

URC3-02

# The Mystery of Mystmoor

**A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>  
County of Urnst Regional Adventure**

Version 2.0 — Submitted to HQ — “Unofficial Copy”

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**The quest for a sword’s enchantment takes the adventurers to a hidden island in the Nyr Dyv. To fulfill their mission and save a courageous band of Wood Elves, the heroes must steal into a troglodyte lair and discover the mysterious source of the creatures’ newfound power! A Living Greyhawk regional module for APLs 2-12.**

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game, designed for PC groups of APLs 2-12. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### **Preparation**

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

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure, it is assumed that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. Furthermore, we assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures. For your benefit, maps for each combat encounter have been provided with this scenario; you need only print and enlarge them and they are ready for play.

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in

front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendices contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website ([www.wizards.com/rpga](http://www.wizards.com/rpga)), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

### **LIVING GREYHAWK Levels of Play**

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating

in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure- round to nearest whole number.

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

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

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

higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S GUIDE*, Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

## Time Units and Upkeep

This is a standard one-round Regional adventure set in the County of Urnst. All County of Urnst characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

## Using This Module

For DM's ease, the suggested run-time for each encounter has been provided after its title. This allows you to gauge whether a particular encounter is running too long or too short and adjust the pace of the adventure appropriately.

Combat encounters are explicitly noted as they happen. The stats for each opponent can be found in *Appendix I: Encounters*, and cover the range of APLs 2 to 12. The description of each encounter will provide a chart that can be used to determine which opponent(s), and how many, are encountered for the appropriate APL. Be sure to pay careful attention to which opponents are of the standard variety, and which ones have been advanced to properly suit the APL.

For each combat encounter, two separate strategies for the opponents are given: a *standard strategy* and a *challenging strategy*. The standard strategy is moderately difficult and any party that is paying attention should be able defeat the opponent at hand without too many casualties. The challenging strategies are advanced tactics used by opponents to take advantage of their respective abilities, or simply to exercise a more effective combat stratagem. If the PCs are not at the top of their game, chances are one or more of them will perish in the fight. It is up to you, the DM, to decide which strategy you employ, but be forewarned that using challenging strategies against the PCs on a regular basis increases the difficulty of the adventure considerably.

## Pre-Adventure Setup

Before this adventure begins, there are many play aids (provided in the appendices) that are designed to enhance the experience of the players. With a little preparation, another dimension of gaming can be added to this adventure.

**Appendix I** contains the stats for any of the combat encounters in this scenario that cannot be found in a sanctioned core rulebook. When such an encounter occurs in the body of the adventure, you will be referred to either the appropriate core rulebook or Appendix I for stat information on the opponents. The encounters vary widely for APLs 2 through 12, and become more difficult as the APL rises. This increase in difficulty takes the form of opponents with stronger stats, or simply a greater number of opponents. The text of the adventure explains how many and which

stat block is used (if varied). You may find making a separate copy of this section helpful, as it allows you to view the encounter description in the appropriate chapter and the stats for the encounter simultaneously.

**Appendix II** supplies the handouts necessary for the adventure. These can be copied and given to the players at the appropriate moments. Suggestions for making the handouts look more real (such as printing on parchment-style paper, burning the edges, etc.) are provided in Appendix II as well.

**Appendix III** provides maps for the locales in this scenario. Some of the maps are rendered in 1/2-inch scale, so that if enlarged by a magnitude of  $\times 2$ , they will produce 1-inch scale battle maps suitable for miniatures and/or cardboard counters. Many print/copy stores have printers that are appropriate for making large document copies, and can even render them in color.

**Appendix IV** presents counters for the opponents in this scenario. They can be glued to cardstock, cut out, and used along with the enlarged maps (fitting their 1-inch scale). Enough counters are included for each encounter at all APLs, and bigger counters have been included for large and huge creatures.

## Adventure Summary and Background

**The Mystery of Mystmoor** is a LIVING GREYHAWK adventure intended for player character parties of APL 2 to 12. Parties above APL 12 will not find this adventure challenging or worth the experience. It is assumed that all adventuring groups playing this module conform to APLs of 2-12.

### Regional Plotline Background

#### **Legend of the Amulet, Stones of Urnst, and the Sword of Sovereignty**

Prior to the migrations of the Suloise to the regions of what is now the County of Urnst, the Flannish people here were prosperous, but not numerous. The Flan were warned of the oncoming Suloise

invaders by a group of opportunistic and evil Flannish wizards known as the Ur-Flannae. The Ur-Flannae delved into the dark magics and were interested in using the Suloise invasion warning to coerce the Flan people into building them powerful magical items made of blackest dweornite. The items created were the *Five Standing Stones* (monoliths) and the *Amulet of the Stones*. The five monoliths were placed around the lands east of the Nyr Dyv and the Flan people were promised that the items would protect them from all invaders. What happened after the activation of the ebony stones is unclear, but the Suloise migrating to this area found the lands nearly devoid of the Flan. It's always been thought that the strength of the Suel made for the ease of conquering this area.

Recently, an earthquake at Crystal Springs unearthed one of the monoliths, and it was subsequently discovered and studied by an intrepid adventurer hailing from Trigol. The inscriptions on the monolith speak of a great power and protection for these lands that is channeled from a glowing gem into the area of five great stones. Other monoliths have been found near Stonebattle, Bampton, Muddich, and under Ventnor.

Long ago, the gem of the Amulet of the Stones was cleaved during battle. Half of the dark gem remained on the amulet, while the other half was placed into the pommel of a sword hilt, which became known as the *Sword of Sovereignty*, for its powerful ability to command the hearts and minds of commoners and nobility alike. Many blades have been attached to the gem-hilt since, and all became magical, but all were eventually destroyed. Both the Amulet-Gem and Hilt-Gem were lost for centuries, but have recently re-surfaced, along with the monoliths.

The Amulet-Gem was found in the scenario, "Over Hill and Dale", and the Hilt-Gem was found in the scenario, "Brotherhood of the Oath". Top wizards have carefully studied both gems, and after much scrutiny, Urnst officials believe they have discovered their purpose and usage. To that end, it has been decreed that a group of adventurers be retained to help fulfill the destiny of the black gems...

## **Adventure Synopsis**

### **Introduction**

The PCs find themselves aboard the County marine ship, *H.N.B. Eldritch Blade*, on their way to an unexplored island in the midst of the Nyr Dyv. The Lord of the East has commissioned the PC party to enchant a special sword that requires special consideration. The only means with which it may be enchanted lies in the Nyr Dyv, by what means seers cannot foretell.

### **Encounter 1: Mystmoor Ho!**

The *Eldritch Blade* eventually arrives at the coordinates specified by County seers. In the location is a small island, enveloped in fog and mist. The intrepid adventurers trek into the forest that spans the eastern shore of the island. What lies within, none can say.

### **Encounter 2: Elves of the Gloomwood**

While traveling through the forest, the PCs are suddenly surrounded by Wood Elves, led by a ranger named Kelemir. The ranger claims their High Mother has foretold the party's arrival. He offers to take the PCs to the Elves' village, hidden deep within the forest.

### **Encounter 3: The High Mother's Appeal**

In the wood elf village of Willowvale, the PCs meet Llylandril, the High Mother, a Verdant Lord of great power and wisdom. Her prophetic dreams have foretold the coming of the PCs. Llylandril explains to the PCs that a group of foul troglodytes lives in the western area of the island, and a border war with them has been waged for decades since their arrival. Traditionally, the Elves have always been able to keep them at bay, and have even been successful in executing raids on their lair to inhibit their growth. Lately, however, something has changed. Not a single Elven raid has returned in the past few months, and this turn of events has the High Mother worried. To make matters worse, it appears the troglodytes are amassing for a raid on Willowvale.

To this end, Llylandril offers to enchant the party's sword if the PCs agree to steal into the troglodyte lair and disable whatever newfound power the creatures have acquired before they launch their attack. The High Mother offers the party some

magic items to aid in entry to the troglodyte lair and points out two routes to reach the hills in which the creatures live.

#### **Encounter 4: Ambush in the Crescent-crag**

The first route involves taking a pass through the peaks directly west of the **Elven** village, called the Crescentcrag Mountains. Though this route is shorter than going around the mountains, it is more dangerous.

As the party makes its way through the Crescentcrag, fierce flying creatures that roam the peaks in search of food attack the PCs. The PCs must fight for their lives to continue through the mountains.

#### **Encounter 5: Perils of the Gloomwood**

The second route requires traveling through the Gloomwood Forest that surrounds Willowvale, leading around the northern perimeter of the Crescentcrag Mountains. Though longer, it is less dangerous.

As the party follows the trail designated by the Elves, they are attacked on two separate occasions: once by beasts that prowl the forest, and again by plant creatures that call the woods home. The PCs must battle to finally reach the edge of the forest.

#### **Encounter 6: The Troglodyte Tunnels**

West of the Crescentcrag Mountains lie the Plains of Pearl, once an inland sea, and now an expanse of dried white sand littered with iridescent shellfish fossils. The party must travel through the pallid wastes to reach the Hollow Hills, within which rests the troglodyte lair.

When the party reaches the lair of the troglodytes, they discover the creatures are already preparing for their assault, packing large reptilian beasts with weapons and supplies. Busy as they are, they have left

the entrance to their lair unguarded. The PCs easily sneak into the mouth of the lair, though greater dangers lie within.

As the party explores the lair, they discover much about what brought the troglodytes to the island long ago, and even learn information about a new leader that came to the troglodytes a short time ago and took control of the tribe. This “Serpent Lord”, as they call him, is powerful and possesses a ferocious “pet” that can slay groups of warriors at once.

#### **Encounter 7: The Serpent Lord**

The party encounters the Serpent Lord, a strange goblin-like creature, who has taken over the tribe. He and his elite troglodyte followers are involved in a strange battle ritual in what was once the lair’s throne room. As the PCs approach the group, they are noticed, and must fight both the Serpent Lord and his troglodyte followers.

#### **Encounter 8: Kralik’s Pet**

Before he falls, the Serpent Lord shatters a strange orb in his possession. This apparently releases control over the beast that resides beyond massive stone doors at the far end of the throne room. The doors are ripped from their hinges as a giant hydra emerges with a fierce rage. Seeing its master defeated, the beast enters into a frenzy and attacks the party with full vigor. The PCs must defeat the fearsome hydra and escape the troglodyte lair to report their findings to the Elves.

#### **Encounter 9: The Elven Joy-Feast**

Upon arriving back at Willowvale, the PCs are hailed as heroes, and the High Mother declares a grand feast. The party receives its sword, now enchanted. In the morning, the PCs return to the *Eldritch Blade*, bound once again for the County of Urnst.

# Introduction

## Time: 10 minutes

*The waters of the Nyr Dyv are unkind this day, aboard the County sailing ship, The Eldritch Blade. As the boat sways to and fro from the rolling waves of the inland sea, your thoughts drift back to the mission that brings them out to such murky depths...*

*After much study and divination, officials in the County of Urnst have discovered the purpose of the two dweornite gems unearthed from legend in recent months. Once joined together, the gems were part of a powerful artifact known as The Sword of Sovereignty. Renowned to provide its bearer with kingly powers of domination and might, the artifact was of epic importance and could be used to carve a kingdom if the owner so desired.*

*The Lord of the East wishes that the gems once again be united and placed into the hilt of another great sword. He believes that, with such an item, he could quell unrest from troublesome factions within the region, and also establish the County of Urnst as a sovereign power in its own right, breaking away from the domineering fist of the Duchy of Urnst.*

*The gems are now in possession of the County, but an appropriate sword must still be obtained. To that end, the finest of weapons has been crafted by the great dwarven swordsmith, Togar Stonefist. Made from the most exceptional metals and masterful craftsmanship, it need only be enchanted to accept embedding of the dweornite gems. However, not just any enchantment will do. The gems were created in a time long ago, before magic had divided into schools, and only a sword enchanted by pure arcane energy could accept and control the power of the gems.*

*To this end, powerful diviners have been consulted, and a source of pure, undivided arcane energy has been detected near the County. Seers have only been able to narrow its location to a particular area in the Nyr Dyv, however, and what lies in this area is a mystery to all, as none have explored the locale before.*

*And so you have been sent on a quest to find this source of arcane energy. Once*

*found, you are to enchant the sword, if possible, or report back to the County, if not. The County, along with the promise of great riches once the task is complete, has provided a ship and crew to you.*

The PCs may prepare for the mission by purchasing any common items or goods they desire from Radigast City. They may also bring along any mounts they have that could reasonably fit on a sailing vessel. Once they are ready, the ship sets sail for the Nyr Dyv.

## Encounter 1: Mystmoor Ho!

### Time: 5 minutes

*After two days of westward sailing from Radigast City, the sea and boredom becomes sickening, but the captain of The Eldritch Blade informs you that the ship is approaching the coordinates designated by County seers.*

*"What awaits there none can say," he declares. "I advise you to prepare for anything. But you're the adventurers; you know better than I."*

*Upon daybreak of the third day, the lookout in the crow's nest shouts in excited glee at the sight of a small island in exactly the location of the ship's destination. Spirits among the crew are lifted, but your party's task only begins at this melancholy news.*

*The Eldritch Blade stops short of the island's eastern shore, and two longboats take you the rest of the way. The island is foreboding, shrouded in a perpetual haze of fog and gloom.*

*"My crew and I will wait for you back on the ship," explains the first mate, "and we'll come to retrieve you if you signal us from the shore. If you don't return in one week's time, we'll be forced to assume you've perished, and make way towards Radigast City to report your failure to the County. Good luck to you all!"*

*With sharp orders, he commands the longboats to shove off back for the ship, and the sailors are gone, leaving you to contemplate the beginning of your quest. A dense forest lies to the west of you,*

*spanning the shore as far as your eyes can see. What lies within, and on this ominous island, only the gods can say.*

## **Encounter 2: Elves of the Gloomwood**

### **Time: 10 minutes**

*This forest is dark and thick. Very little sunlight pierces the treetops, creating an air of gloom about the place. Though most of the ground is littered with bark and dead leaves, you can discern a light path that seems to lead deeper westward into the woods.*

As the intrepid PCs trek into the unknown forest, curious denizens of the woods are observing them. Any PC who makes successful Spot checks of DC 30 each will catch glimpses of hidden beings among the trees.

Whether they follow the path or not, the party is being tracked. After 15 minutes, if not discovered/confronted before then, the hidden strangers will make their appearance.

*With a sudden rustling of leaves, a glimmer of light twinkles off a metallic object hidden in the trees. Within seconds, it is followed by other glimmers, which quickly reveal themselves to be arrow points protruding from the foliage above you.*

Standard surprise round rules apply, PCs may take partial actions only as per Table 8-3 in the PHB.

*Suddenly, the trees themselves seem to move! Humanoid shapes reveal themselves from the cover of the foliage, armed with bows pointed in your direction. There are more than two dozen of them, each covered in camouflaged cloaks that are virtually indistinguishable from the leaves.*

The following is spoken aloud by one of the strangers in Elven. If none in the party understand Elven, he will repeat himself in Common.

*“Your seaside landing was anything but discrete,” shouts down a male voice. “You*

*trespass in our forest. All who pass this way are subject to our law. State your business and make it good!”*

The party may state its purpose in whatever fashion they like. Before they revealed themselves, one of the strangers cast *zone of truth*, (Will save DC 16) and will divulge if the PCs are honest or deceitful. If the PCs lie, the voice barks down orders once again.

*“It is foolish to assume your adversaries are foolish. Your lies are transparent! You will turn back the way you came, board your ship, and leave our land IMMEDIATELY!”*

If the PCs refuse to reveal the truth, they will be escorted (by force, if necessary) back to the beach where they landed and ordered to set sail home again.

If the party is truthful with the strangers, or begs forgiveness after lying and reveals the truth, the response is considerably warmer.

*“Very well. You honor us by disclosing your mission. One act of good faith deserves another.”*

*Three of the camouflaged humanoids descend from the trees gracefully. Once on the ground, they pull back their hoods to reveal themselves to be Sylvan Elves! Dressed in green/brown tunics, the Elves glare at you with distrust.*

*The elf in the middle is fair-haired and stockier than his brethren, with a stern look in his eyes. He speaks cautiously, while his two bodyguards keep their bows trained on you.*

*“Make any sudden movement and your group will be skewered,” he warns. “I am Kelemir Stormwind, son of Maelgwyn, who is son of Eodren, who was son of Urayn. With courage I greet you.*

*“Outlanders do not commonly come to Mystmoor Isle unless they are lost. It is uncommon to find ones who seek this islet of their own volition, and it is our nature to distrust outlanders offhand. But Ehlonna smiles upon you, for our High Mother foretold your coming. She desires to aid you in your mission. If you consent to surrendering your arms and spell components, we have been instructed to lead you to her so you may speak directly. Blindfolds are required, as the location of*



*our village within the Gloomwood Forest must remain a secret to all outsiders; our very existence depends upon it. Do you agree?"*

If the PCs refuse this offer, they will be escorted (by force, if necessary) back to the beach where they landed and ordered to set sail home again. Otherwise, the Elves collect the PCs' weapons and spell components, and then blindfold them all with strips of cloth. They will then lead the group to their village of Willowvale deep in the Gloomwood Forest.

