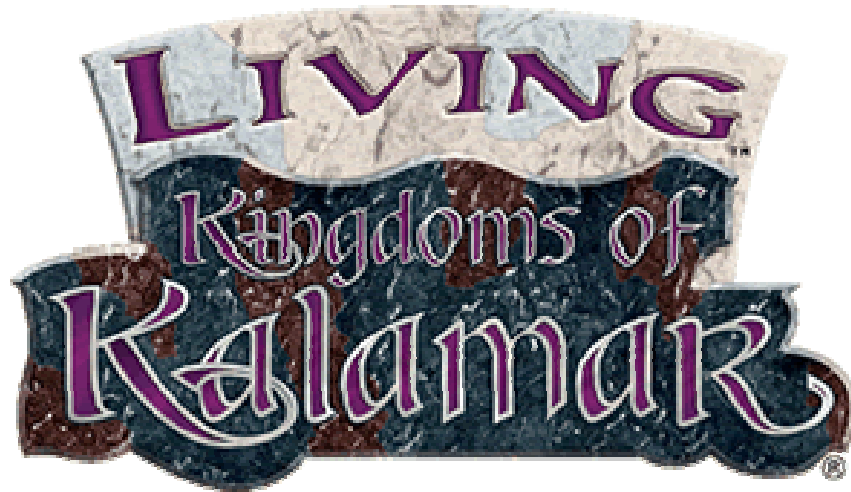


LKoK 50



To Be a Hero...

A One-Round D&D Living Kingdoms of Kalamar[®]
Adventure

by Andrew G. Schneider

A besieged citadel, a horde of orcs, and an ancient guardian are all par for a day in the Wild Lands. Whose side is the party really on? A Living Kingdoms of Kalamar adventure for ATL's 1-13.

"To Be a Hero..." ImageQuest, the ImageQuest logo, the Kenzer and Company logo, Living Kingdoms of Kalamar, the Living Kingdoms of Kalamar logo and Pekal Gazetteer are trademarks of Kenzer and Company. Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. © Copyright 2004, Kenzer and Company, Inc. All rights reserved. Dungeons & Dragons, Dungeon Master, D&D, RPGA, Living, the d20 system logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer & Company under license. © 2004 Wizards of the Coast, Inc.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

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 13th 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® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Campaign Sourcebook and the Kingdoms of Kalamar Player's Guide.

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

This adventure takes place at the end of the month of Famine in the Aadaf Highlands of the Wild Lands. The weather is brisk and cool in this area of the highlands, and despite the fact that spring has begun to come to Pekal, the air is chilly here, and very few plants have sprouted. This is fog season in the highlands, and much of the land is shrouded in mist.

MODULE NOTES

This module, while featuring some combat, is largely focused on the players role-playing their way through some tough decisions. While some choices in the module are closer to "good aligned" than others, there is no absolute good or absolute evil conclusion to be reached.

BACKGROUND

Life in the Wild Lands is harsh at the best of times, and settlements have a habit of disappearing with a depressing regularity. Still, people come, drawn by the promise of riches and freedoms unheard of in the settled kingdoms. Though many of the settlements of the Aadaf Highlands pledge their fealty to the nations of Slen, Syhynabith, or Paru'Bor, much of the land remains unclaimed, and some who brave the dangers of the wilds are able to carve out a niche for themselves.

The citadel of Cathan Abbey is a beacon of hope and stability amidst this ever-changing landscape. Located high in the mountains, it is an ancient and powerful fortress that serves as both a way station and a refuge for would-be settlers.

Cathan Abbey has been ruled by the Fontanelle family for over two hundred and fifty years, ever since its founding monks were slaughtered in an

orcish raid. Lord Galen Fontanelle X has just taken command of the citadel following the death of his father, Lord Galen Fontanelle the IX, last spring. An ambitious child, Galen X has come into his own as the new Lord Fontanelle, but this has only whetted his appetite for power. He believes his ancestors were lacking in vision, and sees Cathan Abbey as the stepping stone to carving out his own personal kingdom in the Wild Lands. He has recently come across mention of the Cathan Abbey Guardian in one of his father's old journals, and believes its power will fit into his plans nicely. As of yet, the guards he has sent into the catacombs in search of the guardian have not returned.

Driven south after their herds and harvest were devastated by early snows, the scattered northern tribes of orcs and ogres have slowly fallen under the banner of the ogre mage Paxus, charismatic leader of the Pale Tusk Tribe. His people are in dire straits, and the Citadel's stores will see them through the winter in comfort. Furthermore, he views taking the citadel as a pivotal step in eventually driving out the settlers and retaking his people's ancestral homeland. He has led his people to the wilderness surrounding Cathan Abbey and prepares them for an assault, awaiting only the arrival of the year's final caravan to strike. While legends tell of a terrible guardian that slumbers beneath the Abbey, Paxus is determined that the guardian shall never awaken.

The fabled guardian of Cathan Abbey is none other than a dragon named Makikak. He is a rare crossbreed, half-copper, half-red, the result of an elaborate prank on the part of his father. Having inherited his father's love of games along with his mother's avariciousness, Makikak grew to be an inveterate gambler. Two hundred and fifty years ago, on his fifty-second birthday, he fell afoul of a high stakes game of Poker involving the first Lord Fontanelle and his friend, the wizard Bazalc the Blue.

Unbeknownst to Makikak, the game had been set up as an elaborate trap for the dragon. Among his winnings was an artifact known as the Collar of Command. The Collar's magic activated itself upon Makikak's touch, and he fell under the control of the Collar's twin, the Collar of Control. His first master was Lord Fontanelle.

Galen Fontanelle I used the dragon liberally in the defense of Cathan Abbey while its more

mundane defenses were being built. Later generations were more wary of the dragon's growing power, and what might happen should the Collar of Control be destroyed. Unwilling to free him, they hollowed out part of the mountain beneath the Abbey for his lair, and left him with the comfort of his accumulated winnings. The Collar of Control was then buckled to the neck of a massive statue of adamantine and left within the lair, ensuring that while the dragon would nonetheless be available for the Abbey's defense, there would be little risk of losing his power to some enterprising thief. The way to the lair was then filled with traps in order to discourage casual visitation.

Time passed, and Cathan Abbey's mundane defenses proved more than sufficient to repel the occasional stray giant or orc raid. However, knowledge of the dragon was carefully preserved, passed down from one Lord Fontanelle to the next in case the dragon's power was ever needed again.

The old Lord Fontanelle saw clearly that his son's ambition would lead him to misuse the dragon. After much thought, he decided not to reveal Makikak's existence, leaving the poor creature to slumber on into eternity.

Makikak sleeps an enchanted sleep, awakening only when someone enters his lair. He is weary of his long enslavement, and dreams of the day when he might be free to fly once more.

ADVENTURE SYNOPSIS

Introduction:

After escorting a caravan for House Wanifer to the citadel of Cathan Abbey, the adventurers are ambushed by a force of orcs and ogres intent on breaching the citadel gates.

Encounter 1:

The adventurers are approached by Lord Fontanelle. Impressed by their fighting prowess, he tells them of the catacombs, the guardian, and the need for the Collar of Control so he may use said guardian to break the siege.

Encounter 2:

The PCs enter the Ogre camp to save their companions or the captured men from the Abbey. There, Paxus tries to convince them of the right of his people to live in this land. He makes an effort to enlist the PCs to kill the fabled guardian of Cathan Abbey.

Encounter 3:

Stone blades swing on pendulums back and forth across the party's path. They are a timed puzzle which can be bypassed with some small care, or manipulated into a stairway that leads further into the catacombs.

Encounter 4:

Beyond the blades lies a thin wooden wall fashioned to look like a door, behind which a deadly ooze is squeezed into an empty room.

Encounter 5:

The party comes to a deep chasm and a long, rickety wooden bridge. They must negotiate the bridge and the chasm while being harried by swarms of bats or hellwasps.

Encounter 6:

Though in fact awake when the players enter his lair, the guardian Makikak is held prisoner by the powerful magic of the Collar of Command. He comes across as pleasant and likable, and wistfully tells the player of his wishes for his freedom, even as he is compelled to instruct them in the use of the Collar for the defense of the town, which they can then repeat to Fontanelle.

Conclusion:

The players have several obvious choices. They can give Makikak over to Fontanelle, thus saving the town but leaving the guardian's power in Fontanelle's dubious hands. They can slay the guardian, appeasing Paxus while earning Fontanelle's lasting enmity. Or they can free the guardian, earning a powerful friend, and leave the town to its fate. They can also try and steal the Collar of Control. If they do so, read Conclusion D. They will not be able to use the Collar for anything other than killing Makikak.

INTRODUCTION **The Arrival**

Summary: After escorting a caravan for House Wanifer to the citadel of Cathan Abbey, the adventurers are ambushed by a force of orcs and ogres intent on breaching the citadel gates.

A mission guarding a caravan for House Wanifer has brought you deep into the Wild Lands, to the mountain citadel of Cathan Abbey. A fog has descended on the road, making the terrain difficult to see and

surrounding you in a wet chill. With the promise of warm beds and a hot meal foremost in your thoughts, the caravan master pushes hard towards the end of the journey, and you reach the citadel gates as the sun is setting behind the mountains. The greyed out world grows dim as the evening grows. Two guards keep a wary eye on the surroundings as they usher the caravan wagons through the gate.

Make Spot and Listen checks for the PCs (DC 15 + ATL):

- PCs who succeed on their Spot checks notice a number of indistinct shapes moving at the edge of the light.
- PCs who succeed on their Listen checks notice that beyond the dripping water, the surrounding wilderness has gone oddly quiet.

