

PER4-04

Battles In The Yatils

A One-Round D&D LIVING GREYHAWK[®] Perrenland Regional Adventure

Version 1.0

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A force of evil is on the march from the southern Yatils to the ruined Ur-Flan city of Kir Russ. Nobody knows why they are heading there, but it can't be a good thing for Perrenland or the Flanaess for them to succeed. With all that's going on in our neighbouring countries, few troops can be spared to stop the advance of this force. Which means it's up to some foolish brave adventurers to do the job. A one round scenario for APLs 4 to 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 four-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.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 have 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 have a way to 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 three 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 will be 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.

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 Web site, 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*.

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 that have been trained for combat (most likely being 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.

	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

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 are running 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. Three or 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 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 Handle Animal or Charisma check (DC 10). 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 1 round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This is the third in the Bandits! series of adventures. It is helpful, but not necessary, if players have played Bandits! and Highway Robbery before playing this adventure. Bandits is no longer available to play in 2004, and Highway Robbery retires at the end of 2004.

In Bandits!, caravans were being attacked on the Krestingstrek in the Yatil Mountains. In Highway Robbery, the attacks got worse and trade with Ket and lands beyond was being badly affected. In this scenario, the PCs also learned that an evil female NPC was gathering an army of undead and lycanthropes in the Yatil Mountains, and that she most probably was planning some kind of assault against south-west Perrenland.

This adventure is two-tiered, with the intention of encouraging players to join major meta-organisations in Perrenland. As a result, some groups may get less reward than they might expect from this adventure.

Adventure Summary

DM's Introduction

This is a combat adventure. The PCs are part of a much larger force of regular and irregular troops that have been sent to the ruins of the Ur-Flan city of Kir Russ to stop an army of undead and their horrible leader – Ko'Ram Mander, a half-fiend dragon. Only at the highest APL will the PCs have even a chance of facing her in combat.

Ko'Ram Mander has two main purposes at this time. One, is to prevent the opening of a tunnel to Tusmit which her intel says is being pushed through from Kir Russ. This is bad intel – the tunnel is actually someplace else but that's another story. The other purpose is to raise her dead mate, and his skeleton is most definitely within the ruined city. She has other purposes too, but to avoid spoiling future adventures for you, those will be addressed as they come up, and only the minimum knowledge you need to run the adventure will be given.

Adventure Summary

The adventure begins with the PCs being briefed, (along with several hundred NPCs) about the threat. Members of the military will be handed special equipment and will get a tougher assignment than non military types. You will need to determine which path to take for each table (either **Soft** or **Hard**).

The first real encounter begins with the PCs given a sector of ground to cover at the approaches to Kir Russ. Of course, they get attacked by a force of undead, testing the waters to see how much resolve the Perrenders have.

Following the skirmish with the undead, the PCs are approached by a "soldier" in a tattered uniform who begs

them to come and help his wounded comrades in the next sector. This is a trap and smart PCs will get to become the hunter rather than the hunted during this encounter.

After the diversion, all the forces are ordered into the ruined city. As luck would have it (and so you get a game to run) the PCs get to meet Ko'Ram Mander in the flesh, just as she's preparing to call her mate back from the dead. At most APLs, she will have her henchman deal with the interlopers and, if that fails, she will transform into dragon shape and prepare to deal with the interlopers once and for all. If the PC's are high enough level, they just might get to fight her.

Important DMs Note: A number of PCs have the cursed rapier, Friendslayer. This scenario will give them a way, during or immediately after the final combat, to rid themselves of this item permanently. But, they have the choice to lose it, or keep it and discover a hitherto unknown property of the weapon.

Final DM's Note: The forces at work here are evil in the extreme. From the moment the first combat begins, any *Detect Evil* spell (or similar ability) is limited as the entire battlefield (and within Kir-Russ itself) radiates evil. It's not strong enough to overwhelm anyone, just enough to make detection of any singular thing quite impossible.

Introduction

Read or paraphrase the following:

The menace behind a number of the attacks on caravans passing through the Yatil Mountains in south-west Perrenland has finally been revealed. It appears that what was, at first, thought to be simply rag-tag groups of bandits has turned out to be an army of undead and lycanthropes – led by an evil woman who has yet to reveal her identity. As a result, you have all agreed to be a part of an army that will face the forces of evil near the ruins of the Ur-Flan city of Kir Russ – the woman's alleged fortress.

Today – shortly before the first battle – you find yourselves at a makeshift Auszug (Army) base, and there are quartermasters running everywhere delivering packages to units like yours.

DM's Note (Very Important): Make sure you find out who, if anyone, has the cursed rapier "Friendslayer" in their possession (possibly picked up during PER3-04 Tinderbox). It matters in the final encounter! Make a note of this somewhere prominent.

Further DM's Note: At this point you also need to determine whether the PCs will take the **SOFT** path or the **HARD** path. To do this, find out how many of them

are in the **Auszug, Old Kerk, Pax Mercuri, Voormannsgardt, or Grafsgardt Meta-Organisations.**

- If they are *all members of any* of these meta-orgs, then they automatically take the **HARD** path. No choice.
- If *no PC's* are in any of the above meta-orgs, then the entire party takes the **SOFT** path. No choice (though see **Note** below).
- If *some* are in and some are not, tell them that some assistance (by way of LOANED equipment) is available to their group if they *agree to take on a tougher assignment* than would be normally given to them (the **HARD** path). They must decide *on that information alone* whether to accept the tougher assignment and once the decision is made, that's how they play it.

Note: You may *offer* the **HARD** path to groups who do not meet the criteria if you believe they can handle it, however they should be cautioned that the risk, *without* the loaned equipment, might be too high (and if no PC is in any of the listed meta-orgs, then they won't be offered any loaned equipment).

If the PCs are taking the soft path, or the hard path and either don't need, or forego, loaned equipment, then proceed to **Encounter One**.

If they are taking the **HARD** path with the benefit of *loaned equipment*, read the following:

A quartermaster hurries over to your unit with some equipment that she hands to [insert name of highest ranked Auszugen or just pick a PC if they are in other meta-orgs]. There is a list of who gets what, and the quartermaster appears to be waiting for a signature, and to take back the items you don't use. She looks at you sternly and says, "Make sure you don't break any of this stuff – I want it back in pristine condition. I'm holding YOU [points to the PC] responsible". It seems quartermasters are the same wherever you meet them.

