

LKOKS2



## The Lost City

A One-Round D&D Living Kingdoms of Kalamar<sup>®</sup>  
Adventure

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An ancient dwarven city, long ago lost in the depths of the Rytarr Woods, waits for adventurers to claim its hidden treasures. But danger lurks around every corner in the city, and many adventurers who have gone on before have never returned. A Living Kingdoms of Kalamar adventure for ATLS 1, 3, 5, 7, and 9.

### **ADVENTURE NOTES**

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 12th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3<sup>rd</sup> Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure begins on the first of Renewal (the first day of spring), but the length of the journey takes the characters well into spring. In order to enhance the flavor of the game, the Judge is encouraged to have the *Kalamar Campaign Setting* and the *Kalamar Players Guide* available at the table.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living Kingdoms of Kalamar campaign and to this adventure.

### **CALENDAR AND CLIMATE**

The journey begins on the first day of spring, and by the time the PCs arrive at their destination, the weather in the mountains is starting to warm up as spring settles in over the Wild Lands. Some days still carry the chill of spring in the morning, but cold weather gear has been stored away for weeks, and lighter clothing is required for anyone outside after dawn.

Rytarr Woods, a massive forest on the shores of the frigid Lake Jorakk, is populated by a wide variety of game animals, as well as plentiful birch and pine trees. There are rumors that many dire wolves roam the forest in the winter, but none show signs of hunting this spring.

### **MODULE NOTES**

While this adventure has a variety of combat encounters, all of them (except the final conflict in the throne room) can be avoided by resourceful characters. It is not necessarily

“easy” to go around the monsters in the dungeon, but it is possible. For this reason, the judge should be aware that some groups may reach the final battle in much worse or better shape than is anticipated by the author.

Judges should use their discretion to ensure that the dragon is a challenging foe for the characters. These are mythical creatures, and some of the most powerful monsters on Tellene. A single warrior should NOT be able to kill a dragon in one blow in the first round of combat.

One easy way to ensure a challenge is to manually add some hit points to the dragon's total. While this is not the only method of ensuring a proper challenge, it is one of the simplest and quickest.

Judges who do this, however, should not punish characters by adding hit points to the dragon. If the characters stage a brilliant battle against the beast – and most importantly, have fun doing it – then the judge should have the creature die horribly and congratulate the players on their victory.

Overall, this adventure is designed to be more difficult than most other LKOK adventures, and the final combat should be memorable due to the heroic nature of the characters' actions. Try to encourage that if at all possible!

### **BACKGROUND**

The Rytarr Woods is one of the largest forests in all of Tellene. It's also home to some of the vilest, fiercest, and most legendary creatures known to man. Only one city was ever built within the woods' border. While the "lost city" of Narr-Rytarr lies on the southern shores of the frigid Lake Jorakk, and a few villages have survived along the Jorakk River, no city has ever been built beyond these safe harbors and survived. While Narr-Rytarr maintains a healthy population of Fhokki and Dejj humans, as well as a small group of wood elves and halflings, no dwarves remain within the city's walls. This is largely due to an excursion of the dwarven population to build a city within the Rytarr Woods.

The city, named Narr-Kerak after one of the founding families, was meant to be the first step in colonizing and eventually civilizing the forest.

The rather large dwarven community successfully made their way through the wood's dangers and began to build into a natural cave system, creating a sheltered city. The effort stalled when adventurers were slaughtered en masse as they traveled to the city. The new opportunities promised riches, and the majority of adventurers who sought out Narr-Kerak moved into the woods unprepared for the dangers. Few made it to the dwarven city, and fewer returned.

Those lucky few who did survive their excursions into the Rytarr Woods brought back tales of fantastic monsters and equally amazing plants. One such story regarded an apple orchard due south of Narr-Kerak's cave system. Supposedly, when the fruit is pulled from the tree, it turns to solid gold.

Despite these treasures, the impossibility of expanding into the forest soon made the dwarven city builders acknowledge that their location would keep them from prosperity. The city became abandoned as quickly as it had been built, and the remains of the Lost City are spoken of as one of the most dangerous places for adventurers to seek fame and fortune. (The ruler of the city and others who remained behind when the city was abandoned were slain in a dragon attack and became lost to the annals of history.)

This reputation has not dissuaded a company of Stone Dwarves, the Granite Hammer, from organizing an expedition to go to the Lost City and uncover some of the riches left behind. In an effort to minimize their own risk, they began selling shares in their venture in the modules "Domino Effect" and "Turn about Is Foul Play," as well as on the online in-character forum, the Crying Angel in Bet Rogala. The group announced that they knew of a ship that could still navigate the "lost" route across Lake Jorak to the only remaining path through the Rytarr woods to the ruins of Narr-Kerak. Their plan to depart on New Year's Day (the first of Renewal, also the first day of spring) has been made known among many of Pekal's adventurers. Those who have already bought into this endeavor paid the small fee of 50 gold pieces; because at the time of this module they are about to depart, they have increased the fee to 75 gold pieces. They offer the PCs 70% of all monetary treasure and their pick of any items they discover.

Since the abandonment of Narr-Kerak, a dragon has moved into residence in the ruins, as have a number of monsters, including goblins and feuding bands of cyclopes and ogres. In order to keep from displeasing the dragon, these three groups maintain an uneasy peace.

### **ADVENTURE SYNOPSIS**

This is a linear dungeon-crawl adventure that progresses from room to room on a predetermined map. Individual encounters are titled with room numbers, have a brief section of text for player information, then detailed sections for the judge.

There are several different methods for completing this adventure, and resourceful adventurers might be able to avoid just about every combat included herein. The final encounter – a red dragon – is supposed to be heroic and difficult. Some groups may be in very poor shape when that encounter occurs. In those cases, the judge is encouraged to allow the characters to rest for one day before continuing for the final battle. Perhaps they investigate the room, but the dragon is away (and doesn't return until the morning). Another option is that the golem requires several hours to dispel the wards on the doors, allowing the characters to rest in the Forum for the evening.

At any rate, while there are optional means by which the adventurers can defeat the encounters, some may choose to simply try to run over everything in their path. If that's their style, just try to make sure they have fun!

### **INTRODUCTION**

Many of the characters will expect to begin play in Bet Rogala, in Pekal. Judges should ask which characters have already bought into the dwarven expedition (they had opportunities in the modules "Domino Effect" and "Turn about Is Foul Play" as well as on the online in-character forum, the Crying Angel). If the characters have not, inform them that a group of dwarves called the Granite Hammer Adventuring Company are gathering together adventurers to travel to a place called "The Lost City." Judges may choose to read or summarize the following:

**A Stone Dwarf stands on the edge of Independence Square, seemingly hawking**

his wares. But he is selling neither trinkets nor meals. Instead, he gestures animatedly, advertising not a product, but an opportunity.

**"Suren 'tis high time te go back ter the Rytarr Woods and take back the city of Narr-Kerak! Adventurers in days of old lost their lives there so that we might have the opportunity to return and avenge them! Think of the treasure! Think of the glory! Come with us to the lost city of Narr-Kerak!"**

The dwarf's name is Arnum Durkiln, and he is offering adventurers the chance to buy shares in an expedition. To join the expedition requires a deposit of 75 gold pieces. (Adventurers who bought into the expedition in previous adventures only had to pay 50 gold pieces.) Durkiln is willing to barter the price back down to 50 gold pieces if the PCs pass a DC 15+ATL Diplomacy check. Should any of the PCs be "green horns," meaning this is their character's first adventure, the dwarves will waive the fee in favor of giving these folks good adventuring experience.

The dwarves fully acknowledge that the Lost City itself will be the job of the adventurers to explore. They will foot all the expenses for traveling to and from the Lost City, including lodging and supplies and arranging travel. The PCs then receive 70% of all monetary treasure found in the Lost City and any items of interest discovered along the way. (The dwarves take 30% of the monetary treasure as their finder's fee for arranging the expedition.) The dwarves also promise that they will buy any items the PCs wish to sell at full value (rather than half-value, which is what they could sell it for at any other outlet).

Assuming the PCs agree to the expedition, the dwarves arrange for their travel and lead them to the Rytarr Woods on Lake Jorakk in the Wild Lands. (Judges may wish to show PCs the map on page 100 or the *Kalamar Campaign Setting* to give them a better idea of where they are headed.) Surprisingly, the trip is unhindered—the lake is calm and no monsters attack as the PCs journey to the ruins.

The characters are led up a winding mountain path to the one time entrance of the Lost City. The doors into the cavern system are still sturdy, though some have been opened by the new

residents. They begin the adventure right outside, preparing to enter the unknown dungeon that awaits them!

### Room 1: Entry Hall

***Large paving stones cover the floor of this large hall. Smooth quartz blocks form the walls, and a vaulted ceiling rises sixty feet overhead. A thick red stripe has been painted down the center of the floor and up set of double doors in the far wall. Large symbols have been painted on either side of the doors. Two dark hallways also lead out from either corner of the room.***

#### Room and Doors

The floor is made from large granite stones, smoothed to be virtually flat across the entire surface. The joints between the stones are so well crafted, they are nearly waterproof. The walls are made from white and pink quartz which allow the entire room to brighten when a light source is brought within.

