no damage for Reflex saves for half damage.

Possessions: Small shortbow, small longspear, *studded leather armor* +1, *potion of cure moderate wounds*.

☛ **Kobold Cleric** Clr2 - Kurtulmak; CR 2; Small humanoid (reptilian); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d4, small shortspear) or +3 ranged (1d6, small light crossbow); Full Atk +2 melee (1d4, small shortspear) or +3 ranged (1d6, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +1, Will +6; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +5, Craft (trapmaking) +2, Heal +5, Hide +4, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting.

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): o—guidance (x2), resistance, virtue; 1st—bless, divine favour, protection from good*, summon monster I.

* domain spell; *Domains:* Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small shortspear, small light crossbow, *potion of cure moderate wounds*.

Encounter 7: The Chamber of the Landsheart

☛ **Guradhalah:** male former human (ghost) Clr4—Nerull; CR 6; Medium undead (augmented humanoid) (incorporeal); HD 4d12; hp 33; Init +1; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11 or 16, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (+3 melee vs ethereal targets), (1d6 + 1d4 ability drain, incorporeal touch) or +4 melee (2d4+1/x4, +1 ghost touch

scythe); Full Atk +4 melee, (1d6, corrupting touch) or +4 melee (2d4+1/x4, +1 ghost touch scythe); SA Corrupting touch, draining touch, frightful moan, manifestation, SQ rejuvenation, turn resistance +4; AL NE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 12, Con -, Int 12, Wis 16, Cha 16.

Skills and Feats: Concentration +7, Hide +16, Listen +18, Search +11, Spot +11; Combat Casting, Fly-by Attack, Martial Weapon Proficiency (scythe).

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): o—guidance (x2), resistance (x2), virtue; 1st—command, divine favour, doom, protection from good*, shield of faith; 2nd—hold person, death knell*, silence, spiritual weapon.

* domain spell; *Domains:* Death: death touch, melee touch attack, once per day; Evil: cast evil spells at +1 level;

Frightful Moan (Ex): As a standard action, a ghost can emit a moan causing all living creatures to make a DC 15 Will save or be panicked for 2d4 rounds.

Possessions: Scale mail (ethereal), +1 ghost touch scythe.

APL 8

Encounter 1—Fear of Flying

☛ **Crylanyzantiir** adult white dragon; CR 10; Large dragon (cold); HD 18d12+72; hp 189; Init +0; Spd 60 ft., burrow 30ft., fly 200 ft. (poor), swim 60 ft.; AC 26, touch 9, flat-footed 26; Base Atk +18; Grp +28; Atk +24 melee (2d6+6, bite); Full Atk +24 melee (2d6+6, bite), +21 melee (1d8+3, 2 claws), +21 melee (1d6+3, 2 wings), +21 melee (1d8+3, tail slap); Space/Reach 10ft./5ft. (10 ft. with bite); SA breath weapon, frightful presence, spell-like abilities, spells, tail sweep; SQ darkvision 120 ft.; ice walking, immunity to cold, sleep and paralysis, low-light vision, blindsense 60 ft., keen senses, vulnerability to fire, DR 5/magic, SR 18; AL CE; SV Fort +15, Ref +11, Will +11; Str 23, Dex 10, Con 19, Int 10, Wis 11, Cha 12.

Skills and Feats: Concentration +11, Escape Artist +7, Intimidate +8, Listen +21, Hide +7, Move Silently +7, Search +21, Spot +21, Spellcraft +7, Swim +13; Combat Casting, Fly-by Attack, Hover, Multiattack, Power Attack, Weapon Focus (bite), Wingover.

Sorcerer Spells Known (5/4; base DC = 11 + spell level): 0—acid splash, flare, ray of frost, resistance; 1st—mage armor, ray of enfeeblement. CL 1st.

Breath Weapon (Su): 40 ft. cone, damage 6d6 cold, Reflex DC 23 half.

Frightful Presence (Ex): 180 ft. radius, HD 17 or less, Will DC 20 negates.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Spell-Like Abilities: 3/day—fog cloud, gust of wind (as 6th-level sorcerer).

☛ **Griffon Riders:** male or female human War2; CR 1; Medium humanoid (human); HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Jump +6, Ride +9; Improved Initiative, Mounted Combat Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

☛ **Catharadh:** female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Jump +6, Ride +9; Improved Initiative, Mounted Combat, Ride-by Attack, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

Encounter 3 —Rolling Rocks

☛ **Kobold Barbarian** Bbn2; CR 2; Small humanoid (reptilian); HD 2d12; hp 19; Init +4; Spd 40 ft.; AC 21,

touch 15, flat-footed 21; Base Atk +2; Grp -2; Atk +3 melee (1d6, small spear) or +8 ranged (1d4/x3, small shortbow); Full Atk +3 melee (1d6, small spear) or +8 ranged (1d4/x3, small shortbow); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge; AL NE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +11, Move Silently +6, Profession (miner) +2, Search +6, Spot +3; Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus even if flat-footed or struck by invisible attacker.

Possessions: Small shortbow, small spear, +1 studded leather armor, potion of cure moderate wounds.

☛ **Kobold Sorcerer** Sor2; CR 2; Small humanoid (reptilian); HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +1; Grp -3; Atk +2 melee (1d6, small spear) or +4 ranged (1d6/19-20, small light crossbow); Full Atk +2 melee (1d6, small spear) or +4 ranged (1d6/19-20, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +6, Craft (trapmaking) +3, Hide +6, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting.

Sorcerer Spells Known (6/5; base DC = 13 + spell level): 0—acid splash, daze, ghost sound, mage hand, resistance; 1st—mage armor, magic missile.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, small light crossbow, potion of cure moderate wounds.

☛ **Kobold Cleric** Clr2—Kurtulmak; CR 2; Small humanoid (reptilian); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d4, small shortspear) or +3 ranged (1d6, small light crossbow); Full Atk +2 melee (1d4, small short spear) or +3 ranged (1d6, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +1, Will +6; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +6, Craft (trapmaking) +2, Heal +5, Hide +4, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting.

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0—guidance (x2), resistance, virtue; 1st—bless, divine favour, protection from good*, summon monster I.

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small shortspear, small light crossbow, potion of cure moderate wounds.

Encounter 5 – The Lair of the Blue Skulls

☛ **Kobold Sorcerer** Sor6; CR 6; Small humanoid (reptilian); HD 6d4+18; hp 37; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +3; Grp -1; Atk +4 melee (1d6, small spear) or +6 ranged (1d6/19-20, small light crossbow); Full Atk +4 melee (1d6, small spear) or +6 ranged (1d6/19-20, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +5; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 19.

Skills and Feats: Concentration +12, Craft (trapmaking) +3, Hide +7, Move Silently +2, Profession (miner) +2, Search +3; Brew Potion, Combat Casting, Improved Initiative.

Sorcerer Spells Known (6/7/6/4; base DC = 14 + spell level): 0- acid splash, daze, detect magic, ghost sound, mage hand, ray of frost, resistance; 1st- mage armor, magic missile, ray of enfeeblement, shield; 2nd - Melf's acid arrow, web; 3rd - fireball.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Possessions: Small spear, small light crossbow, wand of fireball (5th), potion of cure serious wounds.

☛ **Kobold Barbarian** Bbn3; CR 3; Small humanoid (reptilian); HD 3d12; hp 25; Init +4; Spd 40 ft.; AC 21, touch 15, flat-footed 21; Base Atk +3; Grp -1; Atk +4 melee (1d6, small spear) or +9 ranged (1d4/x3, small shortbow); Full Atk +4 melee (1d6, small spear) or +9 ranged (1d4/x3, small shortbow); SA Rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge, trap sense +1; AL NE; SV Fort +3, Ref +5, Will +1; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +12, Move Silently +6, Profession (miner) +2, Search +6, Spot +4; Dodge, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus if flat-footed or struck by invisible attacker.

Trap Sense (Ex): +1 Reflex and +1 AC bonus to avoid traps.

Possessions: small shortbow, small spear, +1 small studded leather armor, potion of cure serious wounds.

☛ **Kobold Rogue** Rog4; CR 4; Small humanoid (reptilian); HD 4d6; hp 18; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17; Base Atk +3; Grp -1; Atk +8 melee (1d3/1920, small dagger) or +9 ranged (1d4/x3, small shortbow); Full Atk +8 melee (1d3/1920, small dagger) or +8 ranged (1d4/x3, small shortbow); SA sneak attack +2d6; SQ darkvision 60 ft., light sensitivity, trapfinding, evasion, uncanny dodge, trap sense +1; AL LE; SV Fort +1, Ref +8, Will +1; Str 10, Dex 19, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +11, Climb +7, Craft (trapmaking) +2, Hide +15, Jump +7, Listen +7, Move Silently +11, Profession (miner) +2, Search +2, Spot +7, Tumble +11; Weapon Finesse, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Evasion (Ex): Takes no damage for Reflex saves for half damage.

Trap Sense (Ex): +1 to Reflex saves and AC vs traps.

Uncanny Dodge (Ex): Retains AC Dexterity bonus when flat-footed or attacked by invisible attacker.

Possessions: Small shortbow, small dagger, +1 studded leather armor, potion of cure serious wounds.

☛ **Kobold Cleric** Clr4 - Kurtulmak; CR 4; Small humanoid (reptilian); HD 4d8+4; hp 25; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +3; Grp -1; Atk +4 melee (1d4, small shortspear) or +5 ranged (1d6, small light crossbow); Full Atk +4 melee (1d4, small short spear) or +5 ranged (1d6, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +6; Str 10, Dex 12, Con 12, Int 10, Wis 17, Cha 9.

Skills and Feats: Concentration +7, Craft (trapmaking) +2, Heal +7, Hide +4, Move Silently +3, Profession (miner) +5, Search +5; Combat Casting, Improved Initiative.

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0- guidance (x2), resistance, virtue (x2); 1st- bless, divine favour, protection from good*, shield of faith, summon monster I; 2nd - aid*, hold person, sound burst, silence.

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Possessions: Studded leather armor, small shortspear, small light crossbow, potion of cure serious wounds.

Encounter 7: The Chamber of the Landsheart

☛ **Guradhalah** male former human (ghost) Clr7—Nerull; CR 9; Medium undead (augmented humanoid) (incorporeal); HD 7d12; hp 54; Init +1; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11 or 16, touch 12, flat-footed 14; Base Atk +5; Grp +5; Atk +6 melee (+5 melee vs ethereal targets), (1d6 + 1d4 ability drain, incorporeal touch) or +6 melee (2d4+1/x4, +1 ghost touch scythe); Full Atk +6 melee (1d6, corrupting touch) or +6 melee (2d4+1/x4, +1 ghost touch scythe); SA Corrupting touch, draining touch, frightful moan, manifestation; SQ incorporeal, rejuvenation, turn resistance +4; AL NE; SV Fort +5, Ref +3, Will +8; Str 10, Dex 12, Con -, Int 12, Wis 17, Cha 16.

Skills and Feats: Concentration +7, Hide +19, Listen +18, Search +11, Spot +14; Ability Focus (frightful moan), Combat Casting, Fly-by Attack, Martial Weapon Proficiency (scythe).

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—command (x2), divine favour, doom, protection from good*, shield of faith; 2nd—hold person, death knell*, owl's wisdom, silence, spiritual weapon; 3rd—blindness/deafness, dispel magic, magic circle against good*; 4th—summon monster IV, unholy blight*.

* domain spell; **Domains:** Death: death touch, melee touch attack, once per day; Evil: cast evil spells at +1 level;

Frightful Moan (Ex): As a standard action, a ghost can emit a moan causing all living creatures to make a DC 18 Will save or be panicked for 2d4 rounds.
Possessions: Scale mail (ethereal), +1 *ghost touch* scythe.

