

WYRMISLAYER



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HP-6

BLACK DEATH
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In the world of Hanan Pacha, all dragons are good. They have been the companions of elves as dragon and rider for ages. However, that situation will be reversed if the Great Serpent, Leviathan is able to re-enter the demi-plane uncontested. Your players have the opportunity to retrieve the sword known as 'Wyrmslayer' and deliver it to the man of prophecy. If the world is to have any hope at all, he (or someone who can take his place) needs to battle and defeat the Great Serpent! This adventure has been crafted for medium level (5-8) , courageous adventurers that seek to save the good and innocent people of the demi-plane.

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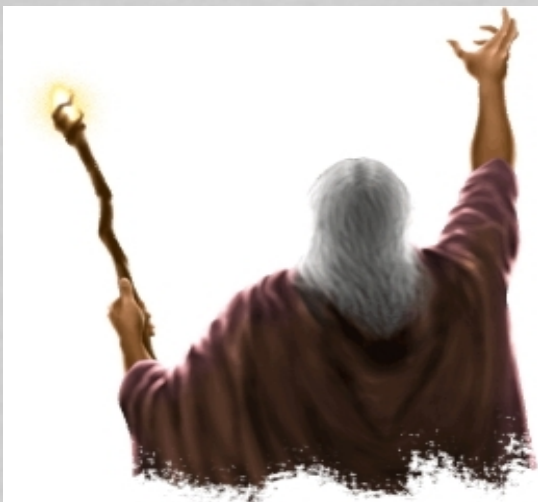
Italicized text is for reading aloud at your discretion. This 4 E adventure is best suited for character levels 6-9. It can be adapted to other levels by increasing or reducing the number of opponents.

"Down the Great Serpent was hurled, the one called Leviathan, as Αραγ'ορν struck it squarely with the Blade of the Titans, called Öyrmslayer. The skull of the beast was cleaved front to back. Its body whipped about under the water in a death rattle, taking it down to the sea floor even more swiftly. It would return someday, for now though, the world of Hanan Pacha was safe from this abomination of Dragonkind. The hero returned whence he came, awaiting the passing of ages until the call for help went out again."

The Prophecy of the Serpent

Chapter 1: Help Wanted

This opening is for those who are in a large city which has a port. I would have the adventurers contacted by a local wizard who is in need of some brave souls for an important task. Once the wizard (Zarin) contacts them, have him relate the following story to them.



"The three-headed dragon is acting very strange, Master Zarin." says Keldie, a look of concern dominates the expression on his narrow, almost featureless face.

"He has been flying around his lair, roaring and bugling for no apparent reason. Sometimes he fires off one of his breath weapons. He barely takes time to eat and that worries me more than anything."

Zarin sighs heavily, looks down at Keldie (a

halfling/tiefling mix) and says, "Very well, let's go down to the cavern and see about this."

The wizard is not a tall man, he is thin and gaunt looking, his skin is pallid, his eyes are a bright blue in color and he has long hair. He has a goatee that is more gray than dark. What's really notable is the presence of magic all around him.

His wooden staff is topped by a claw that holds an orb. As he chants out a brief incantation and the staff's orb flairs brightly. The pair vanish into thin air, with an audible 'pop' as air leaves with them.

They arrive in the Tri-skull's cavern. The youthful dragon is indeed flying around the huge cavern. He circles it as his great wings flap to keep him aloft. He snorts out sulfur and puffs of smoke as he bugles and roars.

Zarin's face contorts as he speaks the strange words of the Draconian language. Tri-skull dives softly and lands in front of the pair.

The dragon tells Zarin that a dragon rider is nearby with a message of alarm. The dragon fears a great event on the Isles of Io, in the Inland Sea. He wants Master to send someone there and see if they can help. "What does this fellow say to you, young dragon?"

The dragon answers promptly, "The dragons are in an uproar and are a danger to us and themselves." He wants to hire paid mercenaries. I asked him how we would pay them to do this? He said, "How about the unimaginable treasure collecting dust in several dead dragons lairs, might that be payment enough?"

A dragon rider, Aragorn Cloud, is in Deepport using his psionic talents to contact Zarin's dragon. He has knows the reputation of the young dragon's master. Aragorn seeks a powerful group of mercenaries to retrieve a sword, *Wyrmslayer*, its matching shield, helm and armor from its resting place. All of the dragon riders are elves and elves may not retrieve the items that he needs.

Aragorn relates the story found on page 5 to the PCs. He is an older male elf who has gray facial hair and eyebrows. His nose is big and eyes are a bright green. He is just big all over, not overweight but sturdy. He wears an expensive-looking, red cloak and carries a sturdy-looking, wooden staff.

Deepport

The great wall of Deepport surrounds the city, which sits high on a bluff, overlooking a

deep harbor. The city is a mixture of many races, with many different types of communities.

The area that you are in is a crowded, bustling market district in the port section of the city. Most of the buildings are stone structures and the streets are cobblestone. Oil lanterns sit atop tall poles at frequent intervals.

The people of this ward are a mix of merchants, working class and poor. Only the merchants seem to be dressed in fine attire. City guards have blue armor emblazoned with the seal of Deepport. This city doesn't sleep much, with many taverns being open late.

The night is cool and clear. Streets are lantern lit and street vendors hawk their wares. The smell of the Inland Sea is in the air. White gulls wheel about in the sky, crying out to each other.

Street vendors hawk their wares, which can be anything from seafood to exotic imported items from distant lands. Each vendor calls out the names and prices of his or her items for sale. Competitors set up far apart from each other. Some of the vendors even cook their food for customers.

The merchants are by and large, well-to-do and honest. Those who aren't take their business to the great Dungeon of the Bluffs or out of business entirely. This area has many taverns and inns to service the sailors calling on the port.

One inn which stands out is Cogburn's Roost. In the alley behind it, a wall has been broken open from within. The city guard is investigating the area just inside a long-forgotten, sub-basement. The area is cordoned off and guarded around the clock.

Traders, sailors, workers and merchants often meet in Cogburn's. It is a three story building and covers one side of a city block. It has two entrances and porches which overhang the board walkway. You can smell the rich aroma of rum and of roasting coffee beans upon entering.

Cogburn's Roost

The inn has three bars, two fireplaces and dozens of tables. The place is busy, crowded, smoky and noisy. Wood stoves line one wall while kegs line the other. Numerous people cook, serve and bus tables for the constant flow of patrons. Two bards are performing on stages for the pleasure of the patrons.

There is a gaming area in the back, underneath a staircase. Sailors rub shoulders with mercenaries and commoners alike. (This is

where Aragorn seeks out a ship for passage back to the Isles.)

Aragorn meets the captain of the trading vessel, *Windrace*, which is a three masted schooner that has been plying the Inland Sea for two decades. The officers and crew have fought off several pirate vessels in that time. The ship's main armaments are four ballistae and two trebuches'.

The two negotiate a price of passage and later agree on the terms. They register the transaction with one of the city's clerks, documenting the transaction and legal contract. The *Windrace* is ready to leave in two days hence.

Journey By Sea

The ship glides effortlessly through the rolling waves of the sea. She has a good wind filling her sails and the crew does a masterful job of sailing. The coast recedes in the distance and is soon out of sight. The sea air smells fresh and clean, compared to that of the city. The seas are calm and the weather clear and cold. Winter journeys can be dangerous, though the season last no more than two months.

The first part of the journey is uneventful. Each day the sea is calm, no fog is encountered and the weather is cool and clear. This is as cold as it gets this close to the equator. Frost forms on the surfaces of the ship but is evaporated as the sun heats the morning. Two days into the journey a lookout calls down from the crow's nest, telling of the sighting of the twin islands of Sumbar and Roathar. The ship passes the first isle and later in the day, sails into the harbor of Roathar after it passes through the Sumbar Straits.

The ship docks at the village of Roathar, (named after the island). The ship's crew offloads lots of goods and takes on even more. The buildings are made of a combination of mud, wood and thatch. None of the few businesses stay open at night. Decent accommodations can be found in rented cabins. The cabins are bare except for cheap cots, blankets and wood stoves, four people to a cabin. Rocky's Tavern is the only place to drink, eat and gain reliable information and rumors.

The residents are mostly human with very few of the other races. Pirates and their allies are often in town, keeping a low profile. Pirate ships anchor in a small cove on the other side of the island. The peaks of an ancient volcano rise into the clouds, being capped with white snow. Woodlands dominate the rugged landscape of the

island.

The morning dawns cool and partly cloudy with winds blowing northeasterly. The crew of your ship has offloaded a part of the cargo and taken on more for the journey north. They are ready to cast off by the time you arrive at the docks.

It only takes a couple hours to exit the strait and sail along the coast of Elleron. A lookout notifies the captain of a ship heading out of a cove on the island. The ship is on an intercept course and the captain shouts out orders to evade. It is even faster than yours and closes at a steady pace.

The ship has a bow which gleams metallic in the mid-morning sun. It is obviously going to try to ram when it gets close enough. The crew is now manning the ballistae and trebuches'.

Soon, arrows rain down and and the Windrace's ballistae shoot back, sending arrows out. A pair of catapults are flinging boulders off of the other ship and the first couple land uncomfortably close to your ship. A boulder from one of the Windrace's trebuches' hits the stern of the other vessel, taking out a pirate and putting a large hole in the top side.

Large plumes of water spray the decks with missed shots. The crewmen are fighting hard but the other ship is still gaining fast. The captain looks hopefully toward you. The rain of arrows has caused a few casualties amongst the crew. A cleric is working to treat them now.

The Windrace suffers structural damage from the boulders and fatal damage if it is rammed. Being rammed and grappled is a dire situation. When this happens, only the pirate ship is seaworthy. The pirates seek to board the ship and plunder the cargo, remove the grappling hooks, then let it sink.

Alternately, the ramming bow misses and the ships grapple, side by side. This results in melee fighting between the PCs and the pirates, as well as the crew of the Windrace.

Note: All stats for the crews and Aragorn Cloud are located in the Appendix Download.

Black Skull's Tactical

A wall of force with permanence protects the ship from waterline to the middle of the front mast. The pirates always try frontal attacks with a +10 to their normal AC.

Stormy Seas

The Inland Sea has turned violent this evening, great roiling waves are tossing the ship as what's left of the crew try to keep her from being swamped. You have had eight days of travel in mild weather until now. Thunder clouds rumble overhead, lightning flashes as gale force winds lash the vessel with sheets of cold rain. The ship does have a couple of large life boats, if it comes to that!

The storm lasts all night and into the next day. When it finally abates, the ship has taken a beating. Six more days of travel will finally bring the ship within sight of Skull Isle. This rocky outcropping does look like a skull. Aragorn tells of a mad wizard who supposedly has lived here for decades.

The Isle of Io is within sight as the ship rounds the southwest side of Skull Isle. The terrain is dominated by mountains and temperate forests. The peaks are shrouded in cloud cover and white with snow. There are no dragons flying today.

Seas are rough with moderate, cold winds blowing in from the northeast. High peaks rise into the clouds on the islands ahead. The remaining crewmen look exhausted and need to make landfall soon. The ship is in need of extensive repairs.

Finally the harbor is made and the ship sails up to a set of docks. The area has been devastated by fire. The buildings still standing are made of the same material as the ones on the last island and even fewer in number. The area is mostly deserted. The forest begins just past the small collection of huts.

Deckhands work with dock crews to secure the ship and the gang planks. Aragorn takes the lead in walking down to the docks. He directs the crew toward a pair of huts to the left saying, "You'll find food and quarters there, construction materials are in the large building just off the other dock."

Aragorn has a sad look on his face, shaking his head, he turns to you and says simply, "Come with me."



Two dragons have briefly strafed the town before flying away, never to be seen again!