The double doors are made from iron and are covered with various ornate carvings of obvious dwarven design. Hammer, picks, and other tools form the bulk of the art. It is notable for its lack of scenes that depict warfare, as most art done in this style features prominent battles. The designs on the doors mean that the city focused exclusively on artistic pursuits (blacksmithing, stonecutting, sculpting, etc). While the citizens likely maintained a civilian militia (they were dwarves, after all), they most likely did not keep a standing army.

Dwarven characters know this information, while other characters may make a DC 15 skill check (any relevant skills acceptable, as well as bardic knowledge) to also recall reading or having heard about it.

The doors have been sealed with lead from the inside. They cannot be opened, though they may be bypassed by a suitably determined group of adventurers.

The red stripe and symbols have been painted in blood, as determined from a Heal or Knowledge (nature) check DC 10. The symbol on the left is a large eye, while the symbol on

the left contains two eyes. See **Player Handout #1**. These relate to the ogre and cyclops areas.

These two creatures hate each other, and only the threat of their Master keeps their natural instincts in line. As part of their coexistence, the room has been divided into different sections to keep the peace. Both sides maintain the peace for now, but each of the tribes is searching for a way to destroy the other without incurring their Master's wrath.

### **Room 2: Ogre Hallway**

This room does not have a description. It contains the same granite stone as the entry hall for all sides of the passage. Only the entry hall contains quartz.

The hallway is fifteen feet wide and contains several sharp turns and cutbacks. It was originally designed to be a defensive measure to allow retreating soldiers entrance into the city while still providing a tactically superior advantage against attackers.

Anyone attempting to search can determine that several large humanoids wearing boots have been through the hallway several times in the past week as evidenced by dirt, grass, and other debris from outside the entry hall.

### **Room 3: Ogre Lair**

***A large brazier glows with a dim purple light at the center of this room. A small fireplace in the corner blazes under a large kettle. A reinforced iron door leads out of the east wall. Large pallets line the walls, along with assorted trinkets, riches, and various sundry items.***

Depending on APL, creatures may also be present in this room. Monster statistics are listed in **Appendix II: NPCs and Monsters**. See the chart below:

**ATL 1 (EL 3)**  
Ogre x1

**ATL 3 (EL 5)**  
Ogre x2

**ATL 5 (EL 7)**  
Ogre x4

**ATL 7 (EL 9)**  
Ogre barbarians x2

**ATL 9 (EL 11)**  
Ogre barbarians x3

The characters, if noticed, are challenged (if possible) about their intentions. The ogres start in giant, then switch to broken Low Kalamaran or orc. If none of the characters speak those languages, the ogres begin to grow agitated, eventually just attacking the characters if no dialog can be started. If the characters attack first, then the ogres eagerly join the battle and make no effort to talk.

Please note: the ogres do NOT immediately attack the characters.

The ogres are not very bright, but they have two main concerns; 1) not angering their Master, and 2) destroying the cyclops tribe. Unfortunately, they cannot accomplish both at the same time. They had thought about using the goblins to try to kill the cyclops, but the smaller creatures are not presently on friendly terms with the ogres.

Depending on the characters' reactions, the ogres may decide to try and encourage them to kill the cyclops in the east halls. (In fact, the Ogres may begin conversation with, "You friend of those cyclopes? We hate them!" The PCs should know early on that this is a clue for them to be able to avoid combat.) If any of the characters mentions that they are on a mission for dwarves, are looking for treasure, or anything else that would arouse suspicion in the ogres, then they attack by calling the party "Stinking Thieves!" or something similar. Diplomacy cannot change the ogres' attitudes to anything better than neutral, and it should remain unfriendly unless the role-playing is as good as the roll indicates (for example, if somebody rolls a high Diplomacy check, but simply says, "I diplomacize!" then the ogres are not impressed).

#### **Double-cross?**

If the characters agree to attack the cyclopes, then the ogres make them go back out the front, since the back entrance is always watched. The characters may, however, have the opportunity to turn the tables on the ogres, depending on

their actions with the cyclops tribe, setting the two groups against each other.

Conversely, they may be able to start a battle between the two forces by convincing one side (or the other) that the opposing tribe is dead. Other alternatives may be offered, and player creativity is encouraged. The “victors” then rush across the main entrance hall, starting a vicious battle. If the ogres and cyclops begin battling one another, they destroy each other for purposes of this adventure, completely forgetting about the PCs.

#### **Room 4: Cyclops Hallway**

*This location is virtually identical to Room 2.*

This room does not have a description. It contains the same granite stone as the entry hall for all sides of the passage. Only the entry hall contains quartz.

The hallway is fifteen feet wide and contains several sharp turns and cutbacks. It was originally designed to be a defensive measure to allow retreating soldiers entrance into the city while still providing a tactically superior advantage against attackers.

Anyone attempting to search can determine that several large humanoids wearing boots have been through the hallway several times in the past week as evidenced by dirt, grass, and other debris from outside the entry hall.

#### **Room 5: Cyclops Lair**

***The inside of this room is covered in animal skin rugs, and a large tent stands in one corner. Several large spits rest near the fireplace. A table nearby contains the remains of some creature that apparently served as a meal for the inhabitants of this lair.***

The cyclops tribe sees themselves as the “first among equals” of their Master’s servants. Their tent was erected for their chieftan, while the animal skins were gifts from members of the tribe. Those rangers with favored enemy: giant,

or characters who make relevant skill checks DC 15 know that such tributes are common among the more barbaric races (cyclopes, hill giants, ogres, etc).

The tent is little more than some animal skins stretched across small tree trunks to provide one corner some privacy from the rest of the room. It is easily large enough for three cyclopes to fit inside comfortably. The rest of the tribe has mats and community space in the lair.

Much like the ogre tribe, the cyclopes have not yet accepted the fact that they must work beside their racial enemies. They are also interested in destroying the ogres, but have not yet formulated a plan to accomplish that goal.

If possible, any cyclops in the room challenges the characters about their motives. The cyclopes here have a superiority complex, and think that talking to the characters cannot hurt anything, since such small creatures couldn’t possibly pose any threat to their tribe. They will not attack the PCs for being thieves, but will prevent the PCs from entering further into the city if they declare that they are allies of the dwarves or hunting for treasure. They will not begin combat unless the PCs instigate it or try to move through the cyclopes.

While not as stupid or easily fooled as the ogres, the cyclopes are eager to defeat their racial enemies, and will gladly use the PCs to do so. They are somewhat blinded when it comes to this topic, and may accept what would normally be illogical answers and thoughts in context of their cold war against the ogres.

**ATL 1 (EL 3)**  
Cyclops juvenile x1

**ATL 3 (EL 5)**  
Cyclops juvenile x2

**ATL 5 (EL 7)**  
Cyclops juvenile x4

**ATL 7 (EL 9)**  
Cyclops warrior x2

**ATL 9 (EL 11)**  
Cyclops warrior x3

See the description of **Room 3** for more information about this encounter.

**Room 6:  
Market**

***This is apparently the center of the city, built into the walls of the cavern itself. Several doorways and windows peer at you from the walls of this circular room, and several ruined buildings rest in the center. A large pair of double doors covers one side the room, with a large seal of melted lead running down the seam. The sound of water tumbling into a larger pool echoes in the distance.***

This is the center market area, with living spaces around the exterior and merchant stalls around the central hub. The homes are built on top of one another four stories high, with narrow staircases built for easy access. There are no visible doors, shutters, or draperies, and except for the sounds of water (coming from the north), the area is extremely quiet. There is also no natural lighting in this cave; the only light is what is brought in by the PCs.

No creatures have passed through this part of the city for some time, easily six months. The ogres and cyclopes were told to stay in their respective rooms or outside, while the goblins do not leave their village.

Searching this area does not turn up any valuables, but it may reveal something about who the characters may eventually end up facing in this city. On a successful **DC 20 Search** check inside the homes, the characters find a small broken cabinet that partially covers a large red scale on the floor. **Knowledge (nature) or (arcane) DC 18** can identify it as draconic in nature, while **DC 25** confirms it is from a dragon.

If the characters search the ruins, they find a table and chair set up in one of the center stalls. A burned-out candle rests on the table, along with several large books. These tomes are old maps and historical documents written in dwarven. They are very large, and require two hands to manage.

A character with a successful **Forgery** or **Decipher Script DC 15** can determine that the map of the region in one of the books contains several marks have been made more recently

(several years, compared to the centuries old books) in imitation of the symbols signifying country borders.

Another of the books details the history of the city, essentially confirming what the characters already know. In one smudged passage (written in dwarven), a successful **Decipher Script DC 15** reveals that there is a royal guardian in the city that allows passage into the throne room. There is more about the guardian's other duties, but the details are difficult to discern. Unfortunately, more specific information is not contained in the passage. If characters do not have **Decipher Script** available, but do have the ability to understand dwarven writing, allow them to make **Wisdom** or **Intelligence** checks to puzzle out the words. **Player's Handout #2** may be used if desired instead of simply telling them what the book contains.