APL 10

Encounter 1—Fear of Flying

☛ **Crylanyzantiir** mature adult white dragon: CR 12; Huge dragon (cold); HD 21d12+105; hp 241; Init +0; Spd 60 ft., burrow 30ft., fly 200 ft. (poor), swim 60 ft.; AC 28, touch 8, flat-footed 28; Base Atk +21; Grp +37; Atk +28 melee (4d6+8, bite); Full Atk +28 melee (4d6+8, bite), +25 melee (2d6+4, 2 claws), +25 melee (1d8+4, 2 wings), +25 melee (2d6+4, tail slap); Space/Reach 15ft./10ft. (15 ft. with bite); SA Breath weapon, frightful presence, crush, spell-like abilities, spells, tail sweep; SQ darkvision 120 ft.; ice walking, immunity to cold, sleep and paralysis, low-light vision, blindsense 60 ft., keen senses, vulnerability to fire, DR 10/magic, SR 20; AL CE; SV Fort +17, Ref +12, Will +13; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Concentration +16, Escape Artist +9, Intimidate +11, Listen +25, Hide +10, Move Silently +10, Search +25, Spot +25, Spellcraft +11, Swim +17; Combat Casting, Fly-by Attack, Hover, Improved Natural Attack (bite), Multiattack, Power Attack, Weapon Focus (bite), Wingover.

Sorcerer Spells Known: (6/6; base DC = 11 + spell level); 0—acid splash, flare, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement. CL 3rd.

Breath Weapon (Su): 50 ft. cone, damage 7d6 cold, Reflex DC 25 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 points of bludgeoning damage, and must succeed on a DC 25 to avoid being pinned; grapple bonus +37.

Frightful Presence (Ex): 210 ft. radius, HD 20 or less, Will DC 20 negates.

Icewalking (Ex): As the spider climb spell, but the surfaces the dragon climbs must be icy; always in effect.

Spell-Like Abilities: 3/day—fog cloud, gust of wind (as 7th level sorcerer).

☛ **Griffon Riders:** male or female human War2; CR 1; Medium humanoid (human); HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Jump +6, Ride +9; Improved Initiative, Mounted Combat Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

☛ **Catharadh:** female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Jump +6, Ride +8; Improved Initiative, Mounted Combat, Ride-by Attack, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

Encounter 2: A Fell Voice on the Air

☛ **Frost Giant Cleric** Clr4—Thrym; CR 11; Large giant (cold); HD 14d8+70 plus 4d8+20; hp 176; Init -1; Spd 40 ft.; AC 22, touch 8, flat-footed 22; Base Atk +13; Grp +26; Atk +24 melee (3d6+10/x3, +1 Large greataxe) or +12 ranged (2d6+9, rock); Full Atk +24/+19/+14 melee (3d6+10/x3, +1 Large greataxe) or +12 ranged (2d6+9, rock); Space/Reach 10ft./10ft.; SA rock throwing; SQ rock catching, immunity to cold, low-light vision, vulnerability to fire; AL CE; SV Fort +18, Ref +18, Will +24; Str 29, Dex 9, Con 21, Int 10, Wis 16, Cha 11.

Skills and Feats: Climb +17, Concentration +15, Heal +13, Intimidate +2, Jump +17, Spot +11; Brew Potion, Cleave, Combat Casting, Great Cleave, Improved Overrun, Power Attack, Weapon Focus (greataxe).

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—guidance (x2), resistance, virtue (x2); 1st—bless, divine favour, entropic shield; inflict light wounds*, protection from good; 2nd—hold person, resist energy, silence, spiritual weapon*.

* domain spell; *Domains:* Destruction: once per day smite a foe with a +4 attack roll bonus and +4 damage; War: Martial Weapon Proficiency and Weapon Focus in greataxe.

Rock Throwing (Ex): A frost giant can hurl rocks of 40-50 lbs. Up to 5 range increments of 120 ft.

Rock Catching (Ex): A frost giant can catch Small, Medium and Large rocks or projectiles of similar shape by making a Reflex save (DC 15, 20, 25 respectively for Small Medium, Large plus any magical bonus on the projectile).

Possessions: Large chainmail +1, +1 Large greataxe, 3 potions of cure serious wounds, holy symbol of Thrym (white double-headed greataxe), jade statuette (60 gp)

Encounter 3—Rolling Rocks

☛ **Kobold Barbarian** Bbn3; CR 3; Small humanoid (reptilian); HD 3d12; hp 25; Init +4; Spd 40 ft.; AC 21, touch 15, flat-footed 21; Base Atk +3; Grp -; Atk +4 melee (1d6, small spear) or +9 ranged (1d4/x3, small shortbow); Full Atk +4 melee (1d6, small spear) or +9 ranged (1d4/x3, small shortbow); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge, trap sense +1; AL NE; SV Fort +3, Ref +5, Will +1; Str 10, Dex 18, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +12, Move Silently +6, Profession (miner) +2, Search +6, Spot +4; Dodge, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus if flat-footed or struck by invisible attacker.

Trap Sense (Ex): +1 Reflex and +1 AC bonus to avoid traps.

Possessions: Small shortbow, small spear, *small studded leather armor* +1, *potion of cure serious wounds*.

➤ **Kobold Sorcerer** Sor3; CR 3; Small humanoid (reptilian); HD 3d4+3; hp 13; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +1; Grp -3; Atk +2 melee (1d6, small spear) or +4 ranged (1d6/19-20, small light crossbow); Full Atk +2 melee (1d6, small spear) or +4 ranged (1d6/19-20, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Craft (trapmaking) +3, Hide +6, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting, Improved Initiative.

Sorcerer Spells Known (6/5; base DC = 13 + spell level): o—acid splash, daze, ghost sound, *mage hand*, resistance; 1st—*mage armor*, *magic missile*, *silent image*.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, small light crossbow, *potion of cure serious wounds*.

➤ **Kobold Cleric** Clr3—Kurtulmak; CR 3; Small humanoid (reptilian); HD 3d8+3; hp 21; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +2; Grp -2; Atk +3 melee (1d4, small shortspear) or +4 ranged (1d6, small light crossbow); Full Atk +3 melee (1d4, small short spear) or +4 ranged (1d6, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +6, Craft (trapmaking) +2, Heal +6, Hide +4, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting, Improved Initiative.

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): o—guidance (x2), resistance, virtue; 1st—*bles*, *divine favour*, *protection from good**, *summon monster* I; 2nd—*aid**, *hold person*, *silence*.

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level;

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, Small shortspear, Small light crossbow, *potion of cure serious wounds*.

Encounter 5—The Lair of the Blue Skulls

➤ **Kobold Sorcerer** Sor8; CR 8; Small humanoid (reptilian); HD 8d4+24; hp 49; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +4; Grp +0; Atk +5 melee (1d6, small spear) or +7 ranged (1d6/19-20, small light crossbow); Full Atk +5 melee (1d6, small spear) or +7 ranged (1d6/19-20, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 20.

Skills and Feats: Concentration +14, Craft (trapmaking) +3, Hide +7, Move Silently +2, Profession

(miner) +2, Search +3; Brew Potion, Combat Casting, Improved Initiative.

Sorcerer Spells Known (6/7/7/6/4; base DC = 15 + spell level): o—acid splash, daze, detect magic, ghost sound, *mage hand*, ray of frost, read magic, resistance; 1st—*mage armor*, *magic missile*, ray of enfeeblement, shield, *summon monster* I; 2nd—darkness, *melf's acid arrow*, web; 3rd—dispel magic, fireball; 4th—greater invisibility.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, small light crossbow, wand of fireball (5th), *potion of cure serious wounds*.

➤ **Kobold Barbarian** male kobold Bbn5; CR 5; Small humanoid (reptilian); HD 5d12; hp 39; Init +4; Spd 40 ft.; AC 21, touch 15, flat-footed 21; Base Atk +5; Grp +1; Atk +6 melee (1d6, small spear) or +12 ranged (1d4+1/x3, +1 Small shortbow); Full Atk +6 melee (1d6, small spear) or +12 ranged (1d4+1/x3, +1 Small shortbow); SA rage 2/day; SQ darkvision 60 ft., light sensitivity, fast movement, improved uncanny dodge, trap sense +1; AL NE; SV Fort +4, Ref +5, Will +1; Str 10, Dex 19, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +13, Move Silently +8, Profession (miner) +2, Search +6, Spot +5; Dodge, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus if flat-footed or struck by invisible attacker.

Trap Sense (Ex): +1 Reflex and +1 AC bonus to avoid traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked.

Possessions: +1 Small shortbow, Small spear, Small studded leather armor +1, *potion of cure serious wounds*.

➤ **Kobold Rogue** Rog6; CR 6; Small humanoid (reptilian); HD 6d6; hp 26; Init +8; Spd 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +4; Grp +0; Atk +9 melee (1d3/19-20, small dagger) or +11 ranged (1d4+1/x3, +1 small shortbow); Full Atk +9 melee (1d3/19-20, small dagger) or +11 ranged (1d4+1/x3, +1 small shortbow); SA sneak attack +3d6; SQ Darkvision 60 ft., light sensitivity, trapfinding, evasion, uncanny dodge, trap sense +2; AL LE; SV Fort +2, Ref +9, Will +2; Str 10, Dex 19, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +13, Climb +9, Craft (trapmaking) +2, Hide +17, Jump +9, Listen +9, Move Silently +13, Profession (miner) +2, Search +2, Spot +9, Tumble +13; Improved Initiative, Weapon Finesse, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Evasion (Ex): Takes no damage for Reflex saves for half damage.

Trap Sense (Ex): +2 to Reflex saves and AC vs traps.

Uncanny Dodge (Ex): Retains AC Dexterity bonus when flat-footed or attacked by invisible attacker.

Possessions: +1 *Small shortbow*, *Small dagger*, *Small studded leather armor* +1, *potion of cure serious wounds*.

➤ **Kobold Cleric** Clr6—Kurtulmak; CR 6; Small humanoid (reptilian); HD 6d8+6; hp 38; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +4; Grp +0; Atk +5 melee (1d4, small shortspear) or +6 ranged (1d6, small light crossbow); Full Atk +5 melee (1d4, small short spear) or +6 ranged (1d6, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +3, Will +8; Str 10, Dex 13, Con 12, Int 10, Wis 17, Cha 9.

Skills and Feats: Concentration +9, Craft (trapmaking) +2, Heal +7, Hide +5, Move Silently +3, Profession (miner) +5, Search +5; Combat Casting, Dodge, Improved Initiative.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—guidance (x2), resistance (x2), virtue; 1st—bless, divine favour, obscuring mist, protection from good*, summon monster I; 2nd—aid*, hold person, silence, sound burst, summon monster II; 3rd—deeper darkness, dispel magic, magic circle against good*, searing light.

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: *Studded leather armor*, *small shortspear*, *small light crossbow*, *wand of cure light wounds*, *potion of cure serious wounds*.

Encounter 7: The Chamber of the Landsheart

➤ **Guradhalah—Ghost Cleric** former human Clr9—Nerull; CR 11; Medium undead (augmented humanoid) (incorporeal); HD 9d12; hp 68; Init +5; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11 or 16, touch 12, flat-footed 14; Base Atk +6; Grp +6; Atk +7 melee (+6 melee vs ethereal targets), (1d6 + 1d4 ability drain, incorporeal touch) or +8 melee (2d4+2/x4, +2 *ghost touch scythe*); Full Atk +7/+2 melee, (1d6, corrupting touch) or +8/+3 melee (2d4+2/x4, +2 *ghost touch scythe*); SA corrupting touch, draining touch, horrific appearance, manifestation; SQ incorporeal, rejuvenation, turn resistance +4; AL NE; SV Fort +6, Ref +4, Will +10; Str 10, Dex 12, Con -, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +9, Hide +21, Listen +19, Search +12, Spot +15; Ability Focus (horrific appearance), Combat Casting, Fly-by Attack, Improved Initiative, Martial Weapon Proficiency (scythe).

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—command (x2), divine favour, doom, protection from good*, shield of faith; 2nd—hold person, death knell*, eagle's splendor, owl's wisdom, silence, spiritual weapon; 3rd—bestow curse, blindness/deafness, dispel magic (x2), magic circle against good*; 4th—divine power, spell immunity, summon monster IV, unholy blight*; 5th—flame strike, slay living*.

* domain spell; **Domains:** Death: death touch, melee touch attack, once per day; Evil: cast evil spells at +1 level;

Horrific Appearance (Su): All living creatures within 60 ft. must make DC 19 Fortitude save or take 1d4 Strength, 1d4 Dexterity and 1d4 Constitution damage.

Possessions: *Scale mail* (ethereal), +2 *ghost touch scythe*.

