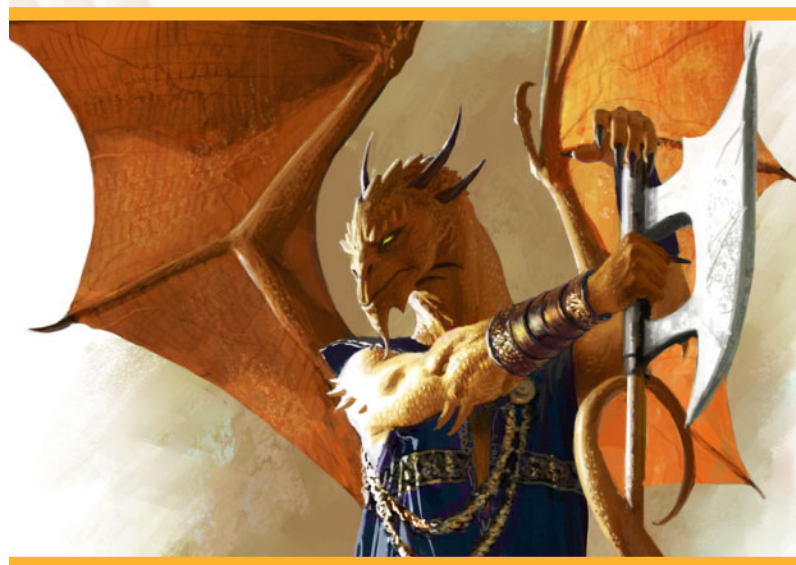# The Test of Time

"The sound of flapping wings comes in the morning. And now everything has changed."

—Rianneth Minaud, leader of the group known as the Family of the Diamond Throne

The Test of Time is a very short scenario designed to start off an *Arcana Evolved* campaign and bring all the player characters (PCs) together. It is designed for 1st-level characters who do not know each other and just happen to be in the right place at the right time—or, perhaps, the wrong place at the wrong time.

The adventure springs from the dragons' return as detailed in *Arcana Evolved* and includes new concepts introduced in that book, including the ritual warrior and the dracha race. It is likely to encompass a single session of your game (the first one, obviously) and offers a way for a group of characters to assemble and form bonds without resorting to such tactics as, "You all meet in a tavern and are hired to…"

Note that this adventure starts on page 2. There is no page 1 to this document.

BACKGROUND

Aeons ago, when the dragons still dwelled in the land—and, in fact, the realm itself was called the Land of the Dragons—the dragons fashioned seven magical crystals. Named the *crystals of foreboding*, these devices each bore a different color and warned when danger approached. They were placed in different sites of importance and power, awarded to dragons thought worthy and honorable. To encourage draconic harmony (for this was just before the Dragon Wars, and tensions ran high), the crystals' creator fashioned them to become more powerful when more of them were gathered in one place. Thus the possessors were encouraged to work together when the need arose.

Years passed. Some of the crystals were lost. Some were gathered by single greedy dragons. But then the dragons left the land, and the crystals were all but forgotten.

Now, however, the dragons have returned. In the hopes of maintaining unity among their kind, as well as restoring their various ancient legacies, the dragons dispatched servants (mostly dracha) to recover the *crystals of foreboding*. One such servant, K'dare, comes to the city of Navael in the Central Plains looking for one of the crystals, as well as to see the great dragon statue in the center of town. K'dare attempts to keep a low profile.

Meanwhile, a small but growing local organization called the Family of the Diamond Throne, or just "the Family," has spotted K'dare entering the city in disguise (a rather poor one). This group is led by Rianneth Minaud, a 7th-level female human expert. The Family is fiercely loyal to the Diamond Throne and sees anyone who isn't as a threat to its way of life. It is, however, an independent group. The Diamond Throne does not sanction or even condone its actions, for the Family has a reputation—perhaps ironically—of taking the law into its own hands. This sometimes includes beating and, rarely, killing those seen as disloyal.

For example, Family members hate the Order of the Axe and often get into fights with their local membership. They have also recently attempted to destroy the immense dragon statue in the middle of town and commit other acts of vandalism against the homes and businesses of those they deem "enemies of the Throne."

Synopsis

The player characters start the adventure as individuals who don't know each other and find themselves in the middle of Navael (or any town the DM chooses). A sudden disturbance draws them together as a giant and a pair of humans come to blows with a dracha that has just arrived in the community. From there, the course of the adventure depends on whether the PCs are sympathetic to the dracha, named K'dare, or to the giant and the humans.