As the characters move toward the north side of the market, move on to **Room 7**.

**Room 7:  
Lizard Pools**

***Torchlight catches your eye, revealing large pools of water sixty feet below the edge of a natural chasm. They are connected by a narrow channel and fed by a waterfall spilling in from the east. A narrow rope bridge spans the 50 feet between the market and the far landing, though it appears that a stone bridge once spanned the opening. Large blocks of granite lie in the water far below, apparently the remains of the former bridge. Among the stones are a number of large lizards, idly grazing on fungus and swimming through the water.***

The lizards are docile creatures, little more than cattle for the other denizens of the city. There are between 30-40 large lizards, with 5-10 smaller juveniles. Interested characters can also find 10-20 lizard eggs near some of the larger blocks of stone, though they are not worth much (1 gp sale value each) to any merchants.

A small village of goblins is located on the far side of the chasm. Characters need to be able to see in darkness (or have a focused light source, such as a hooded lantern), as well as make a **Spot check DC 25** due to the shadows and distance to notice the village from across the

chasm. These creatures spend their days tending the lizards and patrolling their section of the city against trespassers. They also ensure that a fresh lizard is available for their Master every two weeks. The most recent lizard was offered (and taken) three days ago. There is a rope and wood pathway leading from their side of the chasm to the water.

At any given time, there are three goblins moving among the lizards (carrying torches). These creatures are performing various menial tasks, behaving much like shepherds would act around sheep. Every few hours, another goblin dressed in lizard-skin armor makes his way down to the water and converses with the goblins. This is the druid of the tribe, and the one who ensures that they have enough lizards to continue feeding their master.

The walls of the chasm are smooth from centuries before when the waterfall brought in enough water to create a river. The mountains outside do not have as much snowfall as they did then, and the water has slowed over the years. Now there are just pools of water, most of which are only a couple feet deep. Certain areas, however, are more than 10 feet deep.

The waterfall spills from far overhead down the east wall. The rocks here are smoother than the walls of the chasm, though there are a few ledges. One such ledge is nearly 30 feet above the characters, and requires a **Spot check DC 15** to notice in the shadows. A talented, or lucky, character could possibly get a grappling hook around the ledge, allowing someone to swing across the chasm.

The walls in the chasm are treated as rough surfaces and require a **Climb check DC 25**. In addition, the walls immediately next to the waterfall are slippery, and require **DC 30**.

#### Strange Fungus?

If the characters take time to observe the goblins, the lizards, or the waterfall, they also notice several small blue fungoid growths near the rim of the chasm (**Spot DC 10**). Anyone with the following skills may be able to identify the fungus: **craft (alchemy) DC 15, heal DC 18, knowledge (arcana) DC 20, knowledge (dungeoneering) DC 12, knowledge (nature) DC 15, survival DC 18**. Other skills may also be used per the judge's discretion.

Success on the check indicates that the character knows that these growths are commonly used by village priests and doctors to reduce pain in patients by inducing unconsciousness. This is usually achieved by having a person eat a small amount of the fungus. These are similar to mushrooms however, and other forms of transmission may be possible.

These growths may be used to assist in a fight against the goblins, should it occur. Players may be able to use the fungus as missile weapons (-4 to hit, 10 ft. range increment) to attack the goblins. Another idea is that the characters might try to set some on fire and throw them around the goblins, hoping that fumes will contain enough spores to also cause unconsciousness. Ultimately, these are simply added to provide another alternative to "straight-up combat" for resourceful characters. (On a successful hit with a thrown fungus, the attacked creature must pass a **DC 12 Fortitude Save** or fall unconscious. If the spores are set on fire, the **Fortitude Save** increases to **DC 15**. Characters making a **DC 25 craft (alchemy) check** or a **DC 15 craft (poisonmaking) check** may use the fungus to coat arrows and other ammunition. Creatures struck by these missiles must make a **DC 18 Fortitude Save**. This poison does not last any length of time, and may not be retained by the character beyond the duration of this module.)

Characters can harvest as many as they want, but they risk discovery if they gather more than four. The goblins are not paying very much attention to their surroundings, but several people climbing around the chasm would draw some attention.

#### **Room 8: Bridge**

***This rope bridge appears sturdy, but built to accommodate small creatures. It dips precariously in the middle, dropping nearly 10 feet below the ledge before rising again to meet the other side.***

This bridge was built by the goblins several years ago in case they had to leave the city for any reason. They only use it infrequently, and have placed several traps on it to protect their village from incursions by ogres, cyclopes, or other enemies.



### Trap 1: Bridge - Forum Entrance

Razorwire has been cleverly hidden in the first five feet of the bridge closest to the market. Characters moving into this square activate the trap. At higher levels, the goblins have covered the wires with poison.

#### **ATL 1; ATL 3**

Razorwire Trap: CR 2; mechanical; location trigger; no reset; Atk +10 melee (1d4, 1d2 wires); first target on bridge; Search DC 22; Disable Device DC 15.

#### **ATL 5; ATL 7**

Razorwire Trap: CR 6; mechanical; location trigger; no reset; Atk +21 melee (1d8, 1d4 wires); first target on bridge; Search DC 26; Disable Device DC 20.

#### **ATL 9**

Poisoned Razorwire Trap: CR 10; mechanical; location trigger; no reset; Atk +21 melee (1d8+poison, 1d6 wires); poison (sittik, DC 12 Fortitude save resists, 1d4 Dex/1d6 Dex); first target on bridge; Search DC 26; Disable Device DC 20.

Characters playing ATL 9 who activate the trap only have to make one saving throw, even if hit by more than one wire. A character whose Dexterity is reduced to 0 is paralyzed.

### Trap 2: Bridge - Forum Side

The last ten feet of the bridge is actually a camouflaged pit trap. At lower levels, the pit trap doesn't activate properly, so the characters only fall halfway, becoming stuck in the bridge itself (**DC 15** check to escape; Strength check, Escape Artist, Grapple, etc).

This trap is immediately next to the far wall, so characters with the *slow fall* ability are within arm's reach of the wall and may use their ability. *Feather fall*, because casting it is a free action, may also be used to prevent PCs from impacting on the ground below.

#### **ATL 1; ATL 3**

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; become stuck in bridge, (2d6, broken wood); multiple targets (all adjacent to 5-

ft. squares); Search DC 24; Disable Device DC 19.

#### **ATL 5; ATL 7**

Camouflaged Pit Trap: CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. drop (6d6); multiple targets (all adjacent to 5-ft. squares); Search DC 28; Disable Device DC 21.

#### **ATL 9**

Camouflaged Pit Trap: CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. drop on sharp stones (6d6+3d4); multiple targets (all adjacent to 5-ft. squares); Search DC 30; Disable Device DC 24.

### Moving Across the Bridge

Characters may not move through each other on the bridge, there just isn't enough space on the narrow ropes. Characters may attempt to tumble through a space, assuming they can make a DC 20 Tumble check. Failure indicates they failed to move through, and must remain in the nearest adjacent 5-ft. square to the target they attempted to tumble over.

If any characters are large size when crossing the bridge, they must make **Balance checks DC 10** to move at half-speed, or **DC 15** to move at normal speed. Failure by 5 or fewer means they cannot move that round, while failure by 10 or more causes them to fall from the bridge into the water below.

The goblins in the water do not generally watch the bridge, and unless the characters are making excessive noise, they are not noticed. Rolling dice to make the players uncomfortable, however, is greatly encouraged!

Any characters falling from the bridge, either due to failed balance checks or trap activation, also alert the goblin shepherds who begin screaming "Intruders!"

Activating the first trap on the bridge does not alert the goblins to intruders. If the pit trap is activated, however, an audible *alarm* spell goes off as loud ringing breaks the relative silence summoning goblins to the bridge.

### Alternatives

One alternative to the bridge is climbing down the walls of the chasm, sneaking across the water, and climbing up the other side. This is

entirely possible if the characters move near the waterfall and use it for cover while they move. At ATLS 1-5, the rock wall near the waterfall is considered a "very rough natural rock surface" and requires a **Climb Check DC 15**. At ATLS 7-9, the wall is considered "a rough surface" and requires a **Climb Check DC 25** to scale without falling. The PCs may choose to engage the Goblin Lizard Herders in combat at this point. (If so, use the statistics for Room 9, Goblin Warriors for the Lizard Herders.)

Another option is to try and get a grappling hook on the ledge near the waterfall and use a rope to swing across. The judge is encouraged to also start describing how the rope gets wetter and wetter each time someone crosses. There is not a defined mechanic for "swinging" on ropes, so the characters should not be forced to make Strength checks or other die rolls for success.

Once the characters are across, proceed to **Room 9**.

### **Room 9: Goblin Lair**

***Three small huts stand against the west wall around a large fire. All of them are covered in lizard skin, and the largest has a skull over the doorway. Several goblins sit around the fire, working with crude tools on a variety of tasks. A huge iron door is visible through the shadows in the back of cave.***

These goblins have lived in the cave for several years under the yoke of their Master. They are allowed to leave every few months to rampage against orcs and dwarves in the mountains, so long as they maintain the lizard herd in the pools below the village.