APL12

Encounter 1 - Fear of Flying

☛ **Crylanyzantiir** old white dragon; CR 15; Huge dragon (cold); HD 24d12+120; hp 276; Init +0; Spd 60 ft., burrow 30ft., fly 200 ft. (poor), swim 60 ft.; AC 31, touch 8, flat-footed 31; Base Atk +24; Grp +41; Atk +33 melee (4d6+9, bite); Full Atk +33 melee (4d6+9, bite), +30 melee (2d6+4, 2 claws), +30 melee (1d8+4, 2 wings), +30 melee (2d6+4, tail slap); Space/Reach 15ft./10ft. (15 ft. with bite); SA breath weapon, frightful presence, crush, spell-like abilities, spells, tail sweep; SQ darkvision 120 ft., ice walking, immunity to cold, sleep and paralysis, low-light vision, blindsense 60 ft., keen senses, vulnerability to fire, DR 10/magic, SR 21; AL CE; SV Fort +19, Ref +14, Will +15; Str 29, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Concentration +19, Escape Artist +12, Intimidate +14, Listen +28, Hide +13, Move Silently +13, Search +28, Spot +28, Spellcraft +14, Swim +22; Combat Casting, Fly-by Attack, Hover, Improved Natural Attack (bite), Multiattack, Power Attack, Snatch, Weapon Focus (bite), Wingover.

Sorcerer Spells Known: (6/7/4; base DC = 11 + spell level); 0—acid splash, detect magic, flare, ray of frost, resistance, touch of fatigue; 1st—mage armor, magic missile, ray of enfeeblement, shield; 2nd—Melf's acid arrow, mirror image. CL 5th.

Breath Weapon (Su): 50 ft. cone, damage 8d6 cold, Reflex DC 27 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 points of bludgeoning damage, and must succeed on a DC 27 to avoid being pinned; grapple bonus +41.

Frightful Presence (Ex): 240 ft. radius, HD 23 or less, Will DC 23 negates.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Freezing Fog (Sp): 3/day—as *solid fog*, plus causes ice to form on any surface touched by fog, creating effect of *grease* spell.

Spell-Like Abilities: 3/day—fog cloud, gust of wind (as 8th level sorcerer).

☛ **Griffon Riders:** male or female human War2; CR 1; Medium humanoid (human); HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Jump +6, Ride +9; Improved Initiative, Mounted Combat Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

☛ **Catharadh:** female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV

Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Jump +6, Ride +8; Improved Initiative, Mounted Combat, Ride-by Attack, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

Encounter 2: A Fell Voice on the Air

☛ **Frost Giant Cleric:** Clr6—Thrym: CR 12; Large giant (cold); HD 14d8+70 plus 6d8+30; hp 196; Init -1; Spd 40 ft.; AC 23, touch 8, flat-footed 23; Base Atk +14; Grp +28; Atk +25 (+27 vs humans) melee (3d6+10(+12) plus 2d6 vs humans/x3, +1 *Large human bane greataxe*) or +13 ranged (2d6+9, rock); Full Atk +25/+20/+15 (+27/+22/+17 vs humans) melee (3d6+10(+12) plus 2d6 vs humans/x3, +1 *Large human bane greataxe*) or +13 ranged (2d6+9, rock); Space/Reach 10ft./10ft.; SA rock throwing; SQ rock catching, immunity to cold, low-light vision, vulnerability to fire; AL CE; SV Fort +20, Ref +19, Will +26; Str 29, Dex 9, Con 21, Int 10, Wis 16, Cha 11.

Skills and Feats: Climb +17, Concentration +17, Heal +13, Intimidate +2, Jump +17, Spot +13; Brew Potion, Cleave, Combat Casting, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (greataxe).

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—guidance (x2), resistance, virtue (x2); 1st—bless, divine favour, entropic shield; inflict light wounds*, protection from good; 2nd—hold person(x2), resist energy, silence, spiritual weapon*; 3rd—bestow curse, dispel magic, magic vestment*.

* domain spell; **Domains:** Destruction: once per day smite a foe with a +4 attack roll bonus and +6 damage; War: Martial Weapon Proficiency and Weapon Focus in greataxe.

Rock Throwing (Ex): A frost giant can hurl rocks of 40-50 lbs. Up to 5 range increments of 120 ft.

Rock Catching (Ex): A frost giant can catch Small, Medium and Large rocks or projectiles of similar shape by making a Reflex save (DC 15, 20, 25 respectively for Small Medium, Large plus any magical bonus on the projectile).

Possessions: Large chainmail +2, +1 *Large human bane greataxe*, potion of cure moderate wounds, holy symbol of Thrym (white double-headed greataxe), jade statuette (60 gp).

Encounter 3—Rolling Rocks

☛ **Kobold Barbarian** Bbn5: CR 5; Small humanoid (reptilian); HD 5d12; hp 39; Init +4; Spd 40 ft.; AC 21, touch 15, flat-footed 21; Base Atk +5; Grp +1; Atk +6 melee (1d6, Small spear) or +12 ranged (1d4+1/x3, +1 *Small shortbow*); Full Atk +6 melee (1d6, Small spear) or +12 ranged (1d4+1/x3, +1 *Small shortbow*); SA rage 2/day; SQ darkvision 60 ft., light sensitivity, fast movement, improved uncanny dodge, trap sense +1; AL NE; SV Fort +4, Ref +5, Will +1; Str 10, Dex 19, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +13, Move Silently +8, Profession (miner) +2, Search +6, Spot +5; Dodge, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus if flat-footed or struck by invisible attacker.

Trap Sense (Ex): +1 Reflex and +1 AC bonus to avoid traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked except by a rogue of at least 9th level.

Possessions: +1 Small shortbow, Small spear, Small studded leather armor +1, potion of cure serious wounds.

➤ **Kobold Sorcerer** Sor5; CR 5; Small humanoid (reptilian); HD 5d4+5; hp 21; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +2; Grp -2; Atk +3 melee (1d6, small spear) or +5 ranged (1d6/19-20, small light crossbow); Full Atk +3 melee (1d6, small spear) or +5 ranged (1d6/19-20, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +9, Craft (trapmaking) +2, Hide +7, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting, Improved Initiative.

Sorcerer Spells Known (6/7/5; base DC = 13 + spell level): 0—acid splash, daze, ghost sound, mage hand, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement, silent image; 2nd—Melf's acid arrow, web.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, Small light crossbow, wand of fireball (5th), potion of cure serious wounds.

➤ **Kobold Cleric** Clr5—Kurtulmak; CR 5; Small humanoid (reptilian); HD 5d8+5; hp 33; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +3; Grp -1; Atk +4 melee (1d4, small shortspear) or +5 ranged (1d6, small light crossbow); Full Atk +4 melee (1d4, small short spear) or +5 ranged (1d6, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 12, Con 12, Int 10, Wis 17, Cha 9.

Skills and Feats: Concentration +8, Craft (trapmaking) +2, Heal +6, Hide +5, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting, Improved Initiative.

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—guidance (x2), resistance (x2), virtue; 1st—bless, divine favour, obscuring mist, protection from good*, summon monster I; 2nd—aid*, hold person, silence, summon monster II; 3rd—dispel magic, magic circle against good*, searing light.

* domain spell; *Domains:* Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small shortspear, small light crossbow, wand of cure light wounds, potion of cure serious wounds.

Encounter 5—The Lair of the Blue Skulls

➤ **Kobold Sorcerer** Sor10; CR 10; Small humanoid (reptilian); HD 10d4+30; hp 61; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +5; Grp +1; Atk +6 melee (1d6, small spear) or +8 ranged (1d6/19-20, small light crossbow); Full Atk +6 melee (1d6, small spear) or +8 ranged (1d6/19-20, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +6, Will +7; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 20.

Skills and Feats: Concentration +14, Craft (trapmaking) +3, Hide +8, Move Silently +2, Profession (miner) +2, Search +3; Brew Potion, Combat Casting, Improved Initiative, Spell Focus (evocation).

Sorcerer Spells Known (6/7/7/7/6/4; base DC = 15 + spell level; evocation: DC 16 + spell level): 0—acid splash, daze, detect magic, flare, ghost sound, mage hand, ray of frost, read magic, resistance; 1st—mage armor, magic missile, ray of enfeeblement, shield, summon monster I; 2nd—darkness, Melf's acid arrow, spider climb, web; 3rd—dispel magic, fireball, haste; 4th—greater invisibility, well of fire; 5th—wall of force.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, small light crossbow, wand of fireball (5th), potion of cure serious wounds.

➤ **Kobold Barbarian** Bbn7; CR 7; Small humanoid (reptilian); HD 7d12; hp 51; Init +4; Spd 40 ft.; AC 20, touch 15, flat-footed 20; Base Atk +7; Grp +3; Atk +9 melee (1d6, Small spear) or +14 ranged (1d4+1/x3, +1 Small shortbow); Full Atk +9/+4 melee (1d6, Small spear) or +14/+9 ranged (1d4+1/x3, +1 Small shortbow); SA rage 2/day; SQ darkvision 60 ft., light sensitivity, fast movement, improved uncanny dodge, trap sense +2; DR 1/-; AL NE; SV Fort +5, Ref +6, Will +2; Str 10, Dex 19, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +14, Move Silently +10, Profession (miner) +2, Search +6, Spot +6; Dodge, Mobility, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus if flat-footed or struck by invisible attacker.

Trap Sense (Ex): +2 Reflex and +2 AC bonus to avoid traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked except by a rogue of at least 11th level.

Possessions: +1 Small shortbow, Small spear, Small studded leather armor +1, potion of cure serious wounds.

➤ **Kobold Rogue** Rog8; CR 8; Small humanoid (reptilian); HD 8d6; hp 32; Init +9; Spd 30 ft.; AC 21, touch 14, flat-footed 16; Base Atk +6; Grp +2; Atk +12 melee (1d3/19-20, Small dagger) or +14 ranged (1d4+1 plus 1d6 fire/x3, +1 Small flaming shortbow); Full Atk +12/+7 melee or +14/+9 ranged (1d4+1 plus 1d6 fire/x3, +1 small flaming shortbow);

SA sneak attack +4d6; SQ darkvision 60 ft., light sensitivity, trapfinding, evasion, trap sense +2, improved uncanny dodge; AL LE; SV Fort +2, Ref +9, Will +2; Str 10, Dex 20, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +16, Climb +11, Craft (trapmaking) +2, Hide +20, Jump +11, Listen +11, Move Silently +16, Profession (miner) +2, Search +2, Spot +11, Tumble +16 Improved Initiative, Weapon Finesse, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Evasion (Ex): Takes no damage for Reflex saves for half damage.

Trap Sense (Ex): +2 to Reflex saves and AC vs traps.

Uncanny Dodge (Ex): Retains AC Dexterity bonus when flat-footed or attacked by invisible attacker.

Improved Uncanny Dodge (Ex): Can no longer be flanked except by a rogue of at least 12th level.

Possessions: +1 Small flaming shortbow, Small dagger, Small studded leather armor +1, potion of cure serious wounds.

☛ **Kobold Cleric** Clr8—Kurtulmak; CR 8; Small humanoid (reptilian); HD 8d8+8; hp 51; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +6; Grp +2; Atk +7 melee (1d4, small shortspear) or +8 ranged (1d6, small light crossbow); Full Atk +7/+2 melee (1d4, small short spear) or +8/+3 ranged (1d6, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +4, Will +10; Str 10, Dex 13, Con 12, Int 10, Wis 18, Cha 9.

Skills and Feats: Concentration +12, Craft (trapmaking) +6, Heal +8, Hide +6, Move Silently +3, Profession (miner) +5, Search +6; Combat Casting, Dodge, Improved Initiative.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 13 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—bless, divine favour, obscuring mist, protection from good*, summon monster I (x2); 2nd—aid*, hold person (x2), silence, summon monster II; 3rd—blindness/deafness, dispel magic, magic circle against good*, protection from energy, searing light; 4th—divine power, freedom of movement, summon monster IV, unholy blight*.

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, Small shortspear, Small light crossbow, wand of cure light wounds, potion of cure serious wounds.