If they help the dracha, the player characters can follow him to an isolated location to uncover an ancient dragon site and help find one of the seven *crystals of foreboding*. Of course, traps and guardians stand in their way.

If they assist the members of "the Family," the group asks them to help uncover what the dracha was after. When they learn about the *crystal of foreboding* from the written orders K'dare bore, the leaders of the Family ask them to go find it before an agent of dragonkind does. If the characters agree, they must face the same obstacles as if they helped K'dare.

Finally, after they get the crystal, they face one last encounter with their opposition: the return of either K'dare or the Family.

Using This Adventure

The Test of Time refers to spells, feats, and other rules presented in *Monte Cook's Arcana Evolved* and the three Core Rulebooks: the *Player's Handbook,* DMG, and MM.

For a short description of Navael, see *Arcana Evolved* Chapter Ten: Diamond Throne Gazetteer, page 350. For more on the dracha, turn to Chapter Two: Races, page 16. And to read more on the ritual warrior, see Chapter Three: Classes, page 69. Combat rites appear at the end of Chapter Nine: Spells and Combat Rites.

Free character sheets and source material to augment this adventure appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at <www.arcanaevolved.com>.

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STREET FIGHT (EL 2 OR 1/2)

The player characters are all in the marketplace of Navael, shopping or running errands or carrying out whatever other business they may have. Suddenly, they hear a terrible commotion. A woman screams. Men shout. People run. Weapons are drawn.

PCs who move toward the commotion see a reptilian male dracha holding a female giant at bay with a warhammer. The giant reaches up to draw a greatsword slung on her back. Meanwhile, two human men stand on either side of the dracha, getting ready to pummel him with wooden clubs. One holds a large grey cloak in his hands.

A small crowd of people stands around these combatants, while others flee the area. Someone out of sight of the player characters calls for the city guard. If the PCs ask any bystander what's going on, the local says, "Tat dere dragon-man's a-walkin' right tru ta market wit' tha big ol' cloak on—I din't even see 'im. But one a tose fellers grabs ta cloak offa 'im an' den they lay into 'im wit' dem clubs. I t'ink tat dere giant's on ta side a tose fellers."

It's clear no one else is going to get involved. The dracha, while outnumbered and outmatched, also appears quite fierce. Some player characters may choose to help the beleaguered dracha, while others will want to aid the locals who clearly discovered this monstrous intruder in the city. Some will only watch. Let the PCs decide what to do.

If the player characters do not get involved in the fight at all, have the final victor(s) approach them (picking people randomly from the onlooking crowd) and implore them for help—see "After the Fight" on the next page for more on this request.

The combatants are Ou-Rathlin, a giant just shy of 7 feet tall, with long brown hair tied behind her head with a golden cord. She wears heavy brigandine armor with gilt trim, giving her the appearance of someone important. While capable and noble, this giant is also arrogant and self-important. She belongs to a small local organization called the Family of the Diamond Throne. The group is extremely loyal to the giantish ruler of the lands and wants only to further her aims. In recent times, this means opposing the newly-arrived dragons and any who serve them.

Fighting alongside Ou-Rathlin are Tellen and Drey, two human thugs. Tellen stands 6 feet tall and has short black

A DRACHA PC

If one of the player characters is a dracha, the crowd and the combatants all assume that he or she is on K'dare's side. The PC is bound to get dragged into the encounter one way or another—most likely as the target of attacks from the over-exuberant and violent Tellen and Drey.

hair and beady brown eyes. Drey is short and stocky, with thin brown hair and bushy brows. They also belong to the Family of the Diamond Throne, but only because it allows them to feel important and occasionally use violence against someone they deem an enemy of their cause. These two bloodthirsty figures enjoy hurting others. Ou-Rathlin worries about their vicious tendencies but nonetheless appreciates their help in a fight. They each wear ill-kept studded leather jackets and wield short wooden clubs stained with the blood of many previous fights and beatings.

K'dare is a broad-shouldered dracha almost as tall as Ou-Rathlin. His greenish-brown scales are missing in a streak that runs down the left side of his face all the way to his neck, a terrible scar he received in an encounter with a brown bear weeks ago on his way here. K'dare wears a chain shirt and wields a warhammer and shield. The shield bears the device of a black dragon's head surrounded by green wings. K'dare is forthright and earnest, but a little naïve and foolish. He's come into the city to see the huge dragon statue he has heard about, even though his mission involves a site outside of town.