If the goblins were in some way alerted to the presence of the PCs, amend the box text to show that the goblins are ready to defend their village from the intruders.

#### Village

A pathway has been created leading from the village down to the pools. This walkway, as well as the perimeter of the village, is marked with large torches placed several feet apart.

The center tent is where the druid lives. It is a rough circular shape twenty feet across. The

only entrance is a doorway with a lizard-skin curtain.

The other two tents house the rest of the goblins (thirty total when all the villagers are in the cave). Both are thirty feet across with similar doorways to the central tent.

Several large wooden racks have been erected near the tents. Lizard skins are stretched across them.

A small wooden box lies immediately outside the central tent. It contains lizard meat which the druid ensures is safe to eat for the goblins. While they will eat rotting meat, he doesn't want to lose any if he can help it, and is willing to use a 0<sup>th</sup>-level spell to reinforce their obedience to his rule.

Various weapon racks are also scattered around the village. Most are stacked with spears and clubs, though a handful of crossbows can be seen near the eastern tent.

#### Attack?

If the characters attack the goblins around the tent, there is a 50% chance the druid is either with the lizards, or inside his tent. (If the characters alerted the goblins to their presence, there is a 75% chance that he is at the village, prepared to lead the goblins in battle.)

Once the characters attack, the goblins in the village raise the alarm, which alerts the ones with the lizards.

The goblins in the village attempt to get to their crossbows and huddle inside the tent, trying to use cover while shooting at the characters. (They have already gathered these and taken up these positions if the PCs revealed their presence earlier.) If that is impossible to achieve, they then grab their melee weapons and try to gang up on characters, all of them focusing their attacks each round (as much as possible).

If the druid is in the village, he tries to enhance the villagers as much as possible (i.e. barkskin on the defenders) in the early rounds of combat. After that, he casts whatever offensive spells he has to try and directly hurt the characters. Only after that does he willingly enter melee combat.

The goblins from the lizard pools reach the top of the pathway at the end of round four. They go last in initiative. If these see the battle going badly, or all the goblins are already dead, these move straight to the bridge and try to escape out the main entrance hall. If the PCs already battled the Lizard Herders before reaching the goblin village, those three goblins obviously do not appear in round four.

**ATL 1 (EL 2 + 1)**

Goblin Druid x1  
Goblin Warriors x 4  
Goblin Lizard Herders x3 (four round delay)

**ATL 3 (EL 4 + 2)**

Goblin Druid x1  
Goblin Warriors x4  
Goblin Lizard Herders x3 (four round delay)

**ATL 5 (EL 6 + 3)**

Goblin Druid x1  
Goblin Warriors x4  
Goblin Lizard Herders x3 (four round delay)

**ATL 7 (EL 8 + 4)**

Goblin Druid x1  
Goblin Warriors x4  
Goblin Lizard Herders x3 (four round delay)

**ATL 9 (EL 10 + 5)**

Goblin Druid x1  
Goblin Warriors x4  
Goblin Lizard Herders x3 (four round delay)

If the PCs did not alert the goblins to their presence, they may be able to sneak around the goblins to avoid combat entirely.

Iron Door

This door leads to Room 10. It is not locked, but the hinges are old and strained. When opened, it emits a low grinding noise that is clearly audible to the goblins. **Knowledge (dungeoneering), knowledge (architecture/engineering)**, and other relevant skill checks used can recognize the danger with a **DC 15**. Characters may choose to grease the hinges, if they have the proper equipment to do so.

**Room 10:  
Forum**

***This circular room has several levels of seating cut into the floor forming an amphitheater. The northern side of the room***

***is flat, and a large statue stands near the wall on a small dias. Immediately in front of the statue is a stone lectern approximately two feet high. Dwarven symbols and words are etched into the stone near the ceiling. Crushed remains of what appear to be a goblin lie near the statue's feet.***

This is the royal forum, a place of debate, discussion, and decision. The symbols and words all have meanings like patience, integrity, honor, clan, wisdom, and courage.

Dwarves recognize the layout of the room to be an old style of clan hall where the nobles could gather for discussion. Bards may attempt a **Bardic Lore check DC 12** to have the same knowledge as dwarves about this room. (A **knowledge (history)** or **knowledge (nobility) check DC 25** will reveal similar knowledge.) Other races may identify the room shape with plays and/or performances, but would likely not consider it a place for debate (such as the forum in Bet Rogala, which is a large open plaza).

Characters who Search the room find a door frame behind the statue with a **DC 15**. The door itself, however, is solid stone.

The remains are years old, and appear to have suffered repeated blows from blunt objects. Interested characters (those who ask) catch sight of dried blood on the right fist of the statue with a **Spot check DC 13**. They only get this check if they ask to look at the statue's hands (due to the dim light in the cave, unless they are looking for the blood, it appears as shadowed area).

Characters who *detect magic* notice that the statue, door, and wall radiate auras. The statue radiates an overwhelming *transmutation* aura due to the magic that allows it to animate. The entire northern wall radiates an overwhelming *evocation* aura due to the wall of force. The door also radiates an overwhelming transmutation aura from the active *stone shape* effect.

The Royal Guardian (stone golem)

The golem was used to stir debate and discussion among the nobles before decisions were brought for the thane's input. During peaceful times, the golem would stand to the side of the doorway, and freely allow access to the thane's chambers. Many times, the golem would act as the de facto chairman of the

meeting, calling out for votes, ensuring all had a say in discussions, and the like.

The golem was also created to defend the thane and his family. To its knowledge, it is still protecting the thane, even though he has been dead for centuries. Unfortunately, nothing the characters say or do can convince the golem of that fact. The golem is also unaware of the dragon currently inhabiting the thane's rooms.

Ironically, the good part about this situation is that the golem continues to follow orders. It was accidentally activated several years ago by a curious goblin. The golem actually reverted into "debate" activity, trying to question the goblin about the best ideas for new trade routes. Taken aback, the goblin mentioned that orcs or ogres would be great trading partners. The golem, more intelligent than most of its kind, asked a few more pointed questions, then killed it after determining it was a threat to the thane.

After killing the goblin, the statue has remained ready and willing to debate creatures that come into the room. While it was never the driver for new ideas and policies, it was created with a +5 in all social and knowledge skills, so it could reasonably discuss matters when asked. As seen in its statistic block, it can also use zone of truth as a free action at will, so if it senses any duplicity (Sense Motive), it immediately uses that ability to further question the creature to determine its motives.

It can also use a command word (which sounds like stones grinding together, and not able to be reproduced by mortal vocal cords) to cease the *stone shape* spell, and allow the door to "open" into the throne room. If the PCs enter combat with the golem and manage to defeat it, they are unable to speak the magic words to enter the throne room and the adventure is over.

#### **IMPORTANT NOTE**

The golem DOES NOT attack the characters unless - and ONLY unless - they attack the golem first. Even if the golem believes they mean to harm the thane, it will not attack; it will simply not allow them to pass. If the PCs do try to engage in combat, it attacks until they are dead, or they flee out of the room.

Again to emphasize - the golem is there primarily to pose an interesting role-play

challenge and NOT a combat encounter. As such, stats have not been included for the golem. If it develops into a combat encounter through normal play, then that is acceptable, and judges should select a golem of appropriately high CR from the *Monsters Manual* 3e revised. But it is much more appropriate for the characters to have a meaningful and informative role-play session with a dwarven-created golem.

#### Starting the Encounter

This encounter starts when one of the characters steps to the lectern (meaning when one of them steps up as if to speak). When this happens, the golem animates, turning its head to face the speaker, and moving its hands and arms slightly (not threateningly). It welcomes the character in dwarven first, though it can respond in any language (*tongues*).

***"Honor and wisdom greet you, noble one. What issue do you bring before this assembly?"***

What follows are some sample questions and answers that might occur during the encounter. The judge is encouraged to role-play with the characters as much as desired, time allowing.

- Who/what are you?
- ***"I am the Royal Guardian of the Speaking Room."***
  
- What is the Speaking Room?
- ***"This is a place for debate, discussion, and decision. All issues are brought here before being presented to the thane."***
  
- Who brings these issues?
- ***"The nobles usually bring issues of debate, though all are welcome for discussion."***
  
- When was the last issue discussed?
- ***"I am unsure, as time does not mean much to me."***
  
- Do you know what year it is?
- ***"No (and it does not matter)."***
  
- What is your purpose here?
- ***"I am tasked with several duties. I maintain order during clan meetings, call votes,***

**encourage debate, and protect the thane's chambers."**

- What are your abilities?
- **"I have knowledge of many subjects, and was created with basic social skills to ensure I would not offend nobles and guests. I can detect falsehood, and those of evil intent. My duties also require that I protect and maintain the protection on the thane's room."**
- So if you were destroyed, the thane's room would be unprotected?
- **"Yes, that is what my creator told me."**
- Who was your creator?
- **"Master Forgewright Dundir Graybeard created my body, while the wizard Cronmere Bitterale gave me life."**

The characters may make checks about these two individuals, but only **Knowledge (history) DC 35** reveals any information on Graybeard. He was known for his ability to craft exactly what he wanted every time. The stories say that he never needed to restart a project due to a mistake - he always got it right the first time!