Encounter 7: The Chamber of the Landsheart

☛ **Guradhalah** Ghost Clr11—Nerull; CR 13; Medium undead (augmented humanoid) (incorporeal); HD 11d12; hp 80; Init +5; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11 or 16, touch 12, flat-footed 14; Base Atk +8; Grp +8; Atk +9 melee (+8 melee vs ethereal targets), (1d6 + 1d4 ability drain, incorporeal touch) or +10 melee (2d4+2/x4, +2 ghost touch scythe); Full Atk +9/+4 melee, (1d6, corrupting touch) or +10/+5 melee (2d4+2/x4, +2 ghost touch scythe); SA corrupting touch, draining touch,

horrific appearance, manifestation, SQ incorporeal, rejuvenation, turn resistance +4; AL NE; SV Fort +7, Ref +4, Will +11; Str 10, Dex 12, Con -, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +11, Hide +21, Listen +21, Search +12, Spot +15; Ability Focus (horrific appearance), Combat Casting, Fly-by Attack, Improved Initiative, Martial Weapon Proficiency (scythe).

Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—command (x2), divine favour, doom(x2), protection from good*, shield of faith; 2nd—hold person, death knell*, eagle's splendor, owl's wisdom, silence, spiritual weapon; 3rd—bestow curse, blindness/deafness, dispel magic (x2), magic circle against good*; 4th—divine power, spell immunity (x2), summon monster IV, unholy blight*; 5th—flame strike, slay living*, wall of stone; 6th—antilife shell, create undead*.

* domain spell; **Domains:** Death: death touch, melee touch attack, once per day; Evil: cast evil spells at +1 level.

Horrific Appearance (Su): All living creatures within 60 ft. must make DC 20 Fortitude save or take 1d4 Strength, 1d4 Dexterity and 1d4 Constitution damage.

Possessions: Scale mail (ethereal), +2 ghost touch scythe.

APL 14

Encounter 1 - Fear of Flying

➤ **Crylanyzantiir** very old white dragon; CR 17; Huge dragon (cold); HD 27d12+162; hp 337; Init +0; Spd 60 ft., burrow 30ft., fly 200 ft. (poor), swim 60 ft.; AC 34, touch 8, flat-footed 34; Base Atk +27; Grp +45; Atk +36 melee (4d6+10, bite); Full Atk +36 melee (4d6+10, bite), +33 melee (2d6+5, 2 claws), +33 melee (1d8+5, 2 wings), +33 melee (2d6+5, tail slap); Space/Reach 15ft./10ft. (15 ft. with bite); SA breath weapon, frightful presence, crush, spell-like abilities, spells, tail sweep; SQ darkvision 120 ft., ice walking, immunity to cold, sleep and paralysis, low-light vision, blindsense 60 ft., keen senses, vulnerability to fire, DR 15/magic, SR 23; AL CE; SV Fort +21, Ref +15, Will +17; Str 31, Dex 10, Con 23, Int 14, Wis 15, Cha 14.

Skills and Feats: Concentration +26, Escape Artist +18, Intimidate +21, Listen +32, Hide +19, Move Silently +19, Search +32, Spot +32, Spellcraft +21, Swim +29; Blind-Fighting, Combat Casting, Fly-by Attack, Hover, Improved Natural Attack (bite), Multiattack, Power Attack, Snatch, Weapon Focus (bite), Wingover.

Sorcerer Spells Known: (6/7/4; base DC = 12 + spell level); 0—acid splash, detect magic, flare, light, ray of frost, resistance, touch of fatigue; 1st—mage armor, magic missile, ray of enfeeblement, shield, shocking grasp; 2nd—blindness/deafness, melf's acid arrow, mirror image; 3rd—dispel magic, lightning bolt, sleet storm. CL 7th.

Breath Weapon (Su): 50 ft. cone, damage 9d6 cold, Reflex DC 29 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+15 points of bludgeoning damage, and must succeed on a DC 29 to avoid being pinned; grapple bonus +45.

Frightful Presence (Ex): 270 ft. radius, HD 26 or less, Will DC 25 negates.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Freezing Fog (Sp): 3/day—as *solid fog*, plus causes ice to form on any surface touched by fog, creating effect of *grease* spell.

Spell-Like Abilities: 3/day—fog cloud, gust of wind (as 9th level sorcerer).

APL 16 (EL 18)

➤ **Crylanyzantiir**, ancient white dragon; CR 18; Huge dragon (cold); HD 30d12+180; hp 375; Init +0; Spd 60 ft., burrow 30ft., fly 200 ft. (poor), swim 60 ft.; AC 37, touch 8, flat-footed 37; Base Atk +30; Grp +49; Atk +40 melee (4d6+11, bite); Full Atk +40 melee (4d6+11, bite), +37 melee (2d6+5, 2 claws), +37 melee (1d8+5, 2 wings), +37 melee (2d6+5, tail slap); Space/Reach 15ft./10ft. (15 ft. with bite); SA breath weapon, frightful presence, crush, spell-like abilities, spells, tail sweep; SQ darkvision 120 ft., ice walking, immunity to cold, sleep and paralysis, low-light vision, blindsense 60 ft., keen senses, vulnerability to fire, DR 15/magic, SR 24; AL CE; SV Fort +23, Ref +17, Will +19; Str 33, Dex 10, Con 23, Int 14, Wis 15, Cha 14.

Skills and Feats: Concentration +30, Escape Artist +22, Intimidate +25, Listen +35, Hide +23, Move Silently +23, Search +35, Spot +35, Spellcraft +25, Swim +34; Blind-Fighting, Cleave, Combat Casting, Fly-by Attack, Great Cleave, Hover, Improved Natural Attack (bite), Multiattack, Power Attack, Snatch, Weapon Focus (bite), Wingover.

Sorcerer Spells Known: (6/7/7/6/4; base DC = 12 + spell level); 0—acid splash, detect magic, flare, light, open, ray of frost, resistance, touch of fatigue; 1st—mage armor, magic missile, ray of enfeeblement, shield, shocking grasp; 2nd—blindness/deafness, melf's acid arrow, mirror image, scorching ray; 3rd—deep slumber, dispel magic, lightning bolt, sleet storm; 4th—greater invisibility, ice storm. CL 9th.

Breath Weapon (Su): 50 ft. cone, damage 10d6 cold, Reflex DC 31 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+15 points of bludgeoning damage, and must succeed on a DC 31 to avoid being pinned; grapple bonus +49.

Frightful Presence (Ex): 300 ft. radius, HD 29 or less, Will DC 27 negates.

Icewalking (Ex): As the *spider climb* spell, but the surfaces the dragon climbs must be icy; always in effect.

Freezing Fog (Sp): 3/day—as *solid fog*, plus causes ice to form on any surface touched by fog, creating effect of *grease* spell.

Spell-Like Abilities: 3/day—fog cloud, gust of wind, wall of ice (as 10th level sorcerer).

➤ **Griffon Riders:** male or female human War2; CR 1; Medium humanoid (human); HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Jump +6, Ride +9; Improved Initiative, Mounted Combat Weapon Focus (longsword).

Possessions: Studded leather armor, longsword.

➤ **Catharadh:** female human Ftr2; CR 2; Medium humanoid; HD 2d10+2; hp 18; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, longsword); Full Atk +5 melee (1d8+2/19-20, longsword); SA —; SQ —; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Handle Animal +6, Jump +6, Ride +9; Improved Initiative, Mounted Combat, Ride-by Attack, Weapon Focus (longsword)

Possessions: Studded leather armor, longsword.

Encounter 2: A Fell Voice on the Air

➤ **Frost Giant Cleric** Clr10—Thrym; CR 14; Large giant (cold); HD 14d8+70 plus 10d8+50; hp 236; Init -1; Spd 40 ft.; AC 22, touch 8, flat-footed 22; Base Atk +17; Grp +31; Atk +29 (+31 vs humans) melee (3d6+11(+13) plus 2d6 vs humans/x3, +1 large humanbane greataxe) or +16 ranged

(2d6+10, rock); Full Atk +29/+24/+19/+14 (+31/+26/+21/+16 vs humans) melee (3d6+11(+13) plus 2d6 vs humans/x3, +1 large humanbane greataxe) or +16 ranged (2d6+10, rock); Space/Reach 10ft./10ft.; SA rock throwing; SQ rock catching, immunity to cold, low-light vision, vulnerability to fire; AL CE; SV Fort +22, Ref +20, Will +28; Str 30, Dex 9, Con 21, Int 10, Wis 16, Cha 11.

Skills and Feats: Climb +18, Concentration +25, Heal +15, Intimidate +2, Jump +20, Spot +15; Awesome Blow, Brew Potion, Cleave, Combat Casting, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (greataxe).

Cleric Spells Prepared (6/5+1/5+1/4+1/ 3+1/2+1; base DC = 13 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—bless, divine favour, entropic shield; inflict light wounds (x2)*, protection from good; 2nd—hold person (x2), resist energy, shield of faith, silence, spiritual weapon*; 3rd—blindness/deafness, bestow curse, dispel magic, magic vestment*; 4th—divine power*, poison, spell immunity; 5th—mass inflict light wounds, flame strike*, righteous might.

* domain spell; **Domains:** Destruction: once per day smite a foe with a +4 attack roll bonus and +10 damage; War: Martial Weapon Proficiency and Weapon Focus in greataxe.

Rock Throwing (Ex): A frost giant can hurl rocks of 40-50 lbs. Up to 5 range increments of 120 ft.

Rock Catching (Ex): A frost giant can catch Small, Medium and Large rocks or projectiles of similar shape by making a Reflex save (DC 15, 20, 25 respectively for Small Medium, Large plus any magical bonus on the projectile).

Possessions: Large chainmail +2, +1 Large humanbane greataxe, potion of cure serious wounds, holy symbol of Thrym (white double-headed greataxe), jade statuette (60 gp).

➤ **Frost Giant (6):** hp 113; see *Monster Manual*.

Encounter 3 – Rolling Rocks

➤ **Kobold Barbarian** Bbn7; CR 7; Small humanoid (reptilian); HD 7d12; hp 51; Init +4; Spd 40 ft.; AC 20, touch 15, flat-footed 20; Base Atk +7; Grp +3; Atk +8 melee (1d6, Small spear) or +14 ranged (1d4+1/x3, +1 Small shortbow); Full Atk +8/+3 melee (1d6, Small spear) or +14/+9 ranged (1d4+1/x3, +1 Small shortbow); SA rage 2/day; SQ darkvision 60 ft., light sensitivity, fast movement, improved uncanny dodge, trap sense +2; DR 1/-; AL NE; SV Fort +5, Ref +6, Will +2; Str 10, Dex 19, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +14, Move Silently +10, Profession (miner) +2, Search +6, Spot +6; Dodge, Mobility, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus if flat-footed or struck by invisible attacker.

Trap Sense (Ex): +2 Reflex and +2 AC bonus to avoid traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked except by a rogue of at least 11th level.

Possessions: +1 Small shortbow, Small spear, Small studded leather armor +1, potion of cure serious wounds.

➤ **Kobold Sorcerer** Sor7; CR 7; Small humanoid (reptilian); HD 7d4+7; hp 29; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +3; Grp -1; Atk +4 melee (1d6, small spear) or +6 ranged (1d6/19-20, small light crossbow); Full Atk +4 melee (1d6, small spear) or +6 ranged (1d6/19-20, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +4, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +11, Craft (trapmaking) +2, Hide +8, Move Silently +2, Profession (miner) +2, Search +3; Combat Casting, Improved Initiative, Point Blank Shot.

Sorcerer Spells Known (6/7/7/5; base DC = 13 + spell level): 0—acid splash, daze, ghost sound, mage hand, message, ray of frost, resistance; 1st—expeditious retreat, mage armor, magic missile, ray of enfeeblement, silent image; 2nd—darkness, melf's acid arrow, web; 3rd—dispel magic, lightning bolt.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Possessions: Small spear, Small light crossbow, wand of fireball (5th), potion of cure serious wounds.

➤ **Kobold Cleric** Clr7—Kurtulmak; CR 7; Small humanoid (reptilian); HD 7d8+7; hp 45; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +4; Grp +0; Atk +5 melee (1d4, small shortspear) or +6 ranged (1d6, small light crossbow); Full Atk +5 melee (1d4, small short spear) or +6 ranged (1d6, small light crossbow); SA spells; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +3, Will +8; Str 10, Dex 13, Con 12, Int 10, Wis 17, Cha 9.