The list allocates equipment to members of the above-mentioned meta-orgs only. PCs who are *not* in one of these meta-orgs *do not* get to take any equipment. ONLY if anyone thinks to ask can you tell them that the quartermaster need never know who's going to use the equipment once battle is joined. In other words, *taking something for someone else to use is OK*, but the quartermaster won't advertise that fact.

- At **APL 4**, **APL 6** and **APL 8**, each qualified PC gets two *potions of Cure Light Wounds* and ONE OF: A *ring of Protection +2* OR *Bracers of Armor +2* OR +2

Amulet of Natural Armor; OR a +2 weapon of their choice (may be +1 *Ghost Touch*) from the DMG.

- At **APL 10**, each qualified PC gets two *potions of Cure Moderate Wounds* and ONE OF: A *ring of Protection +3* OR *Bracers of Armor +3* OR +3 *Amulet of Natural Armor*; OR a +3 weapon of their choice from the DMG. This may be a +2 weapon with an ability that "costs" +1 (see DMG).
- At **APL 12** and **APL 14**, each qualified PC gets two *potions of Cure Serious Wounds* and ONE OF: A *ring of Protection +3* OR *Bracers of Armor +3* OR +3 *Amulet of Natural Armor*; OR a +3 weapon of their choice. This may be a +2 weapon with an ability that "costs" +1.
- At **APL 14**, only a paladin (and no other PC) who *requests* that they would like a Holy Avenger gets the option of *borrowing one* - but at the cost of taking NO other equipment (it's the Avenger for them, or the other stuff for the team's benefit – they can't have both).

The paladin must be the one to ask for the sword, or it will NOT be offered otherwise. Non-paladin's can't get one of these, even for another party member. Assume the conversation (if it's not for personal use) goes something like:

NON-PALADIN PC: *"Hmm, a Holy Avenger would be nice..."*

NPC: *"I don't think we actually have any of those, and even if we did I couldn't issue it to YOU because then we wouldn't have one if a paladin actually needed it..."*

As you will see on the AR, the Holy Avenger is not available for purchase at the end of the scenario.

The quartermaster takes away all equipment not chosen by a qualified PC. At this point (or later), PCs may hand equipment to non-qualified PCs if they wish to do so.

Encounter One Let Battle Be Joined

This encounter begins with the PC's posted on watch just before dawn. All hell is about to break loose and, of course, the PC's are in the thick of it. It's basically a straight up assault. There's no finesse here at all.

You have your equipment, and you have your assignment. In typical military fashion, your orders are contradictory. "Hold your ground" and "back up the sections to either side of you". How do the field force commanders expect you to do both? At least a

low berm (1), which is five feet in front of you, provides a little bit of cover. If only there had been time to dig pits and spike them ... and all that other defensive stuff you've read about or studied in the Auszug or Pax!

Soon, it's almost dawn, and you can vaguely see shapes in the mist to either side of your assigned sector. Peering intently forward, you realise that the mist is limiting your vision to only 10 feet.

Suddenly, you think maybe there was some movement, but it's hard to tell. The ground is definitely shaking, and there's a lot of "something" moving out there in the mist. Then, from your right, there's a blood curdling yell, and a Perrender charges forward into the mist towards an opponent you cannot see.

"Back him up!" comes the cry, and you can hear, along the line, the hastily prepared Perrender defences being abandoned! But there are also shouts of "Hold the line!" Confusion has set in! How will you respond?

(1) Note that a "berm" is a low ridge or embankment.

There are *two ways* this can go. The PCs can *join the charge*, and meet their opponents head-on in the field of battle; or, they can *wait at their post* and let their opponents come to *them*. If they join the assault, the berm (5ft high, 5ft wide) will prevent PCs from charging, and will cost 2 squares to cross. Any PC crossing the berm uses a *move action* which provokes an *attack of opportunity* from any undead on the other side. When they are on the other side, they will realise that some undead are trying to *charge the PCs*!

If the PCs wait, the berm provides cover against opponents on the opposite side, but not against foes on top of it. The undead (who are attacking) will attempt to cross the berm if they can, thus provoking AoO's from PCs who choose to wait. Remember, the berm costs a move action to cross.

DM's Note: Visibility is limited to 40' due to the mist. This affects low light and darkvision as well. Therefore, opponents may not see each other until they are nearly upon each other!

Tactics: The undead have two orders and, like their living opponents, the orders are somewhat contradictory. First, *get over the berm* and engage the enemy; second, *kill anything that lives* in your path. Note, also, that no PCs or Undead can "charge" through the berm.

APL 4 Soft (EL 4)

☛ **Zombie Troglodytes** (4): hp 29 ea; see *Monster Manual* page 266.

APL 4 Hard (EL 6)

☛ **Ghasts** (3): hp 28, 29, 30; see *Monster Manual* page 119.

APL 6 Soft (EL 6)

☛ **Ghasts** (3): hp 28, 29, 30; see *Monster Manual* page 119.

APL 6 Hard (EL 8)

☛ **Ghasts** (6): hp 28, 28, 29, 29, 30, 30; see *Monster Manual* page 119.

APL 8 Soft (EL 7)

☛ **Troll skeletons** (4): hp 39 ea; see *Monster Manual* page 227.

APL 8 Hard (EL 10)

☛ **Ettin Skeletons** (3): hp 63, 65, 67; see *Monster Manual* page 227.

☛ **Wraiths** (3): hp 32 ea; see *Monster Manual* page 258.

APL 10 Soft (EL 9)

☛ **Vampire spawn** (6): hp 27 (2), 29(3), 35; see *Monster Manual* page 253.

APL 10 Hard (EL 12)

☛ **Ettin Skeletons** (12): hp 63(4), 65(4), 67(4); see *Monster Manual* page 227.

APL 12 Soft (EL 10)

☛ **Ettin Skeletons** (3): hp 63, 65, 67; see *Monster Manual* page 227.

☛ **Wraiths** (3): hp 32 ea; see *Monster Manual* page 258.

APL 12 Hard (EL 14)

☛ **Devourers** (3): hp 75, 77, 82; see *Monster Manual* page 58. Note: Each Devourer has 6 "Essence Points" at the start of combat.

APL 14 Soft (EL 11)

☛ **Zombies, Grey Renders** (6): hp 130 (2), 133 (2), 136 (2); see *Monster Manual* page 267.

APL 14 Hard (EL 14)

☛ **Devourers** (3): hp 76 (2), 82; see *Monster Manual* page 58. Note: Each Devourer has 8 "Essence points" at the start of combat.

Encounter Two

Ambushed!