## **Encounter 3: The High Mother's Appeal**

**Time: 20 minutes**

*You are led blindfolded through the Gloomwood Forest by the Wood Elves, who guide you and keep you safe from harm until the blindfolds are removed. For almost half an hour, over hill and ravine, you follow the enigmatic Elves until, at last, the band halts its journey. "We have arrived," announces Kelemir as his rangers remove your blindfolds.*

*The village of Willowvale is a unique sight. Nestled deep within a primitive forest is a model of Elven society, both civilized and natural all at once. The village is little more than a few dozen buildings, but the quality of the structures is exquisite. Made entirely of wood, the circular homes and shops seem to grow out of the ground, with visible roots and knots. The doorways and window frames are curved and ornate, while the doors and windows themselves are etched with markings resembling droplets of rain, gusts of wind, and other natural elements.*

*The eyes of the Elven folk track you suspiciously as your party is led to one of the larger buildings in the center of the village. In addition to the opulent decorations that adorn all of the structures in the hamlet, the walls of this building are covered in runes and strange Elven writings, marking it as a site of obvious importance. "The High Mother awaits within," explains Kelemir. "Follow, and do not disrupt anything. The contents within this place are*

*sacred to us. Know that a great honor is being bestowed upon you simply by allowing you entrance. Please act as such."*

*Inside, the floor of the building is made not of wood, but of earth and grass, while the roof is open, providing a pleasant view of the azure sky. Various kinds of plants, shrubs, moss, and the like grow here, covering the span of the interior. The largest of the plants is a large ash tree, over 30 feet tall, which occupies a spot in the middle of the room. The sweet scent of flowers permeates the air, and silent Elven druids water and prune the flora, shuffling about from plant to plant.*

*Sensing your wonder, Kelemir speaks to you again. "The Garden Chamber is our most holy ground," he clarifies. "The High Mother, a verdant lady of great power, resides here, communing with Lady Ehlonna when not conducting matters of state. She is ancient and wise, both fierce and gentle. Know that reciprocity is our way. Treat her with proper reverence and you, too, will receive respect."*

*Kelemir approaches the ash tree and bends to one knee. Bowing his head, he crosses his arms over his chest and recites a brief chant in the Elven tongue:*

*"I am but a child,  
Lost in the wild,  
The darkness creeping 'round me.  
But I know no fear,  
You are ever near,  
And in your grace, you have found me.*

*"I pledge you my soul,  
Should my flesh grow cold,  
For you are the moon and the sun.  
I pledge you my spirit.  
I beg you, please hear it,  
And know you're the blessed one."*

*Kelemir then stands again to announce your presence. "High Mother, the outlanders you foretold have arrived. Please bless them with your wisdom."*

*And with that, the tree suddenly begins to move! Its thickest branches wave fluidly through the air like two arms, forming a gesture of greeting. Near the top of the trunk, you can make out features that appear to be an Elven face, complete with eyes, nose, mouth, and even thick patches of leaves that resemble hair. The High Mother*

*signals you to come closer and then speaks to you in a voice that echoes the sound of gentle wind whistling through leaves.*

*“I am Llylandril Dreamdancer,” utters the High Mother, “daughter of Elendel, who was daughter of Wendelaine, who was daughter of Illyra. With benevolence I greet you.*

*“Many moons ago, Lady Ehlonna granted me a vision. Though you know me not, I have met you before, in the land of dreams and omens. I know what you seek, and read the desires of your hearts as you would the pages of a complex tome. I, too, have desires, for my people. But nothing is given without first the asking. Lay upon me your request, that we may parlay for mutual aid.”*

The PCs may announce themselves and banter with Llylandril. If they show proper respect, the High Mother will return their esteem in kind. If they are rude, the High Mother will act aloof, treating the party with indifference. If any of the PCs repeats the ritual that Kelemir performed (bending to one knee, bowing the head, crossing the arms, and reciting the chant outlined in **Handout 1: The High Mother’s Prayer** in Elven or any other language), Llylandril will be very pleased. Plucking a small, round, pinkish fruit from one of her branches, she offers it to the PC(s), declaring, “In admiration I give you this gift freely for your reverence. May health and joy follow you all the days of your life.”

If the fruit is consumed (as a standard action), it acts just like a healing potion, where its strength differs based on the APL of the party:

HEALING FRUIT TABLE	
APL	Healing Fruit Effect
2	cure light wounds
4	cure light wounds
6	cure moderate wounds
8	cure moderate wounds
10	cure serious wounds
12	cure critical wounds

Note that any PC who performs the ritual *after* discovering that they might earn a reward will receive none. Instead, Llylandril will snort in disgust and peer at the PC with disdain.

Once the party has had a chance to interact with Llylandril, she will change the subject and get to the point.

*“I know why you have sought out my children,” pronounces Llylandril. “You seek a source of pure arcane energy, one that predates the separation of magic into what modern mages call “schools”, though the term signifies ignorance, and not knowledge at all. Such a source exists here, and allows my people to thrive, even in the midst of this savage wilderness. The sword you have brought with you could easily be enchanted by this magic, and I am willing to do so.*

*“However, it violates the balance of nature to gain something for nothing. You must perform a task first, for though you think you came here of your own volition, you were brought for a greater purpose. My children have need of your prowess. Would you hear the request of my people?”*

If the party agrees to listen to the request, Llylandril will reveal her tale to the PCs.

*“For ages, we Elves of Willowvale have lived in peace on Mystmoor Isle, but less than fifty seasons ago, a vile and warlike tribe of troglodytes came to the island from somewhere else in the Nyr Dyv. Their exploration of the land inevitably led them to encroach on our territory. All attempts at peace failed, and skirmishes soon followed. Though the troglodytes were beaten back, they established an underground lair in the hills that cover the western area of the island, which we call the Hollow Hills. From there they launched raids and harried my people, repaid in kind by Elven assaults upon their cavernous home. In this manner, a hostile border war with the troglodytes has raged for decades.*

*“Recently, however, the war has taken a turn for the worse. My people have never really been successful in removing the troglodytes from the island, but they have been able to keep them in check. Though the creatures are numerous, they are savage and disorganized. My children have always returned from raids with minimal casualties. The last few series of raids, however, have fared poorly. Each raiding party has been lost, never to return, and this troubles me. How the primitive troglodytes have been able to defeat trained Elven warriors is a mystery, even to my divinatory eyes. I have been unable to discover the reason for this tragic turn of events.*

***“To make matters worse, advanced scouts report the troglodytes are gathering en masse, and seem to be preparing for a considerable assault. Estimations gauge that the creatures will be prepared to march in a day’s time. Considering the troglodytes’ mysterious, newfound power, this may spell doom for my people. Somehow, they must be stopped from launching their invasion of our home.***

***“To that end, I propose a bargain. Steal into the troglodyte lair. Once you determine the nature of the creatures’ newfound power, disable it by whatever means necessary. If you agree, I will begin, on good faith, the process of enchanting your sword, and you may have it upon your return.”***

If the PCs refuse to undertake this mission for the Sylvan Elves, Llylandril will be visibly disappointed, but will respect their decision. She then instructs Kelemir to lead the PCs back to their boat and see them off for the County of Urnst. If the PCs do, however, agree to perform the requested task, Llylandril is visibly pleased and addresses the party again.

***“Corellon has chosen wisely, to lead such brave adventurers to his children. Your peril is our salvation, and though we must remain behind to prepare for battle should you fail, we cannot allow you to go without some aid.”*** Llylandril motions to one of her druid caretakers, who brings a small wooden box and places it before the party.

***“Please take these items to aid you in your quest. First is a map of Mystmoor Isle, so you may find your way to your destination. Here also is a potion of invisibility for each of you, allowing you to enter the enemy lair unseen. The stone of silence will suppress your footfalls to further conceal you, assuming you stay within 15 feet of it. And lastly, there is a potion of tongues for each of you so that you may understand the plans and secrets of the foul troglodytes. Horses will also be provided to those who require mounts, for without them, you will not be able to reach the creatures’ lair in a day.***

***“The troglodyte lair lies in the Hollow Hills, on the western reaches of Mystmoor Isle, beyond the Plains of Pearl. There are two routes you may take to reach the plains.***

***“The first is Doomwall Pass, which winds through the Crescentcrag Mountains west of***

***the Gloomwood. The journey through the pass should only take 6 hours on horseback. Be warned, however, for the terrain is treacherous, and dangerous creatures roam the peaks of the Crescentcrag Mountains, searching the pass for unwary travelers. Many have been lost among the mountains, never to return.***

***“The second route involves traversing through the northern reaches of the Gloomwood Forest. The journey around the Crescentcrag Mountains should take no more than 12 hours on horseback, and will deposit you at the Plains of Pearl. Though untamed beasts hunt the forest for prey, they are not as hazardous as those of the Crescentcrag Mountains. Still, caution is advised.***

***“The choice of route is up to you. Kelemir’s rangers will escort you as far as they dare go. The rest lies in your hands. I wish you safety and fortune. May Corellon Larethian guide and protect you.”***

At this time, you may provide the PCs with **Handout 2: Mystmoor Isle Map**. Each PC also receives a potion of *invisibility* and a potion of *tongues* (duration is 2 hours for each). In addition, one of the PCs should carry the *stone of silence* with him/her (use once per day; duration is also 2 hours). Also, special Elven horses are provided for the party. Bred specifically for the Gloomwood, these horses possess low-light vision, and are able to traverse the constant shadow of the forest. Even if the PCs already have horses, they may take these unique horses instead.

Llylandril suggests the party set off for the Hollow Hills immediately, as the troglodytes are already amassing for their assault, and time is short. If the party decides to ride through the Crescentcrag Mountains, proceed to **Encounter 4: Ambush in the Crescentcrag Mountains**. If the party decides to go around the mountains via the Gloomwood Forest, skip to **Encounter 5: Perils of the Gloomwood**.

#### **DM’s Note:**

If the PC’s choose to signal the ship to circumnavigate the island, they will find that they are unable to. The winds have changed and the mist, which normally shrouds the island, conceals the shore and prevents their signal from being seen by the ship. If the PC’s bypass the traveling encounters through other means, be sure to reduce their xp/gp rewards appropriately.

## Encounter 4: Ambush in the Crescentcrags

**Time: 30 minutes**

*Elven rangers guide you westward through the Gloomwood Forest. Soon the trees end and the rocky terrain of mountains begins. The rangers take you to the entrance of a narrow pass that rises into the foothills. Upon arrival Kelemir turns to you and points into the pass. "The Plains of Pearl lie on the other side of Doomwall Pass. Be wary, for many dangers await the unsuspecting traveler. May Sehanine Moonbow guide and protect you."*

Any PC who asks questions about the mountains or the pass may make a successful Gather Information Check at DC 15. If successful, Kelemir also advises the PCs to "Look up from time to time. The Crescentcrags are home to all manner of flying beasts, and many attacks within the pass come from above."

*The journey through the Crescentcrags is slow and treacherous. The ten-foot wide path winds through the mountains, into ravines and along the sides of cliff walls. During the gradual ascent in elevation, it is easy to peer down to perilous drops of hundreds of feet. One errant step could mean falling to a painful death for both horse and rider.*

Though the pass is less hazardous than traveling overland in the mountains, it is still risky. Each PC must make a series of Ride checks (DC 5), one per *two hours* of travel. Failure means that the PC's horse has stepped on bad footing, and both horse and rider fall 10 ft., taking 1d6 damage.

Traveling through the pass on horseback takes approximately 6 hours, and at some point during the journey, the party is ambushed by dangerous creature(s) that roam the mountains in search of food.

The number and type of creature(s) encountered are based on the party's APL:

### **APL 2 (EL 3)**

Arrowhawk (Juvenile), hp 16, see Monster Manual page 19.

### **APL 4 (EL 5)**

Manticore, hp 57, see Monster Manual page 130.

### **APL 6 (EL 7)**

Dragonne, hp 76, see Monster Manual page 77.

### **APL 8 (EL 9)**

Dragonnes (2), hp 76, 80 see Monster Manual page 77.

### **APL 10 (EL 11)**

Yrthaks (2), hp 102, 106 see Monster Manual page 189.

### **APL 12 (EL 13)**

Yrthaks (4), hp 96, 102, 106, 110 see Monster Manual page 189.

APL 2-APL 12: L 0 gp; C:0 gp; M:0 gp

**Note:** *Remember that fighting while on horseback involves making a Ride check (DC 20) each round as a move-equivalent action. Failure means the PC is unable to do anything else that round while he attempts to keep control of his horse.* PCs who traverse the pass by flying are the first to be attacked by the creature(s) in an aerial assault. If all of the PCs are flying, the creature(s) will attack the party as a whole, picking targets as per the strategy employed.

**Standard Strategy:** The creature(s) will stalk the party and attack at an opportune moment. Since the creature(s) is bestial, there is no distinction between party members. Roll randomly for each creature (if more than one) to determine who is attacked. The creature(s) will swoop down from the sky and unleash its/their special abilities as often as possible while attacking. The creature(s) will retreat only if the situation becomes grim, and defeat/death appears inevitable.

**Challenging Strategy:** The creature(s) will stalk the party, perhaps for hours, waiting for a critical moment to attack (such as when one or more PCs fail a Ride check and falls). The creatures will swoop down from the sky, keeping the sun to the rear, making it difficult for any PC monitoring the sky (which must be declared in advance) to gain advanced warning (Spot check DC 20 to avoid surprise). The creature(s) will attack the least-armored PC first, moving from least-armored to heaviest-armored in



succession. If there is more than one creature, they will concentrate all of their attacks on one PC at a time, dropping him/her before moving on to the next target. They will only deviate from this method if one of the PCs establishes himself as a more serious threat than their current target. The creature(s) will use its/their special abilities in the first round and as often as possible thereafter, retreating only if defeat/death seems inevitable.

If the PCs survive this attack, they may proceed through the Crescentcrag Mountains without further incident. Eventually, Doomwall Pass opens up into the foothills on the other side, beyond which lay the Plains of Pearl. Skip to **Encounter 6: The Troglodyte Tunnels**.

**Note:** *Some parties are likely to have access to travel-breaking magic such as teleport spells (especially high-level parties), which essentially allows one or more members of the group to bypass the Crescentcrag encounter altogether. If a PC wishes to do this, it is allowed, but he/she will receive NO experience for this encounter.*

## Encounter 5: Perils of the Gloomwood

### Time: 30 minutes

***The Elven rangers lead you along a path to the northern edge of their territory in the Gloomwood Forest. Darkness and shadow cover the forest like a shroud, making its moniker well deserved. Upon reaching the unclaimed area of the forest, Kelemir turns to you and points down the path. "The Plains of Pearl lay to the northwest," he announces. "Follow this path for 6 or so hours. You will then come to a fork in the road. Take the western fork and, in another 6 hours, you will reach the edge of the forest, beyond which you will see the plains. Take heed to proceed quickly through the forest and do not stop for any reason, as static creatures make easy prey. May Sehanine Moonbow guide and protect you."***

Any PC who inquires about the forest or asks for additional advice may make an Information Gathering check at DC 15. If successful,

Kelemir provides a supplementary warning: "Look up from time to time, as well as scan the surrounding brush regularly. Many beasts live in the trees and attack from above, or from cover of brush. Also, all manner of dangers lurk in the forest, and do not necessarily take the form of beasts. You should be wary of anything that looks suspicious."

***The lightly-treaded path winds its way through the forest, between trees, over streams, and ever deeper into the grim darkness that comes from the canopy of trees high above, covering the woods like a blanket. Though light is in short supply here, the forest is thick and populated with a diverse assortment of flora, from colorful flowers to dismal, withered trees. The woods are alive, despite its lack of access to the sun's rays.***

The lack of sunlight makes travel through the forest difficult. Any creature caught within its murkiness suffer/gain the effects of *one-half concealment*. If *both* rider and mount lack the ability to see in the forest's gloom, the rider must make a series of Ride checks (DC 5) once every *two hours* of travel. Success allows the rider to effectively navigate through the woods. Failure means the rider and his mount incur a hazard from poor vision (smacking into a tree, falling into a ravine, etc.), taking 1d6 subdual damage.

PCs with low-light vision or better will be able to see in the Gloomwood Forest normally, but those without such abilities will require some light source in order to peer through the darkness. Thanks to the Elves' careful breeding methods, the horses they provide have developed low-light vision of their own over the generations, and require no aid in order to see. Any mounts the PCs have brought with them will likely lack such an advantage.

The journey around the Crescentcrag Mountains, via the northern Gloomwood Forest, takes approximately 12 hours on horseback. During this time, the party is attacked on two separate occasions by monsters that live in the forest.

### Beast Encounter

The first combat is a beast encounter, and takes place some time during the first half of the trip through the forest. The assailing beasts stalk the party and attack from cover of brush when ready. Any PC who has already declared that

he is watching the surrounding brush receives both a Spot and Listen check of DC 20 to avoid surprise. Any PC with the Wilderness Lore skill (who declares in advance he is monitoring the brush) may use this skill (receiving only one skill check) in place of the standard Spot/Listen skills to avoid surprise, if desired. The number and type of beasts that attack the group is determined by the party's APL:

**APL 2 (EL 1)**

Krenshars, hp 11, see Monster Manual page 125.