Skills and Feats: Concentration +10, Craft (trapmaking) +2, Heal +6, Hide +6, Move Silently +3, Profession (miner) +5, Search +2; Combat Casting, Dodge, Improved Initiative.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—bless, divine favour, obscuring mist, protection from good*, summon monster I (x2); 2nd—aid*, hold person (x2), silence, summon monster II; 3rd—dispel magic, magic circle against good*, protection from energy, searing light; 4th—divine power, unholy blight*.

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a daylight spell.

Possessions: Studded leather armor, Small shortspear, Small light crossbow, wand of cure light wounds, potion of cure serious wounds.

Encounter 5 – The Lair of the Blue Skulls

➤ **Kobold Sorcerer** Sor12; CR 12; Small humanoid (reptilian); HD 12d4+36; hp 73; Init +6; Spd 30 ft.; AC 14,

touch 14, flat-footed 12; Base Atk +6, Grp +3, Atk +7 melee (1d6, small spear) or +9 ranged (1d6/19-20, small light crossbow); Full Atk +7/+2 melee (1d6, small spear) or +9/+3 ranged (1d6/19-20, small light crossbow); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +7, Will +8; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 21.

Skills and Feats: Concentration +16, Craft (trapmaking) +3, Hide +9, Move Silently +2, Profession (miner) +2, Search +2; Brew Potion, Combat Casting, Improved Initiative, Spell Focus (evocation), Greater Spell Focus (evocation).

Spells Known: (6/7/7/7/6/3; base DC = 15 + spell level; evocation: DC 17 + spell level); 0—acid splash, daze, detect magic, flare, ghost sound, ray of frost, read magic, resistance, virtue; 1st—mage armor, magic missile, ray of enfeeblement, shield, summon monster I; 2nd—darkness, melf's acid arrow, mirror image, spider climb, web; 3rd—dispel magic, fireball, haste, lightning bolt; 4th—greater invisibility, ice storm, wall of fire; 5th—cloudkill, wall of force; 6th—chain lightning.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small spear, small light crossbow, wand of fireball (5th), potion of cure serious wounds,

➤ **Kobold Barbarian**, Bbn9; CR 9; Small humanoid (reptilian); HD 9d12; hp 63; Init +5; Spd 40 ft.; AC 21, touch 16, flat-footed 20; Base Atk +9; Grp +5; Atk +10 melee (1d6, small spear) or +16 ranged (1d4+1 plus 1d6 fire/x3, +1 small flaming shortbow); Full Atk +10/+5 melee (1d6, small spear) or +16/+11 ranged (1d4+1 plus 1d6 fire/x3, +1 small flaming shortbow); SA rage 3/day; SQ darkvision 60 ft., light sensitivity, fast movement, improved uncanny dodge, trap sense +3; DR 1/-; AL NE; SV Fort +6, Ref +8, Will +3; Str 10, Dex 20, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (trapmaking) +2; Hide +16, Move Silently +13, Profession (miner) +2, Search +6, Spot +7; Dodge, Mobility, Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Uncanny Dodge (Ex): Retains AC Dexterity bonus if flat-footed or struck by invisible attacker.

Trap Sense (Ex): +3 Reflex and +3 AC bonus to avoid traps.

Improved Uncanny Dodge (Ex): Can no longer be flanked except by a rogue of at least 13th level.

Possessions: +1 Small flaming shortbow, Small studded leather armor +1, potion of cure serious wounds.

➤ **Kobold Rogue** Rog8; CR 8; Small humanoid (reptilian); HD 8d6; hp 32; Init +9; Spd 30 ft.; AC 21, touch 14, flat-footed 16; Base Atk +6; Grp +2; Atk +12 melee (1d3/x19-20, small dagger) or +14 ranged (1d4+1 plus 1d6 fire/x3, +1 small flaming shortbow); Full Atk +12/+7 melee or +14/+9 ranged (1d4+1 plus 1d6 fire/x3, +1 small flaming shortbow); SA sneak attack +4d6; SQ darkvision 60 ft., light sensitivity, trapfinding, evasion, trap sense +2,

improved uncanny dodge; AL LE; SV Fort +2, Ref +9, Will +2; Str 10, Dex 20, Con 10, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +16, Climb +11, Craft (trapmaking) +2, Hide +20, Jump +11, Listen +11, Move Silently +16, Profession (miner) +2, Search +2, Spot +11, Tumble +16 Improved Initiative, Weapon Finesse (longspear), Weapon Focus (shortbow).

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Evasion (Ex): Takes no damage for Reflex saves for half damage.

Trap Sense (Ex): +2 to Reflex saves and AC vs traps.

Uncanny Dodge (Ex): Retains AC Dexterity bonus when flat-footed or attacked by invisible attacker.

Improved Uncanny Dodge (Ex): Can no longer be flanked except by a rogue of at least 12th level.

Possessions: +1 Small flaming shortbow, Small dagger, Small studded leather armor +1, potion of cure serious wounds.

➤ **Kobold Cleric** Clr8—Kurtulmak; CR 8; Small humanoid (reptilian); HD 8d8+8; hp 51; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +6; Grp +2; Atk +7 melee (1d4, small shortspear) or +8 ranged (1d6, small light crossbow); Full Atk +7/+2 melee (1d4, small short spear) or +8/+3 ranged (1d6, small light crossbow); SA spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +4, Will +10; Str 10, Dex 13, Con 12, Int 10, Wis 18, Cha 9.

Skills and Feats: Concentration +12, Craft (trapmaking) +6, Heal +8, Hide +6, Move Silently +3, Profession (miner) +5, Search +6; Combat Casting, Dodge, Improved Initiative.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 13 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—bless, divine favour, obscuring mist, protection from good*, summon monster I (x2); 2nd—aid*, hold person (x2), silence, summon monster II; 3rd—blindness/deafness, dispel magic, magic circle against good*, protection from energy, searing light; 4th—divine power, freedom of movement, summon monster IV, unholy blight*.

* domain spell; **Domains:** Luck: Re-roll one roll once per day; Evil: cast evil spells at +1 level.

Light Sensitivity (Ex): Kobolds are dazzled by bright sunlight or within the radius of a *daylight* spell.

Possessions: Small studded leather armor, Small shortspear, Small light crossbow, wand of cure light wounds, potion of cure serious wounds.

Encounter 7: The Chamber of the Landsheart

➤ **Guradhalah** Ghost Clr13—Nerull; CR 15; Medium undead (augmented humanoid) (incorporeal); HD 13d12; hp 92; Init +5; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11 or 16, touch 12, flat-footed 14; Base Atk +9; Grp +9; Atk +10 melee (+9 melee vs ethereal targets), (1d6 + 1d4 ability drain, incorporeal touch) or +12 melee (2d4+3/x4, +3 ghost touch scythe); Full Atk +11/+6 melee, (1d6, corrupting touch) or +12/+7 melee (2d4+3/x4, +3 ghost touch scythe); SA corrupting touch, draining touch, horrific appearance, manifestation, SQ incorporeal,

rejuvenation, turn resistance +4; AL NE; SV Fort +8, Ref +5, Will +12; Str 10, Dex 12, Con -, Int 12, Wis 19, Cha 16.

Skills and Feats: Concentration +13, Hide +21, Listen +21, Search +12, Spot +17; Ability Focus (malevolence), Augment Summoning, Combat Casting, Fly-by Attack, Improved Initiative, Martial Weapon Proficiency (scythe).

Cleric Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level): 0—guidance (x2), resistance (x2), virtue (x2); 1st—command (x2), divine favour, doom(x2), protection from good*, shield of faith; 2nd—hold person, deeper darkness, death knell*, eagle's splendor, owl's wisdom, silence, spiritual weapon; 3rd—bestow curse, blindness/deafness, dispel magic (x2), magic circle against good*, protection from energy; 4th—divine power, spell immunity (x2), summon monster IV (x2), unholy blight*; 5th—flame strike, greater command, slay living*, wall of stone; 6th—antilife shell, blade barrier, create undead*; 7th—blasphemy*, summon monster VII

* domain spell; **Domains:** Death: death touch, melee touch attack, once per day; Evil: cast evil spells at +1 level.

Malevolence (Su): Once per round manifested ghost can attempt to merge with living creature as per *magic jar* (caster level 13th), DC 20 Will save to resist.

Possessions: Scale mail (ethereal), +3 ghost touch scythe.

➤ **Advanced Stone Golem:** CR 13; Huge Construct; HD 25d10+30; hp 167; Init -2; Spd 20 ft.; AC 28, touch 7, flat-footed 28; Base Atk +16; Grp +36; Atk +26 melee (4d8+13, slam); Full Atk +26 melee (4d8+13, 2 slams); Space/Reach 15 ft./15 ft.; SA slow; SQ construct traits, DR 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +4, Will +7; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1

Slow (Su): Once every two rounds the golem can use the slow effect as per the spell with a range of 10 ft. and a duration of 7 rounds; Will DC 22 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): Immune to any spell or spell-like ability that allows spell resistance. *Transmute rock to mud* slows a stone golem for 2d6 rounds, no save; *transmute mud to rock* heals all lost hit points; *stone to flesh* negates damage reduction and magical immunity for 1 full round.

APPENDIX 2: TACTICAL AERIAL MOVEMENT

This information is reprinted from the *Dungeon Master's Guide* for your convenience.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Table: Maneuverability

	Maneuverability	
	Average	Poor
Minimum forward speed	Half	Half
Hover	No	No
Move backward	No	No
Reverse	No	No
Turn	45°/5 ft.	45°/5 ft.
Turn in place	+45°/-5 ft.	No
Maximum turn	90°	45°
Up angle	60°	45°
Up speed	Half	Half
Down angle	Any	45°
Down speed	Double	Double
Between down and up	5 ft.	10 ft.

APPENDIX 3: ALTITUDE, WEATHER, AND COLD EFFECTS

High-Altitude Effects

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimatized to the high altitude. Characters can also acclimatize themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimatize themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones

Low Peak or High Pass (5,000 to 15,000 feet): All non-acclimatized creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued.

A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted.

An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued.

The fatigue ends when the character descends to an altitude with more air. Acclimatized characters do not have to attempt the Fortitude save.

Altitude-Adjusted Temperature: As temperature decreases with altitude, lower the Baseline Daytime Temperature by 10 degrees Fahrenheit.

High Peak (more than 15,000 feet): At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimatized to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimatized to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

Altitude-Adjusted Temperature: lower the Baseline Daytime Temperature by 20 degrees Fahrenheit.

Weather Effects

Each day the PCs spend in the mountains, roll on the Random Weather Table to see what weather conditions they face that day. To speed up play, it may be helpful to roll up these effects before beginning the scenario.

Random Weather Table

d%	Weather Conditions
01–70	Cold, calm
71–80	Heat wave (01–30) or cold snap (31–100)
81–90	Snow
91–99	Snowstorm
100	Blizzard

Cold, calm

Wind speeds are light (0 to 10 mph);

Baseline Daytime Temperature: 2d20 degrees Fahrenheit;

Altitude-Adjusted Daytime Temperature: deduct Altitude Adjustment from Baseline Daytime Temperature (see Altitude Effects above);

Altitude-Adjusted Nighttime Temperature: deduct (1d10+9) degrees Fahrenheit from Altitude Adjusted Daytime Temperature.

Cold Snap or Heat Wave

Lowers (raises) previous Altitude-Adjusted Daytime Temperature by 10° F.

Snow

Falling snow has a 50% chance of extinguishing small, unprotected flames, such as candles, reduces visibility ranges by half and results in a –4 penalty on Ranged weapon attacks, Listen, Spot and Search checks.

It costs 2 squares of movement to enter a snow-covered square.

Snow lasts for 2d4 hours. A day of snowfall leaves 1d6 inches of snow on the ground.

Snowstorm

The combined effects of snow and wind reduces visibility ranges by three quarters, imposing a –8 penalty on Spot, Search, and Listen checks.

Snowstorms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls.

They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights.

Creatures caught in the area must make a DC 18 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects).

Snowstorms leave 1d6 inches of snow on the ground afterward (see Snow above).

Snowstorms decrease the Altitude Adjusted Temperature by 1d10+5 degrees Fahrenheit due to wind chill effects.

Snowstorms last for 2d4–1 hours.

Blizzard

Very high winds and heavy snow reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible.

Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused.

Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects).

