

IUZ6-02

Blue Scales, Red Secrets

A one-Round D&D LIVING GREYHAWK[®] Iuz's Border States Metaregional Adventure

Version 1.0

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A simple escort mission has brought you to the spur of Rift Canyon known as Dragon Rift. What could make its master worried enough to employ common humanoids to do his work? An Iuz's Border States metaregional adventure set in the Combination of Free Lords, for APLs 6 to 12. Having a wilderness oriented PC at the table will prove beneficial during this adventure. PCs that have the Enmity of Morginstaler will find this adventure to be very bad for their health. This is Part One of the Seeker of the Flesh series.

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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For questions specific to this document and your region, please e-mail your point of contact (POC) at dragotha@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round metaregional adventure set in Iuz's Border States. Characters native to Iuz's Border States 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The Rift Canyon is rumored to be the home of many magical and dangerous creatures. Ogres, bandits, undead left by the arch-cleric Kyuss, and other horrible beings all lurk within the Rift's deep shadows.

Of all the creatures in the Rift, one has risen to a position of dominance in recent years, and has made his presence known to the various denizens of the Rift. Morginstaler, the Red Dragon of the Rift, lays claim to the Rift and its environs, save for Riftcrag (which the dragon has 'graciously' ceded to the Boneheart Cranzer).

For the most part, Morginstaler is happy dominating the various denizens who live in the eastern portion of the Rift Canyon but, from time to time, boredom gets the best of him and he explores the western areas of the Rift, enjoying his dreams of power as he terrorizes the puny mortals that he finds. During one such flight, a score of kobolds failed to flee as he flew overhead.

Enraged, he descended to teach the foolish humanoids a lesson with his bare claws (for Morginstaler revels in melee combat, believing himself undefeatable by all except an older, larger dragon), brutally killing several of the kobolds. Much to his surprise, the remaining humanoids actually charged him instead of fleeing, led by a kobold adept.

The battle was short and furious, as Morginstaler mowed the small warriors down with evil efficiency. With their adept slain, the rest tried to flee, but Morginstaler, now in a blood frenzy, chased the remaining kobolds down, slaying them in turn. As is common for red dragons, Morginstaler allowed one to flee, to spread word amongst his kind that Morginstaler was to be feared.

Curious as to why the kobolds would be foolish enough to not flee from him, let alone charge him, the dragon searched the remains of the adept carefully. While the adept's possessions were not even worthy of being added to his treasure trove, Morginstaler did discover one interesting object in the adept's pouch: a strange blue dragon scale that detected as faint abjuration. The scale was fresh enough, and of a size large enough, to worry the mighty red dragon, and all further thoughts of treasure and killing were driven from his head.

After a full week of trying to discover the meaning and powers of the scale (in a deep, empty cave far from his lair), Morginstaler has grown frustrated and worried about a possible threat from an older and larger blue dragon moving into his territory.

Determined to learn more about the scale, Morginstaler has flown out to the road by Wraithkeep looking for armed traveling parties, to coerce them into exploring the kobolds' lair to learn more. After all, there

is no need for the Iuzians or the denizens of the Rift to know that he is worried.

Adventure Summary

Introduction

Various regional plot hooks explain why PCs not native to the BK are in the BK.

Encounter 1

The PCs start the mod traveling on the road north of Wraithkeep, just east of Dragon Rift. It is a clear, early spring day, and they can easily see the huge, red, winged form of Morginstaler flying towards them.

After calming the party's fear of being eaten, and if made Friendly via Diplomacy, Morginstaler explains that he is looking to "hire" a group of adventurers to find out why a group of kobolds is behaving oddly. If the party declines, Morginstaler gets very angry and threatens the party, eventually coercing them into investigating the dead kobolds' remains.

If there are any female PCs in the party with a Charisma 14 or higher, Morginstaler invites them to a "guided tour of the Rift" while flirting with them.

Encounter 2

The PCs enter the Rift, possibly triggering a rockfall.

Encounter 3

The PCs encounter a local resident of the Rift, a mage who might share some valuable information with them.

Encounter 4

The PCs encounter some of the Rift's local wildlife.

Encounter 5

The PCs come upon the site of Morginstaler's fight with the kobolds. Here they may examine the dead kobolds, but there is not much left to find, other than one strange blue dragon scale, a note, and tracks leading back to the kobolds' lair.

Encounter 6

The PCs locate the rubble-covered entrance to the kobolds' lair. A sneaky PC that somehow enters the lair will see more signs of a growing cult. Enterprising PCs might even enter the area and converse with the kobold adepts to learn more about the mysterious blue dragon being worshipped. Due to the number of kobolds (over a thousand), it will be clear that the PCs cannot eradicate the kobold threat on their own.

Encounter 7

The PCs return to tell Morginstaler what they have learned, and to recover their missing traveling companion. Being Chaotic and Evil, Morginstaler thanks them by having some of his children attack.

Conclusion

The PCs have discovered a growing cult dedicated to a blue dragon in the Rift Barrens.

Preparation for Play

- Find out if any of the PCs are in disguise, and, if so, what their Disguise check is. Remember, they may not start the mod having taken 20 on this check (as that would have taken 6 hours).
- Discretely find out if any of the PCs are females with a Charisma of 14 or higher.
- Find out if any of the PCs have the Enmity of Morginstaler from BDK5-02 *Trouble at Dragon Rift* or BDK6-07 *Love Letter*.
- Find out if any of the PCs have the Favor of Morginstaler from BDK6-07 *Love Letter*.
- Remember, the Rift Canyon and the Rift Barrens are generally devoid of plant life, so spells such as *entangle* will not work. For climate and terrain purposes, the Rift Canyon is a Temperate Forbidding Mountain while the Rift Barrens is a Temperate Rocky Desert (see DMG pages 89-91).

Bandit Kingdoms Introduction

It has been a long, weary journey from Rookroost to where you find yourselves now, on the eastern road from Riftcrag to Balmund. Not so much because of the weather, or because of worrying about avoiding Iuzians, but because your charge, a wealthy, yammering merchant, won't shut up.

Ever since Yulkin the grain merchant hired you in the Dirty Dog Tavern to escort him to Balmund, you've been subjected to a non-stop stream of inane merchant-speak. Perhaps you'll be lucky and wander into an angry hydra, or a hungry mantichore....

"Dorakaa really is lovely in the winter, despite the demons," Yulkin says as you make the turn south towards Wraithkeep. The merchant has already assured you that his passes will get your party past Wraithkeep's patrols. Based on what you have seen so far, they probably will.

The PCs have been hired by Yulkin to escort him from Rookroost to Balmund, at the rate of 4 sp/level/day, paid upon safe delivery. He absolutely hates being teleported,

and he prefers to stop in every village and town to say “hi” to his various contacts.

Be sure to modify the following text for younger or more sensitive players:

“Speaking of Dorakaa, I was just there a few weeks ago, and I saw something truly horrendous. A dead male elf was hanging in chains on one of the tower walls of the Bonehearts’ Citadel. I think it was Jumper’s tower.

“Anyhow, the elf’s nearly naked body was covered with horrific wounds, appendages were amputated, intestines hung out of his belly. It was awful! Demons would fly up and peck at him, eating strips of flesh, muscle, and sinew!

“That’s when I noticed that the poor bastard’s eyes were open, and moving! He was alive! He was trying to scream, but his tongue was missing! Blood stained the wall and ground below him, and written next to him on the wall in huge letters painted in blood were the words, ‘The Sage of Rookroost is here’.

“Did any of you know him?”

A DC 20 Knowledge (local – Iuz’s Border States) check reveals that the “Sage of Rookroost”, an elf wizard of some power named Morgan Silverlane, personally taunted a Greater Boneheart and paid the final price for it. The lesson here is: While you might be able to strike at the Old One, seldom can you strike at him overtly without paying the final price.

Yulkin the Merchant: Male human Exp 6; hp 32; N; Fort +3, Ref +1, Will +8; Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 14; Appraise +10, Bluff +14, Diplomacy +17, Forgery +10, Gather Information +13, Knowledge (local – Iuz’s Border States) +10, Profession (merchant) +15, Sense Motive +17; Negotiator, Skill Focus (Bluff), Skill Focus (Profession [merchant]), Skill Focus (Sense Motive).

Languages: Common, Orc.

Possessions: traveler’s outfit, masterwork dagger, belt pouch (100 gp), light riding horse.

Furyondy Introduction

The flyers that led you to travel to the port town of Willip read, “Brave Adventurers Wanted! Fabulous Wealth! Easy Travel! Low Danger! Contact Larrick in the Flying Dolphin tavern in Willip for details. Interviews will be held on the 27th of Coldeven.”

It sounds too good to be true, but maybe, just maybe, it will turn out to be high paying and low risk, which would make for a nice change of pace. Even if the job does not pan out, a trip to the coastal town is

sure to be more relaxing than hanging around the northern provinces right now.

So you’ve made your way to the Flying Dolphin, a rowdy inn located in Willip’s harbor district. A quick scan of the inn’s crowd reveals an assortment of would-be mercenaries, caravan guards, and ex-soldiers, all relaxing and telling each other stories while waiting to be interviewed by a man in leather armor you presume to be Larrick. One by one, the interviewees all shake their heads at the man, and leave the inn.

The heroes should take this opportunity to introduce themselves to each other, as they share a table in the inn.

If the PCs try to ask one of the interviewed men what they learned, they just shake their heads and say, “He must be crazy!” and exit the inn. None are willing to stand still for a minute while a PC tries to use the Diplomacy skill on them, and each starts as Indifferent towards the PCs.

If made Friendly, they merely say, “Listen, I know of a guy looking to hire good old fashioned caravan guards. Why don’t you come with me?” If made Helpful, they try to physically drag the PC out of the inn, telling them, “Come on. Forget this guy. Let’s go get a real job!”

Obviously, if the PC chooses to find other work, the adventure is over for them. They may earn one week’s worth of wages guarding a caravan, at the standard low-risk caravan guard pay rate of 2 sp/level/day.

Whenever the PCs are ready to approach Larrick, proceed with the following. They may approach him individually, or as a group.

The man sitting in front of you has the dusty look of a miner, which is definitely an odd sight here in this coastal town.

“I’ll get right to the point,” he says. “I’ve learned of the location of a large vein of a valuable metal, but I need guards to watch my back while I verify the purity of the lode.”

Larrick will question each of the PCs about their level of experience and areas of specialty. He will take notes during the discussion. Larrick may relay the following information if asked:

- The expedition will not violate any of the King’s laws, nor will they have to pay taxes as the site is located outside of Furyondy’s borders.
- Pay is the standard rate (4 sp/level/day), plus normal expenses such as food, lodgings, tolls, etc. He will increase the rate to 8 sp/level/day for any clerics dedicated to Bleredd, Calladuran Smoothhands, Dumathoin, Fandal Steelskin, Jascar, and/or Ulaa.

- He learned of the vein through a Rhenee contact. The Rhenee contact warned him to avoid the notorious Men of the Rift, which should not be a problem since the suspected lode is nowhere near their territory.
- Should the site pan out, he will offer the PCs a bonus based on the purity of the vein and revenue projections.
- He will NOT reveal the type of metal that he is going to investigate without magical coercion. Magical methods such as *detect thoughts* could be used to glean this information, however. It is adamantine.
- The location he wishes to investigate is in the Rift Canyon. This is why no one has agreed to accompany him yet, the cowards.
- Not a lot is known about the Rift or its denizens, but he has heard that the Men of the Rift have cleaned out most of the monsters over the past hundred years or so.
- He has hired a wizard from the Wayfarers' Guild of Greyhawk City to *teleport* him and the crew he selects to the Rift Canyon. Specifically, they will be teleporting to the town of Rowyna, located in the County of Urnst on the Artonsamay River, because the mage is familiar with that town.
- The wizard will be able to teleport himself, Larrick, and a number of other creatures, using a *portable hole*. Should a druid PC be upset about leaving behind their animal companion, he tells them that the Wayfarer Guild mage will probably have ways of accommodating them. Alternatively, they can spend the day in Rowyna summoning a new one while he shops for supplies.
- The wizard will not be accompanying them into the Rift, but will instead meet them in Rowyna two weeks later to teleport them home.
- Once in Rowyna, they will be able to buy supplies and mounts before crossing the river and heading towards the Rift Canyon. As long as they stay clear of Wraithkeep, Sheerwatch, and Sarresh, they should be able to avoid any Iuzian hassles.
- Larrick will purchase mounts in Rowyna. He has arranged with the Flying Dolphin owner to stable any mounts that need to be left behind.
- If the trip is successful, Larrick's financiers will fund a much larger expedition to create a mining camp. In this event, they will all become rich beyond their wildest dreams.

Should the PCs agree to his terms, he will be very pleased, and he will buy them all a round of ale before telling them to meet him at dawn the following day in

the common room. The PCs will be able to find suitable lodgings in the inn, or in another inn in the town, as long as they are paying Adventurer's Standard or higher. Those who are living off the wild can sleep on the inn's common room floor.

Larrick reminds them that they might wish to make sure to bring their saddlebags and other valuables, since they will be leaving their mounts behind, before retiring for the night.

Should the PCs *scry* on him, he can be seen pouring over various maps, sharpening pick axes and the like, etc. In addition, he appears to briefly talk to thin air, as he replies to a *sending* spell from the hired mage, when he says, "Yes, we are still on for tomorrow. See you at dawn."

The following morning, Larrick meets the PCs in the common room at dawn. Continue with the following:

Larrick looks eager to get started, and his enthusiasm irritates the innkeep while your group finishes putting on your armor, eating breakfast, and getting ready.

If the PCs wish to prepare a *heroes' feast*, Larrick stops them, telling them there is no time because the mage will be here soon. Larrick tells them that they can cast the spell once they arrive in Rowyna.

A few minutes later, there is a pop of displaced air as a human in robes appears in the inn. Fixing his gaze on Larrick, he asks, "Are you ready?" as he fishes a black, circular piece of cloth from a pocket.

Larrick gathers everyone into a circle, and the mage casts *teleport*. The mage can bring along four medium sized creatures or two large sized creatures. In addition, he will use his *portable hole* to transport more creatures. The *portable hole* can hold up to 8 small, 4 medium, or 2 large creatures. To fit everyone inside, the mage first casts a *mass reduce person* spell. Using this technique, the mage can bring along two large sized creatures and eight small creatures.

Should the PCs desire to bring along more large sized mounts, the mage has one *scroll of reduce animal* available to be purchased, slightly marked up from the normal price since he is casting a free *mass reduce person* spell as part of the deal (200 gp).

The *portable hole* contains enough air for 8 small creatures to breath for two-and-a-half minutes.

Continue with the following:

As you arrive (or climb out of the portable hole), one of the first things that you note is that you are not in any sort of village. Rather, you appear to have arrived on a flat, dirt road out in the middle of open

scrublands. After a moment, everyone is out of the portable hole, and the mage dismisses the spell, returning everyone back to their normal size.

Larrick eyes the mage warily. The mage appears to be taking in the surroundings, as curious as everyone else is.

"Well, where in the nine hells of Baator are we?" Larrick shouts at him.

"Based on the road," the mage calmly replies, "the position of the sun, and the canyon that appears to be several miles to the west of us, I'd say we arrived off target by thirty to forty miles. We arrived next to the Rift Canyon's eastern most edge. These things happen from time to time during teleportations."

"Well, fix it! Teleport us to Rowyna!" Larrick demands.

"I could do that, but then I would have to charge you for another casting of the spell. As we previously discussed, any off target arrival will be compensated with a twenty-five percent discount if we arrive within a reasonable distance of the target. Based on where we are, Rowyna is a mere thirty to forty miles due south. You should be able to walk there in two days, three at the most. Just go due south until you reach the Artonsamay, cross it, and then go east. Do not stay on this road for more than a few miles, as Wraithkeep is not too far to the south."

Larrick grumbles, clearly not happy, but pulls some coins and gems from a belt pouch and tosses the pouch to the mage, who examines its contents closely before pocketing it.

Larrick is actually not that upset about the off target arrival as now he gets the chance to examine the lay of the land a bit before making his purchases in Rowyna. Such information could mean the difference between purchasing mules, or purchasing horses.

"I'll meet you in Rowyna in seventeen days time, to give you time to travel there before setting off on your expedition," the mage says. "I'll even toss in a ten percent discount off the price of teleporting you home."

Larrick nods at the mage, who then casts a spell and disappears. After the mage is gone, Larrick turns to your group and says, "Well, no point complaining. Let's get moving."

Read the players the Bandit Kingdoms Warning before proceeding to Encounter One. Larrick is impatient to get moving, so he will not stop if the PCs want to cast *heroes' feast*. Moreover, sitting down on the open road and eating a meal for an hour is a very bad idea in the Bandit Kingdoms.

Larrick the Miner: Male human Exp6; hp 44; LN; Fort +3, Ref +2, Will +6; Str 16, Dex 10, Con 14, Int 12, Wis 13, Cha 8; Appraise +10, Climb +12, Jump +12, Knowledge (dungeoneering) +13, Listen +10, Profession (miner) +13, Search +10, Survival +10 (+12 underground); Power Attack, Skill Focus (Knowledge [dungeoneering]), Skill Focus (Profession [miner]), Weapon Focus (heavy pick).

Languages: Common, dwarf.

Possessions: traveler's outfit, masterwork heavy pick, masterwork leather armor, masterwork miner's pick (2), belt pouch (1,000 gp worth of gems and coins).

Wayfarer Guild Mage: Male human Conj5/ Mage of the Arcane Order 4/ Wayfarer Guide 1.

Possessions: portable hole, scroll of reduce animal.

Highfolk Introduction

The flyers that led you to travel to the town of Highfolk read, "Brave Adventurers Wanted! Fabulous Wealth! Easy Travel! Low Danger! Contact Marcalus of the Merchants' Guild of Highfolk for details. Interviews will be held on the 27th of Coldeven."

It sounds too good to be true, but maybe, just maybe, it will turn out to be high paying and low risk, which would make for a nice change of pace.

A skinny male half-elf in leather armor is interviewing applicants in an inn in Highfolk. One by one, he appears to be sending people on their way, apparently not happy with their credentials.

The heroes should take this opportunity to introduce themselves to each other, as they share a table in the inn.