TACTICS

A ritual warrior, Ou-Rathlin starts out the first round of combat using the Battle Focus combat rite to aid in her attack, unless she has the opportunity to charge into a foe, in which case she uses the Deadly Charge rite. If Tellen and Drey can help flank, she'll use Canny Strike or Opportunistic Assault. She's likely to strike to subdue, at least at first, but attacks normally if greeted with deadly force (which she almost certainly will be). She fights to the death or until knocked unconscious.

Tellen and Drey work together if possible, always looking for a way to end a fight quickly. These dirty fighters don't hesitate to gang up on a lone foe or use some tactic to distract or disarm their opponent, making him all the easier to pummel. They flee if Ou-Rathlin goes down.

K'dare relies on his excellent Armor Class (and impressive hit point total) to outlast his enemies. Although he harbors no malice toward his attackers, he doesn't hold back when he swings his warhammer. He doesn't understand why he's being attacked and assumes he's fighting for his life against bandits. K'dare fights until slain or incapacitated.

None of the four attempts to finish off a downed foe. Even Tellen and Drey don't fancy themselves outright murderers, and Ou-Rathlin has told them that they should try to capture their quarry. In fact, it serves the flow of the adventure better if no NPC actually dies in this battle, particularly the dracha and the giant.

Ou-Rathlin, female giant Ritual Warrior1: CR 1; Medium
  humanoid; HD 1d10+1+4; hp 15; Dying/Dead –2/–13; Init
  +3; Speed 20 feet; AC 16 (–1 Dexterity, +7 armor), touch 9,
  flat-footed 16; Base Attack +0; Grapple +2; Attack and Full
  Attack +5 melee (2d6+4, greatsword); SV Fort +1, Ref –1,
  Will +3; Str 15, Dex 8, Con 13, Int 10, Wis 12, Cha 8.
  Skills and Feats: Climb –1, Concentration +5, Heal +5, Listen
  +5; Bonded Item (greatsword), Iron Will, Natural
  Swordsman, Sturdy.
  Combat Rites: Rank 1—4/day.
  Possessions: Masterwork greatsword, heavy brigandine, *potion of
  lesser battle healing*, gold ring (150 gp), 112 gp.

Tellen and Drey, male human Warrior1: CR 1/2; Medium
  humanoids; HD 1d8+1; hp 9; Dying/Dead –2/–12; Init +1;
  Speed 30 feet; AC 15 (+1 Dex, +1 Dodge, +3 armor), touch
  11, flat-footed 13; Base Attack +1; Grapple +2; Attack and
  Full Attack +2 melee (1d6+1, club), or +1 ranged (1d6+1,
  club); SV Fort +3, Ref +1, Will –1; Str 13, Dex 13, Con 12,
  Int 11, Wis 9, Cha 7.
  Skills and Feats: Climb +2, Craft (blacksmithing) +1, Handle
  Animal +2, Heal +1, Listen +1, Spot +1; Defensive, Skill
  Application (Listen and Spot), Weapon Focus (club).
  Possessions: Clubs (2), studded leather jack, 10 gp.

K'dare, male dracha Warmain1: CR 1; Medium humanoid;
  HD 1d12+1+4; hp 17; Dying/Dead –2/–12; Init +0; Speed
  30 feet; AC 19 (+3 natural, +4 armor, +2 shield), touch 10,
  flat-footed 19; Base Attack +1; Grapple +4; Attack and Full
  Attack +5 melee (1d8+3, warhammer) or +1 ranged (1d8+3,
  shortspear); SQ Glide 100 feet, darkvision; SV Fort +3,
  Ref +0, Will –2; Str 16, Dex 10, Con 12, Int 13, Wis 6,
  Cha 11.
  Skills and Feats: Handle Animal +4, Jump +3, Perform (story-
  telling) +2, Search +2; Elemental Resistance (fire), Sturdy,
  Tough Hide.
  Possessions: Masterwork warhammer, shortspear, chain shirt,
  heavy shield, *oil of magic armor*, 20 gp gems (9).

AFTER THE FIGHT

Give the players a few moments to use the encounter as the
means to forge some bonds that will last throughout the
campaign. Let them introduce their characters to one
another, as well as, perhaps, to whichever NPC(s) emerge
victorious.