**APL 4 (EL 2)**

Krenshars (2), hp 11, 13, see Monster Manual page 125.

**APL 6 (EL 3)**

Krenshars (4), hp 11, 13, 12, 10, see Monster Manual page 125.

**APL 8 (EL 4)**

Displacer Beast, hp 51, see Monster Manual page 59.

**APL 10 (EL 6)**

Will-O'-Wisp, hp 40, see Monster Manual page 183.

**APL 12 (EL 7□)**

Bulette, hp 94, see Monster Manual page 28.

APL 2-APL 12: L 0 gp; C:0 gp; M:0 gp

**Note:** Remember that fighting while on horseback involves making a Ride check (DC 20) each round as a move-equivalent action. Failure means the PC is unable to do anything else that round while he attempts to keep control of his horse.

**Note II:** Also note that any creatures encountered within the woods receive one-half concealment (20% miss chance) to PCs unable to see normally in the forest's gloom. The beasts that make their homes in the forest, however, are adapted to the darkness (treat as having low-light vision).

**Standard Strategy:** The beasts stalk the PCs and emerge from the brush when they are unwary. Each targets a random PC and attacks with full force. The beasts will use their special abilities as often as possible, and will only retreat if defeat/death seems inevitable.

**Challenging Strategy:** The beasts stalk the party from the cover of brush and attack at an

opportune moment, such as when the PCs split up for some reason, or decide to rest for a bit. The pack of beasts will target the least-to-most armored PCs in succession, concentrating attacks on one foe until he/she drops, then moving onto the next. They will only deviate from this method if one of the PCs proves to be more dangerous than their current target. The beasts will use their special abilities immediately in the first round, and as often as possible thereafter. They will only retreat if defeat/death seems inevitable.

Assuming the PCs survive this attack, they may continue their journey through the Gloomwood Forest.

## **Plant Encounter**

Some time during the second half of the journey, the party encounters another of the forest's monsters, this time in the form of a plant encounter. The number and type of plant creature(s) encountered depends upon the party's APL:

**APL 2 (EL 2)**

Twig Blights (6), hp 5, 6, 4, 6, 4, 5, see Appendix 1.

**APL 4 (EL 3)**

Assassin Vine, hp 30, see Monster Manual page 20.

**APL 6 (EL 4)**

Assassin Vine, Advanced, hp 45, see Appendix 1.

**APL 8 (EL 5)**

Assassin Vine (2), hp 28, 30 see Monster Manual page 20.

**APL 10 (EL 5)**

Assassin Vine (2), hp 28, 30 see Monster Manual page 20.

**APL 12 (EL 6)**

Tendriculos hp 94, see Monster Manual page 175.

APL 2-APL 12: L 0 gp; C:0 gp; M:0 gp

**Note:** Remember that fighting while on horseback involves making a Ride check (DC 20) each round as a move-equivalent action. Failure means the PC is unable to do anything

else that round while he attempts to keep control of the horse.

**Note II:** Also note that any creatures encountered within the woods receive one-half concealment (20% miss chance) to PCs unable to see normally in the forest's gloom. The plant creatures that make their homes in the forest, however, are either adapted to the darkness (treat as having low-light vision), or use sensory organs other than eyes to sense prey (no sight required).

The plant creatures are natural phenomena that occur in the Gloomwood Forest, and are virtually indistinguishable from ordinary vegetation (piles of wooden debris in the case of twig blights, common vines in the case of assassin vines, and a small hillock in the case of a tendriculos). When encountered, allow each PC a Spot check (DC 28) to notice the plant creature(s) and avoid surprise. If the additional warning by Kelemir (to "be wary of anything suspicious") was given to the party, the difficulty of the Spot check is reduced to DC 20. Any PC who possesses the Wilderness Lore skill or Knowledge (Plants or Herbs) skill may use either of those skills instead of his/her Spot skill, if desired.

**Standard Strategy:** The plant creature(s) will lie dormant until *one or more* PCs come within striking distance, and then attack without warning. The creature(s) will target the closest PC (roll randomly if more than one PC shares that honor), and use any special abilities as often as possible. Keep in mind that a singular assassin vine can only grab/constrict 1 PC at a time, while a tendriculos can grab 2 at a time, and swallow a third simultaneously. Also, a tendriculos can hold 3 PCs in its belly, while grabbing 2 more if it desires. With only basic plant intelligence, the creature(s) know no fear, and will fight to the death.

**Challenging Strategy:** The plant creature(s) will lie dormant until *a majority* of the PC party comes within striking distance, and then attack without warning. Though unable to think on par with humanoid intelligence, the creatures do have a cunning instinct that allows for some strategy. Able to sense the relative mass of enemies, the creature(s) will target the smallest/lightest PC first, then the next smaller, and so on.

The *twig blights* will swarm their target from all sides, attacking with claws and poison. They will focus all their attacks on one PC in the

hopes of incapacitating him and dragging him off into the forest to be consumed at leisure. The twig blights will continue to swarm the party, one PC at a time, until all have fallen, deviating from their chosen target only if a particular PC presents a more immediate threat.

*Assassin vines* will entangle the party by animating the natural vegetation in the area and grab/constrict the target until he/she falls. It/they will then attack the next weakest PC, or the most immediate threat. If there are two assassin vines, they will work in tandem, concentrating their attacks on the same PC, dropping him/her and then concentrating on the next weakest, only deviating from this method if a particular PC proves to be a greater danger.

A *tendriculos* will try to grab/swallow the weakest target and immediately attempt the same on the next target, until it has filled its belly with 3 PCs (its internal capacity). Even while full, the creature will attempt to grab 2 more PCs in preparation for swallowing them immediately as one of the PCs in its belly dies from its digestive acids.

Regardless of type, the plant creature(s) lack humanoid intelligence, and know no fear. They will fight to the death, even if defeat seems imminent.

If the party survives the attack, they may proceed to the northwestern edge of the Gloomwood Forest, beyond which lay the Plains of Pearl. Proceed to **Encounter 6: The Troglodyte Tunnels**.

**Note:** Some parties are likely to have access to travel-breaking magic such as fly or teleport spells (especially high-level parties), which essentially allows one or more members of the group to bypass the Gloomwood encounters altogether. If a PC wishes to do this, it is allowed, but he/she will receive NO experience for these encounters.

## Encounter 6: The Troglodyte Tunnels

**Time: 1 hour, 30 minutes**

***Gazing out on the "plains" ahead, it is easy to understand how the area earned its name. The region is actually a barren expanse of white sands that covers the central portion***

*of Mystmoor Isle. A low ridge that keeps the island's perpetual mists at bay encircles the area. Above is a crystal blue sky. As the sun shines down, hundred of shades of soft pinks, pale lavenders, and iridescent whites sparkle from the pallid sands. The surface of the expanse is covered in bits and pieces of mother of pearl. Likely this area was once an inland sea that dried up as the island rose from the Nyr Dyv to its current elevation. The fossilized remains of innumerable freshwater shellfish litter the sands, recalling a primordial age long past.*

For the most part, travel through the Plains of Pearl is uneventful, though the journey takes approximately 10 hours on horseback. If the party came through the Crescentrag Mountains, they have shaved precious hours off the journey, and may rest a full 8 hours at any point in the plains. If the PCs chose to travel through the Gloomwood Forest, they may only stop to let their horses eat and regain strength for an hour here and there. Even if wounded or depleted of resources, however, they may not rest, as doing so would delay them long enough to fail in their mission. Eventually, the party reaches the Hollow Hills.

*After many hours, the sands of the Plains of Pearl give way to more fertile terrain, if only slightly. The flat expanse of the plains begins to rise and fall into mounds, and the earth toughens to harder ground. According to your map, these are the Hollow Hills.*

*Making your way over hill and dale without incident for 2 more hours, you eventually arrive at the destination you have worked so hard to reach. Hiding behind one of the larger knolls, you gaze at the amazing sight before you.*

*Amassed in orderly groups is a horde of reptilian creatures, humanoid in shape and roughly the size of Elves. They are spindly but muscular, with long tails and sharp frills that extend from the foreheads to the bases of their lizard-like heads. Most of the creatures carry longswords, and a few even wear pieces of armor that fit them uncomfortably. You assume these are the troglodytes the Elves spoke of.*

*The majority of the troglodytes are preparing for their march, packing supplies and implements of war onto giant, quadrupedal lizards the size of oxen. The beasts of burden roar pitifully as more and*

*more equipment is piled onto their backs. A few of the larger troglodytes carry whips, and bark orders at their subordinates while snapping their lashes with impatience.*

*To the rear of the troglodyte horde you see a large opening in the face of the hill. Likely this is the entrance to the creatures' underground lair. With all of the troglodytes busy preparing for their assault, the portal has been left virtually unguarded.*

Via the use of the potions of *invisibility* and the *stone of silence*, the PCs have no trouble sneaking into the entrance. The troglodytes are occupied with preparations for their march, and do not expect anyone to be bold enough to enter their lair with so many of the creatures gathered out front.

*Note: Remember that while the PCs are invisible and silenced, they may not see each other or communicate verbally without some other means to bypass these obstacles. Also keep in mind that pocketing the stone of silence suppresses its effect for the duration it is muffled.*

The troglodytes have carved the tunnels into the hillside over the past few decades. Roughly hewn, with barely any architecture or artistry, they are little more than a number of primitive caves interconnected by a series of passageways. Other than the *Prison Cells* (section 6.9) and the *Elemental Portal* (section 6.10), there are no doors separating any of the caves from the tunnels or each other. When not engaged in warfare, the troglodytes live in the various lairs that can be found here. Today, however, the tunnels are virtually unoccupied, as the entire tribe is outside preparing for their march. Other than *Gorodon*, the troglodyte chieftain (see section 6.9), the PCs should encounter none of the lair's inhabitants while exploring the tunnels.

**DM's note:** There is no other entrance to this warran of caves. The PCs must enter through the Jaws.

**Map 1: The Troglodyte Tunnels**, can be found in **Appendix III**, and each area is outlined below. This map is designed primarily for the DM's use, but can be shown to the players. At normal size (or even better, enlarged) it can be used to track the position of the party within the lair. The PCs will discover the tunnels' design as they explore them, so undiscovered portions should be hidden from view somehow (like with



pieces of paper or some such). Unless stated otherwise, the various caves are carved directly out of the hill's stone, with bare walls and 30'-tall ceilings.

### **6.1 The Jaws**

***The entrance chamber to the tunnels is a massive oval cavern roughly 100' across, 50' deep, and 50' high. Adorning the roof and floor of the cavern are unnaturally long stalagmites and stalactites, resembling enormous teeth or fangs. There are more than a dozen rows of them, and the space between these formations is narrow enough that only a single person can pass between them at any time. The sensation of entering this cavern is not unlike walking into the mouth of an enormous beast. To the rear of the cavern, a 10'-wide tunnel descends sharply down at a 40-degree angle into the darkness.***

Upon entering this cavern, a strong stench becomes apparent. Each PC not immune to smell attacks must make a Fortitude save at DC 13 or vomit immediately. There is no damage from the stench, and after a few minutes, the PCs will adjust to the odor. Still, smart PCs might be inclined to cover/block their noses with something. Of course, this action would also have the added effect of making such PCs immune to the stench of any troglodytes encountered later.

The rock formations in this area are not natural, but are actually the results of troglodyte clerics casting *stone shape* over many years. This area contains nothing special, but acts as a natural defense against any intruders who would enter the caves unannounced. Walking is the only safe way to traverse this cavern, and any swifter movement (jogging, running, etc.) requires a Reflex save (DC 10 to avoid smacking into one of the stone formations (1d6 subdual damage). Normally, troglodyte guards stand watch within and in front of this chamber, but no guards can be found here today.

The tunnel that descends into the lair beyond the entrance is lightless and at a dangerous slope. Any PC with darkvision will be able to see beyond this point, but others will not. Keep in mind that although the PCs and their equipment may be invisible, any light produced from a torch, lantern, etc. will be visible, and will give the PCs away. Also, descriptions of areas from this point forward should be read verbatim only if the PCs are able to see effectively. If not,

paraphrase any text you feel the PCs can discern, and leave out any information you feel they would not be able to make out due to lack of vision.

### **6.2 Blood of the Devourer**

***As the tunnel descends, it becomes increasingly slippery, until an ankle-deep stream of water runs parallel with it. An underground spring allows moving water to enter this passage about midway, and due to abundant deposits of clay, the water takes on a reddish hue as it follows the contours of the tunnel further. Eventually, the passageway ends in a sharp cliff, with the stream forming a waterfall over the cliff's edge. The terracotta cascade resembles bloody tears as it collects into a shallow pond at the base of the cliff. The running water ends here, and seems to drain away slowly through cracks in the pond's basin. Just before the waterfall, a set of carved stone steps beside the stream appears to lead down to the level below.***

The troglodytes call the waterfall the *Blood of the Devourer*, in reverence to their foul god Laogzed (a.k.a. "The Devourer"). The cliff is 40 ft. tall, and if the PCs are not able to see clearly in the dark, one or more may very well slip and stumble over its edge (Reflex save of DC 15 to avoid). Anyone who does tumble over takes 3d6 falling damage upon hitting the bottom (the pool cushions some of the blow). Anyone able to see clearly will spot the waterfall from yards away, and will have a much easier time avoiding it (Reflex save of DC 5 to any PC who nears the edge of the cliff).

### **6.3 Common Lair**

***This is a large cavern, roughly 50' x 50' in size. Bones, strips of cloth, bits of food, and feces litter this room all about. A foul odor pervades the area, smelling of a sickening mixture of excrement, urine, and dead flesh. A fire pit can be found in the center of the cave, though any flames that once burned here have long been doused. Other than the passage leading to this cave, four openings in the chamber's face lead to other areas.***

This cave serves as a common room where the troglodytes gather in groups beyond their immediate families. When food is actually cooked, it is cooked here and shared among the

tribe, with the strongest troglodytes receiving the first and largest portions. Having no bathroom facilities per se, the troglodytes simply excrete in the corners of the cave, unfettered by the filth and stench that accumulates. There is little of interest here.

#### **6.4 Family Lair**

***This 30' x 30' cave is bare except for a few small objects (rations, sacks, kindling, skulls, etc.) that are littered about the room. Animal skins adorn the floor near the walls, fashioned into makeshift sleeping mats by primitive hands. As with the larger lair caves, this room reeks of feces and urine.***

Immediate and extended troglodyte families occupy this cave. The families use this room primarily to sleep, raise hatched young, and escape the brutal presence of stronger tribe members not of the family. Normally, 10-15 troglodytes can be found living here, but this room is empty now. There is little of interest, and none of the meager possessions kept here are of any real worth.

#### **6.5 Hatchling Nursery**

***This cave is 30' x 30', and is bare except for numerous, sack-sized eggs that rest on the floor, submerged in a sea of yellow-green goo. The room is especially warm, being quite a few degrees above the rest of the tunnel complex. Moisture regularly drips from the ceiling, making sickly "splatter" sounds as the droplets hit the goo. Like the other caves nearby, this chamber also reeks of a foul odor, though slightly different. Its smell is more reminiscent of regurgitated food and intestines.***

This cave is a nursery used to incubate troglodyte eggs until they hatch. The goo is used as insulation to maintain a consistent temperature around the eggs, and though it has a foul odor, it is harmless. Even on days when the troglodytes are not so concerned with other business, this room commonly has no guardians or caretakers, as troglodytes believe that those eggs that lack the strength to hatch on their own do not deserve to hatch at all. If the eggs are broken open, they release troglodyte embryos at

various stages of development. There is nothing else of interest in this chamber.

#### **6.6 Temple of Laogzed**

***This is one of the few caves that displays any real architecture. A carved stone archway leads into the 60' x 60' room, and it is lined with torches all around that cast a flickering glow upon the chamber. The cavern is designed in an amphitheatre style with stone pews/steps carved out of the floor. The pews descend into the room, eventually flattening out into a crude stage. At the center of the stage is a stone altar in front of a 20-foot stone statue of a monstrous creature resembling a cross between a toad and a lizard.***

***Pictographic murals decorate the walls of this cavern, displaying troglodyte mythology. Hanging from hooks in the walls above the murals are bleached humanoid skulls all the way around the room's perimeter, giving it a gruesome atmosphere. A doorway to the rear, behind the stage, leads into a small chamber beyond.***

This cavern serves as the troglodytes' temple. The creatures regularly pray to their lizard-god *Laogzed*, led in the services by their tribal clerics. Upon closer inspection, the altar displays traces of dried blood, and a Healing check (DC 15) will determine that the blood is Elven. A similar Healing check (DC 5) will determine that the skulls on the walls are also Elven.