This encounter is both a trap and a combat. The combat happens no matter what - it's just a matter of who's in the "box seat". A battered and bruised soldier in a torn uniform is seeking help in his section – but he's really leading the PC's into a trap. Whether he succeeds is up to them. There is a map for this encounter, as it takes place in a confined creek bed with steep sides. Apart from the trap, which potentially gives the undead a surprise round, this is another straight-up fight.

This encounter takes place 15 minutes after the end of the first combat. For the purposes of spell duration, it will take 15 minutes to get from the end of the last battle to the ambush point at normal speed. This means that some spells may need to be re-cast.

Read or paraphrase to the players:

As the sounds of battle begin to grow quieter, something large looms in front of you in the mist. It seems almost part of the mist, but a terrible feeling of cold and horror coming from it tells you this is no natural thing. After about ten minutes of staying extremely still (so you won't be noticed), the feeling fades and you're sure whatever it was has moved on.

It is time now to regroup, for another assault is surely coming soon. As you are tending your wounds, checking your weapons, or grabbing a quick bite to eat, a soldier of the Pax Mercuri stumbles into your section. His uniform is in tatters, blood oozes from several minor cuts, and he looks in bad shape. He screams, "Thank Pelor I've found someone! They've broken through in the next sector! My group's section was overrun by hideous creatures from our worst nightmares! Come and help us, PLEASE!"

The man's name is Mundig Foord, and he is, indeed, injured. But he is not a Pax Mercuri, and the next sector has not been overrun - yet. Mundig waits only a few seconds to see if the PC's will follow him. He will permit his wounds to be tended (two CLW's will fix him up), but all the while he exhorts the PC's to hurry before it is too late. He makes it sound like his wounds don't matter, and that's true. If he fails at his task, his current wounds will be nothing compared to what he will receive from his dire mistress!

In case anyone asks, the rest of his section group (of six) were: Rex the half orc, Ariana the archer (he sounds wistful when he uses her name), Marek and Jarek the farm boy twins who wield pitchforks one-handed, and Mellie the rogue. At least ... he thinks she's a rogue

because she rolled all around the battle and cursed the undead in a most unladylike manner. This section group is, indeed, the people who are in the next sector, but Mundig does not know them, nor they him. He's making a Bluff attempt (Skill + modifiers is 10 + APL, plus your d20 roll of course), and he also has Perform at the same level.

To tell that something's not quite right with him requires a Sense Motive check (vs. Mundig's Bluff). Pax members get a +4 modifier on this check as Mundig doesn't act like a true Pax should.

DM's Note: PC's must *ask* for this check, it's not a right.

Should the PC's spot the problem, they can either go along and pretend they are unaware, or they can question Mundig about what's going on. If he knows he's been caught, Mundig bites down hard on something in his mouth and, three seconds later, he is dead. A Knowledge (Alchemy) or Knowledge (Local) check will inform the PCs that this is the same type of poison used so effectively by members of The Dark Wave Crime Syndicate in Traft City. A *Speak with Dead* spell will reveal the trap: that the next section is about to be overrun unless the PC's stop it, and that Mundig is in the service of Ko'ram Mander – an "evil witch who controls undead" (though *not* in the service of The Dark Wave). He knows nothing else.

If Mundig is dead, and the PCs do not go and investigate the nearby section, remind them (INT check DC 5) of their orders to "back up other sections". If all else fails, have an upper echelon Auszug officer come along with a patrol to relieve the PCs, and send them to look into how the soldiers are faring in the next sector.

Read or paraphrase the following, depending on whether Mundig is there, and whether the PCs are alerted or not. If Mundig isn't there, the enemy still attacks once the PCs are within range:

As you leave to travel to the next sector, you see that the path winds down into a dried-up creek bed. "It's not too far to go", according to your guide. And Mundig is still telling you to hurry [if he is present].

"Come on! It's just through here!" He is pointing at a pile of rocks that have been dumped at a bend in the creek over many years.

As you round the bend, the rocks around you come alive! It's an ambush!

To avoid the ambush, PC's need to make a Spot check (vs. the Hide check of the particular ambushers – see below). PC's get a +4 bonus if they had earlier specified that they were taking precautions of some kind (either because Mundig is dead and they know something is up, or because they caught Mundig out, but pretended they

hadn't). In that case, some PC's may get the bonus and others not (if they failed their Sense Motive and nobody figured a way to communicate without alerting Mundig).

As DM, you are free to allocate additional bonuses (up to a maximum of +4) for clever tactics the PC's may be employing. Such tactics include (but are not limited to) *flying* party members (PC's or animals/familiars), or *detect evil* (though this may slow the party down and get Mundig agitated, and remember the whole area is faintly evil right now).

At APL 12 (**Hard**) and APL 14 (**Hard**), only a +2 bonus applies for precautions, since the attackers are incorporeal and don't need to come from behind the rocks!

Tactics: At all APLs the undead assume they are getting surprise, so their first action is to get in and flank as many PCs as possible! Exception: At APLs where the ambushers are *Vampire Spawn*, they will first drink their *potion of haste* and *then* move in the first full round of combat. If possible, the undead will cut off the creek bed both ways in order to trap the PCs.

While not intelligent per se, these creatures are under orders and are carrying them out to the best of their ability.

At APL 12 (**Soft**), APL 14 (**Soft**), and at APLs 10 and below, PC's who made their Spot check will presumably warn the party as a whole, so there will be no surprise round (though the undead will still assume there is). If there is no warning, feel free to place unaware PC's wherever you want, and allow those who made their roll to place their own counter.

At APL 12 (**Hard**) and 14 (**Hard**), the incorporeal enemies will appear both in front of and behind the PC's so the only point of the surprise round is to see if any PC gets to act. The group will be as surrounded as possible by the end of the surprise round and the undead will do their utmost to wipe out the team and "recruit" them into Ko'ram-mander's army.

Treasure: None, except at APL 10 (Hard) and APL 12 (Soft).

APL 10 (Hard) and 12 (Soft)—loot(83 gp), +1 *spiked chain* (4)(775 gp).

DM's Note: It is possible some groups will have *invisibility to undead* (so don't forget there's a save for this), or other means of not being noticed by the ambushers. If Mundig is with the group, he will do whatever it takes to spring to the trap. If Mundig is *not* with the group, and you can come up with no plausible way to make this encounter happen, then it doesn't happen. At most APLs, it should be possible to have one of the ambushers shift its feet at the wrong moment, dislodging a few pebbles, and allow the PCs to locate them.