Regardless of the PCs success or failure in the above checks, read the following:

As the last wagon reaches the gate before you, there's movement out of the corner of your eye. You watch in stunned horror as a javelin sails out of the gloom and takes one of the horses in the eye. It goes down with a shrill whinny, foundering the wagon in the gateway and sending the surviving horse into a panic. A band of orcs and ogres ghost onto the road in eerie silence, charging the gate.

- PCs who succeeded in either their spot or listen checks can act during the surprise round.
- PCs may make a Heal DC 15 or Knowledge (Monster) DC 10 if they engage the attackers. Those who succeed notice that their attackers are unusually thin, and have a gaunt, hungry look in their eyes.

The PCs (and the two guards) are initially attacked by a combination of orcs and ogres (See Appendix I for full statistics).

PCs may make additional Spot checks DC 12+ATL, or Knowledge (Military Tactics) DC 10+ATL, to determine that this is only the first wave of enemies. There are more behind, so the PCs should make getting the wagon to safety their first priority (see below).

ATL 1 (CR 3)

4 Wimpy Orcs and 1 Starved Ogre

ATL 3 (CR 5)

4 Orcs and 1 Ogre

ATL 5 (CR 7)

4 Rough Orcs and 3 Ogres

ATL 7 (CR 8)

4 Brutal Orcs and 3 Ogres

ATL 9 (CR 9)

4 Rabid Orcs and 3 Strong Ogres

ATL 11 (CR 11)

4 Bloodcrazed Orcs and 3 Powerful Ogres

ATL 13 (CR 13)

4 Slaughterfist Orcs and 3 Champion Ogres

Tactics:

- Because of the fog, all creatures beyond 5 feet have concealment, granting a 20% miss chance. This applies for both monsters and PCs.
- Surprise Round: The orcs and any ogres beyond the first move in to attack. The first ogre always remains behind to lob javelins.
- Round 1: The guardsmen sound the alarm and turn to fight, charging the nearest enemy.
- Round 2: Read the following: **A resonant voice calls from the citadel "Clear the gates!"**
- Round 3: Starting this round, and every round thereafter, another guardsman sallies forth from the gates and join the combat. Read the following: **"I don't care what it takes. Get out there and hold them off. My citadel will not be breached."** (The speaker is Lord Fontanelle)
- Round 4: 1 additional orc joins the fight this round, and every round thereafter, up to a number of orcs per ATL.
- Round 8: If the combat is still raging by Round 8, 1 additional ogre jogs into the fray.
- **The orcs and ogres use non-lethal damage.** They are trying to take prisoners. If they can manage to take one of the PCs prisoner, all well and good. If not, regardless of how well the PCs do, the orcs and ogres succeed in

capturing at least one of the Abbey guards.

- The guards fight for the safety of their town. They do not retreat until the gates begin to close, and are taking no prisoners.

Battlefield: The gate is 20ft wide, and the walls stretch 30ft. to either side before hitting a small cliff. A winding road leads up the mountain to the citadel. The area 50ft. ahead of the citadel is cleared of brush and trees, while the area beyond is rough hills dotted with a scattering of mountain pine. There is limited visibility in the foggy twilight. PCs can see 40ft, or 80 with low-light vision, but indistinctly. All creatures beyond 5 feet have concealment, with a 20% miss chance.

Development: Several things must happen in the following order to clear the wagon from the gate:

- The dead horse must be cut from its harness. This requires the combined efforts of 4 full-round actions (one person can accomplish this task in 4 rounds, or 4 could do it in 1 round, etc). The caravan master begins cutting the harness as of round 3.
- Once cut from its harness, the dead horse must be moved out of the way (10 ft away from the wagon in any direction). The horse weighs 800 pounds (Due to the rough terrain and the nature of the body, a PC's Push or Drag equals twice his maximum load).
- The remaining horse must be calmed. A Handle Animal DC 15 or Wild Empathy accomplishes this in 1 round. (Creative use of spells, including *Speak with animals* or even *calm emotions* may also accomplish this.) The caravan master, if left alone to do this, takes 2 rounds.
- The wagon must be moved through the gate. This takes 2 rounds.
- Once the wagon is clear, the gate begins closing. It takes 2 rounds to close. If any PCs foolishly remain outside, they can get over the wall with a Climb DC 20. The walls are 30ft high.

PCs may come up with a creative way to clear the horse out of the way, calm the remaining horse, and guide the wagon through the gates not listed above. Allow them to follow up their

plans, and if they should work according to the core rules, allow their efforts to succeed. If the PCs are more interested in fighting monsters than aiding the caravan, have the caravan master shout for their help, just to make them aware that their goal here isn't to win the battle, but to get everyone safely inside the gates.

Note: The goal of the introduction is to ratchet up the tension right from the start of the module, and impress upon the players the danger that they are in. If the PCs look like they are being overwhelmed, hold back the monstrous reinforcements. If they look like they're mopping the floor with the orcs and ogres, have the monsters enter the battle faster. This is a battle that the PCs cannot win, but should survive.

- To make the combat run faster and keep the spotlight on the PCs, assume that battle between the guards and the orcs and ogres is progressing roughly in favor of the guards, who are succeeding in killing a few of their opponents, but that, as mentioned before, at least one of them is taken prisoner. Feel free to put these miniatures out to enhance the feel of battle.

ENCOUNTER 1 **Besieged**

Summary: The adventurers are approached by Lord Fontanelle. Impressed by their fighting prowess, he tells them of the catacombs, the guardian, and the need for the Collar of Control so he may use said guardian to break the siege.

The gates bang shut behind you, and the wounded guardsmen collapse, moaning to the ground. The caravan master is directing several laborers in unloading the wagons, while several healers rush out into the yard, bandages in hand. A sharp featured man sporting furs and a heavy gold chain picks his way carefully through the wounded. His distaste is evident even in the half-light; nevertheless he stops now and again to offer a word of comfort or hold the hands of the dying. Finally, he comes to you.

The man begins to speak, waiting only for the howls of the orcs beyond the gates to subside. "Greetings. I am Galen Fontanelle X, Lord of Cathan Abbey." This last he adds

almost self-consciously, though the robes of office and the heavy gold torque around his neck proclaim its truth for all to see.

- PCs who succeed on a Knowledge (Nobility and Royalty) DC 15 know that the Fontanelles are the hereditary rulers of Cathan Abbey. Their citadel has been a safe haven for settlers in the Wild Lands for over 600 years.

If one of the PCs was captured, adjust the following text, as Fontanelle apologizes for the danger their friends are now in.

"This is a poor excuse for a welcome, but allow me to be the first to thank you for your help in securing the gate. Your efforts are greatly appreciated, and I fear that even more men might have been captured." He pauses as a young guard rushes up and whispers something in his ear.

- PCs who succeed on a Listen DC 16+ATL are able to overhear the young guard: "Milord, the fires of the enemy surround us on all sides. We are besieged."

"Thank you." He returns his attention to you. "The situation, my friends, is worse than I feared. Though it pains me to ask so soon after your already monumental efforts, I need your help. The very safety of this citadel is at stake. Will you hear me out?"

- Sense Motive DC 15 to realize that Lord Fontanelle seems truly desperate.
- Sense Motive DC 20 to realize that Lord Fontanelle, while desperate, is hiding something.
- Sense Motive DC 25 to realize that Lord Fontanelle is actually fairly confident the citadel can withstand the siege for some time, and what sounds like desperation is more like urgency.
- Sense Motive DC 30 to realize that the watchman's report, though worrisome, did not change Lord Fontanelle's plans or what he is about to say.
 - **Note:** PCs who succeed in a Knowledge: Architecture DC 15 gain +5 to their Sense Motive check as they get a closer look at the citadel's formidable defenses.

Development: If the PCs agree to hear him out, continue. If they refuse at any time, move to encounter 2.

“Excellent. I fear we are overmatched by the forces we face. I need you to find a way through the trapped catacombs beneath the citadel and retrieve a powerful artifact known as the Collar of Control. This will allow me to rouse Cathan Abbey’s ancient guardian from its slumber and drive back these monsters. With this guardian’s help, I believe we can rescue the captives taken by the monsters.”

- Sense Motive DC 20 (Fontanelle’s Bluff) to realize that while Lord Fontanelle is telling the truth, his plans for the guardian do not end with the defense of Cathan Abbey.
 - **Note:** PCs who made 30 or higher on the previous Sense Motive get a +10 bonus to this check, reflecting their suspicions of Fontanelle.

If the PCs confront Fontanelle about his future plans, read the following or adapt it as necessary to fit into the conversation:

“Open your eyes, adventurers. What did you see en route to the Abbey? Scattered settlements separated by tracks of wilderness, couples and clans clinging to life by their fingernails. But the Wild Lands have the potential to be so much more! Perhaps we will survive without the guardian, but not only will its use save lives; with its power I can make a better future for my people, for all the Wild Lands.”

- Fontanelle has no qualms about his plans to tame the Wild Lands, and speaks of them freely and at length.
- Sense Motive DC 5: The PCs can sense the passion and conviction in his voice.
- Knowledge (Geography) DC 15 or Knowledge (Local: Wild Lands) DC 5 to know that people come to the Wild Lands to be away from the kings and emperors of other lands. They live and die by the strength of their wit and blade, and prefer it as such.

What Fontanelle knows (and doesn’t):

- Aside from the location of the entrance, he knows nothing further of the catacombs or the traps within.

- He knows of no reason the monsters would attack in such force, though smaller raids are frequent in the winter.
- He knows nothing regarding the guardian, save that its name is Makikak and it is controlled through the Collar of Control.
 - PCs who speak Draconic know that Makikak is an archaic form of the draconic word for *Mistake*.