A close inspection of the torches in this cave (Appraise check of DC 10, or Detect Magic) will divulge that they are no normal lighting devices, but are actually *Everburning Torches*. The PCs may take some to light their ways if they choose, and the torches can easily be removed from their mountings on the walls without much effort. A description of an *Everburning Torch* can be found on page 216 of the **Dungeon Master's Guide**. The murals on the walls of this cave are a visual chronicle of both the tribe's myth and history. A series of Decipher Script checks will reveal the story told by the murals. Any PC who wishes to read the pictograms may roll on the following table. Any PC able who actually reads Draconic will gain all of the following information without the necessity of a roll:

<b>TROGLODYTE MURAL TABLE</b>
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Section of Room	Skill DC	Information Revealed
Front Left	5	<b>The Creation:</b> Long ago, in a war with Bahamut, the lord of good dragons, Laogzed was wounded. His blood fell to Oerth, springing up as the first troglodytes. These beings were more lizard-like than their descendents, and fought great wars with the ancient races to establish themselves in small tribes, enduring much hardship. From these initial creatures came the race of modern troglodytes as they exist today, more humanoid than their ancestors.
Left	10	<b>The Cataclysm:</b> The tribe grew from only a few, but they were strong and fierce. They built their dominion with the blood of their enemies and the riches of the their land. Before long, however, the land could no longer sustain them. Plundered of its lifeblood, the earth shook with the force of a thousand dragons, destroying the homes of the tribe and killing many of its members. All they had built had been lost, but Laogzed promised the tribe a new home, far away in another land.
Rear	20	<b>The Great Exodus:</b> For many years the tribe wandered, searching for a new home. Wherever they set down roots, however, the humanoid races that lived there drove off the clan. Eventually, they came upon a great sea, and set sail in the hopes that uninhabited lands awaited them beyond. Eventually, the tribe came upon an island, constantly shrouded in mist and gloom. They praised Laogzed for creating this promised land for them.
Right	25	<b>The Elven Wars:</b> Even as the tribe began to explore the island Laogzed had given them, they came upon foul elves living on the eastern side of the island. From their hidden forest abode, the elves harried and assaulted the troglodytes, never letting them rest in their new home. Before long, it became evident that the elves would have to be eliminated. War was declared, and the tribe devoted itself to ridding the promised land of these unworthy fleshlings.
Front Right	30	<b>The Serpent Lord:</b> From the misty seas came the Serpent Lord, his pet in tow. With powerful magics and an iron fist, he destroyed the tribal chieftains and forced dominion upon the troglodytes. To those that pleased him, he granted power. To those that displeased him, he bestowed death. Claiming to be Laogzed's avatar, the Serpent Lord demanded reverence and tribute, but promised victory over the hated elves in return.

The story of the murals begins just left of the front stage and continues around the room, ending just short of the passage leading to the Clerics' Sanctum. If none of the party is able to read Draconic, each PC may make one skill check for each section of the murals. Even if a section is undecipherable, the PC may continue to read other sections, though the continuity of the tale may be lost.

Unless the party contains PCs who worship Laogzed as a god, there is little else of interest in this room.

### 6.7 Clerics' Sanctum

*This moderate, 30' x 30' cave is lavishly decorated, by troglodyte standards. Thick fur sleeping mats are scattered about the room, and religious implements (candles, statuettes, incense bowls, etc.) are kept in*

*neat piles beside each of the furs. Compared to the other lairs in the complex, this room is relatively clean, and lacks the foul odor of the other caves.*

The clerics of the troglodyte tribe reside here when not performing their religious duties. Occupying a higher position in the social order of the tribe, these beings are allowed some meager possessions and luxury items, such as furs to sleep on. Still, none of the items are of any real value, and there is little of interest here.

### 6.8 Barracks

*This spartan, 20' x 40' cave is lined with a few weapons and random pieces of armor against the walls, though it all seems to be of poor quality. Animal skin sleeping mats are placed orderly about the room in a linear*

***fashion. This cave is unfettered with clutter, unlike most of the other lairs. It seems to be cleaned regularly, and is actually quite barren.***

The troglodyte militia members reside here when not performing their soldiering duties. This room also serves as armory for the tribe, and its weapons and armor (such as they are) are stored here. The quality equipment is currently being packed for the march, leaving only substandard items here. Troglodyte soldiers are allowed few possessions, and other than some knick-knacks kept near each sleeping mat, there are no items or points of interest here.

## 6.9 Prison Cell

***This small, 10' x 10' cave is bare except for an animal skin sleeping-mats near the far wall. Thick, vertical stone bars extend from floor to ceiling in front of the cave, melding in with the surrounding earth. A primitive door, made of carved stone and metal hinges, allows entry into the diminutive room.***

This cave, complete with stoneshaped bars, is designed to house prisoners of the tribe. Captured war enemies, or even troglodytes who break one or more of the tribe's few rules are kept here until the clan's own form of harsh justice can be dealt to them. Prisoners are allowed few amenities, and no possessions of any kind, so there is nothing to be found in most of the cells except the occasional stone bowl with traces of tasteless gruel.

One of the prison cells, however (the one marked with an "X") houses an unusual prisoner. A particularly muscular troglodyte named *Gorodon* resides here. His eyes have been gouged out, blinding him. Bludgeoning has shattered his arms and legs, but left attached as an added torment. Once the high chieftain of the troglodyte tribe, Gorodon was displaced when the Serpent Lord came to Mystmoor Isle. Not willing to submit to the sorcerer's rule, he

was broken, brutalized, made an example of, and tossed into this cell to rot. Once leader of the tribe, he now exists only to serve as a living reminder of the consequence of crossing the Serpent Lord.

Though blind, Gorodon's other senses are still keen, and he knows immediately when the PCs near. He says nothing, however, and merely cowers in the corner of his cell. Crippled and fearful, he is afraid of the party, and hopes that whomever they are, they will leave him be and move on. If spoken to directly, he is hesitant to answer, but will do so in a desire to comply and avoid further pain.

If the PCs take the time to speak to Gorodon, they can learn some valuable information that could aid them in understanding the circumstances that have led to current events. The former chieftain can also offer insights about the Serpent Lord, and hints on how to defeat him. Gorodon only speaks Draconic, however, so any PC wishing to speak with him must use a potion of *tongues*, as provided by the Sylvan Elves of the Gloomwood, or already be able to speak Draconic through some other means.

Either way, only one PC may speak with Gorodon at a time, for his mind is weary, and more than one voice barking at him is likely to confuse and disorient him. Have the party choose a spokesperson, and allow that PC to roll on the following table each time he/she asks the indicated question (in some form). Either an Information Gathering or Diplomacy check (but not both; player's choice) may be made to determine if Gorodon answers the question or not. If the roll is successful, Gorodon reveals the designated information. A failed roll indicates that Gorodon is either silent or rambles something nonsensically to himself.

***Roleplaying Note:*** Gorodon speaks in a gruff, throaty, serpentine voice, hissing often with "S" sounds at the end of words. His speech sounds similar to Slythe, the mutant toad from the old ***Thunder Cats*** cartoon.

GORODON CONVERSATION TABLE		
Question Asked	Skill DC	Information Revealed
"Who are you?"	5	"I am Gorodon, onccce a powerful warrior and chieftain of thisss tribe. But that was before the Serpent Lord came to our island. Now I am nothing more than a pitiful cripple. My tribe onccce revered me. Now they throw me scraps of food only that I may live to serve as their amusement. Oh, how low I have fallen."



“What happened to you?”	5	“When the Serpent Lord appeared to usss, he professed to be our savior, and attempted to dominate the tribe. I did not believe his claims, however, and tried to defy him, with the support of my sub-chieftainssss. We failed. He slayed my lieutenantss, and brutalized me, allowing me to stay alive as a reminder to my people what happens to those who crosss him. Please do not hurt me.”
“How did the Serpent Lord gain control of the tribe?”	10	“The Serpent Lord is powerful. He wields great magicss, but more than that, his pet is fearsome. I tried to stand against him, as did some of my sub-chieftainss, but our clericss believed his claimss that he was an avatar of our god, Laogzed, sent to aid usss. With their support, the Serpent Lord was able to rally my people against me. Some joined him out of awe, others out of fear. The foolss have lost their way.”
“Why does the Serpent Lord want to destroy the elves of the Gloomwood?”	15	“The elvesss on the western side of the island have a source of magical energy the Serpent Lord desirssss very much. He says that onccce the elvesss are defeated, he will use this energy to enhancce his own powersss and spread his dominion, starting with the great inland sea all around usss. From there he will conquer the humanoid nationss and expand his empire to the endss of the Oerth. He is mad.”
“What kind of beast does the Serpent Lord command?”	20	“I do not know exactly what kind of beast it is. I have never seen such a creature before. It is some kind of serpent, and it is large and terrible. It was hard to kill, and itsss body seemed to ignore our fiercest blowsss [APLs 6-12 only]. Its breath was deadly; torrentss of flame sprang from its mouth as easily as it hissed [APLs 10-12 only]. I learned these things the hard way, and now pay the price of my defianccce.”

When the PCs are finished conversing with Gorodon, he will beg them to release him, pointing to a set of keys hanging on a nearby wall. If the party agrees to let him go, Gorodon will reassure them his only desire is to escape his current misery. He cares not what happens to his tribe, and curses them on his way out. Gorodon is unwilling to lead the PCs to the Serpent Lord, afraid of further pain and sorrow. He will only agree to lead the party out of the troglodyte tunnels, nowhere else, and will make haste for the exit. If Gorodon is taken by force, there is little he can do to resist, but he will offer no aid or information unless the party agrees to release him.

If the party offers to heal Gorodon (though he does not have the foresight to ask for such), he is overjoyed. He is down 20 hp. Alternatively, any PC who possesses a healing fruit from Llylandril, the High Mother, may use *one* to completely heal Gorodon (ironically, the fruit has enhanced effectiveness on troglodyte physiology). If Gorodon is healed, he is happy to reward the PCs with an additional bit of information that will aid the PCs in the coming, inevitable confrontation:

***“Thank you for healing me. Though my tribe has forsaken me, Laogzed bringsss outsiders to aid me in my time of need. Praise Laogzed! I have no love for these foolss anymore, and would delight in seeing their plans fail. To this end, I have vital information for you if you plan to confront the Serpent Lord.***

***“His name is Kralik, and he is not what he claimsss to be. You see, it is our tradition that those warriorsss who would one day rule must prove their might by traveling the world abroad to test their mettle in the firesss of adventure. To that end, I journeyed far in my youth, all acrosss the Flanaesss, and I have encountered Kralik’s kind before, living among goblinsss. I have heard creaturesss of his ilk called “norkerss” by some; evil creaturesss, similar to goblinsss, but with hide as tough as the strongest armor. Kralik is no normal norker, however. He is something... elsse. He is smarter than any norker I have ever heard of, and he has the mark of the dragon upon him. He is powerful, and is to be feared.***

***“Kralik’s magic would be power enough, but he also commandsss a fearsome beast he calls ‘Ssissilith.’ I have only heard of such a beast in myth and legend. It is similar to a dragon. I know, for I have encountered a dragon before. But this beast is different. It has many headsss, and they all fight as one. In order to defeat Ssissilith, you must also fight as one. The curssse of my raccce is that even when confronted with a common enemy, we do not fight as one. That is why we lost. If you would hope to succeed, you must do better than we did.”***

***[APLs 6-12 only]***

***“While battling Kralik’s beast with my sub-chieftainsss, our most powerful blowsss seemed to bounce off of its body. Nothing we did could hurt the body, but I was successful in destroying one of its heads with my sword. I believe that is the key to the creature’s defeat. Target its headsss, and ignore the body.”***

***[APLs 10-12 only]***

***“Each of its headsss spits fire in deadly plumesss, capable of melting flesh from bone. Protect yourself from its fiery breath, or even better, avoid itsss breath altogether if you can.”***

***“What I would give for another chancce to challenge Kralik and his pet, but I am finished as chieftain of this tribe. I only wish to go far away from this placce. Perhaps I can find my fortune beyond this island somewhere. I leave you only with this final message: DO NOT FEAR KR\_LIK’S BEAST! It can be beaten, if you work as one mind and one sword. Good fortune to you. May we never meet again!”***

And with that, Gorodon departs, leaving the PCs to their fate.

## **6.10 The Elemental Portal**

***This 20’ x 20’ cave is bare except for a 10’-wide circular stone door at the far side. Strange runes adorn the door’s edges along the wall. Other than the stone door that leads into this cave, the massive runed door seems to be the only other route out of this room.***

Once the first PC steps into this room, the entrance door will begin to slowly swing shut, activated by magic to recognize when someone has entered the chamber. The door takes 3 rounds to fully close, during which time any PC may step through the door into the room before it shuts. Any PCs outside the room when the door closes will be trapped outside, while those in the room will be trapped inside. The door activates only by magic, and the only way to open the door is to have *all* the occupants of the room stand immediately in front of it, indicating that they wish to leave. Until this is done, the door remains closed. The door is a standard stone door (4” thick, hardness 8, 60 hp, stuck & break DC 28), but is magically enchanted to resist damage (DR: 20/+2; SR: 25).

The runed door on the opposite side of the room has a similar sturdiness, and is also protected from harm (DR & SR), but can only be opened by pressing a series of four round stone buttons in the proper sequence. The buttons are inset horizontally into the door at about chest level, and are carved with icons that represent the four basic elements, in this linear order: an immobile stone (earth), a wind current (air), a burning flame (fire), and a flowing river (water). The runes on the door, if a PC is capable of reading them (Read Magic), spell the following message: *“Press the stones and seal your fate; order from chaos will breach the gate.”* A successful Spot check (DC 15) will also reveal a small, pea-sized hole in the ceiling, at about the center of the room.

If pressed in the proper sequence, the buttons activate the door, opening it to allow entrance into the room beyond. If pressed in the wrong order, a ball of magical energy is released from the hole in the ceiling, exploding and damaging any occupants trapped inside the room. Treat the energy ball as a fireball. The type of magical energy the ball is composed of, however, is determined by what button was incorrectly pressed. *For example, if the fire button is the first to be pressed out of order, the energy ball released is a fireball. If the water button is the first to be pressed out of order, the ball released is a waterball; air is a sonicball; earth is an acidball.*

An energy ball does 2d6 arcane energy damage (of the appropriate type) to all occupants of the room each time one is released. Since the radius of the ball is 20', anyone within the room will take damage from the energy ball unless he/she is somehow shielded from its damage.

The party can attempt the trial and error method in deciphering the sequence of the door trap, but after a few minutes, the answer will reveal itself. Once the PCs have had a chance to examine the door, they hear footsteps approaching the room. If the party makes no attempt to hide (and are not invisible/silenced), they will be discovered by a group of troglodyte fighters & clerics as they open the door to the chamber. The composition of the troglodyte group equals that contained in **Encounter 7: The Serpent Lord**. The troglodytes will alert Kralik, who will rush to the portal room from the throne room beyond the elemental portal, and Encounter 7 will begin a bit early for the party. Both Kralik and his troglodyte followers will attack the party from opposite sides. Skip to the next section and follow the instructions for the battle contained therein. *Note: Making a racket here (such as that cause by bashing in the doors) will also attract Kralik and his troglodyte followers, who will come to the portal room to investigate the noise.*

If the party is invisible, or makes a successful effort to hide somehow (though the room is bare with nothing to hide behind), the troglodytes will not notice them, since they are excited to attend the battle ritual in the next room. If the PCs are smart, they can observe the method by which the elemental portal is opened:

***The troglodytes gather in front of the circular door and recite the following mantra in unison as one of them presses the buttons on the door:***

***"First is the serpent, the lord of the flame.  
Eternally cursed is the master's name.  
When the serpent rules the sea and the land,  
All will perish beneath his iron hand."***

***The stone door opens with a grinding sound, rolling into the wall to the right. As soon as the troglodytes step through***

***the portal, however, the stone door rolls back into place with astonishing speed, blocking the portal once again.***

Though the pressing of the buttons is hidden behind the group of troglodytes, the mantra is the key to the elemental portal puzzle. Keep in mind, however, that the PCs will not be able to understand the mantra unless they speak Draconic somehow. The first letter of each verse designates which element must be pressed in which order. F-E-W-A; fire, earth, water, then air. Once pressed in this order, the circular stone door will open to allow entrance into the room beyond. If the players cannot remember the mantra, allow each of them to make an INT check (DC 15) so their characters may recall it. For easy reference, **Handout 3: Elemental Portal Mantra** has been provided for the players to look at while attempting to decipher the portal's puzzle. Note that identical runes and buttons exist on the door's opposite face to allow entry from the other side.

Especially crafty parties may actually be able to observe the specific pressing of the buttons by the troglodytes (such as using spider climb or fly to position a PC properly). If the party is able to formulate a successful plan to gain a useful vantage point, allow a Spot check (DC 15) to notice the sequence of buttons pressed. If the PCs are not already positioned before the troglodytes enter the room, any movement on their part may incur a chance that said movement will be heard by one or more of the troglodytes. The *stone of silence* can be used to suppress the sound of movement, but will, in itself, be suspicious as the troglodytes wonder why none of their own sounds can be heard within the room.