APL 4 Soft (EL 4)

☛ **Zombie bugbears** (2): hp 40, 44; see *Monster Manual* page 267.

APL 4 Hard (EL 6)

☛ **Zombie bugbears** (4): hp 40, 42, 42 44; see *Monster Manual* page 267.

APL 6 Soft (EL 6)

☛ **Zombie bugbears** (4): hp 40, 42, 42 44; see *Monster Manual* page 267.

APL 6 Hard (EL 8)

☛ **Vampire Spawn** (4): hp 28, 29, 30 (2); see *Monster Manual* page 253.

APL 8 Soft and Hard (EL 9)

☛ **Vampire spawn** (6): hp 27 (2), 29(3), 35; see *Monster Manual* page 253.

APL 10 Soft (EL 9)

☛ **Zombie, Umber Hulks** (4): HP 105 ea; see *Monster Manual* page 267.

APL 10 Hard (EL 11)

☛ **Zombie, Umber Hulks** (8): HP 105 ea; see *Monster Manual* page 267.

APL 12 Soft (EL 11)

☛ **Zombie, Umber Hulks** (8): HP 105 ea; see *Monster Manual* page 267.

APL 12 Hard (EL 14)

☛ **Shadows, Greater** (8): hp 57(4), 58(2), 60 (2); see *Monster Manual* page 221.

APL 14 Soft (EL 13)

☛ **Bodaks** (6): hp 56, 57(2), 58(2), 61; see *Monster Manual* page 28.

APL 14 Hard (EL 16)

☛ **Dread Wraiths** (6): hp 104 ea; see *Monster Manual* page 258.

Encounter Three The Fiend Must Be Stopped!

By now, the fighting is pretty much over, with heavy casualties on both sides. What's left of the undead fighting forces are regrouping for one final battle, but the

field force commander, **Erik Hüssen**, has a *special task* for the PC's. Word has reached him that Ko'ram-mander, the leader of the undead forces, has breached the cavern of Kir-Russ, and he wants a group to go in after her!

Erik has little information of use, only that Ko'ram-mander was reportedly heading for the ruined citadel at its centre. He does not know why, nor can he tell the PC's anything of Ko'ram-mander's nature. Those who have played *Highway Robbery* may know, or think they know, who (or what) she is. It's all idle speculation, but they are about to learn the awful truth!

At all levels, except at APL 14 (**Hard**), Ko'ram-mander has a trusted minion with her as a bodyguard. It is *this* minion the PCs will fight during APLs 2-12 and APL 14 (Soft). At APL 14 (**Hard**), they get to fight Ko'ram-mander herself! At the end of the battle, the nature of Ko'ram-mander's mistress will be revealed!

The DM has a map of Kir Russ, showing the citadel, which he/she may show the PC's at this time. They can get all the way in before they are noticed.

For the purposes of spell duration, this encounter begins 15 minutes after the ambush battle ends. As noted, Erik will allow up to ten minutes (he needs at least five to set up the diversion).

Read, or paraphrase, to the players:

With the ambushers dealt with, and the battlefield eerily quiet, you realise it has only been about 20 minutes since the first assault. The sun has yet to fully show her face above the mountains, and you hope to live long enough to see the sun rise above the majestic Yatils - mainly because that will drive at least some of the undead away until the following nightfall.

As you catch your breath, a trio of Auszug soldiers approach you ...

"Hail, heroes and well met!"

With a start, you recognise Erik Hüssen, the field force commander for this operation.

"I hear you've had an interesting time of it so far, and I'd like nothing more than to let you take a well-earned rest-break. However, word has reached me that the leader of this undead army has breached the ruins of Kir Russ and made for the central citadel! I don't know why, but it can't be anything good for us. I need you to get in there and stop whatever is going on. We pulled most of the archaeologists out two days ago, but the site is still under their control – more or less and there is one group who were way into the tunnels and we couldn't get them out. This means that any items you find while you're in there belong to the archeological council. But you will be well compensated, have no fear there. If you find

the missing group of archaeologists, the council would be most grateful"

"Now, to your missions! There are still many undead left out here, and we have taken heavy casualties ourselves, but I will rally the troops for a diversionary assault while you get into the ruins. Don't let this sacrifice be in vain! May cold iron avail you, and may Pelor protect us until the starbreak!"

Erik will give the PC's up to ten minutes to do whatever is needed and get ready before he launches his assault.

After five to ten minutes (game time, not real time), continue:

The call of a bugle sounds the charge, and you know the time has come for your party to infiltrate Kir-Russ! Many brave fighters are sacrificing themselves right now to give you the chance to save your homeland of Perrenland, and maybe even the whole Flanaess! It's time to go!

Assuming they go, be aware of this:

DM's Note (Very Important!): If any PC at APL 14 (**Hard**) has the rapier called "Friendslayer", their moment has come. It seems the sages got it only half-right. The rapier, in fact, has two names, both of them very similar. It is known as both "Friendslayer" ... and "Fiendslayer". If the rapier is used in *this next* combat, it acts as a +2 weapon with the special property of **Bane: Evil Outsider** against Ko'ram-mander! The PC who owns it will know when the time comes, because it hums with power and leaps into the hand of the owner - obviously with some purpose of its own in mind!

Continue reading or paraphrasing :

The ruins of Kir-Russ have been cleared out quite a bit since some of you were last here. The ramp up the rubble to the citadel is clear, and there doesn't seem to be anyone watching it. The bridge that was on the other side of the citadel has collapsed, so it seems this is your only way up. Making your way up to the walls, you can see through a collapsed part into the interior.

DM's Note: If the PCs are *invisible*, moving silently, hiding in shadows, or are otherwise undetectable to most observers, they can have a surprise round once the box text is done with. It takes only one PC to be detectable for Ko'ram-mander to notice them, and she knows no mortal would come in here alone. Feel free to paraphrase the box text if need be.

PC's who can *fly*, or have other means to get to the top, may do so. Continue reading:

In the centre of the Citadel, there is a huge skeleton and a few scales that indicate the creature used to be a red dragon; whilst walking around, it muttering incantations, is a woman with flaming red hair and red eyes. She has a large black rock in her right hand and a vial in her left hand.

In one corner you can see some figures slumped. It's impossible to tell from here if they are dead or alive, but the pools of blood around them can't be good. There are several backpacks lying beside them.