  If the PCs aided K'Dare, he thanks them and gives each of
them one of his small gems as a sign of gratitude. He then
asks for further help—first and foremost, to get out of the
city and away from more possible assailants or encounters
with the authorities.

K'Dare then relates his tale and recounts his mission, as
described under "Background" above and "The Meeting
Hall" below. He asks the generous player characters to help
him with his task before more people attempt to assault him.

  On the other hand, if the PCs aided Ou-Rathlin, she
thanks them and commends them on their loyalty to the
Diamond Throne. Searching K'Dare (if the player characters
don't, Ou-Rathlin will) reveals the dracha's orders, written
in Draconic. Ou-Rathlin asks the PCs to come with her to
get the papers translated (even if one of the player charac-
ters can read Draconic, she wants to leave quickly and let
them read it later). She's in a hurry because she doesn't
want any entanglements with the authorities—she fears they
won't look favorably on her assaulting the dracha without
provocation. Assuming K'Dare is alive at the end of the fight,
she wants to take his unconscious body along as well.
(Helping to carry him may be the main task the three need
help with.)

  Ou-Rathlin explains that she and her comrades heard that
someone had spotted a dracha coming into town, so they
sought to deal with the intruder and probable spy as quickly
as possible. They also want to find out why the dracha is
here.

THE MEETING HALL

This encounter occurs only if the player characters accompa-
ny Ou-Rathlin. She leads them through town to a nonde-
script but well maintained two-story building in a residential
area. She says she has friends here, and that the PCs are
welcome, of course.

  This is the headquarters for the Family of the Diamond
Throne. The player characters receive an introduction to
Rianneth Minaud, a gaunt woman in her eighties who still
stands straight and tall with the help of a thin wooden cane.
Her grey hair is short, her blue eyes piercing. She wears very
simple clothing.

Ou-Rathlin presents a quick report on the recent fight. Then Rianneth attempts to give the new arrivals some indoctrinating propaganda about how the common bond they all share—the way of life and the pleasures, safety, and freedom they all enjoy—are under constant attack by enemies like the one they faced today.

Then she reads K'dare's orders (she understands Draconic). If the player characters have not translated the document themselves, she relates its contents to them and to Ou-Rathlin.

The orders are straightforward and honest. K'dare is to go to the Field of the Sun, dig up the entrance to the Test of Time, and recover the *crystal of foreboding.* The orders include all directions necessary to find it (related below).

Rianneth pleads with the PCs for help. She has no idea what the *crystal of foreboding is,* but it sounds like a dangerous magical weapon. She would like the group to accompany Ou-Rathlin to get the crystal before some other agent of the dragons does. Where there is one, there are likely others, she suggests (wrongly).

The Family plans on holding K'dare prisoner, perhaps for interrogation, but they do not intend to slay him.

THE FIELD OF THE SUN

Once the group determines to head out of town, K'dare (or the directions in his translated orders) leads the player characters to an open patch of ground about 3 miles north and west of Navael. This location, according to ancient draconic lore related to K'dare, was once known as the Field of the Sun (a Knowledge [dragons] or Knowledge [history] check, DC 20, also reveals this). From here, one can make out a shimmer on the horizon: the Crystal Fields, where the *crystals of foreboding* were created.

K'dare has been told that the entrance to the site he seeks, called the Test of Time, has probably long since been buried. To find it, he must travel to the southern end of a ravine that runs northeast and southwest, located on the northern end of the field. There he must dig in a certain spot 730 paces directly west of the site where the distant visual effect of the Crystal Fields first becomes visible. The Test of Time was a draconic temple structure built in conjunction with a dragonstone (see *Arcana Evolved,* page 345).

Digging out the entrance involves a great deal of work: a total of 200 man-hours. Thus, if there are four PCs working with one NPC (either K'dare or Ou-Rathlin), excavation takes four 10-hour days for the group. Fortunately, on the first day, the diggers find worked stone with draconic images as they dig, providing a clue that they are in the right place.

THE HUNGRY HIPPOGRIFF (EL 2)

DMs might wish to interrupt this work time with a combat encounter. While the Field of the Sun is well off all the nearby roads (and thus no intelligent creatures wander by accidentally), a hungry hippogriff flies over and swoops down, hoping to make a meal of one of the workers.