Obviously, if the PC chooses to find other work, the adventure is over for them. They may earn one week's worth of wages guarding a caravan, at the standard low-risk caravan guard pay rate of 2 sp/level/day.

Whenever the PCs are ready to approach Marcalus, proceed with the following. They may approach him individually, or as a group.

"I'll get right to the point," the half-elf says. "I've made contact with some Rhenee merchants. I need guards to watch my back while I negotiate with them."

Marcalus will question each of the PCs about their level of experience and areas of specialty. He will take notes during the discussion. Marcalus may relay the following information if asked:

- Pay is the standard rate (4 sp/level/day), plus normal expenses such as food, lodgings, tolls, etc.

- He will be meeting the Rhenee contact on his barge on the Artonsamay River, near the County of Urnst town named Rowyna.
- He needs bodyguards because this town borders the Combination of Free Lords.
- He will NOT reveal the type of merchandise that he is going to discuss without magical coercion. Magical methods such as *detect thoughts* could be used to glean this information, however. He is looking to trade darkwood and bronzewood for mithral.
- He has hired a wizard from the Wayfarers' Guild of Greyhawk City to *teleport* him and the guards he selects to Rowyna, because the mage is familiar with that town.
- The wizard will be able to teleport himself, Marcalus, and a number of other creatures, using a *portable hole*. Should a druid PC be upset about leaving behind their animal companion, he tells them that the Wayfarer Guild mage will probably have ways of accommodating them. Alternatively, they can spend the day in Rowyna summoning a new one while he starts the negotiations, which he expects to last two weeks as he meets with various Rhenee barge captains as they pass through the area.
- The wizard will meet them in Rowyna two weeks later to teleport them home.

Should the PCs agree to his terms, he will be very pleased, and he will buy them all a round of ale before telling them to meet him at dawn the following day in the common room. The PCs will be able to find suitable lodgings in the inn, or in another inn in the town, as long as they are paying Adventurer's Standard or higher. Those who are living off the wild can sleep on the inn's common room floor.

Marcalus reminds them that they might wish to make sure to bring their saddlebags and other valuables, since they will be leaving their mounts behind, before retiring for the night.

Should the PCs *scry* on him, he can be seen pouring over ledgers. In addition, he appears to briefly talk to thin air, as he replies to a *sending* spell from the hired mage, when he says, "Yes, we are still on for tomorrow. See you at dawn."

The following morning, Marcalus meets the PCs in the common room at dawn. Continue with the following:

Marcalus looks eager to get started, and his enthusiasm irritates the innkeep while your group finishes putting on your armor, eating breakfast, and getting ready.

If the PCs wish to prepare a *heroes' feast*, Marcalus stops them, telling them there is no time because the mage will be here soon. Marcalus tells them that they can cast the spell once they arrive in Rowyna.

A few minutes later, there is a pop of displaced air as a human in robes appears in the inn. Fixing his gaze on Marcalus, he asks, "Are you ready?" as he fishes a black, circular piece of cloth from a pocket.

Marcalus gathers everyone into a circle, and the mage casts *teleport*. The mage can bring along four medium sized creatures or two large sized creatures. In addition, he will use his *portable hole* to transport more creatures. The *portable hole* can hold up to 8 small, 4 medium, or 2 large creatures. To fit everyone inside, the mage first casts a *mass reduce person* spell. Using this technique, the mage can bring along two large sized creatures and eight small creatures. Should the PCs desire to bring along more large sized mounts, the mage has one *scroll of reduce animal* available to be purchased, slightly marked up from the normal price since he is casting a free *mass reduce person* spell as part of the deal (200 gp).

Continue with the following:

As you arrive (or climb out of the portable hole), one of the first things that you note is that you are not in any sort of village. Rather, you appear to have arrived on a flat, dirt road out in the middle of open scrublands. After a moment, everyone is out of the portable hole, and the mage dismisses the spell, returning everyone back to their normal size.

Marcalus eyes the mage warily. The mage appears to be taking in the surroundings, as curious as everyone else is.

"Where are we?" Marcalus asks him.

"Based on the road," the mage calmly replies, "the position of the sun, and the canyon that appears to be several miles to the west of us, I'd say we arrived off target by thirty to forty miles. We arrived next to the Rift Canyon's eastern most edge. These things happen from time to time during teleportations."

"Well, fix it! Teleport us to Rowyna!" Marcalus demands.

"I could do that, but then I would have to charge you for another casting of the spell. As we previously discussed, any off target arrival will be compensated with a twenty-five percent discount if we arrive within a reasonable distance of the target. Based on where we are, Rowyna is a mere thirty to forty miles due south. You should be able to walk there in two days, three at the most. Just go due south until you reach the Artonsamay, cross it, and then go east. Do

not stay on this road for more than a few miles, as Wraithkeep is not too far to the south."

Marcalus grumbles, clearly not happy, but pulls some coins and gems from a belt pouch and tosses the pouch to the mage, who examines its contents closely before pocketing it.

Marcalus is not happy about the off target arrival, but he is curious about possibly making new contacts during the short trip to Rowyna.

"I'll contact you via a sending spell in two weeks time, to see if you are ready to return home," the mage says to Marcalus. "I'll even toss in a ten percent discount off the price of teleporting you home."

Marcalus nods at the mage, who then casts a spell and disappears. After the mage is gone, Marcalus turns to your group and says, "Well, no point complaining. Let's get moving before we run into any of Old Wicked's forces."

Read the players the Bandit Kingdoms Warning before proceeding to Encounter One. Marcalus is impatient to get moving, so he will not stop if the PCs want to cast *heroes' feast*. Moreover, sitting down on the open road and eating a meal for an hour is a very bad idea in the Bandit Kingdoms.

Marcalus the Merchant: Male half-elf Exp6; hp 32; N; Fort +3, Ref +4, Will +5; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 16; Appraise +10, Bluff +12, Diplomacy +21, Gather Information +19, Knowledge (local – Iuz's Border States) +10, Listen +1, Profession (merchant) +12, Search +2, Sense Motive +9, Spot +1; Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Profession [merchant]).

Languages: Common, elven.

Possessions: traveler's outfit, masterwork longbow, 20 arrows, masterwork leather armor, rapier, dagger, belt pouch (1,000 gp worth of gems and coins).

Wayfarer Guild Mage: Male human Conj5/ Mage of the Arcane Order 4/ Wayfarer Guide 1.

Possessions: portable hole, scroll of *reduce animal*.

Perrenland Introduction

Word has gone out that the Voice is looking to hire a group of stout adventurers for some sort of expedition. Details are scarce, but a line of applicants sit in the lavish common room of the Voice's College on the grounds of the Grand Temple of the Old Kerk in Schwartzenbruin. Singly or in groups, they are eventually summoned by a blue-cloaked member of

the Voice and led into an adjacent office to be interviewed. Several minutes later, each applicant leaves, shaking his or her head.

The heroes should take this opportunity to introduce themselves to each other, as they are waiting to be interviewed.

If the PCs try to ask one of the interviewed men what they learned, they just shake their heads and say, "He must be crazy!" and exit the inn. None are willing to stand still for a minute while a PC tries to use the Diplomacy skill on them, and each starts as Indifferent towards the PCs.

If made Friendly, they merely say, "Listen, I know of a guy looking to hire good old fashioned caravan guards. Why don't you come with me?" If made Helpful, they try to physically drag the PC out of the inn, telling them, "Come on. Forget this guy. Let's go get a real job!"

Obviously, if the PC chooses to find other work, the adventure is over for them. They may earn one week's worth of wages guarding a caravan, at the standard low-risk caravan guard pay rate of 2 sp/level/day.

Whenever the PCs are ready to be interviewed, proceed with the following. They may interview individually, or as a group.

PCs who are members of the Voice meta-org should be wearing their cloak of office. If they do so then the greeting they get below is one of deepest courtesy and respect.

Inside the office is a HetKanzler (Head Singer) of the College and member of the Vuurzward clan by the looks of his clothing, both sit behind a large desk. The Vuurzwarder appears to be a scholar of some sort, and sits quietly in his chair, eying you.

"Greetings, fellow patriots. I am HetKanzler Arven Bruidenhuis, Knowing that for you, time is money, I'll get right to the point, I seek to commission a group of adventurers to protect this gentleman, Marinus Vuurzward," he says, pointing at the Flan, "during an expedition in which he will be seeking to discover the location of an Ur-Flan burial site. Pay will be the standard rate. Marinus can answer any questions you might have about the expedition."

Marinus will question each of the PCs about their level of experience and areas of specialty. He will take notes during the discussion. Marinus may relay the following information if asked:

- Pay is the standard rate (4 sp/level/day), plus normal expenses such as food, lodgings, tolls, etc. He will increase the rate to 8 sp/level/day for any clerics of the Old Kerk.

- The Old Kerk has learned, through various divinations, of the possible location of an ancient Ur-Flan crypt.
- Marinus is an expert on the Ur-Flan, but possibly not as much as some of the PCs.
- Everyone knows that Perrenland still lives with a Ur-Flan legacy thus his expertise is in some demand outside of the nation's borders.
- The location he wishes to investigate is in the Rift Canyon. This is why no one has agreed to accompany him yet.
- It is known that the Bone Master (Kyuss) underwent apotheosis in Wormcrawl Fissure, in the Rift Canyon.
- The expedition will NOT be going to the Wormcrawl Fissure. That would be suicidal.
- Not a lot is known about the Rift or its denizens, but he has heard that the Men of the Rift have cleaned out most of the monsters over the past hundred years or so.
- The Voice has hired a wizard from the Wayfarers' Guild of Greyhawk City to *teleport* Marinus and the crew he selects to the Rift Canyon. Specifically, they will be teleporting to the town of Rowyna, located in the County of Urnst on the Artonsamay River, because the mage is familiar with that town.
- The wizard will be able to teleport himself, Marinus, and a number of other creatures, using a *portable hole*. Should a druid PC be upset about leaving behind their animal companion, he tells them that the Wayfarer Guild mage will probably have ways of accommodating them. Alternatively, they can spend the day in Rowyna summoning a new one while he shops for supplies.
- The wizard will not be accompanying them into the Rift, but will instead meet them in Rowyna two weeks later to teleport them home.
- Once in Rowyna, they will be able to buy supplies and mounts before crossing the river and heading towards the Rift Canyon. As long as they stay clear of Wraithkeep, Sheerwatch, and Sarresh, they should be able to avoid any Iuzian hassles.
- Marinus will purchase mounts in Rowyna. The Voice has arranged to stable any mounts that need to be left behind.
- Their mission is to get in, verify whether the crypt is indeed Ur-Flan, and get out.

Should the PCs agree to the mission, Marinus and the HetKanzler will be very pleased. Marinus reminds them that they might wish to make sure to bring their saddlebags and other valuables, since they will be leaving their mounts behind, before retiring for the night. He

tells them to meet him at dawn the following day in a nearby courtyard.

Should the PCs *scry* on Marinus, he can be seen pouring over various maps.

The following morning, Marinus and the HetKanzler meets the PCs in the courtyard at dawn. Continue with the following:

Marinus looks eager to get started. The HetKanzler merely stands quietly by as your group finishes putting getting ready.

If the PCs wish to prepare a *heroes' feast*, the HetKanzler stops them, telling them there is no time because the mage will be here soon. Marinus tells them that they can cast the spell once they arrive in Rowyna.

A few minutes later, there is a pop of displaced air as a human in robes appears in the courtyard. Fixing his gaze on Marinus, he asks, "Are you ready?" as he fishes a black, circular piece of cloth from a pocket.

Marinus gathers everyone into a circle, and the HetKanzler casts *bless*, while intoning a suitable prayer. After that, the mage casts *teleport*. The mage can bring along four medium sized creatures or two large sized creatures. In addition, he will use his *portable hole* to transport more creatures. The *portable hole* can hold up to 8 small, 4 medium, or 2 large creatures. To fit everyone inside, the mage first casts a *mass reduce person* spell. Using this technique, the mage can bring along two large sized creatures and eight small creatures. Should the PCs desire to bring along more large sized mounts, the mage has one *scroll of reduce animal* available to be purchased, slightly marked up from the normal price since he is casting a free *mass reduce person* spell as part of the deal (200 gp).

Continue with the following:

As you arrive (or climb out of the portable hole), one of the first things that you note is that you are not in any sort of village. Rather, you appear to have arrived on a flat, dirt road out in the middle of open scrublands. After a moment, everyone is out of the portable hole, and the mage dismisses the spell, returning everyone back to their normal size.

Marinus eyes the mage confusedly. The mage appears to be taking in the surroundings, as curious as everyone else is.

"Where are we?" Marinus calmly asks him.

"Based on the road," the mage calmly replies, "the position of the sun, and the canyon that appears to be several miles to the west of us, I'd say we arrived off target by thirty to forty miles. We arrived next to the

Rift Canyon's eastern most edge. These things happen from time to time during teleportations."

"Can you teleport us to Rowyna?" Marinus asks.

"No. Alas, I only have one more teleport prepared, and I need that to get home. I will send a sending spell to the HetKanzer informing him of the error.

Based on where we are, Rowyna is a mere thirty to forty miles due south. You should be able to walk there in two days, three at the most. Just go due south until you reach the Artonsamay, cross it, and then go east. Do not stay on this road for more than a few miles, as Wraithkeep is not too far to the south."

Marinus is not that upset about the off target arrival as now he gets the chance to examine the lay of the land a bit before making his purchases in Rowyna. Such information could mean the difference between purchasing mules, or purchasing horses. Plus, he's a curious fellow. A little walking never killed anybody.

"I'll contact you via a sending spell in two weeks time, to see if you are ready to return home," the mage says.

Marinus nods at the mage, who then casts a spell and disappears. After the mage is gone, Marinus turns to your group and says, "Well, let's get moving."

Read the players the Bandit Kingdoms Warning before proceeding to Encounter One. Marinus is impatient to get moving, so he will not stop if the PCs want to cast *heroes' feast*. Moreover, sitting down on the open road and eating a meal for an hour is a very bad idea in the Bandit Kingdoms.

Marinus the Scholar: Male human (Flan) Clr3/Exp3 (Allitur); hp 35; LG; Fort +5, Ref +1, Will +9; Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 14; Appraise +7, Concentration +13, Decipher Script +7, Knowledge (dungeoneering) +7, Knowledge (history) +13, Knowledge (religion) +13, Profession (archeologist) +15; Skill Focus (Concentration), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [religion]), Skill Focus (Profession [archeologist]).

Languages: Common, Flan, Orc, Old Oeridian, Ur-Flan.

Possessions: traveler's outfit, masterwork spear, belt pouch (200 gp).

Wayfarer Guild Mage: Male human Conj5/ Mage of the Arcane Order 4/ Wayfarer Guide 1.

Possessions: portable hole, scroll of reduce animal.

Shield Lands Introduction

Recent reports indicate that several of the raiding parties that have struck Bolam and Reynold have been based out of the Rift Canyon. It seems as if the denizens of the Combination of Free Lords are once again raiding into the Shield Lands, apparently with Iuzian consent.

Your scouting mission has been a tense one so far, as you've followed a retreating warband deep into the Rift Barrens north of the false Principality of Redhand. Luckily, several loyal Shield Landers still reside quietly in Redhand, and they proved helpful during the chase by providing room in their barns for your group to rest at night.

Your mission was not to overtake and capture the raiders, but rather to follow them as far as possible, to learn their favored routes in and out of the Rift Barrens. The group you are following surprised you by swinging east of the Rift itself, apparently intent on either turning towards Stoink, or west towards Riftcrag. Your patrol leader, a young greycloak, appears eager to continue the chase, but his orders were to turn back after two weeks.

With some reluctance, he surveys the tracks at an intersection, determining that the warband did indeed turn west, towards Riftcrag, before ordering the return home.

Read the players the Bandit Kingdoms Warning before proceeding to Encounter One. Kelvor is impatient to get moving, so he will not stop if the PCs want to cast *heroes' feast*. Moreover, sitting down on the open road and eating a meal for an hour is a very bad idea in the Bandit Kingdoms.

Kelvor's animal companion was previously killed during a skirmish with the raiders.

Greycloak Kelvor: Male human Rgr6; hp 45; SA Favored enemy orcs +4, undead +2; NG; Fort +5, Ref +5, Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8; Handle Animal +8, Hide +7, Knowledge (geography) +4, Knowledge (nature) +7, Listen +10, Move Silently +8, Ride +14, Spot +10, Survival +15; Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Survival), Track, Weapon Focus (longbow).

Languages: Common.

Spells Prepared (2; base DC = 11 + spell level): 1st—*entangle*, *speak with animals*.

Possessions: traveler's outfit, +1 composite longbow (+1 Str bonus), +1 studded leather armor, 20 arrows, masterwork buckler, masterwork longsword, dagger, belt pouch (100 gp), light warhorse.

Dyvers Introduction

The flyers read, "Brave Adventurers Wanted! Fabulous Wealth! Easy Travel! Low Danger! Contact Vilnius of the Merchants' Guild for details. Interviews will be held on the 27th of Coldeven."

It sounds too good to be true, but maybe, just maybe, it will turn out to be high paying and low risk, which would make for a nice change of pace.

A skinny male half-elf in leather armor is interviewing applicants in one of Dyvers' local inns. One by one, he appears to be sending people on their way, apparently not happy with their credentials.

The heroes should take this opportunity to introduce themselves to each other, as they share a table in the inn.

Obviously, if the PC chooses to find other work, the adventure is over for them. They may earn one week's worth of wages guarding a caravan, at the standard low-risk caravan guard pay rate of 2 sp/level/day.

Whenever the PCs are ready to approach Vilnius, proceed with the following. They may approach him individually, or as a group.

"I'll get right to the point," the half-elf says. "I've contact with some Rhenee merchants who I need to meet with, but I need guards to watch my back while I negotiate with them."

Vilnius will question each of the PCs about their level of experience and areas of specialty. He will take notes during the discussion. Vilnius may relay the following information if asked:

- Pay is the standard rate (4 sp/level/day), plus normal expenses such as food, lodgings, tolls, etc. Members of the mercenary guild will have their pay raised to 8 sp/level/day.
- He will be meeting the Rhenee contact on his barge on the Artonsamay River, near the County of Urnst town named Rowyna.
- He needs bodyguards because this town borders the Combination of Free Lords.
- He will NOT reveal the type of merchandise that he is going to discuss without magical coercion. Magical methods such as *detect thoughts* could be used to glean this information, however. He is looking to trade fine silks and gems for mithral.
- He has hired a wizard from the Wayfarers' Guild of Greyhawk City to *teleport* him and the guards he selects to Rowyna, because the mage is familiar with that town.

