

Quests of Doom 4



In the Time of Shardfall

By Michael Curtis



FROG GOD
GAMES

Quests of Doom 4

In the Time of Shardfall

Author
Michael Curtis

Developer
Patrick N. Pilgrim

Producer
Bill Webb

Editor
Jeff Harkness

Pathfinder Conversion
Dave Landry

Layout and Graphic Design
Charles A. Wright

Front Cover Art
Artem Shukaev

Interior Art
Andrew Bates, MKUltra Studios

Cartography
Alyssa Faden

FROG GOD GAMES IS

CEO
Bill Webb

**Creative Director:
Swords & Wizardry**
Matthew J. Finch

**Creative Director:
Pathfinder Roleplaying Game**
Greg A. Vaughan

Frog V
Patrick Pilgrim

Art Director
Charles A. Wright

Developers
John Ling and
Patrick N. Pilgrim

Customer Service Manager
Krista Webb

Zach of All Trades
Zach Glazar

Final Boss
Skeeter Green



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Swords & Wizardry Complete^{S&W}
 The Tome of Horrors Complete^{PF, S&W}
 Tome of Horrors 4^{PF, S&W}
 Tome of Adventure Design^{S&W}
 Monstrosities^{S&W}
 Bill Webb’s Book of Dirty Tricks^{PF}
 Razor Coast: Fire as She Bears^{PF}
 Book of Lost Spells^{5e, PF}
 Fifth Edition Foes^{5e}
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Rappan Athuk^{PF, S&W}
 Rappan Athuk Expansions Vol. I^{PF, S&W}
 The Slumbering Tsar Saga^{PF, S&W}
 The Black Monastery^{PF, S&W}
 Cyclopean Deeps Vol. I^{PF, S&W}
 Cyclopean Deeps Vol. II^{PF, S&W}
 Razor Coast^{PF, S&W}
 Razor Coast: Heart of the Razor^{PF, S&W}
 Razor Coast: Freebooter’s Guide to the Razor Coast^{PF, S&W}
 LL0: The Lost Lands Campaign Setting*^{5e, PF, S&W}
 LL1: Stoneheart Valley^{PF, S&W}

LL2: The Lost City of Barakus^{PF, S&W}
 LL3: Sword of Air^{PF, S&W}
 LL4: Cults of the Sundered Kingdoms^{PF, S&W}
 LL5: Borderland Provinces^{5e, PF, S&W}
 LL6: The Northlands Saga Complete^{PF, S&W}
 LL7: The Blight^{5e, PF, S&W}
 LL8: Bard’s Gate^{5e, PF, S&W}
 LL9: Adventures in the Borderland Provinces^{5e, PF, S&W}

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 Marshes of Malice^{PF}

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In The Time of Shardfall

In the Time of Shardfall is an open “seek and destroy” adventure intended for 4 to 6 characters of 5th to 6th level. The adventure involves a relic from the prehistoric past — a mystical prison containing a powerful proto-dragon and other creatures from long ago — that has been flung forward in time to arrive at the characters’ current era. The prison, an enchanted pane of obsidian called the *Akaata*, fractures upon arrival, breaking into several shards that fall to the land below. Soon, the prehistoric menaces trapped within wander out of their broken prison to threaten the realm. The characters must search for the five shards and destroy them and their former prisoners, then confront the now-free proto-dragon before it recovers its full strength.

In the Time of Shardfall is set in a small, unnamed area of woods and grassy hills, presumably part of a civilized kingdom or other such locale. In the **Lost Lands** setting, the adventure occurs in the region known as the Bunesveldt, a fertile strip of savanna that stretches across the Isthmus of Irkiana and separates the wastes of the Vast Desert to the west from the arid lands of the Irkainian Desert to the east. The Bunesveldt is occupied by a series of loosely allied city-states, the southernmost of which are Bliski and Ustran Pazeel serve as ports on the Gulf of Akados and are shown on the Gulf of Akados Region Map. This portion of the Bunesveldt featured in this adventure is the northern extent, however, west of the city-state of Stavropol and south of the border between the Bunesveldt and the neighboring Kingdom of Brounthia to the north.

Adventure Background

Ungessed eons ago the world of Lloegyr, sometimes referred to as the Lost Lands and once known as Boros, was a very different place. Not only was it rawer and more savage, but it felt the tread of immortal creatures of immense power. The first Great Old Ones arrived from out of the Great Void of Night some 100 million years ago and began to create and breed servitor races and creatures to serve as worshipers, laborers, and food. One of the most powerful among these unbelievable entities was Tsathogga, now a demon lord fed in strength and divine power by the souls of evil mortals, but at the time one of the ancient Great Old Ones that vied for control of the planet and who visited it regularly via dimensional gateways from his distant realm of N’Kai. The tensions and competition between these impossible entities escalated until the advent of the Primordial Wars some 30 million years ago.

The Primordial Wars waged across and within Boros for almost 7 million years, fought by the proxies of the Great Old Ones—vast beasts, inconceivable horrors, and unhuman races—, and the very face of the world was changed beneath the viciousness of the ceaseless carnage. Tsathogga fared well among the contestants due to the versatility, innovativeness, and relative fecundity of a servitor race he had created early on in his quest for dominion, the tsathar. But one Great Old One called Vounhares Pahl tapped into a source not frequently exploited by the Great Old Ones to draw power and resources; Vounhares Pahl reached out beyond the Material Plane and touched the Elemental Planes. Inspired by the primitive elemental dragons and primal dragons that he found there, Vounhares Pahl created his own species of servitor beast, one of the most terrible creatures to stalk the primeval world. He created *Dracosaurus horribilis*, the proto-dragon, an apex predator that became known for its fearsome hunger and primitive cunning. And in some of these terrible beasts, Vounhares Pahl invested some of his own being to create intelligent and nigh unstoppable monsters. None was more ferocious than the proto-dragon Ghurazkz.

Ghurazkz plagued entire regions with his fury, laying waste to the might of the tsathar and forcing them to huddle in isolated hollows and dark caverns to hide from the powerful proto-dragon, while the great creature decimated entire herds of dinosaurs and pods of shoggoths

to satiate his hunger. For a century, Ghurazkz was unassailable in his dominance until Tsathogga saw that his tsathar minions were in dire need of guidance if they were to survive upon the contested planet. To this in Tsathogga called together a secret conclave of the most powerful surviving tsathar sorcerers, witch-doctors, and primeval wizards, a group to whom he gave the secrets of dimensional magic rarely seen in the world at that time. Weaving their magic together, the cabal crafted a massive mirror of raw obsidian harvested from the bowels of a great volcano. This crude but monstrous looking glass was dubbed the *Akaata* and possessed the power to trap the physical forms of any peering into its glossy face. With the *Akaata*, the tsathar sorcerers hoped to trap Ghurazkz and end his reign of terror.

Their scheme succeeded in a manner both far better and far worse than the tsathar anticipated. Though many died luring Ghurazkz to the appointed place and time, the proto-dragon confronted the gleaming mirror and vanished within its inky confines. Inside the obsidian trap, the proto-dragon’s vitality would be absorbed, weakening him until he was eventually drained of life. Unfortunately, much of the land nearby was also absorbed, as well as one unlucky sorcerer. The scaly tyrant was imprisoned, but a swath of the primordial world was gone, its lush vegetation and native species along with it.

Although their nemesis was imprisoned, the tsathar could feel the containment magic of the *Akaata* was of finite duration and that even a weakened Ghurazkz might escape once those dweomers finally failed. Unless something was done with the prison, the proto-dragon would ultimately sunder his bonds and escape to rampage once again. To this end, the cabal, using their most powerful and life-draining sorceries, banished the *Akaata* from their time period, casting it thousands of millennia into the future. The world of the tsathar was saved from the most powerful of the proto-dragon menaces, though even their might and the ultimate fate of the Primordial Wars was rendered largely moot by the arrival of the massive meteor called the Judgment of Xtu that hammered the world and reshaped the face of the planet, ending the Great Old One dominion—at least for the time. But though the tsathar of millions of years past had been saved of Ghurazkz’s menace...perhaps another was doomed by their actions.

Starting the Adventure

The adventure begins without prelude, dropping the *Akaata* and its curious contents almost directly on top of the player characters. For this reason, the adventure can be introduced whenever you desire. The arrival of the *Akaata* and its subsequent destruction might occur as the characters travel overland through the region. But if the characters are the type to respond to such calamity with a “let the locals handle it” attitude, you might want to begin this adventure when the characters are in a place of more personal importance to them, one they’d be stirred to defend. Given the sparsely defined nature of the area affected by the *Akaata*’s arrival, it is a simple matter to alter the details of the landscape to better conform to your setting of choice.

Exploring the Land

The adventure involves much overland travel and searching, and there is no set order of encounters for the party. It is assumed they discover the first fragment initially, then likely proceed to the second, but the order in which they deal with the other three is dependent on the party’s decisions. It likely takes them several days if not a week to track down and deal with the five fragments and the proto-dragon Ghurazkz.

The Referee is encouraged to create his own wilderness encounter table

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and resolve the chance of random encounters while exploring as stipulated in the rules. The following table, however, is provided for the Referee's convenience and contains a full listing of prehistoric creatures that have escaped from the *Akaata* and now prowl the land.

Table 1: Akaata Escapees Table

1d20	Escaped Creature
1–3	1d4+2 Utahraptors
4–6	1d4 Gronks
7–9	1 Triceratops
10–12	1d3 Elasmosauruses
13–15	1d4 Ankylosaurs
16–18	2d6 Pteranodons
19–20	1 Tyrannosaurus rex

ANKYLOSAURUS **CR 6**
XP 2,400
hp 75 (*Pathfinder Roleplaying Game Bestiary* "Ankylosaurus")

ELASMOAURUS **CR 7**
XP 3,200
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Elasmosaurus")

PTERANODON **CR 3**
XP 800
hp 32 (*Pathfinder Roleplaying Game Bestiary* "Pteranodon")

GRONK **CR 3**
XP 800
 Gronk (*Tome of Horrors Complete* "Gronk")
 CN Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +7

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)
hp 34 (4d10+12)
Fort +6; **Ref** +4; **Will** +4

Speed 40 ft.
Melee gore +7 (1d6+4), 2 lams +7 (1d6+4) or greatclub +7 (2d8+6) and gore +2 (1d6+2)
Space 10 ft.; **Reach** 10 ft.

Str 19, **Dex** 10, **Con** 16, **Int** 8, **Wis** 11, **Cha** 9
Base Atk +4; **CMB** +9; **CMD** 19
Feats Great Fortitude, Power Attack
Skills Intimidate +6, Perception +7, Survival +11; **Racial Modifiers** +4 Survival
Languages Giant

TRICERATOPS **CR 8**
XP 4,800
hp 119 (*Pathfinder Roleplaying Game Bestiary* "Triceratops")

TYRANNOSAURUS **CR 9**
XP 6,400
hp 153 (*Pathfinder Roleplaying Game Bestiary* "Tyrannosaurus")

UTAHRAPTOR **CR 5**
XP 1,600
hp 50 (see **New Monsters**)

Rumors

In the Time of Shardfall is largely an exploration adventure focusing on the characters' effort to find and destroy the fragments of the *Akaata*. As they are likely strangers to the regions (assuming the Referee uses the default introduction), they may wish to learn more about the area to assist their explorations. The following list of rumors provides them with some information to guide them. The most likely source of these rumors are the villagers of Smallcrop (see below), but Serjeant Karrig, Hussar Konnors, or other NPCs of the Referee's devising could also provide this information.

Table 2: Rumor Table

1d6	Rumor
1	Land sharks have occasionally plagued the farmlands surrounding the village of Smallcrop. Those venturing off the road in that area should be careful.
2	The Slate Hills contain numerous gorges, gullies, and defiles bearing shallow, swift streams. Almost anything could be hiding in the maze-like highland.
3	The Slopfield Bog is a foul mire that legend holds was once the site of a great battle. A sinister figure has been sighted moving in the bog mist, working fell magic.
4	An gronk tribe dwells in an ancient, abandoned dwarven fortress in the Slate Hills (False)
5	The Storm Mountains to the northwest are home to many humanoid tribes. One of the most powerful are the Bone Grinders, a clan of ogrillons who occasionally raid outlying farms.
6	Bands of orcs and goblins have been seen leaving the mountains to the northwest in droves as if fleeing from someone or something.