Development: Lord Fontanelle happily offers a reward of 200 gold per person at ATLS 1-3, 400 at ATLS 5-9, and 600 at ATLS 11+ for completing the mission.

Lord Fontanelle: Male Human Ari7

ENCOUNTER 2 **The Ogre’s Parley**

Summary: The PCs enter the Ogre camp to save their companions or the captured men from the Abbey. There, Paxus tries to convince them of the right of his people to live in this land. He makes an effort to enlist the PCs to kill the fabled guardian of Cathan Abbey.

A man shouts down from his post above the gates. “My lord! One of the monsters is approaching the gate, bearing a white flag!” Fontanelle blinks, and then hurries up to the battlements. “What do you want, carrion?”

Standing about forty feet from the gate is a large, green-skinned humanoid with two small horns curling around his forehead and piercing white eyes. He wears a long fur robe that has seen better days, and a necklace of claws.

- With a Knowledge (Nature) DC 10 the PC recognizes the furs as belonging to wolf, wildcat, and red deer, all animals native to the Highlands. The necklace is made of wolf claws.
- With a Knowledge (Nature) DC 15 the PC recognizes the creature standing before him as an Ogre-Mage
- With a Knowledge (Nature) DC 20 the PC knows that Ogre-Mages are powerful spellcasting cousins of Ogres
- With a Knowledge (Nature) DC 25 the PC knows that Ogre-Mages are said to share the blood of trolls

The creature smiles, and replies in an urbane, cultured voice, "Ah ah ah, now that's no way to speak to someone who is here for an honest parley, and, moreover, holds some of your men hostage. You, milord, are clearly too blinded to deal with. Send me the warriors who defended your gates. I respect their strength. Tell them to come to my camp under a white flag, and we will discuss appropriate recompense for the lives of your men."

With that, the creature turns and flies away. Fontanelle grits his teeth. "I do not trust that beast, but I fear we have little choice. Will you go out to him?"

If the PCs say yes, proceed with the boxed text.
If the PCs say no, skip to Encounter 2A.

The fog billows and swirls around you as you move down the slope. A tall, gaunt orc sees you, grunts, and points off the road, towards a thicket. Beyond the thicket lies a camp, in the loosest sense of the word. There is one tent, and a few small fires, but no smell of cooking. There are a few smaller orcs crying and clutching their bellies, and the older orcs move listlessly and slowly. The creature from before comes out of the one tent, and approaches you, notably unarmed. "I am Paxus, leader of the Pale Tusk clan and Warchief of the Northern Host. I am here to parley, that we might resolve this conflict without further bloodshed."

- If the PCs do not attack, continue.
- If the PCs attack at any time, Paxus turns invisible and gaseous as he flees. He calls out one more time to them pleads for chance to make his case, but does not risk himself against bloodthirsty maniacs. His entire camp also flees.

"Before we release our prisoners, you must hear me out. Early snows froze our herds and crops, and have brought my people to the brink of starvation. We came south so that we might find food. That is what brings us to this place. Yet these are our ancestral lands, stolen from us by the first Lord Fontanelle with the help of his pet. Our legends tell of how my people were driven by fire and fear to the inhospitable North. The

time to retake our heritage has been long in coming. That is why we must stay.

"I know that Lord Fontanelle has asked you to retrieve an artifact and use it to summon the guardian of the keep. He expects to use it to free our hostages. Then let me give you a gesture of good faith. Take the prisoners. They are in the tent, and have been treated by our healer."

"What then, you must be thinking, does this change? Truth: My people will starve if we do not take this citadel by fire and sword. Truth: You have come here to wake the guardian and destroy us all. Let there be a third path, walked by wiser feet. Kill the guardian, or ensure its forever slumber, that it may not perpetuate the wrongs of ages past. In return, we shall spare all within once the citadel falls, and escort you safely to the edge of the Wild Lands. What say you?"

- With a successful Sense Motive DC 10-30 the PCs can sense he is telling them the truth.
- With a Knowledge Geography DC 15, the PCs know that Cathan Abbey's fall would slow and possibly reverse the eventual settlement of the Wild Lands.
- With a Knowledge History DC 15 the PC knows that Orcs and Ogres were indeed the original inhabitants of this region.

If the PCs parley with Paxus, he willingly discusses whatever the PCs desire, as he feels that the more they know of his people and their plight, the more inclined they are to side with him.

Diplomacy DC 15+ATL and the proper prompting reveals the following:

- His forces number over 1,000 orcs and 300 ogres.
- It takes a Sense Motive DC 15+ATL to perceive that while the numbers are truthful, he seems to be hiding something.
 - If Paxus is questioned further about his troops, he admits that most of them are women, children, and elders.
- Paxus believes the guardian to be some sort of terrible demon, and would that its power be denied the world for all time. He only knows this from legends,

however, and cannot guarantee that the guardian is a creature of evil—only that it has slain his ancestors.

- He cares passionately for his people, and does whatever is necessary to ensure their survival.
- He learned of Fontanelle's attempts to waken the guardian from interrogating guards captured in the assault on the caravan. The guards are alive and well.

Paxus bargains with the PCs, and offers all the wealth of his tribe (he believes his people can gather a total of 10xATL gold, though such a sum leaves them destitute) if it looks as if they are likely to refuse. Though he may omit information, he does not lie. His goals are the following:

- Secure food and supplies for his people, so that they might survive the coming winter.
- Regain possession of his people's ancestral lands (including Cathan Abbey)
- Ensure that the guardian is not awakened and used against his people.

Paxus would be willing to agree to a compromise involving the shared possession of his people's lands if the PCs suggest it. However, Lord Fontanelle would never agree to such a deal, and would need to be removed from power before such a pact could be enforced. The PCs should realize that the guards are extremely loyal to Fontanelle, and that the PCs themselves would not survive a coup attempt.

If the PCs offer to negotiate with Prince Kafen of Pecal for land within the Mounds District of their home nation in return for the fealty from Paxus and his people, Paxus considers this offer if the PCs are able to make a DC 30+ATL Diplomacy roll. (Allow bonuses for aiding and role play.) Though not the lands of his ancestors, the prospect of a place where he and his people can belong at peace is an appealing one. PCs have already seen that Prince Kafen is open to such negotiation, as the Black Nail clan of Orcs now resides peaceably inside the borders of Pecal. Paxus requires some demonstration of faith on the part of the PCs, however, before he accepts this deal: this may come in the form of food supplies, coin, or some guarantee from the Crown. (If the PCs are able to contact the Gray Legion with this proposal, particularly if they are

able to reach "Borgo," he can confirm the willingness of Pecal to enter into a treaty should Paxus and his people reach the border.) Lord Fontanelle will not believe this, and does not want his ambitions hindered anyway, so he still offers to pay the PCs to awaken the guardian.

Paxus: Male Ogre-Mage

ENCOUNTER 2A (Optional) **A Morning Plea**

Note: This encounter takes place only if the PCs refuse to go out to Paxus the night before.

Give the PCs **Player Handout #1** – A letter from Lord Fontanelle.

Once at the tower, Fontanelle gestures to the surrounding hills, which are swarming with orcs and ogres under the morning sun. He then asks the PCs once more for their aid. If they hear him out, proceed with the rest of Encounter 2. When they return, Fontanelle asks them to enter the catacombs and retrieve the Collar of Control (see above).

If the PCs refuse once more to aid Lord Fontanelle, the adventure is over. Read the following:

Lord Fontanelle and many of his guardsmen vanish later that afternoon, and are never seen again. Over the course of the next few days, the monstrous horde hammers away at the citadel defenses. Despite your best efforts, the defenses are breached on the fourth day, and the survivors surrender. Strangely enough the orcs, under the command of a proud ogre mage, allow you to leave with your lives, along with the promise that should you ever again enter the Wild Lands, it will be under penalty of death. You arrive home several weeks later tired, hungry, and sure in your hearts that any chance to make a difference at Cathan Abbey has come and gone.

If any PCs were captured by the orcs in the Introduction, they must spend their Non-Adventuring Activity for this module escaping. They can make no purchases and gain no meta-org benefits.

ENCOUNTER 3

The Swinging Blades

Summary: Stone blades swing on pendulums back and forth across the party's path. They are a timed puzzle which can be bypassed with some small care, or manipulated into a stairway that leads further into the catacombs.

Regardless of whether the PCs choose to help Paxus or Lord Fontanelle, they are being given the option to go down into the cellar. You can role-play Fontanelle's reaction to what Paxus told them, or you can assume that they lied and have not told him about the other offer.

Lord Fontanelle leads you down to the cellar. Passing a number of dusty wine racks, he fiddles with one of the bottles, and one of the wine racks swivels aside, revealing a secret passage. "Good luck," he says. "I eagerly await your return." Stairs curve down into the darkness as the doorway recedes away from your light.

- On a successful Spot DC 15, the PCs notice that the dust has been disturbed recently.
- Anyone with Survival DC 15 plus the Track Feat can tell that the tracks are human in nature, and closely resemble the standard issue boots worn by the guardsmen of the keep.

It is extremely dark inside the tunnel. Anyone without darkvision is unable to see more than five feet in front of his face without a light source.

As you move deeper into the catacombs, the walls change from masonry to rough hewn stone. This passage was carved out of the very bones of the mountain. The stairs straighten out into a long corridor ten feet wide and ten feet high. At the edge of your light, you notice the body of a guardsman, his face and hands purple and bloated.

- A Heal check DC 10 reveals that the guard was killed by poison.
- Search DC 21 reveals an expended poison arrow trap hidden in the wall.