- The wizard will be able to teleport himself, Vilnius, and a number of other creatures, using a *portable hole*. Should a druid PC be upset about leaving behind their animal companion, he tells them that the Wayfarer Guild mage will probably have ways of accommodating them. Alternatively, they can spend the day in Rowyna summoning a new one while he starts the negotiations, which he expects to last two weeks as he meets with various Rhenee barge captains as they pass through the area.
- The wizard will meet them in Rowyna two weeks later to teleport them home.

Should the PCs agree to his terms, he will be very pleased, and he will buy them all a round of ale before telling them to meet him at dawn the following day in the common room. The PCs will be able to find suitable lodgings in the inn, or in another inn in the town, as long as they are paying Adventurer's Standard or higher. Those who are living off the wild can sleep on the inn's common room floor.

Vilnius reminds them that they might wish to make sure to bring their saddlebags and other valuables, since they will be leaving their mounts behind, before retiring for the night.

Should the PCs *scry* on him, he can be seen pouring over ledgers. In addition, he appears to briefly talk to thin air, as he replies to a *sending* spell from the hired mage, when he says, "Yes, we are still on for tomorrow. See you at dawn."

The following morning, Vilnius meets the PCs in the common room at dawn. Continue with the following:

Vilnius looks eager to get started, and his enthusiasm irritates the innkeep while your group finishes putting on your armor, eating breakfast, and getting ready.

If the PCs wish to prepare a *heroes' feast*, Vilnius stops them, telling them there is no time because the mage will be here soon. Vilnius tells them that they can cast the spell once they arrive in Rowyna.

A few minutes later, there is a pop of displaced air as a human in robes appears in the inn. Fixing his gaze on Vilnius, he asks, "Are you ready?" as he fishes a black, circular piece of cloth from a pocket.

Vilnius gathers everyone into a circle, and the mage casts *teleport*. The mage can bring along four medium sized creatures or two large sized creatures. In addition, he will use his *portable hole* to transport more creatures. The *portable hole* can hold up to 8 small, 4 medium, or 2 large

creatures. To fit everyone inside, the mage first casts a *mass reduce person* spell. Using this technique, the mage can bring along two large sized creatures and eight small creatures. Should the PCs desire to bring along more large sized mounts, the mage has one *scroll of reduce animal* available to be purchased, slightly marked up from the normal price since he is casting a free *mass reduce person* spell as part of the deal (200 gp).

Continue with the following:

As you arrive (or climb out of the portable hole), one of the first things that you note is that you are not in any sort of village. Rather, you appear to have arrived on a flat, dirt road out in the middle of open scrublands. After a moment, everyone is out of the portable hole, and the mage dismisses the spell, returning everyone back to their normal size.

Vilnius eyes the mage warily. The mage appears to be taking in the surroundings, as curious as everyone else is.

"Where in the nine hells of Baator are we?" Vilnius asks him.

"Based on the road," the mage calmly replies, "the position of the sun, and the canyon that appears to be several miles to the west of us, I'd say we arrived off target by thirty to forty miles. We arrived next to the Rift Canyon's eastern most edge. These things happen from time to time during teleportations."

"Well, fix it! Teleport us to Rowyna!" Vilnius demands.

"I could do that, but then I would have to charge you for another casting of the spell. As we previously discussed, any off target arrival will be compensated with a twenty-five percent discount if we arrive within a reasonable distance of the target. Based on where we are, Rowyna is a mere thirty to forty miles due south. You should be able to walk there in two days, three at the most. Just go due south until you reach the Artonsamay, cross it, and then go east. Do not stay on this road for more than a few miles, as Wraithkeep is not too far to the south."

Vilnius grumbles, clearly not happy, but pulls some coins and gems from a belt pouch and tosses the pouch to the mage, who examines its contents closely before pocketing it.

Vilnius is not happy about the off target arrival, but he is curious about possibly making new contacts during the short trip to Rowyna.

"I'll contact you via a sending spell in two weeks time, to see if you are ready to return home," the mage says to Vilnius. "I'll even toss in a ten percent discount off the price of teleporting you home."

Vilnius nods at the mage, who then casts a spell and disappears. After the mage is gone, Vilnius turns to your group and says, "Well, no point complaining. Let's get moving before we run into any bandits."

Read the players the Bandit Kingdoms Warning before proceeding to Encounter One. Vilnius is impatient to get moving, so he will not stop if the PCs want to cast *heroes' feast*. Moreover, sitting down on the open road and eating a meal for an hour is a very bad idea in the Bandit Kingdoms.

Vilnius the Merchant: Male half-elf Exp6; hp 32; N; Fort +3, Ref +4, Will +5; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 16; Appraise +10, Bluff +12, Diplomacy +21, Gather Information +19, Knowledge (local – Iuz's Border States) +10, Listen +1, Profession (merchant) +12, Search +2, Sense Motive +9, Spot +1; Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Profession [merchant]).

Languages: Common, elven.

Possessions: traveler's outfit, masterwork longbow, 20 arrows, masterwork leather armor, rapier, dagger, belt pouch (1,000 gp worth of gems and coins).

Wayfarer Guild Mage: Male human Conj5/ Mage of the Arcane Order 4/ Wayfarer Guide 1.

Possessions: portable hole, scroll of reduce animal.

Bandit Kingdoms Warning

Read the following text after the PCs realize that they are in the Bandit Kingdoms:

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

Ask each player if their character belongs to any BK regional or Iuz metaregional meta-orgs and, if so, which one(s). *Have them write this information on slips of paper to maintain in-character secrecy.*

Also, find out if anyone is Wanted by the Church of Iuz (a Bandit Kingdoms meta-organization. For more information, see www.bandit-kingdoms.net), and what their Disguise check is (they may NOT take 20 on this). While a hero's Wanted! score might not come into play

during this event, it is best to make our player base as paranoid as possible. If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous “hmmmm” noise, and roll a few d20s behind a screen. Cackle evilly for effect.

Encounter One: Yes, Red

The spring weather is clear and pleasant. The landscape is transitioning from the roughness of the Rift Barren's badlands to the smooth plains of the Artonsamay River valley. Several miles to the west, the easternmost edge of the Rift Canyon cuts the ground.

Allow the PCs a DC 15 Knowledge (geography) check to know that the portion of the Rift Canyon closest to the road is known as “Dragon Rift.” A DC 15 Knowledge (local – Iuz's Border States) check will indicate that a huge red male dragon named Morginstaler lives somewhere in Dragon Rift. A DC 20 check will reveal that Morginstaler is known to mate with a variety of creatures.

There is a huge red dragon speeding through the air towards your group from the west. Its wingspan must be almost one-hundred feet, and its overall length is a bit more than half that distance. It appears to be one-hundred feet above the ground, and roughly seven-hundred feet away.

A DC 29 Knowledge check will reveal that the dragon is at least a male young adult, a DC 32 will reveal that it is at least an adult, and a DC 35 will confirm that it is a mature adult.

Morginstaler double moves towards the PCs while descending at a 45-degree angle, so he descends 100 feet and moves 250 feet forward on his turn (he is flying nape of the earth at this point). He is on a trajectory to land 100 feet in front of the PCs on the road. Be sure to emphasize this for trigger happy parties.

Every round, give Morginstaler a Spot check at the end of his movement to recognize PCs that have his Enmity, with a -5 for being distracted (and with the normal -1/10 ft. between the PC and Morginstaler). He attacks these PCs on sight, if he recognizes them (automatically triggering his frightful presence, and possibly scaring away the other PCs and their mounts). He gives the other PCs one warning to “Stay out of this.” He does not attack other PCs unless they attack him or aid his opponent. Once the PC is slain, Morginstaler casts *detect magic* and takes the dead PC's item that has the strongest aura. He does not further molest the dead PC. See Tactics.

If combat does NOT break out, continue with the following.

At first, the dragon appeared to be flying right towards your party, but now you realize that it appears to be cutting you off, as if it will land on the road ahead of you. Oddly enough, your mounts do not seem that jittery.

Allow the PCs to make a Knowledge (arcana) check, DC 25, to realize that the dragon is NOT using its frightful presence ability. Ask the PCs what they wish to do.

If they attack, see Tactics. If they flee, Morginstaler laughs and flies to cut them off again. If they flee magically, via *teleport* or some other magic, the event is over; hand out ARs with 0 gp, no access, and the discretionary role-playing experience designated in the Experience Point Summary section of this adventure.

Otherwise, Morginstaler lands on the road 100 feet in front of the PCs and commences to coerce the PCs into serving his needs. Continue with the following:

The creature's maw opens, but instead of fire come words in Common.

“Don't make me kill you! Make no threatening moves and I will let you live long enough to hear what I have to say!”

Due to his *mask of lies*, he does NOT detect as evil. All of his possessions are hidden by the *mask's* glamor. A DC 25 (+1/10 ft. between the PC and Morginstaler) Spot check will allow a PC to see through this disguise.

The PCs may attempt to alter his attitude via Diplomacy (his initial attitude is Indifferent, or Unfriendly towards dragon disciples of metallic heritage, or Friendly towards PCs who earned his favor in BDK6-07 *Love Letter*). As he is Chaotic and Evil, and generally a “kill first, ask questions later” kind of dragon, all Diplomacy attempts suffer a -10 Circumstance penalty unless the Diplomacy attempt specifically appeals to him as a chaotic evil dragon.

PCs who are female and/or speak Draconic to him receive a +2 Circumstance bonus to Diplomacy (these bonuses stack). Female PCs who flirt with him receive an additional +2 Circumstance bonus. PCs who flatter him receive a +2 Circumstance bonus. PCs who provide information about the location, age, and size of other red or gold dragons that they have encountered gain a +5 bonus (if they are lying, this is opposed by Morginstaler's Sense Motive check). For every 100 gp worth of magic items given to him, the PC receives a +1 Circumstance bonus (max +10, as the PCs have not earned any treasure yet this may not come out of “over-the-cap” gold). PCs

who say that they have never heard of Morginstaler, Red Dragon of the Rift, suffer a -10 Circumstance bonus.

Morginstaler will only be Friendly or Helpful towards the PC who altered his attitude, not towards the rest of the party. Remember, a Helpful chaotic evil creature really is not less of a threat than an Indifferent one. Chaotic evil creatures often kill family and friends if the mood strikes them to do so.

The PCs cannot lower his attitude unless they attack, or say something really foolish to him (such as a direct insult). He will attack if he is disrespected.

If a PC casts a spell, Morginstaler will attempt to Spellcraft it. If the spell is defensive in nature, he says nothing (other than to chuckle). If he fails to Spellcraft it, or Spellcrafts that it is offensive in nature (or an offensive combat buff spell), he will give the PC one warning, saying "I wouldn't do that if I were you!" Ask the PC if they wish to complete the spell. If they say "yes," roll initiative and see Tactics.

Note: If Morginstaler sees a female (of any PC race) with a Charisma of 14 or higher, he will attempt to flirt with that character. His responses to that PC will be tempered accordingly, and towards these PCs he will initially have a Friendly attitude.

Should a female with a Charisma of 14 or higher flirt back with Morginstaler, he will invite them to go on a "Tour of the Rift Canyon and its majestic wonders" with him. Naturally, good and lawful aligned PCs should find this idea abhorrent, but chaotic neutral and neutral PCs might just take him up on his offer. If any choose to go with him, see Development below.

Each group of PCs should be guarding an NPC from their region. Morginstaler will guess who that is, as they seem the least adventurous of the mortals in front of him. To ensure the PCs' cooperation, he will threaten to kidnap or kill the NPC.

Note: Paladins need not worry about losing their paladinhood if they agree to cooperate with the dragon, as the only way to rescue the NPC while avoiding a fight that will surely kill their comrades is to do as the dragon asks.

Below is a list of expected questions that the PCs might ask Morginstaler, and his response. Remember, you, the judge, should roll any Sense Motive checks that the players ask for, to prevent meta-gaming.

"What do you want with us?"

"I wish to 'hire' you, in a manner of speaking, for a small job."(true)

"What kind of job?"

"Research, mostly. I recently encountered some very odd kobolds, and I want you to find out why they were acting so strangely."(true)

"How were they acting odd?"

"They failed to run away from me."(true)

"Were acting?"

"Surely you don't think that I allowed them to live, do you? The Rift is MINE to rule as I see fit. Care to dispute the point, mortal?"

"Yes, I do!"

Roll Initiative. See Tactics.

"What's the pay?" or "Why should we help you?"

"Pay? How about I allow you all to live, so you may tell the tale of how you talked to Morginstaler, the Red Dragon of the Rift, and lived. Plus, I won't kill that fellow you appear to be guarding," he says, while pointing at <insert NPC's name here>. (true)

"What do you want with him?"

"I can't trust you to do my bidding without a hostage. He'll be fine, I assure you. When you return here to relay what you have learned, I shall return him, hale, hearty and none the worse for wear. I promise," he adds with a toothy grin. (true)

"How can we trust you?"

"Have I eaten you yet?"(true)

"Where can we find these kobolds?"

"Kobolds are like rats, they can live in any small hole. Their lair is somewhere in the lower southern half of my Rift, west of the great mesa. I do not know exactly where their lair is, but I slaughtered the strange ones just east of where the Great Mesa almost reaches the southern canyon wall. From there, you should be able to find their lair if you look hard enough, I imagine." (true)

"How do we get down into the Rift?"

"There is a good trail not too far from here, roughly 55 of your miles away, as I fly it, on the south side of the Rift. I will scorch the earth to indicate where it begins."(true)

"Are there any other threats in the Rift that we should know about?"

"Probably."

"Please tell us!"

- If the PCs improved Morginstaler's attitude to Friendly: *"Watch out for the so-called 'Men of the Rift'. As many of them worship the Slaughterer, they can be quite eager for battle."*
- If the PCs improved his attitude to Helpful, as above plus: *"There are many strange creatures that inhabit my Rift. I'd stay away from the area furthest to the west, as I hear that there's an illithid colony somewhere deep in that area."*

"Where should we meet you once we have the information you seek?"

"I shall meet you at the top of the trail that I mark for you. Try not to take too long or I shall grow bored and I will eat your friend."(true)

"How long is too long?"

"Two weeks."

"How do we know that you won't just kill us once we return?"

"You don't. However, should you return with useful information, I will be inclined to not eat you."(true)

"I'd like to go on the tour with you!"

If the PC is female with a Charisma of 14 or higher, Morginstaler responds, *"Excellent! Come here, and don't be scared. Tonight, I shall show you wonders such as you could never imagine. Tomorrow, I will return you to the top of the trail, where you can wait for your comrades."*(true, see Development below)

If the PC is not a female with a Charisma of 14 or higher, he replies, *"No."*(true). Also, feel free to have him insult the PC for being ugly, weak, cowardly, etc.

All APLs (EL 21)

Morginstaler, Red Dragon of the Rift: Male mature adult red dragon Bbn1/Pious Templar 1; hp 436; Bluff +24, Sense Motive +22, Spellcraft +6, Spot +32; see *Appendix One*.

Tactics: If Morginstaler attacks a PC that has his Enmity, he will avoid attacking the other PCs, as he is trying to make an example of the foolish mortal. Remember, as soon as he attacks his frightful presence ability is automatically activated.

In combat, Morginstaler will use every method at his disposal to cause as much damage and death as possible. Once attacked, he will not care if the PCs say that they surrender.

Morginstaler is a melee terror and he prefers to fight while on the ground. He prefers to open combat with a *blinding breath* quickened breath weapon before

activating his *"boots" of haste*, raging, and then charging into melee.

If he uses the Spellcraft skill to identify that a PC has cast the *delay death* spell, he will make sure to make one of his attacks each round a non-lethal damage attack (suffering the normal -4 penalty to hit while doing so). He will coup d' grace any downed opponents he can reach if he has nothing better to do with his actions, especially if he has already detected the use of the *delay death* spell. For these attacks, he will use his *claws of the ripper*, which multiplies one of his normal claw attack's damage by four on a critical hit. Feel free to detail to the players how he just clawed the PC's head clean off if the PC fails either the coup d' grace or massive damage saving throw.

He prefers to use the Power Attack feat for 10, unless the opponent is wearing light or no armor, then he power attacks for 15. Remember, all natural weapons count as one-handed for the purposes of Power Attack damage.

It is important to remember that he has blindsense out to 60 feet, in case an invisible PC attempts to sneak up on him. As a pious templar, he also has the mettle supernatural ability that allows him to shrug off some magical effects. He will use his True Believer feat if he successfully uses the Spellcraft skill to identify a spell that will cause him serious damage or irritation should he fail the save. His armor, disguised by his *mask of lies*, provides cold resistance 10 and has the *light fortification* ability. His *cloak of displacement (minor)* gives his enemies a 20% miss chance against him, and it negates sneak attacks because rogues cannot target a vital area. Finally, he has spell resistance 23.

If the party poses a serious threat, he will fly away while he casts his buff spells, then return to the fight. If he is dropped below 150 hit points, he flees.

In short, Morginstaler is a CR 21 creature that few parties below APL 16 should be able to seriously threaten. The PCs should be scared to death that at any moment he is going to change his mind and decide to eat them. If the PCs provoke him into a fight, he will use every means at his disposal to kill them. After all, he is chaotic evil.

Special: Should a female PC with a Charisma of 14 or higher choose to go with Morginstaler on a tour of the Rift, they may do so (in fact, more than one can go with him). Any PC that chooses to go earns the Consort of Morginstaler favor from the AR (non-negotiable). Pull these players aside for a quick recap of the evening (see below).

Under no circumstance will he allow anyone else to accompany them, other than the kidnapped NPC. Morginstaler gently cradles the NPC and allows the PC(s) to ride upon his back as he flies off to the west, where the PC will witness him blasting the earth with his

breath weapon to mark the beginning of the trail that leads down into the Rift. The NPC has passed out from fright.

Should any other PC attempt to follow him, he will lose them unless they can maintain a fly speed of 150 feet per round. If he detects them, he will warn them once to cease following them before he attacks.