The Arrival of the Akaata

The cabal's magic hurled the obsidian mirror across temporal boundaries and it arrives with a literal bang. The mirror's abrupt arrival in the future (the characters' present) places unforgiving physical stress upon the massive object, causing it to fracture and break apart immediately upon its manifestation in the current era. Due to subtle variations in landscape and cosmic position between the time of the *Akaata*'s banishment and its subsequent arrival, the mirror arrives high in the air, some 1,000 feet above the land below, making it easily seen by the characters and other occupants of the area. The *Akaata* arrives during the daylight hours, assumedly near midday but you can change its time of arrival if he so desires. At the time of the prison's arrival, the party is at the position indicated on the overland map.



The sky above you, clear of clouds and a cerulean blue, suddenly flares bright green, throwing stark shadows around you. Your eyes are drawn upward by this strange phenomenon, and you glimpse a corona of emerald-white light fading in the sky above. In the center of the diminishing ring of light is a dark-colored object that reflects the sunlight like a polished coin.

As you watch, the ebon-hued object shatters, transforming into a rain of falling debris. Countless tiny fragments are borne away on the breeze, but your eyes discern as many as five large fragments, their exact size impossible to determine at this distance, fall from the sky, scattering in random directions as they plummet. A moment later, the sound of a tremendous thunderclap slams into you, pushing you back and blasting leaves and branches from the tops of nearby trees. Above you, the sky has returned to its normal color and the corona of light is gone. Far off and from several different directions, you hear the sound of deep, echoing thuds as if heavy objects had fallen to the earth miles away.

Any character specifically stating he watches the fragments' descent can automatically determine their rough points of impact (see map). Otherwise, characters have a 75% to determine where the nearest fragment fell (Fragment #1). If they fail the check, they run into a random encounter first before locating the fragment.

The Five Fragments

When the *Akaata* broke apart on arrival, much of the obsidian mirror disintegrated into fine, glossy grit carried away by the wind. There are, however, larger pieces of the enchanted prison that survived and fell to the ground, and it is from the largest of these pieces of debris that danger



threatens. With the *Akaata's* destruction, the sorcerous containment is broken and the prisoners of the mirror — both intentional and accidental — are free of its confines and wandering forth into the modern timeline. Given the large area of prehistoric landscape absorbed by the *Akaata*, there is a sizable population of prehistoric creatures that can potentially escape into the current time period.

Fragment No. 1: Raptorial Insurgence

The first of the *Akaata* shards came to rest in a small beech wood not far from the characters' position. The shattered piece of enchanted obsidian crashed through the canopy and pierced the soft soil. It sticks from the ground like a broken dagger blade in the back of a murder victim.

Although the fragment has only recently come to rest, its otherworldly occupants and environment are already spilling out into the current time period. Characters entering the beech wood notice that the grove is unnaturally quiet — no birdsong is heard and no chattering squirrels berate them from the treetops. Thin wisps of mist coil around their ankles, and the air grows noticeably warmer as they approach the fallen shard. These atmospheric alterations are due to the prehistoric climate seeping out of the broken prison and into the current time.

Locating the first fragment is simple. The rent in the treetops throws sunlight into the otherwise shady wood and is noticeable from a distance. Read the following as the party approaches:

The sun shines down upon the forest floor through a large hole in the canopy. Broken boughs and fallen leaves litter the ground, as if bent and broken by a titanic wind. In the midst of the open ground beneath the holed forest ceiling is a large, raw-looking slab of glossy black stone. The tremendous piece of glass-like rock, its ebony surface shining as if wet, measures as high as a farmer's barn and appears about as wide. The soil at the edges of the shiny stone is disturbed and heaped into low piles. It appears as if the black shard fell from the sky above. Tendrils of mist seem to emerge from the stone in tentative fingers probing the clearing around it.

Unfortunately for the party, there is little time to immediately examine the shard as they are being stalked by a pack of **6 Utahraptors** that until recently were trapped in the stone. The six bipedal dinosaurs are stealthily approaching the party.

UTAHRAPTOR S (6)
XP 1,600
hp 50 (see New Monsters)

CR 5

Examining the Shard

Once the dinosaurs are dispatched, the characters can further investigate the fragment. It measures 20 ft high and is roughly triangular, being 25 ft wide at its base and narrowing to 8 ft wide at its jagged tip. The shard is only 5 ft thick and is oriented so that its widest surfaces face north and south. It appears to be a giant fragment of ragged obsidian with jagged edges and striated with many small fractures. Thin wisps of mist emerge from its base, seeming to seep from the dark, glossy surface of the stone.

The shard appears to be ordinary stone along its northern, eastern, and western faces. The characters can touch it, climb it, or otherwise interact normally with the obsidian surface. Its southward-facing edge, however, is wildly different.

The southern face of the shard emits the seeping vapor, and anyone peering into the depths of the stone notices that there appears to be foliage, soil, stones, and even traces of sky lodged deep within the ebony depths of the shard. There is an occasional flash of movement inside the entrapped land, hinting that life dwells within it. The obsidian surface feels softer than normal and gives slightly if exerted against. However, despite all efforts, the stone forms a resolute barrier and it is impossible to force one's

Destroying the Shards

Although each fragment varies in size and location, the process for destroying the shards is the same. Each shard is damaged from the emergence into this world and the subsequent fall. The stone is heavily fractured and is in a fragile state. The party can destroy the shard by inflicting damage on any of its three solid edges (determine the fragment's orientation randomly if not noted in the text). Attacks against a fragment's permeable side are diffused by the magical nature of the barrier and cause no damage. Each fragment is AC 14 and has 50 hit points. The shards are immune to fire, cold and piercing or slashing weapons. Blunt weapons do normal damage.

When a fragment is reduced to 50% or fewer hit points, there is a 2-in-6 chance a random prehistoric creature is ejected from the shard, attracted into the current era by the commotion occurring around the fragment. Roll on **Table 1** above to determine what creature emerges if this event occurs.

Reducing the slab to zero hit points causes it to crumble, and produces a blast of escaping magical power. All within 20 ft of the slab suffer 10 points of force damage (DC 15 Reflex save for half).

way into the trapped land (but see Referee's Option below). The seeping vapor, however, hints that it's possible for life to emerge from the stone and enter the characters' world.

The fragment is part of a mystical prison, but characters cannot identify the nature of its origin. It is obvious to a character making the check that whatever life was once trapped inside the depths of the stone is now free to emerge. There is no telling exactly what or how many creatures lurk within. It is hoped the party concludes the fragments are a danger to the local residents and take steps to eradicate their menace.

Referee's Option: Entering the Akaata

If the Referee wishes to expand on the adventure (or punish the overly curious adventurer who plumbs too deeply into the fragments' mysteries), any of the Akaata fragments can be entered from its permeable face with the proper magic or effort. The spells *dimension door*, *knock*, *passwall* and possibly other spells (Referee's discretion) allow the subject to step through the face and enter the land inside. Exiting the fragment is as simple as stepping through the barrier from within.

The realm inside the Akaata fragments is a prehistoric, primeval land. The land is hot and humid, oversized ferns and palm-like trees grow everywhere, and the sound of monstrous animals moving through the underbrush is ever-present. Travelers within the Akaata have a 25% chance each hour of encountering some of the trapped land's occupants. Roll on **Table 1** above to determine what crosses their paths.

Characters seeking other exits from the fragment have a 1-in-6 chance each day to locate one of the intact exits (Referee's choice as to which one). Effectively, the party could resolve some of this adventure from inside the Akaata, seeking out a fragment and then exiting the land at the shard's location to deal with the fragment and any escaped creature.

Fragment No. 2: A Village Under Siege

The second shard of the Akaata plummeted to the earth in the "klach" of Smallcrop, a tiny independent farmhold located along the main trade road through the region that runs from Queenshold in the north and Alkis Anvil to the south. The fragment destroyed one of the settlement's home (crushing its occupant to death) and was quickly surrounded by Smallcrop's residents, curious and mystified at the shiny stone's abrupt appearance. It wasn't long before the creatures inside the fragment found their way out, terrifying the poor farmers.

Smallcrop is now a battleground. Most of the farmers fled the village, but a patrol of Veltrada Council soldiers out of Alkis Anvil happened to be

passing through and rallied to the aid of the villagers and is now in a pitched battle with the prehistoric denizens of the Akaata. Sadly, the soldiers are far outclassed by the dinosaurs, and only a scant few still survive. Their only hope lies in the hands of the characters who are (hopefully) up to the task of defeating the dinosaurs and smashing the Akaata fragment.

As the party approaches Smallcrop, they see a cluster of simple homes arranged along the trade road. Even from a distance, it is obvious that something is amiss. The chimneys of the village homes produce no smoke, a few of the buildings are in a state of collapse, and most tellingly, terrifying roars accompanied by the occasional shout and battle cry carry on the breeze.

As the party approaches, dark shadows pass over them, momentarily blocking out the sun. This is caused by the flight of **12 pteranodons** that have spotted the party and decided to dine upon the characters. The flying dinosaurs swoop down upon the party.

PTERANODONS (12)

CR 3

XP 800

hp 32 (*Pathfinder Roleplaying Game Bestiary* "Pteranodon")

The pteranodons aren't fearless monsters and attempt to flee if they lose more than half their number.

After slaying or driving off the pteranodons, the party can approach Smallcrop safely. Read the following as they enter the village:

This village is composed of roughly two dozen small homes situated into a defensive klach against the ever-present threat of desert raiders. However, the arrangement appears to have been of little help as many of the structures are in ruins and several have collapsed entirely. Those that still stand show signs of damage: holed walls, broken doors, and scorched thatching on their roofs. Broken farm tools and splotches of dried blood are in the dirt road that bisects the village, indicating a recent battle occurred.

The air is suddenly split by a tremendous bellow — a deep, throaty roar that reverberates throughout the village. Ahead of you at a distance of some 80 feet, you see a trio of armored men wearing dirty, torn tabards and desperately clutching swords and spears back onto the road. A house near them suddenly explodes into flinders three huge, armor-plated beasts lumber after the men. The four-legged creatures have massive spiked tails that swing aggressively in their wake. One of the beasts pauses and twists its body, whipping its tail furiously. The spiked appendage strikes one of the armored men, sending his broken and bloody form flying.

The armored men are the only survivors of the patrol and are fighting for their lives. They face **3 ankylosaurs**. Their abrupt arrival in a strange world, and the subsequent attacks by the villagers and soldiers who mistook their fearsome appearance as that of dangerous monsters, have driven these normally passive herbivores into a rage. The soldiers once numbered a dozen and were led by **Serjeant Karrig**, but now only Karrig and one of his men, **Hussar Konners**, survive. They certainly will be slain unless the characters can draw the ankylosaurs' attention away from them. If the characters join the fight, both men endeavor to assist them, hurling themselves back into the battle.

ANKYLOSAURS (3)

CR 6

XP 2,400

hp 75 (*Pathfinder Roleplaying Game Bestiary* "Ankylosaurus")

SERJEANT KARRIG

CR 4

XP 1,200

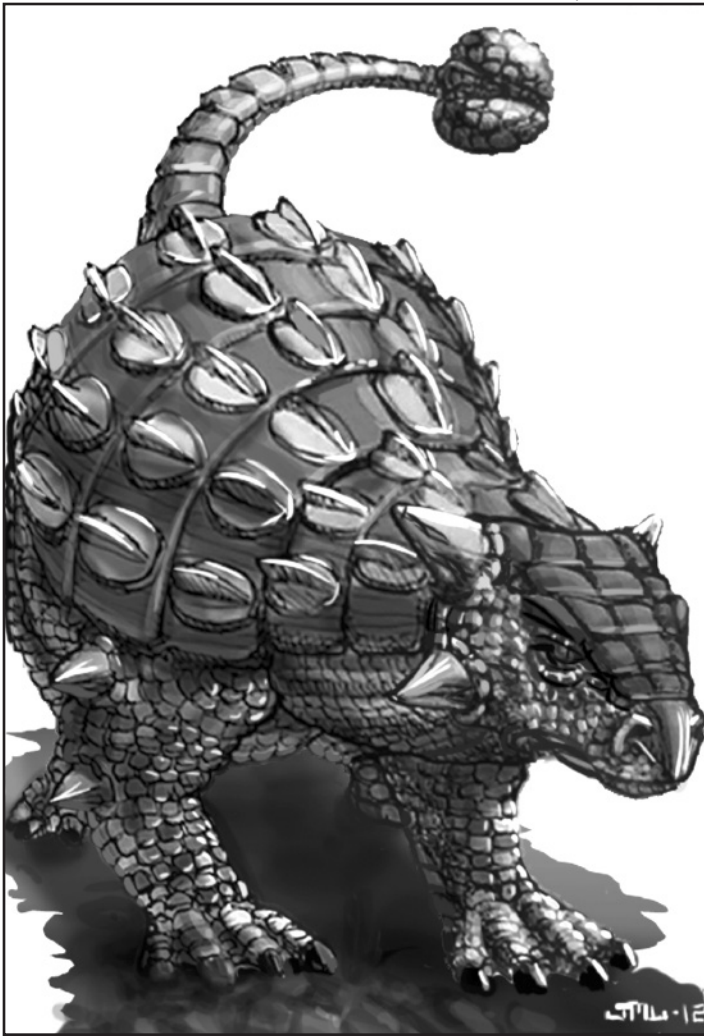
Male human fighter 5

LN Medium humanoid (human)

Init +1; Perception +0

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

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hp 47[23 currently] (5d10+10 plus 5)

Fort +6; **Ref** +2; **Will** +1

Defensive Abilities bravery +1

Speed 30 ft.