At APLs 4 to 14 (Soft), read:

Guarding the woman is/are (a) fearsome looking creature/s. [The DM should refer to the APL list below, and then describe what the PCs see]

Then, at all APLs if the PC's aren't getting a surprise round:

Somehow, you have been noticed. The woman looks right at you at screams

"Meddling fools! You have interfered with my mistress's plans for the last time. Your death is at hand!"

At APLs 4 to 14 (Soft), unless the PC's got surprise:

The woman turns to her guardian and in a cold voice says "Kill them. Kill them all."

At APL 14 (Hard), roll initiative. On her action, continue reading (anyone who beat her can act on their turn):

The woman before you is changing form. Where once stood a slender, if angry, human female, now squats a fully grown red dragon! What have you gotten yourselves into? She looks over into the corner at the backpacks and you could swear she's smiling. Or perhaps just anticipating lunch.

"So, you want those trinkets the fools brought up from the lower levels? Well then, kill me and the trinkets are yours!"

Tactics: At all APLs other than APL 14 (Hard), the undead guardian/s will do whatever it/they can to keep the PCs away from Ko'ram-mander. Within that limitation, it will do the utmost to carry out the order to "kill them all". At these APLs, Ko'ram-mander will move away from the combat, leaving her minion to deal with the "foolish mortals". Even if she is attacked in the first round, she simply moves away.

If Ko'ram-mander is pursued, she will drop the *polymorph* and turn back to her true form (a dragon), after which time her *fear aura* comes into play. Even

PC's who make their save (or are immune to fear) should make an INT check (DC 5) to realise that sometimes it's better to retreat than to die ... If that doesn't do it, adventurers are small and crunchy and taste great dipped in chocolate (in other words, if they are that stupid, kill them).

For those PC's lucky enough to fight Ko'ram-mander, she has variable tactics depending on the situation. If she can get three or more PC's in the cone of her *breath weapon*, she will use that. If not, she uses her *power attack* (for 10, increasing to 12 and then to 15 if she's getting more hits than misses) and where possible she uses full attack on one opponent. If she has to move to get to someone, she'll use her *flyby attack* where that is possible. If she can't use flyby attack, she will use *spells and spell-like abilities* (especially summon and darkness) to best effect. She's not stupid, she will use all the abilities she has in this fight.

DM's Note: The black rock is a Philosophers Stone, a minor artifact that can be used to cast a *true resurrection*, and this is what Ko'ram-mander intends to do with it. It's not useful in combat, and the PCs can't keep it or buy it in the wrap-up; but the archaeologists will pay the PCs handsomely for it, and even let them pick from the equipment recovered from the dead archaeologists when all is concluded. It is both part of the story and a way to get monetary reward into the scenario somehow. The vial is a potion of Cure Light Wounds, the other ingredient needed for the True Resurrection spell.

Treasure: All APLs *ring of polymorph*- (2500gp), *Philosophers Stone* (minor artifact, gp value way over cap at any APL).

APL 4 Soft (EL 4)

☛ **Zombie Minotaur:** hp 80; see *Monster Manual* page 267.

APL 4 Hard (EL 6)

☛ **Zombie grey render:** hp 133; see *Monster Manual* page 267.

APL 6 Soft (EL 7)

☛ **Vampire, 5th level human fighter:** hp 38; see *Monster Manual* page 250.

APL 6 Hard (EL 8)

☛ **Bodak:** hp 58; see *Monster Manual* page 28.

APL 8 Soft (EL 8)

☛ **Shadow, Greater:** hp 58; see *Monster Manual* page 221.

APL 8 Hard (EL 11)

☛ **Devourer:** hp 78; see *Monster Manual* page 58. Note: The Devourer has 9 “Essence points” at the start of combat.

APL 10 Soft (EL 11)

☛ **Devourer:** hp 78; see *Monster Manual* page 58. Note: The Devourer has 10 “Essence points” at the start of combat.

APL 10 Hard and APL 12 Soft (EL 13)

☛ **Devourers (2):** hp 78 ea; see *Monster Manual* page 58. Note: The Devourers have 10 “Essence points” each at the start of combat.

APL 12 Hard (EL 14)

☛ **Nightwing:** hp 144; see *Monster Manual* page 197.

APL 14 Soft (EL 14)

☛ **Nightwing:** hp 144; see *Monster Manual* page 197.

APL 14 Hard (EL 18)

☛ **Ko'ram-mander, Female half-fiend adult red dragon:** hp 275; See Appendix for statistics.

Conclusion

At all APLs, other than APL 14 (Hard), read :

The guardian has been defeated, and you turn your attention to the red-haired woman. She looks up from a ritual she was performing and screams with rage.

“Must I do everything myself? Very well, let it be so!”

With that, the shape before you blurs and shimmers and, where once stood a red-haired woman, now squats a ... full ... grown ... Red... Dragon! She looks over into the corner at the backpacks and you could swear she's smiling. Or perhaps just anticipating lunch.

“So, you want those trinkets the fools brought up from the lower levels? Well then, kill me and the trinkets are yours!”

DM NOTE: VERY IMPORTANT: If anyone has the cursed rapier, Friendslayer, it is humming with power right now, and trying to drag the PC(s) holding it (them) towards the dragon. Only a successful STR check of DC 18 will hold it (and the PC) back!

If the PC(s) follow the rapier – or it drags them - (they don't have time to be afraid), read the following :

Before you or the dragon can act, the rapier you have cursed for so long flies from your hand and pierces the dragon's hide, burrowing to it's heart! With a scream that can only be one of final death, the dragon bursts into crackling energy and you can barely jump back in time to escape the conflagration! When the light show is over, the dragon, the skeletal dragon, and your rapier, are all gone. Nothing is left but ash ...

If the PC(s) actually resist the rapier's pull, or if nobody in the party has the rapier, read or paraphrase the following:

As you fight to hold back the rapier, the dragon draws a breath to snuff out your lives. There is a shimmering in the air and the face of a deformed old hag appears (like something from your worst nightmares)! The dragon pauses a moment, and you could swear you saw fear on it's reptilian face!

“Enough!” the hag shouts commandingly. “Ko'ram-mander, you have failed me for the last time! I should let these mortals have you, but perhaps they may be of use ... and I'd hate to waste one of them on you ...”

“Mistress, no! I can still finish this!” the dragon pleads.

“No, my patience is at an end. Soon, all of the Yatils will tremble with the knowledge that I have returned! But YOU will not be there to see it! Begone!”