After that, he will take the female PC(s) on a tour of the Rift Canyon after he drops the NPC off in a large cave, where they are guarded by four half-red dragon umber hulks (see *Appendix Three*). He will then fly through the Rift, slaughtering various monsters (huge ankhegs, dinosaurs, etc.), and order the Men of the Rift to prepare the PC(s) a feast for dinner (or else!). After dinner, he will take the PC(s) on a nighttime flight through the Rift canyon, which, with the beautiful starry night and the light of the two moons, should be incredibly romantic.

Should another PC attempt to “rescue” the PC, or the kidnapped NPC, Morginstaler, or his scions, will attempt to kill the would-be rescuer.

The following day, Morginstaler delivers the Consort(s) to the marked area as promised (they might have to wait for their friends to arrive, if the other PCs are traveling on foot). The PC is unharmed but immediately enjoys the benefits outlined on the AR for being a Consort of Morginstaler (Fire Resistance 10, +1 enhancement bonus to natural armor, +1 inherent bonus to Charisma), but fatigued (from lack of sleep).

Development: If the PCs wish to search for the battlefield, proceed to Encounter Two. If the PCs wish to just wait for Morginstaler, proceed to Encounter Seven. If the PCs wish to abandon the NPC they were guarding, and flee, proceed to the Conclusion.

Encounter Two: Tripping the Rift

There are several ways in which the party might choose to move to the Rift floor. Higher APL parties might simply *fly* or *teleport* down, while lower level tables might *feather fall* down. Keep in mind that the Rift Canyon floor is half-a-mile below the level of the Barrens at this point.

Morginstaler keeps his word and marks the beginning of the trail with a fifty-foot diameter scorch mark, 55 miles to the south-west of where he talked to the PCs (see Judge Aid Two). The path is 10 feet wide, barely wide enough to allow a large sized creature to navigate it, and contains many switchbacks. At roughly a 10 to 15 degree down angle, the path takes 6 miles to reach the canyon floor, but is relatively free of hazards

and monsters. Be sure to have the players place their PCs in marching order before continuing with the trap.

A DC 15 Survival or Knowledge (dungeoneering) check will reveal that rockfalls are a real threat while traveling down the path.

Development: Should the PCs wish to discover another trail, a DC 20 Survival check will allow them to find a passable trail down into the Rift, almost identical to the one detailed above. In this case, the PCs encounter the trap for the APL below theirs, as relying on their own judgment has located them a slightly safer route down into the Rift than the one Morginstaler marked for them.

Note: Any PC that decides to go cliff jumping, expecting the damage to be maxed out at 20d6, is in for a rude shock, as the Rift Canyon floor is littered with rubble and other sharp rocks. In addition, the canyon wall is not quite sheer, although it looks like it is from the top due to the canyon's massive size and the PC's perspective while standing on the top. A DC 10 Knowledge (dungeoneering) check will reveal to the PC that the cliff face is not sheer.

In addition, swirling winds will slam any falling PCs into the canyon wall numerous times before they reach the bottom. For brevity, assume that a PC that voluntarily chooses to fall down the canyon wall suffers 20d6 once for each 500 feet fallen, to a total of 100d6 if they fall all 2,500 feet to the canyon floor, as they bounce their way down the canyon's face. After they take the second batch of 20d6, the other PCs may grow concerned and attempt to cast a spell or utilize some other option to rescue the foolish PC. At this point, the PC has fallen 1,000 feet, and has 1,500 feet to go before they hit bottom.

Trap: One of the dangers of the Rift is its bizarre weather. Highly localized, swirling, gale-force winds can sweep men away from rock faces in the blink of an eye. Drifting mists can make rock moist and as hazardous as ice and frost. Rockfalls are common, and cave-ins are hardly uncommon. This is dangerous terrain, to be sure.

Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can. The PCs MAY NOT Take 20 searching for this trap, as they are moving down miles of mountainous terrain. To do so would mean that they are taking seven days to travel one mile.

Roughly halfway down the trail, the first creature weighing more than 200 pounds triggers the trap, as the vibration of their steps sends the loose rocks tumbling down onto their heads. If a PC successfully locates and disables the trap, the rocks fall harmlessly over the trail and down into the canyon. A PC that fails the Disable

Device check by 5 or more triggers a rockfall onto their head.

A PC who is struck by the rocks might be knocked over the edge of the path. A successful Reflex saves means that the PC avoided falling. A PC who falls must attempt another Reflex save to stop their fall at the next switchback before they fall all the way to the Rift Canyon floor. The average damage for falling to the Rift floor is 350 points.

APL 4* (EL 6)

Rocks from Above: CR 3; mechanical; location trigger; no reset; Atk +14 melee (6d6, rocks); Search DC 23; Disable Device DC 16.

Falling Over the Edge: CR 3; DC 14 Reflex save avoids; 40 ft. fall (4d6, fall).

Falling to the Rift Floor: CR 3; DC 4 Reflex save avoids; 500 ft. fall (100d6, fall).

Note: The APL 4 trap is only for APL 6 parties who used the Survival skill to locate their own path down into the Rift.

APL 6 (EL 8)

Falling Boulder: CR 5; mechanical; location trigger; no reset; Atk +19 melee (8d6, boulder); multiple targets (can strike all characters in two adjacent specified squares); Search DC 26; Disable Device DC 15.

Falling Over the Edge: CR 5; DC 15 Reflex save avoids; 50 ft. fall (6d6, fall).

Falling to the Rift Floor: CR 5; DC 5 Reflex save avoids; 500 ft. fall (100d6, fall).

APL 8 (EL 10)

Collapsing Rock-wall: CR 7; mechanical; location trigger; no reset; Atk +19 melee (10d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 29; Disable Device DC 15.

Falling Over the Edge: CR 7; DC 16 Reflex save avoids; 80 ft. fall (8d6, fall).

Falling to the Rift Floor: CR 7; DC 6 Reflex save avoids; 500 ft. fall (100d6, fall).

APL 10 (EL 12)

Collapsing Rock-wall: CR 9; mechanical; location trigger; no reset; Atk +19 melee (12d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 32; Disable Device DC 15.

Falling Over the Edge: CR 9; DC 17 Reflex save avoids; 100 ft. fall (10d6, fall).

Falling to the Rift Floor: CR 9; DC 7 Reflex save avoids; 500 ft. fall (100d6, fall).

APL 12 (EL 13)

Collapsing Rock-wall: CR 10; mechanical; location trigger; no reset; Atk +19 melee (12d6, stone blocks); multiple targets (all targets in a 20-ft.-by-10-ft. area); Search DC 35; Disable Device DC 15.

Falling Over the Edge: CR 10; DC 18 Reflex save avoids; 120 ft. fall (12d6, fall).

Falling to the Rift Floor: CR 10; DC 8 Reflex save avoids; 500 ft. fall (100d6, fall).

Once the PCs have made their way down to the Rift Canyon floor, they should head west to locate the battle site. Numerous caves line the canyon's wall, at varying heights, and the PCs have no trouble each night locating an empty cave and securing it against nighttime threats. However, feel free to play upon their fears by making them set a watch order, and describing strange howling noises that they hear in the night (this is mostly the wind, but sometimes a monster nearby howls as well), or strange lights they see moving in the Rift, etc.

Note: PCs do not earn experience for this encounter if they never encounter the trap (*fly, levitate, teleport*, etc.).

Development: If the PCs wish to continue searching for the battlefield, proceed to Encounter Three. If the PCs wish to meet with Morginstaler, proceed to Encounter Seven. If the PCs wish to abandon the NPC they were guarding, and flee, proceed to the Conclusion.

Encounter Three: Rift Lore

As the PCs travel down the Rift, they will encounter the mage Menfri Rauveen. Menfri is flying east on his *bronze griffon*, 50 feet above the ground, on his way to investigate a particularly interesting cave formation not too far from where the PCs entered the Rift.

As you travel west along the Rift Canyon floor, wary of the multitude of cave entrances that could harbor unimaginable creatures, you hear a strange noise. It almost sounds like someone is whistling a jaunty tavern song. The rocky echo of the Rift's nearby wall makes it impossible to locate where the sound is coming from, or from how far away.

Allow the PCs one round worth of actions. If a PC readies an action, make the player be very specific as to what they are readying, and what the conditional trigger is.

Just as this registers, you see four small, apple-sized orbs come flying out of a gulch approximately two-hundred feet ahead of your party. They quickly spread out in several directions, with one of them

moving directly towards your group. The whistling is growing louder, and you think it is coming from the gulch that the orbs flew out of.

A DC 15 Knowledge (arcana) or Spellcraft check will reveal that these are some sort of scrying sensors. A DC 25 Spellcraft check will reveal that these are orbs from a *prying eyes* spell. The orbs exit the gulch 220 feet in front of the PCs. They are traveling 60 feet per round. Their range of vision is 120 feet, so they have not yet spotted the PCs. They are spaced such that each eye can see adjacent eyes.

Allow the PCs one round of actions. If they attack the eye(s), the witnessing eyes flee back into the gulch, to report to Menfri.

If the PCs elect to hide, the eyes have a Spot check modifier of +14, and they might be able to see the PCs (unless the PCs retreat, staying out of the eyes' range of vision). If the PCs do not hide or retreat, the eye spots them at a range of 120 feet. If the PCs hide, determine Spot distance normally.

If the PCs do not attack the eye, and the eye spots one of them, continue with the following:

The flying orb approaches, and then suddenly stops, pauses for a brief instant, and then starts flying back towards the gulch. The jaunty whistling is definitely getting louder.

Give the PCs another round of actions before continuing:

The airy tune suddenly gets much louder as a flying form emerges from the gulch. A robed, middle-aged, backpack-wearing human is mounted upon a strange beast. The golden winged creature has the body of a lion and the head of some large bird of prey. A grey-furred, hyena headed humanoid sits behind him.

The man's whistling stops suddenly as he spots your party, clearly surprised by your presence. He is so surprised that he almost falls off the back of his saddle less mount. One of the orbs is speeding towards him, and has almost reached him.

Menfri is 220 feet ahead of the PCs, flying at an altitude of 50 feet above the Rift floor. Remember, he has the following spells in effect: *contingency* (if Menfri falls unconscious, he will be *teleported* home), *misdirection* (as a rock), *prying eyes*, and *tongues*.

At this point, give the PCs a surprise round. Attacking Menfri or his gnoll servant without provocation is an Evil act that should be notated on the PC's AR. You MUST warn the PCs that attacking them without provocation, even in the Bandit Kingdoms or the

Rift Canyon, is an Evil act before allowing them to continue with such an act.

Note: Should a PC continue with their attack, see Tactics, below. In addition, the player's home region Triad MUST be contacted to inform them of the PC's Evil act. Good aligned clerics/favored souls or paladins who attack him, OR allow him to be attacked without trying to stop their attacking comrade (verbally or physically), lose the favor of their deity, immediately becoming ex-clerics/favored souls or ex-paladins until they receive *atonement* from a priest of their faith.

If the PCs do not attack Menfri, continue with the following:

"Hullo! Are you lost? Do you need some supplies?" the man shouts in Common, his voice echoing down the Rift as his mount slowly flies towards your party. He holds out his hand, and the orb lands in it.

If the PCs tell Menfri to "go away," he will look disappointed but will fly off, continuing on his business.

If the PCs wish to talk to Menfri, he will land his mount sixty feet away from the PCs and dismount, clearly wary but curious. The gnoll stays silent and seated on the griffon. The gnoll has no interest in conversation, having been dragged along by Menfri for cheap labor during his explorations. It is not a slave to be rescued, as it is getting compensated.

At no point in time will Menfri attack the PCs without provocation. Menfri's initial attitude towards the PCs is Friendly, as he is curious. If the PCs destroyed any of his *prying eyes*, his initial attitude will instead be Indifferent.

If Menfri is somehow made Unfriendly by a botched Diplomacy attempt, he will remount his griffon and bid the party, "good luck" before flying off.

Menfri is a strange fellow. His decades in the Rift, and among the humanoids of the Men of the Rift, have made him a bit odd by civilized standards. He has the appearance of a well-worn scholar/explorer, but one who is quite capable of handling himself in a variety of situations. Menfri's knowledge is vast on a wide range of topics, and he does not mind sharing his knowledge with those who are friendly to him.

Below is a list of salient points of information about the Rift that Menfri can share with the PCs if he is Friendly towards them, should they ask:

- Common creatures in this area of the Rift include ankhegs, behirs, various dinosaurs, displacer beasts, gricks, kobolds, umber hulks and various other creatures that like dark and deep places. Most of these creatures are sneaky, so stay alert. Most of the

Rift monsters cannot fly, that's why he loves his *bronze griffon* so much.

- The PCs may ask him to tell them about the abilities of various monsters. Use Menfri's Knowledge skills to determine what he knows.
- He knows of no kobolds that are acting any stranger than usual.
- There are several large kobold communities in the Rift Canyon. He believes that the closest probably live somewhere near the great mesa.
- He lives with the Men of the Rift. They leave him to his research and bring him strange artifacts when they find them. In exchange, he constructs magic items for the Plar of the Rift (Durrand Grossman). It only took one *chain lightning* spell for the minotaurs to learn to behave around him.
- He does not participate in raids, just in defending the Men from attacks by Iuzian forces.
- There have been no attacks for several years as the Plar of the Rift and Boneheart Cranzer worked out a deal a while back. Menfri is quite happy about this arrangement, as it gives him more time to research the Rift's mysteries.
- Morginstaler is a mature adult red dragon, and should not to be trusted, nor trifled with.
- He knows where one of Morginstaler's lairs is, but he suspects that that dragon has several lairs in the Rift, each with its own lair wards and guardians.
- Morginstaler will mate with anything to assert his dominance and to create half-dragon offspring. Examples known to Menfri include half-dragon ankhegs, bulettes (how bored was he?), delvers (nasty buggers!), dire wolves, various humanoids, stirges, trolls (hard to kill!), and umber hulks. Morginstaler prefers to mate with intelligent creatures.
- Menfri is utterly terrified of Morginstaler, and he has seen the dragon slay many creatures and humanoids.
- The dragon occasionally coerces Menfri into constructing a new magic item. In exchange, Morginstaler allows him to explore the Rift unmolested.
- No one knows what geological or divine activity formed the Rift, but Menfri's research leads him to believe that it was created during a battle between two of Oerth's oldest Powers.
- Stay away from Wormcrawl Fissure. Kyuss's creations still infest that area.
- There are many crypts and hidden places of magical power in the Rift, and not even Menfri dares to explore them all. He refuses to divulge their locations.

- Watch out for rockfalls and cave-ins.
- Boneheart Cranzer, ruler of Riftcrag, flattened the entire Tangles Forest during the spring thaw of 596 CY. Something about a Great Hunt, General Hok of the Warfields (formerly of the Horned Society), and some fey called "redcaps". Menfri himself saw scores of vrock streaming out of an extra-planar *gate* in the Rift before he got the hell out of there.
- Cranzer is a bad, bad man. He is far more powerful than Menfri, and even better at concoction making.
- Menfri asks that the PCs collect the pelts of any exotic creatures that they kill. He offers to use his crafting skills to turn those pelts into valuable magical items, which he will sell to the PCs. If they agree, he arranges to meet them in three weeks. He can't meet up with them earlier because he will be busy with his research.

In addition, the PCs may choose to purchase spells from Menfri, at the standard rates outlined in the PHB. See Menfri's *spells prepared* list for a list of spells available. Menfri will not tarry further on his task, so he will not be willing to wait until tomorrow to prepare new spells.

If Menfri is made Helpful, he will arrange to meet wizard PCs in the near future to swap spells with them, if they so desire, and even to teach them the Sudden Silent meta-magic feat. See the AR.

For Sale: Menfri is also willing to sell most of his magical items to the PCs, at the standard prices (however, he will not part with his *headband of intellect +6*, for any reason). They can make this purchase now, if they so choose.

He has the following items that he is willing to sell: *amulet of health +4*, *vest of resistance +3*, *heward's handy haversack*, *figurine of wondrous power (bronze griffon)*, *clear spindle ioun stone*, *goggles of night*.

He also currently has the following consumable items available: *potions of displacement* (2), *fly* (2), and *levitate* (2); scrolls of *feather fall* (2), *levitate* (2), *fly* (2), *mount* (4), *break enchantment* (CL 14), *ethereal jaunt* and *greater dispel magic* (CL 14).

All APLs (EL 14)

Menfri Rauveen: Male human (Oeridian) Wiz7/Loremaster7; hp 99; see *Appendix One*.

Bronze Griffon: hp 59; see *Monster Manual* page 139.

Gnoll: hp 11, see *Monster Manual* page 130.

Tactics: Should the PCs attack him, but not injure him seriously, Menfri will blast them with *chain lightning* followed by a *quickened lightning bolt*, both targeted at any obvious arcane spellcasters. The next round, he will

cast *quicken scorching ray* at any surviving mages and then *teleport* home (taking his bronze griffon and gnoll servant with him), unless he thinks that he can defeat the PCs. In this case, he will attempt to use his spells to the best of his abilities. Pleas for mercy will be ignored if the PCs initiated combat. He will NOT attack PCs who did not attack him.

If Menfri feels seriously threatened by the PCs, or is reduced to less than half of his hit points by their initial attacks, he will instead *teleport* home.

Remember, if he is knocked unconscious (which includes death), his *contingency teleport* activates.

Development: Should the PCs attack Menfri without provocation, see the Note above regarding Evil acts. Should Menfri survive and flee, the PCs lose the access on the AR that is based on the premise of him selling them items (see For Sale, above), or meeting them later (see the AR).

Otherwise, they are free to arrange to meet him later, once their business with Morginstaler is concluded.

As this is not designed to be a combat encounter, a **Treasure** section is not listed for this encounter.

If the PCs wish to continue searching for the battlefield, proceed to Encounter Four. If the PCs wish to meet with Morginstaler, proceed to Encounter Seven. If the PCs wish to abandon the NPC they were guarding, and flee, proceed to the Conclusion.

Encounter Four: Danger, Danger, Danger!

As the PCs make their way west through the canyon, they will be beset upon by some of the local wildlife. It is true that behirs normally avoid living in the territory of a dragon. These behirs live outside of Morginstaler's normal territory, the red dragon just tends to think of the entire Rift Canyon as his.

This encounter will occur the same day that the PCs encountered Menfri, unless they specifically said that they were resting before continuing to travel. Have the players place their PCs in a marching order before continuing with the encounter.