The Isle of Io

This is the Isle of Io (Skull Isle is the other part of 'Isles of Io'), not often visited by races other than dragons or ancient elves, who often request burial here upon their deaths. The PCs pass a graveyard that serves just this purpose. No one tends to the graves: no one has to, as the foliage grows neatly and not too high.

Aragorn leads the PCs quietly along a forest path that ends at a gate that has been built into the mountain. The door is huge, being over 40 feet in height and a dozen in width. Like the graveyard, it is not overgrown, nor is it choked with weeds. It appears to have been built recently but Aragorn assures them that this is almost as old as the world itself!

Aragorn looks up at the gate and then turns to you saying, "The titans themselves used this portal to access Dragon Mountain. The strange looking writing is carved into the door at 3 different heights. He translates the ancient text that is written beneath the former, Isle of Io, Isle of Io.

Dragon Mountain

Isle of Io

He suddenly speaks loudly while facing the door, almost shouting as he chants the strange words of ancient magic.

Ἰν τ'ε ναμε οφ τ'ε τιταν, Ἰο ανδ τ'ε
αυτ'οριψ οφ τ'ε γατε γυαρδιαν, Ερεβυσ. Ἰ
χομμανδ τ'εε το οπεν!

DM notes: Practice the words in whatever way you wish to speak them. The magical chant is in *Sil Galatia*. If you copy and paste the words, then change the font, you will see what he is saying!

Aragorn continues speaking as the door opens slowly, on its own! "We seek the Crater of the Wyrn, which contains a lake at the top of the caldera of this dead volcano. There rests a sword, helm, shield and armor that was made for one purpose only: killing the Great Serpent Leviathan. The Prophecy of the Serpent may be fulfilled within a couple of years.

It cannot be slain by dragons, for it is of their kind. No magic can stop it, no breath weapon can injure it and no other weapon can kill it. If it is killed this time, it is gone for good.

If not, it will unleash its full control of dragonkind and they will turn on all others. The dragons will try to make this world a smoking, polluted ruin!

The warrior transforms before your eyes. His cloak is replaced by polished, field plate armor and helm. He holds a full shield in his left hand and wears a belt-sheath that holds a longsword on one side and a dagger on the other.

He continues to change and now appears ethereal, like a ghost. The door has just shut behind you and Aragorn is fading but still speaking.

"This is the only way that I can help you. The mountain is almost abandoned, with many dead dragons in their lairs. Much treasure abounds but I advise you to choose wisely in what you acquire. Use this map to find your way around.

Do not become weighed down with useless coins and baubles or you will be easy game for the creatures that lurk in this tomb. Yes, some dragons still make this mountain their home. They may be a source for valuable information as you continue your journey.

Get to the cavern by the lake. There you will find the Place of Keeping, called Swords Rest. It is a place frozen in time; a small valley where magic is strong and healing can be found. Even death can be healed there, for the good at heart.

When you acquire the sword, helm, shield and armor, bring it with you out of this place, down to the seaside and I will be restored to my original form there. I will fight the Leviathan again when it returns!"

Aragorn vanishes quickly and you are left in this place of dead bones, dangerous monsters and treasure."

Chapter 2: Dragon Mountain

Aragorn seems to have contradicted himself. If no other weapon, magic or dragon breath can kill Leviathan, how will the PCs be able to fight the thing? *In a future adventure*, Aragorn is going to be critically injured before he can fatally wound the foul, evil monster. A PC is going to have to use the blade to defeat Leviathan.

When the monster is being attacked and has already been wounded, other weapons of +3 or more and spells of certain types affect the creature *at its wounds!* Using 'called shots' and offensive magic can help slay this beast. The armor class of Leviathan is reduced at any place it is wounded.

Dragon Mountain is riddled with tunnels and lairs. Some of the lairs are occupied and some are not. The map consists of 5 pages showing 5 sections of the different rooms and caverns. They do not go into great detail, nor do they show every connecting corridor.



The Crater of the Wyrn

Area 1: Entryway

The maps you were given are in a loosely-bound, pair of wooden covers. They can be removed by untying the cord that holds the binder together. It looks much like a spell book. Each page is covered by some sort of vellum that acts as a preservative. Though the book is sturdy it might be a good idea to keep it well-protected when traveling. The first page has the layout for the areas just ahead.

The flickering, yellow light from your torches is the only light within. The floors, walls and ceilings are made of rough granite. A path in the center is worn smooth and this makes you wonder how many centuries it took to show this wear! The ceiling is three times the height of you and wide enough to allow four men to walk easily beside one another. Only the areas of the wall by the floor are squared off. The ceilings are arched with support pillars, in pairs, at various distances apart.

Small mammals, snakes, insects and bats

make this place their home. It is as much a series of caves as it is rooms and corridors. If anyone in the party has knowledge of stone working, they can tell that this was built with magic and not by any known construction methods.

There are no tracks in the dust except for yours. You get the strong impression that no one has walked this area in many years.

Area 2: The Hall of History

This large, empty room has murals on every wall. They show events over the history of Hanan Pacha that you have heard about, yet some of the murals picture events that you have never heard of!

Many of these depict what can only be the ancient gods: titans. Others depict giants of various types, as well as dragons and elves. The murals shortly after the age when the ancient rebellion expelled the titans and pushed the decimated population of giants into the highest mountains.

The first one shows the flat world and its conical base, in a star field with some type of clear 'bubble' surrounding it. Another shows titans enjoying a lake and lush plant life that goes up to their knees. Dragons of many colors are flying or hovering, being much smaller than the titans. One of the last ones shows a knight battling a serpent-like dragon along a stormy sea shore. The writing that accompanies the drawings is indecipherable.

Area 3: Teleport

The door is sturdy and well-crafted. The hinges and lever action door handle are made of an unknown hard metal. It is also *Wizard Locked* (20th level) and trapped with a *Symbol of Stunning*, DC 30; rogue search and disable device or all within 60 ft. fall into a catatonic slumber for 3d6X10 minutes; will save negates. The opening of the door is the trigger for the spell with the rune marked on the inside of the door frame.

The teleport is at the end of the corridor, which leads west to a dead end. The teleport is two way and connects to the area marked on the next level of the dungeon.

A stark, bluish white light illuminates this corridor that leads to an arched opening. The inside of the opening is the source of the light. The hairs on the backs of your necks stand up as you feel a wave of magical energy emanating

from the portal. Where it leads to is anyone's guess!

Area 4A: The Stair to Nowhere

The circular room has a circular staircase that goes up to the ceiling. It was either never finished or covered over at a later time. It is not an illusion. It does have one use though. It can be used as a safe room to rest or heal from battle.

Hopefully for your PCs, they have a rogue up front checking for traps! On the map above, right where '5' is printed is this trap:

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

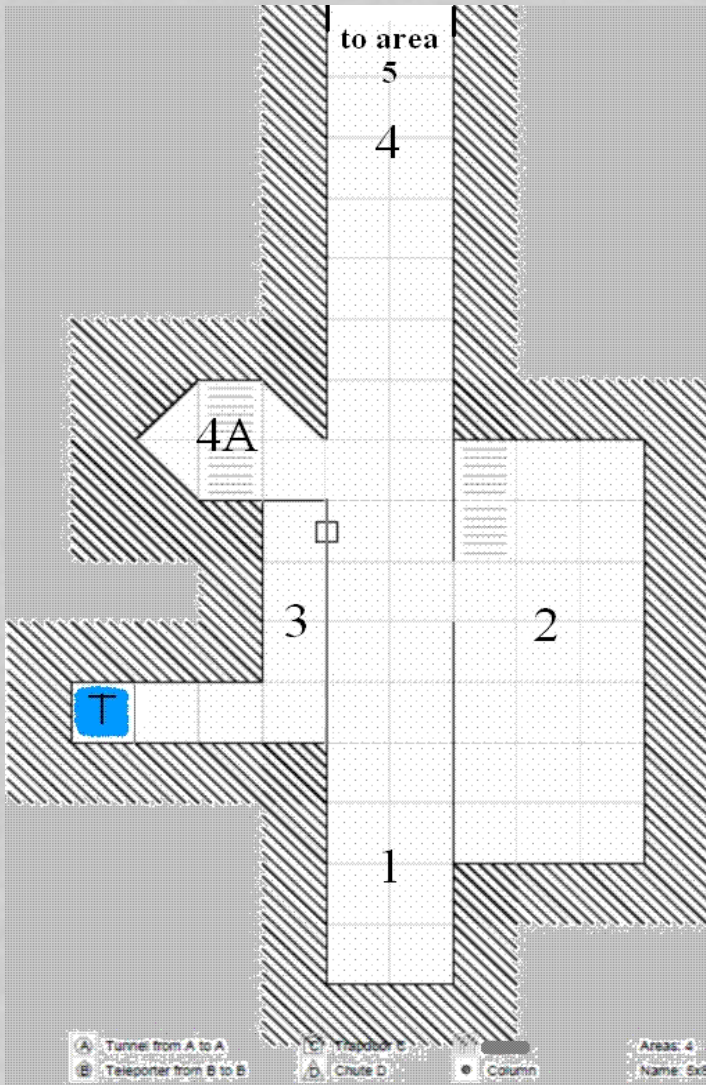
A tripwire is stretched from one wall to the other. Tripping the wire causes a lever to spring out from the wall, which pulls on a second wire that runs along the right-side wall. This pulls a spacer out of the side of the ceiling, letting it and a section of the stone blocks to fall on anyone who is walking below.

The trap is disabled by cutting the horizontal wire, leaving the vertical one in place. It can be reset again with another wire tied from wall to wall or left as is.

Area 4: The Long Corridor

This area has the same basic description that is found in area 1. No encounters occur in this long corridor until they reach the next section of this level.

Again, you travel a long corridor that is splendid in appearance, yet almost completely unnatural in construction. The walls and ceiling reflects and magnifies your light source. The only sound that you hear is that of your boots, clanking of armor and your own heart beating.



Entryway Map
Scale: 10' X 10' per square

Area 5

This oddly shaped room contains benches mounted to the walls on the area to the right. Each wall has hooks and shelves that you have seen in military barracks. It has a partial divider in this area and a door directly opposite of the entrance. Like the rest of this place, it has remained undisturbed for years. Your tracks in the dust are the only ones present. Someone has left parts of armor behind.

The door is closed and locked (not trapped). The keyhole is located below the lever handle. It is obvious that the door opens inward from the placement of hinges and frame. The door is made of a sturdy hardwood and is not warped.

The armor consists of 3 breast & back plates, 6 shoulder plates, 4 thigh plates and 4

helms with visors. Each is breast plate is decorated with a dragon crest. The straps made of leather, treated with some type of preservative and are still strong.

If the assembled parts are used together, they function as field plate. The armor class bonus is +8! If they are used with non-matching pieces the bonus is only +6.

This room was an assembly area for an elite guard in the First Age. Dragon riders used this armor at one time. You can determine the actual market value of the pieces. It is certainly rare, for the elven riders are usually buried with their armor.

The secret door is protected by a *glyph of warding*: CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. It is also *wizard locked* (20th).

The room contains 12 dragon lances. Each one is 6 feet in length, has a hasp that is made to be used with one hand, tucked between the arm and the side. They have 20 charges of offensive spell powers like *lightning bolt*, *cone of cold*, *fireball* (10d6).

Each has a command word that can be found in a hidden compartment in the lower area of each handle. They are almost seamless and difficult to detect. The command words are written in an ancient elven dialect that can be researched and translated by an expert in this area. If they disarm the trap and get through the locked door, read this:

This orderly room has racks which contain 6 foot long lances, 12 in number. They look like the weapons carried by dragon riders and may well be!

Area 6, 6A, 8, 8A

You can see on the map that areas 6 and 8 are corridors. The walls are adorned with ornate, iron sconces that still contain an ancient form of *sunrod* (22 total in all rooms) that will light if tapped together or against the walls.