Moving onwards, the PCs find several more guards who have died on a spiked pit trap, a wall blade trap, and a spear trap, respectively. Feel free to describe their deaths in gruesome detail. The PCs are in no danger of these traps,

as they have obviously been triggered and are warned well in advance of their presence by the smell of rotting flesh.

- Heal DC 15 reveals that the guards died as recently as 3 days ago.

Once they reach the final guardsman, read the following:

The corridor is clear for another forty feet, ending in a simple wooden door.

Twenty feet beyond the final guardsman and 20 feet before the door, the swinging blade trap begins. The swinging blades are activated by stepping on the pressure plate 20 feet from the door, 10 feet wide. 4 blades swing down, one every five feet, 2 from the right, 2 from the left.

ATLs 1-5

Four Modified Ceiling Pendulum Traps: CR1; mechanical, timed trigger, automatic reset; Atk +8 melee (1d8/x3, battleaxe); Search DC 21; Disable Device DC 22.

ATLs 7-13

Four Ceiling Pendulum Traps: CR3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

Once the blades are activated, read the following:

Thick stone blades scythe back and forth, pendulum-like, down from the ceiling and across the hallway.

While the blades represent a small danger for the PCs, they are actually a timed puzzle which, when manipulated properly, allows the PCs to bypass the true trap, which lies beyond the wooden door.

The Judge is advised to go into "real-time" for this puzzle. From the moment initiative is rolled, the blades swing on rounds 1, 3, 6, 8, 10, 11, 12... and every round thereafter. They have sped up, confusing the timing.

The blades can be disabled with a Disable Device Check as in the description, or can be stopped with a two fold check. First, at least one of the PCs need to stand in either of the squares that the blades attack and make a Reflex Save, DC 22+ATL. This catches the blade. The next

check is a Strength check, DC 20+ATL. This is to stop the blade and break the timing mechanism. Various uses of Wall of Force, Wall of Stone, lassos, or other creative methods can grant a bonus to the Strength check. If either of the checks fail, the trap attacks using the characters flat-footed AC (the character just stepped in front of a trap, knowingly). Uncanny Dodge applies.

Both the Disable Device check and the Reflex/Strength checks are only made once, as all 4 blades are controlled by the same timing mechanism. (The Disable Device check is intentionally easier to pass than the Reflex/Strength check, because that is the skill appropriate to the encounter, but it should be possible to bypass the blades even for a party lacking Disable Device.)

If the PCs run through the blades to open the door at the far end, proceed to Encounter 4.

If, and ONLY if, the PCs manage to stop the blades, read the following:

With a grinding squeal, the blades halt. You see that each blade is of a different size, looking almost like stairs. With a bit of effort, you could climb them to what looks like a slight ledge maybe four feet above the door at the end of the hall.

- Climb Check DC 10+ATL gets them to the ledge above the door, which is 10 feet off the ground (1d6 falling damage, unless they jump intentionally and pass their Jump or Tumble check).
- A Search DC 20+ATL of the ceiling beyond the blades reveals what looks like part of a secret door.
- An Open Locks check DC 20+ATL opens the door and allows the PCs to enter the hallway. This hallway reconverges with the main hall at the beginning of Encounter 5.

Note: Correctly solving this puzzle allows the PCs to bypass the ooze in encounter #4.

ENCOUNTER 4 **Ooze Ahoy!**

Summary: Beyond the blades lies a thin wooden wall fashioned to look like a door,

behind which a deadly ooze is squeezed into an empty room.

Once past the swinging blades, you realize you were correct, the corridor ahead is blocked by a wooden door. Neither doorknob nor keyhole are in evidence.

The “door” is actually a thin wooden wall of stone covered in a veneer of wood. Behind the wall is a room filled with a deadly ooze.

- **Listen:** No sound can be heard beyond the door.
- **Search:** The door appears to be well made and is set flush into the surrounding stone.

Fake Door: ½ in thick; hardness 2; hp 2; AC 5; Break DC 10.

If the door is broken, the ooze immediately flows out through the hole and attacks (gaining a surprise round). The ooze also pushes out into the corridor, which may still have swinging blades. If the blades ARE still swinging, they will do damage to the ooze if they hit at ATLS 1-5, but at ATLS 7-13 the ooze will use its Split ability to avoid the slashing damage.

ATL 1 (CR 2)
Diluted Gelatinous Cube

ATL 3 (CR 3)
Gelatinous Cube

ATL 5 (CR 4)
Gray Ooze

ATL 7 (CR 5)
Ochre Jelly

ATL 9 (CR 7)
Black Pudding

ATL 11 and 13 (CR 12)
Elder Black Pudding

After the combat is over, have the PCs make a search check in the room where the ooze was trapped. The secret door in the room containing the ooze can be found with a **Search (DC 20+ATL)**. It leads to a small passage which eventually rejoins the main route through the catacombs, at the beginning of Encounter 5.

ENCOUNTER 5

Crossing the Dark

Summary: The party comes to a deep chasm and a long, rickety wooden bridge. They have to negotiate the bridge and the chasm while being harried by swarms of bats or hellwasps.

Note: The true danger of this encounter lies in the bridge and the chasm itself, not the bats.

The passage continues downwards with neither break nor pause, finally opening up on the lip of a long underground chasm. Swaying slightly, a slender bridge of rope and wood hangs in the night. The bridge is mottled with white splotches. Ten feet beyond the end of the bridge is a tunnel opening.

- Search DC 16+ATL or Knowledge (Architecture and Engineering) DC 11+ATL: The bridge appears old, but remains in remarkably good condition.
- Listen DC 16+ATL: You hear a soft chattering, and the click-clack of claws on stone coming from somewhere above you.
- Knowledge (Nature) DC 5 or Survival DC 15 reveals the white splotches on the bridge to be bat guano (or hellwasp excretions at higher ATLs).

Bats (or hellwasps, at higher ATLs) roost in the cavern ceiling 100 feet above the bridge. The bridge itself is 60 feet across. Once the party is halfway across, the party's light source (assuming they are not stumbling in the dark) has sufficiently disturbed the bats or hellwasps that they will attack.

- Low-light vision and a Spot DC 15+ATL discerns the bats or hellwasps and their approximate number (A single swarm is 5,000 creatures) prior to the attack.

ATL 1 (EL 1)
1 Bat Swarm

ATL 3 (EL 3)
2 Bat Swarms

ATL 5 (EL 5)
3 Bat Swarms

ATL 7 (EL 7)
6 Bat Swarms

ATL 9 (EL 9)

10 Bat Swarms

ATL 11 (EL 11)
3 Hellwasp Swarms

ATL 13 (EL 13)
5 Hellwasp Swarms

Every round after the bats attack, the PCs must make a Balance DC 10 + Damage taken to not stumble off the bridge.

- Because the PCs are Balancing, they can only move 1/2 their speed. If they beat the check by 5 or more (DC 15+ Damage taken) they can move their full speed. PCs, for this encounter, cannot move through the space occupied by a friendly character. Once on the bridge, that is the order in which they stay.
- If the PCs stumble, they can catch a rope as they fall with a Reflex Save DC 15.
- Also, a nearby PC can grab their hand with a Reflex Save DC 10 and spend a full round action pulling them up.
- Lying prone and crawling along the bridge negates the risk of falling, but reduces movement to 1/4 speed per round.

Falling in the chasm has different consequences depending on the ATL:

- **ATL1:** 20 foot fall (2d6, fall)
- **ATL3:** 30 foot fall onto stalagmites (3d6, fall) stalagmites (Atk +8, 1d4 stalagmites for 1d4+1 piercing each)
- **ATL5:** 40 foot fall onto stalagmites (4d6, fall) stalagmites (Atk +8, 1d4 stalagmites for 1d4+1 each)
- **ATL7:** 50 foot fall onto stalagmites (5d6, fall) stalagmites (Atk +8, 1d4 stalagmites for 1d4+1 each)
- **ATL9:** 60 foot fall onto stalagmites (6d6, fall) stalagmites (Atk +8, 1d4 stalagmites for 1d4+1 each)
- **ATL11:** 70 foot fall onto stalagmites (7d6, fall) stalagmites (Atk +8, 1d4 stalagmites for 1d4+1 each)
- **ATL13:** 80 foot fall onto stalagmites (8d6, fall) stalagmites (Atk +8, 1d4 stalagmites for 1d4+1 each)

The chasm walls can be scaled with Climb DC 20. PCs with the slowfall ability can only use this within 5 feet of either side of the chasm.

Tactics:

- The swarms retreat when reduced to ½ hp or less.
- The bats do not attack if there is no light source.
- The bats attack whoever has the light. If they drop the light, the bats will follow the light down into the chasm until another light is struck.

ENCOUNTER 6

The Guardian

Summary: Though in fact awake when the players enter his lair, the guardian Makikak is held prisoner by the powerful magic of the Collar of Command. He comes across as pleasant and likable, and wistfully tells the player of his wishes for his freedom, even as he is compelled to instruct them in the use of the Collar for the defense of the town, which they can then repeat to Fontanelle.

The conversation with Makikak should be resolved entirely through roleplay. Makikak is an expert bluffer and can read the PCs like an open book, though he is limited to only speaking, not acting, by the power of the Collar. There are several exceptions in which Makikak might take physical or magical action against the PCs:

- He is entitled to safeguard himself if attacked, unless otherwise commanded by the Collar of Control.
- He is always entitled to safeguard his hoard, and first threatens, then kills, if any of the PCs actually attempt to leave with some of his treasure. The Collar's magic cannot countermand this.