The creatures are lounging either inside the entrance to their cave lair (if the PCs are hugging the southern canyon wall) or in the shade behind some huge or gargantuan boulders, a half-mile or so from their lair (if the PCs are avoiding walking near the canyon wall). Both situations provide the monsters with cover, allowing them to hide, until the PCs can either see into the cave or see around the boulder. Other than a few boulders here and there, the terrain is unimpeded.

The encounter start distance is 220 feet (this is the distance at which the monsters first spot the PCs, unless all of the PCs are taking pains to hide). Sound travels farther in the Rift (as per mountainous terrain), thus the DC of Listen checks increases by 1 per 20 feet between listener and source, not the standard 1 per 10 feet. Unless the PCs are taking exceptional care to travel quietly, the monsters will hear them coming from quite a ways away as well. The creatures are not moving, thus they cannot be heard.

The PCs should get a Spot check to notice the hiding creatures. Should any PC spot the lurking creatures, they may act during the surprise round. Remember to place the PCs 10 feet away from the monsters for every point that a PC's Spot check exceeds the monsters' Hide check result.

The PCs' path will take them within 40 feet of the cave or boulders that the creatures are hiding behind. Once the PCs have either spotted the monsters, or are perpendicular to the creatures' hiding place, they attack (see Tactics, below).

APL 6 (EL 9)

Elite Advanced Displacer Beast: hp 94; Hide +12, Listen +6; see *Appendix Two*.

Very-Elite Advanced Displacer Beast: hp 150; Hide +11, Listen +6; see *Appendix Two*.

APL 8 (EL 11)

Very-Elite Advanced Displacer Beast: hp 150; Hide +11, Listen +6; see *Appendix Three*.

Uber-Elite Advanced Displacer Beast: hp 225; Hide +15, Listen +6; see *Appendix Three*.

Tactics: At APLs 6 and 8, the displacer beasts attempt to charge the smallest PCs, as it favors small game. Once one has knocked a PC unconscious, it will attempt to flee with its dinner. Remember, an unconscious PC is an object that does not need to be grappled, merely picked up with a move action like any other object.

The displacer beasts are intelligent and wise enough to run if they are in danger of dying or if the PCs get out of their reach via *fly* spells and start raining ranged attacks and spells down upon them. If they flee, they run back to their lair. Once cornered, they fight to the death as ferociously as possible.

APL 10 (EL 13)

Elite Advanced Behir: hp 304; Hide +14, Listen +6; see *Appendix Four*.

APL 12 (EL 15)

Elite Advanced Behir (2): hp 304 each; Hide +14, Listen +6; see *Appendix Five*.

Tactics: At APLs 10 and 12, the behir(s) attempts to charge the closest PC, hoping to grab them in its jaws. A behir is a terrifying grappler. Once an opponent has been grabbed, the behir can constrict the opponent, dealing 3d8+15 points of damage with a successful grapple check. In addition, the behir's rake special attack allows it to make six claw attacks on a grappled opponent each round. The behir will not attempt to swallow an opponent until it is unconscious. Remember, a behir that swallows an opponent can use its Cleave feat to bite and grab another opponent. A swallowed opponent immediately takes 3d8+15 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard.

Note: The EL has been lowered by 1 due to Menfri's warnings and the fact that he offered to sell several magical items which would be of enormous help during this encounter.

Treasure: If the PCs encountered the creatures out on the Rift floor, they will have to locate the creatures' lair to find the treasure. The PCs may use the Track feat to locate the creatures' lairs. At APLs 6 and 8, a DC 18 Survival check by a character with the Track feat will lead them to the displacer beasts' lairs. At APLs 10 and 12, a DC 16 Survival check by a character with the Track feat will lead them to the behir's lair.

APL 6: L: 0 gp; C: 130 gp; M: 570 gp – +1 *heavy steel shield* (195 gp), *wand of bull's strength* (375 gp).

APL 8: L: 0 gp; C: 320 gp; M: 820 gp – +1 *heavy steel shield* (195 gp), *chime of opening* (250 gp), *wand of bull's strength* (375 gp).

APL 10: L: 0 gp; C: 865 gp; M: 1,375 gp – *staff of charming* (1,375 gp).

APL 12: L: 0 gp; C: 1,201 gp; M: 2,139 gp – +3 *heavy steel shield* (764 gp), *staff of charming* (1,375 gp).

Once the PCs have slain the monsters, they should remember to skin the creatures (do not remind them of this, they must specifically tell you that they are harvesting the bodies) if they wish to take the parts to Menfri.

A DC 20 Survival check will allow the PC to successfully skin the creatures in such a manner that various body part will be useful to Menfri. PCs may not Take 20 on this check, as the consequence for failure is ruining the hides.

Special: If a table locates the creatures' lair, they will discover the juvenile, medium-sized displacer beast cubs (one male, one female). At APLs 6 and 8, they are found in the displacer beasts' lair. At APLs 10 and 12, the behir

has recently slaughtered the adult displacer beasts and moved into the cave, and the cubs have been hiding in a small tunnel ever since.

Read the following:

You have followed the monsters' tracks back to their cave lair, and you can only hope that there are no more of the creatures inside.

The cave's entrance is huge, and a large tunnel extends back into the Rift Canyon's wall. After a short distance, the tunnel opens up into a huge cavern, roughly one-hundred feet in diameter. The remains of various creatures litter the cavern floor. Here and there, you can see the gleam of coins and gems reflecting the weak light that manages to make its way into the cavern.

Then you hear a cat-like hiss. You notice two medium sized cat-like creatures hiding at the far side of the cavern. They appear to be starved. Behind them, a smaller tunnel stretches away into the dark, and they appear to be leaning towards it, ready to flee.

If ANY PC attacks, the cubs attempt to flee down the tunnel. As soon as one PC attacks, all PCs lose their chance at befriending the cubs.

A DC 15 Knowledge (arcana) check will reveal that these are a pair of displacer beast cubs, who are nearing maturity. These cubs do NOT detect as evil (they are lawful neutral), and they rather look like emaciated panther kittens, albeit medium-sized with six legs and a pair of tentacles sprouting from their shoulders. Their initial starting attitude is Hostile. Displacer beasts speak Common.

A PC that successfully alters a displacer beast cub's attitude to Friendly, with a DC 35 Diplomacy or Wild Empathy check, gains access to the displacer beast as a special cohort (see the AR). The PC may NOT Take 20 on this check. The PCs may NOT attempt to assist each other on this check, nor may each PC try more than once per displacer beast cub. A PC that fails at a Diplomacy check may not try a Wild Empathy check on the same cub, or vice versa. Be sure to keep track of which cub, if any, the PC successfully befriends, as each cub has different ability scores.

The first PC that gives the cubs fresh food or water receives a +2 Circumstance bonus to their check (thus, two PCs may earn this bonus, one for feeding them food, the other for giving them water. If the same PC does both, they earn a +4 Circumstance bonus to their check). Do not suggest this to the players! Let them figure it out on their own through role-playing.

If the cubs learn that the PCs killed their parents, they will not be all that upset. Their parents were lawful evil, and hence a touch cruel. The cubs were almost ready

to strike out on their own anyway, and had little emotional attachment to their parents.

Even if made Friendly or Helpful, the cubs will not accompany the PC out of the cave. Immediately after the adventure, the PC may come back to build a solid relationship with the cub.

Development: If the PCs wish to continue searching for the battlefield, proceed to Encounter Five. If the PCs wish to meet with Morginstaler, proceed to Encounter Seven. If the PCs wish to abandon the NPC they were guarding, and flee, proceed to the Conclusion.

Encounter Five: Dead Kobolds

After traveling many miles through the Rift Canyon, the PCs eventually locate the scene of the battle between Morginstaler and the strange kobolds.

For miles now, you have been able to see the Great Mesa looming ahead. The massive rock formation approaches the southern canyon wall, forming a bottleneck, albeit one that is two miles wide. The canyon floor has also been descending for a few miles now, making the environment even more oppressive and still. Occasionally, you can hear the roar of some strange beast echoing through the Rift.

As your party rounds a large boulder, suddenly the view opens up as the ground descends even more sharply than before. Roughly four-hundred feet ahead is a scene of devastation and carnage. Dozens of small bodies litter the canyon floor amid a few large boulders. A few carrion birds pick at the carcasses, while several large green centipede-like creatures move amongst the bodies.

A DC 13 Knowledge (dungeoneering) check reveals that these are carrion crawlers, and that they are bloated from eating. The carrion crawlers are so full that they ignore both the birds and the PCs unless they are attacked.

Off in the distance to your right, you catch a glimpse of something huge and green slithering into a crevice in the Rift's floor.

The PCs are merely catching a glimpse of a native Rift denizen, an advanced carrion crawler. Several of its offspring are still feeding on the kobolds' bodies.

Smart PCs who wish to collect the carrion crawler's hide and tentacles for Menfri, or who think that the beast might have swallowed an important clue, will think to attack the creature from long range.

All APLs (EL 1)

Carrion Crawler: hp 19; see *Monster Manual* page 30.

Note: The EL has been lowered by 3 due to the creature's lack of aggression and because the encounter start distance is so vast.

Tactics: When attacked, the carrion crawler, being nearly mindless, simply double moves towards the closest PC until it can engage them in melee combat.

Once the PCs have slain the monster, they should remember to skin the creature (do not remind them of this, they must specifically tell you that they are harvesting the body) if they wish to take the parts to Menfri.

A DC 20 Survival check will allow the PC to successfully skin the creature in such a manner that various body parts will be useful to Menfri. PCs may not Take 20 on this check, as the consequence for failure is ruining the hide.

Once the PCs approach to examine the dead bodies, continue with the following:

There are roughly two dozen dead, small-sized corpses littering the area. Four of the bodies appeared to have died while each was mounted on a medium-sized creature.

A DC 11 Knowledge (nature) check will confirm that these were indeed kobolds. A DC 13 Knowledge (nature) check will reveal that the mounts were dire weasels.

Weapons and pieces of armor, backpacks, and belt pouches litter the ground. For the most part, the corpses have been picked clean by scavengers.

The ground at the site of the battle is scorched, and huge gouges have been dug into the hard rock of the canyon's floor, presumably where Morginstaler stood. The nearby ground that is not scorched is stained black.

One nearby boulder, a rather large one, appears to have suffered a direct blast of Morginstaler's fiery breath, centered on a small crack that creates a fissure just barely large enough for a small humanoid to hide in.

A thorough Search check of the battlefield, boulder, and bodies will reveal the following:

- DC 10 – the kobolds were wearing leather armor and wielding spears and slings. All of their weapons and

armor were destroyed either during the attack, or by the creatures that feasted on their bodies.

- DC 20 – One of the kobolds was wearing better armor than his peers (the adept). His small-sized masterwork quality studded leather armor survived the attack, and the remains of a spell component pouch litter his corpse.
- DC 25 – Stuffed under the studded leather armor of the spellcaster is a piece of rough parchment. If the PCs can read draconic, give them Player Handout One.
- DC 25 – Inside the boulder's fissure, one more kobold corpse rests. Clearly destroyed by fire, nothing remains but bones and a small-sized masterwork spear. This corpse is too damaged for a *speak with dead* spell to work.
- DC 30 – In a belt pouch, hidden under the sergeant's corpse, is a single *strange blue dragon scale*. It is roughly the size of a human hand, and detects as faint abjuration to *detect magic*.

It is quite likely that the PCs will wish to use the spell *speak with dead* to question one of the dead kobolds. All of the kobolds were of lawful evil alignment. The adept's Will save modifier is +5, the other kobold corpses all have Will save modifiers of -1. The kobolds spoke Draconic, so they will have to be questioned in that language.

A common kobold corpse can reveal the following information if asked:

- We live in the big mesa. We have lived there for many generations.
- The main entrance to the lair is on the mesa's northwest side.
- There are many hidden entrances, and all of them are guarded, but I do not know where they are.
- There are thousands in my clan.
- Some of us have tamed dire weasels.
- We worship a blue dragon.
- I have never seen our god, but I think our high priests have.
- The priests tell us that our god will be arriving soon to lead us in battle.
- We were killed by a really big red dragon while patrolling the area one night. One of my friends escaped, I think.
- We did not run because our priest told us that our god would be with us. We did not panic.
- Our priest was wearing studded leather armor.

The kobold adept corpse can reveal the same information as the common kobold corpse, plus the following:

- I am but a junior priest; I do not know where the hidden entrances to our lair are located.
- Our god is a colossal blue dragon named Barazthorus the Mighty.
- Our new god appeared to all of our priests one night in a vision. In the vision, he slew Stingtail and demanded that we worship him. The priests who refused all died the next night in their sleep.
- Stingtail is also known as Kurtulmak Gnomeslasher.
- Our new god has told us that he will be joining us soon. We have been enlarging our largest cavern for months now to make it large and grand enough for our god. Then he shall lead us into battle, and we shall be his favorites.
- Our god shall slay Morginstaler.
- The strange blue dragon scale helps protect our god's chosen from the fear aura of other, lesser dragons. He gave them to us as a reward for all the hard work we have been doing.
- The piece of paper I was carrying is a prayer dedicated to our god.

Treasure:

All APLs: L: 40 gp; C: 0 gp; M: 250 gp –*strange blue dragon scale* (250 gp).

Development: The PCs might wish to track the kobolds' tracks back to the kobold lair. Doing so requires a DC 20 Survival check by a character with the Track feat. If they are successful, proceed to Encounter Six.

If the PCs do not wish to go to the kobold lair, but instead wish to go meet with Morginstaler, proceed to Encounter Seven. If the PCs wish to abandon the NPC they were guarding, and flee, proceed to the Conclusion.

Encounter Six: Kobold Home

Having followed the kobold tracks around the great mesa, you see a large gulch entrance several hundred feet ahead. The tracks appear to lead into the gulch.

Allow the PCs to make any preparations that they wish to make.

As you peer into the gulch, you see that it is wide, but shallow. Two-hundred feet wide, and one-hundred feet deep, the gulch creates a indent into the great mesa's northwestern face.

The kobold tracks clearly lead towards the back of the gulch, where it appears that a large rock fall has recently occurred. Wherever the lair entrance was, presumably it is gone now, covered by tons of rocks.

After the surviving kobold returned, the kobold adepts and sorcerers created a rock fall to block the entrance to their lair, to prevent Morginstaler from finding it. Several tons of rock now blocks the entrance. In addition, the kobolds collapsed their tunnels nearest the entrance. Twenty feet of rock rubble now blocks the entrance outside the tunnel, and the first twenty feet of the entrance tunnel is blocked by rock rubble as well, for a total of 40 feet of rubble impeding the PCs.

Becoming incorporeal will not allow a PC to reach where the entrance tunnel is clear, as incorporeal creatures must remain adjacent to the exterior of whatever object they are moving through. A PC who uses *dimension door* to enter the mesa will be shunted to a tunnel, taking the normal *rd6* damage. Becoming ethereal will allow a PC to wander into the rock formation, where they will eventually find a tunnel which leads them to the kobold lair. The PCs will be unable to locate one of the secret entrances to the lair at this time.

If a PC manages to enter the lair, tell them that they see a large (1,000+ adults) kobold community, all busily working on expanding a massive cave, which is roughly four-hundred feet in diameter. If they wish to question the kobolds, use the bullet points listed in Encounter Five as a guide for the information that they might learn. Obviously, the kobolds start as Hostile towards the PC unless they take care to disguise themselves as a kobold.

In short, the PCs are not supposed to explore the kobold lair during this event. What is important is that they have located a former entrance to the lair.

Development: Once the PCs are ready to meet with Morginstaler, proceed to Encounter Seven. If the PCs wish to abandon the NPC they were guarding, and flee, proceed to the Conclusion.

Encounter Seven: Never Deal with Morginstaler

Ever since meeting the PCs, Morginstaler has been flying over the scorched area at the top of the trail periodically, to keep an eye out for their return. During these trips, he brings the unconscious NPC hostage with him. The hostage has been dealt 50 points of non-lethal damage by the dragon, to keep them quiet and subdued.

Read the following once the PCs near the meeting point:

You approach the site that the great red dragon marked with his fiery breath. The fifty-foot diameter

area of blackened earth is a testament to the dragon's power.

There is no sign of him, and you have no idea how long your wait might be.

Allow the PCs to make any preparations that they wish to make. Have them arrange their PCs anywhere on the battlemat that they like. They do not have to be in the circle of scorched earth. The edge of the Rift Canyon, and the top of the trail, should not be too far away.

Morginstaler arrives on the scene four hours after the PCs arrive (assuming that at least one of them is visible, if not, he flies off, retuning the next day at a random time). This might cause some of their buff spells to expire.

The PCs should see Morginstaler approaching from nine-hundred feet away as he flies towards them from the east. He will arrive in three rounds. Wary PCs will use this opportunity to cast buff spells, expecting the dragon to double cross them.

Continue with the following:

You hear a great rush of wind from the Rift Canyon, and Morginstaler's mighty form flies out of the Rift, the hostage clutched carefully in his left claw.

If the PCs attack, see Morginstaler's Tactics. If they do not attack, continue:

The huge red dragon lands at the far edge of the scorched area before gently depositing <insert NPC hostage's name>'s unconscious form on the ground in front of him.

"Worry not," the dragon says, "he merely passed out from fright. What did you learn? Did you find the kobolds' lair?"

Morginstaler is very good at detecting lies, and he will be suspicious of the PCs, in case they attempt to lie to him, or keep things from him.

Below is a list of expected answers that the PCs might give Morginstaler, and his responses.

"We learned nothing!"

"Fools! I warn you! Do not lie to me!"

"Seriously, we didn't learn anything!"

The dragon grows angry, and slams its tail on the ground.

"We'll never tell you what we learned! Now release our friend!"

The dragon grows angry, and slams its tail on the ground.

"The kobolds were given these strange blue dragon scales by a dragon they claim to be their new god."

"Tell me more! What does the scale do? What is their supposed god's name?"

"Here is a copy of a prayer we found on one of them."

"Let me see that!" he commands. As he reads the paper, he motions for you to return to where you were standing.

"We found their lair, but the entrance was covered by rubble."

"Where exactly was this entrance located?"

"The lair entrance was in the southern canyon cliff face," or some other lie by the PCs that Morginstaler detects via Sense Motive.