Melee longsword +9 (1d8+5/19–20)

Ranged shortbow +7 (1d6/x3)

Special Attacks Weapon Training 1 (heavy blades +1)

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +7; **CMD** 19

Feats Dodge, Point Blank Shot^B, Precise Shot^B, Skill Focus (Survival), Weapon Focus (longsword)^B, Weapon Focus (shortbow), Weapon Specialization (longsword)^B

Skills Riding +9, Survival +11

Languages Common

SQ armor training 1

Other Gear longsword, shortbow, 20 arrows, leather armor

HUSSAR KONNARS

XP 400

Male human fighter 2

LN Medium humanoid (human)

Init +0; **Perception** +0

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 18[9 currently] (2d10+2 plus 5)

Fort +4; **Ref** +0; **Will** +0

Defensive Abilities bravery +1

Speed 30 ft.

CR 1

Melee longsword +5 (1d8+3/19–20)

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 14

Feats Endurance, Power Attack^B, Toughness^B, Weapon Focus (longsword)^B

Skills Riding +5, Survival +5

Languages Common

Other Gear longsword, chainmail

Helpful Information

Defeating the ankylosaurs ends the current threat to Smallcrop. Assuming either Serjeant Karrig or Hussar Konnors survives, they can provide further details on how the situation in the village came to be. They explain their patrol was riding east along the trade road when they witnessed the “uncanny occurrence” in the sky. They watched several of the pieces fall, observing that one appeared to land in the vicinity of Smallcrop. The patrol, which numbered a dozen men, rode to investigate and found the hamlet under attack by tremendous, unknown monsters. One of the creatures, a “big brute of a lizard which walked on two legs,” ate several villagers before the soldiers drove it off. The men were going to pursue the beast, but the “spiked tails” interrupted their attempt and took a terrible toll on their numbers. If Karrig and/or Connor survives the fight, they are willing to ally with the party in pursuit of the escaped dinosaur (see below).

After the ankylosaurs are defeated, small groups of villagers begin returning to the ruined village. These residents of Smallcrop fled the village and observed the soldiers battling the dinosaurs. They can provide some of the information above if Karrig or Konnors didn’t survive the battle with the dinosaurs.

The residents of Smallcrop can also provide clues as to the whereabouts of the other *Akaata* fragments. Several keen-eyed villagers saw some of the shards fall and can indicate a general area where the characters might search for the rest. The Smallcrop folk inform the party of the following if the characters show interest:

- One piece appeared to plummet to earth in the vicinity of the Slopfield Bog located to the west.
- Another fragment fell above the Slate Hills to the northwest.
- A third shard fell farther to the northwest, beyond the Slate Hills. Both plains and mountains lie in that direction.

Seeking Reinforcements

Serjeant Karrig and Hussar Konnors represent an official presence in the realm and theoretically should be able to inform their superiors and summon additional troops to aid in the dinosaur hunt or the search for the fallen fragments. The party might demand the soldiers alert the chain of command and have the local ruler provide military assistance. The Referee is free to allow this, but should increase the difficulty of the later encounters or ensure the escaped monsters mercilessly slaughter the reinforcements as quickly as possible.

Should the Referee desire the characters remain isolated and forced to be the sole heroes available to deal with the incursion, simply have Karrig or Konnors fail in their efforts. A number of reasons might prevent them from calling reinforcements (an armed insurrection currently has the realm’s soldiery occupied, petty political rivalries prevent any noble from committing his troops, or the message simply never reaches the ruling body due to accident or the messenger being eaten by rampaging dinosaurs, for example). Allow the characters to wait for help for as long as they wish, but as they do, dinosaurs run amok, attacking travelers and perhaps even returning to Smallcrop. Eventually, the characters should be stirred into action when it becomes obvious help isn’t coming.

IN THE TIME OF SHARDFALL

Characters asking for further information are told 1d4 rumors from **Table 2: Rumor Table** provided at the beginning of the adventure.

The Fragment

The second fragment lies within the collapsed walls of a simple crofter's hut on the north side of the village. Ruined furniture and broken floorboards surround the 20 ft-tall, 25 ft-wide hunk of enchanted stone. It measures 8 ft deep and, like the first fragment, three of its sides are normal stone, while the fourth (facing west) serves as the exit from the mystical prison. Dried blood and a single, broken arm of the corpse pinned beneath the fallen stone extend from underneath the *Akaata* fragment. Destroying it is accomplished as described above (**Destroying the Shards**).

Slaying the ankylosaurs and destroying the fragment results in the residents of Smallcrop hailing the characters as heroes. The villagers take up a collection from among their shattered belongings and reward the party with a monetary gift of 209gp, 813sp, 506cp, a set of silverware (50gp value), and a carved ivory jewelry box (200gp value).

Fighting the Terrible Tyrant

Depending on who is present in the aftermath of the battle, either Karrig, Konnors, or the villagers might ask the party to track down the "big brute" lizard that departed Smallcrop to ensure it doesn't return. The party could even take on this task themselves if they're altruistic (or simply bloodthirsty). Tracking the creature is simple: Tremendous tracks measuring 6 ft long and 5 ft wide, each bearing three claw-tipped toes and a fourth hind toe, lead out of the village and into the farmland south of Smallcrop. The party has no difficulty following them.

The tracks lead away from the village, crossing tilled fields and open plains. As the characters follow the tracks, characters succeeding on a DC

22 Perception or Survival check notice strange hummocks of dirt running parallel to the trail. These are signs of a bulette on the prowl.

The trail eventually reaches a small woodland on the edge of the plains. As the party approaches the woods, a tree suddenly crashes to the ground as a tremendous bipedal creature, its dark green flesh covered with striated markings of brown, black, and yellow, emerges from the woods. It opens its toothy jaw and roars at the characters, then begins a lumbering run at them. It is a **Tyrannosaurus Rex**, and it is hungry.

TYRANNOSAURUS

CR 9

XP 6,400

hp 153 (*Pathfinder Roleplaying Game Bestiary* "Tyrannosaurus")

BULETTE

CR 7

XP 3,200

hp 84 (*Pathfinder Roleplaying Game Bestiary* "Bulette")

Combat occurs as normal between the party and the T-rex, but on the third round, a new wrinkle occurs: A **bulette** stalking the T-rex (and later the party) chooses this moment to strike. It bursts from the earth and leaps, randomly targeting a victim. It is 75% likely to go after the T-rex, but there is a 25% chance it attacks a random character instead. The T-rex and bulette attack until slain, driven by anger and hunger.

This could be an extremely deadly battle, especially if the bulette targets one of the characters when it first enters the battle. The smartest tactic available to the party is to lure the T-rex and the bulette into fighting one another and then take on the (hopefully) injured survivor of that duel.



Fragment No. 3: Jouktar

The party might find answers to some of the questions that have been troubling them at the site of the third *Akaata* shard. One of the sorcerers who helped create the obsidian prison became trapped in the magical mirror when Ghurazkz was lured into viewing it. That sorcerer was Jouktar, a prehistoric tsathar. Jouktar eluded Ghurazkz in a frantic cat-and-mouse chase throughout the interior of the *Akaata* while imprisoned, but, like the ancient and terrible beast, he too is now free. Unfortunately, Jouktar ran across a band of primeval servitor creatures similar to modern gronks when he fled the *Akaata* and is now battling for his life outside the third fragment.

This fragment is located among a series of low grassy hills. Numerous grass-lined gullies bearing tricking spring-fed streams wind through the hills before converging to form the creek indicated on the map. In these hills lies the third piece of the *Akaata*. However, that is not all they contain. Currently, one of the hills' many gullies is home to a fierce battle between Jouktar and brutish prehistoric creatures. Characters heard the sound of crackling lightning and the grunts of battle ringing through the numerous ravines. The noise leads them to the combat.

A rocky defile winds in between steep-sided hills near the heart of this upland region. A thin, fast-moving rivulet races down its center, the brook's banks lined with verdant moss and ferns. On the left bank of the rivulet stands a tall, frog-like humanoid, his body covered in a curious robe-like garment that appears woven from plant fibers. It has gray flesh and reddish-gold eyes.

On the creek's right-hand bank is a group of tall, feral monsters standing nearly 12 feet tall and covered in dark, matted hair. They wield massive greatclubs and a thick, curved horn extends from their foreheads. With a gesture of one of his unnaturally extended digits, the robe-clad stranger throws a bolt of eldritch power across the stream, striking one of the huge beasts, who howls in pain. The three creatures lunge forward, splashing into the stream to reach their assailant.

Jouktar the Sorcerer is battling **3 gronks** in the gully. He immediately notices the characters unless they take steps to conceal themselves. Jouktar ignores them for the moment, as the gronk are his biggest threat. He concentrates his magic upon them, but keeps a wary eye on the party whenever he can. Jouktar's robe is woven from strong plant fiber and provides some armor against the claws and teeth of his epoch's dangerous predators.

GRONKS (3)

XP 800

hp 34 (*Tome of Horrors Complete* "Gronk"; see **Exploring the Land**)

CR 3

JOUKTAR

XP 3200

Male tsathar wizard 5 (*Tome of Horrors Complete* "Tsathar")

CE Medium monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 90 ft., scent; **Perception** +2

CR 7

AC 22, touch 17, flat-footed 17 (+1 armor, +2 deflection, +4 Dex, +4 natural, +1 Dodge)

hp 43 (2d10+2 plus 5d6+5 plus 5)

Fort +2; **Ref** +8; **Will** +9

Defensive Abilities slimy

Weaknesses light blindness

Speed 30 ft., swim 30 ft.

Melee +1 *quarterstaff* +6 (1d6+2) or 2 claws +5 (1d6+1) and bite +5 (1d4+1)

Special Attacks leap



Spell-like Abilities (CL 5th; ranged [Int] +8)

7/day—*hand of the apprentice*

Spells Prepared (CL 5th):

3rd—*dispel magic*, *lightning bolt* (DC 17)

2nd—*fox's cunning*, *invisibility*, *minor image*

1st—*burning hands* (DC 15), *magic missile*, *shield*, *sleep* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*

Str 12, **Dex** 18, **Con** 13, **Int** 18, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 22

Feats Arcane Armor Training, Brew Potion^B, Combat Casting, Dodge, Scribe Scroll^B, Skill Focus (Perception)^B, Spell Penetration

Skills Knowledge (arcana) +14, Knowledge (engineering)

+14, Knowledge (geography[ancient]) +14, Knowledge

(history[ancient]) +14, Knowledge (planes) +14, Spellcraft

+14; **Racial Modifiers** +12 Escape Artist, +14 Acrobatics

when long jumping or +24 Acrobatics when high jumping

Languages Abyssal, Ancient Tsathar, Ancient Draconic

SQ amphibious, arcane bond (object [*ring of protection* +2] [1/day]), implant

Combat Gear *wand of ice storm* (12 charges); **Other Gear**

+1 *quarterstaff*, plant fiber robe (padded armor), *ring of protection* +2

Implant (Ex) Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains

Interaction with Jouktar

As the sole source of information about the *Akaata's* origin, establishing good social relations with Jouktar is important. However, the characters may recognize him as a tsathar and assume him to be hostile. The fact that he does not attack or otherwise act hostilely towards the characters should go a long way towards staying their hands. In addition, Jouktar has never seen humanoids before (they largely do not yet exist in his time) and has no inherent enmity towards them (unlike tsathar in the modern era). If evil is detected for, his alignment is apparent, but it quickly becomes obvious that he has no ill intent towards the characters.

The following information is provided to help the Referee adjudicate social encounters between Jouktar and the party — assuming they overcome the communication problem (see Communicating with Jouktar).