Areas 6A & 8A are semi-private sleeping quarters. Each contain cots, a small desk and chairs that are well preserved. None of the doors are locked, except for the one that opens into area 9A.

Area 7

The door is unlocked and not trapped. Use

the same description for each door in this area.

Getting through the door was easy enough. You see a long corridor that leads to a long stair. When you reach the bottom of the stair, you can see that there is a landing and another stair that switches direction.

The stair coming down from area 7 goes down two more flights and opens into a network of caves. The caves were mined hundreds of years ago by dwarves. The mines still contain supports made of a hardwood that is not affected by water or rot. No termites exist on the island. In ages past, elves, dwarves and dragons had closer cooperation.

The network of caves eventually leads to the conical base of the flat world. However, they are also very easy to get lost in. These may be a source of future adventures in Hanan Pacha.

Areas 9 & 9A

You have found another long corridor behind this unlocked door. There are 3 doors and 1 opening in this area. The first door is a short distance to the right and the opening is a little farther, on the left side. Like the other areas, this one has the same type of sconces and sunrods. The opening is a landing, which opens to a long stair going up.

Area 9A has a locked door, both physical and with the *wizard lock* (20th) spell. It opens into the bottom of the dragon Ruathym's Lair. If the PCs go in, they find a circular stair that leads up to the vastly larger cavern.

Areas 10 & 11

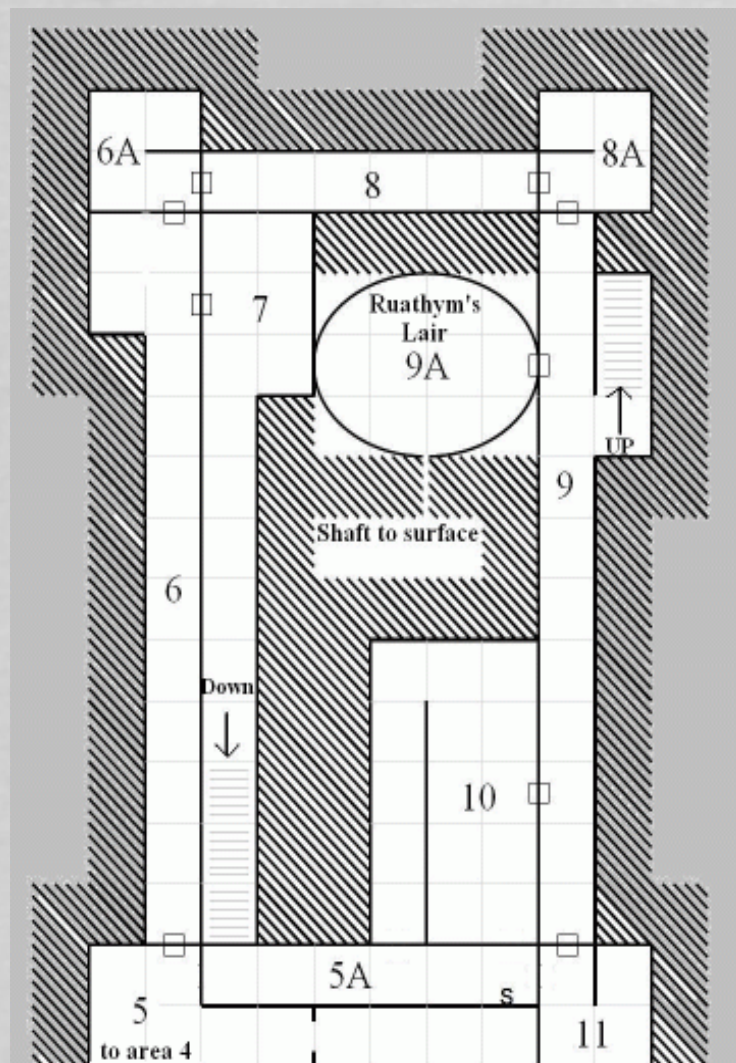
The door to area 10 is unlocked. It was once a barracks. It still has cots and foot lockers, in order but empty of belongings. The back of the room is a wash room and privy.

Area 11 also has an unlocked door and was once private quarters for an officer. It contains the same contents as the semi-private quarters described previously.

Inner Lair: Area L4

The stair going up from from the Entry Area ends in this room. The wall in front has a sturdy, wooden door that is stuck closed, not locked. A slight shift in the rock foundation has caused this.

If the PCs look at the wall to the left of the door, they see a crack in the wall that leads to the frame.



Staging Area

Scale: 10' X 10' per square

The PCs are being tracked by things that have intruded into this area. They watch and they wait...for now. Are they being tracked or just followed? Use the situation to your advantage, creating a mood of suspense and tension.

The climb up the stair was long and tiring. Your breath comes hard and your heart is beating fast from the exertion. You are a little uneasy for some reason. Things seem to be moving at the edge of your peripheral vision. They are gone as soon as you turn to look.

Suddenly, screaming laughter echoes throughout the stair and landing. That was too sudden, now it seems as if your heart is in your throat!

One of the creatures is a *quasit*, which can change into a small bat or go invisible. The horrid little monster enjoys this kind of game, at a safe distance. The other is a pack of 6 *shadows* that are on the prowl. When they attack, it will be sudden and swift. They also do not attack for any more than two rounds, unless the PCs are ready to drop. 'Hit and run' tactics are their favorite. They await the best opportunity or hope to catch some away from the others. These monsters can access any area unless noted otherwise.



Shadow

Areas C1 & C2

You can see the intersection and the fully mapped corridors that enclose this whole level. The description for the details of them are almost identical to previous corridors. The one difference is they don't have any sunrods in the sconces.

If the PCs glimpse the quasit flying around as a bat, there is one tip that might call this into question: no bat guano can be seen anywhere; There are no bats in here!

Area L3: Gnomes on the Run

The Setup:

Any amount of noise made in opening the stuck door from L3 is not noticed by the occupants of this room. There are 4 gnomes who were following a vein of gold in another series of caves and broke into the dragon lairs. They were fascinated by the dungeon and decided to explore part of it.

Leading them is Nebuchadgrztt, a level 3 cleric and a level 3 fighter named

Menetekelparsin. They function as scouts for a group of gnomes who landed on the other side of the island. No gnome had ever set foot on this island till they arrived. The rest of them are miners who remain in the other caverns.

Tactical

The *Shadows* found the gnomes and are in a fight with them. A pitched battle is going on in the room and outside of the room. Both doors are wide open and the hallway is filled with shouts, cries and the sounds of battle. Until the door was opened, nothing could be heard from area L4.

Development

The PCs have an opportunity to help the gnomes defeat their undead attackers. The battle has just begun yet the gnomes are in 'dire straits'!

If they are still behind the jammed door to the corridor, they can hear the sounds of the fighting or shouts coming from the gnomes. Another possibility is for one of the gnomes to escape the melee, go to the door and begin striking it with a pick, trying to break it open.

Conclusion

The other 2 gnomes are out of commission, laying on the floor near the back door. The gnome cleric uses what he has left of his healing spells on them. They gladly accept any help they are offered from the PCs. In exchange for this, they give the PCs the map of this area and tell them where they broke in. Will they join the PCs on their quest? That is up to you.

Note: The map shows no secret doors!

Note: The quasit tries to kill the downed gnomes!

Areas L2-L1

A secret door is concealed in L2, behind a wooden headboard for the bed in this room. Though it is covered in dust, with cobwebs in each corner of the room, it looks like a real luxury suite.

The bed has four posts, with matching night stands and dressers. The walls have pictures in frames and sconces for sunrods or lanterns. The dresser has a silver tea service and fine porcelain china. A single fireplace with steel implements dominates one wall.

However, that does not draw your complete attention. There is a mummified figure dressed in a death shroud laying on its back in the center of the elegant bed. The air in here is

dry and dust covers everything.

An ethereal figure rises from the long-dead corpse. It is a female elf of great beauty. Her hair is long and dark, she wears the armor of battle and holds a helmet in one hand.

"What has happened to Dragon Mountain? Is the evil presence here the reason why I have been summoned from the Fields of Elysium? Who are you and where is Aragorn?"

This is Lanelle, the long deceased wife of Aragorn. When Aragorn takes his part in the prophecy, he will join her in the hereafter. She wants an answer to her questions but is not threatening, nor can she harm anyone (or vice versa) on this plane. IF the PCs are cordial and respectful, she tells them of the concealed door behind the bed. It opens into L1.

This oddly shaped room is a fully equipped, wizard's laboratory. Stock it with whatever you want to reward the PCs with; scrolls, instruments, potions and ingredients that would not have become useless with age. The wizard that works here (Malforge) has left something to keep his possessions safe from others! It guards the whole room, including teleport and the passage leading to the stair. The teleport from Area 3 arrives here.

L1 contains a narrow corridor (pg. 15) that leads to the stair up to the next level. The wall at the top of the stair is a moving wall that can be closed so tightly that it looks like any other wall.

Area L5

The door opens inward and seems to be jammed shut. If it is broken down, the PCs discover a dragon's lair. The door was jammed due to the abundant pile of items that fill the lower area. The many types of items, are made of brass, iron, copper, silver and gold. Six old chests rest at various angles in the huge pile of items. In the chest are an assortment of thousands of copper, silver and gold coins!

It's here, transporting it is another matter entirely. Pay much attention to the weight measures for anyone hauling this stuff around. In the piles are several magical weapons, randomly roll for the types and bonus'. The dragon who once lived in the cavern above hoarded things that were taken in battle with pirates, brigands and evil races.

The door was really tough to break down, in fact, it finally broke into large pieces. Much to your surprise, you see that the door was jammed

by a room full of expensive looking items of various sizes! From here you can see six chests in the pile of brass, iron, copper, silver and gold items.

Scattered amongst the pile of loot are hundreds of bones from animals that have been eaten. The steps that wind their way around the wall, going up to the cavern above are cluttered with treasure and trash. You can feel the breeze from cavern as the wind blows dust and soot down from above.

If the PCs venture above, they find the wide open cavern and the skeletal remains of the dead dragon. The opening is on a sheer cliff with a magnificent view of the valley below, the blue sea and the clouds covering the top of the mountain.

Climbing or flying to the top may be attempted but there is great danger once the cloud bank is reached. Sight is limited, like in heavy fog. Disorientation soon overtakes anyone lost in this cold, wet cloud.

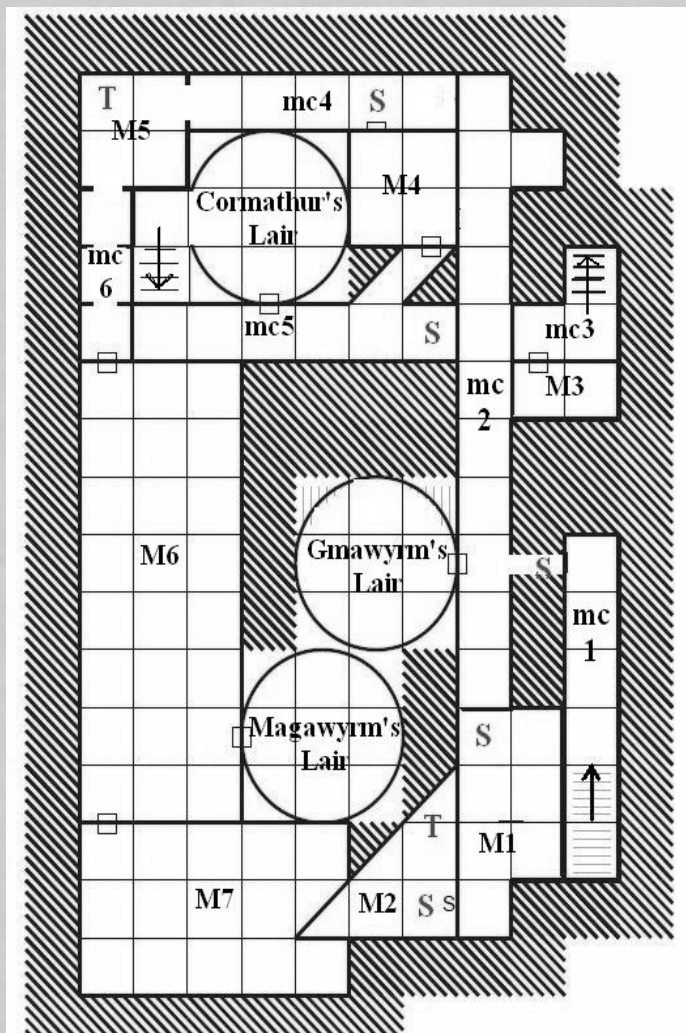
Area C3

South of this corridor is where the gnomes came through the wall. The hole opens into a narrow cave that leads upward, to the next level. However, a hungry Xorn has followed the scent of precious metals and is walking past area L6 when the PCs round the corner on the southwest side of the level. It immediately demands precious metals!