## **Encounter 7: The Serpent Lord**

**Time: 30 minutes**

***The chamber beyond the circular stone door is another small 20' x 20' cave, identical to the room on the other side. The walls of the cave are covered in runes, and very little of the original***

***earthen surface can be seen through them. Fires from golden braziers shed their light upon the runes, giving them an unearthly, magical glow. A passageway at the far end of the cave exits the room and takes a sharp right turn, leading to another chamber beyond.***

This cave is an antechamber that leads to the throne room that once belonged to Gorodon, and now belongs to Kralik, the Serpent Lord. The primary purpose of the antechamber is to filter the troglodytes that desire audience with the chieftain, and this room is usually monitored by at least a few of the chieftain's guards who allow entrance as they see fit. Today, however, the antechamber is empty, and the PCs encounter no resistance upon entering this room. Use **Map 2: Antechamber** (found in **Appendix III**) as the party enters this room.

The runes that cover the antechamber were not part of its original design, but were added by Kralik later, to prevent enemies from surprising him with unknown magic. Together, the complex series of glyphs and wards enshroud the chamber with a constant enchantment that is a specialized *Dispel Magic*. If the PCs are invisible, silenced, or speak in tongues from the items granted to them by the Elves of the Gloomwood, those effects are dispelled immediately (no roll required, though you may wish to roll some dice for effect). For the purpose of fairness to players, any persistent spells the PCs have cast upon themselves *before* entering the antechamber are unaffected (though you may still want to roll some dice, once again, to make a good showing). New spells cannot be cast within the chamber, as they will fizzle, and the spell slot(s) will be lost for the day). Also, any other magic items in the possession of the PCs are suppressed for the duration the characters stay in the antechamber, but will work again immediately upon leaving the room. All items crafted by the Elves of the Gloomwood remain inert, having lost all enchantments and spells permanently.

Beyond the antechamber is a short corridor that leads to Kralik's throne room (use **Map 3: Kralik's Throne Room**, found in **Appendix III**, as the party enters this cave):

***The cavern beyond is large and spacious. It spans some 90' x 60' in size, and the vaulted ceiling of the cave is nearly 50' tall. The floor and walls are mostly bare, though golden braziers contain flickering flames that cast an ominous light about the room. At the far end of the cave is a raised, circular stone dais 30' in diameter that juts out from the rear wall. On top of the dais is a throne cut from jet-black marble, with animal furs draped over it. Just to the right of the dais is a pair of large, stone double doors some 20' tall.***

***[APL2 and APL4 only] A group of troglodytes dressed in armor and carrying weapons occupy this room. They kneel in front of the dais, cowering before a small hairless humanoid with 3-inch canine teeth protruding from its upper jaw that stands on the dais in front of the throne. Its scaly skin is crimson-brown, and it is dressed in a blue loincloth, a brown vest, and a red cloak. The being looks similar to a goblin, but has a definite reptilian appearance. This must be the renowned Serpent Lord.***

***The Serpent Lord is shouting in rage and gesturing wildly at the group that trembles in terror on the floor.***

Kralik is enraged that some of his followers have questioned the wisdom of the planned assault on the Elves, a mistake that will cost some of them their lives.

***[APL2] One of the troglodytes begins to crawl away behind the dais, bowing subserviently. Suddenly, the Serpent Lord's face contorts in fury, and his mouth opens wide as a cone shaped gout of flame spews forth to engulf the three remaining troglodytes. Screaming in agony, they writhe on the floor as the fiery breath sweeps back and forth across them for several seconds, ensuring their feeble attempts to save themselves will fail. The retched stench of sulfur and brimstone mingled with burning flesh fills the chamber. Soon the echoing screams diminish to moans, and then eerily, the room is left in silence save for the sizzling and popping sounds from the dead troglodytes, smoke rising***



*from the three bodies in thin greasy streams.*

*His anger satiated, the Serpent Lord calls out to the last loyal troglodyte who crawls forward, bowing repeatedly and chanting a strange religious mantra in an ancient reptilian tongue. The Serpent Lord shouts a few words to his troglodyte follower, who rises to his feet, arms stretched upwards, and begins to yell unintelligibly. As he bellows zealously, his body shakes and trembles. He gyrates feverishly, chanting and stomping on the rocky ground. The strange ritual ends when the Serpent Lord holds up a small, crystal orb in his left hand. At the sight of the orb, the troglodyte gives a loud roar that echoes throughout the spacious chamber.*

*[APL4] Four of the troglodytes begin to crawl away behind the dais, bowing subserviently, one of them holding up a silver holy symbol in prayer. Suddenly, the Serpent Lord's face contorts in fury, and his mouth opens wide as a cone shaped gout of flame spews forth to engulf the two remaining troglodytes. Screaming in agony, the two writhe on the floor attempting to extinguish the flames. The Serpent Lord's fiery breath sweeps back and forth across the tortured creatures for several seconds, ensuring their feeble attempts to save themselves would fail. The retched stench of sulfur and brimstone mingled with burning flesh fills the chamber. Soon the echoing screams diminish to moans, and then eerily, the room is left in silence save for the sizzling and popping sounds from the dead troglodytes, smoke rising from the two bodies in thin greasy streams.*

*His anger satiated, the Serpent Lord calls out to the four loyal troglodytes who crawl forward, bowing repeatedly and chanting a strange religious mantra in an ancient reptilian tongue. The Serpent Lord shouts a few words to his followers, who rise to their feet, arms stretched upwards, and begin to yell unintelligibly. As they bellow zealously, their bodies shake and tremble. They gyrate feverishly, chanting and stomping*

*on the rocky ground. The strange ritual ends when the Serpent Lord holds up a small, crystal orb in his left hand. At the sight of the orb, the troglodytes give a loud roar that echoes throughout the spacious chamber.*

*[All other APLs] A group of troglodytes dressed in armor and carrying weapons occupy this room. They are knelt in front of the dais, bowing repeatedly and chanting a strange religious mantra in an ancient reptilian tongue. Standing on the dais, in front of the throne, is a small, hairless humanoid with 3-inch canine teeth protruding from its upper jaw. Its scaly skin is crimson-brown, and it is dressed in a blue loincloth, a brown vest, and a red cloak. The being looks similar to a goblin, but has a definite reptilian appearance. This must be the renowned Serpent Lord.*

*The Serpent Lord shouts a few words to his troglodyte followers, who rise to their feet, arms stretched upwards, and begin to yell unintelligibly. As they bellow zealously, their bodies shake and tremble. They gyrate feverishly, chanting and stomping on the rocky ground. The strange ritual ends when the Serpent Lord holds up a small, crystal orb in his left hand. At the sight of the orb, a roar goes up among the troglodytes, echoing throughout the spacious chamber.*

This is the battle ritual of the Serpent Lord, meant to instill courage into his immediate followers. As long as the PCs stay hidden inside the antechamber, they may observe unseen. Once they step into view in the corridor leading to the throne room, however, the PCs will be spotted (or scented) by Kralik's snake familiar, who will relay his discovery to Kralik empathically. From there, the battle is on (neither side receiving surprise; move to initiative). The number and composition of the troglodyte group depends on the party's APL:

#### **APL 2 (EL 4)**

**Kralik**, Male Half-Dragon Sorcerer 1, hp 16  
see Appendix 1.

Troglodyte, hp 13, see Monster Manual page 179.

#### **APL 4 (EL 6)**

**Kralik**, Male Half-Dragon Sorcerer 2, hp 21  
see Appendix 1.  
Troglodyte Cleric, hp 20, see Appendix 1.  
Troglodytes (3), hp 13, see Monster Manual  
page 179.

**APL 6 (EL 8)**

**Kralik**, Male Half-Dragon Sorcerer 4, hp 34  
see Appendix 1.  
Troglodyte Cleric, hp 33, see Appendix 1.  
Troglodyte Fighters (3), hp 21, see Appendix  
1.

**APL 8 (EL 10)**

**Kralik**, Male Half-Dragon Sorcerer 6, hp 47  
see Appendix 1.  
Troglodyte Cleric, hp 46, see Appendix 1.  
Troglodyte Fighters (3), hp 28, see Appendix  
1.

**APL 10 (EL 12)**

**Kralik**, Male Half-Dragon Sorcerer 8, hp 60  
see Appendix 1. CR10  
Troglodyte Cleric, hp 59, see Appendix 1.  
CR8 (11)  
Troglodyte Fighters (4), hp 36, see Appendix  
1. CR4 (8)

**APL 12 (EL 14)**

**Kralik**, Male Half-Dragon Sorcerer 10, hp  
73 see Appendix 1.  
Troglodyte Cleric, hp 72, see Appendix 1.  
CR10  
Troglodyte Fighters (7), hp 43, see Appendix  
1.

APL 2-APL 12: L 0 gp; C:0 gp; M:0 gp

All of the stats for Kralik and his troglodyte followers can be found in **Appendix I: Encounters**. The stats change dramatically from one APL to another, so be sure to reference the proper set of stat blocks. The group's standard combat strategy is universal, but its challenging strategy differs throughout the various APLs. Refer to the appropriate strategy guide below when running this encounter:

**Standard Strategy:** The troglodyte fighters will take the lead positions, acting as both offense and defense for the troglodyte cleric and Kralik. They will split their attacks against whichever PC is closest, or randomly if more than one target presents itself. The cleric will attack from behind the

fighters, using his longspear to impale PC foes through their ranks. When necessary, the cleric will heal the fighters as they become injured, and use his remaining spells to introduce additional challenges to the PCs (cause fear, unholy blight, etc.) when appropriate. Meanwhile, Kralik will attack the PCs with his magic, staying well behind his troglodyte cohorts. When injured, he will step forward to receive healing from the cleric, and (at APL 6 and higher) will resort to his breath weapon only if most of his followers have been defeated, and victory seems hopeless. Immune to fire, Kralik can cast defensively and center his *fireball* on himself if surrounded by PC's.

**Challenging Strategy (APL 2):** The troglodyte will hurl javelins at the PCs as they approach, concentrating his attacks on one foe at a time (first the arcane spell caster(s), and then the fighter(s)). Kralik will use this opportunity to *shield* himself and fire *magic missiles* at the same target. As the battle is joined, the troglodyte will take the forward position and fight with his longspear, backing away if any PCs engage him in adjacent squares. He will continue his *magic missile* barrage and then hurl javelins once his spells are exhausted, resorting to melee only if he runs out of ammunition.

**Challenging Strategy (APL 4):** The troglodytes and cleric will hurl javelins at the PCs as they approach, concentrating their attacks on one foe at a time (first the arcane spell caster(s), and then the fighter(s)). Kralik will use this opportunity to *shield* himself and fire *magic missiles* at the same target. Once a threatening fighter-type comes within range, the cleric will *cause fear* on that PC. As the battle is joined, the troglodytes will take the forward positions and fight with their longspears, backing away if any PCs engage them in adjacent squares. The cleric will stay behind their ranks, attacking through the troglodytes with his longspear, focusing on the same target. He will continue his *magic missile* barrage and then hurl javelins once his spells are exhausted, resorting to melee only if he runs out of ammunition. The cleric will heal as necessary, but will give Kralik preference if he is injured.

**Challenging Strategy (APL 6):** As soon as possible, Kralik will cast *grease* in front of the entry to the throne room to hinder the party's approach. At this same

time, the troglodyte cleric will cast *shield other* on Kralik to protect him from harm. Kralik will then *shield* himself and fire *magic missiles* first at the arcane spell caster(s) in the PC party, and then the lead assailant. The troglodyte fighters and cleric will hurl javelins at the same target as the party approaches, concentrating their attacks on one foe at a time (whichever target Kralik chooses). Once a threatening fighter-type comes within range, the cleric will *cause fear* on that PC. As the battle is joined, the fighters will take the forward positions and fight with their *frost blades*. The cleric will stay behind their ranks, attacking through the fighters with his own longspears, focusing on the same target. Kralik will take the first opportunity he can (such as when a large group of PCs are close together) to move into position and use his breath attack, specifically targeting the least agile PCs (fighters, clerics, etc.), and avoiding his own followers if possible. He will bring out a *flaming sphere* and continue his *magic missile* barrage (able to control one sphere while casting another spell each round). Once his *magic missiles* are exhausted, he will utilize two *flaming spheres* simultaneously. Kralik will then hurl javelins once his spells are exhausted, resorting to melee only if he runs out of ammunition. The cleric will heal as necessary, but will give Kralik preference if he is injured. He will use his *death knell* spell and slay a PC if the opportunity presents itself, but will not put himself in harm's way to do it, knowing his primary role is to heal and support the fighters.

**Challenging Strategy (APL 8):** As soon as possible, Kralik will cast *grease* in front of the entry to the throne room to hinder the party's approach. At this same time, the troglodyte cleric will cast *shield other* on Kralik to protect him from harm, and then *prayer* on his allies. Kralik will then launch a *fireball* at the PCs to soften them up. If they remain huddled together in a group after that, he will continue his fireball barrage. If they party splits up, or closes with the troglodytes, Kralik will cast his protections on himself (*shield* then *mage armor*). Meanwhile, the troglodyte fighters will hurl javelins at the PCs, concentrating on arcane spell casters first, then fighters. The cleric will join the javelin bombardment after casting his spells if the party still has

not closed by that time. Once a menacing fighter-type comes within range, the cleric will attempt to *cause fear* on him, hoping to thin the party further. Once melee is joined, the troglodyte fighters will switch to their *frost blades* (using their *dirty fighting* feats with each attack for extra damage), while the cleric uses his longspears to attack from behind their ranks. The team will concentrate on the greatest PC threat, while Kralik aids them with a *flaming sphere* / *magic missile* combo from the rear. As the battle progresses, Kralik will take the first opportunity he can to move into position and use his breath weapon on as many PCs as he can encompass in the cone, while avoiding his own followers. If time allows, he will cast *invisibility* on himself in order to get into position without exposing himself. Once Kralik runs out of *magic missiles*, he will use dual *flaming spheres*, relying on his troglodytes to protect him. Kralik will then hurl javelins once his spells are exhausted, resorting to melee only if he runs out of ammunition. The cleric will heal as necessary, but will give Kralik preference if he is injured. He will use his *death knell* spell and slay a PC if the opportunity presents itself, but will not put himself in harm's way to do it, knowing his primary role is to heal and support the fighters.

**Challenging Strategy (APL 10):** As soon as possible, Kralik will cast *grease* and/or *web* in front of the entry to the throne room to hinder the party's approach. If not able to cast both spells, Kralik will choose based on the composition of the PCs attacking (*grease* if primarily fighter-types, *web* if primarily other classes). At this same time, the troglodyte cleric will cast *unholy blight* on the largest concentration of PCs (if there is none, he will save this spell for a better opportunity later in the battle). The cleric will then cast *shield other* on Kralik to protect him from harm, and then *prayer* on his allies. Kralik will then launch a *fireball* at the PCs to soften them up. If they remain huddled together in a group after that, he will continue his fireball barrage. If they party splits up, or closes with the troglodytes, Kralik will cast augmentations on himself (*haste*, *improved invisibility*, *shield*, then *mage armor*). Meanwhile, the troglodyte fighters will hurl javelins at the PCs, concentrating on arcane spell casters first, then fighter-types. The cleric will join the

javelin bombardment after casting his spells if the party still has not closed by that time. Once a menacing fighter-type comes within range, the cleric will attempt to *cause fear* on him, hoping to thin the party further. Once melee is joined, the troglodyte fighters will switch to their *frost blades* (using their *dirty fighting* feats with each attack for extra damage), while the cleric uses his longspear to attack from behind their ranks. The team will concentrate on the greatest PC threat, while Kralik aids them with a *flaming sphere* / *magic missile* combo from the rear. As the battle progresses, Kralik will take the first opportunity he can to move into position and use his breath weapon on as many PCs as he can encompass in the cone, while avoiding his own followers. Once Kralik runs out of *magic missiles*, he will use dual *flaming spheres*, relying on his troglodytes to protect him. Kralik will then hurl javelins once his spells are exhausted, resorting to melee (using *burning hands* and shortspear attacks) only if he runs out of ammunition. The cleric will heal as necessary, but will give Kralik preference if he is injured. He will use his *death knell* spell and slay a PC if the opportunity presents itself, but will not put himself in harm's way to do it, knowing his primary role is to heal and support the fighters.