If the characters rush to Jouktar's aid and attack the gronks, he is automatically friendly toward the party. If they failed to assist him during the fight, Jouktar is initially indifferent. His attitude affects his willingness to educate the party about the purpose of the *Akaata* and how it came to be in their world/time.

The main things characters can pick up from Jouktar are:

- I must conduct myself in an honorable fashion so as to not shame myself or my people.
- Ghurazkz is a terrible threat to all times and places and must be destroyed once and for all.
- I wish to return home, and if all parts of the *Akaata* are destroyed, I might lose my only link to my rightful place and time.

Jouktar eagerly assists the party if they make it clear they intend to destroy Ghurazkz. Convincing him to destroy all the *Akaata* shards requires some persuasion, but appealing to Jouktar's sense of honor makes him realize the necessity of their destruction.



conscious, but is violently ill (–10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process.

A *remove disease* spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Leap (Ex) Tsathar are incredible jumpers, able to leap up to 30 feet horizontally or 10 feet vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump.

When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round.

A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability.

Slimy (Ex) Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

Communicating with Jouktar

Jouktar is the only reliable source of information the characters likely have to explain the origin of the fragments and the threat Ghurazkz holds to their time. Unfortunately, learning these facts is a complex matter. As a denizen of a prehistoric time, Jouktar speaks no language currently spoken. Parties may need to rely on gestures and perhaps crude drawings to convey ideas with Jouktar and vice-versa. To simulate this, you could simply roleplay all communication efforts. Neither the players nor Referee can speak and must convey all information through miming or drawn images. Referees depending on this method might consider awarding the party a 900 XP bonus at the end of the adventure for overcoming this difficulty.

The Fragment

Although Jouktar is initially hesitant about destroying the fragment he arrived in, he can be persuaded of how important its destruction is to the characters. If convinced, he readily leads the party to the fragment's location, a shallow bowl-shaped depression about a half-mile away from the site of his battle with the gronks. Jouktar warns the party that there might be more of the creatures around and that they should be cautious — and rightly so! If Jouktar is slain or is not accompanying the party for some reason, the party can follow tracks leading from the gully to the fragment's resting place.

A group of the gronks is encamped around the fragment, uncertain of the strange new world and frustrated they can't seem to get back inside the stone. Read the following when the party arrives at the shard's location:

This fragment lies near the center of a wide, bowl-shaped depression situated between three hills. The grass that lined the floor of the depression is stamped down and the earth is churned up. Next to the great, 15-foot-tall and 20-foot-wide piece of magical stone is a crowd of monsters identical to the ones you encountered so recently. The hulking, horned brutes squat in the grass, howling and screaming at one another as if in the midst of some bestial debate.

There are **5 gronks** present. Due to their preoccupation, the party can surprise the gronks. Jouktar hangs back in a fight, using his magic strategically to assist the party.

The gronks have little in the way of wealth, but do carry several incidental treasures. One has a rawhide necklace adorned with a single uncut emerald worth 500gp. Another bears a bracelet of crudely carved ivory worth 200gp. A third possesses a plant fiber sack filled with 12 uncut quartzes (25gp value each) and 6 raw garnets (50gp each).

The third fragment measures 15 ft in height and 20 ft across. It is 6 ft deep and faces to the southwest. It can be destroyed as normal.

A Glimpse of Things to Come

After the gronks are dispatched, the party may destroy the fragment as normal, but lest they become complacent with the destruction of enchanted prisons, an odd phenomenon occurs as the last points of damage are delivered. When the final attack lands, read the following:

QUESTS OF DOOM 4

When the final blow falls upon the shining stone, you brace yourself for the anticipated thunderous reverberations accompanying its destruction. However, as the shard fractures and begins to crumble, you briefly catch sight of something reflected in the ebony depths of the stone. For a mere instant, you see a terrible head with a snub, rounded snout and tremendous burning eyes glaring from the stone. The face appears reptilian, but unlike anything you've witnessed or even heard of before. Its skin is more leathery than scaled, its eyes more feral, its teeth and horns somehow sharper. The thing's eyes seem to bore into you, and a snarl of hate and contempt forms on its toothy maw. A moment later, the visage is gone, and the stone shatters with a thunderous report.

If Jouktar is present, his face turns ashen with fear. He informs the characters that that creature was Ghurazkz, the monster he and his allies created the *Akaata* to imprison. However, he can offer no explanation on why Ghurazkz suddenly appeared in the fragment.

Unknown to Jouktar and the party, Ghurazkz's imprisonment within the *Akaata* had a strange side effect. The mirror prison was designed specifically to bind the proto-dragon and drain his life. As such, its magic was specifically keyed to his life force. This caused the proto-dragon to develop an unexpected spiritual connection with the enchanted prison. The destruction of the fragment results in Ghurazkz experiencing a brief psychic connection with the stone's failing magic. The creature caught a sudden glimpse of the party and is puzzled by the event. In time, Ghurazkz experiences a premonition of danger and takes precautions against invaders (see "Fragment #5: Ghurazkz's Lair" below).

Fragment No. 4: The Sticky Pits

The fourth of the *Akaata* fragments fell into a dismal swamp known as the Slopfield Bog by the locals. This dreadful mire is home to a sinister figure, Magher the Necromancer. Magher was drawn to the bog by the legends that the marsh was once the site of a titanic battle and the dark, peat-infused waters bear unnumbered corpses and bones of the soldiers who perished in that conflict. Magher has animated some of these mortal remains. The fragment's arrival, however, has presented him with a new untapped resource.

A portion of the prehistoric landscape imprisoned in the *Akaata* contained large primordial tar pits, death traps for some of the ancient world's titanic animals. When the fragment fell into the bog, that tar began seeping out of the stone, filling a portion of the swamp with sticky matter and the long-submerged bones of creatures that died in the gooey wells. Magher witnessed the fragments fall and investigated the site. He soon spotted the tar-encrusted bones in the pits and used his dark magic to animate the bones to create a new skeletal monster to do his bidding. Pleased with this new source of raw materials, Magher has set up camp on the edge of the tar pits and has claimed the natural asphalt deposits and the fragment as his own. The characters must overcome the necromancer and his undead guardians before they can deal with the shard. Further complicating matters, the fragment lies surrounded by the seeping tar and stinking marsh, making it difficult to reach and destroy.

The Slopfield Bog lies in a broad depression on the plains to the west of Smalldrop. The myriad streams from the Slate Hills to the north flow into the marsh, feeding its soupy mess. Stunted, dead trees grow along the bog's southwest verge where the Chorm Forest brushes against its muddy borders. Reeds, still pools tainted dark brown by peat, and low hummocks of yellow grass turn the bog into a maze. Mist and miasmas of gas from rotting organic matter cover the marsh in the morning and twilight hours.

As the party reaches the edge of the bog, the breeze shifts and they catch a faint smell of tar mixed among the rotting stench of the marsh. Something is definitely amiss in the mire. Finding the fragment is not easy, however, and unless one of the characters can take to the air and perform a flyover of the bog's expanse, the party must plunge into the depths of the marsh and find the fragment with a tiring, plodding search.

Even if a flying character locates the fragment, the rest of the party must still traverse the bog to reach the fragment.

Searching the Bog

Locating the fragment requires a prolonged search of the bog. Every hour, the characters have a 5% cumulative chance to discover the *Akaata* fragment. Each hour, they have a 2-in-6 chance of stumbling across one of the bog's dangers. Roll on the table below to determine what occurs:

Table 3: Bog Hazards

1d6	Hazard
1	1d4 Emperor Cobras
2	1 Dire Crocodile
3	2d6 Goliath Frogs
4	2d4 Zombies
5	1 Triceratops Skeleton
6	Quicksand

DIRE CROCODILE

CR 9

XP 6,400

hp 138 (*Pathfinder Roleplaying Game Bestiary* "Crocodile, Dire")

GOLIATH FROG

CR 3

XP 800

hp 34 (*Pathfinder Roleplaying Game Bestiary* 5 "Frog, Goliath")

EMPEROR COBRA

CR 5

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary* 2 "Emperor Cobra")

Quicksand: see *Pathfinder Roleplaying Game Core Rulebook* "Marsh Terrain"

TRICERATOPS SKELETON

CR 6

XP 2,400

triceratops skeleton (*Pathfinder Roleplaying Game Bestiary* "Dinosaur, Triceratops" and "Skeleton")

NE Huge undead

Init +4; **Senses** darkvision 60ft.; **Perception** +0

AC 25, touch 8, flat-footed 25 (+17 natural, -2 size)

hp 63 (14d8)

Fort +4; **Ref** +4; **Will** +7

DR 5/bludgeoning; **Immune** cold, undead traits

Speed 30 ft.

Melee gore +16 (2d10+12)

Space 15 ft.; **Reach** 15 ft.

Str 26, **Dex** 11, **Con** –, **Int** –, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Improved Initiative

ZOMBIE

CR 1/2

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

The Fragment Site

Once the characters locate the fragment, they encounter the following:

The smell of natural asphalt and bitumen is heavy in air, making the bog's atmosphere even more unpleasant to the nose. Before you, at a distance of some hundred feet away, you see the now-familiar glossy stone of a fallen fragment rising up from the bog. Less than 10 feet of the broken stone is visible; the rest lies submerged in the midst of a 50-foot-wide pool of a dark, viscous substance. On the western edge of the black pool is an animal-hide tent, its brown surface covered with painted sigils and decorated with dangling bones that clack together in the breeze.

Commanding your attention, however, are the number of figures surrounding the inky, gooey lake. You spy what appears to be a half-dozen naked men with flesh the color and texture of tanned leather, their skin in a state of arrested decay. They stand motionless, an eerie green light burning in the depths of their eyes. Standing closest to the tent is a skeletal monstrosity with stained-black bones. The skeletal creature is quadrupedal and stands roughly 10 feet high at the shoulder. A great plate of dark bone rings its head, and three sharp horns protrude from its skull's snout.

There are **6 zombies** and a **triceratops skeleton** here. **Magher** is present, but is currently resting inside his tent when the characters discover the fragment (unless he is aware of them and is planning an ambush). Given the poor perception of the undead guardians outside it, the characters have a good chance of sneaking up on the tent and spying on the necromancer if they desire. However, if spotted, all the zombies and the triceratops skeleton immediately move to attack and the moans of the peat-preserved zombies alert Magher. He emerges from the tent the following round, ready to defend his new resource.

TRICERATOPS SKELETON

XP 2,400

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Dinosaur, Triceratops" and "Skeleton")

CR 6

ZOMBIES (6)

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

CR 1/2

MAGHER

XP 4,800

Male human wizard (necromancer) 9

CE Medium humanoid (human)

Init +1; **Perception** +12

CR 8

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 52 (9d6+9 plus 9)

Fort +4; **Ref** +4; **Will** +9

Speed 30 ft.

Melee +1 *thundering*/+1 *thundering quarterstaff* +5 (1d6+1)

Spell-like Abilities (CL 9th; touch +4):

7/day—*command undead* (DC 11), *grave touch*

Spells Prepared (CL 9th):

5th—*cone of cold* (DC 19), *waves of fatigue*

4th—*arcane eye*, *dimension door*, *bestow curse* (DC 20),

fear (DC 20)

3rd—*animate dead*, *dispel magic*, *lightning bolt* (DC 17), *ray of exhaustion* (DC 19), *vampiric touch*

2nd—*acid arrow*, *blindness/deafness* (DC 18, x2), *darkness*, *false life*, *web* (DC 16)

1st—*magic missile* (x2), *protection from good*, *ray of*



enfeeblement (DC 17, x2), *shield*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *touch of fatigue*

Str 10, **Dex** 13, **Con** 13, **Int** 19, **Wis** 16, **Cha** 5

Base Atk +4; **CMB** +4; **CMD** 15

Feats Brew Potion^B, Combat Casting^B, Command Undead^B, Greater Spell Focus (necromancy), Greater Spell Penetration, Forge Ring, Scribe Scroll^B, Spell Focus (necromancy), Spell Penetration

Skills Knowledge(arcana) +16, Knowledge (nature) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +12, Spellcraft +16, Survival +12

Languages Abyssal, Common, Draconic, Elven, Infernal
SQ arcane bond (object [*minor ring of fire resistance*] [1/day]), arcane school (necromancy), opposition schools (illusion, enchantment)

Combat Gear *arcane scroll of invisibility*; **Other Gear** +1 *thundering*/+1 *thundering quarterstaff*, *ring of protection* +1, *minor ring of fire resistance*, *robe of blending*

Magher is a pale, gaunt Erskaelosi male in his late fifties. He dresses in a mottled robe made from the flayed skin of numerous humans and decorated with sigils drawn in old blood and bone chalk. His hair is blond turning gray, and stringy and unkempt. His eyes are the color of yellowing bones. Unpleasant to be around in even the briefest of social situations, Magher has sought the company of the dead his entire life and bears a fierce paranoia of the living. He sees the *Akaata* fragment as a new, invaluable source of potential power and is unwilling to allow others to claim it. He defends it fiercely. Death, being an old friend, holds no fear for Magher and he dies to protect the fragment.