Makikak is not an evil dragon, and only acts in self defense or defense of his rightful property. (If someone does detect his alignment, he radiates as true neutral.) However, should the situation dissolve into combat, judges should use the normal statistics for a Mature Adult Copper Dragon from the *Monster's Manual* and not take pity on the PCs (though they may choose to flee). There is not room to fly in Makikak's cavern currently, as he cannot leave the cavern through its upper exit without being commanded by a Fontanelle.

The first thing that catches the light as you pass through the doorway is the glitter of

gold. You enter a large cavern whose depths stretch beyond the limits of your sight. Along the floor gold, silver, copper, and gems roll like frozen waves, while bits of armor and the hilts of weapons and wands thrust forth like reefs and shoals. Alongside of the cavern wall, statues of marble and bronze, veritable works of art that would fetch a fortune not only for their craftsmanship but also for their age, stand draped in jewelry and silk. A huge adamantine statue forged into the form of a giant with a jackal-head with massive pincers for two of its four hands and rubies for eyes kneels in submission to one side. Clutched in its outstretched hand is an ornate collar of black leather embossed with ruby dusted runes and lines with silver. Beyond that, you see the guardian.

- With a Knowledge (Religion) DC 15, the PCs recognize the statue as a depiction of The Confuser of Ways.

Stretched out over the gold, its breathing is deep and slow. So slow, in fact, that each breath seems like its last, until its lungs swell once again with the force of a giant's bellows. Even curled up, you can appreciate how truly massive the beast must be. From the tip of its tail, past the powerful thighs and shoulders and over the long, flat horns, smooth brow plates, and backswept cheeks; all the way to the tip of its short, stubbed nose, it is a testament to the leashed strength of its kind. Its scales are the deep red of spilt blood. Its wings are purple gray, fading to smoke and ash at the edges. Circling the dragon's powerful neck, just behind its head, lies a twin collar of silver, red, and black embossed leather, which gleams with a faint, sullen light. In front of the adamantine statue is a small plaque which reads, in a number of languages: "Don't trust the dragon."

Pause here, and give the PCs just enough time to do something really stupid, like try to snatch some treasure.

- It takes a Knowledge (Arcana) check DC 15 to understand that while the dragon has the coloring of a fearsome red, it possesses the physiology of the more benevolent coppers.

The dragon's eyes snap open, swirling with living lava, and its long, serpentine neck rises smoothly into the air. Its voice is deep

and rich with a hint of a lilt, like spiced hot chocolate. “Don’t you be touching my treasure! You understand, of course, that dragons have an intimate and exacting knowledge of every item in their hoard, and my senses tell me something is missing! Come on boys, cough it up.”

Whether or not the PCs have taken anything, Makikak is attempting to extort a little extra from the party. He threatens and blusters, but doesn’t actually harm the party. If he succeeds or realizes the PCs aren’t buying it, he’ll continue.

“Right then. Now that the formalities are taken care of, what can I do for you? None of you are of the family Fontanelle, so even if you touch or walk off with that Collar, you won’t have a dragon as your slave. That said, feel free to try. I haven’t been tickled in ages.”

Makikak is charming and friendly, and happily tells the PCs of his history, how he came to be in the cavern, and how his only dream is that someone removes the collar from around his neck so he may be free again. He is weary of his long slavery and of risking his life at the bidding of others. If it comes up, he admits to being somewhat fond of Cathan Abbey, as it holds his hoard.

The Collar of Control is buckled to the statue, and the buckle is rusted shut. A Disable Device check DC 15, Open Lock check DC 15, or Strength check DC 18 can open the buckle, allowing the Collar to be retrieved for whatever purpose. Should one of the players touch the collar, then Makikak is bound to explain its use:

- The Lord of Cathan Abbey, the heir of Fontanelle, when touching the Collar can command Makikak to perform any task, so long as the dragon returns to the Collar’s vicinity at the end of the task.
- Makikak cannot be commanded to free himself, or to leave for an indefinite period of time.
- While Makikak knows that the Collars must both be destroyed or sundered in order to free him, he can neither reveal this information to the PCs, nor bribe them to help him escape, due to the constraints of the Collar.
- While Makikak must return to the vicinity of the Collar of Control after performing

his task, he cannot come within 30 feet of the Collar itself. This is a safeguard to protect the Fontanelle heir.

- If Makikak is forced within 30 feet of the Collar of Control, the Collar of Command will start to constrict, eventually killing him.
- The principle of the Collars’ magic is to harness the power of the dragon to further the ends of the Fontanelle heir who possesses the Collar of Control.
- The only exception to this rule is if the holder of the Collar, regardless of his bloodline, desires to kill the dragon himself. Then, Makikak can be commanded to lay still as he is slain. The fastest way to do this is to require Makikak to lay still while the Collar is brought within 30 feet of him.
- Destroying either of the Collars (Command or Control) breaks both of them, shattering the magic and freeing Makika
- The Collar of Command is bound to Makikak’s neck and cannot be removed without cutting it free.

[Collars of Command and Control: 6 in. thick hardened leather; hardness 4; hp 48; Break DC 26; half damage from piercing, immune to bludgeoning and acid damage.]

The Collars are minor artifacts made of an unusually hard leather and are resistant to destruction. They cannot be broken with either Dispel Magic or Greater Dispel Magic, but a Mordekainen’s Disjunction functions as it would on an artifact.

Development: Allow the PCs to be creative in coming up with a solution for dealing with Lord Fontanelle, the orcs, and the dragon. Ultimately, however, they must reach a decision. Whoever is touching the collar at the time must give the command if they decide to give the dragon a task. To free the dragon, the collar must be physically removed from around his neck.

The players have several obvious choices. They can give Makikak over to Fontanelle, thus saving the town but leaving the guardian’s power in Fontanelle’s dubious hands. They can slay the guardian, appeasing Paxus while earning Fontanelle’s lasting enmity. Or they can free the guardian, earning a powerful friend, and leave the town to its fate. They can also try and steal

the Collar of Control. If they do so, read Conclusion D. They will not be able to use the Collar for anything other than killing Makikak.

CONCLUSION

If the players do Lord Fontanelle's bidding and use Makikak to destroy the orcs and ogres, go to Conclusion A.

If the players choose to work for Paxus and kill the dragon, go to Conclusion B.

If the players decide to free the dragon, go to Conclusion C.

If the players come up with another solution, go to Conclusion D.

Conclusion A

Through your actions, the menace to Cathan Abbey has been destroyed. Lord Fontanelle is extremely pleased, and rewards you well for your service, stating that you are welcome in his realm anytime. With this deed, you have surely made the Wild Lands safer for everyone.

Lord Fontanelle gives the PCs their reward before they leave.

Conclusion B

The dragon lies dead at your feet, head swollen nearly beyond recognition from the collar's choking grasp. As its great body stills, there is a flash of magic, and the assembled riches of the cavern turn to mud.

Lord Fontanelle is furious upon your return, and has you thrown in jail. Several days later the defenses are breached and the survivors surrender. Paxus was true to his word, and the orcs allow them to leave with their lives. You are warmly thanked, and alone of your people will be welcome again at Cathan Abbey. For everyone else, the Wild Lands have become that much more dangerous.

If the PCs negotiated a reward with Paxus, he hands it over before they leave.

Conclusion C

With a roar of jubilation, the dragon leaps into the air. Then he takes you out of the catacombs through a secret exit at the back of his cavern. You watch, amazed, as he proceeds to enforce a truce between the northern tribes and the people of Cathan Abbey. Over the next few days, Makikak takes control of Cathan Abbey, forcing Paxus and Lord Fontanelle into advisory positions. The dragon intends to make Cathan Abbey a safe haven for half-breeds, misfits, and refugees everywhere. He begins with the daunting task of integrating the orcs and ogres on his doorstep with the existing population of the citadel, but with his power and presence, you have little doubt he'll succeed.

Conclusion D

Feel free to modify this ending description to suit whatever course of action or nonaction the players choose while using the other conclusions as guidelines for likely repercussions. If the orcs are not destroyed by the dragon, they eventually overwhelm the Abbey's defenses. Lord Fontanelle, before this happens, attempts the catacombs himself, and dies. The PCs are likely to hear tell of this at some wayside tavern, should they leave with the Collar in their possession. With the magic of the Collar taken away and no way to escape, Makikak most likely languishes under the castle forever.

Your goal accomplished, you leave the Wild Lands to its fate, and dragon to its slumber, knowing that someday its power will rock the world once more.

Experience and Treasure

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.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Introduction: Closing the Gate without any PCs being captured	125	250	375
Encounter 3: Surviving the Pendulum Blades	50	100	150
Solving the puzzle of the blades <i>or</i>	100	200	300
Encounter 4: Defeating the ooze	75	150	225
Encounter 5: Avoiding or defeating the swarms	100	200	300
Encounter 6: Solving the puzzle to free Makikak <i>or</i>	75	150	225
Solving the puzzle to kill Makikak <i>or</i>	75	150	225
Retrieving the Collar of Command for Fontanelle	75	150	225
<i>Discretionary Role Playing Experience</i>	50	100	150
Total Possible	500	1000	1500

Several options for xp are listed. No character should receive rewards for all of the options listed above. The only exception is this: some players may choose to both solve the puzzle of the blades *and* defeat the ooze. If they do so, they may earn experience for both encounters, but their total may not exceed the total possible. (This may make up for experience lost in other encounters, however.)

Judge rewards

Judges who eat this module receive full xp for the tier of their PC, the gold value from conclusion A appropriate to the level of their PC, and one of the dragon hoard certs, which they may print for themselves. Thanks judges!

TREASURE

Introduction:

Each PC receives 25gp from House Wanifer for successfully guarding the caravan on its journey.