And with that, the ghostly figure of the old hag points her bony finger at the dragon and mouths some unspeakable words in a long-forgotten tongue. With a crackling of ancient eldritch power, the dragon, and the skeletal remains of what you realise must have been her mate, are completely consumed in a fiery conflagration!”

At APL 14 (Hard) – only if one or more PC's has Friendslayer :

As the dragon crumples to the floor, your rapier is still humming with power, trying to drag you towards the body!

If the PC(s) allow the rapier to lead, read the following:

The rapier you have cursed since the day you picked it up flies from your hand and pierces the dragon's hide, burrowing to it's heart! With a scream that can only be one of final death – clearly signifying that the dragon wasn't quite dead yet ... the reptile bursts into crackling energy and you can barely jump back from

the conflagration. When the spectacular light show is over, the dragon, the skeletal dragon, and your rapier, are all gone. Nothing is left but ash ...

If they PC(s) resist (as above), read the following:

A figure appears in the air (clearly an illusion of some kind of old hag), and points a finger at the dragon's body. There is an eruption of eldritch energy and smoke, and when it clears the dragon and the skeletal remains of her dead mate are nothing more than piles of ash.

All APLs:

If the face has not yet appeared it does so now. Paraphrase as necessary.

The shimmering figure of the old hag turns to you all and glares:

"So, you have defeated my servants yet again? This is not the end, you know! You are all marked by my sight and I will have my revenge! Go now, and tell your pathetic excuses for leaders that I am returning ... to claim THAT which is MINE!"

With this, the image disappears, leaving you little else to do but wonder who this old hag might be; as well as sift through the ash for any trinkets that may have survived the dragon's death. Finally, you need to return any borrowed equipment to the quartermaster who will, no doubt, complain about the condition it's in.

Amongst the ashes, all you find is a ring and the black rock. Anything else worth having has been destroyed. As you are leaving, you spot Erik Hüssen staggering across the battlefield. He is bleeding heavily, but doesn't seem to be in mortal peril right now. There are, pitifully, very few others still standing, though it's apparent the undead threat has been ended. You can only hope that "the old hag" in the illusion doesn't have another force somewhere, because there is no way this sector can withstand another major battle any time soon.

The slumped figures in the corner are very dead – probably destined to join the army of evil but for your efforts this day.

The End

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 One

Experience objective (Soft)

APL4 120 xp; APL6 180 xp; APL8 210 xp; APL10 270 xp; APL12 300 xp; APL14 330 xp.

Experience objective (Hard)

APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp; APL14 420 xp.

Encounter Two

Experience objective (Soft)

APL4 150 xp; APL6 180 xp; APL8 240 xp; APL10 270 xp; APL12 330 xp; APL14 390 xp.

Experience objective (Hard)

APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp; APL14 480 xp.

Encounter Three

Experience objective (Soft)

APL4 150 xp; APL6 210 xp; APL8 270 xp; APL10 330 xp; APL12 390 xp; APL14 420 xp.

Experience objective (Hard)

APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp; APL14 540 xp.

Discretionary roleplaying award

Based on how the PC's handle the quartermaster in camp, how they deal with the trap in Encounter 2, and perhaps how they handle Erik.

APL4 135 xp; APL6 180 xp; APL8 225 xp; APL10 270 xp; APL12 315 xp; APL14 360 xp.

Total possible experience:

Soft:

APL4 555 xp; APL6 750 xp; APL8 945xp; APL10 1140 xp; APL12 1335 xp; APL14 1500xp.

Hard:

APL4 675 xp; APL6 900 xp; APL8 1125xp; APL10 1350 xp; APL12 1575 xp; APL14 1800xp.

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.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total 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 Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Three

All APLs: L: 0 gp; C: 0 gp; M: 6000 gp*

* I have no idea what the Stone is worth, but this amount means everyone gets a suitable reward. The ring is worth 30000 gp, which comes to 2500 per PC.

Total Possible Treasure

APL 4 (Soft): L: 0 gp; C: 0 gp; M: 480 gp - Total: 480 gp

APL 4 (Hard): L: 0 gp; C: 0 gp; M: 600 gp - Total: 600 gp

APL 6 (Soft): L: 0 gp; C: 0 gp; M: 640 gp - Total: 640 gp

APL 6 (Hard): L: 0 gp; C: 0 gp; M: 800 gp - Total: 800 gp

APL 8 (Soft): L: 0 gp; C: 0 gp; M: 1000 gp - Total: 1000 gp

APL 8 (Hard): L: 0 gp; C: 0 gp; M: 1250 gp - Total: 1250 gp

APL 10 (Soft): L: 0 gp; C: 0 gp; M: 1680 gp - Total: 1680 gp

APL 10 (Hard): L: 83 gp; C: 0 gp; M: 2017 gp - Total: 2100 gp

APL 12 (Soft): L: 83 gp; C: 0 gp; M: 2317 gp - Total: 2400 gp

APL 12 (Hard): L: 0 gp; C: 0 gp; M: 3000 gp - Total: 3000 gp

APL 14 (Soft): L: 0 gp; C: 0 gp; M: 4800 gp - Total: 4800 gp

APL 14 (Hard): L: 0 gp; C: 0 gp; M: 6000 gp - Total: 6000 gp

Special

☛ **The Notice Of “The Old Hag”:** You have been noticed by the ghostly image of “the old hag”. The effect of this will become clear to you at a later time.

☛ **Loss of cursed item:** In saving Perrenland, you have done yourself a favour as well – perhaps. The cursed rapier, Friendslayer, was consumed in the final showdown with Ko’ram-mander, the half fiend dragon. You no longer have this weapon. This might not be the blessing it seems at first glance.

☛ **Cursed item – additional property:** During your battle with the fiendish red dragon, Ko’ram-mander, it became clear that your cursed rapier “Friendslayer” had at least one hitherto unknown property. It may have been misnamed and should have been called “Fiendslayer”. The rapier has the property of Bane: Evil Outsiders, giving an additional +2 to its magical enhancement and an additional 2d6 damage against such creatures.

Unfortunately, this discovery has not affected the other properties of the weapon. It is still cursed and will still force you to use it and to potentially attack allies per the original curse.

Items for the Adventure Record

All the Special stuff needs to go on the AR.