Once characters deal with Magher and his servants, they can search the area and the tent. Next to the tent and spread out on several tar-covered blankets are the asphalt-encrusted bones of a *Tyrannosaurus rex*, the next creature Magher intended to animate. The tent itself holds a sleeping pallet, three woven reed baskets containing hard bread, dried fruit, smoked snake

meat, and three filled waterskins, and a small wooden chest bound with iron bands. The chest is locked (DC 15), but not trapped. (Magher has the key tied around his wrist). Inside, however, is a **zombie poisonous snake**, its poison glands still bearing a powerful toxin.

ZOMBIE SNAKE, VENOMOUS

CR 1

XP 400

zombie venomous snake (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous" and "Zombie")
NE Medium undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 15 (3d8+3)

Fort +1; **Ref** +1; **Will** +3

DR 5/slashing; **Immune** undead traits

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus poison)

Str 10, **Dex** 11, **Con** –, **Int** –, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 11

Feats Toughness

SQ staggered

Poison (Ex) Bite-injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

The chest contains Magher's clothing, 135gp, 400sp, 300cp, and a carved quartz skull (250gp value). Hidden among his clothes is a type I *bag of holding* containing his spellbook, 61pp, 2547gp, 500sp, a gold bracelet adorned with carved skulls (250gp value), an electrum skullcap (250gp value), and a *potion of cure serious wounds*.

Ambushed!

If Magher is aware of the characters, the necromancer is inside his tent, but peering intently out a hole in the covering, awaiting their arrival so he can spring the nasty surprise he has prepared for them.

Buried in the mud along the edge of the tar pits are another **6 zombies** coated in a thick layer of tar. Any character looking for hidden enemies before entering the area may make a DC 25 Perception check to notice that a portion of the mud seems recently disturbed and can avoid that area. Parties failing to look for hidden opponents are assumed to walk directly over the buried zombies, and they burst from the mud into their midst!

Destroying the Fragment

The fragment rests nearly 30 ft inside a 20 ft-deep morass of sticky tar, facing north. The characters' movement is cut in half as they tread through the sticky morass. Anyone attempting to move their normal movement or trying to fight must make a saving throw or become horribly stuck, requiring others to help pull them free. Additionally, the raw petroleum is highly flammable and, if set alight, any creature in the tar takes 2d6 points of fire damage every round until it escapes.

The characters might have to resort to magic to destroy the fragment and end the prehistoric invasion. Certain spells allow a creature to cross the tar without succumbing to its adhesive properties (*fly*, for example), while ranged attacks can obliterate the fragment safely from dry ground. One benefit of the tar pits is that any creature drawn through the fragment while the party strives to destroy it likely becomes mired in the tar unless it is a flying creature.

Fragment No. 5: Ghurazkz's Lair

The last and largest piece of the *Akaata* landed on one of the short mountains that rise in the northwestern section of the region. These mountains, are at the extreme southernmost extent of the Storm Mountains and are home to a number of humanoid tribes who only occasionally leave the mountains to raid. Of all the tribes of this area, the most powerful is a clan of ogrillons known as the Bone Grinders. At least, they were powerful until Ghurazkz arrived and decimated them.

When the fifth fragment landed on the mountain slope, the proto-dragon swiftly escaped his prison. Although not as cunning as modern dragons, Ghurazkz possesses some intelligence as well as animal savagery. This early example of dragonkind destroyed the fifth fragment to ensure he could not fall victim to it again. Then, following his most primitive instincts, Ghurazkz located a cave farther up on the mountain to serve as his lair. Unfortunately for the Bone Grinders' tribe, that cavern was their home and the majority of the ogrillon clan was destroyed by the powerful proto-dragon when he claimed their den as his own. The terrified survivors of the massacre now serve Ghurazkz.

The Shattered Fragment

The characters' search, perhaps spurred by rumors learned in Smallcrop, leads them to the the Storm Mountains. A great deal of recent activity is happening in the area, as if numerous creatures were stirred up. The tracks all lead away from the mountains, specifically away from one certain peak.

Climbing the suspect peak, the party discovers a crater two miles up the mountainside. The crater measures 50 ft in diameter and is blasted into the mountain. Nearby boulders are shattered, and a few scrub trees uprooted. The shockwave produced by destroying one of the *Akaata* fragments caused the crater. One was here, but someone already destroyed it!

A character may make a DC 25 Perception (or Survival if actively attempting to search for tracks) check to notice large footprints pressed into the flinty soil. These tracks are nearly 10 ft long and 8 ft wide, and are of an unknown creature. The tracks bear draconic traits as well as some resemblance to the T-rex tracks outside of Smallcrop (assuming the characters tracked and defeated the T-rex). The tracks lead up the mountainside. If Jouktar is with the party, he identifies the tracks as belonging to Ghurazkz.

Potential Event: Rock & Roll

If the party's search brings them to this area before they discover the third *Akaata* fragment, this event doesn't occur. However, if the party is journeying to Ghurazkz's lair after destroying the third shard, the proto-dragon is aware that someone is interested in his affairs. After a few days of deliberating, he commands a group of ogrillons to take up position on the slope leading to his den with orders to deal with any strangers attempting to scale the mountain.

Lurking among the boulders and thin trees about a half-mile below the entrance to the lair are **6 ogrillons**. If they spot intruders climbing the mountain, they wait until the interlopers are 60 ft away and then push three boulders down the mountainside at the trespassers. Any creature climbing the slope must make a DC 18 Reflex save or take 2d8 points of damage from the boulders. They follow this with hurled javelins for as long as possible.

OGRILLONS (6)

CR 1

XP 400

ogrillon (*Tome of Horrors Complete* "Ogrillon")

CE Medium humanoid (ogrillon)

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 13 (2d8+4)

Fort +5; **Ref** +0; **Will** +1

Speed 30 ft.

IN THE TIME OF SHARDFALL

Melee unarmed strike +6 (1d4+4)

Ranged javelin +1 (1d6+4)

Special Attacks reinforced fists

Str 19, **Dex** 10, **Con** 14, **Int** 7, **Wis** 8, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 15

Feats Weapon Focus (unarmed strike)

Skills Climb +8, Perception +0

Languages Giant

SQ orc/ogre blood

Other Gear 3 javelins

Orc/Ogre Blood (Ex) For all special abilities and effects, an ogrillon is considered an orc or ogre. For example, ogrillons can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Reinforced Fists (Ex) Ogrillons are considered to be armed even when unarmed (i.e., they do not provoke attacks of opportunity from armed opponents when attacking them and can themselves still make an attack of opportunity against an opponent that attacks unarmed). Additionally, they always deal lethal damage rather than nonlethal damage when fighting unarmed.

Ghurazkz's Lair

Following the tracks leads the characters a mile farther up the mountain. There, set into a steep rock wall in the mountainside, is a 25 ft-wide-by-15 ft-high cave mouth that smokes with fetid miasmic gases. Cracked stones and the ashes of old but large fires litter the mountain slope surrounding the cave. There is no sound aside from the endless drone of the mountain wind. Many large humanoid footprints are around the old fires, but even more appear to have been erased or walked over by the large draconic tracks leading up from the crater below. There is no sign of movement or illumination inside the cave, which appears to lead deep into the mountain. If the party makes a great deal of noise or commotion while at the cave mouth, the guards at **Area 1** are alerted and take measures to ambush the characters.

General Features

The caves are natural limestone and filled with many stalagmites and stalactites, columns, and other common cave features. The ceiling once beyond the cave mouth rises to 20-1d6 ft throughout, with the exception of **Areas 3** and **4** where it is only 10 ft to 12 ft tall. The sound of dripping water, the occasional falling bit of stone debris, and the chattering of bats is heard inside the cave. Once past **Area 2**, character also detect the slow, measured breathing of some tremendous beast deep in the cave system. This is the respiration of Ghurazkz.

Aside from **Areas 3** and **5** (and potentially **Areas 4** and **7**), little illumination is inside the caves. The ogrillons and Ghurazkz make do with their darkvision.

I. Watch Post

The tunnel leading from the cave entrance bends and widens at this location. Stalactites point down from above, but many of the partnered stalagmites below have been sheered away, leaving stumps like felled trees behind. An 8-foot-high pile of stones stands near the left-hand wall, obviously assembled for some unclear purpose.

Keeping watch over the entrance of the proto-dragon's lair are **6 ogrillons**. If they detected the characters entering the cave, they currently

hide behind the stone pile, waiting to ambush them with javelins. Otherwise, they are sitting on cut stalagmite rings, eating raw mountain goat and swigging water from great drinking horns.

OGRILLONS (6)

CR 1

XP 400

hp 13 (see **Potential Event: Rock & Roll**)

The ogrillon guards are terrified of their new master and this affects their performance. There is only a 33% chance they send one of the number to **Area 5** for reinforcements and to sound an alarm, as they'd rather defeat intruders singlehandedly and please Ghurazkz than seem cowardly (and risk being eaten).

The guards carry 52 ep in treasure between them.

2. Trapped Crossroads

Four tunnels meet at this point. The tunnel you're descending continues to slope down into darkness. To your left, a 5-foot-wide tunnel disappears into a cleft in the rock wall, while a 10-foot-wide passage wanders off to your right. The glow of firelight is visible down this last tunnel.

This crossroads is trapped with a weighted net hidden among the stalactites overhead. A crude tripwire strung across the passage triggers it. Due to the ogrillons having to disarm and reset the trap as they can come and go, it is simple to deactivate (assuming it's noticed in the first place).

Weighted Net Trap

If triggered, a heavy 15 ft-square, woven net falls from above. All creatures in the area beneath it are restrained and those that fail a DC 13 Reflex save are knocked prone. Scraps of metal hanging from the net clatter together as it falls, alerting the occupants of **Area 5** that the trap has been triggered.

A creature can free itself or another with a successful DC 15 Escape Artist check. Doing 7 points of damage with a slashing weapon to an area of the net destroys a 5 ft-square section and frees a creature within that section.

If the trap triggers, **6 ogrillons** from **Area 5** rush to this location, arriving three rounds after the net falls. They seek to kill or capture intruders, attempting to slay any creature not caught in the net first.

The narrow left-hand tunnel travels a short distance into the cleft in the wall then stops as a series of steps climb upward. The stairs appear to be a mix of naturally occurring ledges and steps carved by hand.

3. Roper Cave

The stairs end at the entrance to a smaller side cave. The walls are wet with seeping water, and masses of stalactites and stalagmites cover the floor and ceiling. Patches of moss cling to the wet walls, glowing with a pale, ghostly blue phosphorescence that turns this cave into a fairy garden of subterranean wonder. Another passage appears to exit the cave at the far side.

In the days just before Ghurazkz's arrival, a strange number of disappearances began to affect the ogrillon tribe. Several members went missing in the night, their fates unknown to the rest of the clan. Unknown to the ogrillons, a **roper** recently crept into their caves to prey on the unsuspecting brutes. It hides among the natural stalagmites of this cave.

ROPER

CR 12

XP 19,200

hp 162 (*Pathfinder Roleplaying Game Bestiary* "Roper")

The roper positions itself just to the left of the exit out of this cave and is indistinguishable from the large stalagmites nearby. It waits until either one large creature or three smaller creatures enter the cave, then attacks with its tendrils.

A few stray bones and bloodstained hides discarded among the stalagmites of this cave may alert the party to potential danger.

The roper's gizzard contains 130pp, 2 bloodstones (50gp value each), divine scrolls of *comprehend languages* and *cure light wounds*, and a *potion of cure light wounds*. Also among the bones on the cave floor are 19gp.

The glowing moss is a natural form of subterranean life and produces dim illumination. The glow fades quickly if the moss is removed from the cave walls.

4. The Balcony

A narrow tunnel opens into a smaller grotto lined with teeth-like stone protrusions both above and below. The stone is streaked with gray guano. Patches of pale blue fungus glow softly along the walls. A tunnel exits this cave through the right-hand wall. Numerous small, dark-furred bats cling to the ceiling above.

If it is daylight outside, add the following:

The soft glow of diffused sunlight is visible coming from the mouth of the far tunnel.