"Fools! I warn you! Do not lie to me!"

"The lair entrance was on the northwest side of the great mesa," or a lie which Morginstaler does NOT detect.

"Ahhhhh. Excellent. You have done well."

This information, coupled with Morginstaler's own worries, have convinced him of a possible threat from an older and larger blue dragon moving into his territory. Morginstaler is a proud creature, and there is no reason for the PCs to be allowed to live, knowing this information. Once he has learned all that he can from the PCs, continue with the following:

"Thank you for your efforts. Here is your reward!"

With that, the huge dragon slams his tail into the ground.

Allow the players to play any Feign Surprise cards they might have declared in use at the start of the round and have them roll initiative. Be sure to roll Initiative for Morginstaler, to keep track of when he can act, and to help scare the players.

Regardless of whether or not a PC made Morginstaler Friendly or Helpful in Encounter One, his offspring tries to kill them. Morginstaler is far too worried about a gargantuan blue dragon moving into his Rift to worry about new "friends." In addition, he does not want anyone knowing that he is worried, so the PCs must die (the only exception being female PCs who took the tour with him).

Note: The PCs' goal should be to rescue the NPC hostage and to get the hell out of there. There is no need to fight

Morginstaler's offspring (let alone Morginstaler himself!) to the death. PCs receive full experience for this encounter if they rescue the hostage and flee.

Creatures: Hiding ten feet below ground level (thus blocking detection spells), under the center of scorched area, are some of Morginstaler's children. At APL 12, the creatures are separated by a distance of thirty feet. Remember, creatures are immune to the gaze attacks of others of their kind.

At no point in time will these creatures attack a PC who went with Morginstaler on a tour of the Rift, even for non-lethal damage. If a PC gets *confused* and attacks a Consort PC, the creatures will even move to defend her, attacking the offending PC to the best of their abilities.

APL 6 (EL 10)

Elite half-red dragon umber hulk: hp 100; see *Appendix Two*.

APL 8 (EL 12)

Elite advanced half-red dragon umber hulk: hp 188; see *Appendix Three*.

APL 10 (EL 14)

Very-Elite advanced half-red dragon umber hulk: hp 264; see *Appendix Four*.

APL 12 (EL 16)

Very-Elite advanced half-red dragon umber hulks (2): hp 264 each; see *Appendix Five*.

Tactics: As soon as Morginstaler slams his tail upon the ground, the umber hulks burst forth from the ground. Unless the PCs were somehow specifically aware of the umber hulk's presence, this constitutes a surprise round. The creatures burrows 10 feet to get to ground level, then move 10 feet towards the closest PCs.

The half-red dragon umber hulk is a smart creature, and it should be run accordingly. It can fly, has a gaze attack, a breath weapon (although a rather weak one at higher APLs, and it knows this) and is dangerous in melee combat. Its preferred tactic is to wade in close, to force PCs to make saves against its gaze attack, and to melee with anyone not already confused.

If a PC falls next to the creature, and it has nothing better to do with its actions the next round, it will coup d' grace the PC, especially if Morginstaler has seen the PCs cast the spell *delay death*.

Be sure to familiarize yourself with the rules for gaze supernatural abilities (*Monster Manual*, page 309) before running this encounter.

All APLs (EL 21)

Morginstaler, Red Dragon of the Rift: Male mature adult red dragon Bbn1/Pious Templar 1; hp 436; Bluff +24, Sense Motive +22, Spellcraft +6, Spot +32; see *Appendix One*.

Morginstaler's Tactics: Morginstaler is not meant to be an active participant in this fight. Just because you have his stats handy does not mean that you should use him to decimate a party. He is simply enjoying watching the fight, and *plans* to kill the PCs himself if his offspring cannot. However, best laid plans....

If Morginstaler starts his round within range of the umber hulk's gaze attack, he needs to make a save, as normal. Especially at APLs 10 and 12, there is a real danger that he could fail this save, which could prove disastrous for the PCs. Since he has blindsense, he will just close his eyes to avoid having to make the save, and then he will back away from the fight, taking the hostage with him, to watch it from a safer distance. Once again, he will deposit the hostage on the ground in front of him.

During the fight, the PCs should be scared that at any minute the dragon will grow bored and join the fight. During the fight itself, he is constantly mocking the PCs' petty efforts to defeat his offspring, while keeping an eye on the hostage who is still unconscious at his feet. Even if a PC approaches the hostage, he will merely react with draconic laughter. However, should Morginstaler Spellcraft that a PC is attempting to leave with the hostage via *teleport*, he will warn the PC to stop. Should the PC provoke an attack of opportunity while casting the spell (such as by failing to cast defensively), Morginstaler will seek to subdue the PC with non-lethal damage.

Morginstaler only attacks PCs if he recognizes a PC that has his Enmity, or if he himself is attacked AND damaged. It is possible that a PC will become *confused* and attack Morginstaler. The dragon will just laugh unless the PC somehow manages to damage him. at which point he will attack them with non-lethal damage only, for fun.

At no point in time will he attack a PC who accompanied him on a tour of the Rift. In fact, such a PC, or one who earned his Favor during BDK6-07 *Love Letter*, could possibly Bluff their way closer to Morginstaler, asking for his protection before trying to sneak away with the unconscious NPC hostage.

Should Morginstaler enter combat, see his tactics from Encounter One. Remember, as soon as Morginstaler attacks, his frightful presence ability automatically starts.

Development: As soon as a PC successfully *teleports* away with the hostage, OR as soon as the party has

defeated Morginstaler's offspring, continue with the following on Morginstaler's initiative:

With a tremendous roar, the dragon bellows his rage. His outstretched wings nearly block out the sky! His form quickly swells as air rushes into his gaping maw.

As his head rushes forward, ready to blast you with flames, it comes to an abrupt halt, and it almost appears as if he is listening to something that only he can hear.

Flames lap out of his nostrils and mouth, but the barrage of fire is not released. Instead, the dragon shouts something in draconic before running to the edge of the Rift and leaping over the side, his wings guiding his diving fall.

When the dust that his clawed feet kicked up passes, you can clearly see <insert NPC's name> still lying there, unconscious, where the dragon left him.

If any of the PCs speak draconic, what Morginstaler shouted was, "Damnit all to the nine hells!" A DC 20 Knowledge (arcana) check will reveal that one of the few things that could possibly stop a red dragon from attacking is if that red dragon learned that its lair was being threatened.

If the PCs did not befriend Menfri, let it suffice to say that a very unlucky goat just wandered into one of Morginstaler's lairs, triggering a lair ward alarm.

Menfri has been *greater scrying* on Morginstaler. As soon as he sees Morginstaler about to attack the PCs, he *teleports* to one of Morginstaler's lairs, triggering a lair ward. If the PCs befriended Menfri, one of them (preferably an arcane spellcaster) receives a *sending* spell from him.

Read the following text:

"Sorry could not help more, this should draw away that overgrown lizard! Tripped his lair wards. Do not worry about the hide! Flee now!"

The PC is free to reply, in twenty-five words or less. Anything rude will lose the party access to the Gratitude of Menfri access on the AR, as Menfri is taking a great risk in helping the PCs by distracting Morginstaler.

If Morginstaler's offspring are still alive, they continue to attack the PCs.

The NPC is indeed alive, and unconscious due to nonlethal damage. They can easily be revived by an appropriate amount of healing magic.

Once the PCs flee, proceed to the Conclusion most appropriate for their table.

Conclusion: Success

Bandit Kingdoms

Read the following if the PCs rescued Yulkin:

Quickly you get out of there, dragging Yulkin's unconscious form with you. After a few minutes, he sputters to consciousness, and warily eyes his surroundings. He does not say a single word for the rest of the journey to Balmund, and he continually watches the skies...

Yulkin won't even complain if the PCs wish to *teleport* him somewhere.

For parties that did not make the gold cap, they might wish to force the issue of payment. He owes the PCs for 15 days of escorting, at 4 sp/level/day. That comes out to 6 gp per level for each PC, which he provides once he is delivered to Balmund.

Furyondy

Read the following if the PCs rescued Larrick:

Quickly you get out of there, dragging Larrick's unconscious form with you. After a few minutes, he sputters to consciousness, and warily eyes his surroundings. He does not say a single word for the rest of the journey to Rowyna, and he continually watches the skies.

Needless to say, Larrick no longer has any interest in investigating any metals in the Rift Canyon.

Larrick will not complain if the PCs wish to *teleport* straight home instead of waiting for the mage in Rowyna.

For parties that did not make the gold cap, they might wish to force the issue of payment. Larrick refuses to pay them, since they let him be kidnapped by the dragon.

Highfolk

Read the following if the PCs rescued Marcalus:

Quickly you get out of there, dragging Marcalus' unconscious form with you. After a few minutes, he sputters to consciousness, and warily eyes his surroundings. He does not say a single word for the rest of the journey to Rowyna, and he continually watches the skies.

Marcalus will not complain if the PCs wish to *teleport* straight home instead of waiting for the mage in Rowyna.

For parties that did not make the gold cap, they might wish to force the issue of payment. Marcalus

refuses to pay them, since they let him be kidnapped by the dragon.

Perrenland

Read the following if the PCs rescued Marinus:

Quickly you get out of there, dragging Marinus' unconscious form with you. After a few minutes, he sputters to consciousness, and warily eyes his surroundings. He does not say a single word for the rest of the journey to Rowyna, and he continually watches the skies.

Needless to say, Marinus no longer has any interest in investigating any crypts in the Rift Canyon.

Marinus will not complain if the PCs wish to *teleport* straight home instead of waiting for the mage in Rowyna.

For parties that did not make the gold cap, they might wish to force the issue of payment. The HetKanzler pays them double the agreed upon rate if they return with Marinus alive.

Shield Lands

Read the following if the PCs rescued Kelvor:

Quickly you get out of there, dragging Kelvor's unconscious form with you. After a few minutes, he sputters to consciousness, and warily eyes his surroundings.

"Let's go," he says. "And when we get home, I'm going to try to find Gildor Arcanix and ask him to kill that bloody red dragon."

Dyvers

Read the following if the PCs rescued Vilnius:

Quickly you get out of there, dragging Vilnius' unconscious form with you. After a few minutes, he sputters to consciousness, and warily eyes his surroundings. He does not say a single word for the rest of the journey to Rowyna, and he continually watches the skies.

Vilnius will not complain if the PCs wish to *teleport* straight home instead of waiting for the mage in Rowyna.

For parties that did not make the gold cap, they might wish to force the issue of payment. Vilnius refuses to pay them, since they let him be kidnapped by the dragon.

Development: If a PC successfully befriended at least one of the displacer beast cubs, they gain access to a “Companion of the Rift.”

If the PCs located Kobold Home, they gain “Kobold Lair Knowledge.”

If the PCs befriend Menfri, and successfully collected pelts to deliver to him, they gain the “Gratitude of Menfri Rauveen.”

If the PCs located the *strange blue dragon scale*, they may purchase it.

If a female PC with a Charisma of 14 or higher went on a tour of the Rift Canyon with Morginstaler, they gain the “Consort of Morginstaler” from the Supplemental AR.

Conclusion: Failure

Bandit Kingdoms

Read the following if the PCs failed to rescue Yulkin:

To Baator with Yulkin! You've got your own hide to keep intact. Better that he should be Morginstaler's hostage than you!

Furyondy

Read the following if the PCs failed to rescue Larrick:

You have let Larrick down, but what can you do against a powerful red dragon such as Morginstaler? Surely his friends and family will understand...

Highfolk

Read the following if the PCs failed to rescue Marcalus:

You have let Marcalus down, but what can you do against a powerful red dragon such as Morginstaler? Surely his guild will understand...

Perrenland

Read the following if the PCs failed to rescue Marinus:

You have let Marinus down, but what can you do against a powerful red dragon such as Morginstaler? Perhaps the Old Kerk's Voice will be able to organize a rescue mission in time to save the archeologist before the dragon eats him...

Shield Lands

Read the following if the PCs failed to rescue Kelvor:

You have let Kelvor down, but what can you do against a powerful red dragon such as Morginstaler?

You know of only one creature that might be able to defeat the red dragon, but how do you go about finding Gildor Arcanix?

Dyvers

Read the following if the PCs failed to rescue Vilnius:

To Baator with Vilnius! You've got your own hide to keep intact! Better that he should be Morginstaler's hostage than you! Surely his guild will understand...

Development: If a PC successfully befriended at least one of the displacer beast cubs, they gain access to a “Companion of the Rift.”

If the PCs located Kobold Home, they gain “Kobold Lair Knowledge.”

If the PCs befriend Menfri, and successfully collected pelts to deliver to him, they gain the “Gratitude of Menfri Rauveen.”

If the PCs located the *strange blue dragon scale*, they may purchase it.

If a female PC with a Charisma of 14 or higher went on a tour of the Rift Canyon with Morginstaler, they gain the “Consort of Morginstaler” from the Supplemental AR.

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

Defeat Morginstaler

All APLs 630 xp

Encounter Two

Encounter the trap

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 390 xp

Encounter Four

Defeat the monsters

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Seven

Rescue the NPC hostage

APL6 300 xp

APL8 360 xp

APL10 420 xp

APL12 480 xp

Defeat Morginstaler

All APLs 630 xp

Discretionary roleplaying award

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

Total possible experience:

APL6 900 xp

APL8 1,125 xp

APL10 1,350 xp

APL12 1,575 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.

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 items are 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.

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

Encounter Four: Local Wildlife

APL 6: L: 0 gp; C: 130 gp; M: 570 gp – +1 *heavy steel shield* (195 gp), *wand of bull's strength* (375 gp).

APL 8: L: 0 gp; C: 320 gp; M: 820 gp – +1 *heavy steel shield* (195 gp), *chime of opening* (250 gp), *wand of bull's strength* (375 gp).

APL 10: L: 0 gp; C: 865 gp; M: 1,375 gp – *staff of charming* (1,375 gp).

APL 12: L: 0 gp; C: 1,201 gp; M: 2,139 gp – +3 *heavy steel shield* (764 gp), *staff of charming* (1,375 gp).

Encounter Five: Dead Kobolds

All APLs: L: 40 gp; C: 0 gp; M: 250 gp – *strange blue dragon scale* (250 gp).

Total Possible Treasure

APL 6: L: 40 gp; C: 130 gp; M: 820 gp; Total: 900 gp (990 gp).

APL 8: L: 40 gp; C: 320 gp; M: 1,070 gp; Total: 1,300 gp (1,430 gp).

APL 10: L: 40 gp; C: 865 gp; M: 1,625 gp; Total: 2,300 gp (2,530 gp).

APL 12: L: 40 gp; C: 1,201 gp; M: 2,389 gp; Total: 3,300 gp (3,630 gp).

Special

Companion of the Rift: If you immediately spend 4 TUs, you may develop a relationship with a displacer beast cub; you gain access to one displacer beast cohort (ECL 10). These cohorts advance by class and have a favored class of rogue. They will always have a Lawful Neutral alignment. Both cohorts start with the feats Alertness, Dodge, and Stealthy.

The male has the following ability scores:

Str 22, Dex 16, Con 20, Int 4, Wis 14, Cha 6.

The female has the following ability scores:

Str 20, Dex 18, Con 18, Int 4, Wis 16, Cha 6.

Consort of Morginstaler: Your PC went with Morginstaler on a moonlit tour of the Rift. For the next 12 TUs, your PC gains Fire Resistance 10, a +1 enhancement bonus to natural armor, and a +1 inherent bonus to Charisma. After those 12 TUs have been spent, you must spend 12 more consecutive TUs in non-adventuring activities. The PC then gains fire resistance 5 for a duration of one year and access to the following items: Draconic Breath^{CAr}, dragon disciple, Draconic Heritage^{CAr} and Draconic Power^{CAr} (all red only); Dragonthrall^{Dra}, *draconic might*^{SpC}, *entice gift*^{SpC}, *ghostly tail* (*Races of the Dragon*).

Gratitude of Menfri Rauveen: Menfri has agreed to craft the following magic items for you at the standard prices: *amulet of proof against detection and location*, *Boccob's blessed book*, *cloak of displacement* (minor or major), *electricity resistance* and *fire resistance* armor upgrades, *paralytic burst*^{MH} and *shock* weapon upgrades.

In addition, you may spend 1 TU later to locate Menfri and purchase any of the above items, or items marked with a * below, copy spells from his spellbook (see the supplemental AR), or learn the Sudden Silent^{CA} meta-magic feat.

Kobold Lair Knowledge: You have learned where an entrance to a kobold lair lies buried by rubble in the Rift Canyon.

Strange Blue Dragon Scale: Against a dragon's frightful presence, the bearer of this scale and all allies within 30' are treated as having +4 HD and gain a +4 to their Will save. If the bearer makes his save, his familiar, animal companion, and/or special mount automatically makes its save. This item only works for kobolds and does not take up an item slot. Frequency: Adventure.

Faint abjuration; CL 3rd; Craft Wondrous Item, Dragon Hunter Bravery^{DRA}; Price: 3,000 gp; Weight 1 lb.

Special (Supplemental AR)

Menfri's Spellbook: PCs that earned the Gratitude of Menfri Rauveen may copy spells from Menfri's spellbook. It costs you 1 TU to locate Menfri each time you visit him to copy spells. This spellbook is not for sale.

Spellbook 0—*acid splash*, *amanuensis*^{SpC}, *arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *electric jolt*^{SpC}, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *silent portal*^{SpC}, *touch of fatigue*; 1st—*alarm*, *comprehend languages*, *endure elements*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *nystul's magic aura*, *protection from evil*,

shield, *spontaneous search*^{SpC}, *true strike*, 2nd—*chain of eyes*^{SpC}, *darkvision*, *knock*, *locate object*, *marked object*^{SpC}, *misdirection*, *obscure object*, *scorching ray*, *see invisibility*, *whispering wind*; 3rd—*arcane sight*, *dispel magic*, *displacement*, *fly*, *greater mage armor*, *lightning bolt*, *secret page*, *tongues*, *unluck*^{SpC}; 4th—*arcane eye*, *dimension door*, *locate creature*, *polymorph*, *remove curse*, *screaming*, 5th—*break enchantment*, *contact other plane*, *passwall*, *prying eyes*, *sending*, *teleport*, 6th—*analyze dweomer*, *antimagic field*, *chain lightning*, *contingency*, *disintegrate*, *greater dispel magic*, *legend lore*, *true seeing*; 7th—*ethereal jaunt*, *forcecage*, *greater arcane sight*, *limited wish*, *prismatic spray*, *vision*.

