

### BEST FRIEND OR WORST NIGHTMARE



Make friends with everyone in Belhaim, turning them friendly toward the party, OR make enemies of everyone in Belhaim, turning them unfriendly toward the party.

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### BELHAIM HISTORIAN



Learn all you can about Belhaim, including who founded it, which families have ruled it, who is the oldest person in town, and at least six different rumors.

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### FINDING THE KELLS



Find out what happened to local druid Azmur and his wife Rima Kell. The two were supposed to return to Belhaim months ago, but no one's seen them.

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### KOBOLDS' PRISONERS



The local kobolds usually keep to themselves, but recently they've begun keeping a few prisoners. Make sure the prisoners get back to Belhaim safely.

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### THE COLLAPSED TOWER



The baroness of Belhaim wants you to investigate the ruins of the collapsed tower and find out why there were dead kobolds mixed in with the tower's rubble.

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### FINDING HUNCLAY



Balthus Hunclay has long ranted about the tower blocking his view, and now he's gone missing. Find him and learn whether he had anything to do with the tower's collapse.

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### MAKING FRIENDS OR ENEMIES



Make friends with one of Belhaim's families, turning them helpful toward the party, OR make enemies of one of Belhaim's families, turning them hostile toward the party.

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### HERO OR VILLAIN



Make friends with one of Belhaim's factions, turning them friendly toward the party, OR make enemies of one of Belhaim's factions, turning them unfriendly toward the party.

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### RESCUING MAFFEI



A strange shadowy woman named Maffei has been imprisoned in a chamber below Hunclay's estate, trapped by a magical light. She's promised to aid you if you save her.

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### RESTORING MAFFEI



The mysterious woman Maffei has been weakened by pain and misery during her time imprisoned under Hunclay's manor. Help her regain her lost powers!

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### EXPLORING HUNCLAY'S CAVE



Balthus Hunclay apparently had a hideout in the hills of the Belhaim hinterlands. Find this cave and explore it—who knows what treasures might lie within?

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### THE MONASTERY MYSTERY



An Iroran monastery has long stood abandoned in Dragonfen, east of Belhaim. Local legend says the monks simply vanished one day, but why? Find out what happened!

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### WOLF HUNTING



Kill the unusually aggressive and dangerous wolf pack leader that's been snatching sheep from Abrassus Ranch. Bring the wolf's head back as proof.

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### THE BLOOD VOW KOBOLDS



The local kobolds belong to the Blood Vow tribe. For some reason, they've grown more aggressive of late. Kill them, drive them off, or otherwise neutralize the tribe.

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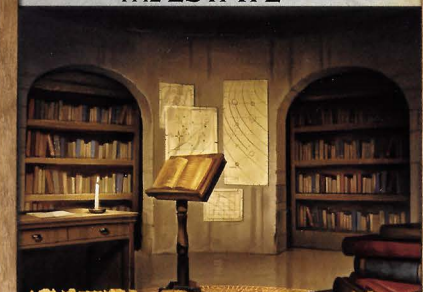
### HELPING NIGHTTAIL



There's unrest among the Blood Vow kobolds, and one of their number, Nighttail, has fallen from favor. If you help her take over the tribe, she promises they'll be good.

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### EXPLORING THE ESTATE



Balthus Hunclay's estate is going up for auction, but the wizard doubtless left traps and guardians in his home. Make sure it's safe for the clerks to inventory its contents.

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### THE ASPIRANT'S PATH



The monks and priests of the monastery once used a series of dangerous tests to challenge its aspirants. Walk this so-called "Aspirant's Path" if you dare!

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### CLOSING THE DARK WINDOW



Somewhere within the monastery waits the Dark Window, a sinister portal to a distant part of reality. Close this portal and turn the dragon's alien allies against him!

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### RESCUING RIMA



Rima Kell is the dragon's prisoner—and she's heavily pregnant. Help her escape from the dragon, and make sure she makes it safely back to Belhaim!

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### DRAGONSLAYERS!



The dragon has made an impossible demand of Belhaim, and the only option remaining is to become dragonslayers! Seek the dragon in its lair and end its threat!