The ogrillons seldom visited this cave, and a colony of bats made it their home. They roost here during the day, departing via the exit tunnel in **Area 7** to feed at night (and to serve as the occasional meal for Ghurazkz). The bats are harmless, but disturbing them sends them flying out of the cave into **Area 7**, alerting the proto-dragon that strangers are afoot.

Creatures wishing to cross the cave without disturbing the colony must make a DC 13 Stealth check to avoid stirring up the animals.

The exit tunnel terminates 15 ft above the floor of **Area 7**, providing an exceptional vantage point to observe Ghurazkz's lair. The stone lip and close walls of the balcony tunnel also provide partial cover to anyone on the balcony from ranged attacks and Ghurazkz's breath weapon.

5. Ogrillon Den

A stone-lined fire pit glows in this chamber, the full carcass of a giant mountain goat roasting over the coals. Piles of furs are arranged into large beds scattered about the cavern, and barrels and crates are piled against the walls. About a dozen large hulking creatures with sallow skin, jagged fangs, and sloped, brooding foreheads gather near the fire. A tunnel exits the cave at the back of the space.

The ogrillons were once a mighty tribe, but now fewer than three dozen remain. Most are present in this chamber, huddling in their fear of the new master and in misery of their diminished state. There are **16 ogrillons** here — 10 males and 6 females — unless the trap in **Area 2** has been triggered. In that event, only 10 of the creatures are present. Male and female ogrillons have identical stats.

OGRILLONS (16)

XP 400

hp 13 (see **Potential Event: Rock & Roll**)

CR 1

Two dozen sleeping furs in total are found here. Mixed among the personal belongings (stinking fur clothes, woven bags, wooden utensils, bone combs, etc.) is a collection of personal treasures totaling 267gp.

Negotiations with the Ogrillons

The ogrillons defend their home to the death if a fight breaks out, but it is possible to avoid such a confrontation if the characters are clever. The ogrillons serve Ghurazkz only out of fear, and if the party appears powerful enough to deal with the proto-dragon, the brutish humanoids might readily leave the characters to their task. However, the ogrillons need convincing.

The ogrillons are unfriendly if the characters attempt to converse with them. For the purposes of a social interaction, the ogrillons have the following characteristics:

- Free ourselves from the threat of Ghurazkz so we can resume our lives of violence and plunder!
- This cave is our home! Our tribe lived here for as long as we can remember!
- We might be fearsome, but Ghurazkz has devoured many of us and we dare not anger him.

The party might convince the ogrillons to let them deal with the proto-dragon if they appear powerful or if they somehow convince the creatures they can get rid of Ghurazkz (Diplomacy check to shift attitude to Indifferent). The ogrillons will not assist the characters in taking on Ghurazkz and immediately depart the cave system once the party moves to confront the proto-dragon. At best (Diplomacy check shifts attitude to friendly or better), the ogrillons tell the characters the secondary path to **Area 7** (the tunnel at the back of **Area 5**).

The crates contain various plunder stolen in raids down the years. Most is trash (horseshoes, bales of wool, rancid foodstuffs, etc.), but one of the crates contains a collection of 3 finely embroidered silk dressing gowns worth 225gp each. The six barrels contain water and vinegary wine.

6. Champion's Cave and Tribal Treasury

A large sleeping pallet of heaped furs occupies the far end of this side grotto. A number of oversized spears and axes hang on the rough cave walls, and a pair of mighty chests bound in iron rest on the far side of the pallet. Two massive figures stir in the darkness, emitting growls and snarls.

This room is the home of the ogrillon tribe's nominal leader, **Urgchat the Terrible**, and his **brown bear pet**. When Ghurazkz devoured the tribe's chieftain and shaman, it left a power vacuum that Urgchat readily filled. He lords his position over his terrified tribesmen and is actually pleased with the proto-dragon usurping the ogrillons' traditional home. Ghurazkz's arrival has served him well, and he has no desire to see the proto-dragon slain. Characters who negotiate with the ogrillons in **Area 5** might be sadly mistaken to believe all the tribe want Ghurazkz dead.

URGCHAT THE TERRIBLE

CR 6

XP 2,400

Male ogrillon barbarian 5 (*Tome of Horrors Complete* "Ogrillon")

CE Medium humanoid (ogrillon)

Init +1; Senses darkvision 60 ft.; Perception +0

AC 14, touch 10, flat-footed 12 (+1 Dex, +1 dodge, +4 natural, -2 rage)

hp 87 (2d8+10 plus 5d12+25 plus 5)

Fort +12; Ref +2; Will +3

Defensive Abilities improved uncanny dodge, trap sense +1,

uncanny dodge

Speed 40 ft.

Melee battleaxe +14/+9 (1d8+10/x3) or unarmed strike +14/+9 (1d4+7)

Special Attacks rage (15 rounds/day)

Str 25, **Dex** 12, **Con** 20, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +6/+1; **CMB** +13; **CMD** 23

Feats Dodge, Power Attack, Weapon Focus (battleaxe), Weapon Focus (reinforced fists)

Skills Intimidate +10, Knowledge (nature) +7, Stealth +6, Survival +8

Languages Giant

SQ fast movement, orc/ogre blood, rage power (intimidating glare, powerful blow +2)

Other Gear battleaxe

Note Urgchat has the following abilities when not raging: **AC** 16, **hp** 73, **Fort** +10, **Will** +1, **Melee** battleaxe +12/+7 (1d8+7/x3) or unarmed strike +12/+7 (1d4+5), **Str** 21, **Con** 16, **CMB** +7

Orc/Ogre Blood (Ex) For all special abilities and effects, an ogrillon is considered an orc or ogre. For example, ogrillons can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Reinforced Fists (Ex) Ogrillons are considered to be armed even when unarmed (i.e., they do not provoke attacks of opportunity from armed opponents when attacking them and can themselves still make an attack of opportunity against an opponent that attacks unarmed). Additionally, they always deal lethal damage rather than nonlethal damage when fighting unarmed.

GRIZZLY BEAR

CR 4

XP 1,200

hp 45 (*Pathfinder Roleplaying Game Bestiary* "Bear, Grizzly")

The chests are locked and contain the tribe's treasure. Ghurazkz is unfamiliar with minted coins and similar riches, claiming only what raw gemstones and gold ore the tribe possessed to make his hoard. The rest of the ogrillons' riches are in the two chests. **Chest #1** holds 765cp and 4,017sp. **Chest #2** contains 2,211gp and 90pp.

7. Ghurazkz's Lair

If it is daylight when the party reaches this area, the cavern is in bright illumination from sunlight filtering down through the opening in the roof. Otherwise, it is in darkness.

A massive cavern lies at the bottom of the wide, winding tunnel. The ceiling rises some 30 feet above the rough floor, which is littered with broken stalagmites. A faint draught wafts through the subterranean chamber, blowing from a large tunnel mouth set high up on the cavern roof.

Curled into a coil and covering a large portion of the cavern's far end is a tremendous beast. Its olive-colored skin is covered with dark brown, green, and yellow stripes and bears numerous scars from old wounds. A smattering of armored plates adorns its short snout and rounded brow. Leathery wings lie flat upon its broad back, and a pair of stubby forearms lie curled along its smooth side.

This is **Ghurazkz**, the only living proto-dragon in the modern age. During his own era, he was a living calamity, but his imprisonment in the *Akaata* sapped him of his strength and power. Here he rests, slowly



recovering his lost vitality until ready to challenge the world once again. Unless defeated soon, he will grow to become the most ferocious creature in the modern world.

GHURAZKZ (JUVENILE GRAY DRAGON)

CR 7

XP 3,200

Male gray dragon (*Tome of Horrors* 4 "Gray Dragon")

NE Medium dragon (water)

Init +6; **Senses** dragon senses; **Perception** +16

AC 25, touch 12, flat-footed 23 (+2 Dex, +13 natural)

hp 94 (9d12+36)

Fort +10; **Ref** +10; **Will** +8

Immune paralysis, sleep

Speed 60 ft., fly 150 ft. (average), swim 40 ft.

Melee 2 claws +14 (1d6+5), bite +15 (1d8+7), 2 wings +14 (1d4+5)

Special Attacks breath weapon (60-ft. line, 8d6 fire; DC 18 Ref half)

Spells Known (CL 1st; melee touch +13, ranged touch +11):

1st (4/day)—*protection from good, obscuring mist*

0 (at will)—*dancing lights, detect magic, ray of frost, resistance*

Str 21, **Dex** 14, **Con** 19, **Int** 13, **Wis** 15, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 26 (30 vs trip)

Feats Alertness, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Bluff +23, Fly +14, Intimidate +13, Knowledge (local) +13, Perception +16, Sense Motive +4, Stealth +14, Swim +25

Languages Common, Draconic

As a proto-dragon, Ghurazkz resembles a mixture of dragon, Tyrannosaurus rex, and pteranodon. His head is more dinosaur than dragon, and he has short forelimbs. His wings are those of a leathery bird rather than bat, and he bears the coloration of a dinosaur.

Ghurazkz hoard is small, largely composed of the natural treasures he admired among the ogrillons' treasures. Located behind his place of rest in the cave are a hunk of unrefined silver (4000sp value), 3 large gold nuggets (250gp value each), 3 pieces of amber (100gp value each), 4 pieces of jade (100gp value each), 2 amethysts (100gp value each) and a set of *horseshoes of speed*.

Battling Ghurazkz

Depending on events before the characters reach this area, Ghurazkz may or may not be aware of their presence. If the guards at **Area 1** sent one of their number to warn the proto-dragon or if the characters stirred up the bat colony in **Area 4**, Ghurazkz knows they are here and is feigning slumber, hoping to lure them closer to affect as many as possible with his burning breath attack.

If the party was stealthy or managed to prevent Ghurazkz from being warned, the proto-dragon is truly resting. He is not fully asleep, but merely resting as he regains his vitality. Nevertheless, he is at a disadvantage to detect intruders sneaking into the cavern (+4 to Stealth tests against Ghurazkz).

If the party appears too powerful or is overly large, or once the proto-dragon suffers more than half his hit points of damage, he decides to take the fight outside of the lair. Ghurazkz springs to the roof tunnel, climbing the winding passage to escape outside the cave system. It takes him two rounds to navigate the tunnel, during which time he cannot attack. Once he reaches the end of the tunnel, he takes to the air, circling the peak and awaiting the characters to either pursue him from the roof tunnel or to exit the cave mouth. Once in the open, he uses his breath attack to his best advantage.

Ghurazkz does not battle to the death. If reduced to fewer than 20 hit points, the proto-dragon attempts to fly off to seek out a new lair to go to ground and recoup his strength. If he survives his initial encounter with the party, he'll harbor a fierce hatred for them, and the characters are certain to run across the proto-dragon again in the future.

Concluding the Adventure

The party successfully concludes this adventure if they destroy the *Akaata* fragments and slay Ghurazkz. Any other surviving dinosaurs eventually die off, victims to the alien climate in a world not their own. The characters are free to pursue new adventures knowing the threat of the past is at an end.

The fate of Jouktar is left in the Referee's hands. Permanently stranded in the current era, the ancestor of tsathar-kind will try to part company as soon as possible in order to seek out more of his own kind, likely hearing rumors of many trapped in stasis beneath the ruins of nearby Tsen and lacking only the acquisition of the legendary *Sword of Air* to set them free (see **LL3: *Sword of Air*** by **Frog God Games** for details).

If Ghurazkz escaped, the proto-dragon finds a new lair and secrets himself away. Over time, Ghurazkz heals any wounds he suffered from battling the party and then begins to recover the strength he lost during his imprisonment in the *Akaata*, becoming a more formidable foe. Unless the characters seek out the proto-dragon soon, they discover he has grown terrible, and to battle Ghurazkz again might easily end in their doom. An entire new campaign might revolve around finding a means to destroy a reinvigorated Ghurazkz or finding a means to banish him from the current time period.

Appendix A: New Monsters

UTAHRAPTOR (ADVANCED, GIANT DEINONYCHUS)

CR 5

XP 1,600

N Large animal

Init +7; **Senses** low-light vision, scent; **Perception** +16

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 50 (4d8+32)

Fort +12; **Ref** +7; **Will** +4

Speed 60 ft.