Conclusion A:

If the adventurers aided Lord Fontanelle and left the dragon under his control, he gives each of them a sack containing 200 gold per person at ATLs 1-3, 400 at ATLs 5-9, and 600 at ATLs 11+ for completing the mission.

Conclusion B:

If the adventurers aided Paxus, killed the dragon, and persuaded Paxus to offer them compensation, a total of 100xATL gold (this an increase from what was promised to them, now that the Horde has access to the Hoard), as well as the certified "Fetish of the Northern Horde" and select treasures from the dead dragon's hoard (certed).

Conclusion C:

If the adventurers freed Makikak, the dragon rewards them the amount that Fontanelle promised, as well as select (certed) treasures from his hoard.

OTHER AWARDS

Fetish of the Northern Horde:

Paxus was relieved to hear that the guardian had been killed. You have earned his gratitude as well as that of his people. In thanks, his shaman has created a fetish to honor your bravery. On the condition that you never meet the Northern Horde in battle, the fetish grants a +1 divine bonus on saves, and a +1 resistance bonus against fire. (Weak Abjuration; CL 3rd; shaman level 3.)

Bracelet of Secrets:

(received for conclusion B or C)

As a gift from the Hoard of Makikak, this bracelet is a silver band decorated with deep blue semi-precious stones. Arcane spells cast by a character wearing this bracelet are harder to resist because the character taps into rare sources of power that amplify her spells. Saving throw DCs against spells cast by the wearer are increased by +1. (Strong Enchantment; CL 12th; Craft Wondrous Item, Spell Focus, creator must be an arcane spellcaster; Market Value 2,000 gp.)

Risk's Dice:

(received for conclusion B or C)

This gift from the Hoard of Makikak is an ordinary seeming pair of dice in a plain leather pouch. In actuality, these have been blessed by Risk. When rattled in their bag as a free action, the dice grant the bearer a *cat's grace* spell that lasts for three minutes, once per day. (Moderate transmutation; CL 3rd; Craft Wondrous Item, creator must have access to the Luck Domain; Price 2,400 gp.)

Brooch of the Dragon:

(x4—only received by those players who completed Conclusion C and do not receive something from the Hoard)

The dragon Makikak thanks you for freeing him, and you will always be welcome in Cathan Abbey. Furthermore, he gives you a small copper brooch that allows you to quickly consult him on matters of which he has knowledge. The brooch may be used 3 times to grant a +10 on any Knowledge check (which can be added after you make your roll), and may be used once to grant an automatic success on a Decipher Script check. (Moderate Evocation; CL10th; Craft Wondrous Item, *sending*; Price 400 gp.)

Appendix I: NPCs and Monsters

Lord Galen Fontanelle X [Male Human Ari 7, AL LN]: Lord Galen Fontanelle X is a strapping young man possessed of an uncommon charisma and ambition. He has just taken command of Cathan Abbey following the death of his father, Lord Galen Fontanelle the IX, last spring. He believes his ancestors were lacking in vision, and sees Cathan Abbey as the stepping stone to carving out his own personal kingdom in the Wild Lands. Though he truly cares for his people, he believes he can bring them a better life by expanding his power, and as such tends to lose sight of individuals in favor of advancing his agenda. He has recently come across mention of the Cathan Abbey Guardian in one of his father's old journals, and believes its power will fit into his plans nicely. As of yet though, the guards he has sent into the catacombs in search of the guardian have not returned.

Paxus, Leader of the Pale Tusk Tribe and Warchief of the Northern Horde [Male Ogre Mage, AL CN]: Paxus, charismatic leader of the Pale Tusk Tribe, united the scattered and starving clans of his people through sheer force of will after their herds and crops were destroyed by early snows. He sees salvation in Cathan Abbey's stores, inasmuch as taking the citadel would be a pivotal step in eventually driving out the settlers and retaking his people's ancestral homeland.

Paxus' primary goal is to ensure that his people survive through the winter. He also holds onto the hope of retaking his people's ancestral homeland within the Wild Lands. He is honorable, though he knows that sometimes a show of force can accomplish just as much, or more, than actual fighting. His credo is strength, tempered by wisdom. He has heard legends of the guardian, and believes its power is too much for any mortal. It must be destroyed.

Makikak [Male Half-Red Half-Copper Dragon, AL N]: Makikak is a rare crossbreed, half-copper, half-red, the result of an elaborate prank on the part of his father. Having inherited his father's love of games along with his mother's avariciousness, Makikak grew to be an inveterate gambler. Six-hundred years ago he fell afoul of a high stakes game of Poker involving the first Lord Fontanelle and his friend, the wizard Bazalc the Blue.

Unbeknowst to Makikak, the game had been set up as an elaborate trap for the dragon. Among his winnings was an artifact known as the Collar of Command. The Collar's magic activated itself upon Makikak's touch, and he fell under the control of the Collar's twin, the Collar of Control. His first master was Lord Fontanelle. Galen Fontanelle used the young dragon liberally in the defense of Cathan Abbey while its more mundane defenses were being built. Later generations were more wary of the dragon's growing power, and what might happen should the Collar of Control be stolen. Unwilling to free him, they hollowed out part of the mountain beneath the Abbey as the dragon's lair, and left him with the comfort of his accumulated winnings. The Collar of Control was then fused with a massive statue of adamantine and left within the lair, ensuring that while the dragon would nonetheless be available for the Abbey's defense, there would be little risk of losing his power to some enterprising thief. The way to the lair was then filled with traps in order to discourage casual visitation.

Makikak sleeps an enchanted sleep, awakening only when someone enters his lair. He is weary of his long enslavement, and dreams of the day when he might be free to fly once more. While he would love to travel the world again, he won't leave the hoard of treasure he has accumulated over his lifetime. After many years of dreaming, he has come up with a plan to take over Cathan Abbey and make it a haven for misfits and refugees the world over, and a den of gambling and fun of course. He would need to be free to accomplish this, but dragons have long lives. Someday, someone will let him go.

He bears no grudge against the Fontanelles. After all, those who trapped him are long dead, and he hasn't been used in several lifetimes.

INTRODUCTION

ATL 1

Wimpy Orc, Warrior 1: CR 1/2, Medium Humanoid (Orc); HD 1d8+2 (10 hp); Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13; BAB/Grp +1/+5; Spa/Rch 5ft./5ft.; Atk greataxe +5 melee (1d12+6 [average 12]/x3) or javelin +3 ranged (1d6+4 [average 7]); Full Atk greataxe +5 melee (1d12+6 [12 average]/x3) or javelin +3 ranged (1d6+4 [7 average]); SA – ; SQ Darkvision 60ft., light sensitivity; AL CN; SV Fort +4, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Spot +2, Survival +2; Track.

Starved Ogre: CR 2, Large Giant; HD 2d8+3 (14 hp); Init -1; Spd 30ft. in hide armor, base speed 40ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +1/+10; Spa/Rch 10ft./10ft.; Atk greatclub +6 Melee (2d8+6 [14 average]) or javelin -1 ranged (1d8+4 [8 average]); Full Atk greatclub +6 Melee (2d8+6 [14 average]) or javelin -1 ranged (1d8+4 [8 average]); SA – ; SQ Darkvision 60ft., low-light vision; AL CN; SV Fort +3, Ref -1, Will +0; Str 18, Dex 8, Con 13, Int 6, Wis, 10, Cha 7.

Skills and Feats: Climb +5, Listen +1, Spot +1; Toughness.

Cathan Abbey Guard, Warrior 3: CR 2, Medium Human; HD 3d8+6 (25hp); Init +5; Spd 20ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat-footed 18; BAB/Grp +3/+5; Spa/Rch 5ft./5ft.; Atk Longsword +6 melee (1d8+2 [average 6]/19-20); Full Atk longsword +6 melee (1d8+3 [6 average]/19-20); SA – ; SQ – ; AL LN; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +4, Listen +4; Toughness, Improved Initiative, Weapon Focus (Longsword).

ATL 3

Orc, Warrior 2: CR 1, Medium Humanoid (Orc); HD 2d8+4 (16 hp); Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13; BAB/Grp +2/+6; Spa/Rch 5ft./5ft.; Atk greataxe +6 melee (1d12+6 [average 12]/x3) or javelin +3 ranged (1d6+4 [average 7]); Full Atk greataxe +6 melee (1d12+6 [12 average]/x3) or javelin +3 ranged (1d6+4 [7 average]); SA – ; SQ Darkvision 60ft., light sensitivity; AL CN; SV Fort +5, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Spot +2, Survival +2; Track.

Ogre: CR 3, Large Giant; HD 4d8+11 (29 hp); Init -1; Spd 30ft. in hide armor, base speed 40ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +3/+12; Spa/Rch 10ft./10ft.; Atk greatclub +8 Melee (2d8+7 [15 average]) or javelin +1 ranged (1d8+5 [9 average]); Full Atk greatclub +8 Melee (2d8+7 [15 average]) or javelin +1 ranged (1d8+5 [9 average]); SA – ; SQ Darkvision 60ft., low-light vision; AL CN; SV 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).

Cathan Abbey Guard, Warrior 3: CR 2, Medium Human; HD 3d8+6 (25hp); Init +5; Spd 20ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat-footed 18; BAB/Grp +3/+5; Spa/Rch 5ft./5ft.; Atk Longsword +6 melee (1d8+2 [average 6]/19-20); Full Atk longsword +6 melee (1d8+3 [6 average]/19-20); SA – ; SQ – ; AL LN; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +4, Listen +4; Toughness, Improved Initiative, Weapon Focus (Longsword).