The combination of high winds, heavy snow (1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Blizzards decrease the Altitude Adjusted Temperature by 2d10+5 degrees Fahrenheit due to wind chill effects.

Blizzards last for 1d3 days.

Heavy Snow

Heavy snow has the same effects as normal snowfall, but also obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow.

Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance.

There is a 10% chance that a heavy snowfall is accompanied by lightning. Lightning can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice.

Wind Effects Table

Wind Force	Ranged Normal/Siege Weapons ¹	Attacks	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Snowstorm	Impossible/–4		Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Blizzard	Impossible/impossible		Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

Cold Effects

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Cold Weather (below 40° F): An unprotected character (ie not wearing winter clothing or protected by other means such as magic) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well as per the skill Description).

Severe Cold or Exposure (below 0° F): An unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell. Spells may be used to absorb or prevent the damage caused by extreme cold.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

If making a move action, the DC to successfully move through the area is 5. Double moving through such an area requires a successful DC 10 Balance check. Failure indicates that the individual has fallen over.

Combatants may also charge in such conditions but must make a DC 10 Balance check for each multiple or (fraction thereof) of their normal move that they charge.

A Balance check suffers the effects of any Armor Check penalty the PC may be suffering.

Characters in prolonged contact with ice run the risk of taking damage from severe cold.

APPENDIX 4—BRIDHELEH

Cohort: Bridheleh, female human Rgr2. Having been saved from the Lost City of Tostenhca by the bearer, Bridheleh serves said bearer as a cohort. See Appendix 4 for stats.

Bridheleh, Tenha mercenary, Rgr2.

Appearance: Bridheleh is in her mid-twenties. She has auburn hair bobbed at the shoulder and the bronzed complexion of a Tenha. She is dressed in the bloodied remains of her winter clothing, since her armor and other equipment stolen by the kobolds. The kobolds have taken out her eyes—burning them out with a hot iron.

Character: Bridheleh is traumatized by her capture and asks the PCs, even if she knows they work for a rival faction, to protect her and not to leave her to die in Tostenhca. Even if she discovers the PCs work for a rival faction, she has little choice but to trust them. During a quiet moment, Bridheleh asks the PCs why they chose to serve the faction they are working for. However, she neither preaches at them nor changes her own opinion—she simply wants to know their motives.

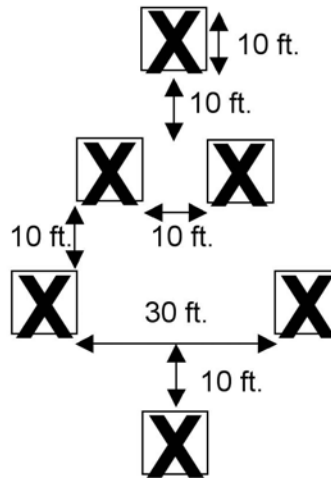
◆ **Bridheleh, Rgr2:** CR 2; Medium humanoid (human); HD 2d8+2; hp 15; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +2, Grp +4, Atk +4 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/x3, longbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/x3, longbow); SA —; SQ wild empathy +2, favoured enemy (giant) +2; AL N; SV Fort +4, Ref +5, Will +3; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Handle Animal +5 (5 ranks), Hide +6 (5 ranks), Listen +8 (5 ranks), Move Silently +5 (5 ranks), Ride +9 (5 ranks), Spot +8 (5 ranks), Survival +8 (5 ranks); Point Blank Shot, Rapid Shot (B), Track, Weapon Focus (longbow).

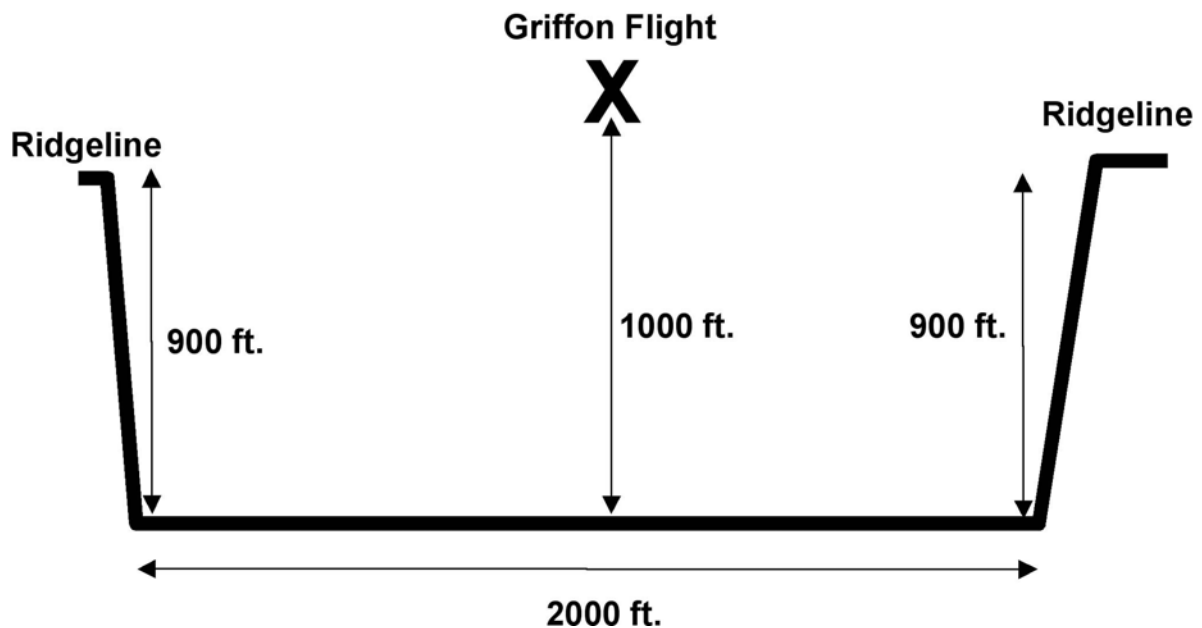
Possessions: Studded leather armor, longsword, longbow, 20 arrows.

DM's Map 1 – The Griffon Flight

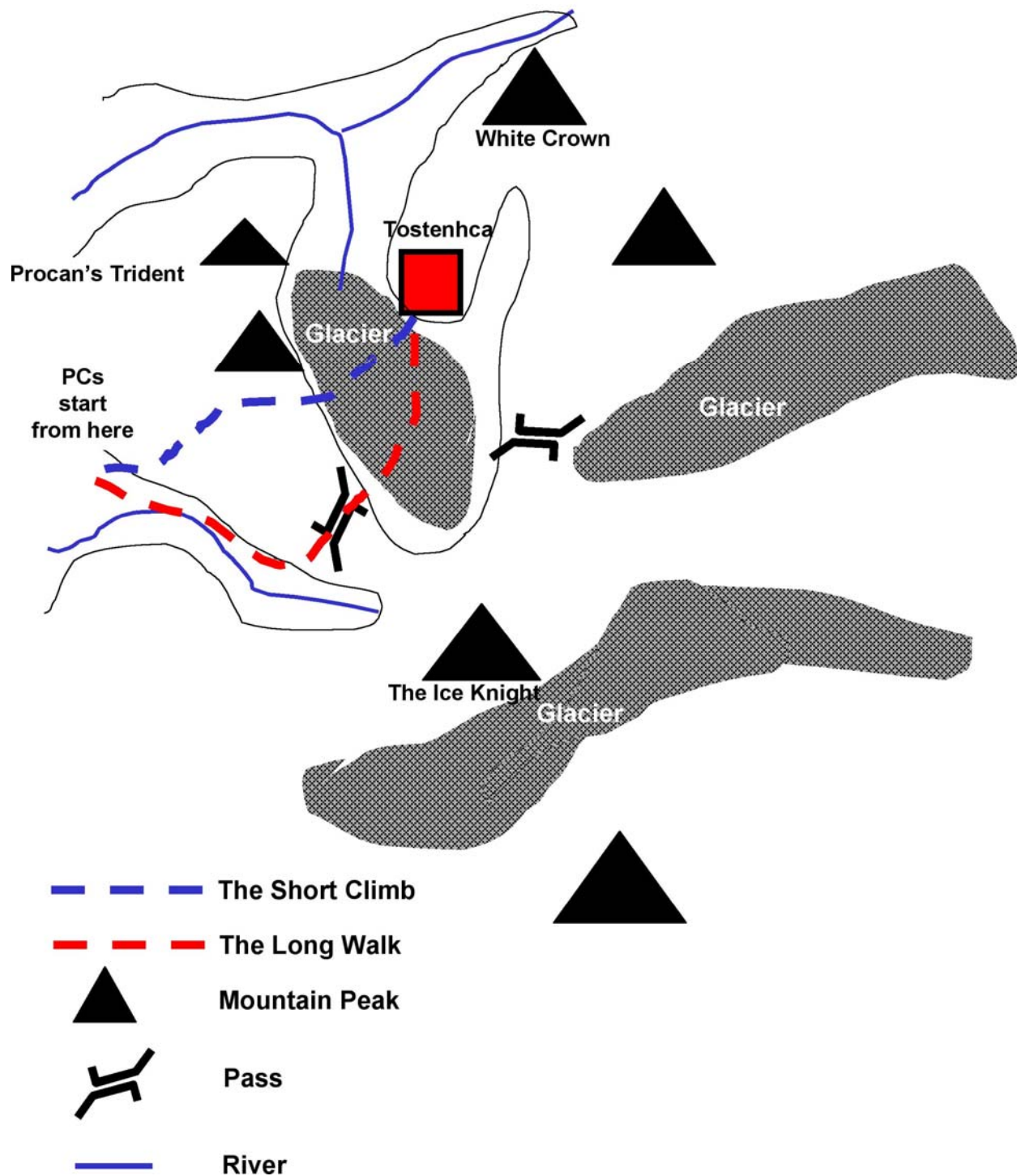
A: Formation of the Griffon Flight



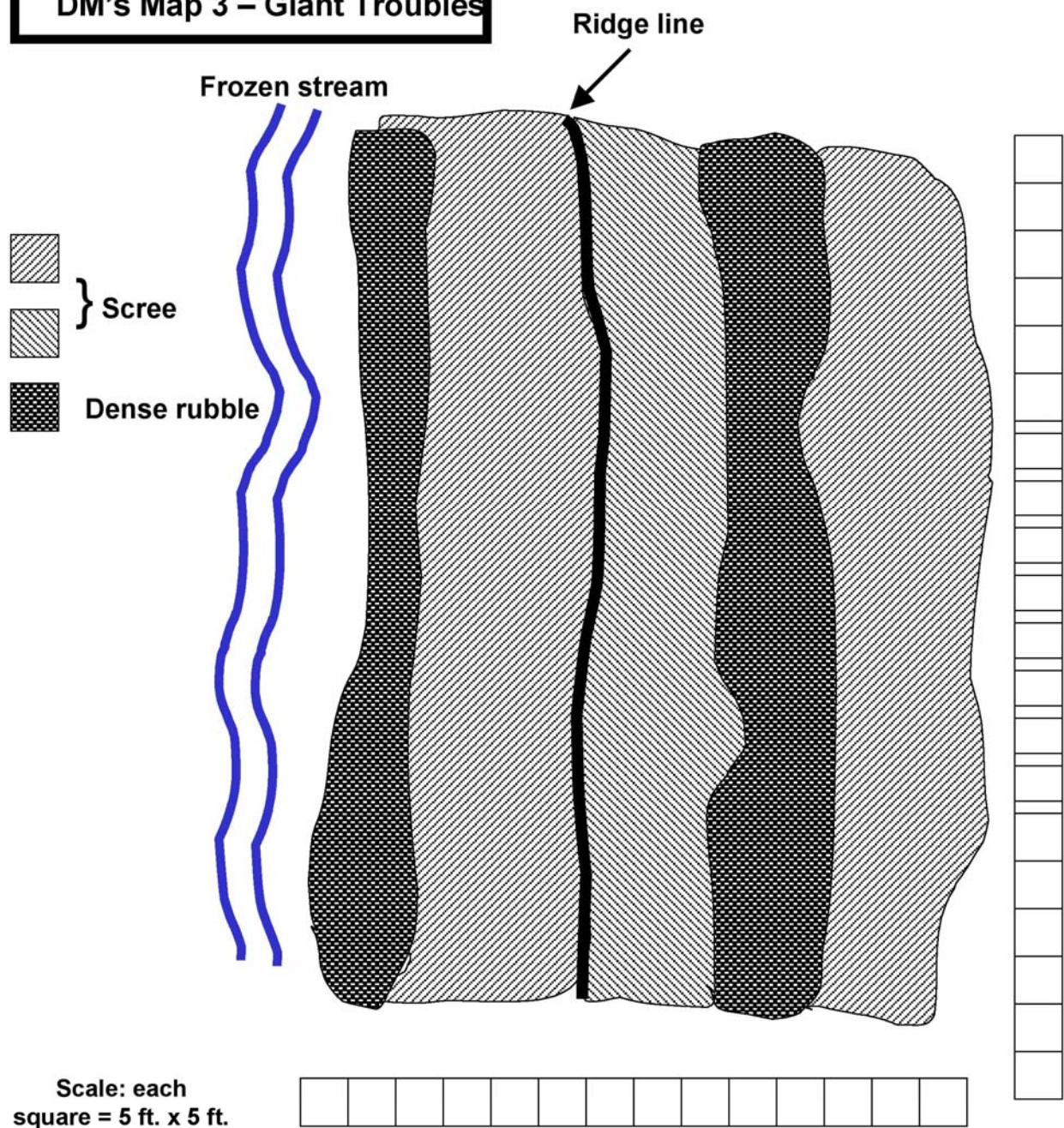
B: Position of the Griffon Flight relative to the ground