- Were they from this city?
- **"Master Forgewright Graybeard lived here for several years, but my father was from a clan farther north."**
- Why do you call the wizard your father?
- **"He gave me life and taught me things. That is what a father does for his children, and so that is what I call him."**
- Who is the thane you protect?
- **"The thane is Thorgrim Whitecrest, Orcslayer, Giantbane, Trollbane, and Lord of the Whitecrest Clan."**

A character who succeeds at a **Bardic Knowledge DC 15, Knowledge (history) DC 20, dwarf character intelligence check DC 10** (or other similar knowledge checks the judge considers acceptable) knows that the term "slayer" indicates that Thorgrim has personally killed at least 50 of the creatures, while "bane" indicates that he

has killed at least 20. These deeds are a noteworthy accomplishment, especially for a smaller city such as this one.

The Whitebeard clan is not known to anyone (they all died during the dragon attack).

- Do you know the thane is dead?
- **"No, I did not know that."**
- So can you just stop doing your duty now?
- **"No, that option is not available to me."**
- How can you stop doing your duty?
- **"Another thane will arrive, and he will command me."**
- What do you mean "another will come?" How do you know that?
- **"It is my duty to protect the entrance to the thane's rooms, and wait on him to return. If a thane dies, another comes. It is the way of these things."**
- **Knowledge (arcana) or Spellcraft DC 15** recognizes that this response may be due to a magical enchantment on the golem to prevent it from being used against the thane. The obvious fallacy in its logic was likely placed there intentionally.
- What was the last command the thane gave you?
- **"Protect the chambers!"**
- Where is the entrance to the throne room?
- **"It is behind me."**
- May we enter?
- **"Certainly, but you must answer questions under oath before I allow it."**
- What kind of oath?
- **"I ask a question and you must answer truthfully. If you lie, I must carry out my duty."**
- What do you mean?
- **"I would be bound to try and destroy you."**
- Is that what happened to the goblin?
- **"He answered falsely, and I killed him."**
- What will you ask us?

- ***I cannot tell you. I can only say that if you have come with malice in your hearts, it would be best to leave now.***

Once the characters have finished asking questions, the golem instructs them to stand before it (one at a time). They must be in the 5-ft square immediately in front of the creature. It raises its hands and places them over the character's head palms down. It then uses *detect evil* and *zone of truth*.

Once those abilities have been activated, it proceeds to the questions:

If the character detects as evil

The golem asks this question:

***“You have darkness in your heart. It festers like a disease that must be purged. Do you seek to bring that darkness here, to cause harm to the thane or the inhabitants of this city?”***

Assuming the character answers, “no” then continue to this question:

***“Swear then that while you are within this realm you will not knowingly undertake any action that will cause the harm of the thane or inhabitants of this city?”***

Obviously, the correct answer is “yes.”

Note: PCs should not be evil, as playing an evil alignment is not allowed in the Living Kalamar campaign, but it is possible that due to some object on their person, they trigger the *detect evil* spell.

If the character does not detect as evil

The golem asks the following question:

***“I sense honor and nobility within your heart. You light the way for others to follow. Do you seek to bring that honor and nobility to your meeting with the thane and in all your actions in this city?”***

Obviously, the correct answer to this is also “Yes.”

If all of the characters answer correctly and truthfully, the golem opens the door for them into room 11.

## Room 11: Throne Room

***The stench of rotting meat is thick in the dusty air. Several lizard corpses lie around the large room, all showing signs of consumption. Near the rear of the room, past a column that holds the roof forty foot above you, a large shape lies sprawled against the wall. Through the gloom, long wings are barely visible, lying limp against the creature’s body. A large pile of treasure covers the floor near the slumbering beast.***

For purposes of combat, the column described above is in the exact center of the room and completely covers one five foot square of your choosing.

The lizards have all been eaten within the past week, so they remain relatively “fresh”. The stench actually comes from the decaying form of the dead dragon at the rear of the chamber. Hidden behind the creature’s tail is its last surviving offspring, and the current “Master” of the ruins. (None of the other denizens of the ruins know that the “baby” dragon is quite so vulnerable, and being relatively clever, the youth has kept them believing that its mother is alive.)

There are several different avenues the characters may choose to travel, but if any of them get within twenty feet of the treasure, an audible *alarm* trap may be activated, drawing out the remaining dragon and starting combat.

Conversely, if the characters attempt to investigate the dragon, the smaller one may pretend to be somewhat “helpless” in order to get closer to the party and learn about them. It will eventually attack, but it, even more so than the cyclops’s, believes it is entirely capable of defeating a handful of thieves in its own lair.

Just to be clear, the dragon is evil, and wants to destroy the party and keep their treasure for itself. The only deals it is interested in making are whether or not the characters get to live if and when they give everything they have to the dragon (of course, if they are stupid enough to take all their equipment off and hand it over, the dragon kills them anyway).

After play testing this event the campaign staff determined that some GMs may wish to alter the dragon’s stats to provide a greater challenge to

his or her players. Don't do this. Leave the critter as he is and he should be plenty enough of a challenge to parties that are appropriately tier'ed.

Tactically, the dragon tries to open with a breath weapon attack, followed by closing with a character wearing heavy armor for melee combat. The creature is smart, and will actively avoid being flanked if possible. There are several columns and shadowed areas inside the room, and it makes full use of them if possible.

Since it is a younger dragon, it will not consider retreat until it is far too late. The judge can go into detail about how the creature gets "wild around the eyes" when struck in combat. A more experienced dragon would maintain its composure, attempting to retreat and heal itself when combat turned against it.

**ATL 1 (EL 2)**

Wyrmling Red Dragon

**ATL 3 (EL 3)**

Wyrmling Red Dragon

**ATL 5 (EL 5)**

Young Red Dragon

**ATL 7 (EL 7)**

Juvenile Red Dragon

**ATL 9 (EL 9)**

Juvenile Red Dragon

**Room 12:  
Treasure Room  
(Conclusion)**

**The dragon defeated, the only room remaining to explore is the treasure chamber behind the throne room. Piles of coin glisten, and gold gleams from chalices, jewelry, and gems. Marble statues decorate the room, looking at each other with lifelike gazes.**

If the PCs have defeated all the dangers in the ruins, they may make multiple trips to the treasure room without trouble. Otherwise, they should only be allowed to take with them what treasure they can carry. (Regardless of how they try, the marble statues are immobile without being broken.) Full treasure is detailed in the treasure summary.

The dwarves funding the expedition take 30% of whatever coins they bring out, but the PCs may keep any items they recover. The dwarves are happy for whatever the PCs manage to salvage and accompany the party back to Bet Rogala.

## Awards

### TREASURE

Rooms 3 and 5: The ogre and cyclops equipment is crude in poor care, and is not saleable. PCs may keep the great clubs if they choose, but these have no market value.

Room 9: Studded Leather Armor x7 (may be sold for 12.5 gp each). PCs may keep the goblin clubs if they choose, but these have no resale value. (The dwarves are uninterested in purchasing goblin armor.)

Room 11: PCs may harvest the dragon scales from this encounter. At ATLS 1-3, there are enough materials to make one suit of masterwork hide armor for a small creature. At ATLS 5 and higher, there are enough materials to make one suit of masterwork hide armor for a medium creature or two suits of armor for small creatures. (For other options, see the *Dungeon Master's Guide* 3e revised, p. 284.) The mother dragon has rotted to such a degree that her scales are not harvestable.

Room 12/Conclusion:

If the party is a full table of six PCs, there is a total of 4500 gp in coins in the treasure room. If the PCs have time to take it all, they may assume that they take home a total of 3150 all together (as the dwarves take 30% off the top). If they have to choose what they take, the treasure includes, as follows:

2 chests full of a total of 10,000 copper pieces. (Each chest weighs 125 lbs. The total copper weighs 200 lbs.)

2 chests full of a total of 5,000 silver pieces. (Each chest weighs 75 lbs. The total silver weighs 100 lbs.)

1 chest full of a total of 1,000 gold pieces. (The chest, full, weighs 45 lbs. The total gold weighs 20 lbs.)

**Note:** 3150 gp divides evenly as 525 gp each for a six person party. In cases where the party playing the adventure is only 4 people, the total gold value found in the treasure room is, instead, 3000, meaning 2100 for the party, and still equaling 525 gp per PC. If the party is only 5 people, the total gold value found in the treasure room is 3750, with the PCs taking home a total of 2625. The PCs should not be awarded more than 525 each for this adventure, regardless of how many PCs are at the table. Cohorts count toward this total, and should be awarded equally to the PCs.

Treasure objects found in the treasure room, which the dwarves are willing to purchase from the PCs for full value unless otherwise mentioned, are as follows:

Antique magnifying glass. Full value 100 gp; resale value 50 gp.