ATL 5

Rough Orc, Warrior 3: CR 2, Medium Humanoid (Orc); HD 3d8+6 (22 hp); Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13; BAB/Grp +3/+7; Spa/Rch 5ft./5ft.; Atk greataxe +8 melee (1d12+6 [average 12]) or javelin +4 ranged (1d6+4 [average 7]); Full Atk greataxe +8 melee (1d12+6 [12 average]) or javelin +4 ranged (1d6+4 [7 average]); SA – ; SQ Darkvision 60ft., light sensitivity; AL CN; SV Fort +5, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Spot +2, Survival +2; Track, Weapon Focus (Greataxe).

Ogre: CR 3, Large Giant; HD 4d8+11 (29 hp); Init -1; Spd 30ft. in hide armor, base speed 40ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +3/+12; Spa/Rch 10ft./10ft.; Atk greatclub +8 Melee (2d8+7 [15 average]) or javelin +1 ranged (1d8+5 [9 average]); Full Atk greatclub +8 Melee (2d8+7 [15 average]) or javelin +1 ranged (1d8+5 [9 average]); SA –; SQ Darkvision 60ft., low-light vision; AL CN; SV 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).

Cathan Abbey Guard, Warrior 3: CR 2, Medium Human; HD 3d8+6 (25hp); Init +5; Spd 20ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat-footed 18; BAB/Grp +3/+5; Spa/Rch 5ft./5ft.; Atk Longsword +6 melee (1d8+2 [average 6]/19-20); Full Atk longsword +6 melee (1d8+2 [6 average]/19-20); SA – ; SQ –; AL LN; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +4, Listen +4; Toughness, Improved Initiative, Weapon Focus (Longsword).

ATL 7

Brutal Orc, Warrior 4: CR 3, Medium Humanoid (Orc); HD 4d8+8 (29 hp); Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13; BAB/Grp +4/+9; Spa/Rch 5ft./5ft.; Atk greataxe +10 melee (1d12+7 [average 13]) or javelin +5 ranged (1d6+5 [average 8]); Full Atk greataxe +10 melee (1d12+7 [13 average]) or javelin +5 ranged (1d6+5 [8 average]); SA – ; SQ Darkvision 60ft., light sensitivity; AL CN; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Spot +3, Survival +3; Track, Weapon Focus (Greataxe).

Ogre: CR 3, Large Giant; HD 4d8+11 (29 hp); Init -1; Spd 30ft. in hide armor, base speed 40ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +3/+12; Spa/Rch 10ft./10ft.; Atk greatclub +8 Melee (2d8+7 [15 average]) or javelin +1 ranged (1d8+5 [9 average]); Full Atk greatclub +8 Melee (2d8+7 [15 average]) or javelin +1 ranged (1d8+5 [9 average]); SA –; SQ Darkvision 60ft., low-light vision; AL CN; SV 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).

Cathan Abbey Guard, Warrior 4: CR 3, Medium Human; HD 4d8+8 (32 hp); Init +5; Spd 20ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat-footed 18; BAB/Grp +4/+7; Spa/Rch 5ft./5ft.; Atk Longsword +8 melee (1d8+3 [average 7]/19-20); Full Atk longsword +8 melee (1d8+3 [7 average]/19-20); SA – ; SQ –; AL LN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +5, Listen +4; Toughness, Improved Initiative, Weapon Focus (Longsword).

ATL 9

Rabid Orc, Warrior 5: CR 4, Medium Humanoid (Orc); HD 5d8+10 (35 hp); Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13; BAB/Grp +5/+10; Spa/Rch 5ft./5ft.; Atk greataxe +11 melee (1d12+7 [average 13]) or javelin +6 ranged (1d6+5 [average 8]); Full Atk greataxe +11 melee (1d12+7 [13 average]) or javelin +6 ranged (1d6+5 [8 average]); SA – ; SQ Darkvision 60ft., light sensitivity; AL CN; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Spot +3, Survival +3; Track, Weapon Focus (Greataxe).

Strong Ogre: CR 5, Large Giant; HD 12d8+39 (93 hp); Init -1; Spd 30ft. in hide armor, base speed 40ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +9/+19; Spa/Rch 10ft./10ft.; Atk greatclub +15 Melee (2d8+9 [17 average]) or javelin +7 ranged (1d8+6 [10 average]); Full Atk greatclub +15/+10 Melee (2d8+9 [17 average]) or javelin +7 ranged (1d8+6 [10 average]); SA – ; SQ Darkvision 60ft., low-light vision; AL CN; SV Fort +11, Ref +5, Will +4; Str 22, Dex 8, Con 16, Int 6, Wis, 10, Cha 7.

Skills and Feats: Climb +5, Listen +6, Spot +6; Toughness, Weapon Focus (Greatclub), Lightning Reflexes, Power Attack, Cleave.

Cathan Abbey Guard, Warrior 5: CR 4, Medium Human; HD 5d8+10 (38 hp); Init +5; Spd 20ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat-footed 18; BAB/Grp +5/+8; Spa/Rch 5ft./5ft.; Atk Longsword +9 melee (1d8+3 [average 7]/19-20); Full Atk longsword +9 melee (1d8+3 [7 average]/19-20); SA – ; SQ – ; AL LN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +5, Listen +5; Toughness, Improved Initiative, Weapon Focus (Longsword).

ATL 11

Bloodcrazed Orc, Warrior 7: CR 6, Medium Humanoid (Orc); HD 7d8+14 (51 hp); Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13; BAB/Grp +7/+12; Spa/Rch 5ft./5ft.; Atk greataxe +13 melee (1d12+7 [average 13]) or javelin +8 ranged (1d6+5 [average 8]); Full Atk greataxe +13/+8 melee (1d12+7 [13 average]) or javelin +8 ranged (1d6+5 [8 average]); SA – ; SQ Darkvision 60ft., light sensitivity; AL CN; SV Fort +7, Ref +3, Will +2; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Spot +3, Survival +3; Track, Weapon Focus (Greataxe), Toughness.

Powerful Ogre: CR 6, Large Giant; HD 16d8+48 (123 hp); Init -1; Spd 30ft. in hide armor, base speed 40ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +12/+22; Spa/Rch 10ft./10ft.; Atk greatclub +18 Melee (2d8+9 [17 average]) or javelin +10 ranged (1d8+6 [10 average]); Full Atk greatclub +18/+13/+8 Melee (2d8+9 [17 average]) or javelin +10 ranged (1d8+6 [10 average]); SA – ; SQ Darkvision 60ft., low-light vision; AL CN; SV Fort +13, Ref +6, Will +7; Str 23, Dex 8, Con 16, Int 6, Wis, 10, Cha 7.

Skills and Feats: Climb +5, Listen +8, Spot +8; Toughness, Weapon Focus (Greatclub), Lightning Reflexes, Power Attack, Cleave, Iron Will.

Cathan Abbey Guard, Warrior 7: CR 6, Medium Human; HD 7d8+14 (54 hp); Init +5; Spd 20ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat-footed 18; BAB/Grp +5/+8; Spa/Rch 5ft./5ft.; Atk Longsword +9 melee (1d8+3 [average 7]/19-20); Full Atk longsword +9 melee (1d8+3 [7 average]/19-20); SA – ; SQ – ; AL LN; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +6, Listen +6; Toughnessx2, Improved Initiative, Weapon Focus (Longsword).

ATL 13

Slaughterfist Orc, Warrior 9: CR 8, Medium Humanoid (Orc); HD 9d8+18 (65 hp); Init +5; Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; BAB/Grp +9/+14; Spa/Rch 5ft./5ft.; Atk greataxe +15 melee (1d12+7 [average 13]) or javelin +11 ranged (1d6+5 [average 8]); Full Atk greataxe +15/+10 melee (1d12+7 [13 average]) or javelin +11 ranged (1d6+5 [8 average]); SA –; SQ Darkvision 60ft., light sensitivity; AL CN; SV Fort +7, Ref +3, Will +2; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Spot +3, Survival +3; Track, Weapon Focus (Greataxe), Toughness, Improved Initiative.

Champion Ogre: CR 8, Large Giant; HD 20d8+60 (153 hp); Init -1; Spd 30ft. in hide armor, base speed 40ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +15/+25; Spa/Rch 10ft./10ft.; Atk greatclub +22 Melee (2d8+10 [18 average]) or javelin +13 ranged (1d8+7 [11 average]); Full Atk greatclub +22/+17/+11 Melee (2d8+10 [18 average]) or javelin +13/+8/+3 ranged (2d8+7 [11 average]); SA –; SQ Darkvision 60ft., low-light vision; AL CN; SV Fort +15, Ref +7, Will +8; Str 24, Dex 8, Con 16, Int 6, Wis, 10, Cha 7.

Skills and Feats: Climb +5, Listen +10, Spot +10; Toughness, Weapon Focus (Greatclub), Lightning Reflexes, Power Attack, Cleave, Iron Will, Quick Draw.

Cathan Abbey Guard, Warrior 5: CR 6, Medium Human; HD 7d8+14 (54 hp); Init +5; Spd 20ft.; AC 18 (+6 splint mail, +2 heavy wooden shield), touch 10, flat-footed 18; BAB/Grp +5/+8; Spa/Rch 5ft./5ft.; Atk Longsword +9 melee (1d8+3 [average 7]/19-20); Full Atk longsword +9 melee (1d8+3 [7 average]/19-20); SA –; SQ –; AL LN; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +6, Listen +6; Toughnessx2, Improved Initiative, Weapon Focus (Longsword).

ENCOUNTER 3

ATL 1

Diluted Gelatinous Cube: CR 2, Large Ooze; HD 2d10+14 (26 hp); Init -5; Spd 15 ft.; AC 4 (-1 size, -5 Dex), touch 4, flat-footed 4; BAB/Grp +1/+5; Spa/Rch 10ft./10ft.; Atk slam +0 melee (1d6 plus 1d6 acid); Full Atk slam +0 melee (1d6 plus 1d6 acid); SA Acid, engulf, paralysis; SQ Blindsight 60ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +7, Ref -5, Will -5; Str 10, Dex 1, Con 25, Int –, Wis 1, Cha 1.