Melee 2 talons +8 (1d10+6), bite +8 (1d8+6), 2 foreclaws +6 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce

Str 23, **Dex** 17, **Con** 27, **Int** 2, **Wis** 16, **Cha** 18

Base Atk +3; **CMB** +10; **CMD** 22

Feats Improved Initiative, Run

Skills Acrobatics +11 (jump), Perception +16, Stealth +12;

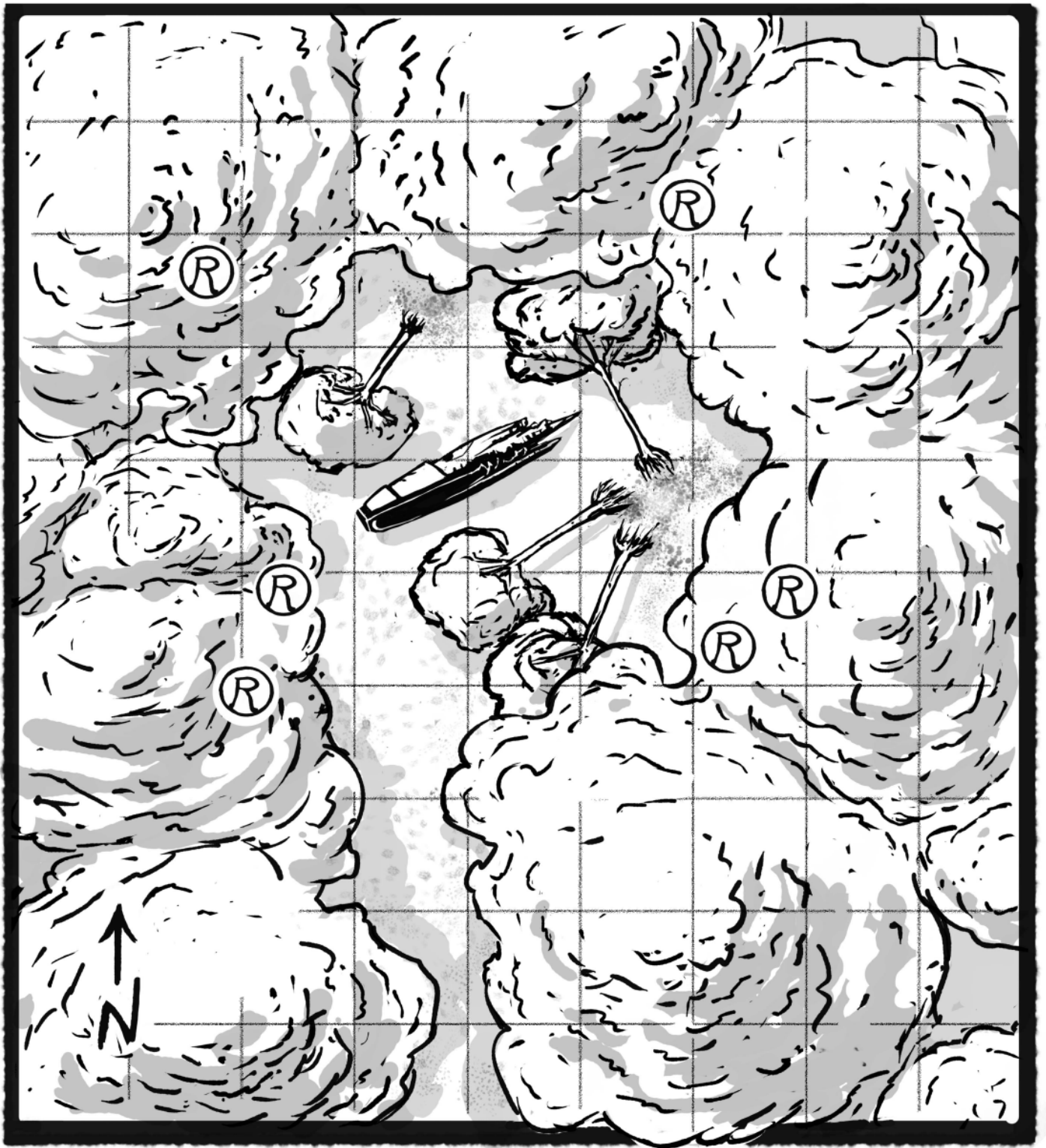
Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

This aggressive dinosaur is a pack hunter that uses a 9 inch sickle-shaped curved claw on each foot to bring down prey. Utahraptors stand 12 ft tall at the shoulder, and are about 20 ft long from snout to tail. Proto-feathers cover their bodies, with colors ranging from browns and tans to a bright red head crest. The raptor is incredibly agile, able to leap great distances to slam into its prey.

In the Time of Shardfall



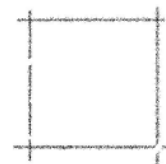
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Fragment

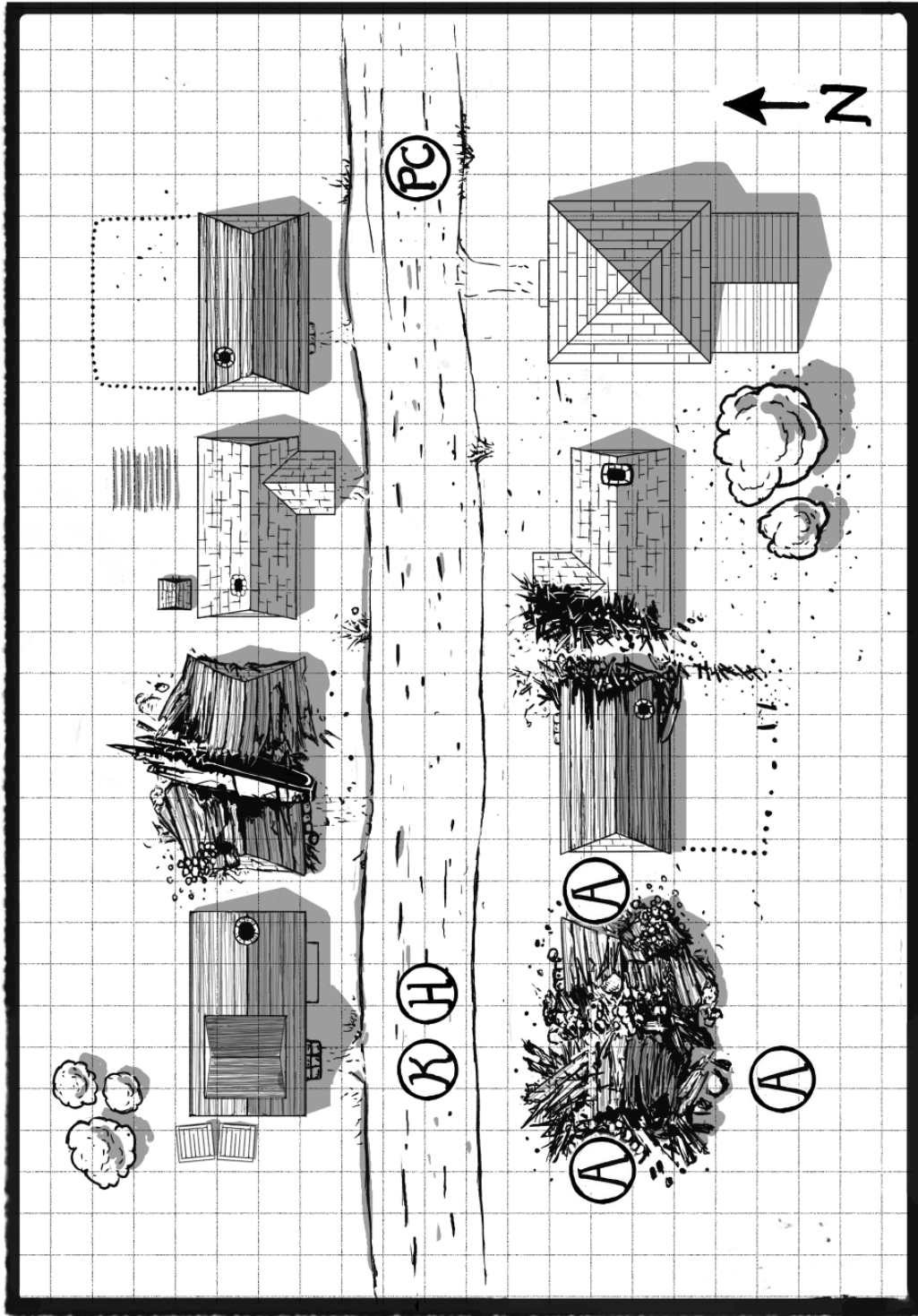


Raptor



10'