Area L6

Two doors open into this large room. It was once a armor and weapons production and repair shop. The original bellows, anvils and work benches are still here. Each bench has six stools, the walls have shelves and hooks as well as the usual sconces for lighting.

The doors themselves are as sturdy as any in the dungeon. Other than the usual dust, this room looks like it could easily be put back to its former use.



Middle Lair 10' X 10' per square

The wizard, Malforge, was an acquaintance of the one of the dragons who has since died. Malforge has not been around for decades. He and some cohorts decided to explore a planar gate and have not been heard from since.

Area MC1

This is the area described above. The secret panel that opens east is on the west wall, in the last 10 ft. of the corridor. The 'kissing maiden' is also located here. The *magic mouth* and the ghostly eyes appear in the previous 10 ft.

The moving wall slides open, revealing the narrow corridor that emerges into MC2. Turning a sconce on the left wall 90 degrees left causes the door to open. It can be shut from either side by using the nearest sconce in the opposite direction.

Area MC2

This corridor has only one (apparent) door and that is opposite of the opening to the narrow passage. The two secret doors are marked with the **S** behind each wall where it is located. Like the last one, neither are trapped but they are well hidden. Use the same description as the other corridors.

As soon as you come through the door and into the narrow passage, you hear some disturbing sounds. Directly across the corridor is a hardwood, iron-banded door, which is much like the rest.

From behind it you can hear the bugling of an adult dragon! The walls rumble with the sound of the large creature as it roars. The corridor smells of sulfur. Dust from the floor and walls adds to the problem of trying to breath this air!

After several minutes of this, the sounds gradually diminish. You could still hear the bugling but it became far off and is now gone. The dust is starting to settle and the smell of sulfur is much less than before.

Could this be the uproar as described by Aragorn Cloud? This you do know: a dragon that disturbed is extremely dangerous!

Gmawym is one of the dragons that is being influenced by the impending return of Leviathan. He's been using his breath weapon to scorch his cavern and melt down his treasure. The bottom of the lair is one large, pile of melted metal, glass, wood and other various things. The door into the room is completely blocked. Having finished his latest fit, he flew off to parts unknown.

His sister, **Megawym**, is agitated but not out of control. She did not bother to follow her brother, knowing that eventually he will come back. She becomes even more agitated if anyone breaks into her lair!

Cormanthur is not around right now. The venerable dragon has been working with his dragon rider on raids against pirates that are involved in the slave trade. He does employ guardians in his lair.

Note: All three of the doors on the lairs are **Wizard Locked** (20th level mage) and barred from the inside.

Area MC3

The small pair of corridors are behind a moving wall. The seam can be seen between the ceiling and wall that separates them from the

longer corridor. The door within is not locked or trapped. The stair leads up to the next level.

Area M1

This room is at the end of Area MC2. The secret door is not only difficult to spot but is also wizard locked.

Behind the door is a small chapel, which is furnished with pews and an altar. The table on the altar has a pair of candle holders made of gold, in the shape of a dragon with folded wings. The fore legs of the dragon are designed to hold candles and hind legs serve as a stand. On the altar is a wood bound set of pages protected by a substance like vellum.

This is one of the original copies of, *The Prophecy of the Wyrms*. A cleric (or paladin) of good who has the grasp of ancient languages can read and translate it. To anyone else it looks indecipherable. Those who are evil will be struck by *blindness* (as the power word, *blind*) lasting 3d12 hours!

The value of this can only be determined by priests who deal in such items on a regular basis. A paladin or cleric who gives this to Aragorn should be rewarded with a level gain! Those who are of other classes can be rewarded greatly with money and/or a selection of weapons, armor, etc.

Another secret door leads to the room beside this one, Area M2. The secret door is trapped:

Symbol of Insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: clr 8, Sor/Wiz 8;

Symbol of Insanity Trap

To Detect Trap: Perception DC 32

To Disarm Trap: Thievery DC 32

Attack: +10 versus Will within a Close Burst 4

Effect: All within Close burst must attack the closest being to them every round and are dazed(save ends both).

Area M2

The room is well protected because of the unique destination of the teleport (marked as a 'T'). It arrives directly at the lake in the Crater of the Wyrms, in a small cave just north of the small body of water.

The room that you have entered is

triangular in shape. The floors and walls are made of a gleaming gray and white marble. The walls have sconces that contain brightly lit balls of white fire.

The white is tinged with a pleasant blue light that comes from an arched shaped metal opening. Magical lettering has been engraved into the metal, as well as the floor in front of and behind the opening. Looking from either side of this free-standing opening reveals darkness that is broken with small pinpoints of blue light. The substance within is almost fluid in appearance.

Once someone sticks anything within the opening, the object and the one holding it is quickly drawn in and vanishes from view! Ones who go through can actually be seen as through a very dark glass.

The cave that you have arrived in is about 15 ft. wide and 20 ft. long. The gate on this side looks exactly like the one on the other side. A stand at the end of the cave holds a longsword that gleams with bluish-white fire. It also holds a golden helm and armor that appears as magical as the blade!

Looking the other way, out of the opening, you see the outside but it looks very strange. Nothing is moving and it is completely silent!

Anyone who goes through the gate into the cave, either by walking or being carried are immediately healed of any and all wounds. Even severed limbs are restored, level losses are returned and the dead are resurrected!

Those who venture outside, find that the area just above the mouth of the cave and all of the sky is hidden behind a solid wall of foggy mist. The small lake is motionless and the air is dead. Those who try to affect the outside in any way are completely frustrated. They are restricted to an area directly in front of the cave. Walking, running or flying takes them no closer to the small lake. Not even magic can move them about in this strange realm!

However, they can climb or fly up the caldera's wall, into the fog! Though it's improbable it's not impossible. Anyone in it will have to feel there way along to find hand and toe-holds. Someone who has the ability could do so but with much difficulty. Have the appropriate penalties figured ahead of time.

The climb is 120 ft. to exit the fog and another 300 ft. to reach the rim of the caldera. If they make it there, they have the equally and much longer climb down. There may be an

entrance to one of the dragon lairs, making the task easier. That is left to the DM as well.

For each hour out on the rim or down the steep slope, there is a 20% chance that one of the crazed dragons will spot and attack them! Ideally, a *teleport* spell is the safest method to travel from the rim to an entrance. A *teleport without error* is even better!

Areas M4 & MC4

The room and corridor are both abandoned. The secret door is not trapped.

Areas M5 and MC5

M5 has 2 guardian daemons that are restricted to any direction within 35 ft. of the teleport. These particular ones look like statues until someone crosses within the threshold of the room. Once they animate, their priority is to prevent anyone from crossing the room or using the teleport. **Note: Use only the second paragraph for those who come through the teleport. Those arriving from the teleport located in Area 3 of the Entry Level are in for a rude surprise!**

The room directly in front of you is a corner room. Within it is what looks like a teleport or gate. Standing alongside of the archways are two elaborately carved statues of fearsome-looking creatures.

(Pause for stated actions by the PCs)

Once you cross the threshold of the opening of this room, things happen very swiftly. What (you thought) were statues on either side of the teleport archways come to life and attack!

Area MC6

The corridor has 3 alcoves that contain portraits of the dragons in this series of lairs, along with their mounted dragon riders. Each rider is an elf and all are male. They all hold the magic-casting lances that are their most effective weapon. Each inner alcove has a small table which contains a candle, mounted in a brass holder. None of the candles have ever been lit.

Area M6

Opening the door reveals a room that has suffered great damage. A cave in has dropped

part of the ceiling onto the floor. Water is dripping from the gap and it runs down to the nearest wall, where a section of it has given way. The room is large but the boulders, slabs and dirt block access to the back area.

This is a *mirage arcana*, imbued with *permanence*. Like all of the previous spells, it was cast by a 20th level mage. It makes the visible part of the room only 30' X 30', totally concealing the rest of the room, the back door and the door to Megawyrms' Lair. The illusion includes audible, visual, tactile, and olfactory elements. In addition to this, part of the ceiling on one side actually is collapsed but the cave-in does not come anywhere close to blocking the entire room.

Area M7

The map shows a triangular part of the room next to M7 jutting into it. This is a back way into M2 and the teleport access. The fireplace contains a sliding wall, which opens with the turn of the nearest sconce, 90 degrees left.

The room is empty but not damaged like the previous room. Each of the walls has a pair of sconces, with a V-shaped fireplace jutting out of one wall. A marble mantle is mounted above each side of the fireplace. Three brass hooks are spaced evenly on each side. A sconce is mounted in each corner and each of the walls have a pair. Four contain sunrods that are unused.

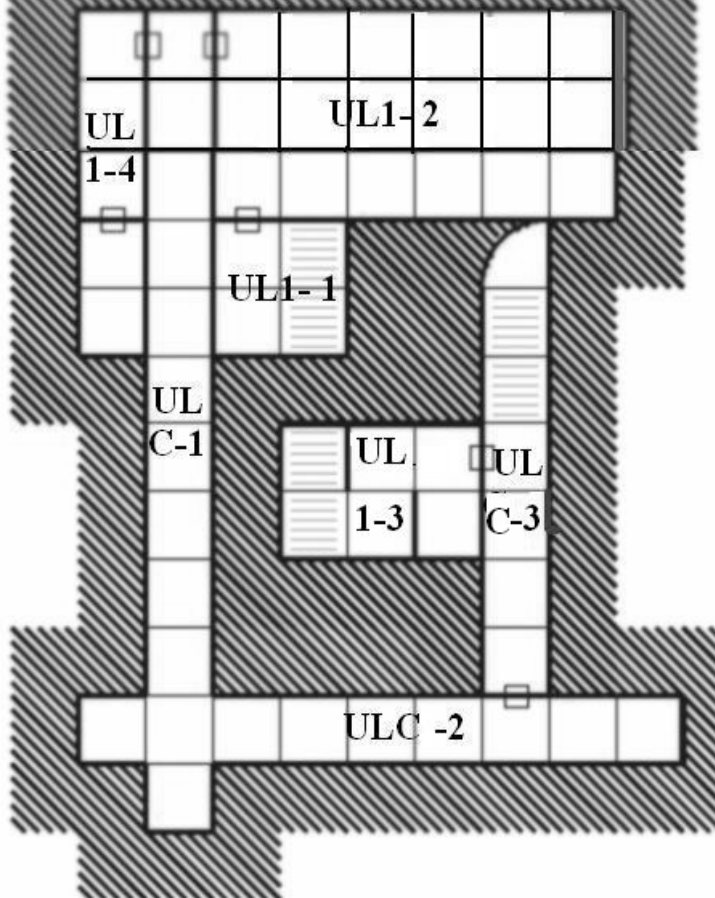
Chapter 4: Death or Success?