Items for the Adventure Record

APL 6:

- *Amulet of health +4* (Adventure; DMG)*
- *Arcane scroll of break enchantment* (CL 14), (Adventure; DMG)*
- *Arcane scroll of greater dispel magic* (CL 14), (Adventure; DMG)*
- *Arcane scroll of ethereal jaunt* (CL 13) (Adventure; DMG)*
- *Clear spindle ioun stone* (Adventure; DMG)*
- *Figurine of wondrous power (bronze griffon)** (Adventure; DMG)
- *Goggles of night* (Adventure; DMG)*
- *Heward's handy haversack* (Adventure; DMG)*
- *Strange blue dragon scale* (Adventure; see above)
- *Vest of resistance +3* (Adventure; DMG)*
- *Wand of bull's strength* (Adventure; DMG)

APL 8 (all of APL 6 plus the following):

- *Chime of opening* (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following):

- *Staff of charming* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- *+3 heavy steel shield* (Adventure; DMG)

Appendix One – NPCs

Encounter One

Morginstaler, Red Dragon of the Rift: Male mature adult red dragon Bbn1/Pious Templar1 (Garyx); CR 21; Huge dragon (fire); HD 25d12+225 plus 1d12+9 plus 1d10+9; hp 436; Init +5; Spd 50 ft, fly 150 ft. (poor); AC 43, touch 12, flat-footed 42 (-2 size, +7 armor, +3 deflection, +1 Dex, +24 natural); BAB: +27; Grp: +48; Atk: +43 melee (2d8+18, bite) or +44 melee (2d6+11/19-20[x4], *claws of the ripper*); Full Atk: +43 melee (2d8+18, bite), +44/+39/+34 melee (2d6+11/19-20[x4], *claws of the ripper*), +44 melee (2d6+11/19-20, claw), +43 melee (1d8+11, 2 wings), +43 melee (2d6+24, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush, fast movement, frightful presence, spells, rage 1/day; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., immunity to fire, magic *sleep* effects, and paralysis, low-light vision, mettle, spell-like abilities, vulnerability to cold, spell resistance 23; AL CE.

SV Fort +30, Ref +18, Will +23;

Str 37, Dex 12, Con 28, Int 16, Wis 18, Cha 21.

Skills and Feats: Bluff +24, Concentration +39, Diplomacy +9, Disguise +17, Intimidate +36, Jump +51, Knowledge (arcana) +29, Knowledge (dungeoneering, geography, nature, religion) +10, Listen +33, Search +31, Sense Motive +22, Speak Language (3 languages), Spellcraft +6, Spot +32; Improved Critical (claw), Improved Initiative, Improved Multiattack, Improved Rapidstrike (claw), Multiattack, Power Attack, Quicken Breath, Rapidstrike (claw), True Believer (Garyx), Weapon Focus (claw).

Languages: Common, Draconic, Giant, Orc.

Height, Weight, Length: Overall length: 66 feet; Standing height: 14 feet; maximum wingspan: 90 feet; weight: 24,000 lbs. These values are for descriptive purposes only. In all regards, treat as a Huge sized dragon.

Breath Weapon (Su): 50-foot cone, 14d10 fire, Reflex DC 28 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+24 points of bludgeoning damage, and must succeed on a DC 28 Reflex save or be pinned.

Frightful Presence (Ex): 210-ft. radius, HD 26 or fewer, Will DC 26 negates.

Spell-Like Abilities: 7/day—*locate object*. Caster level 9th.

Spells: As 9th level Sorcerer.

Sorcerer Spells Known (6/7/7/7/5; base DC = 15 + spell level): 0—*detect poison, detect magic, read magic, mage hand, message, arcane mark, prestidigitation, cure minor wounds*; 1st—*alarm, charm person, cure*

light wounds, fist of stone, true strike, 2nd—*invisibility, resist energy, scintillating scales, silence*, 3rd—*dispel magic, protection from energy, slow*, 4th—*blinding breath, polymorph*.

Pious Templar Spells Prepared (1; base DC = 14 + spell level): 1st—*divine sacrifice*.

Spells in effect: *alarm* (entrance to lair), *disguise self* (*mask of lies*; used to appear unarmored, no cloaks, etc.), *undetectable alignment* (*mask of lies*).

Possessions: *claws of the ripper*, +2 mithral breastplate of cold resistance (10) and light fortification, ring of protection +3, amulet of mighty fists +5, ioun stone pink rhomboid, mask of lies, cloak of displacement (minor), rear claw gauntlets (boots) of speed, vest of resistance +3, divine scroll of (*spike growth, command plants, discern lies*), scroll of *dispelling breath* (CL 10).

Physical Description: Huge red dragon.

Note: CR raised by 1 due to favorable magic item equipment possession.

Encounter Two

Menfri Rauveen: Male human (Oeridian) Div7/Loremaster7 (Boccob); CR 14; Medium humanoid (human); HD 14d4+56; hp 99; Init +1; Spd 30 ft. (x4); AC 17, touch 11, flat-footed 16 (+6 armor); BAB: +6; Grp: +5; Atk: +6 melee (1d4-1, masterwork dagger) or +7 ranged touch (spell); Full Atk: +6/+1 melee (1d4-1, masterwork dagger) or +7 ranged touch (spell); SA Spells; SQ Summon Familiar, Secrets (applicable knowledge, avoidance, bonus 1st-level spell, bonus 2nd-level spell), Lore +16, Greater Lore; AL N.

SV Fort +12, Ref +11, Will +15;

Str 8, Dex 13, Con 18, Int 24, Wis 12, Cha 10.

Skills and Feats: Concentration +21, Intimidate +2, Knowledge (arcana) +27, Knowledge (dungeoneering) +24, Knowledge (history) +24, Knowledge (nature) +10, Knowledge (the planes) +10, Spellcraft +26, Survival +3 (+5 underground); Brew Potion, Craft Arms and Armor^B, Craft Wondrous Item, Extend Spell, Quicken Spell, Scribe Scroll^B, Skill Focus (Knowledge [arcana]), Sudden Silent^B, Spell Mastery (*antimagic field, forcecage, greater arcane sight, greater dispel magic, limited wish, prismatic spray, vision*)^B.

Languages: Common, Old Oeridian, Flan, Orc.

Lore: At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier

to the lore check, which functions otherwise exactly like a bardic knowledge check.

Greater Lore (Ex): At 6th level, a loremaster gains the ability to understand magic items, as with the *identifyspell*.

Possessions: explorer's outfit, *amulet of health* +4, *headband of intellect* +6, *vest of resistance* +4, *heward's handy haversack*, *figurine of wondrous power* (bronze griffon), *clear spindle ioun stone*, *goggles of night*, belt pouch (*potion of displacement*, *potion of fly*, *potion of levitate*), scrollcase (scrolls of: *feather fall*, *levitate*, *fly*, *freedom of movement*, *mount* [4], *break enchantment*, *greater dispel magic*), *Boccob's blessed spellbook*, spell component pouch (2), masterwork dagger, masterwork staff, backpack.

Description: Menfri Rauveen looks like a typical bookworm mage...who has been shaken up by a life living amongst some of the most notorious humanoids and bandits on Oerth, the Men of the Rift. Standing 5'9" tall, and scholarly thin, his receding hair is mostly grey in color. He disdains robes as impractical, preferring to wear typical exploring gear.

Menfri commands much respect from the often chaotic and evil Men, even the Erythnul worshippers, for they have seen what his *chain lightning* spell can do to his enemies.

The ex-Aerdi mage, who has been researching the magical secrets of the Rift for over two decades, is perhaps the world's foremost humanoid expert on the Rift Canyon. He is an avid collector of the pelts of strange creatures, and uses them in his magic item creation experiments.

Menfri is scared to death of Morginstaler because Morginstaler once cornered him while he was doing some research in the Rift. Morginstaler let him go, but only after he promised to craft the dragon several magic items.

Spells Prepared (5/8/8/7/6/5/5/4; base DC = 17 + spell level): 0—*detect magic* (2), *mage hand*, *read magic* (2); 1st—*hold portal*, *mage armor*, *magic missile*, *true strike*, *comprehend languages*, *feather fall*, *protection from evil*, *shield*; 2nd—~~*extended endure elements*~~, *knock* (2), *locate object*, *obscure object*, *scorching ray* (2), *see invisibility*; 3rd—~~*extended darkvision*~~, *displacement*, *fly*, *dispel magic*, *lightning bolt*, ~~*extended misdirection*~~, *extended whispering wind*; 4th—*dimension door* (3), ~~*extended greater mage armor*~~, *remove curse*, ~~*extended tongues*~~; 5th—*break enchantment*, *quicken magic missile*, *extended polymorph*, *quicken shield*, *teleport*; 6th—*greater dispel magic*, ~~*extended prying eyes*~~, *quicken scorching ray*, *true seeing*, *chain lightning*; 7th—*greater arcane sight*, *quicken lightning bolt*, *limited wish*, *prismatic spray*.

Prohibited School: Enchantment.

Spellbook 0—*acid splash*, *amanuensis*^{SpC}, *arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *electric jolt*^{SpC}, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *silent portal*^{SpC}, *touch of fatigue*; 1st—*alarm*, *comprehend languages*, *endure elements*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *nystul's magic aura*, *protection from evil*, *shield*, *spontaneous search*^{SpC}, *true strike*; 2nd—*chain of eyes*^{SpC}, *darkvision*, *knock*, *locate object*, *marked object*^{SpC}, *misdirection*, *obscure object*, *scorching ray*, *see invisibility*, *whispering wind*; 3rd—*arcane sight*, *dispel magic*, *displacement*, *fly*, *greater mage armor*, *lightning bolt*, *secret page*, *tongues*, *unluck*^{SpC}; 4th—*arcane eye*, *dimension door*, *locate creature*, *polymorph*, *remove curse*, *scrying*; 5th—*break enchantment*, *contact other plane*, *passwall*, *prying eyes*, *sending*, *teleport*; 6th—*analyze dweomer*, *antimagic field*, *chain lightning*, *contingency*, *disintegrate*, *greater dispel magic*, *legend lore*, *true seeing*; 7th—*ethereal jaunt*, *forcecage*, *greater arcane sight*, *limited wish*, *prismatic spray*, *vision*.

Spells in effect: *contingency* (if Menfri falls unconscious, he will be *teleported* home), *extended darkvision*, *extended endure elements*, *extended misdirection* (as a rock), *extended greater mage armor*, *extended prying eyes*, *extended tongues*.

Meta-organization Benefits (not included in his stats):

Reputation for Violence: Menfri receives a +4 Circumstance bonus to Intimidate checks made in the Bandit Kingdoms.

Rift Familiarity: Menfri receives a +4 Circumstance bonus to the following skill checks made when in the Rift Canyon or the Rift Barrens: Balance, Climb, Hide, Jump, Knowledge (nature), Listen, Move Silently, Spot, and Survival.

Appendix Two – APL 6

Skills: +8 racial bonus on Hide checks.

Physical Description: Huge displacer beast!

Encounter Four

Elite Advanced Displacer Beast: CR 7; Large magical beast; HD 9d10+45; hp 94; Init +3; Spd 40 ft.(x4); AC 17, touch 12, flat-footed 14 (-1 size, +3 Dex, +5 natural); BAB: +9; Grp: +20; Atk: +16 melee (1d8+7, tentacle); Full Atk: +16 melee (1d8+7, 2 tentacles) and +10 melee (1d8+3, bite); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SQ Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL NE.

SV Fort +11, Ref +10, Will +5;

Str 24, Dex 18, Con 20, Int 4, Wis 14, Cha 6.

Skills and Feats: Hide +12, Listen +6, Move Silently +12, Spot +6; Alertness, Improved Natural Attack (tentacle), Stealthy, Weapon Focus (tentacle).

Languages: Common.

Displacement (Su): Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the use to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: +8 racial bonus on Hide checks.

Very-Elite Advanced Displacer Beast: CR 9; Huge magical beast; HD 12d10+84; hp 150; Init +3; Spd 40 ft.(x4); AC 19, touch 11, flat-footed 16 (-2 size, +3 Dex, +8 natural); BAB: +12; Grp: +31; Atk: +22 melee (2d6+11, tentacle); Full Atk: +22/+22/+17 melee (2d6+11, tentacle) and +16 melee (2d6+5, bite); Space/Reach 15 ft./10 ft. (20 ft. with tentacles); SQ Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL NE.

SV Fort +15, Ref +11, Will +6;

Str 32, Dex 16, Con 24, Int 4, Wis 14, Cha 6.

Skills and Feats: Hide +11, Listen +6, Move Silently +12, Spot +6; Alertness, Improved Natural Attack (tentacle), Rapidstrike (tentacle)*, Stealthy, Weapon Focus (tentacle).

Languages: Common.

Displacement (Su): Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the use to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Encounter Seven

Elite half-red dragon umber hulk: CR 10; large dragon (augmented aberration); HD 8d10+56; hp 100; Init +1; Spd 20 ft. (x4), burrow 20 ft., fly 40 ft (average); AC 22, touch 10, flat-footed 21 (-1 size, +1 Dex, +12 natural); BAB: +6; Grp: +22; Atk: +18 melee (2d4+12/x2, claw); Full Atk: +18 melee (2d4+12/x2, 2 claws) and +15 melee (2d8+6/x2, bite); Space/Reach 10 ft./10 ft.; SA Confusing gaze, breath weapon; SQ Darkvision 60 ft., tremorsense 60 ft., low-light vision, immune to *sleep* and paralysis effects, immune to fire; AL CE.

SV Fort +9, Ref +3, Will +7;

Str 35, Dex 12, Con 24, Int 10, Wis 12, Cha 17.

Skills and Feats: Climb +21, Jump +17, Knowledge (dungeoneering) +5.5, Listen +12, Move Silently +6.5, Spot +6.5; Ability Focus (confusing gaze), Multiattack, Weapon Focus (claw).

Languages: Draconic, Terran.

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, Reflex DC 21 half. The save DC is Constitution-based.

Confusing Gaze (Su): Confusion as the spell, 30 feet, caster level 8th, Will DC 19 negates. The save DC is Charisma-based.

Physical Description: A red-scaled, winged umber hulk.

Appendix Three – APL 8

Encounter Four

Very-Elite Advanced Displacer Beast: CR 9; Huge magical beast; HD 12d10+84; hp 150; Init +3; Spd 40 ft.(x4); AC 19, touch 11, flat-footed 16 (-2 size, +3 Dex, +8 natural); BAB: +12; Grp: +31; Atk: +22 melee (2d6+11, tentacle); Full Atk: +22/+22/+17 melee (2d6+11, tentacle) and +16 melee (2d6+5, bite); Space/Reach 15 ft./10 ft. (20 ft. with tentacles); SQ Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL NE.

SV Fort +15, Ref +11, Will +6;

Str 32, Dex 16, Con 24, Int 4, Wis 14, Cha 6.

Skills and Feats: Hide +11, Listen +6, Move Silently +12, Spot +6; Alertness, Improved Natural Attack (tentacle), Rapidstrike (tentacle)*, Stealthy, Weapon Focus (tentacle).

Languages: Common.

Displacement (Su): Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the use to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: +8 racial bonus on Hide checks.

Physical Description: Huge displacer beast!

Uber-Elite Advanced Displacer Beast: CR 11; Huge magical beast; HD 18d10+126; hp 225; Init +3; Spd 40 ft.(x4); AC 19, touch 11, flat-footed 16 (-2 size, +3 Dex, +8 natural); BAB: +18; Grp: +37; Atk: +28 melee (2d6+11, tentacle); Full Atk: +28/+28/+23/+18 melee (2d6+11, tentacle) and +22 melee (2d6+5, bite); Space/Reach 15 ft./10 ft. (20 ft. with tentacles); SQ Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL NE.

SV Fort +18, Ref +14, Will +10;

Str 33, Dex 16, Con 24, Int 4, Wis 14, Cha 6.

Skills and Feats: Hide +15, Listen +6, Move Silently +14, Spot +6; Alertness, Improved Natural Attack (tentacle), Improved Rapidstrike (tentacle), Iron Will, Rapidstrike (tentacle)*, Stealthy, Weapon Focus (tentacle).

Languages: Common.

Displacement (Su): Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the use to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: +8 racial bonus on Hide checks.

Physical Description: Huge displacer beast!

Encounter Seven

Elite advanced half-red dragon umber hulk: CR 12; Huge dragon (augmented aberration); HD 13d10+117; hp 188; Init +0; Spd 20 ft. (x4), burrow 20 ft., fly 40 ft (average); AC 23, touch 8, flat-footed 23 (-2 size, +15 natural); BAB: +9; Grp: +33; Atk: +24 melee (2d6+16/x2, claw); Full Atk: +24 melee (2d6+16/x2, 2 claws) and +21 melee (3d8+8/x2, bite); Space/Reach 15 ft./15 ft.; SA Confusing gaze, breath weapon; SQ Darkvision 60 ft., tremorsense 60 ft., low-light vision, immune to *sleep* and paralysis effects, immune to fire; AL CE.

SV Fort +13, Ref +4, Will +11;

Str 43, Dex 10, Con 28, Int 10, Wis 12, Cha 18.

Skills and Feats: Climb +21, Jump +17, Knowledge (dungeoneering) +5.5, Listen +12, Move Silently +9, Spot +9; Ability Focus (confusing gaze), Iron Will, Multiattack, Weapon Focus (claw).

Languages: Draconic, Terran.

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, Reflex DC 25 half. The save DC is Constitution-based.

Confusing Gaze (Su): Confusion as the spell, 30 feet, caster level 13th, Will DC 22 negates. The save DC is Charisma-based.

Physical Description: A huge, red-scaled, winged umber hulk.

Appendix Four – APL 10

Physical Description: A gargantuan behir!

Encounter Four

Elite Advanced Behir: CR 14; Gargantuan magical beast; HD 21d10+189; hp 304; Init +2; Spd 40 ft.(x4), climb 15 ft.; AC 23, touch 8, flat-footed 21 (-4 size, +2 Dex, +15 natural); BAB: +21; Grp: +48; Atk: +33 melee (3d6+22/19-20, bite); Full Atk: +33 melee (3d6+22/19-20, bite); Space/Reach 20 ft./15 ft.; SA Breath weapon, constrict 3d8+15, improved grab, rake 1d6+7, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL NE.