Masterwork longsword. Full value 315 gp; resale value 7 gp.

Half plate dwarven armor. Full value 600 gp; resale value is 300 gp.

Masterwork dwarven waraxe. Full value 330 gp; resale value is 15 gp.

Gem-studded silver chalice. Full value 105 gp; resale value is 52 gp.

Silver necklace with malachite. Full value 55 gp; resale value is 27 gp.

Freshwater pearl necklace. Full value 55 gp; resale value is 27 gp.

Composite longbow STR 2. Full value 300 gp; resale value is 150 gp.

Small marble statuette. Full value 55 gp; resale value is 27 gp.

Bone scroll case containing scrolls (listed in certified items, below). This has no particular value.

Other treasure items may be described as tarnished or rotted in such fashion that they no longer have value.

Certified items found in the treasure room are as follows:

Scroll of *fog cloud*. Resale value is 75 gp.

Scroll of *delay poison*. Resale value is 100 gp.

Scroll of *soften earth and stone*. Resale value is 75 gp.

Scroll of *gust of wind*. Resale value is 75 gp.

***The dwarves are uninterested in purchasing scrolls from the PCs.***



**Scale of the Red Dragon.** The spirits of the dwarves who were slaughtered by the dragon have enhanced this dragon scale with magical properties in appreciation for their spirits being avenged. The scale can be worn as a belt buckle; as a blessing from the dwarves, this item may be combined with a magical belt and still retain its benefits. Choose from the options below, then cross through the others. The character may sell or trade the item, but it loses all magical enhancements and becomes a mere curiosity.

Benefit (select two, one from each category):

Body

\_\_\_ +1 Divine bonus to Str

\_\_\_ +1 Divine bonus to Dex

\_\_\_ +1 Divine bonus to Con

Spirit

\_\_\_ +1 Divine Bonus to Int

\_\_\_ +1 Divine Bonus to Wis

\_\_\_ +1 Divine Bonus to Cha

***The dwarves are willing to purchase following certified items at full item value:***

**Dwarven Armorer's Hammer:** This hammer was found in the treasury of the abandoned Dwarven City of Narr-Kerak. It provides a +2 enchantment bonus to Craft: Armorsmithing. As a master work hammer it also confers the normal +2 circumstance bonus for a masterwork tool. Full value 450gp; resale value 225.

**Dwarven Weaponsmith's Hammer:** This hammer was found in the treasury of the abandoned Dwarven City of Narr-Kerak. It provides a +2 enchantment bonus to Craft: Weaponsmithing. As a master work hammer it also confers the normal +2 circumstance bonus for a masterwork tool. Full value 450gp; resale value 225.

**Dwarven Whitesmith's Hammer:** This hammer was found in the treasury of the abandoned Dwarven City of Narr-Kerak. It provides a +2 enchantment bonus to Craft: Whitesmithing. As a master work hammer it also confers the normal +2 circumstance bonus for a masterwork tool. Full value 450gp; resale value 225.

**Dwarven Smith's Hammer:** This hammer was found in the treasury of the abandoned Dwarven City of Narr-Kerak. It provides a +2 enchantment bonus to Craft: Blacksmithing. As a master work hammer it also confers the normal +2 circumstance bonus for a masterwork tool. Full value 450gp; resale value 225.

***The dwarves are willing to purchase the following certified items at resale value:***

**Mug of Ever-cold Ale:** This stone mug, engraved with tavern scenes depicting dwarves singing traditional pub songs, was found in the treasury of the abandoned Dwarven City of Narr-Kerak. It has a permanent cantrip that keeps it chilled at all times. Full value 1050 gp; resale value 525.

**Mulled Mug:** This thick glass mug, etched with snowy scenes of dwarves sharing warm drinks near the fire, was found in the treasury of the abandoned Dwarven City of Narr-Kerak. It has a permanent cantrip that keeps it pleasantly warm at all times. Full value 1050 gp; resale value 525.

### Experience Points and Day Units

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

<b>Experience</b>	Tier 1	Tier 2	Tier 3
<b>Room 3:</b> Defeating or avoiding combat with the ogres	50	100	150
<b>Room 5:</b> Defeating or avoiding combat with the cyclopes	50	100	150
<b>Room 6:</b> Discovering the tomes in the market.	25	50	75
<b>Room 8:</b> Overcoming the challenge of the traps on the bridge. (Note: xp should be rewarded for disarming, avoiding, or simply surviving the traps' damage.)	75	150	225
<b>Room 9:</b> Defeating or avoiding combat with the goblins.	75	150	225
<b>Room 10:</b> Gaining access to the throne room through the golem.	25	50	75
<b>Room 11:</b> Defeating the dragon.	100	200	300
<b>Discretionary Experience for Role Playing</b>	100	200	300
<b>Total Possible Experience Reward</b>	<b>500</b>	<b>1000</b>	<b>1500</b>

A judge who “eats” this adventure (judges the adventure without playing it first) receives the Total Possible Experience Reward according to their character’s level.

## Appendix I: NPCs and Monsters

### Room 3: Ogre Lair

#### **Ogre (CR 3)**

Large Giant; 4d8+11 (29 hp); Init -1; Spd 30 ft (6 squares); AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor; touch 8; flat-footed 16); BAB/Grp +3/+12; Attack Greatclub +8 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA - ; SQ Darkvision 60 ft., low-light vision; AL NE; Saves Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub)

Possessions: hide armor, greatclub

#### **Ogre Barbarian (CR 7)**

Large Giant; 4d8+11 plus 4d12+16 (79 hp); Init 0; Spd 40 ft (8 squares); AC 17 (-1 size, +5 natural, +3 hide armor; touch 9; flat-footed 18); BAB/Grp +7/+19; Attack Greatclub +15 melee (2d8+12); Space/Reach 10 ft./10 ft.; SA Rage 2/day ; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; Saves Fort +12, Ref +2, Will +2; AL NE; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub)

Possessions: hide armor, greatclub

### Room 5: Cyclops Lair

#### **Cyclops Juvenile (CR 3)**

Large Giant; 4d8+11 (29 hp); Init -1; Spd 30 ft (6 squares); AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor; touch 8; flat-footed 16); BAB/Grp +3/+12; Attack Greatclub +8 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA - ; SQ Darkvision 60 ft., low-light vision, no depth perception; Saves Fort +6, Ref +0, Will +1; AL NE; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub)

Possessions: hide armor, greatclub

#### **Cyclops Warrior (CR 7)**

Large Giant; 4d8+11 plus 4d12+16 (76 hp); Init 0; Spd 40 ft (8 squares); AC 17 (-1 size, +5 natural, +3 hide armor; touch 9; flat-footed 18); BAB/Grp +7/+19; Attack Greatclub +15 melee (2d8+12); Space/Reach 10 ft./10 ft.; SA Rage 2/day ; SQ Darkvision 60 ft., low-light vision, no depth perception, trap sense +1, uncanny dodge; AL NE; Saves Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub)

Possessions: hide armor, greatclub

No Depth Perception (Ex): The cyclops does not use ranged weapons, as it is unable to gauge distances accurately. If the giant ever decides to use a ranged weapon, it suffers a -8 racial penalty. For the same reason, a cyclops can overrun its opponent, but not charge. Building momentum in such a short burst, the giant does not have the time to slow down its pace and still attack properly.

At short distances (10 ft.) the cyclops is intelligent enough to understand and estimate where its opponents are and suffers no penalties for melee combat.

## Room 9: Goblin Lair

*Note: The goblin druid in this adventure does not currently have an animal companion. Additionally, he does not use his wild shape ability. The Goblin Warrior statistics apply to the Lizard Herders as well as the Goblin Warriors.*

### **ATL 1**

#### **Goblin Druid (CR 1)**

Small Humanoid Dru2; 2d8+2 (hp 14); Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Size; touch 14; flat-footed 11); BAB/Grp +0/-4; Attack Club +1 melee (1d4); Space/Reach 5 ft./5 ft.; Saves Fort +4, Ref +3, Will +5; AL NE; Str 11, Dex 16, Con 12, Int 12, Wis 15, Cha 11.

Languages Spoken: Druidic, Gnoll, Goblin.

Skills and feats: Concentration +6, Craft (leatherworking) +6, Hide +7, Listen +7, Move silently +7, Spot +5, Swim +6, Survival +7; Combat casting.

Druid Spells Per Day: 4/3. Save DC: 10 + 3 (Wis) + spell level.

Spells Memorized: 0 - *detect magic, flare, ~~purify food and drink~~, virtue*; 1 - *produce flame, shillelagh, summon nature's ally I*.

#### **Goblin Warrior (CR ½)**

Small Humanoid Ftr1; 1d10+1 (hp 6) Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size, +3 studded leather armor); BAB/Grp +1/-3; Attack +4 club melee (1d4+3), or +5 javelin ranged (1d4+2); Space/Reach 5 ft./5 ft.; SV Fort +3, Ref +3, Will -2; AL CE; Str 15, Dex 16, Con 13, Int 11, Wis 6, Cha 8.

Languages Spoken: Goblin.