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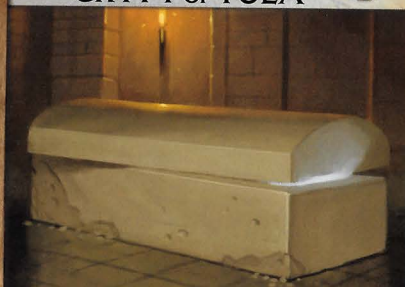
### EXPLORING THE CRYPT OF TULA



Lady Tula Belhaim was buried with her dragonslaying weapons. The time has come to retrieve these weapons and to put them to use once again to save her town!

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### SANCTIFYING THE CRYPT OF TULA



A sinister evil haunts the chambers within the Crypt of Tula. Bring peace to the tomb by seeking out the source of the haunting and ending its influence.

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### LEARNING A NAME



The name Aeteperax is an old one—and it's not the real name of the dragon currently tormenting Belhaim. Find out the dragon's real name and use it against him.

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### DEFEATING THE FOUR LIEUTENANTS



Four lieutenants serve the dragon: Azmur, Goladryth, Thaena, and Pentosh. Defeat (or alternatively, recruit) all four to bolster your confidence against the dragon.

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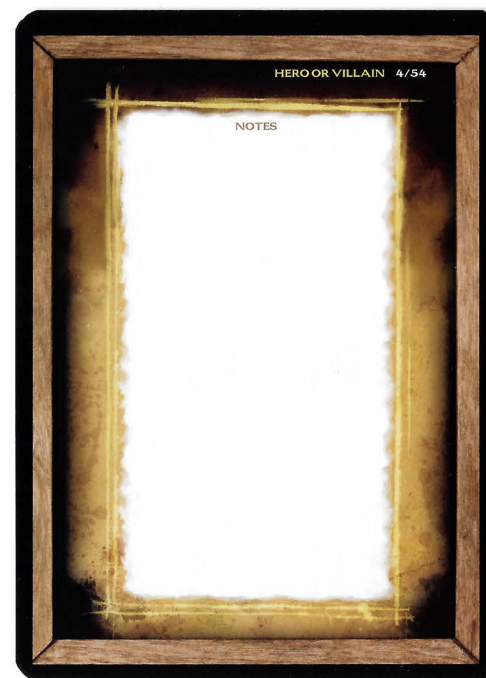
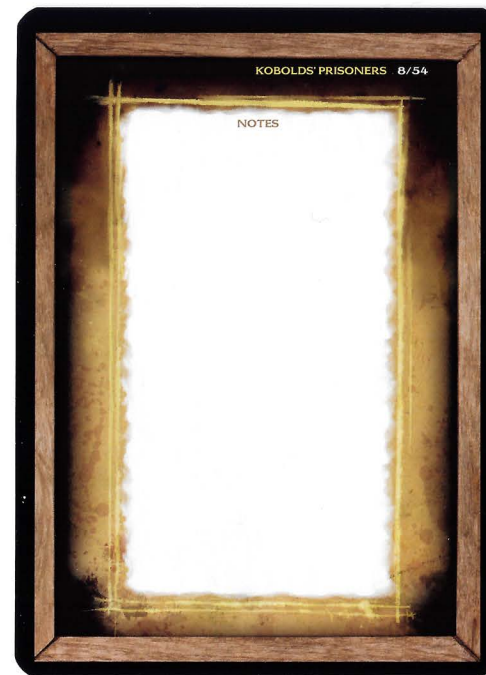
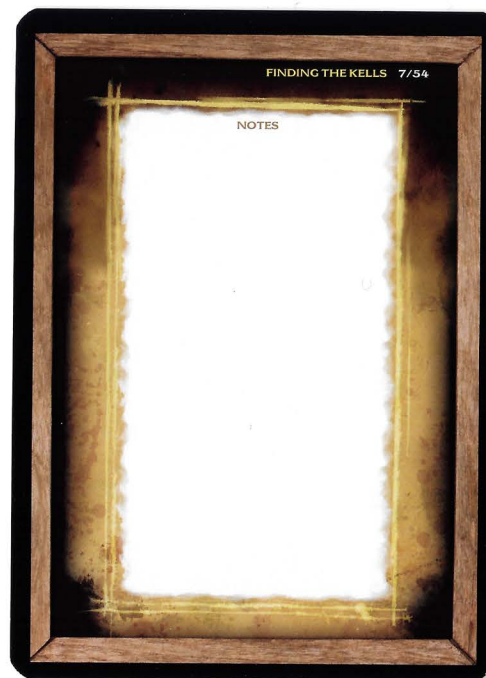