SV Fort +21, Ref +14, Will +13;

Str 41, Dex 14, Con 28, Int 4, Wis 18, Cha 12.

Skills and Feats: Climb +23, Hide +14, Listen +6, Spot +6, Survival +4; Alertness, Cleave, Improved Critical (bite), Improved Natural Attack (bite), Iron Will, Power Attack, Track, Weapon Focus (bite).

Languages: Common.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 29 half. The save DC is Constitution-based.

Constrict (Ex): A gargantuan behir deals 3d8+15 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +32 melee, damage 1d6+7.

Swallow Whole (Ex): A gargantuan behir can try to swallow a grabbed Large or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 3d8+15 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A gargantuan behir's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or 512 Diminutive or smaller opponents.

Skills: +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter Seven

Very-Elite advanced half-red dragon umber hulk:

CR 14; Huge dragon (augmented aberration); HD 16d10+144; hp 264; Init +0; Spd 20 ft. (x4), burrow 20 ft., fly 40 ft (average); AC 23, touch 8, flat-footed 23 (-2 size, +15 natural); BAB: +12; Grp: +37; Atk: +28 melee (2d6+17/x2, claw); Full Atk: +28/+28/+23 melee (2d6+17/x2, claw) and +25 melee (3d8+8/x2, bite); Space/Reach 15 ft./15 ft.; SA Confusing gaze, breath weapon; SQ Darkvision 60 ft., tremorsense 60 ft., low-light vision, immune to *sleep* and paralysis effects, immune to fire; AL CE.

SV Fort +14, Ref +5, Will +13;

Str 44, Dex 10, Con 28, Int 10, Wis 12, Cha 18.

Skills and Feats: Climb +21, Jump +17, Knowledge (dungeoneering) +5.5, Listen +12, Move Silently +10.5, Spot +10.5; Ability Focus (confusing gaze), Iron Will, Multiattack, Rapidstrike (claw), Weapon Focus (claw).

Languages: Draconic, Terran.

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, Reflex DC 27 half. The save DC is Constitution-based.

Confusing Gaze (Su): Confusion as the spell, 30 feet, caster level 20th, Will DC 24 negates. The save DC is Charisma-based.

Physical Description: A huge, red-scaled, winged umber hulk.

Appendix Five – APL 12

Physical Description: A gargantuan behir!

Encounter Four

Elite Advanced Behir: CR 14; Gargantuan magical beast; HD 21d10+189; hp 304; Init +2; Spd 40 ft.(x4), climb 15 ft.; AC 23, touch 8, flat-footed 21 (-4 size, +2 Dex, +15 natural); BAB: +21; Grp: +48; Atk: +33 melee (3d6+22/19-20, bite); Full Atk: +33 melee (3d6+22/19-20, bite); Space/Reach 20 ft./15 ft.; SA Breath weapon, constrict 3d8+15, improved grab, rake 1d6+7, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL NE.

SV Fort +21, Ref +14, Will +13;

Str 41, Dex 14, Con 28, Int 4, Wis 18, Cha 12.

Skills and Feats: Climb +23, Hide +14, Listen +6, Spot +6, Survival +4; Alertness, Cleave, Improved Critical (bite), Improved Natural Attack (bite), Iron Will, Power Attack, Track, Weapon Focus (bite).

Languages: Common.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 29 half. The save DC is Constitution-based.

Constrict (Ex): A gargantuan behir deals 3d8+15 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +32 melee, damage 1d6+7.

Swallow Whole (Ex): A gargantuan behir can try to swallow a grabbed Large or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 3d8+15 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A gargantuan behir's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or 512 Diminutive or smaller opponents.

Skills: +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Encounter Seven

Very-Elite advanced half-red dragon umber hulk:

CR 14; Huge dragon (augmented aberration); HD 16d10+144; hp 264; Init +0; Spd 20 ft. (x4), burrow 20 ft., fly 40 ft (average); AC 23, touch 8, flat-footed 23 (-2 size, +15 natural); BAB: +12; Grp: +37; Atk: +28 melee (2d6+17/x2, claw); Full Atk: +28/+28/+23 melee (2d6+17/x2, claw) and +25 melee (3d8+8/x2, bite); Space/Reach 15 ft./15 ft.; SA Confusing gaze, breath weapon; SQ Darkvision 60 ft., tremorsense 60 ft., low-light vision, immune to *sleep* and paralysis effects, immune to fire; AL CE.

SV Fort +14, Ref +5, Will +13;

Str 44, Dex 10, Con 28, Int 10, Wis 12, Cha 18.

Skills and Feats: Climb +21, Jump +17, Knowledge (dungeoneering) +5.5, Listen +12, Move Silently +10.5, Spot +10.5; Ability Focus (confusing gaze), Iron Will, Multiattack, Rapidstrike (claw), Weapon Focus (claw).

Languages: Draconic, Terran.

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, Reflex DC 27 half. The save DC is Constitution-based.

Confusing Gaze (Su): Confusion as the spell, 30 feet, caster level 20th, Will DC 24 negates. The save DC is Charisma-based.

Physical Description: A huge, red-scaled, winged umber hulk.

Deity

Name: Garyx

Gender: m

Rank: Lesser Deity

Area of Concern/Portfolio: Fire, Destruction, Renewal

Titles: Firelord, All-Destroyer, Cleanser of Worlds

Holy Symbol: Reptilian eye superimposed over a flame

Alignment: CE

Origin of Worship: Dragon

Core Worshippers: Dragons

Favored Weapon(s): Sickles (s) or claw

Weapon of the Deity Spell: *+1 flaming sickle or claw*

Domains: Chaos, Destruction, Dragon, Evil, Fire, Renewal

Source: Draconomicon, page 33.

Description: Garyx the All-Destroyer symbolizes the sheer power and destructive force of dragonkind. Some argue that Garyx is actually insane, as a result of his long occupation of the Windswept Depths of Pandemonium. He appears much like a great wyrm red dragon.

Feats

Improved Multiattack [Monstrous] (Dra p70)

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a -5 penalty (or a -2 penalty if you have the Multiattack feat).

Improved Rapidstrike [Monstrous] (Dra p73)

You can attack more than once with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +15, Rapidstrike.

Benefits: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make two or more extra attacks with one of those weapons, the first at a -5 penalty and the second and subsequent attacks at an additional -5, but never more than four extra attacks. Creatures with multiple limbs qualifies for this feat as well, so a creature with three arms and three claw attacks qualifies for this feat.

Appendix Six – New Rules Items

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a Large dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

Quicken Breath [Metabreath] (Dra p73)

You can loose your breath weapon with but a thought.

Prerequisites: Con 19, breath weapon.

Benefits: Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

Rapidstrike [Monstrous] (Dra p73)

You can attack more than once with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10.

Benefits: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a Large dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

Sudden Silent [Metamagic] (CA p83)

Once per day you may cast a spell silently without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you may apply the Silent Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Silent Spell feat normally, if you have it.

True Believer [General] (CD p86)

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefits: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of Complete Divine) of the deity you worship.

Magic Items

Claws of the Ripper (Dra p82): These metal, scythe-like blades are designed to fit over one set of a dragon's claws, and they resize to fit any dragon of Large size or bigger. A dragon wearing *claws of the ripper* cannot also make use of a magic ring on that claw. When worn, *claws of the ripper* increase the damage dealt by the dragon's claws on a critical hit, giving them a $\times 4$ multiplier (like that of a scythe).

Faint transmutation; CL 6th; Craft Ring; Price: 2,000 gp; Weight 10 lbs.

Mask of Lies: This black, featureless mask has only slits for eyes and mouth. The wearer can use *disguise self* on herself at will and is continually under the effect of *undetectable alignment*. In addition, she gains a +5 competence bonus on Bluff checks.

A mask occupies the same space on the body as eye lenses or goggles.

Faint abjuration and illusion; CL 5th; Craft Wondrous Item, disguise self, undetectable alignment; Price 17,000 gp.

Vest of Resistance (CA p150): These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, resistance, caster level must be three times that of ioun stone's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

Spells

Blinding Breath (SpC p31)

Transmutation [Light]

Level: Sorcerer/wizard 4

This spell functions like breath flare, except that targets that fail their saving throws against your breath weapon are permanently blinded, rather than dazzled.

Breath Flare (SpC p38)

Transmutation [Light]

Level: Sorcerer/wizard 1

Components: S

Casting Time: 1 swift action

Range: Personal

Target: Your breath weapon

Duration: 1 round

For this spell to function, you must have a breath weapon that uses fire or electricity, either as a supernatural ability or as the result of casting a spell such as *dragon breath*. When you successfully cast this spell, your breath weapon is infused with bright light. In addition to taking the normal fire or electricity damage, creatures that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level. Sightless creatures are not affected by *breath flare*.

Dispelling Breath (SpC p67)

Abjuration

Level: Sor/Wiz 5

Components: S

Casting Time: 1 swift action

Range: Personal

Target: Your breath weapon

Duration: 1 round

For this spell to function, you must have a breath weapon, either as a supernatural ability or as the result of casting a spell such as *dragon breath* (SpC p73). When you successfully cast this spell, your breath weapon acts as a targeted *dispel magic*.

For each creature or object that fails its saving throw against your breath weapon and that is the target of one or more spells, you make a dispel check against each ongoing spell currently in effect on the object or creature. A dispel check is $1d20 + 1$ per caster level (maximum +15) against a DC of $11 +$ the spell's caster level. A creature's magic items are not affected, and creatures and objects that rolled successful saving throws against your breath weapon are likewise not affected.

If a creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), is in the area and fails its saving throw against your breath weapon, you can also make a dispel check to end the spell that conjured the creature (returning it whence it came).

For each ongoing area or effect spell centered within the area of your breath weapon, you make a dispel check to dispel the spell.

Spells are dispelled prior to the effect of your breath weapon being resolved.

You can choose to automatically succeed on dispel checks against any spell in the area that you have cast.

Divine Sacrifice (SpC p70)

Evocation

Level: Blackguard 1, paladin 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Fist of Stone (SpC p94)

Transmutation [Earth]

Level: Sor/Wiz 1, warmage 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; See page 304 of the *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Mage Armor, Greater (SpC p136)

Conjuration (Creation) [Force]

Level: Sor/Wiz 3
Components: V, S

This spell functions like *mage armor*, except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Scintillating Scales (SpC p181)

Abjuration

Level: Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You

Duration: 1 minute/level

This spell transforms your natural armor bonus to Armor Class into a deflection bonus to your Armor Class. While your overall Armor Class might not change, the deflection bonus applies to melee touch attacks and ranged touch attacks, including incorporeal touch attacks. If you have no natural armor bonus, this spell has no effect.

(Excerpts from *Iuz the Evil*)

The Rift Canyon is probably unique in all Oerik. This huge, near-200 mile long fissure is over a mile deep in places, with great sheer rock faces, scrub-wooded screes, paths which only the most agile can clamber down, honeycombs of caves, caverns, and warrens, and dark things slithering in its deepest recesses. In this unpromising place, nearly 6,000 bandits manage to survive in the caves and passages. The original 2,000 settlers have been joined by 4,000 exiles who have promised faithful service to the self-proclaimed Plar of the Rift, Durand Grossman. The exiles are mostly Reyhu men, angry at their displacement from rulership by Iuz's priests. They have joined an extraordinary society (see the Bandit Kingdoms meta-organization, "Men of the Rift").

Survival in the Rift

However, these survivors are beset with problems. Cranzer is determined to wipe out as many as possible, mostly because the vital silver mines scattered around the area of Riftcrag are the only material resource worth having in the Bandit Lands. To secure their safety, his troops ruthlessly exterminate all bandits seen within some 30 miles of Riftcrag, where the mines are located. Others may be captured, in the hope of getting them to yield information about safe pathways. Since such routes are often sabotaged, booby-trapped, and then renewed by the Plar's men, any information which is so obtained by Iuz's men is soon rendered out of date. Nonetheless, Cranzer employs goblins and orcs for mass attacks in warbands of 200 and more. Well-equipped strike parties of orcs, orogs and hobgoblins with priests and mages are used for more important actions against the Plar.

The second problem the Rift bandits have is simple: just getting enough to eat to stay alive. The Rift itself has fish, lizards and the like in the caves and their pools and springs, and some hardy goats on the hilly surfaces of the canyon and even the barrens beyond. Trapping yields a few birds, hares and other small animals. But this is meager fare and the bandits are forced to raid beyond the Rift in search of food. The Tangles provides some, and raids on supply trains headed for Riftcrag, Balmund or Hallorn provide more, but starvation is a very real threat.

A third problem is the bizarre weather of the Rift. Highly localized, swirling, gale-force winds can sweep men away from rock faces in the blink of an eye. In the winter, bitter frosts make any traversing of the rocks very dangerous indeed and Iuz's forces have learned most of the direct passage routes to the surface by now

Judge Aid One – The Rift Canyon

and stand guard over them. Drifting mists can make rock moist and as hazardous as ice and frost. Rockfalls are common, and cave-ins are hardly uncommon. This is dangerous terrain, to be sure.

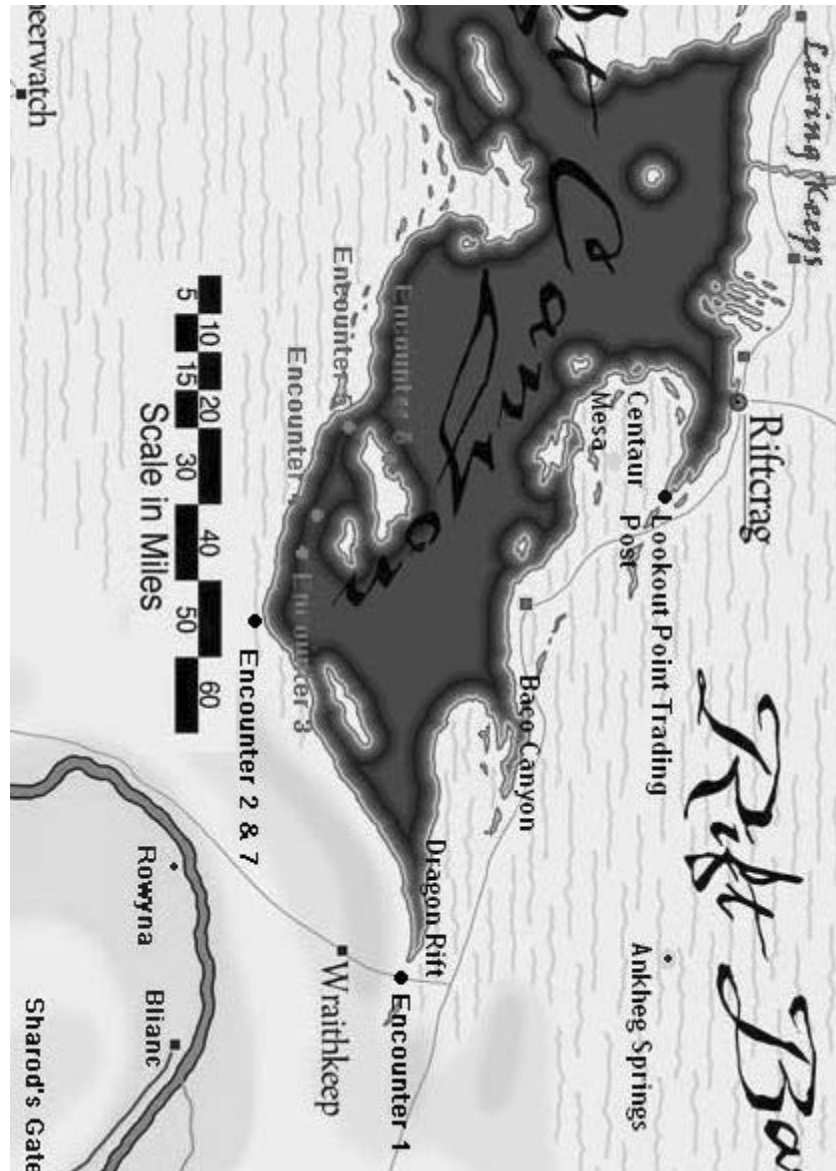
Finally, the most inaccessible parts of the Rift, both on the Rift floor and in the deepest caves, have many monsters still, though bandits and humanoids have wiped out most of those which lived along the sides of this great crevasse over the last hundred or so years. Around a hundred ogres, though, still hang on to possession of one cluster of caves due north of Sheerwatch and represent a real threat to anyone approaching their domain. Behirs, carrion crawlers, cave fishers, giant lizards, and gelatinous cubes are among some of the more commonly reported hazards. A singular annis, a beholder, and, allegedly, a small group of illithids present more formidable, if thankfully rarer, threats. It is also very likely that passages to Underdark are to be found in some part of the Rift and there have been reports of dinosaur-like and prehistoric beasts in some of the very deep caverns below the Rift.

Magical Secrets of the Rift

Legend tells that the Rift was created in a battle between greater Powers. Which ones varies from version to version of the tale, but it is said that a great axe or hammer smote the ground and sundered it. Be that as it may, it is certain that the very deepest recesses of the Rift hold powerful and wild magical forces and probably certain relics too. Again, there are legends that a primordial giant race used the Rift as a burial ground and their immense, cavern tombs can be found below the Rift. The bandits have always had enough to do fending off the monsters from these deeps without trying to retrieve such magic, and as yet Menfri's researches have not been able to pinpoint any specific locations of these reputed magical relics and artifacts.

Judge Aid Two – Rift Canyon Map

Special thanks to Eric Anondson, formerly of the Shield Lands Triad, for allowing us to use, and modify, the map that he created.



Player Handout One

Oh, most big and majestically mighty blue winged god of white heat and death, your humble servant bows before thee. I pray that you will see fit to give this insignificant wretch a tiny bit of your mighty strength, so that he might smite your enemies and lead your children along the path you have, in your infinite wisdom, revealed for us.

I strive to please you so that the day of your arrival grows closer, the day that you shall lead us in glorious battle as we subjugate all creatures and show all the error of not bowing before your beneficent might.

We, your chosen people, remain your humble and faithful servants.