Item Access

APL 4:

Ring of Sustenance (Adventure, DMG)

Ring of Feather Falling (Adventure, DMG)

Pearl of Power, 2nd level (Adventure, DMG)

APL 6: (All of APL 4 plus the following)

Gloves of Dexterity +2 (Adventure, DMG)

Pearl of Power, 3rd level (Adventure, DMG)

APL 8: (All of APLs 4-6 plus the following)

Pearl of Power, 4th level (Adventure, DMG)

APL 10: (All of APLs 4-8 plus the following)

Flametongue (Adventure, DMG)

APL 12: (All of APLs 4-10 plus the following)

Goggles of night (Adventure, DMG)

APL 14: (All of APLs 4-12 plus the following)

Circlet of Blasting, Major (Adventure, DMG)

Appendix I : Monster/NPC Statistics

Encounter Three

APL 14 (HARD) ONLY

☛ **Ko'ram-mander:** Female half-fiend adult red dragon; CR 18; Huge Outsider (half-fiend adult red dragon); HD 22d12+132, hp 275; Init +4; Spd 40 ft., fly 150 ft. [poor]; AC 31, touch 10, flat-footed 31; Base Atk +24; Grp +43; Atk +33 melee (2d8+8, bite); Full Atk: +33 melee (2d8+8, bite), +29 melee (2d6+4, 2 claws), +28 melee (1d8+4, 2 wings), +28 melee (2d6+12, tail slap); Space/Reach [15 ft/10 ft. (15 ft reach with bite)]; SA [Breath weapon, crush, smite good, spells, spell-like abilities]; SQ [Blindsense, Damage Reduction 10/magic, Darkvision (120 ft), Fire immunity, Frightful Presence, keen sense, locate object, paralysis immunity, poison immunity, resistance to acid, cold, and electricity 10, sleep immunity, vulnerability (cold),]; SR 32; AL [CE]; SV Fort +19, Ref +15, Will +17; Str 37, Dex 14, Con 23, Int 20, Wis 19, Cha 18.

Skills and Feats: Bluff +19, Concentration +17, Diplomacy +16, Escape Artist +15, Intimidate +29, Jump +26, Knowledge (Arcana) +23, Knowledge (Local) +16, Knowledge (Religion) +18, Listen +31, Search +30, Sense Motive +13, Speak Abyssal, Speak Draconic, Speak Infernal, Speak Stämtal (common), Speak Ur-Flan, Spellcraft +15, Spot +31; Alertness, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (claw), Wingover.

Blindsense (Ex): Ko'ram-mander can pinpoint creatures within 60 ft. Opponents she can't actually see still have total concealment against her.

Breath Weapon (Su): 50ft cone of fire, beginning at the mouth. Dmg 12d10, Reflex save (26) for half. Once used, the breath weapon cannot be used again for 1d4 rounds.

Crush (ex): As a standard action, Ko'ram-mander can land on an area 15ft square and attempt to crush any creature(s) of size small or less. Take 2d8+9 bludgeoning damage and make a Reflex Save (26) or be pinned. Standard grapple check to break free, additional bludgeoning damage every round until the pinned creature breaks free or the dragon moves off them.

Note: Creatures of size Medium or larger take no damage from this attack and cannot be pinned.

Keen Senses (Ex): Ko'ram-mander can see four times as well as a human in shadowy illumination, and twice as well in normal light.

Smite Good (Su): Once per day, Ko'ram-mander can use this ability to deal an additional 20 points of damage to a good aligned opponent. She must still hit with her attack to deal this additional damage.

Spell-like abilities (Sp): 6/day – locate object; 3/day (DC 25) – darkness, poison, unholy aura; 1/day (DC 25) – blasphemy, contagion, desecrate, destruction, horrid wilting, summon monster IX (fiends only), unhallow, unholy blight.

Cold resistance/vulnerability (Ex): Ko'ram-mander is both vulnerable and resistant to cold damage. To calculate damage from a cold-based attack, first roll her SR if the attack is from a spell. If the attack doesn't penetrate the SR, she takes no damage. If she fails her SR, or there is no SR, add half as much again to the damage roll. She gets a save if one is allowed for the attack. The first 10 points of damage from whatever is left after the saving throw are ignored, and any left over damage gets through.

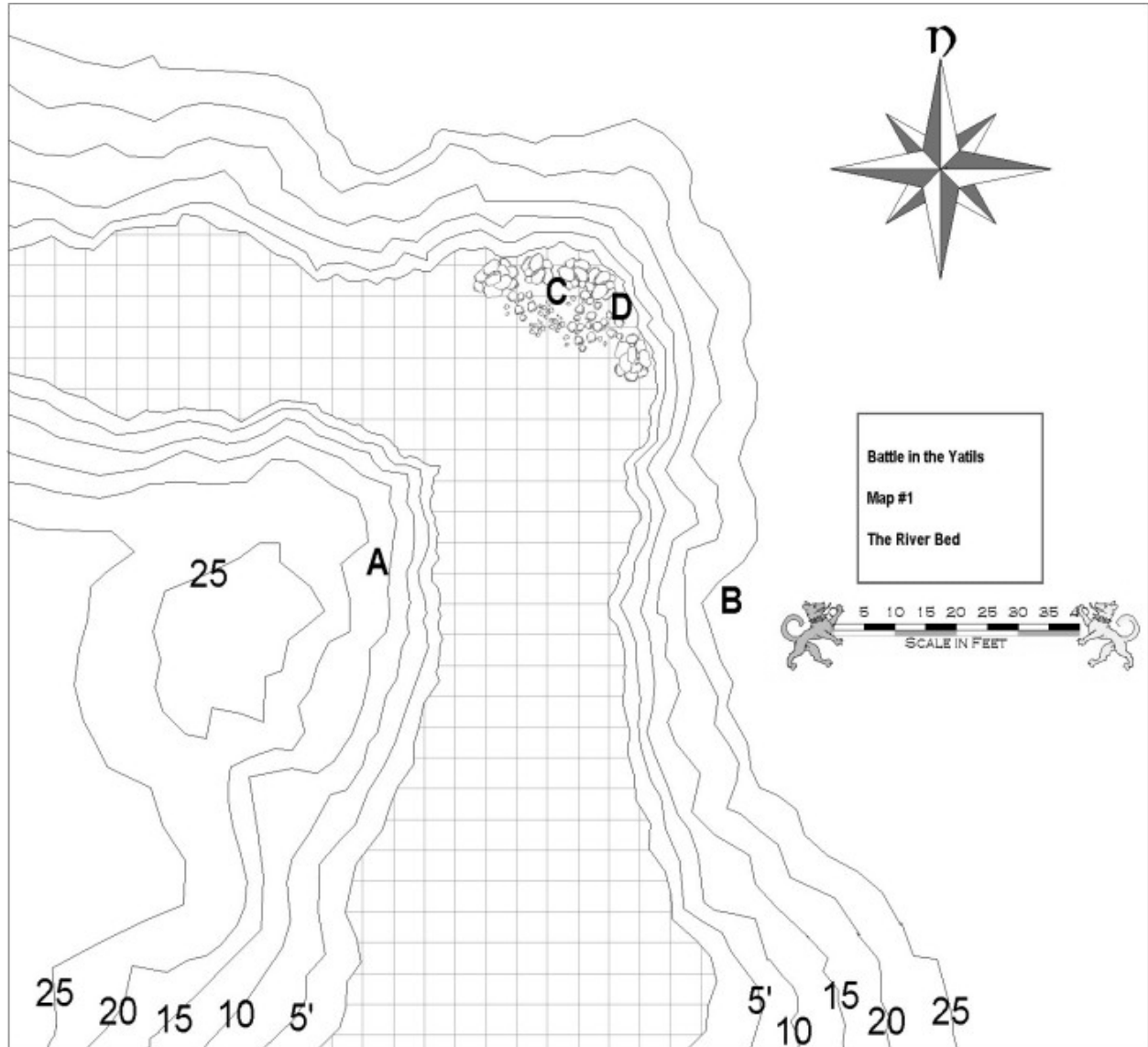
Frightful Presence (Ex): Once Ko'ram-mander in her true form is within 180 ft of any PC, they must make a Will save (24) or be affected by her frightful presence. Affected creatures up to 4 HD are panicked for 4d6 rounds. 5 HD creatures and above are shaken for 4d6 rounds if they fail their save.