Area UL1-1

This is the stair coming up from area MC3 of the Middle Lair. The PCs have finally reached a level that has no dragon lairs. The landing and small room has two alcoves. In the alcoves are hooks, brackets and shelves. Probably used to store weapons, armor and gear after dragon flights.

As you reach the top of the stair, you smell leather and sweat. The air is also more humid than below. The landing here is not unlike the others but contains hooks, racks and shelves in two alcoves.

Upper Level 1



Upper Level
10' X 10' per Square

overflows and it is always warm. It bubbles from the controlled release of harmless gas as the water recirculates.

The pool has some minor healing powers, 2d4 + 2 hp for any who rest in it for a half-hour. After that, no more benefit is derived.

ULC-1, 2, 3

Again, use the standard corridor description given. There is nothing special about the door from 2 into 3. The stairs going north in ULC-3 are a long climb up to the cave described in area M2! The stair appears to be ended by a cave-in, just as the *mirage arcana* in area M6.

This is the alternative way into (and out of) the storage area for *Wyrmslayer* and the other items. If the PCs get past the magical illusion they reach a landing at the top that contains another sliding wall. From the cave side it is practically undetectable, but not from this side.

Area UL1-3

You are looking at a room which has two alcoves and after that, stairs that go up to another area. This one looks more like what you have seen in castles. The crafting here is just an example of good masonry skills, with no magic involved.

(once they go on continue)

The stairs echo with the sounds that you make and are lit by the flickering yellow light of your torches. You go up another 20 feet and the stairs do a 'switchback', continuing up to a large landing at the top. The door before you is not unlike the rest you have seen here.

Prismatic Spray Trap

To Detect Trap: Perception DC 32

To Disarm Trap: Thievery DC 32

Attack: +15 versus Will, Reflex, and Fortitude to all within close burst 5

Effect: Roll a d8 for each successful attack to determine the effect :

1 Red

10 points fire damage, ongoing 5 fire

2 Orange

20 points acid damage, ongoing 10 acid

3 Yellow

40 points electricity damage, stunned

Area UL1-2

The door coming in is unlocked and not trapped, as is the one going out. It is a room used for training and sparring.

Though deserted, this room was obviously used for fighting and training. An odd-looking device dominates the wall to your right. It looks like the top portion of a dragon's back, complete with saddle, reins and stirrups. One side also has a large sheath for a dragon lance and another one for a sword.

Two mechanical gears, complete with crank handles are mounted on the front and rear, one on each side. The metal gears are not rusted but also have not been lubed in awhile.

Four-posted fighting rings, with thick ropes dominate the center of the room. Each has a sandy floor in a shallow pit. Another area is set up for exercise and staff sparring. The humidity is caused by hot water circulating in a pool between here and the other door of the room. It never

(save ends)

4 Green

Weakened and Dazed and ongoing 10 poison damage (Save ends)

5 Blue

Turned to stone (save ends)

6 Indigo

Attack your nearest ally (save ends)

7 Violet

Sent to another plane (save ends)

8 ignoring any more "8" results.

Struck by two rays; roll twice

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Evocation: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

The door swings open (inward) and this action triggers the trap. Anyone in the doorway, or on the landing, are affected by the cone-shaped area of effect. This also overlaps to affect anyone who is on the third step from the top. The landing is large enough for a group of eight, medium sized PCs.

The Situation Explained

If your group has been unlucky enough to miss the teleport on the previous level and not get past the *mirage arcana* and climb the long stair to the cavern above, they may be in dire straits here. The way back down will feature encounters also!

Area UL1-4

The rooms are not dangerous. One is a Kitchen area and the other is a fully stocked pantry. The food is good and the drinks are of a variety that you can choose. A fresh water spring supplies and ever flowing water basin.

There is also a small medical cabinet that contain minor healing salves, cloth bandages and four minor *healing* potions.

Encounters Exiting the Mountain

Note: any of the monsters below may be used at any time during the adventure.

Death Darkmantles (6)

The Setup

The creatures come charging out of the opening (Inner Lair; L6) created by the gnomes when they broke into the dungeon.

Tactical

They like to charge opponents and try to knock them down and/or squeeze them (see appendix for details).

Conclusion

They have no interest in what the PCs carry or are doing!

Nabassu (4)

The Setup

These demonic creatures have been coming into the dungeon from the gate left open by Malforge. It was stumbled upon only recently by a lone nabassu. Now, many of the foul demons know its location and have been using it to access the island.

They stayed away from Dragon Mountain because of fear of dragons. Once they discovered that not many were left around, they got bolder in their exploration. This group meet the PCs with no advantage.

Tactical

Nabassu attack using claw and bite. This is their preferred method as they enjoy watching their foes die a slow and very painful death. **Spell-Like Abilities:** At will—deeper darkness; 1/day—death gaze (functions as finger of death). A nabassu that gains 10+ HD can also use the following: 1/day—energy drain, silence, and vampiric touch. These abilities are as the spells cast by a 12th-level sorcerer (DC 11 + spell level).

Conclusion

Once they are bloodied, the nabassu seek to escape by whatever means. They have no loyalty to one another, so they do not hesitate to leave any seriously wounded comrades behind. **Publisher's Note:** See the separate appendix download for all of the monster and NPC statistics.



fullness of time is not yet. Take your earthly rewards and loot, enjoy your lives and live with courage and heart until that great day arrives. You have a destiny to fulfill at this place in the future.

With that being said, the brave knight and his wife walk into the monument and are gone...

The End...For Now!

Wyrmslayer Conclusion

When the PCs exit the mountain and get back down to the abandoned village, they see the *Windrace* still at anchor but in much better condition. The Captain meets them at the docks and directs them to a nearby area of the rocky coast, where Aragorn is to meet them.

They find a monument at a prominent location in which the original battle is commemorated. If they arrive with all of the items, Aragorn and Lanelle both arrive. At first they are ghostly but they quickly become material again.

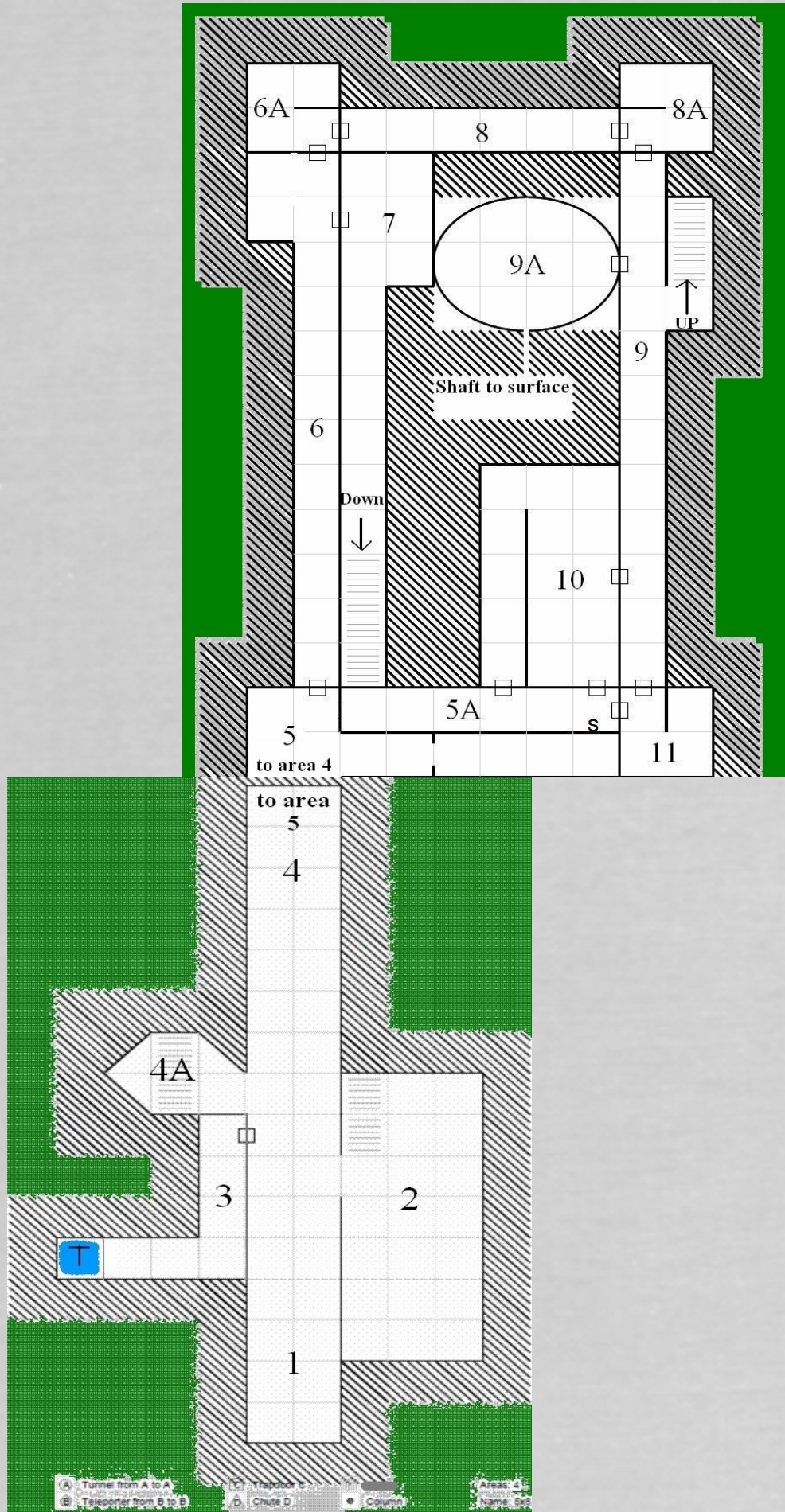
If they also have the original copy of the *Book of Prophecy*, both look delighted and Laneve takes it if offered. Aragorn takes the weapons and armor, again if it is offered. They both bow at the neck and nod their heads at the PCs.