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LODO 29/54

Lodo

Leathery Homunculus Minion

NOTES

NPC CODE [ ]

MAFFEI 30/54

Maffei

Otherworldly Rogue from the Plane of Shadow

NOTES

NPC CODE [ ]

GOLADRYTH 31/54

Goladryth

Hulking Murderous Alien

NOTES

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KANJOUGAS 32/54

Kanjougas

Undead Abbot of the Monastery of Saint Kyerixus

NOTES

NPC CODE [ ]

SESSERAK 25/54

Sesserak

Human-Hating Kobold Ranger

NOTES

NPC CODE [ ]

NIGHTTAIL THE GLIB 26/54

Nighttail the Glib

Traitorous Kobold Ranger

NOTES

NPC CODE [ ]

CHURGRI 27/54

Churgri

Sinister Devil-Worshipping Kobold Cleric

NOTES

NPC CODE [ ]

ROAGHAZ 28/54

Roaghaz

Mighty Chieftain of the Blood Vow Kobolds

NOTES

NPC CODE [ ]



HARZOGOPAS 37/54

Harzogopas

Chatty Supernatural  
Tormentor

NOTES

NPC CODE \_\_\_\_\_ { }

MATHEZIC 38/54

Mathezic

Frightened Servant of  
Balthus Hunclay

NOTES

NPC CODE \_\_\_\_\_ { }

CLAUSYRE 39/54

Clausyre

Unlucky Auction Attendee

NOTES

NPC CODE \_\_\_\_\_ { }

BASSY 40/54

Bassy

Historian of Belhaim

NOTES

NPC CODE \_\_\_\_\_ { }

AZMUR KELL 33/54

Azmur Kell

Despondent Human Druid

NOTES

NPC CODE \_\_\_\_\_ { }

THAENA 34/54

Thaena

Slightly Insane Lunar Naga

NOTES

NPC CODE \_\_\_\_\_ { }

PENTOSH 35/54

Pentosh

Conniving Human Alchemist

NOTES

NPC CODE \_\_\_\_\_ { }

AETEPERAX 36/54

Aeteperax

Ruler of Dragonfen, Scourge  
of Belhaim

NOTES

NPC CODE \_\_\_\_\_ { }



CREST 45/54

As if calling forth a new dawn, this family crest shows a crowing rooster perched above two crossed spears.

NOTES

ITEM CODE \_\_\_\_\_

DRAGON SCALES 46/54

Atop a single immense black scale sit a number of glittering green scales.

NOTES

ITEM CODE \_\_\_\_\_

KEY 47/54

The hooped handle and long shaft of this antique brass key have been worn smooth from frequent use.

NOTES

ITEM CODE \_\_\_\_\_

KEY 48/54

The swirling shaft and delicate handle of this black metal key make it appear more fragile than it is.

NOTES

ITEM CODE \_\_\_\_\_

RIMA KELL 41/54

Rima Kell

Desperate Human Rogue

NOTES

NPC CODE \_\_\_\_\_

LADY ORIGENA DEVY 42/54

Lady Origena Devy

Baroness of Belhaim

NOTES

NPC CODE \_\_\_\_\_

CHOSK GRELLIN 43/54

Chosk Grellen

Well-Groomed Auctioneer

NOTES

NPC CODE \_\_\_\_\_

BREASTPLATE 44/54

Two swords crossed behind a budding rose adorn the front on this woman's breastplate.

NOTES

ITEM CODE \_\_\_\_\_