Skills and feats: Craft (leatherworking) +2, Disable device +1, Hide +7, Jump +6, Listen -2, Move silently +7, Spot -2; Combat Reflexes, Dodge.

Possessions: studded leather armor, club

### **ATL 3**

#### **Goblin Druid (CR 3)**

Small Humanoid Dru4; 4d8+4 (hp 28); Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Size; touch 14; flat-footed 11); BAB/Grp +3/-1; Attack Club +4 melee (1d4); Space/Reach 5 ft./5 ft.; Saves Fort +5, Ref +4, Will +7; AL NE; Str 11, Dex 16, Con 12, Int 12, Wis 16, Cha 10.

Languages Spoken: Druidic, Gnoll, Goblin.

Skills and feats: Concentration +8, Craft (leatherworking) +6, Hide +7, Listen +8, Move silently +7, Spot +6, Swim +6, Survival +8; Combat casting, dodge.

Druid Spells Per Day: 5/4/3. Save DC: 10 + 3 (Wis) + spell level.

Spells Memorized: 0 - *detect magic, flare, ~~purify food and drink~~, resistance, virtue*; 1 - *faerie fire, produce flame, shillelagh, summon nature's ally I*; 2 - *barkskin, flaming sphere, heat metal*.

#### **Goblin Warrior (CR 1)**

Small Humanoid Ftr2; 2d10+2 (hp 12) Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size, +3 studded leather armor); BAB/Grp +2/-2; Attack +5 club melee (1d4+3), or +6 javelin ranged (1d4+2); Space/Reach 5 ft./5 ft.; SV Fort +4, Ref +3, Will -2; AL CE; Str 15, Dex 16, Con 13, Int 11, Wis 6, Cha 8.

Languages Spoken: Goblin.

Skills and feats: Climb +5, Craft +2, Hide +7, Jump +7, Listen -2, Move silently +7, Spot -2; Combat Reflexes, Dodge, Point Blank Shot.

Possessions: studded leather armor, club

## **ATL 5**

### **Goblin Druid (CR 5)**

Small Humanoid Dru6; 6d8+4 (hp 42); Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Size; touch 14; flat-footed 11); BAB/Grp +4/+0; Attack Club +5 melee (1d4); Space/Reach 5 ft./5 ft.; Saves Fort +6, Ref +5, Will +8; AL NE; Str 11, Dex 16, Con 12, Int 12, Wis 16, Cha 10.

Languages Spoken: Druidic, Gnome, Goblin.

Skills and feats: Concentration +8, Craft (leatherworking) +6, Hide +7, Listen +8, Move silently +7, Spot +6, Swim +6, Survival +8; Combat casting, dodge.

Druid Spells Per Day: 5/4/4/2.

Spells Memorized: 0 - *detect magic, flare, ~~purify food and drink~~, resistance, virtue*; 1 - *faerie fire, produce flame, shillelagh, summon nature's ally I*; 2 - *barkskin, flaming sphere, heat metal, resist energy*; 3 - *spike growth, summon nature's ally III*.

### **Goblin Warrior (CR 2)**

Small Humanoid Ftr3; 3d10+3 (hp 18) Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size, +3 studded leather armor); BAB/Grp +3/-1; Attack +6 club melee (1d4+3), or +7 javelin ranged (1d4+2); Space/Reach 5 ft./5 ft.; SV Fort +4, Ref +4, Will -1; AL CE; Str 15, Dex 16, Con 13, Int 11, Wis 6, Cha 8.

Languages Spoken: Goblin.

Skills and feats: Climb +6, Craft (leatherworking) +3, Hide +7, Jump +7, Listen -2, Move silently +7, Spot -2; Combat Reflexes, Dodge, Point Blank Shot, Precise Shot.

Possessions: studded leather armor, club

## **ATL 7**

### **Goblin Druid (CR 7)**

Small Humanoid Dru8; 8d8+6 (hp 56); Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Size; touch 14; flat-footed 11); BAB/Grp +6/+2; Attack Club +7/+2 melee (1d4); Space/Reach 5 ft./5 ft.; Saves Fort +7, Ref +5, Will +9; AL NE; Str 11, Dex 16, Con 12, Int 12, Wis 17, Cha 10.

Languages Spoken: Druidic, Gnome, Goblin.

Skills and feats: Concentration +8, Craft (leatherworking) +6, Hide +7, Listen +8, Move silently +7, Spot +6, Swim +6, Survival +8; Combat Casting, Dodge.

Druid Spells Per Day: 6/5/4/3/2.

Spells Memorized: 0 - *detect magic, flare x2, ~~purify food and drink~~, resistance, virtue*; 1 - *faerie fire x2, produce flame, shillelagh, summon nature's ally I*; 2 - *barkskin, flaming sphere, heat metal, resist energy*; 3 - *cure moderate wounds, spike growth, summon nature's ally III*; 4 - *dispel magic, flame strike*.

### **Goblin Warrior (CR 3)**

Small Humanoid Ftr4; 4d10+4 (hp 24) Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size, +3 studded leather armor); BAB/Grp +4/+0; Attack +8 club melee (1d4+3), or +7 javelin ranged (1d4+2); Space/Reach 5 ft./5 ft.; SV Fort +5, Ref +4, Will -1; AL CE; Str 16, Dex 16, Con 13, Int 11, Wis 6, Cha 8.

Languages Spoken: Goblin.

Skills and feats: Climb +6, Craft (leatherworking) +3, Hide +7, Jump +7, Listen -2, Move silently +7, Spot -2; Combat Reflexes, Dodge, Far Shot, Point Blank Shot, Precise Shot.

Possessions: studded leather armor, club

## **ATL 9**

### **Goblin Druid (CR 9)**

Small Humanoid Dru10; 10d8+4 (hp 70); Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Size; touch 14; flat-footed 11); BAB/Grp +7/+3; Attack Club +8/+3 melee (1d4); Space/Reach 5 ft./5 ft.; Saves Fort +8, Ref +6, Will +10; AL NE; Str 11, Dex 16, Con 12, Int 12, Wis 16, Cha 10.

Languages Spoken: Druidic, Gnoll, Goblin.

Skills and feats: Concentration +8, Craft (leatherworking) +6, Hide +7, Listen +8, Move silently +7, Spot +6, Swim +6, Survival +8; Combat Casting, Dodge.

Druid Spells Per Day: 6/5/5/4/3/2.

Spells Memorized: 0 - *detect magic*, *flare x2*, ~~*purify food and drink*~~, *resistance*, *virtue*; 1 - *faerie fire x2*, *produce flame*, *shillelagh*, *summon nature's ally I*; 2 - *barkskin*, *flame blade*, *flaming sphere*, *heat metal*, *resist energy*; 3 - *cure moderate wounds*, *spike growth*, *stone shape*, *summon nature's ally III*; 4 - *dispel magic*, *flame strike*, *freedom of movement*; 5 - *baleful polymorph*, *death ward*.

### **Goblin Warrior (CR 4)**

Small Humanoid Ftr5; 5d10+4 (hp 30) Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size, +3 studded leather armor); BAB/Grp +5/+1; Attack +9 club melee (1d4+3), or +8 javelin ranged (1d4+2); Space/Reach 5 ft./5 ft.; SV Fort +5, Ref +4, Will -1; AL CE; Str 16, Dex 16, Con 13, Int 11, Wis 6, Cha 8.

Languages Spoken: Goblin.

Skills and feats: Climb +7, Craft (leatherworking) +3, Hide +8, Jump +7, Listen -2, Move silently +7, Spot -2; Combat Reflexes, Dodge, Far Shot, Point Blank Shot, Precise Shot.

Possessions: studded leather armor, club

## **Room 11: Throne Room**

### **ATL 1 (CR 2)**

#### **Wyrmling Red Dragon (4 Years Old)**

Medium Dragon

Hit Dice: 3d12+2 (22 HP)

Initiative: +0 (dex)

Speed: 40 Ft., Fly 150 Ft. (Poor)

AC: 15 (0 Size, 5 Natural, 0 Dex)

Attacks: +10 Bite (1d8+2), +5 x2 Claws (1d4+1), +5 x2 Wings (1d4+1)

Face/Reach: 5 Feet / 5 Feet

Breath Damage (DC): Fire 2d8(12), 40 Ft Line, 20 Ft Cone

Saves: Fort +4, Ref +2, Will +2

Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha 10

Skills: Listen +7 (Wis), Spot +7 (wis), Search +7 (int), Bluff +3 (Cha), Concentration +4 (Con), Diplomacy +2 (Cha), Escape Artist +2 (Dex), Knowledge (Arcana) +2 (int), Knowledge (Dragons) +2 (int), Knowledge (Geography) +2 (int), Knowledge (History) +2 (int), Knowledge (Religion) +2 (int), Scry +2 (int), Jump +10 (Str)

Feats: Flyby

Immunities: Sleep, Paralysis, Fire

Damage Reduction: 0 / +0

Alignment: Chaotic Evil

### **ATL 3 (CR 3)**

#### **Wyrmling Red Dragon (4 Years Old)**

Medium Dragon

Hit Dice: 7d12+14 (59 HP)