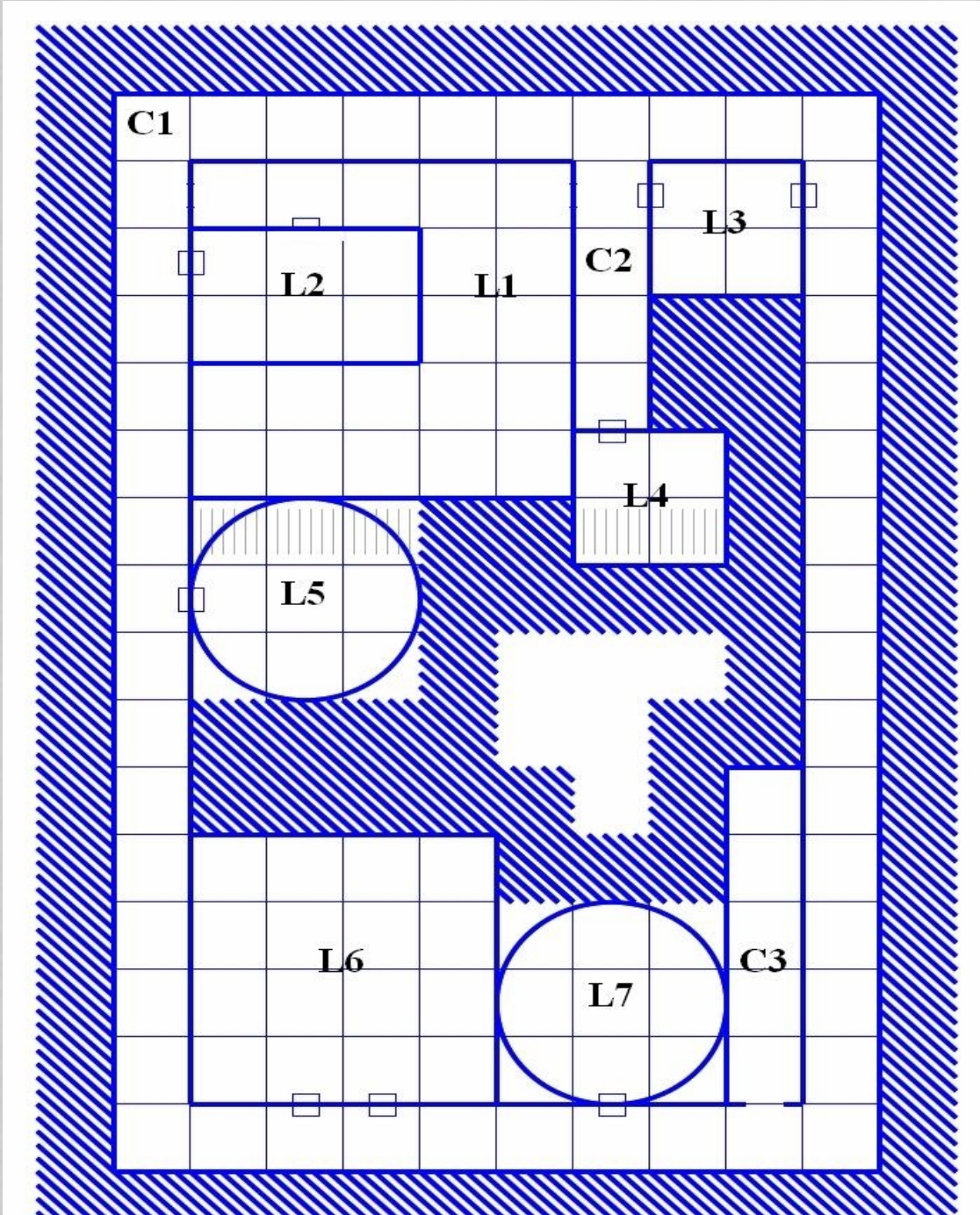
Aragorn says:

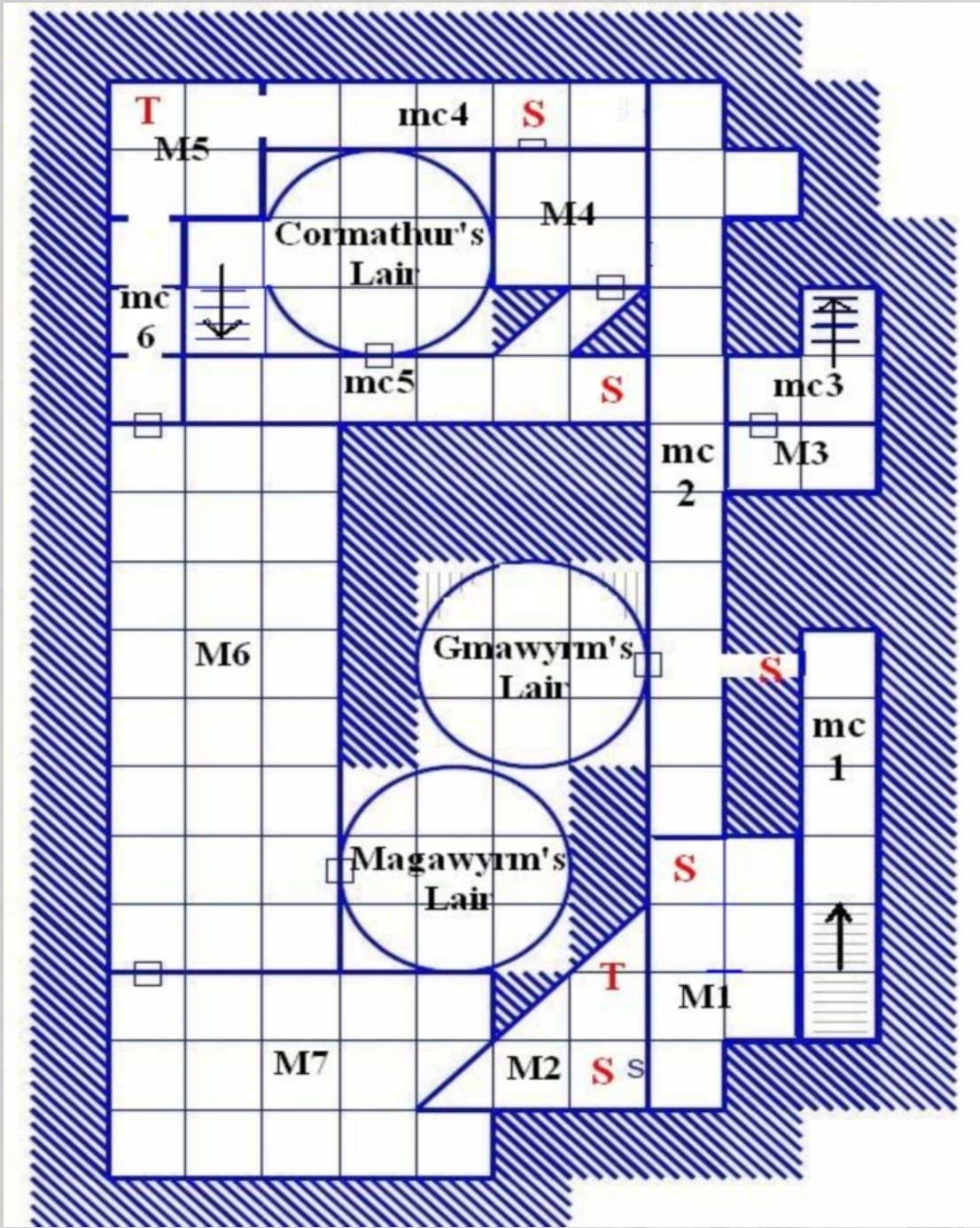
Thank you, my brave and mortal friends. Your courageous actions will allow the prophecy to be fulfilled. When Leviathan comes, we will indeed be ready for the Great Wyrms!

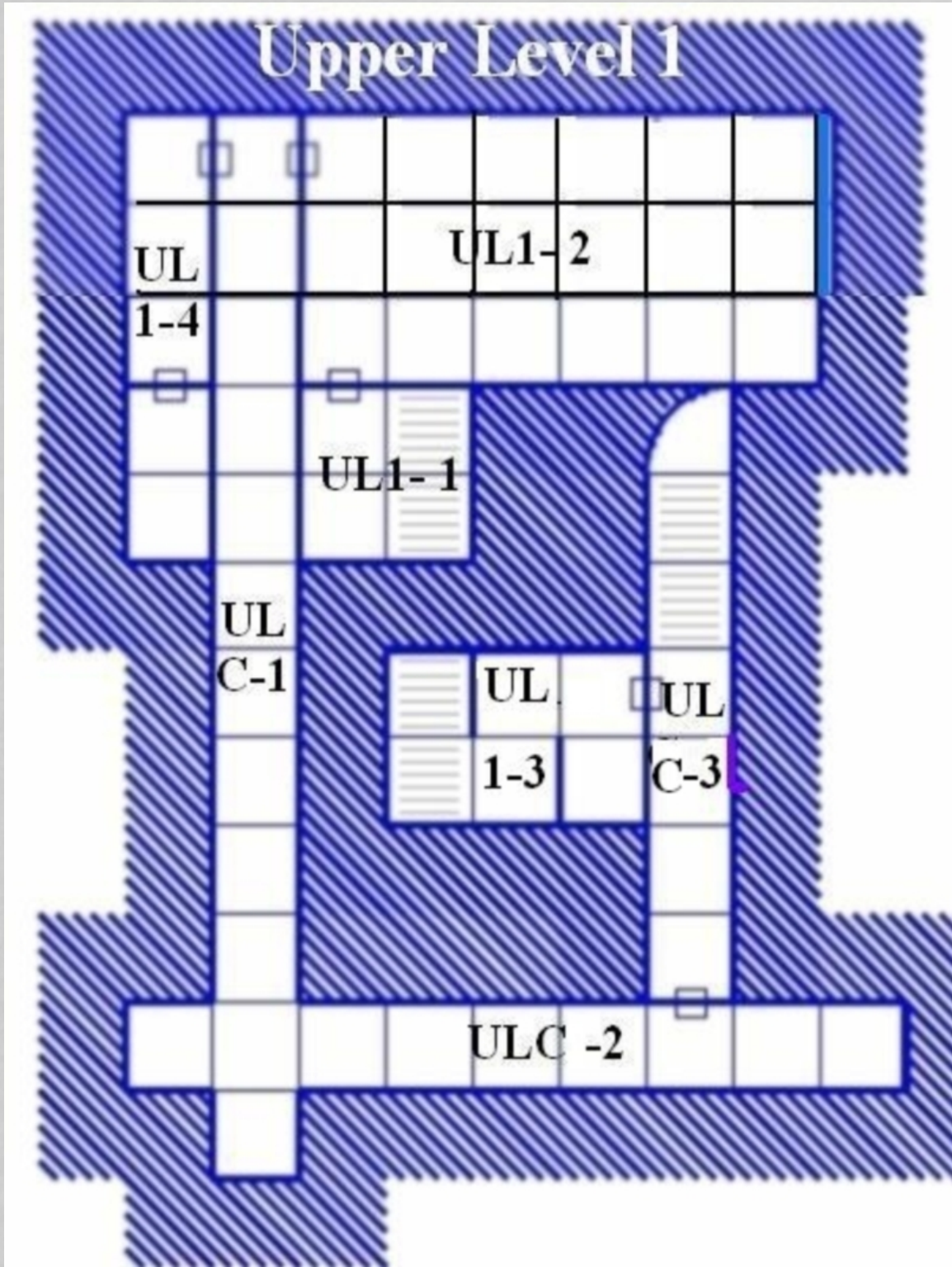
When you have advanced even more in your skill, abilities and knowledge, you may again be called to this place. Even should you die in battle, accident, disease or old age before that time, your gods will allow you to revisit this isle, just as we do now. We will keep the watch and be ready for the evil queen to return.

The dragons are now settled and calm again, knowing that we are ready and the









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Wyrmslayer Appendix

From *Journey by Sea* (pg. 6)

WindRacer Ship and Crew

Aragorn Cloud- Chaotic Good Human Dragon Rider Level 7-"There are things in the deep that were part of the first of life to come to this surface world. Sometimes I have to ask myself how different am I from those things that lurk beneath the dark waters?"

HP:62	AC:25	FORT:20	REF:20	WILL:17
Bloodied: 31	Surge Value:16	Surges:4	Speed:5	Initiative :+5

Powers

At Will

Sea Stroke-Melee, Weapon, Exploit

Aragorn moves from the ground up in a graceful uppercut of blade, forcing the opponent to move right where he wants them.

(Standard)

Target-One Creature; Range-Melee; Hit-+12 versus AC; Effect- 1d8+6 Damage, slide the target 1 square, you may grant any ally combat advantage against the target until the end of that target's next turn.

Dragon Guile-Melee, Weapon, Exploit

After feigning weakness by an enemy attack, Aragorn delivers a quick counterattack and moves away from the foe. (Immediate Interrupt)

Target-A creature that has successfully hit you with an attack.

Range-Melee Hit-+10 versus Reflex; Effect-Deal 5 damage to the target and shift 2 squares away.

Encounter

Ma'Shakash's Teaching-Dragon, Lightning, thunder

Aragorn summons up the magic of Ma'Shakash through the shard and into his Serpentine Blade and out into an explosive peal of thunder and lightning, electrocuting enemies and blowing them back. (Standard action)

Target-Close Blast 3; Range-Close Blast 3; Hit-+12 versus Reflex; Effect-All targets hit suffer 3d8+9 lightning damage and are knocked back 3 squares. They also are dazed (save ends).