Fragment Map, the second



Ankylosaur



Serjeant Karris



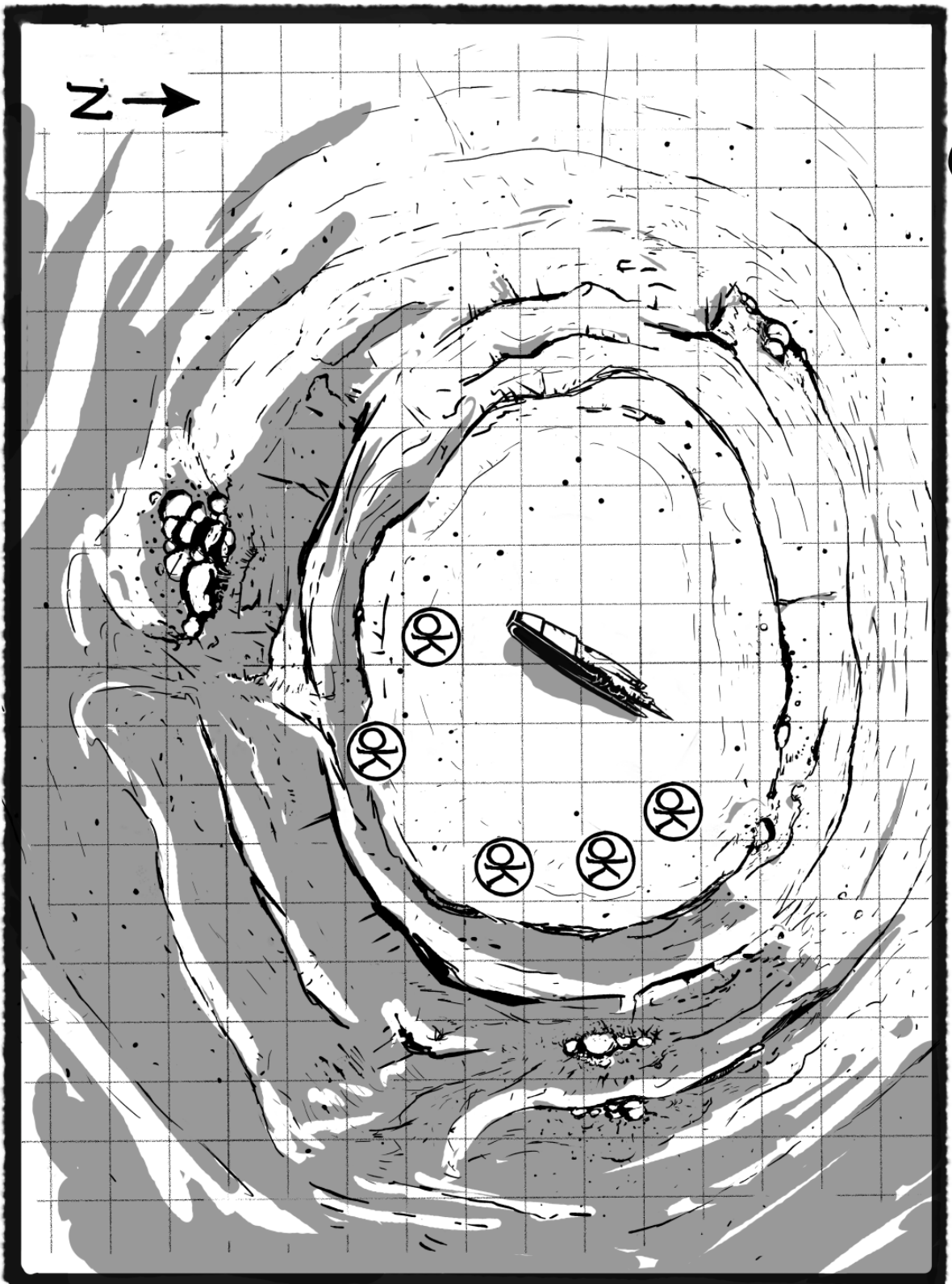
Hussar Konnors



Party Position



Fragment Map, the third



Fragment

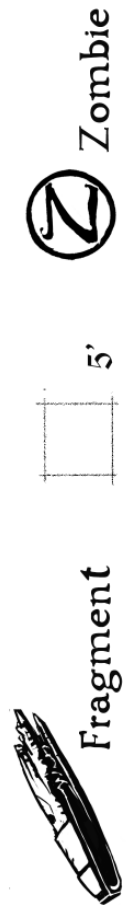
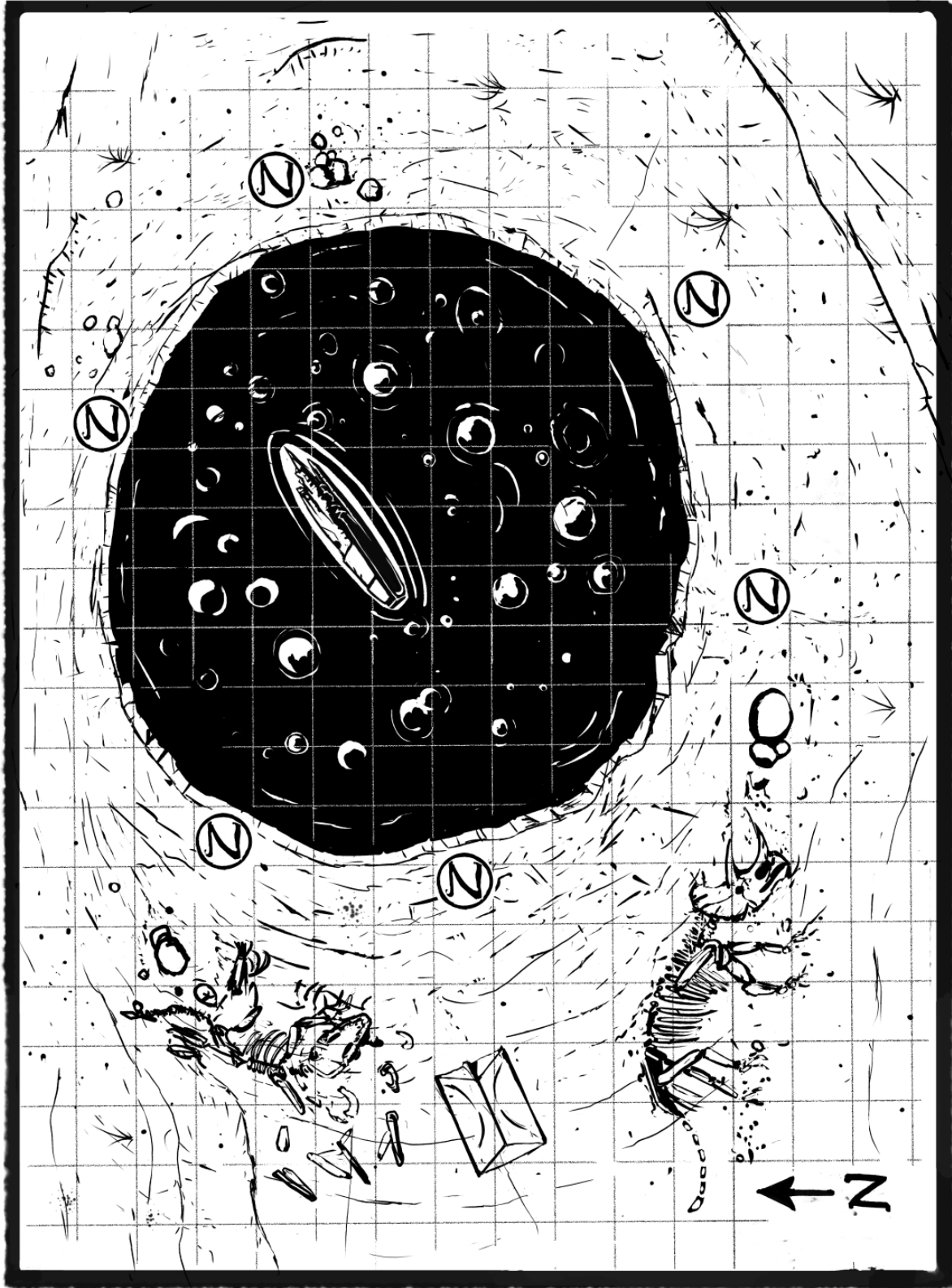


5'

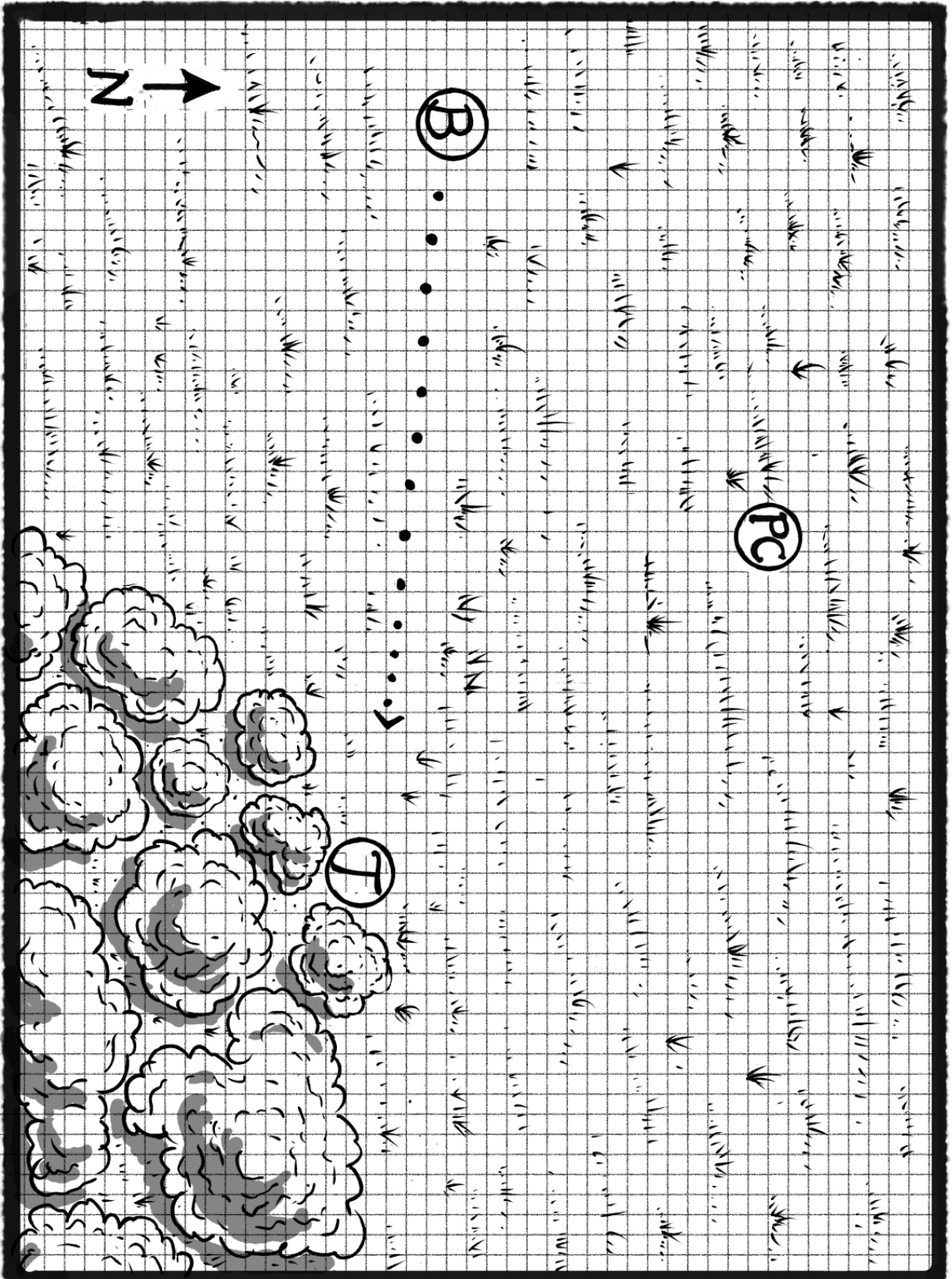


Ogrekin

Fragment Map, the fourth



T-Rex Fight Map



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Bulette

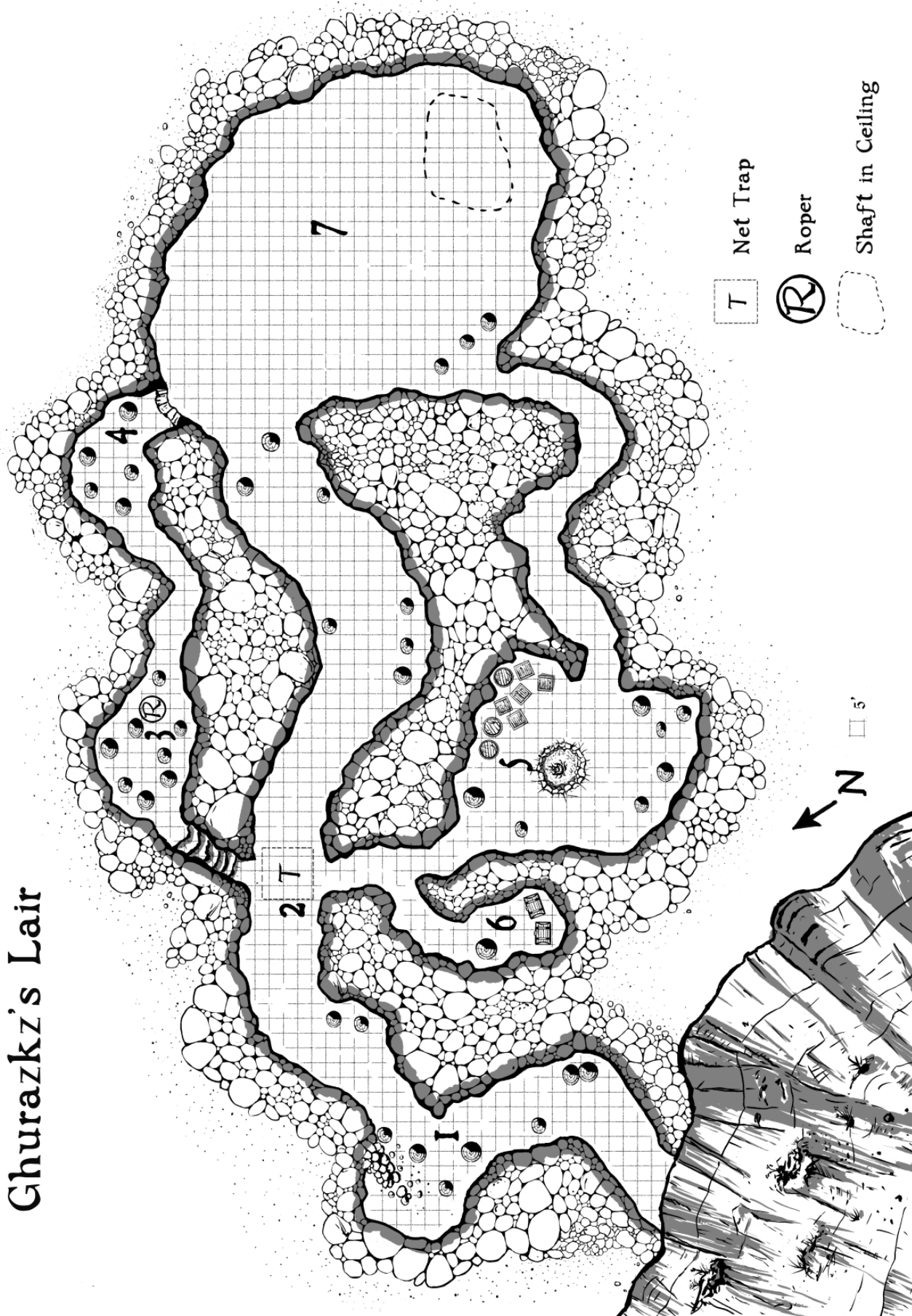
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T-Rex

(PC)

Players' Position

Ghurazkz's Lair



QUESTS OF DOOM 4

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Quests of Doom 4

In the Time of Shardfall

In the Time of Shardfall is an open “seek and destroy” adventure intended for 4 to 6 characters of 5th to 6th level. The adventure involves a relic from the prehistoric past — a mystical prison containing a powerful proto-dragon and other creatures from long ago — that has been flung forward in time to arrive at the characters’ current era.

The prison, an enchanted pane of obsidian called the *Akaata*, fractures upon arrival, breaking into several shards that fall to the land below. Soon, the prehistoric menaces trapped within wander out of their broken prison to threaten the realm. The characters must search for the five shards and destroy them and their former prisoners, then confront the now-free proto-dragon before it recovers its full strength.



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