**Challenging Strategy (APL 12):** As soon as possible, Kralik will cast *grease* and/or *web* in front of the entry to the throne room to hinder the party's approach. If not able to cast both spells, Kralik will choose based on the composition of the PCs attacking (*grease* if primarily fighter-types, *web* if primarily other classes). At this same time, the troglodyte cleric will cast *flame strike* and/or *unholy blight* on the largest concentration of PCs (if there is none, he will save these spells for a better opportunity later in the battle). The cleric will then cast *shield other* on Kralik to protect him from harm, and then *prayer* on his allies. Kralik will then launch a *fireball* at the PCs to soften them up. If they remain huddled together in a group after that, he will continue his fireball barrage. If they party splits up, or closes with the troglodytes, Kralik will cast augmentations on himself (*haste*, *improved invisibility*, *shield*, *mage armor*, then *eagle's splendor*). Kralik can also separate the caster's from the tanks with *wall of force*, isolating the fighters from

magic support. Meanwhile, the troglodyte fighters will hurl javelins at the PCs, concentrating on arcane spell casters first, then fighter-types. The cleric will join the javelin bombardment after casting his spells if the party still has not closed by that time. Once a menacing fighter-type comes within range, the cleric will attempt to *cause fear* on him, hoping to thin the party further. Once melee is joined, the troglodyte fighters will switch to their *frost blades* (using their *dirty fighting* feats with each attack for extra damage), while the cleric uses his longspear to attack from behind their ranks (also using his *dirty fighting* feat with full round attacks, rather than multiple attacks). The team will concentrate on the greatest PC threat, while Kralik casts a *wall of force* between the party's melee combatants and ranged combatants in the hopes of splitting the party and disabling support for the melee fighters. He will then move into a flanking position and throw *lightning bolts* at the party, targeting arcane spellcasters first and fighter-types next. As the battle progresses, Kralik will take the first opportunity he can to move into position and use his breath weapon on as many PCs as he can encompass in the cone, while avoiding his own followers. If any PC turns out to be particularly difficult or dangerous, Kralik will attempt to encompass him/her in an *Otiluke's Resilient Sphere*. Once Kralik runs out of *lightning bolts*, he will use a *flaming sphere* / *magic missile* combo to attack, then dual *flaming spheres*, relying on his troglodytes to protect him. Kralik will then resort to melee (using *burning hands* and shortspear attacks). The cleric will heal as necessary, but will give Kralik preference if he is injured. He will use his *death knell* spell and slay a PC if the opportunity presents itself, but will not put himself in harm's way to do it, knowing his primary role is to heal and support the fighters.

#### **Combat Note All APLs:**

Kralik does not commonly employ his snake familiar, Sssla, in combat, fearing the damage to himself should the viper be killed. He does, however, rely on Sssla's *scent* ability to detect and relay the positions of invisible (or otherwise hidden) enemies via their empathic link. This effectively allows Kralik to target invisible/concealed PCs,



though his troglodyte followers will not be privy to the same information unless Kralik takes the time to inform them verbally. Allow each PC a Spot check (DC 30) to spot the diminutive snake on Kralik's shoulder when the combat begins. PCs smart enough to disable the familiar may gain the advantage of using invisibility in combat against Kralik and his troglodytes.

## Encounter 8: Kralik's Pet

### Time: 40 minutes

*As his final action, the Serpent Lord raises his hand and throws his crystal orb to the ground. The sound of the orb shattering intermingles with the sorcerer's guttural curses, even as he falls to the floor. Suddenly, a series of loud pounding noises can be heard from behind the double stone doors at the far end of the chamber. The doors shake more forcefully with each thundering impact, and the hinges are loosened from the wall with increasing ferocity.*

The party has exactly one minute (10 rounds) to search the room, loot the bodies, heal, retreat, prepare for combat, etc. After that, Kralik's pet is revealed.

Take special notice of the long swords carried by the troglodyte fighters at APLs 6-12. Looted from Elven raiders, these *Frost Blades* are particularly useful against Kralik's hydra. If the PCs loot the bodies of the troglodytes, they may take and use these swords against the beast. They not only add additional damage when attempting to chop off the hydra's heads, but do double damage against the pyro versions of the hydra at APLs 10 & 12. A description of the Frost Blade can be found both on the *Adventure Record* and at the end of **Appendix I: Combat Encounters**.

*Note: Normally, it takes 2 minutes to thoroughly loot a body, but since the troglodytes are virtually naked and carry few, if any, possessions, allow the PCs to at least loot the Frost Blades from their bodies before the hydra appears. If the PCs are smart, they will loot Kralik as well for his*

*useful magic items in preparation for the final battle.*

*The force behind the doors continues to rend them from their hinges with destructive vigor. After what seems only a minute, the doors are violently ripped from their hinges and thrown from the wall in a flurry of stone and dust.*

*With a series of bellowing roars, a huge reptilian creature lumbers forth from a cave behind the doors. It is quadrupedal, with a long tail and many heads that bob and weave on their serpentine necks as they sample the environment of the chamber. The beast's skin is reddish-brown and covered with large, tough scales.*

*As the enormous monster lurches forward, it peers about the room, searching for its master. All of the beast's heads seem to stop and look in unison as it spots the defeated body of the Serpent Lord lying on the ground. With a chorus of mighty howls, the creature rears up and charges across the chamber, intent on your destruction.*

This creature is *Ssissilith*, a hydra that was kept as a pet by Kralik until his untimely defeat at the hands of the party. Controlled by the crystal orb in Kralik's possession, the beast was content to remain in its pen behind the double doors. With the orb shattered, the monster is free and running amok in the throne room. If the PCs do not escape from the chamber, they must fight this fearsome hydra to the death. The exact type of hydra encountered here depends on the party's APL:

#### **APL2 (EL 4)**

5-headed normal hydra, 52 hp, Monster Manual 121.

#### **APL4 (EL 6)**

7-headed normal hydra, 73 hp, Monster Manual 121.

#### **APL6 (EL 8)**

6-headed Lernaean hydra, 63 hp, Monster Manual 121.

#### **APL8 (EL 10)**

8-headed Lernaean hydra, 84 hp, Monster Manual 122.

**APL10** (EL 12)

9-headed Lernaean pyro-hydra, 94 hp, Monster Manual 122.

**APL12** (EL 14)

11-headed Lernaean pyro-hydra, 115 hp, Monster Manual 122.

APL 2-APL 12: L 0 gp; C:0 gp; M:0 gp

**Standard Strategy:** The hydra will charge and attack the closest PC(s) within range. The creature will split its bite attacks among all the PCs engaged in melee combat with it (roll randomly for any spare attacks). At APLs 10 & 12, the hydra will use its fire breath attacks as often as possible, splitting the attacks equally among all PCs within range (whether in melee or not). If the party retreats into Kralik's chamber or the corridor leading from the antechamber, the hydra will follow as far as it can, biting and breathing into the room. Enraged, the beast will fight to the death.

**Challenging Strategy:** The hydra will charge and attack the closest PC(s) within its 10-foot melee range. Once combat begins, the creature will concentrate all of its bite attacks on the most threatening PC in melee (initially, the one that *appears* to be most threatening, and later the one that has consistently dealt the most damage). At APLs 10 & 12, the hydra will use its fire breath attacks as often as possible, focusing all of them on the most threatening PC, whether that PC is engaged in melee with it or not. If the party retreats from view into Kralik's chamber or the corridor leading from the antechamber, the hydra *will not* follow, but will instead wait for the PCs to re-emerge, remaining out of the direct line of missile/spell fire until its targets once again come within reach. Enraged, the beast will fight to the death.

Attached to the throne room by a short passage is another small cave, once used by Gorodon, the troglodyte chieftain, as his private chamber. Since the chieftain's downfall, however, Kralik has made it his own.

**Kralik's Chamber**

***This moderate, 30'x30' cave is lavishly decorated, by troglodyte standards. It is***

***clean and lacks the foul odor of the other lairs. The room actually has furniture about: a small bed, a table, chair, and a chest at the foot of the bed. Shelves in the room hold various objects of arcane importance, such as spell components, scrolls, alchemical containers, and the like. A magic circle in the middle of the room is etched in a reddish dye of some kind.***

This is Kralik's room, and is filled with all the things a sorcerer needs. From this area, the Serpent Lord gains privacy and the time to concentrate on his magical pursuits. The magic circle is painted with Elven blood, which a successful Heal check (DC 20) can determine. The scrolls, spell components, and alchemical ingredients contained on the shelves are all unfinished products, and are of little use or value. Any PC who gains entry into the chest (Open Locks DC 20, hardness 5, 15 hp, burst DC 23) will find Kralik's treasure, a sack of gold. If the PCs flee from the hydra battle through the elemental portal, they must escape from the tunnel complex the way they came in. The troglodytes are still busy preparing for their march, and fail to notice the party slipping out of their lair.

If the PCs defeat the hydra (or somehow get past it into its cave), they will discover a corridor that leads from the beast's cave to the rear of the troglodytes' hill (used to get the hydra into the lair initially). Since no guards have been placed at this portal either, the party will have no trouble getting out.

The PCs may now circle back to their mounts. With Kralik's defeat, the party's mission is complete, and they may return to the Elves in victory. It is less than a day's uneventful ride back to Willowvale.

*Note: The mission is considered a success if Kralik was slain or captured. Even if his hydra pet was not defeated, the PCs may still return to Willowvale with the expectation of their reward. Though the hydra is formidable, without Kralik to command it, the creature is no more than a beast.*

## Encounter 9: The Elven Joy-Feast

**Time: 5 minutes**

*Kelemir's rangers meet your group at the edge of the Gloomwood Forest once again. As you relate your tale to him, a visible look of relief washes over his face. "This is wonderful news!" he exclaims. "Our people will be overjoyed at the sound of it. Come! Let us make way to Willowvale." Kelemir escorts you back to the Elven hamlet, this time without blindfolds. "You have fought for our cause," the ranger explains, "and have earned the right to walk into our village with dignity."*

*Upon seeing you, the inhabitants of Willowvale erupt explosively in a cheerful ovation. After hearing your good news, the High Mother is also relieved and grateful. "Without their sorcerous leader to organize them," Llylandril contemplates, "the troglodytes will revert to their savage ways. Life on the isle of Mystmoor will return to normal. You have done my people a great deed this day. I thank you and my children thank you. Here is your sword, fully enchanted, as promised. But that is not enough. No, not nearly enough. I decree that the traditional Joy-Feast be declared! We will eat and sing and dance this day until Ehlonna herself is ripe with wine!"*

*At the sound of the decree, another cheer erupts among the Elves. The residents proceed to decorate the village square and gather food and spirits. Within an hour, the Elves are collected in the square to begin the Joy-Feast.*

*Kelemir raises his glass in reverence to your party. "These strangers came to us under cover of mist," he announces, "and leave us basked in the radiant light of glory! Raise your cup in honor of our courageous brethren! May spirit and fortune follow you all the days of your lives!"*

*The village Elves toast to your good name, and then commence the Joy-Feast. The sound of music and dance reverberate throughout the glen, and goblets are filled to overflowing. The*

*celebration continues late into the night, and a merry time is had by all.*

The High Mother will request that any unused potions, as well as the *stone of silence* be returned to her, though the PCs may purchase a stone from the village, if desired (see the *Adventure Record*). Also, she informs the PCs that any healing fruits they might have received will spoil shortly after they leave the island, and will be useless within a few days.

*In the morning, you are escorted to the eastern shore of Mystmoor Isle, where you wave down the longboats from the Eldritch Blade. After a few minutes, the crew of the ship row ashore in their longboats to retrieve you. Kelemir thanks you again for your aid, and wishes you farewell.*

*Before long, the Eldritch Blade is under way again for Radigast City. The ship is abuzz with tales of your bold deeds, and the excitement is palpable in the air, as you look forward to the sizeable reward that awaits you back in the County of Urnst...*

## 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 to each character.

### Encounter 4

Defeating the Crescentcrag encounter:

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

### Encounter 5.1

Defeating the Gloomwood Beast encounter:

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

APL 10	150 XP
APL 12	180 XP

APL 12 1575 XP

### Encounter 5.2

Defeating the Gloomwood Plant encounter:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

### Encounter 6.10

Breaching the Elemental Portal:

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP
APL 10	30 XP
APL 12	30 XP

### Encounter 7

Defeating Kralik and his Troglodytes:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### Encounter 8

Defeating Kralik's Hydra:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### Role-Playing Bonus

Interacting with the Elves of Willowvale, as well as Gorodon, the troglodyte chieftain:

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

### Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 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 (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spells 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 treasures from each encounter, add them up, and that is the number of gold pieces by which a character's total and coin value increases at the end of the adventure. Write the total in the *GP Gained* field of the adventure certificate.



### **Treasure Key:**

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

### **Encounter 8: Kralik's Chamber** (treasure from locked chest):

APL 2: L 0 gp; C: 300 gp; M: 0 gp  
APL 4: L: 0 gp; C: 400 gp; M: 0 gp  
APL 6: L: 0 gp; C: 550 gp; M: 0 gp  
APL 8: L: 0 gp; C: 900 gp; M: 0 gp  
APL 10: L: 0 gp; C: 1600 gp; M: 0 gp  
APL 12: L: 0 gp; C: 2000 gp; M: 0 gp

### **Conclusion:**

County of Urnst reward:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp  
APL 4: L: 0 gp; C: 200 gp; M: 0 gp  
APL 6: L: 0 gp; C: 250 gp; M: 0 gp  
APL 8: L: 0 gp; C: 350 gp; M: 0 gp  
APL 10: L: 0 gp; C: 500 gp; M: 0 gp  
APL 12: L: 0 gp; C: 1000 gp; M: 0 gp

### **Total Possible Treasure:**

APL 2: 400 gp per character  
APL 4: 600 gp per character  
APL 6: 800 gp per character  
APL 8: 1250 gp per character  
APL 10: 2100 gp per character  
APL 12: 3000 gp per character

### **Items for Adventure Record**

#### **APL2-12**

This adventure grants this character the opportunity to join the County of Urnst metaorganization "Wild Lords." Characters wishing to earn the first level "Hunter" of "Wild Lords" may consider this scenario completion of the first two requirements: (1) Must find a current member (either PC or NPC) through actual regional module play. This player can request a

### **Additional Rewards:**

The *Adventure Record* for this module contains some items that may be bought by the PCs. Any PC who wishes to purchase an item may do so with any gold he currently possesses, including the gold earned from this adventure.

The *Adventure Record* also grants a character an opportunity to join the County of Urnst metaorganization "Wild Lords." Characters wishing to earn the first level "Hunter" of "Wild Lords" may consider this scenario completion of the first two requirements: (1) Must find a current member (either PC or NPC) through actual regional module play. This player can request a Special Mission to find an NPC member of this group to fulfill this requirement," and (2) Training in the ways of this group as well as a quick tour of the wild areas of the County will take 4 TUs and 100gp." The Elven Ranger, Kelemir, is an accomplished "Wild Lord." Characters who pay an additional 4 TUs and 100 gp will spend 2 weeks training with Kelemir and his Wild Lords before leaving Mystmoor Isle to take a quick tour of the wild areas of the County proper in a solo expedition of exploration.

Special Mission to find an NPC member of this group to fulfill this requirement," and (2) Training in the ways of this group as well as a quick tour of the wild areas of the County will take 4 TUs and 100gp."

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#### **APL 2**

Everburning Torch, 90 gp, freq: Regional  
Vest of Resistance +1, 1000 gp, freq: Regional

#### **APL 4**

Vest of Resistance +2, 4000 gp, freq: Regional

#### **APL 6**

Cloak of Charisma +2, 4000 gp, freq: Regional

Frost enhancement to any weapon, +1 cost, freq  
Regional

**APL 8**

Vest of Resistance +3, 9000 gp, freq Regional

**APL 10**

Cloak of Charisma +4, 16000 gp, freq Regional

**APL 12**

Vest of Resistance +4, 16000 gp, freq Regional

## Appendix I: Combat Encounters

This section contains statistics for some of the opponents the PCs will face in the adventure. Many of the stats for the creatures encountered can be derived directly from the *Monster Manual*. The opponents in **Encounter 7: The Serpent Lord**, however, are advanced troglodytes whose stats must be listed here. Also, the stats for Kralik, the Serpent Lord, are listed here. This appendix is categorized by APL, and both Kralik and his appropriate followers for said APL are listed together in the proper section.

### APL 2

**Twig Blight:** CR \_; Small Plant; HD 1d8+1; hp 5; Init +1, Spd 20 ft.; AC 15 (touch 12, flat 14)(+1 size, +1 DEX, +3 natural); Atk 2 claws +0 melee (1d3-1 plus poison); SA Poison; SQ Plant traits; Face/reach 5x5/5; AL CE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 5, Wis 11, Cha 4;

Skills: Hide +10, Listen +4, Move Silently +5, Spot +4

Languages: Sylvan

Special Abilities: Poison (Ex), Fort DC 11, Initial damage 1 point of STR, no secondary damage

Special Qualities: Plant Traits (Ex), immune to poison, *sleep*; paralysis, stunning, and polymorphing. Not subject to critical hits or mind-affecting effects; low-light vision

Description: Twig blights are tree-like creatures of evil disposition. They can root themselves in normal soil and draw nutrients like normal plants, and they look much like woody shrubs in this mode. But these monsters have a special taste for blood, and they greatly prefer that to making food through photosynthesis. Indeed, a twig blight that lives underground must subsist on blood since it gets no sunlight. A twig blight normally stands about 3\_ feet tall. Its leafless branches interlock to create a humanoid shape.

Sages believe that the first twig blights grew from seeds of the Gulthias Tree, which sprouted from a wooden stake used to slay an ancient vampire. Instead of producing fruit, twig blights reproduce through their root systems, like aspen trees.

Twig blights speak Sylvan.

Combat: Twig Blights usually huddle together in a group, trying to blend in with an area's

natural vegetation (or with piles of debris or firewood) until suitable prey comes along. They particularly enjoy lurking near campsites or waterholes, where they can often catch prey unawares.

Poison (Ex): A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

Plant Traits (Ex): A twig blight is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Skills and Feats: A twig blight gains skills and feats as a fey.