Items:

Serpentine-Azure Dragon Longsword-This blade is constructed of a single shaved scale of an Azure

Dragon. Attributes: +1 Bonus, Power (Daily, Standard Action) This weapon creates a close blast 3 of tidal surges, pushing all within the blast 3 squares and knocking them prone. If used while at sea, the tidal surge can push objects up to Gargantuan Size 6 Squares away.

Sea-Oiled Chainmail--

This dull copper chain mail has a slickness to it that prevents it from rusting and also makes it buoyant in water. While in water, this chain mail does not give its check penalty towards athletic checks to swim. Attributes: +1 Bonus

Shard of Ma'Shakash--

A turquoise sliver pierced by a silver chain, the sliver feels wet perpetually and seems to flow like the sea in the sunlight. Attributes: This shard allows the user to summon the Azure Dragon Ma'Shakash with the words " Itoi Magas Eros" (The Era of Arcane Waters). This power can only summon Ma'Shakash if the user is over water.

Roleplaying Aragorn Cloud: Unpredictable but fearless in his exploits, Aragorn is as free as the sea when it comes to sharing past stories or anecdotes on any situation. He is hardly intimidated by situations and loves overwhelming odds, in fact he will get giddy and his sea green eyes will get large with excitement. He always wants the opinions of his fellows around him even if he does impulsively discard them a second later. He loathes people who try to steal "adventure" from others' lives, such as guards who discourage excitement in port cities.

Captain Noel Bainbridge Chaotic Good race: human; gender: male; class: Corsair Swordsmen 5-"This WindRacer was given its name as a fluke of luck. But I never considered myself to be lucky. But I am guessing she will prove me wrong by the end of this."

HP:54	AC:23	FORT:22	REF:16	WILL:16
Bloodied: 27	Surge Value:13	Surges:2	Speed:5	Initiative :+3

Powers

At Will

Wounding Clip-Weapon, Martial; A push of the blade and a whip in its cutting path causes a deep wound in the target that gushes blood.

(Standard)

Target-One Target Creature Range-Melee; Hit-+12 versus Fort Effect-2d6+5 damage and the target has ongoing damage 5(save ends).

Encounter

Corsair Buckaneering-Weapon,Martial; With a quick movement and a series of jumps, the corsair pushes their enemy into a compromising position. (Standard)

Target-One Target Creature

Range-Melee; Hit-+12 versus Fort Effect-Shift 2 squares before or after the attack. Deal 2d6+5 damage and shift the opponent 1 square and knock them prone.

Items

Sea-Oiled Chainmail--

This dull copper chain mail has a slickness to it that prevents it from rusting and also makes it buoyant in water. While in water, this chain mail does not give its check penalty towards athletic checks to swim. Attributes: +1 Bonus.

Wail Sheer-

A claymore that has been reduced in weight and forged in hurricane winds, the blade is said to howl when striking for the first time in combat. Attributes: +1 Bonus, When the user first strikes in combat, the blade howls like a hurricane, shaking the enemies morale and giving them a -1 to all defenses until the end of the next turn.

First Mate Stanton, Chaotic Good race: human; gender: male; class: Brine Cleric 4- " Your mother is like the sea, pretty when you first look upon her shiny surface and as horrible as the deep krakens that tear mighty dreadnoughts apart."

HP:45	AC:21	FORT:16	REF:15	WILL:15
Bloodied: 22	Surge Value:11	Surges:2	Speed:5	Initiative :+2

Powers

At Will

Healing Waters-Healing , Divine, Implement; The Brine Cleric throws a splash of salty sea water onto the wounds. They knit and sow up broken flesh leaving behind a white glaze of salt crystals.

(Standard Action)

Target-One Target Creature; Range-Close Burst 5
Effect-The target is healed for 2d6 and may make a saving throw.

Gale Blast-Divine, Implement, Thunder; A sudden wind from the sea picks up the target and throws them far away. (Standard)

Target-One Target Creature; Range 10; Hit-+8 versus Reflex

Effect-The target is thrown d4 squares in any direction.

Encounter

Crushing Swell-Divine, Implement, Thunder, Healing
A surge of water and wind collide onto the area, throwing opponents and allowing allies a moment to recover.

(Standard)

Target-One Target Creature

Range-Close Blast 5; Hit-+10 versus Fortitude

Effect- All opponents within the area suffer 3d8+4 damage are knocked prone and slide 3 squares. All allies in the area can spend their second wind as an immediate reaction.

Items

Sea-Oiled Chainmail--

This dull copper chain mail has a slickness to it that prevents it from rusting and also makes it buoyant in water. While in water, this chain mail does not give its check penalty towards athletic checks to swim. Attributes: +1 Bonus.

Salt-Charm--

This small spike of calcified salt has a sugary texture when gripped and makes the wielder taste salt in their mouth. This is a cleric implement used by Brine Clerics. Attributes: +1 Bonus.

Cutlas(light blade)-Attack-+10 vs AC, d6+3

(32) Crewmen Chaotic Neutral; race: human; class: fighter; gender: male; Windracer Minion 4- " Hurry up all of you Mongrels, you have not earned your bread and wine till the night sets and the swords have rusted on the empty sea!"

HP:23	AC:14	FORT:14	REF:13	WILL:14
Bloodied: 11	Surge Value:6	Surges:2	Speed:5	Initiative :+2

Powers-**At-Will**

WindRacer Drill-Martial, Leadership As all WindRacer hands are trained to do, the crew mates can support each other with a yell and fall into formation amidst any bloodbath. (Standard)
Target-Close Burst 5; Range-Close Burst 5
Effect- All allies within the Burst can shift 1 or receive a +1 power bonus to their next attack for every adjacent ally.

Items-

WindRacer Seagarb--

Regular clothing weathered by sweat and sea salted air, no extra protection.

Cutlas(light blade)--

Attack--+9 vs AC, d6+2

Black Skull Pirates

Captain Urnan, Lawful Evil race: human; gender: male; class: Black Skull Leader 7-- "There is a law to the sea and it is created by those who would enforce it. It is never my fault that the weak kings of the land have never ruled this ever-shifting blue."

HP:78	AC:25	FORT:20	REF:20	WILL:20
Bloodied: 39	Surge Value:19	Surges:4	Speed:6	Initiative: +4

Powers-**At Will**

Iron-Grip Command-Martial, Leadership, Weapon
A roar and a gesture of the blade command all Black Skull Pirates to obey Urnan.
(Standard)

Target-One Target Ally Within Close Burst 10
Effect- That ally makes a basic ranged or melee attack against an opponent with a +3 Power Bonus to damage. If that attack hits, Captain Urnan may shift half his speed(3).

Black Skull Flush-Martial, Weapon , Cleaving
A well-known maneuver amongst the Black Skull, Urnan perfectly executes a wide slash with Solace, cutting down a swath of troops and threatening with a follow-up attack.
(Standard)

Target-Close Blast 2

Range-Melee

Hit--+13 versus AC

Effect- All enemies within blast take 2d6+5 and an additional 5 damage if they shift on their turn.

Encounter

The Law of the Sea-Martial, Leadership, Weapon
Urnan's inspiring speech of Black Pirate Doctrin fills his troops with vigor as they maneuver to form a

solid fighting force.

(Standard)

Target-Close Burst 5

Range-Close Burst 5

Effect- All allies within the Burst can shift their speed as long as it is towards each other. All of their next attack rolls get a +2 to their attack and damage rolls.

Special Bonus:Sneak attack +2d6

Items--

Solace-Bone Greatsword--

This two-handed sword is cleft from the rib bone of a great white whale. It then was dyed crimson in the inks of rust and blood of mutinous traitors. **Attributes:**+1, Despairing (Each time this weapon strikes, the victim receives a -1 to all attack rolls).

Skin of the Men Of the Sea-Leather Armor--

A heavy leather raiment clothes you in darkness and smells of the sea's salts and of shellfish. It is made from all manner of merman, giant crab-kin, and other humanoids from the ocean deeps. **Attributes:**+1, +1 to strength and constitution. The user can hold their breathe indefinitely and speed is increased while in water by 2.

ScreamThroats--

Throwing Daggers-A set of daggers dipped in scream-fish glands and alchemically preserved, these daggers seek the throats of creatures and release deafening shrieks when they successfully hit. **Attributes:**+1 throwing daggers. When a target is hit by a ScreamThroat, they cannot speak for the rest of the encounter. Also when they are hit, any opponents within burst 1 are deafened, (save ends).(Total Attack=+13 versus Reflex, d6+3 damage, Range-5)

Lieutenant Aurelius, Lawful Evil race: human; gender: male; class: Ebon Skull Cleric 5- " A skull means so much more than death. It is certainty and it is assurance. It seals your fate because you know that eventually all that will be left is the skull itself."

HP:63	AC:20	FORT:18	REF:15	WILL:18
Bloodied: 31	Surge Value:16	Surges:3	Speed:6	Initiative: +4

Powers

At Will

Drink from the Skull-Divine, Necrotic, Weapon
With a backstroke of the Lacquered Mace Skull, Aurelius transfers life-force from one enemy to one of his fellow pirates. (Standard)

Target-One Creature Range-Melee and one ally within 5 squares; **Hit:+10 versus Fort** **Effect-The target takes d8+4 damage** and any ally within 5 squares gets healed for half that amount.

Black Pressure Dart-Divine, Necrotic, Movement
Aurelius casts out a black dart of force that expands into a skull, bowling over any enemies in a line. (Standard)

Target-A Straight Line effect of 5 out from Aurelius **Range-Line 5; Hit:+9 versus Ref; Effect-** All targets within line effect get pushed 3 squares back and take d6+3 necrotic damage.

Encounter

Cranial Visseration; Black blood explodes out from the top of a target's head, causing serious bleeding and making them vulnerable to everyone around.

(Standard)

Target-One Creature; Range-10 Squares; Hit-+10 versus Fort; Effect- The target takes 2d6+4 necrotic damage and grants combat advantage(save ends). They also suffer 10 ongoing damage(save ends).

Items**Sea-Oiled Chainmail--**

This dull copper chain mail has a slickness to it that prevents it from rusting and also makes it buoyant in water. While in water, this chain mail does not give its check penalty towards athletic checks to swim. Attributes:+1 Bonus.

Black Skull Charm--

A series of carved skulls from various creatures worn on a bracelet string, the eyes of all the skulls seem ineffably black. This is an implement used by Ebon Skull Clerics. Attributes:+1 Bonus.

Lacquered Skull-Mace--

A large one-handed mace capped by a skull with an open mouth. It is lacquered in a fine glaze of transparent charcoal. When it strikes, a fleck of black energy is pulled from the target and into the wielder. Attributes:+1 Bonus, Upon hitting a target, the wielder is healed for the victim's constitution modifier.

Kernan O'Brien; Chief Officer, Chaotic Neutral race: human; class: Darktide Assassin 4-" You know why I joined up with the Black Skulls? That's a great question I keep asking myself, but it keeps getting funnier every time I ask it."

HP:52	AC:19	FORT:15	REF:17	WILL:14
Bloodied: 26	Surge Value:14	Surges:2	Speed:5	Initiative: +3

Powers:**At Will****Meddle and Move-Martial, Weapon, Move**

A quick stab and a confusing move grant Kernan additional stealth. (Standard)

Target-One Creature; Range-Melee; Hit-+10 versus AC; Effect-Deal d6+3 damage. The target grants combat advantage to you as long as you maintain concealment. Shift 1 square and gain concealment.

Encounter**DarkTide Undulation-Martial, Weapon, Move**

In a quick and tight situation, Kernan moves like a current through a throng of troops and into safety while delivering a storm of stinging pain.