This encounter can come at any time, but it should not take place on the last day of digging—the PCs should have a chance to rest before encountering the balthrok (see the next page).

TACTICS

The hippogriff attacks the smallest target it sees, preferably a faen, hoping to kill the prey quickly and carry it off to eat it in safety. After suffering 15 points of damage, if it has the opportunity, it flees into the hills to the south where it keeps its nest.

Hippogriff: CR 2; Large magical beast; HD 3d10+9; hp 25; Dying/Dead –4/–16; Init +2; Speed 50 feet, fly 100 feet (average); AC 15 (–1 size, +2 Dexterity, +4 natural), touch 11, flat-footed 13; Base Attack +3; Grapple +11; Attack +6 melee (1d4+4, claw); Full Attack +6 melee (1d4+4, 2 claws) and +1 melee (1d8+2, bite); SQ Darkvision, low-light vision, scent; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8.
Skills and Feats: Listen +4, Spot +8; Defensive Move, Light Sleeper, Wingover.

AT THE TEST OF TIME

After 200 man-hours of work, digging 10 feet into the earth, the player characters uncover a damp natural cavern 20 feet across and just as deep.

The Cavern (EL 2)

As soon as they break into the cavern, they come under attack by a humanoid creature called a balthrok.

Alerted by the digging, a burrowing balthrok tunneled its way into this cavern and waited for prey to come to it. With its hard-as-iron jagged claws ready, it bursts forth from the hole the PCs dig, gaining surprise unless the player characters succeed at a Listen check (DC 17) to hear it coming. The thing stands just short of 6 feet tall, even hunched over as it always is, but despite that, its arms scrape along the ground. Rocky nodules cover its hairless flesh, and its broad head sports pointed ears and a thick brow under which two tiny eyes stare out without mercy or remorse. It attacks, hoping for a meal, but it fights to the death.

Balthrok*: CR 2; Medium monstrous humanoid; HD 2d8+4; hp 13; Dying/Dead –3/–15; Init +0; Speed 30 feet; AC 16 (+6 natural), touch 10, flat-footed 16; Base Attack +2; Grapple +5; Attack +6 melee (1d8+3, claw); Full Attack +6 melee (1d8+3, 2 claws); SQ Darkvision, tremorsense; SV Fort +5, Ref +0, Will +2; Str 16, Dex 10, Con 15, Int 8, Wis 9, Cha 6.
Skills and Feats: Climb +6, Swim +5; Sense the Unseen, Weapon Focus (claws).

*   *The balthrok is a creature from* Legacy of the Dragons. *However, all the stats needed to use this monster are presented here, so you don't need that book for this adventure unless you want additional details.*

The Door (EL 1)

Set into a solid stone wall that comprises the far end of the cavern, a large stone door 6 feet across and 9 feet high awaits the player characters after they have dealt with the balthrok. The door bears the image of a pair of rearing dragons wearing crowns. Each dragon's one visible eye is a keyhole (Open Lock, DC 22). Both locks must be unlocked before one can push open the foot-thick door (hardness 8, 180 hp, break DC 26).

Further, the door is trapped with an inscribed invisible *rune of warding* (surface version, Will save, DC 14) with a password, although the password is long since forgotten.

The Hall

Beyond the door lies a hall 60 feet long and 30 feet wide. Lining the hall are columns spaced every 10 feet and carved to resemble thin, rearing dragons. The floor is dust-covered marble, and the walls are fitted panels of stone covered in draconic writing that describes ancient dragon myths and history. At the far end, a massive red stone, rough and irregular, juts up through the floor to stand 4 feet high and 3 feet wide. Atop it rests a single white crystal shard, 8 inches long and 2 inches wide.

The stone is a dragonstone, and the crystal is the *crystal of foreboding*.

The hall itself is a magical place where time does not flow normally. As a creature or object moves from the entrance toward the other end, time slows, so that the first 10 feet take 10 times as long as normal to cross, the next 10 feet take 100 times as long as normal, the next 10 feet take 1,000 times as long, and so on. By the time the characters move 40 feet, they appear to have come almost to a standstill. At this rate, it would take almost two years for an unarmored human to cross the length of the hall, pick up the crystal, and return.