DM's Map 2 – The High Griffs

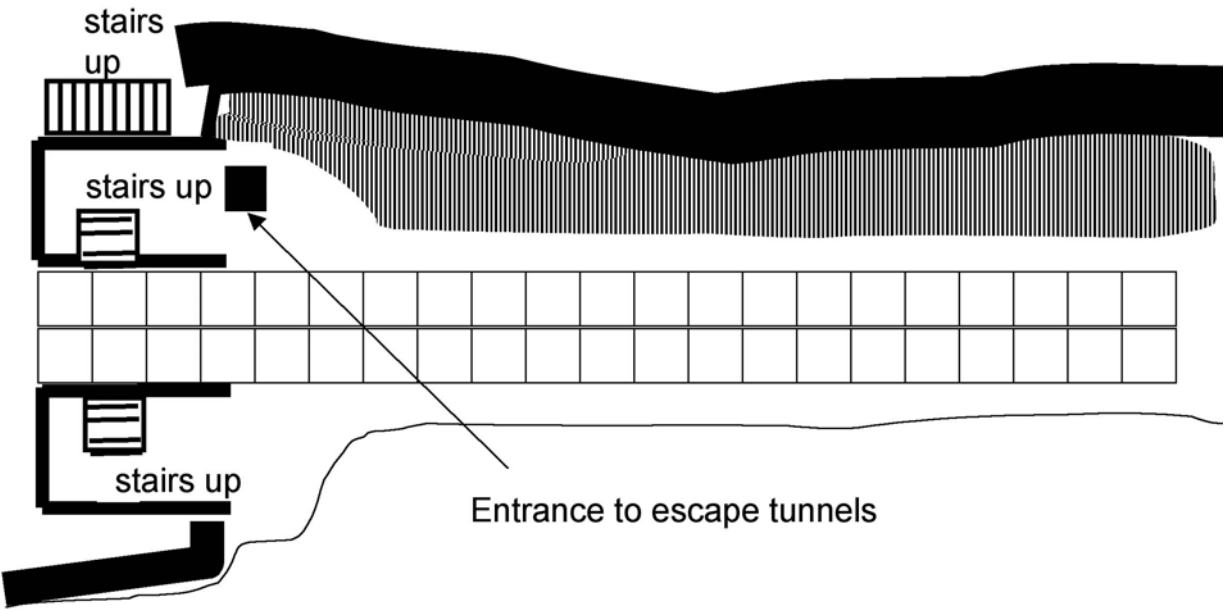


DM's Map 3 – Giant Troubles

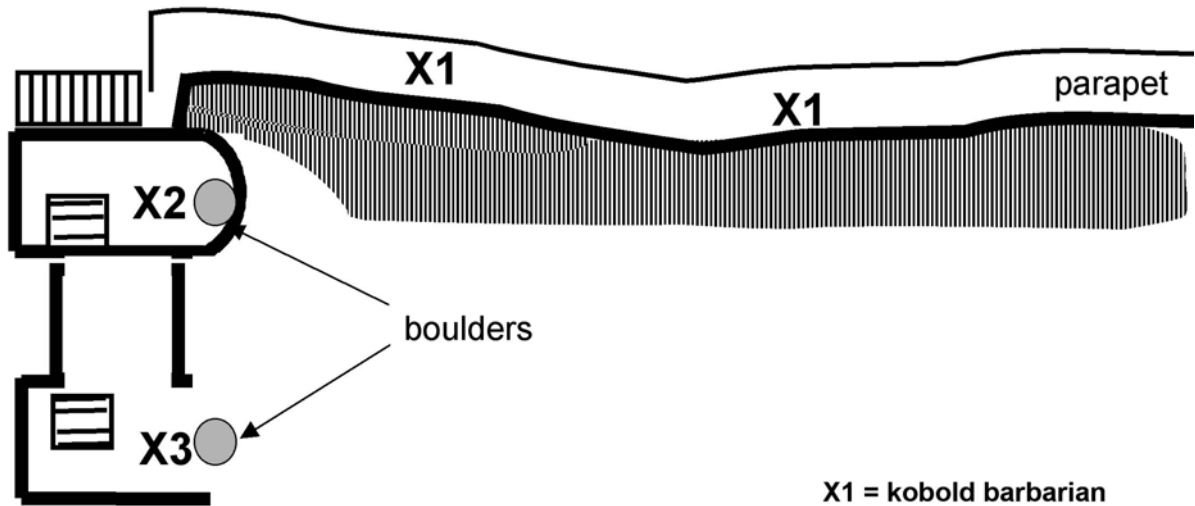


DM's Map 4 – The Sun Gate

Ground



Upper

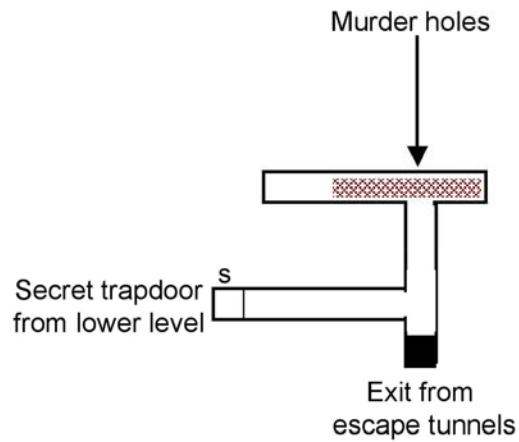
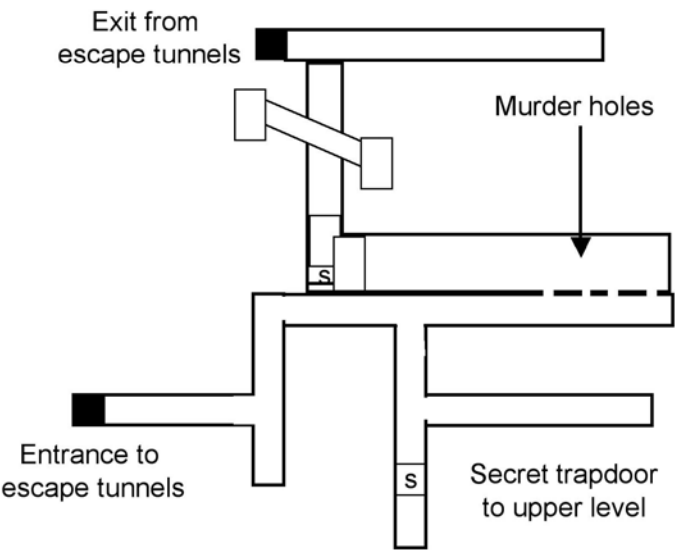


Scale: each
square = 5 ft. x 5 ft.

X1 = kobold barbarian
X2 = kobold sorcerer
X3 = kobold priest

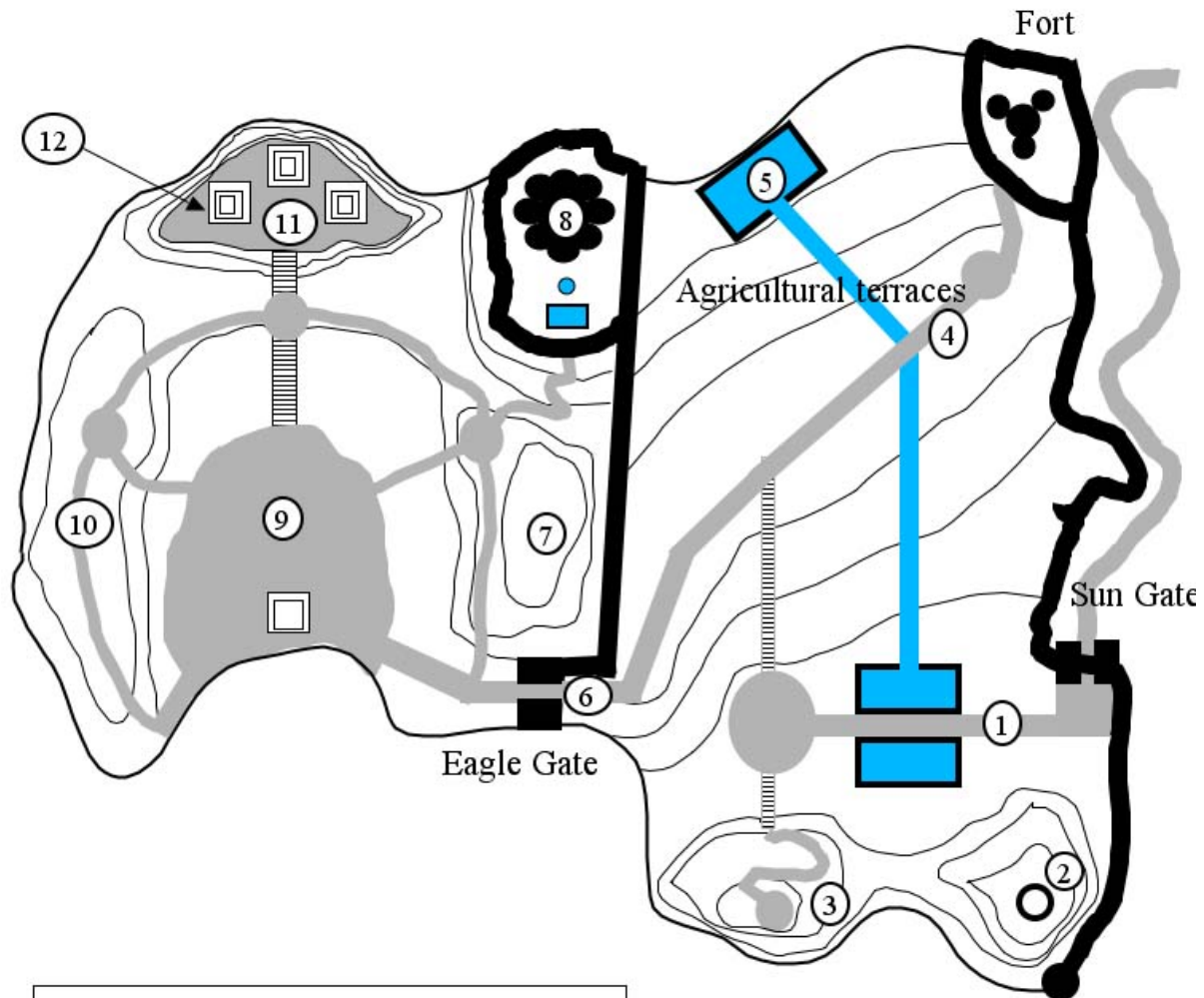
DM's Map 5 – The Escape Tunnels

Lower level



Scale: each
square = 5 ft. x 5 ft.