**Kralik:** Male Half-Dragon (Red) / Half- Norker Sor 1; CR 3; Small Humanoid (Goblinoid); HD 1d10+2 plus 1d6+2 plus 3; hp 16; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 18), (+1 size, +2 Dex, +11 natural); Atk shortspear +3 melee (1d8+3/x3), bite +3 melee (1d4+2); 2 claws -2 melee (1d3+1); SA Breath weapon; SQ Darkvision, low-light vision, immunities; AL CE; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills: Bluff +4, Concentration +2, Intimidate +4, Knowledge (arcana) +2, Listen +6, Move Silently +6, Spellcraft +2, Spot +3

Feats: Alertness, Summon Familiar, Toughness

Languages: Goblin, Orc, and Draconic

Special Abilities: ~~Breath Weapon (Su), once per day, 30 ft. cone of fire, 6d10, Ref DC19 for half~~

Special Qualities: Darkvision (Ex) 60 ft, Low-light Vision (Ex) 120 ft., Immune to fire, *sleep*, paralysis

Spells per Day: 5/4; Spells Known: 4/2; Base DC = 13 + spell level; 0 – Daze, Detect Magic, Mage Hand, Resistance; 1<sup>st</sup> – Magic Missile, Shield

Possessions: Vest of Resistance +1, shortspear

Physical Description: Kralik resembles a common goblin, but has reddish-brown hide covered in tough scales similar to a dragon. He is 4 ft. tall, hairless, and has two 3-inch fangs protruding from his upper jaw. His eyes are yellow, pupil-less, and have a sinister look about them. Kralik wears only a blue loincloth, a brown vest, and a red cloak. He carries small skulls, runic stones, and other trophies tied to his loincloth. The norker also displays

reptilian features (scales, molten eyes, molten eyes, fangs, etc.) appropriate for his red dragon heritage.

**Sssla:** Snake Familiar, Tiny Viper (Tiny Animal); HD 2d8; hp 8; Init +3; Spd 20 ft.; AC 18 (touch 15, flat-footed 15), (+2 size, +3 Dex, +3 natural); Atk bite +5 melee (poison); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +3; Str 6, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats: Alertness, Empathic Link, Improved Evasion, Share Spells, Weapon Finesse (bite)

Special Abilities: Poison (Ex), Fort DC 11, Initial and secondary damage 1d6 temporary Con

Special Qualities: Scent

Physical Description: Sssla is Kralik's familiar, and is usually kept inside a pocket in the sorcerer's vest. The viper is about 1 ft. long from end-to-end, with reddish, scaly hide covered in yellow stripes that criss-cross its serpentine body. Not large or threatening, Sssla usually relies on its poisonous bite to defend itself from attack.

**Troglodyte:** CR 1; Medium-Size Humanoid (Reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15), (-1 Dex, +6 natural); Atk longspear +1 melee (1d8), bite -1 melee (1d4); 2 claws +1 melee (1d4), or javelin +1 ranged (1d6); SA Stench; SQ Darkvision; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6/+10\*, Listen +3

Feats: Multiattack, Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 13, 1d6 temporary STR dam, lasts for 10 rounds

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Possessions: Longspear, 3 javelins

Physical Description: Troglodytes are the basic fighting units of a tribe. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

## **APL 4**

**Kralik:** Male Half-Dragon (Red) / Half- Norker  
Sor 2; CR 4; Small Humanoid (Goblinoid); HD 1d10+2 plus 2d6+4 plus 3; hp 21; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 18), (+1 size, +2 Dex, +11 natural); Atk shortspear +5 melee (1d8+2), bite +0 melee (1d4+2); 2 claws +3 melee (1d3+2); SA Breath weapon; SQ Darkvision, low-light vision, immunities; AL CE; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 12, Wis 8, Cha 16.

Skills: Alchemy +3, Bluff +5, Concentration +5, Intimidate +5, Knowledge (arcana) +4, Listen +3, Move Silently +6, Spellcraft +4, Spot +3

Feats: Alertness, Summon Familiar, Toughness

Languages: Goblin, Orc, and Draconic

Special Abilities: ~~Breath Weapon (Su), once per day, 30 ft. cone of fire, 6d10, Ref DC19 for half;~~

Special Qualities: Darkvision (Ex) 60 ft, Low-light Vision (Ex) 120 ft., Immune to fire, ~~sleep~~, paralysis

Spells per Day: 6/5; Spells Known: 5/2; Base DC = 13 + spell level; 0 – Daze, Detect Magic, Light, Mage Hand, Resistance; 1<sup>st</sup> – Magic Missile, Shield

Possessions: Vest of Resistance +2, shortspear

Physical Description: Kralik resembles a common goblin, but has reddish-brown hide covered in tough scales similar to a dragon. He is 4 ft. tall, hairless, and has two 3-inch fangs protruding from his upper jaw. His eyes are yellow, pupil-less, and have a sinister look about them. Kralik wears only a blue loincloth, a brown vest, and a red cloak. He carries small skulls, runic stones, and other trophies tied to his loincloth. The norker also displays reptilian features (scales, molten eyes, molten eyes, fangs, etc.) appropriate for his red dragon heritage.

**Sssla:** Snake Familiar, Tiny Viper (Tiny Animal); HD 2d8; hp 10; Init +3; Spd 20 ft.; AC 18 (touch 15, flat-footed 15), (+2 size, +3 Dex, +3 natural); Atk bite +5 melee (poison); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +3; Str 6, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats: Alertness, Empathic Link, Improved Evasion, Share Spells, Weapon Finesse (bite)

Special Abilities: Poison (Ex), Fort DC 11, Initial and secondary damage 1d6 temporary Con

Special Qualities: Scent

Physical Description: Sssla is Kralik's familiar, and is usually kept inside a pocket in the sorcerer's vest. The viper is about 1 ft. long from end-to-end, with reddish, scaly hide covered in yellow stripes that criss-cross its serpentine body. Not large or threatening, Sssla usually relies on its poisonous bite to defend itself from attack.

**Troglodyte Cleric:** CR 2; Medium-Size Humanoid (Reptilian) Clr 1; HD 2d8+4 plus 1d8+2; hp 20; Init -1; Spd 30 ft.; AC 19 (touch 9, flat-footed 19), (-1 Dex, +6 natural, +4 armor); Atk longspear +1 melee (1d8), bite -1 melee (1d4); 2 claws +1 melee (1d4), or javelin +1 ranged (1d6); SA Stench, Rebuke undead; SQ Darkvision; AL CE; SV Fort +7, Ref -1, Will +2; Str 10, Dex 9, Con 14, Int 8, Wis 11, Cha 10.

Skills: Heal +1, Hide +6/+10\*, Knowledge (religion) +3, Listen +3

Feats: Combat Casting, Multiattack, Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 13, 1d6 temporary STR dam, lasts for 10 rounds; Rebuke undead

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Spells per Day: 3/1+1; Domains: Death, Evil; Base DC = 10 + spell level; 0 – Cure Minor Wounds, Guidance, Virtue; 1<sup>st</sup> – Cause Fear, Cure Light Wounds

Possessions: chain shirt, longspear, 3 javelins, silver holy symbol

Physical Description: Troglodyte clerics are the religious elite of a tribe. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

**Troglodyte:** CR 1; Medium-Size Humanoid (Reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft.; AC 15 (touch 9, flat-footed 15), (-1 Dex, +6 natural); Atk longspear +1 melee (1d8), bite -1 melee (1d4); 2 claws +1 melee (1d4), or

javelin +1 ranged (1d6); SA Stench; SQ Darkvision; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.  
Skills: Hide +6/+10\*, Listen +3  
Feats: Multiattack, Weapon Focus (javelin)  
Languages: Draconic  
Special Abilities: Stench (Ex) 30 ft., Fort DC 13, 1d6 temporary STR dam, lasts for 10 rounds  
Special Qualities: Darkvision (Ex) 60 ft.;  
\*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Possessions: Longspear, 3 javelins

Physical Description: Troglodytes are the basic fighting units of a tribe. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

## **APL 6**

**Advanced Assassin Vine** CR 4; Huge Plant; HD 6d8+30 (Plant); hp 45; Init -1; Spd AC 16 (touch 7, flat-footed 16) (-2 size, -1 dex, +9 natural); Atk slam +11 melee (1d8+13); SA: Entangle (Su), Improved grab (Ex), Constrict (Ex); SQ: Camouflage (Ex), Immunity: Electricity (Ex), Resistance: Cold (Ex), Resistance: Fire (Ex), Blindsight (Ex); AL N; SV Fort +10, Ref +1, Will +3; STR 28, DEX 8, CON 20, INT --, WIS 13, CHA 9

**Kralik:** Male Half-Dragon (Red) / Half-Norker Sor 4; CR 6; Small Humanoid (Goblinoid); HD 1d10+3 plus 4d6+3; hp 34; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 18), (+1 size, +2 Dex, +11 natural); Atk shortspear +6 melee (1d8+2), bite +1 melee (1d4+2); 2 claws +4 melee (1d3+2), or javelin +7 ranged (1d6); SA Breath weapon; SQ Darkvision, low-light vision, immunities; AL CE; SV Fort +6, Ref +4, Will +4; Str 14, Dex 14, Con 14, Int 12, Wis 8, Cha 19.

Skills: Alchemy +4, Bluff +6, Concentration +6, Intimidate +6, Knowledge (arcana) +5, Listen +3, Move Silently +6, Spellcraft +5, Spot +3

Feats: Alertness, Toughness, Spell Focus (evocation), Summon Familiar

Languages: Goblin, Orc, and Draconic

Special Abilities: Breath Weapon (Su), once per day, 30 ft. cone of fire, 6d10, Ref DC19 for half;

Special Qualities: Darkvision (Ex) 60 ft, Low-light Vision (Ex) 120 ft., Immune to fire, *sleep*, paralysis

Spells per Day: 6/7/4; Spells Known: 6/3/1; Base DC = 14 + spell level (+2 Evocation); 0 – Daze, Detect Magic, Light, Mage Hand, Read Magic, Resistance; 1<sup>st</sup> – Magic Missile, Grease, Shield; 2<sup>nd</sup> – Flaming Sphere

Possessions: Vest of Resistance +2, Cloak of Charisma +2, shortspear, 3 javelins

Physical Description: Kralik resembles a common goblin, but has reddish-brown hide covered in tough scales similar to a dragon. He is 4 ft. tall, hairless, and has two 3-inch fangs protruding from his upper jaw. His eyes are yellow, pupil-less, and have a sinister look about them. Kralik wears only a blue loincloth, a brown vest, and a red cloak. He carries small skulls, runic stones, and other trophies tied to his loincloth. The norker also displays

reptilian features (scales, molten eyes, molten eyes, fangs, etc.) appropriate for his red dragon heritage.

**Sssla:** Snake Familiar, Tiny Viper (Tiny Animal); HD 4d8; hp 16; Init +3; Spd 20 ft.; AC 19 (touch 15, flat-footed 16), (+2 size, +3 Dex, +4 natural); Atk bite +5 melee (poison); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats: Alertness, Empathic Link, Improved Evasion, Share Spells, Touch, Weapon Finesse (bite)

Special Abilities: Poison (Ex), Fort DC 12, Initial and secondary damage 1d6 temporary Con

Special Qualities: Scent

Physical Description: Sssla is Kralik's familiar, and is usually kept inside a pocket in the sorcerer's vest. The viper is about 1 ft. long from end-to-end, with reddish, scaly hide covered in yellow stripes that criss-cross its serpentine body. Not large or threatening, Sssla usually relies on its poisonous bite to defend itself from attack.

**Troglodyte Cleric:** CR 4; Medium-Size Humanoid (Reptilian) Clr 3; HD 2d8+4 plus 3d8+2; hp 33; Init -1; Spd 20 ft.; AC 20 (touch 9, flat-footed 20), (-1 Dex, +6 natural, +5 armor); Atk longspear +3 melee (1d8), bite +1 melee (1d4); 2 claws +3 melee (1d4), or javelin +3 ranged (1d6); SA Stench, Rebuke undead; SQ Darkvision; AL CE; SV Fort +8, Ref +0, Will +3; Str 10, Dex 9, Con 14, Int 8, Wis 12, Cha 10.

Skills: Heal +2, Hide +6/+10\*, Knowledge (religion) +4, Listen +3

Feats: Combat Casting, Multiattack, Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 14, 1d6 temporary STR dam, lasts for 10 rounds; Rebuke undead

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Spells per Day: 4/2+1/1+1; Domains: Death, Evil; Base DC = 12 + spell level; 0 – Cure Minor Wounds, Guidance, Resistance, Virtue; 1<sup>st</sup> – Cause Fear, Cure Light Wounds (x2); 2<sup>nd</sup> – Shield Other, Death Knell



Possessions: breastplate, longspear, 3 javelins, silver holy symbol

Physical Description: Troglodyte clerics are the religious elite of a tribe. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

**Troglodyte Fighter:** CR 2; Medium-Size Humanoid (Reptilian) Ftr 1; HD 2d8+4 plus 1d10+2; hp 21; Init -1; Spd 20 ft.; AC 20 (touch 9, flat-footed 20), (-1 Dex, +6 natural, +5 armor); Atk long sword +4 melee (1d8, 19-20/x2), bite +0 melee (1d4); 2 claws +2 melee (1d4), or javelin +2 ranged (1d6); SA Stench; SQ Darkvision; AL CE; SV Fort +7, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6/+10\*, Jump +2, Listen +3, Spot +2

Feats: Multiattack, Weapon Focus (long sword), Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 14, 1d6 temporary STR dam, lasts for 10 rounds

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Possessions: breastplate, +1 Frost Blade, 3 javelins

Physical Description: Troglodyte fighters are the elite combat units of a tribe, trained more heavily in the warrior arts than their common brethren. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.



## **APL 8**

**Kralik:** Male Half-Dragon (Red) / Half- Norker  
Sor 6; CR 8; Small Humanoid (Goblinoid); HD 1d10+3 plus 6d6+3; hp 47; Init +1; Spd 20 ft.; AC 24 (touch 12, flat-footed 18), (+1 size, +2 Dex, +11 natural); Atk shortspear +7 melee (1d8+2), bite +2 melee (1d4+2); 2 claws +5 melee 1d3+2), or javelin +8 ranged (1d6); SA Breath weapon; SQ Darkvision, low-light vision, immunities; AL CE; SV Fort +7, Ref +5, Will +5; Str 14, Dex 14, Con 14, Int 12, Wis 8, Cha 19.

Skills: Alchemy +5, Bluff +7, Concentration +7, Intimidate +7, Knowledge (arcana) +6, Listen +3, Move Silently +6, Spellcraft +6, Spot +3

Feats: Alertness, Toughness, Spell Focus (evocation), Summon Familiar

Languages: Goblin, Orc, and Draconic

Special Abilities: Breath Weapon (Su), once per day, 30 ft. cone of fire, 6d10, Ref DC19 for half

Special Qualities: Darkvision (Ex) 60 ft, Low-light Vision (Ex) 120 ft., Immune to fire, *sleep*, paralysis

Spells per Day: 6/7/6/4; Spells Known: 7/4/2/1; Base DC = 14 + spell level (+2 Evocation); 0 – Daze, Detect Magic, Flare, Light, Mage Hand, Read Magic, Resistance; 1<sup>st</sup> – Mage Armor, Magic Missile, Grease, Shield; 2<sup>nd</sup> – Flaming Sphere, Invisibility; 3<sup>rd</sup> – Fireball

Possessions: Vest of Resistance +3, Cloak of Charisma +2, shortspear, 3 javelins

Physical Description: Kralik resembles a common goblin, but has reddish-brown hide covered in tough scales similar to a dragon. He is 4 ft. tall, hairless, and has two 3-inch fangs protruding from his upper jaw. His eyes are yellow, pupil-less, and have a sinister look about them. Kralik wears only a blue loincloth, a brown vest, and a red cloak. He carries small skulls, runic stones, and other trophies tied to his loincloth. The norker also displays reptilian features (scales, molten eyes, molten eyes, fangs, etc.) appropriate for his red dragon heritage.

**Sssla:** Snake Familiar, Tiny Viper (Tiny Animal); HD 6d8; hp 23; Init +3; Spd 20 ft.; AC 20 (touch 15, flat-footed 17), (+2 size, +3 Dex, +5 natural); Atk bite +5 melee (poison); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 11, Int 8, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats: Alertness, Empathic Link, Improved Evasion, Share Spells, Speak with Master, Weapon Finesse (bite)

Special Abilities: Poison (Ex), Fort DC 12, Initial and secondary damage 1d6 temporary Con

Special Qualities: Scent

Physical Description: Sssla is Kralik's familiar, and is usually kept inside a pocket in the sorcerer's vest. The viper is about 1 ft. long from end-to-end, with reddish, scaly hide covered in yellow stripes that criss-cross its serpentine body. Not large or threatening, Sssla usually relies on its poisonous bite to defend itself from attack.

**Troglodyte Cleric:** CR 6; Medium-Size Humanoid (Reptilian) Clr 5; HD 2d8+4 plus 5d8+2; hp 46; Init -1; Spd 20 ft.; AC 20 (touch 9, flat-footed 20), (-1 Dex, +6 natural, +5 armor); Atk longspear +5 melee (1d8), bite +2 melee (1d4); 2 claws +4 melee (1d4), or javelin +4 ranged (1d6); SA Stench, Rebuke undead; SQ Darkvision; AL CE; SV Fort +9, Ref +0, Will +4; Str 10, Dex 9, Con 14, Int 8, Wis 14, Cha 10.