There is, of course, a trick to the room. The first pillar on the right—which a character with a speed of 30 can reach in

5 rounds and search in another minute (20 minutes to take 20)—holds a secret lever (Search check, DC 18 to find). Once activated, the switch allows time to move normally in the hall for one minute. For a minute after that, time becomes randomly different for all characters in the room. Roll once each objective round for each character:

d%	1 Round Equals . . .
01–10	One-third of a round (a PC can perform 3 rounds' worth of actions in 1 round, gains a +2 haste bonus to attacks, Reflex saves, and AC)
11–30	Half a round (a PC can perform 2 rounds' worth of actions in 1 round, gains a +1 haste bonus to attacks, Reflex saves, and AC)
31–60	1 round
61–80	2 rounds (a PC can perform only a standard action or move action in 1 round, incurs a –2 penalty to attacks, Reflex saves, and AC)
81–90	5 rounds (a PC can perform no actions, loses Dexterity bonus to AC, incurs a –2 penalty to attacks, Reflex saves, and AC)
91–00	1 minute (a PC can perform no actions, loses Dexterity bonus to AC, incurs a –4 penalty to attacks, Reflex saves, and AC, helpless)

Once the randomized 10 rounds are over, time returns back to its original state. Only then can the switch be activated again to return things to the normal flow of time for one minute, followed by another minute of random time.

Do not forget that K'dare, if present, can use the dragonstone to heal himself of 1d4 points of damage, if he can reach it (see *Arcana Evolved,* page 345).

An Old Foe's Return (EL 3)

Once the player characters—and most likely whichever ally they accompany—have the *crystal of foreboding,* it immediately begins to vibrate. One round later, they are attacked within the Test of Time.

If the PCs accompany K'dare, the attacker is Ou-Rathlin, assuming she still lives. She took some time to recover after the earlier fight and now has tracked down the dracha and his allies. This time, the giant attacks with intent to kill, fearing that whatever K'dare and the others have uncovered constitutes a real threat to her and the Diamond Throne. If Ou-Rathlin has died or otherwise could not logically return for this encounter, her friend and ally from the Family, a giant named La-Terik, comes instead, seeking vengeance. Use Ou-

Rathlin's stats for the new giant, but give him a greataxe instead of a greatsword. Either giant also has two 1st-level warriors (part of the Family) along as well.

If the player characters have allied with Ou-Rathlin, K'dare appears, hoping to get the crystal from them. The dracha will do anything to accomplish his mission, and now—having recovered from the fight (and escaped from the Family, if they held him captive), K'dare finally catches up to the group and attacks. The dracha has brought along two mercenaries he's hired with his gems. These are 1st-level warriors.

In either case, the attacker focuses upon the crystal first and foremost, attacking whoever has it with vigor. If time flows normally, the battle runs as usual. However, if the flow of time becomes random at any point during the encounter, things get very strange. Each combatant rolls on the table at left each round to determine the effects of time upon him, some moving very rapidly, some almost standing still.

Human Warrior1 (2): CR 1/2; Medium humanoids; HD 1d8+1; hp 9; Dying/Dead –2/–12; Init +5; Speed 30 feet; AC 16 (+1 Dexterity, +4 armor, +1 shield), touch 11, flat-footed 15; Base Attack +1; Grapple +3; Attack +5 melee (1d8+2, longsword), or +2 ranged (1d4+2, dagger); SV Fort +3, Ref +1, Will +0; Str 14, Dex 13, Con 12, Int 11, Wis 10, Cha 10.

New Magic Item

Crystal of foreboding: There are seven of these crystals, each a different color. Each measures 8 inches long and 2 inches wide. When held, it vibrates for one second if the wielder is in danger. In this case, danger means that someone or something (including traps) means to inflict harm upon the wielder in this round or the next—DM's discretion.

If two of these crystals are within 30 feet of each other, their wielders learn of impending danger within the next minute. If three are within 30 feet of each other, they predict danger within the next hour. Four crystals foretell of danger within the next day, five within the next week, six within the next month, and all seven within the next year. In each case, the danger must be significant to the wielder(s). No simple arrow trap nor the attack of a giant ant is significant to a 15th-level character, for instance.

If four or more crystals are within 30 feet of each other when they vibrate, they give their owner(s) an extremely brief vision of the danger that they indicate. Otherwise, no details are provided. Mainly, the crystal ensures that the wielder is not surprised. Nevertheless, keeping more than five crystals of foreboding *together most likely results in an almost continual vibration, with accompanying visions, unless the wielders live very well protected lives.*

Moderate divination; caster level 7th; Create Constant Item, foretell future; Price 5,000 gp

Skills and Feats: Climb +3, Intimidate +4, Ride +5; Night Owl, Improved Initiative, Weapon Focus (longsword).