Initiative: +0 (dex)

Speed: 40 Ft., Fly 150 Ft. (Poor)  
AC: 16 (0 Size, 6 Natural, 0 Dex)  
Attacks: +10 Bite (1d8+3), +5 x2 Claws (1d4+1), +5 x2 Wings (1d4+1)  
Face/Reach: 5 Feet / 5 Feet  
Breath Damage (DC): Fire 2d8(15), 60 Ft Line, 30 Ft Cone  
Saves: Fort +7, Ref +5, Will +5  
Abilities: Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10  
Skills: Listen +7 (Wis), Spot +7 (wis), Search +7 (int), Bluff +3 (Cha), Concentration +4 (Con), Diplomacy +2 (Cha), Escape Artist +2 (Dex), Knowledge (Arcana) +2 (int), Knowledge (Dragons) +2 (int), Knowledge (Geography) +2 (int), Knowledge (History) +2 (int), Knowledge (Religion) +2 (int), Scry +2 (int), Jump +10 (Str)  
Feats: Flyby  
Immunities: Sleep, Paralysis, Fire  
Damage Reduction: 0 / +0  
Alignment: Chaotic Evil

### **ATL 5 (CR 5)**

#### **Young Red Dragon (16 Years Old)**

Large Dragon  
Hit Dice: 13d12+26 (97 HP)  
Initiative: +0 (dex)  
Speed: 40 Ft., Fly 150 Ft. (Poor)  
AC: 21 (-1 Size, 12 Natural, 0 Dex)  
Attacks: +18 Bite (2d6+6), +13 x2 Claws (1d8+3), +13 x2 Wings (1d6+3), +13 Tail Slap (1d8+9)  
Face/Reach: 10 Feet / 10 Feet  
Breath Damage (DC): Fire 3d10 (17), 60 Ft Line, 30 Ft Cone  
Saves: Fort +11, Ref +8, Will +9  
Abilities: Str 23, Dex 10, Con 15, Int 12, Wis 13, Cha 12  
Skills: Listen +14 (Wis), Spot +14 (wis), Search +14 (int), Bluff +7 (Cha), Concentration +9 (Con), Diplomacy +7 (Cha), Escape Artist +5 (Dex), Knowledge (Arcana) +6 (int), Knowledge (Dragons) +6 (int), Knowledge (Geography) +6 (int), Knowledge (History) +6 (int), Knowledge (Religion) +6 (int), Scry +6 (int), Jump +20 (Str)  
Feats: Flyby, Hover, Wingover  
Immunities: Sleep, Paralysis, Fire  
Damage Reduction: 0 / +0  
Alignment: Chaotic Evil

### **ATL 7 (CR 7)**

#### **Juvenile Red Dragon (22 Years Old)**

Large Dragon  
Hit Dice: 14d12+28 (115 HP)  
Initiative: +0 (dex)  
Speed: 40 Ft., Fly 150 Ft. (Poor)  
AC: 21 (-1 Size, 12 Natural, 0 Dex)  
Attacks: +20 Bite (2d6+8), +15 x2 Claws (1d8+4), +15 x2 Wings (1d6+4), +15 Tail Slap (1d8+12)  
Face/Reach: 10 Feet / 10 Feet  
Breath Damage (DC): Fire 4d10 (18), 60 Ft Line, 30 Ft Cone  
Saves: Fort +11, Ref +8, Will +9  
Abilities: Str 26, Dex 10, Con 15, Int 12, Wis 13, Cha 12  
Skills: Listen +14 (Wis), Spot +14 (wis), Search +14 (int), Bluff +7 (Cha), Concentration +9 (Con), Diplomacy +7 (Cha), Escape Artist +5 (Dex), Knowledge (Arcana) +6 (int), Knowledge (Dragons) +6 (int), Knowledge (Geography) +6 (int), Knowledge (History) +6 (int), Knowledge (Religion) +6 (int), Scry +6 (int), Jump +20 (Str)  
Feats: Flyby, Hover, Wingover  
Immunities: Sleep, Paralysis, Fire  
Damage Reduction: 0 / +0

Alignment: Chaotic Evil

**ATL 9 (CR 9)**

**Juvenile Red Dragon** (33 Years Old)

Large Dragon

Hit Dice: 16d12+64 (185 HP)

Initiative: +0 (dex)

Speed: 40 Ft., Fly 150 Ft. (Poor)

AC: 24 (-1 Size, 15 Natural, 0 Dex)

Attacks: +24 Bite (2d6+9), +19 x2 Claws (1d8+4), +19 x2 Wings (1d6+4), +19 Tail Slap (1d8+13)

Face/Reach: 10 Feet / 10 Feet

Breath Damage (DC): Fire 5d10 (20), 80 Ft Line, 40 Ft Cone

Saves: Fort +14, Ref +10, Will +12

Abilities: Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14

Skills: Listen +18 (Wis), Spot +18 (wis), Search +18 (int), Bluff +10 (Cha), Concentration +12 (Con),

Diplomacy +10 (Cha), Escape Artist +8 (Dex), Knowledge (Arcana) +10 (int), Knowledge (Dragons) +10

(int), Knowledge (Geography) +10 (int), Knowledge (History) +10 (int), Knowledge (Religion) +10 (int),

Scry +10 (int), SpellCraft +18 (int), Jump +25 (Str)

Feats: Quicken Spell, Hover, Wingover, Snatch

Immunities: Sleep, Paralysis, Fire

Damage Reduction: 0 / +0

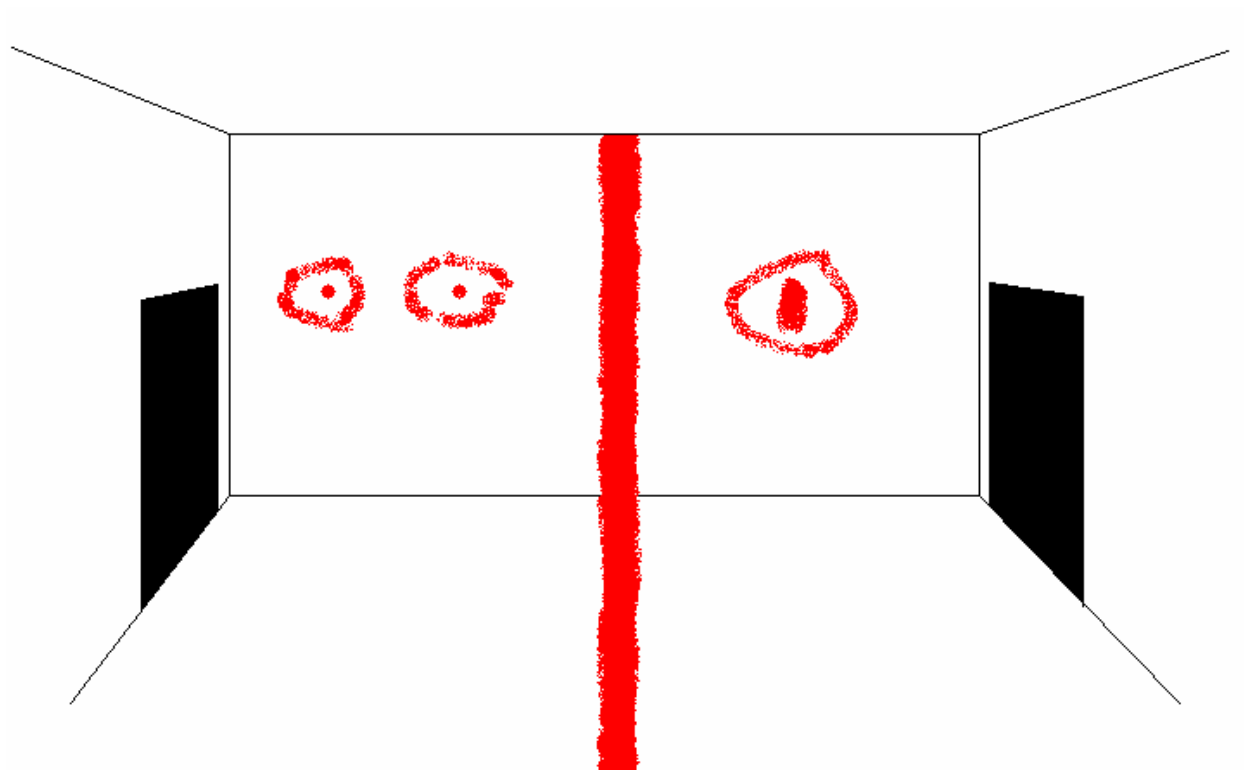
Alignment: Chaotic Evil

Special Abilities:

Locate Object (Sp) 4/Day



**APPENDIX II: Player Handout 1**



**APPENDIX II: Player Handout 2**

*A selection of interesting passages from a recovered historical text in the market*

*guardia . . . . throne room*

*Intelli history and other topics in the forum clan lords, visitors, oth*

*door with po and spells*

*protector of lan, and family*

*respect, honor, and feal*

**APPENDIX III: Map**