DM's Map 6 – Map of Tostenhca: Eyrie of the Sky Father

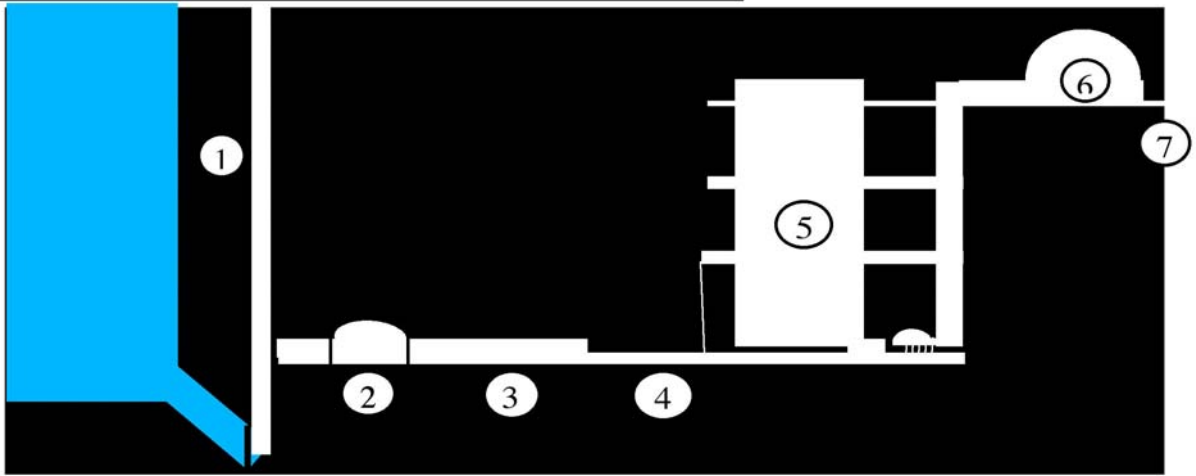


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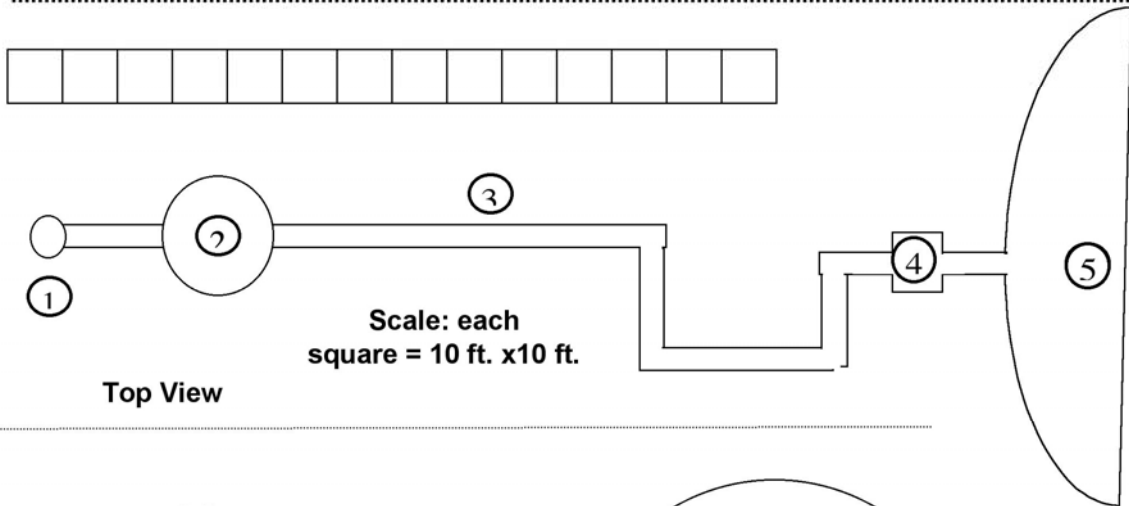
- 1: Processional Road and Agricultural Terraces
- 2: Keraptis' Tower
- 3: The Sky Temple
- 4: Royal Road and Fort
- 5: Reservoir
- 6: Walls and Eagle Gate
- 7: Palaces
- 8: Royal Enclosure
- 9: Main Plaza and Royal Pavilion
- 10: Commoners' District
- 11: Temple District
- 12: Pyramid of the Oerth Mother



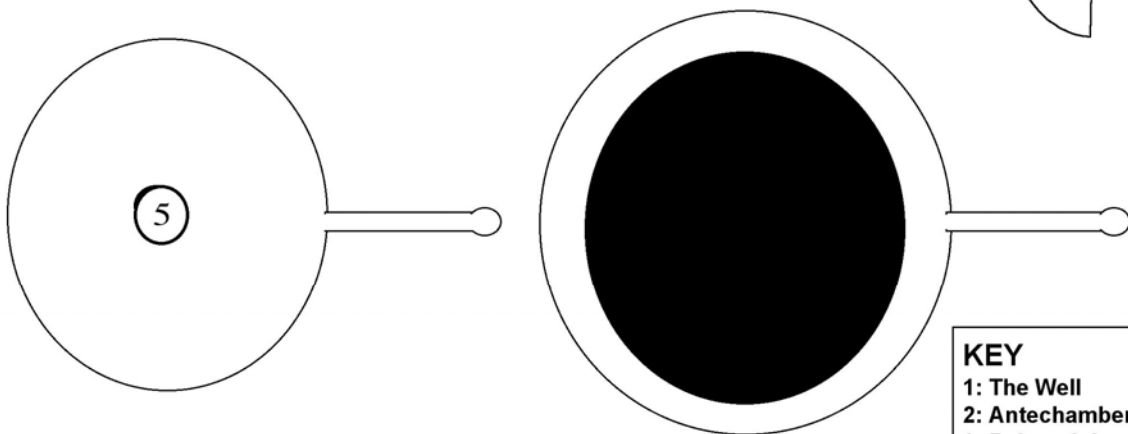
DM's Map 7 – The Lair of the Blue Skulls



Cross-section



Top View

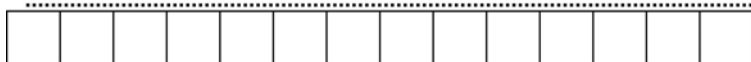
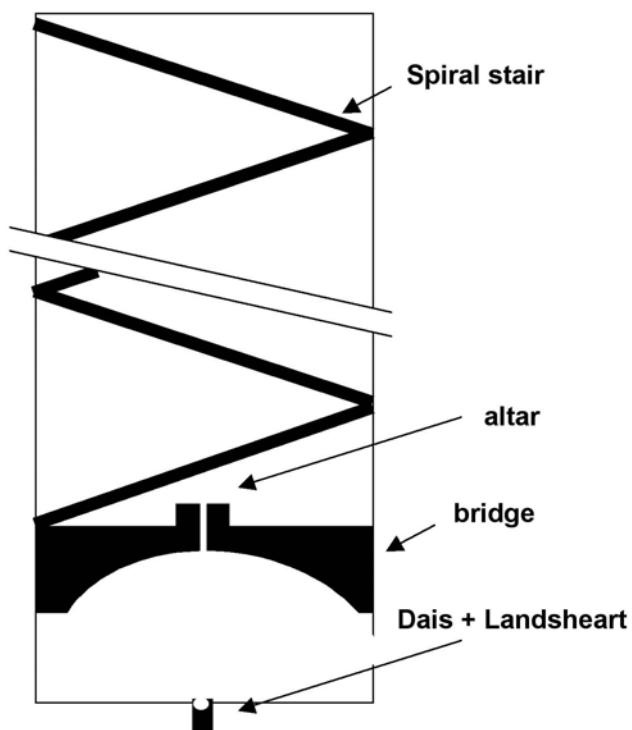


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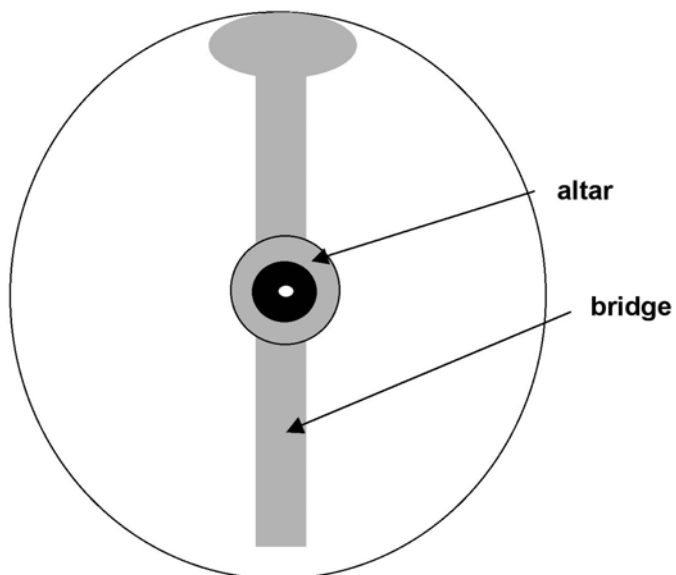
- 1: The Well
- 2: Antechamber
- 3: Bait and darts
- 4: The Narrows
- 5: The Killing Zone
- 6: The Main Lair
- 7: Escape Tunnels

DM's Map 8 – The Chamber of the Landsheart

Cross-section

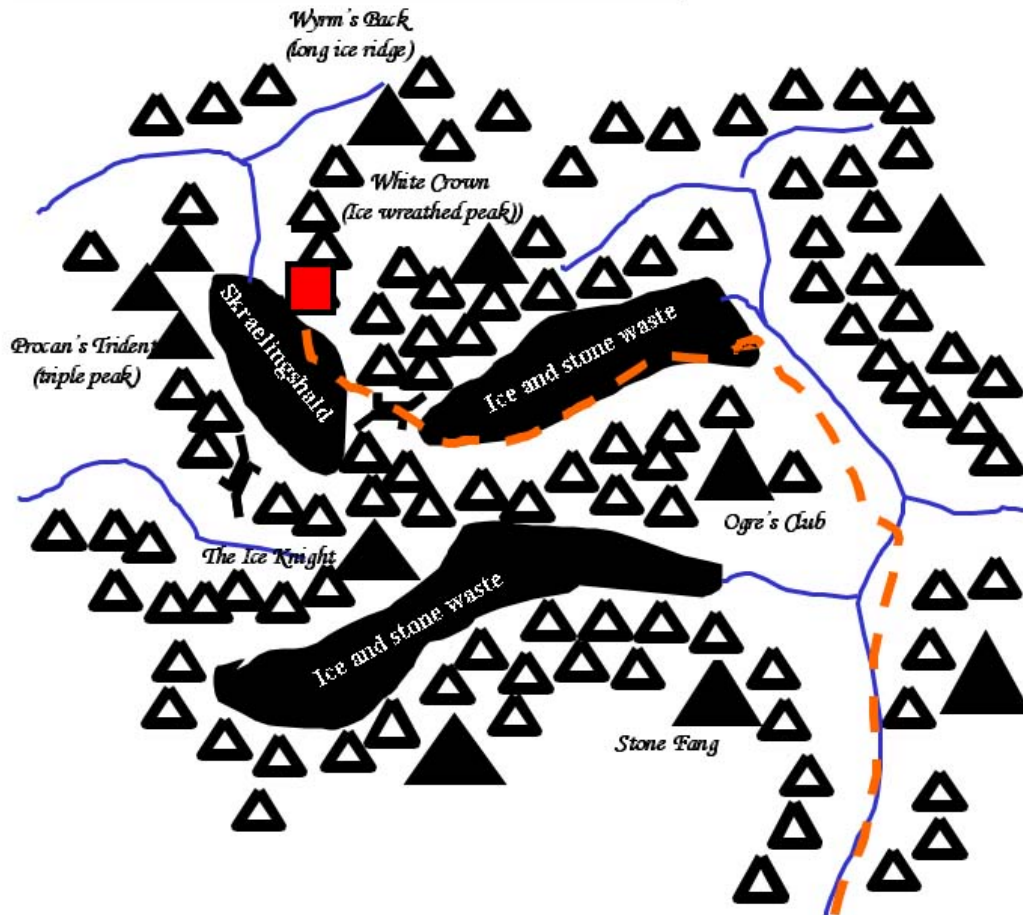


Top View



Scale: each
square = 5 ft. x 5 ft.

Player Handout 1 – The Rattikan's Map



*A Chart of the High Griffs
Showing
The Lost City of SkraefingsHald
As discovered by Hradji Beartooth
of the Fruztu,
The Common Year 520*