Acid (Ex): A Gelatinous Cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a diluted gelatinous cube can simply mow down Medium or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The diluted gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 12 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moved forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is strength based and includes a +1 racial bonus.

Paralysis (Ex): A diluted gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 19 Fortitude save or be paralyzed for 1d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): A diluted gelatinous cube is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically hit with a melee attack for slam and acid damage.

ATL 3

Gelatinous Cube: CR 3, Huge Ooze; HD 4d10+32 (54 hp); Init -5; Spd 15 ft.; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; BAB/Grp +3/+11; Spa/Rch 15ft./15ft.; Atk slam +1 melee (1d6 plus 1d6 acid); Full Atk slam +1 melee (1d6 plus 1d6 acid); SA Acid, engulf, paralysis; SQ Blindsight 60ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int –, Wis 1, Cha 1.

Acid (Ex): A Gelatinous Cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Medium or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moved forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is strength based and includes a +1 racial bonus.

Paralysis (Ex): A diluted gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): A diluted gelatinous cube is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically hit with a melee attack for slam and acid damage.

ATL 5

Gray Ooze: CR 4, medium Ooze; HD 3d10+15 (31 hp); Init -5; Spd 10 ft.; AC 5 (-5 Dex), touch 5, flat-footed 5; BAB/Grp +2/+3; Spa/Rch 5ft./5ft.; Atk slam +3 melee (1d6+1 plus 1d6 acid); Full Atk slam +3 melee (1d6+1 plus 1d6 acid); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60ft., immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int –, Wis 1, Cha 1.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

ATL 7

Ochre Jelly: CR 5, Large Ooze; HD 6d10+36 (69 hp); Init -5; Spd 10 ft.; AC 4 (-1 size, -5 Dex), touch 4, flat-footed 4; BAB/Grp +4/+10; Spa/Rch 10ft./5ft.; Atk slam +5 melee (2d4+3 plus 1d4 acid); Full Atk slam +5 melee (2d4+3 plus 1d4 acid); SA Acid, constrict 2d4+3 plus 1d4 acid, improved grab; SQ Blindsight 60ft., split, ooze traits; AL N; SV Fort +8, Ref -3, Will -3; Str 15, Dex 1, Con 22, Int –, Wis 1, Cha 1.

Skills and Feats: Climb+10

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ATL 9

Black Pudding: CR 7, Huge Ooze; HD 10d10+60 (115 hp); Init -5; Spd 20 ft., climb 20 ft.; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; BAB/Grp +7/+18; Spa/Rch 15ft./10ft.; Atk slam +8 melee (2d6+4 plus 2d6 acid); Full Atk slam +8 melee (2d6+4 plus 2d6 acid); SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60ft., split, ooze traits; AL N; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int –, Wis 1, Cha 1.

Skills and Feats: Climb+11

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ATL 11

Elder Black Pudding: CR 12, Gargantuan Ooze; HD 20d10+180 (290 hp); Init -5; Spd 20 ft., climb 20 ft.; AC 1 (-4 size, -5 Dex), touch 1, flat-footed 1; BAB/Grp +15/+35; Spa/Rch 20ft./20ft.; Atk slam +19 melee (3d6+12 plus 3d6 acid); Full Atk slam +19 melee (3d6+12 plus 3d6 acid); SA Acid, constrict 2d8+12 plus 2d6 acid, improved grab; SQ Blindsight 60ft., split, ooze traits; AL N; SV Fort +15, Ref +1, Will +1; Str 26, Dex 1, Con 28, Int -, Wis 1, Cha 1.

Skills and Feats: Climb+11

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 29 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 29 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ATL 13

Elder Black Pudding: CR 12, Gargantuan Ooze; HD 20d10+180 (290 hp); Init -5; Spd 20 ft., climb 20 ft.; AC 1 (-4 size, -5 Dex), touch 1, flat-footed 1; BAB/Grp +15/+35; Spa/Rch 20ft./20ft.; Atk slam +19 melee (3d6+12 plus 3d6 acid); Full Atk slam +19 melee (3d6+12 plus 3d6 acid); SA Acid, constrict 2d8+12 plus 2d6 acid, improved grab; SQ Blindsight 60ft., split, ooze traits; AL N; SV Fort +15, Ref +1, Will +1; Str 26, Dex 1, Con 28, Int -, Wis 1, Cha 1.

Skills and Feats: Climb+11

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 29 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 29 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ENCOUNTER 4

Bat Swarm: CR 2, Diminutive Animal (Swarm); HD 3d8 (13 hp); Init +2; Spd 5 ft., fly 40 ft.(good); AC 16 (+4 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +2/-; Spa/Rch 10ft./0ft.; Atk swarm (1d6); Full Atk swarm (1d6); SA Distraction, wounding; SQ Blindsight 20ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 3.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Blindsight (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

ENCOUNTER 6

Note: If the players are foolish enough to fight the dragon, here are his statistics.

Makikak: CR 24, Gargantuan Dragon (Wyrm); HD 35d12+280 (507 hp); Init +0; Spd 40ft., fly 200 ft.(clumsy); AC 42 (-4 size, +36 natural), touch 6, flat-footed 42; BAB/Grp +35/+59; Spa/Rch 20ft./15ft. (20ft. with bite); Atk bite +45 melee (4d6+14); Full Atk bite +45 (4d6+14), 2 claws +43 (2d8+7), 2 wings +43 (2d6+7), tail slap +43 (4d6+21); SA Crush, Tail Sweep, Breath Weapon (Cone of Fire or Line of Acid DC 35), Snatch; SQ Blindsight 60ft., DR 20/magic, Frightful Presence, Keen Senses, Immunity to fire, acid, sleep, and paralysis effects, Spider Climb, SR 29; AL N; SV Fort +27, Ref +18, Will +25; Str 39, Dex 8, Con 27, Int 24, Wis 23, Cha 26.

Skills and Feats: Bluff +46, Concentration +27, Diplomacy +31, Escape Artist +37, Intimidate +10, Sense Motive +44, Use Magic Device +25, Hide +25, Jump +42, Knowledge Arcana +26, Knowledge Architecture +16, Knowledge Dungeoneering +16, Knowledge Geography +26, Knowledge Nature +26, Knowledge Planes +26, Listen +44, Profession: Gambler + 19, Search +45, Spot +44, Survival +44;

Awesome Blow, Blind-Fight, Cleave, Flyby Attack, Great Cleave, Improved Snatch, Multiattack, Power Attack, Recover Breath, Snatch, Wingover, Track.

Spell-Like Abilities: *Find Path* (1/day), *Locate Object* (11/day), *Suggestion* (3/day), *Stone Shape* (2/day), *Transmute rock to mud* or *mud to rock* (1/day), *Wall of Stone* (1/day)

Spells per day: (6/6/6/6/6/6/6/6/4, base DC = 18 + spell level)

Spells known: 0 – [*Arcane Mark, Dancing Lights, Detect Magic, Detect Poison, Ghost Sound, Light, Magic Hand, Mending, Message, Prestidigitation, Read Magic*]; 1st – [*Alarm, Detect Secret Doors, Endure Elements, Magic Aura, Shocking Grasp, Ventriloquism*]; 2nd – [*Enthrall, Knock, Invisibility, Locate Object, See Invisibility, Silence, Undetectable Alignment*]; 3rd – [*Cure Serious Wounds, Dispel Magic, Haste, Major Image, Tongues, Water Breathing*]; 4th – [*Death Ward, Dimensional Anchor, Freedom of Movement, Greater Invisibility, Polymorph, Restoration*]; 5th – [*Break Enchantment, Cloudkill, Plane Shift, Righteous Might, True Seeing*]; 6th – [*Anti-Magic Field, Analyze Dweomer, Heal, World of Recall*]; 7th – [*Control Weather, Earthquake, Greater Teleport, Statue*]; 8th – [*Discern Location, Iron Body, Mind Blank*].

Appendix II: Additional Rules

This section contains maps, notes, special or new items/spells/rules, as well as any generic campaign rules as needed. Authors are responsible for maps and/or descriptions of their creations (items, spells, etc).

Collar of Command: A colossal ornate collar of black leather embossed with ruby dusted runes and lines with silver. It is worn by the dragon Makikak, keeping him docile and at the command of whoever touches the Collar of Control. Its powers can be negated if it is physically removed. The principle of the collar's magic is to harness the power of the dragon to further the ends of he who possesses the Collar of Control. To that end, any action is allowed that will not result in the dragon's extended absence or certain death. The only exception to this rule is if the holder of the Collar desires to kill the dragon himself. Then, Makikak can be commanded to lay still as he is slain. Its powers can be negated if it is physically removed.

Collar of Control: A smaller twin to the Collar of Command. Touching the collar gives the heir of the Fontanelle family the power to command the dragon Makikak.

[Collars of Command and Control: 6 in. thick hardened leather; hardness 4; hp 48; Break DC 26; half damage from piercing, immune to bludgeoning and acid damage.]

The Collars are minor artifacts made of an unusually hard leather and are resistant to destruction. They cannot be broken with either Dispel Magic or Greater Dispel Magic, but a Mordekainen's Disjunction functions as it would on an artifact.

APPENDIX III: Player Handouts

Player Handout #1

Dear Sírs,

*You are cordially invited to take
breakfast with me on the Southern Tower
at 9 bells. I believe you will find the view
most stimulating.*

*Sincerely,
Lord Fontanelle*