Skills: Heal +3, Hide +6/+10\*, Knowledge (religion) +5, Listen +3

Feats: Combat Casting, Multiattack, Weapon Focus (longspear) Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 14, 1d6 temporary STR dam, lasts for 10 rounds; Rebuke undead

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Spells per Day: 5/3+1/2+1/1+1; Domains: Death, Evil; Base DC = 12 + spell level; 0 – Cure Minor Wounds, Guidance, Resistance (x2), Virtue; 1<sup>st</sup> – Cure Light Wounds (x3), Cause Fear; 2<sup>nd</sup> – Cure Moderate Wounds, Shield Other, Death Knell; 3<sup>rd</sup> – Cure Serious Wounds, Prayer

Possessions: breastplate, longspear, 3 javelins,

Physical Description: Troglodyte clerics are the religious elite of a tribe. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

**Troglodyte Fighter:** CR 4; Medium-Size Humanoid (Reptilian) Ftr 3; HD 2d8+4 plus 3d10+2; hp 36; Init -1; Spd 20 ft.; AC 21 (touch 9, flat-footed 21), (-1 Dex, +6 natural, +5 armor, +1 shield); Atk long sword +6 melee (1d8+1d6+2), bite +2 melee (1d4); 2 claws +4 melee (1d4), or javelin +4 ranged (1d6); SA Stench; SQ Darkvision; AL CE; SV Fort +8, Ref +0, Will +1; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6/+10\*, Jump +4, Listen +3, Spot +2

Feats: Dirty Fighting, Multiattack, Weapon Focus (long sword), Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 15, 1d6 temporary STR dam, lasts for 10 rounds

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Possessions: breastplate, small steel shield, +2 Frost Blade, 3 javelins

Physical Description: Troglodyte fighters are the elite combat units of a tribe, trained more heavily in the warrior arts than their common brethren. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

## **APL 10**

**Kralik:** Male Half-Dragon (Red) / Half- Norker  
Sor 8; CR 10; Small Humanoid (Goblinoid);  
HD 1d10+3 plus 8d6+3; hp 60; Init +1; Spd 20  
ft.; AC 24 (touch 12, flat-footed 18), (+1 size,  
+2 Dex, +11 natural); Atk shortspear +8 melee  
(1d8+2), bite +3 melee (1d4+2); 2 claws +6  
melee (1d3+2), or javelin +9 ranged (1d6); SA  
Breath weapon, Poisonous bite; SQ  
Darkvision, low-light vision, immunities; AL  
CE; SV Fort +9, Ref +7, Will +7; Str 14, Dex  
14, Con 14, Int 12, Wis 8, Cha 20.

Skills: Alchemy +6, Bluff +8, Concentration +8,  
Intimidate +8, Knowledge (arcana) +7, Listen  
+3, Move Silently +6, Spellcraft +7, Spot +3

Feats: Alertness, Improved Spell Focus  
(evocation), Toughness, Spell Focus  
(evocation), Summon Familiar

Languages: Goblin, Orc, and Draconic

Special Abilities: Breath Weapon (Su), once per  
day, 30 ft. cone of fire, 6d10, Ref DC19 for half

Special Qualities: Darkvision (Ex) 60 ft, Low-light  
Vision (Ex) 120 ft., Immune to fire, *sleep*,  
paralysis

Spells per Day: 6/8/8/6/4; Spells Known:  
8/5/3/2/1; Base DC = 15 + spell level (+4  
Evocation); 0 – Daze, Detect Magic, Flare,  
Light, Mage Hand, Read Magic,  
Prestidigitation, Resistance; 1<sup>st</sup> – Burning  
Hands, Mage Armor, Magic Missile, Grease,  
Shield; 2<sup>nd</sup> – Flaming Sphere, Invisibility, Web;  
3<sup>rd</sup> – Fireball, Haste; 4<sup>th</sup> – Improved Invisibility

Possessions: Vest of Resistance +3, Cloak of  
Charisma +4, shortspear, 3 javelins

Physical Description: Kralik resembles a  
common goblin, but has reddish-brown hide  
covered in tough scales similar to a dragon.  
He is 4 ft. tall, hairless, and has two 3-inch  
fangs protruding from his upper jaw. His eyes  
are yellow, pupil-less, and have a sinister look  
about them. Kralik wears only a blue loincloth,  
a brown vest, and a red cloak. He carries  
small skulls, runic stones, and other trophies  
tied to his loincloth. The norker also displays  
reptilian features (scales, molten eyes, molten  
eyes, fangs, etc.) appropriate for his red  
dragon heritage.

**Sssla:** Snake Familiar, Tiny Viper (Tiny Animal);  
HD 8d8; hp 30; Init +3; Spd 20 ft.; AC 21  
(touch 15, flat-footed 18), (+2 size, +3 Dex, +6  
natural); Atk bite +5 melee (poison); SA  
Poison; SQ Scent; AL N; SV Fort +2, Ref +5,  
Will +6; Str 6, Dex 17, Con 11, Int 9, Wis 12,  
Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen  
+8, Spot +8

Feats: Alertness, Empathic Link, Improved  
Evasion, Share Spells, Speak with Master,  
Speak with Reptiles, Weapon Finesse (bite)

Special Abilities: Poison (Ex), Fort DC 13, Initial  
and secondary damage 1d6 temporary Con

Special Qualities: Scent

Physical Description: Sssla is Kralik's familiar,  
and is usually kept inside a pocket in the  
sorcerer's vest. The viper is about 1 ft. long  
from end-to-end, with reddish, scaly hide  
covered in yellow stripes that criss-cross its  
serpentine body. Not large or threatening,  
Sssla usually relies on its poisonous bite to  
defend itself from attack.

**Troglodyte Cleric:** CR 8; Medium-Size  
Humanoid (Reptilian) Clr 7; HD 2d8+4 plus  
7d8+2; hp 59; Init -1; Spd 30 ft.; AC 21 (touch  
9, flat-footed 21), (-1 Dex, +6 natural, +5  
armor); Atk longspear +6 melee (1d8), bite +3  
melee (1d4); 2 claws +5 melee (1d4), or  
javelin +5 ranged (1d6); SA Stench, Rebuke  
undead; SQ Darkvision; AL CE; SV Fort +10,  
Ref +1, Will +5; Str 10, Dex 9, Con 14, Int 8,  
Wis 14, Cha 10.

Skills: Heal +4, Hide +6/+10\*, Knowledge  
(religion) +6, Listen +3

Feats: Combat Casting, Multiattack, Weapon  
Focus (longspear), Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 15,  
1d6 temporary STR dam, lasts for 10 rounds;  
Rebuke undead

Special Qualities: Darkvision (Ex) 60 ft.;  
\*Chameleon Skin (+4 to Hide, +8 to Hide in  
rocky or subterranean settings)

Spells per Day: 6/4+1/3+1/2+1/1+1; Domains:  
Death, Evil; Base DC = 12 + spell level; 0 –  
Cure Minor Wounds, Guidance, Resistance  
(x3), Virtue; 1<sup>st</sup> – Cure Light Wounds (x4),  
Cause Fear; 2<sup>nd</sup> – Cure Moderate Wounds  
(x2), Shield Other, Death Knell; 3<sup>rd</sup> – Cure  
Serious Wounds (x2), Prayer; 4<sup>th</sup> – Cure  
Critical Wounds, Unholy Blight

Possessions: Breastplate, longspear, 3 javelins,  
silver holy symbol

Physical Description: Troglodyte clerics are the  
religious elite of a tribe. They look somewhat  
humanoid, standing about 5 feet tall and  
weighing about 150 pounds. They have  
spindly but muscular arms and walk erect on  
their squat legs, trailing a long, slender tail.  
Their heads are lizardlike and crowned with a  
frill that extends from the forehead to the base

of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

**Troglodyte Fighter:** CR 5; Medium-Size Humanoid (Reptilian) Ftr 4; HD 2d8+4 plus 4d10+2; hp 43; Init +0; Spd 30 ft.; AC 21 (touch 10, flat-footed 21), (+0 Dex, +6 natural, +4 armor, +1 shield); Atk long sword +7 melee (1d8+1d6+3), bite +3 melee (1d4); 2 claws +5 melee (1d4), or javelin +5 ranged (1d6); SA Stench; SQ Darkvision; AL CE; SV Fort +9, Ref +1, Will +1; Str 10, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6/+10\*, Jump +5, Listen +3, Spot +2

Feats: Dirty Fighting, Multiattack, Weapon Focus (long sword), Weapon Focus (javelin), Weapon Specialization (long sword)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 15, 1d6 temporary STR dam, lasts for 10 rounds

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Possessions: chain shirt, small steel shield, +2 Frost Blade, 3 javelins

Physical Description: Troglodyte fighters are the elite combat units of a tribe, trained more heavily in the warrior arts than their common brethren. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

## **APL 12**

**Kralik:** Male Half-Dragon (Red) / Half- Norker  
Sor 10; CR 12; Small Humanoid (Goblinoid);  
HD 1d10+3 plus 10d6+3; hp 73; Init +1; Spd  
20 ft.; AC 24 (touch 12, flat-footed 18), (+1  
size, +2 Dex, +11 natural); Atk shortspear +9  
melee (1d8+2), bite +4 melee (1d4+2); 2  
claws +7 melee (1d3+2), or javelin +10 ranged  
(1d6); SA Breath weapon; SQ Darkvision, low-  
light vision, immunities; AL CE; SV Fort +11,  
Ref +9, Will +9; Str 14, Dex 14, Con 14, Int 12,  
Wis 8, Cha 22.

Skills: Alchemy +7, Bluff +9, Concentration +9,  
Intimidate +9, Knowledge (arcana) +8, Listen  
+3, Move Silently +6, Spellcraft +8, Spot +3

Feats: Alertness, Improved Spell Focus  
(evocation), Toughness, Spell Focus  
(evocation), Summon Familiar

Languages: Goblin, Orc, and Draconic

Special Abilities: Breath Weapon (Su), once per  
day, 30 ft. cone of fire, 6d10, Ref DC19 for half

Special Qualities: Darkvision (Ex) 60 ft, Low-light  
Vision (Ex) 120 ft., Immune to fire, *sleep*,  
paralysis

Spells per Day: 6/8/8/7/6/4; Spells Known:  
9/5/4/3/2/1; Base DC = 16 + spell level (+4  
Evocation); 0 – Daze, Detect Magic, Disrupt  
Undead, Flare, Light, Mage Hand, Read  
Magic, Prestidigitation, Resistance; 1<sup>st</sup> –  
Burning Hands, Mage Armor, Magic Missile,  
Grease, Shield; 2<sup>nd</sup> – Eagle's Splendor,  
Flaming Sphere, Invisibility, Web; 3<sup>rd</sup> –  
Fireball, Haste, Lightning Bolt; 4<sup>th</sup> – Improved  
Invisibility, Otiluke's Resilient Sphere, 5<sup>th</sup> –  
Wall of Force

Possessions: Vest of Resistance +4, Cloak of  
Charisma +4, shortspear, 3 javelins

Physical Description: Kralik resembles a  
common goblin, but has reddish-brown hide  
covered in tough scales similar to a dragon.  
He is 4 ft. tall, hairless, and has two 3-inch  
fangs protruding from his upper jaw. His eyes  
are yellow, pupil-less, and have a sinister look  
about them. Kralik wears only a blue loincloth,  
a brown vest, and a red cloak. He carries  
small skulls, runic stones, and other trophies  
tied to his loincloth. The norker also displays  
reptilian features (scales, molten eyes, molten  
eyes, fangs, etc.) appropriate for his red  
dragon heritage.

**Sssla:** Snake Familiar, Tiny Viper (Tiny Animal);  
HD 10d8; hp 36; Init +3; Spd 20 ft.; AC 22  
(touch 15, flat-footed 18), (+2 size, +3 Dex, +7  
natural); Atk bite +5 melee (poison); SA

Poison; SQ Scent; AL N; SV Fort +3, Ref +5,  
Will +7; Str 6, Dex 17, Con 11, Int 10, Wis 12,  
Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen  
+8, Spot +8

Feats: Alertness, Empathic Link, Improved  
Evasion, Share Spells, Speak with Master,  
Speak with Reptiles, Weapon Finesse (bite)

Special Abilities: Poison (Ex), Fort DC 13, Initial  
and secondary damage 1d6 temporary Con

Special Qualities: Scent

Physical Description: Sssla is Kralik's familiar,  
and is usually kept inside a pocket in the  
sorcerer's vest. The viper is about 1 ft. long  
from end-to-end, with reddish, scaly hide  
covered in yellow stripes that criss-cross its  
serpentine body. Not large or threatening,  
Sssla usually relies on its poisonous bite to  
defend itself from attack.

**Troglodyte Cleric:** CR 10; Medium-Size  
Humanoid (Reptilian) Clr 9; HD 2d8+4 plus  
9d8+2; hp 72; Init -1; Spd 30 ft.; AC 22 (touch  
9, flat-footed 22), (-1 Dex, +6 natural, +6  
armor); Atk longspear +9/+4 melee (1d8+1),  
bite +4/-1 melee (1d4); 2 claws +6/+1 melee  
(1d4), or javelin +6/+1 ranged (1d6); SA  
Stench, Rebuke undead; SQ Darkvision; AL  
CE; SV Fort +11, Ref +2, Will +7; Str 10, Dex  
9, Con 14, Int 8, Wis 15, Cha 10.

Skills: Heal +5, Hide +6/+10\*, Knowledge  
(religion) +7, Listen +3

Feats: Combat Casting, Dirty Fighting,  
Multiattack, Weapon Focus (longspear),  
Weapon Focus (javelin)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 15,  
1d6 temporary STR dam, lasts for 10 rounds;  
Rebuke undead

Special Qualities: Darkvision (Ex) 60 ft.;  
\*Chameleon Skin (+4 to Hide, +8 to Hide in  
rocky or subterranean settings)

Spells per Day: 6/5+1/4+1/3+1/2+1/1+1;  
Domains: Death, Evil; Base DC = 12 + spell  
level; 0 – Cure Minor Wounds, Guidance,  
Resistance (x3), Virtue; 1<sup>st</sup> – Cure Light  
Wounds (x5), Cause Fear; 2<sup>nd</sup> – Cure  
Moderate Wounds (x3), Shield Other, Death  
Knell; 3<sup>rd</sup> – Cure Serious Wounds (x3), Prayer;  
4<sup>th</sup> – Cure Critical Wounds (x2), Unholy Blight;  
5<sup>th</sup> – Flame Strike, Slay Living

Possessions: chain shirt, longspear, 3 javelins

Physical Description: Troglodyte clerics are the  
religious elite of a tribe. They look somewhat  
humanoid, standing about 5 feet tall and  
weighing about 150 pounds. They have



spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

**Troglodyte Fighter:** CR 5; Medium-Size Humanoid (Reptilian) Ftr 4; HD 2d8+4 plus 4d10+2; hp 43; Init +0; Spd 30 ft.; AC 21 (touch 10, flat-footed 21), (+0 Dex, +6 natural, +4 armor, +1 shield); Atk long sword +7 melee (1d8+1d6+3), bite +3 melee (1d4); 2 claws +5 melee (1d4), or javelin +5 ranged (1d6); SA Stench; SQ Darkvision; AL CE; SV Fort +9, Ref +1, Will +1; Str 10, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6/+10\*, Jump +5, Listen +3, Spot +2

Feats: Dirty Fighting, Multiattack, Weapon Focus (long sword), Weapon Focus (javelin), Weapon Specialization (long sword)

Languages: Draconic

Special Abilities: Stench (Ex) 30 ft., Fort DC 15, 1d6 temporary STR dam, lasts for 10 rounds

Special Qualities: Darkvision (Ex) 60 ft.; \*Chameleon Skin (+4 to Hide, +8 to Hide in rocky or subterranean settings)

Possessions: chain shirt, small steel shield, +2 Frost Blade, 3 javelins

Physical Description: Troglodyte fighters are the elite combat units of a tribe, trained more heavily in the warrior arts than their common

brethren. They look somewhat humanoid, standing about 5 feet tall and weighing about 150 pounds. They have spindly but muscular arms and walk erect on their squat legs, trailing a long, slender tail. Their heads are lizardlike and crowned with a frill that extends from the forehead to the base of the neck. Their eyes are black and beady and very sensitive to even the dimmest light.

### **Frost Blades**

While troglodytes are incapable of forging metal weapons and armor, this tribe has acquired much of their metal arsenal from looting the Elven raiding parties that have perished at the hands of Kralik and his pet hydra. Some of these objects are even magical, a luxury the troglodytes are unaccustomed to, but have adapted to using. Of the wondrous magic items the tribe has obtained, the most powerful of the lot are the *Frost Blades*, which are described below should the PCs wish to use the swords during the adventure:

**Frost Blade:** Upon command as a standard action, this long sword is sheathed in icy cold, though the cold does not harm the hand that holds the weapon. In addition to its standard bonus to hit and damage, this sword deals an additional +1d6 points of cold damage on a successful hit.