Possessions: Masterwork longsword, leather coat, light wooden shield, daggers (3), 8 gp.

ENDING THE ADVENTURE

Assuming the player characters help either K'dare or Ou-Rathlin, they can choose what to do next. K'dare takes the crystal back to his dragon masters, if he has it. He has nothing else to offer the PCs, although he assures them that if they seek evolution (evolved levels), the dragons west of here will recognize the gems he gave them as signs that they can be trusted.

Should Ou-Rathlin get the crystal, she takes it to her organization for study. Meanwhile, she offers to help the player characters become actual members of the Family. If they accept, the PCs find themselves in the middle of a political struggle for the Lands of the Diamond Throne. They're likely to be dispatched on missions to work against the dragons, the Order of the Axe, and other traitors to the Diamond Throne. In time, however, they likely will become criminals wanted by those they believe they serve.

Either way, the player characters are unlikely to end up with the crystal, which is probably a good thing. Future adventures, however, might involve uncovering other ancient dragon sites where the other six *crystals of foreboding* might lie. Some of them may have even been scattered elsewhere in the realm after all these years, leaving the opportunities for future exploration wide open.

The Test of Time: A SHORT INTRODUCTORY ADVENTURE BY MONTE COOK

Requires use of **Monte Cook's Arcana Evolved***, published by Malhavoc Press*
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ADDITIONAL CREDITS
Editing and Production: Sue Weinlein Cook
Illustration: Michael Komarck and Tyler Walpole
Cartography: Ed Bourelle • **Interior Page Design:** Lisa Chido

For supplemental material, visit Monte Cook's Website:
<www.montecook.com>

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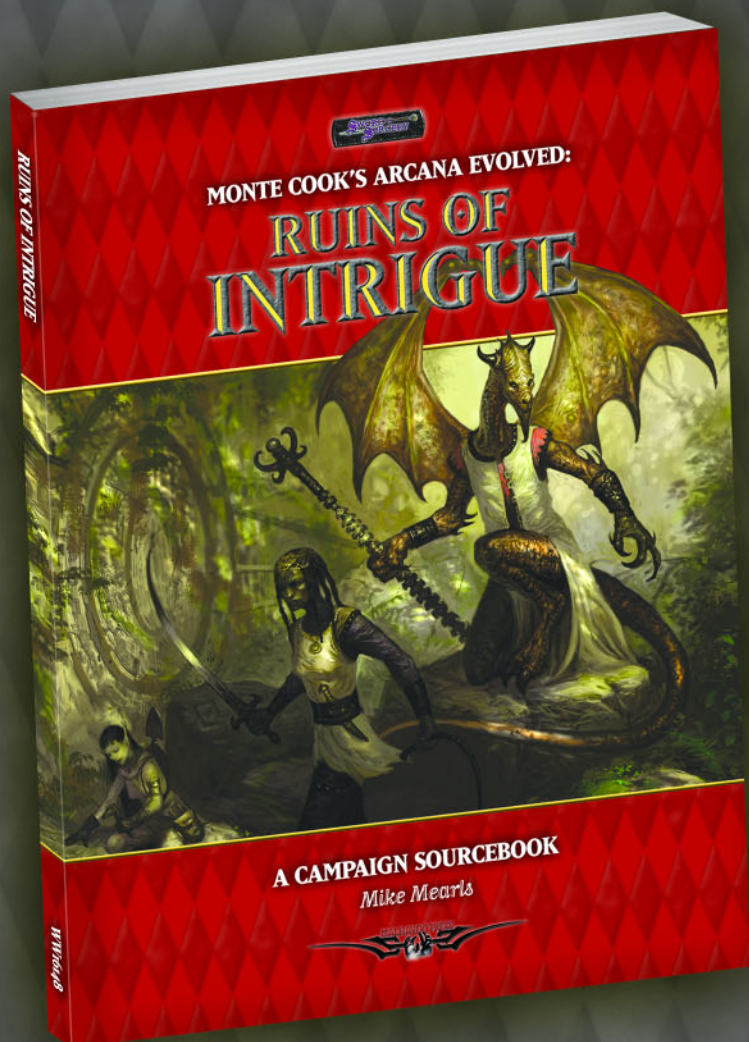
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