Possessions: Ring of Polymorph (market price 30000 gp, cannot be made).

Physical Description: She's a red dragon, with fiery red eyes and a bad temper. What else is there to say?

Spells Known (6/7/7/5, base DC = 14 + spell level): 0—[arcane mark, daze, detect magic, flare, guidance, mage hand, read magic,]; 1st—[bane, burning hands, comprehend languages, identify, shield]; 2nd—[flaming sphere, pyrotechnics, shatter]; 3rd — [fireball, flame arrow].

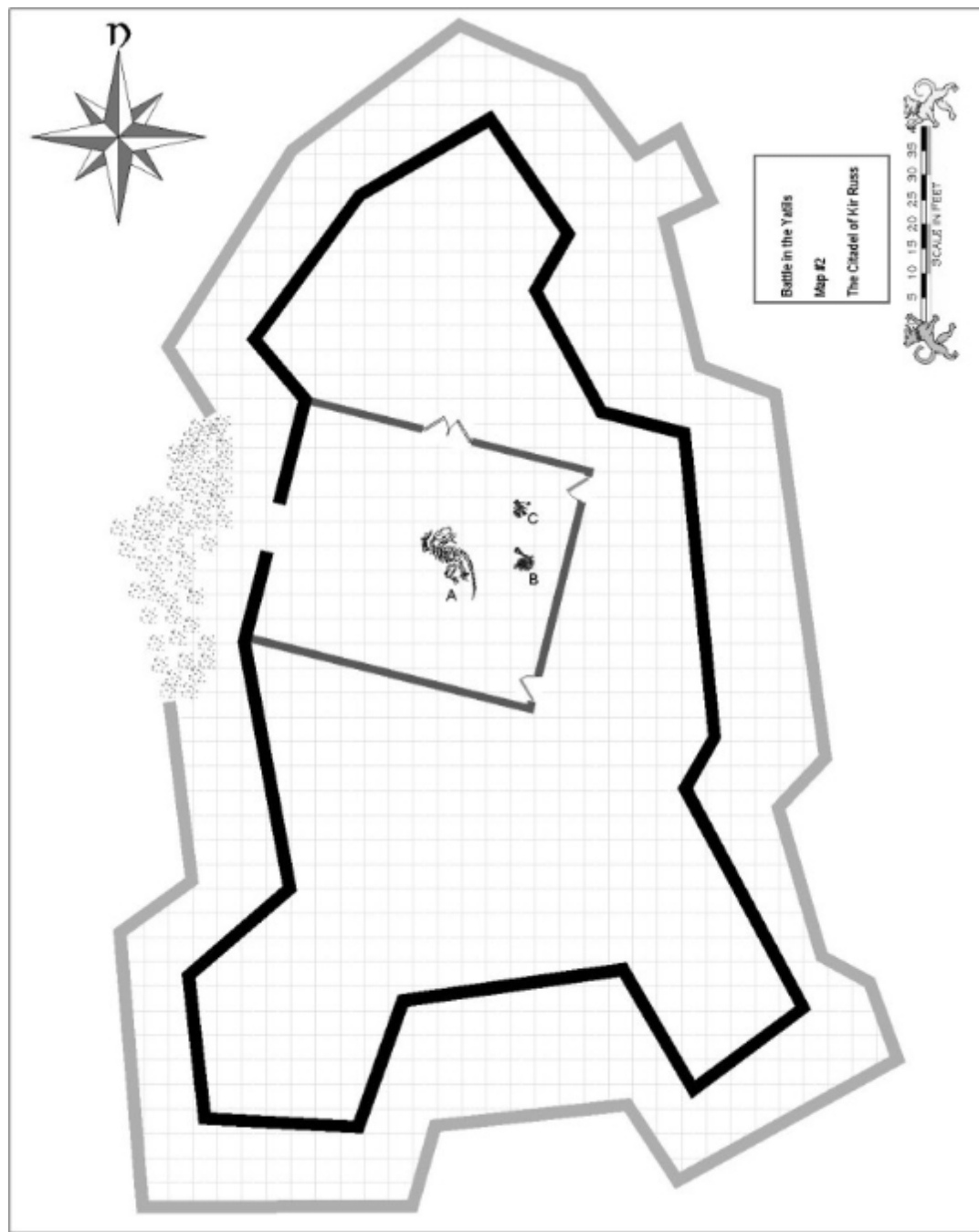
DM Aid #1 Map of area for Encounter 2



Map #1 - The river

A, B, C and D are the positions of the opposition. As the numbers vary from 2 to 8, they will appear evenly distributed about those points, with more behind the rocks where there is an imbalance.

DM Aid #2 Map of Kir Rüss showing Citadel and where Ko'ram-Mander is



Map #2 - The Citadel

- A - Dragon Skeleton
- B - Ko'ram-mander
- C - undead guardian

Player Handout #1 Map of Kir Rüss showing Citadel