(Immediate Interrupt)Trigger;Being Flanked or granting combat advantage; Target-Close Burst 5 Range-Close Burst 5; Hit-+10 versus Reflex

Effect-You shift your speed through the area and are allowed to move through enemy squares this turn. For each enemy square you pass through deal a d6 damage.

Special Bonus:Sneak attack +2d8

Items: NightCloth SeaLeather--

This pitch black leather is loose and form fitting. It seems to bead off water and shimmer in direct light while cloaking the wearer if in darkness.Attributes: +1 Bonus. In sunlight or darkness the user has concealment unless a perception check of 25 is made as a move action of concentrating on Kernan.

Adamantium Shiv--

This lightly cream purple dagger can slice through stone, wood and other metals easily. Attributes:

Adamantium(Ignores non-adamantium AC bonuses granted from armor) Enhanced Damage (Dagger deals d6 damage)

Miniature Poison Vials--

A small corked vial filled with a gaseous poison.

Attributes:Range 5, When thrown it explodes in a Burst 1. All who enter in the zone are take ongoing 5 poison damage and are slowed(save ends).This zone disperses at the end of your next turn.

(30) Deckhands, Lawful Evil race: human , class: rogue (3); gender: male; BlackSkull Minion 4- " The Captain sure is a crazy guy. But his heart is in the right place and for a pirate, thats the most important part of our job."

HP:25	AC:14	FORT:15	REF:15	WILL:14
Bloodied: 12	Surge Value:6	Surges:2	Speed:5	Initiative: +2

Powers:

At-Will

BlackSkull Raid-Martial, Leadership

Like all BlackSkull Pirates are trained, a Pirate will rally his fellow pirates with a yell, making them go into a dirty-fighting frenzy of kicks,biting, and double-teaming. (Standard)

Target-Close Burst 5; Range-Close Burst 5

Effect- All allies within the Burst can make a basic melee attack as an opportunity action against any adjacent enemy. If they hit, the opponent is knocked prone.

Items:

BlackSkull Seagarb--

Regular clothing weathered by sweat and sea salted air, no extra protection.

Cutlass(light blade)--

Attack-+9 vs AC, d6+2

Ship Stats

HP:336	AC:18	Speed:6
HP:336	AC:18	Speed:6

Ship Attacks

Ballistae:

range: 6; attack: +12 (8 spears per flight 1d6) (1/2rds) vs individual ACs;

trebuches' range 12; attack +4 (1 boulder 2d6) (1/2rds)(Boulders cause ships speeds to slow by 1 for every hit they inflict until damage is repaired

Black Skull's Tactical

A wall of force with permanence protects the ship from waterline to the middle of the front mast. The pirates always try frontal attacks with a +10 to their normal AC.

From *Gnomes on the Run* (pg. 11)

Gnome Cleric [Level 3 Controller (Leader)]

Small fey humanoid [XP 150/200]

Senses Perception +4; low-light vision;

Javelin (standard) Weapon; Ranged 10/20; +5 vs. AC; 1d6 + 2 damage. [m] Mace (standard)

Weapon +5 vs. AC; 1d8 + 2 damage.

interrupt).

Reactive Stealth:

If the gnome fighter has cover or concealment when making an initiative check, the gnome fighter can make a Stealth check to hide.

Skills Athletics+9, Intimidate+7;
Equipment scale armor, battleaxe, handaxe

Gnome Rogues (2) [Level 3 Skirmisher]

Small fey humanoid [XP 150/200]; Initiative +4; Senses Perception +6; low-light vision;
The gnome rogue can move 2 squares before the attack.

[r] Hand Crossbow (standard) Weapon; Ranged 10/20; +7 vs. AC; 1d6 + 4 damage. [m] Short Sword (standard) Weapon +6 vs. AC; 1d6 + 2 damage.

HP:44	AC:17	FORT:13	REF:17	WILL:15
Bloodied: 22	Surge Value:11	Surges:1	Speed:5	Initiative:

Powers

[M/R] Deft Strike (standard) Weapon Short Sword: +8 vs. AC; 1d6 + 4 damage. Hand Crossbow: Ranged 10/20; +7 vs. AC; 1d6 + 4 damage.

Hit: Add +3 to the gnome rogue's AC until the start of the gnome rogue's next turn. Hit: The target slides 1 square. Hit or Miss: Until the end of the encounter, each time the gnome rogue hits the target the gnome rogue slides it 1 square.

Fleeting Ghost (move)

The gnome rogue can move at full speed and make a Stealth check without the normal penalty from movement.

Fade Away (immediate reaction)

Illusion When the gnome rogue takes damage. The gnome rogue is invisible until the gnome rogue attacks or until the end of the gnome rogue's next turn.

First Strike

At the start of an encounter, the gnome rogue has combat advantage against any creatures that have not yet acted in that encounter.

Reactive Stealth

If the gnome rogue has cover or concealment when making an initiative check, the gnome rogue can make a Stealth check to hide.

Rogue Weapon Talent

When wielding a shuriken, the gnome rogue's weapon damage die increases by one size. When wielding a dagger, the gnome rogue gains a +1 bonus to attack rolls.

Sneak Attack

Once per round, when the gnome rogue has combat advantage against an enemy and hits that enemy with an attack using a rogue weapon, the gnome rogue deals an extra 2d6 damage.

Skills: Stealth +11, Thievery +9;
Equipment leather armor, short sword, hand crossbow

SHADOW (6)--- Level 5 Lurker;

Medium shadow humanoid (undead)--- XP 250; Initiative +9; Senses Perception +3, darkvision; Immune disease, poison; Resist insubstantial; Vulnerable radiant 10; Speed 6;

HP:46	AC:15	FORT:15	REF:17	WILL:15
Bloodied: 23	Surge Value:NA	Surges:0	Speed:6	Initiative: +3

Powers

[Melee basic] Draining Touch (standard; at will) Necrotic: +8 vs. Reflex; 1d8 necrotic damage and target is weakened (save ends).

[Melee] Spring from the Shadows (standard; at will) Necrotic: Only with combat advantage; +10 vs. AC; 1d12 necrotic damage and target is weakened and immobilized; First save: target is weakened (second save ends).

Alignment chaotic evil; Languages Common; Skills Stealth +10;

From *Corridor 3 Area* (pg. 13)

XORN GRABBER--- Level 10 Skirmisher; Medium elemental magical beast (earth)--- XP 500; Initiative +9; Senses Perception +9; tremorsense 10 earth walk (see also Earth Glide)

Description:

A xorn is a strange creature of elemental earth. It is shaped somewhat like a barrel, with three stubby legs at the base, three powerful arms (each ending in three opposable digits) around the midsection, and three large eyes between the arms. The huge, powerful mouth of the xorn is at the top of its head. Xorn eat gems and precious metals, and if they smell such delicacies on a band of adventurers, they will demand them. If not appeased, the xorn will attempt to take their snack by force.

HP:108	AC:24	FORT:24	REF:20	WILL:22
Bloodied: 54	Surge Value:NA	Surges:0	Speed:5(Burrow 5)	Initiative: +2

Powers

[Melee basic] Grab (standard; at will): +13 vs. Reflex; Hit: 1d4+2 damage, and target is grabbed (escape ends).

[Melee] Triple Grab (standard; at will): The xorn grabber makes up to three grab attacks. For each creature that it has grabbed, it must either forfeit one of these attacks or release the grabbed creature. [Melee] Bite (standard; only against a grabbed target; at will): +15 vs. AC; 2d6+5 damage.

Combat Advantage: If the xorn grabber has combat advantage, it deals an extra 1d6 points of damage on its attacks.

Earth Glide (move; at will): The xorn can move or shift into or through solid earth or stone without leaving a tunnel or disturbing the ground at all. While in the ground, it cannot attack or be attacked.

Alignment unaligned; Languages Common, Primordial;

From several areas...

GUARDIAN DAEMON Level 7 Brute

Attacks: Bite +11 melee, 2 claws +9 melee; **Damage:** Bite 4d4+4, claw 1d6+2; **Face/Reach:** 5 ft by 5 ft/10 ft;

Description--

Though called daemon, scholars believe it is not related to the daemons of the lower planes (the ones called yugoloth). A guardian daemon is summoned to the Material Plane by a spellcaster with the task of guarding an area or treasure. These daemons vary in size and appearance—those encountered on the Material Plane have resembled type II demons (hezrou), type IV demons (nalfeshnee), large bears, and wild cats. Despite their variation and form, the guardian daemon is not a creature to be trifled with.

HP:60	AC:19	FORT:19	REF:17	WILL:18
Bloodied: 30	Surge Value:15	Surges:2	Speed:5	Initiative: +1

Powers

Guardian's Breath: Fire, Supernatural, Demonic
A Quick inhalation sends a roaring cone of white yellow fire to cling and burn the surroundings.

(Standard)

Target-Close Burst 5; Range-Close Burst 5

To Hit:+11 versus Ref

Effect- All enemies within the Burst that are hit succumb to 2d6+6 fire damage and ongoing 10 fire damage (save ends).

Telepathy

The guardian daemon can communicate with any creature within 100 feet that has a language.

Immunities (Ex):

Guardian daemons are immune to mind-influencing effects and spells, sleep, hold, and polymorph. (There is a 50% chance that any particular guardian daemon is immune to fire. Guardian daemons with this immunity gain the fire subtype.)

skills: Bluff +7, Stealth +12, Perception +12; ; **Alignment:** Always neutral;

COMBAT:

A guardian daemon only initiates combat the area it is guarding is entered or the treasure it is guarding is tampered with. When engaged in combat a guardian daemon may move freely, but never more than 5 feet from the area or treasure it guards. A guardian daemon attacks using its breath weapon, bite, and claws. It defends the area it is tied to until either it or its opponents are dead.

Exit Encounters

Death Darkmantle; Level 4 Lurker

Medium fey beast; XP 400; Initiative +4; Senses Perception +5, blindsight 10;

HP:45	AC:18	FORT:15	REF:12	WILL:12
Bloodied: 12	Surge Value:NA	Surges:0	Speed:3	Initiative: +3

Powers**[Melee Basic] Smashing Blow**

(standard; at will): The darkmantle rams its body into its foe. +9 vs. AC; 2d6+3 damage.

[Melee] Death From Above

(standard; recharge 6): Only when the darkmantle begins its turn above the target; +6 vs. AC; 2d8+3, the target is grabbed (until escape). If the darkmantle has combat advantage, it deals an additional 2d6 points of damage with this attack.

[Melee] Squeeze

(standard; only against grabbed target; at will): +6 vs. Fort; 2d8+3 damage.

Curtain of Darkness

(minor; encounter): Burst 2 within 6. Creates a zone of darkness that remains in place until the end of the darkmantle's next turn. The zone blocks line of sight and all creatures within it are blind until they exit the area.

Stalactite Disguise:

A darkmantle looks like a normal stalactite. It requires a Perception check, DC 25, to notice one before it acts.

Alignment unaligned; Skills Perception +5, Stealth +5

NABASSU (Demon) Level 8 Controller**Medium-Size Outsider (Chaotic, Evil)**

Attacks: 2 claws +11 melee, bite +9 melee; Damage: 2 claws 1d4+4, bite 1d6+2

Description-

Nabassu are foul creatures that live portions of their lives on the Material Plane. These monsters are spawned in the Abyss, but travel to the Material Plane to devour living flesh while they mature. At first sight a nabassu is unmistakably a demon. It stands about 7 feet tall and resembles a gargoyle at first glance. It is gaunt with tightly corded muscles. A nabassu has great claws on its hands and feet. Its skin is leathery. Its eyes gleam a steel-gray and its mouth is lined with sharp fangs.

HP:46	AC:23	FORT:17	REF:16	WILL:17
Bloodied: 23	Surge Value:11	Surges:1	Speed:6,F ly 8	Initiative: +4

Powers**[Nature]Feed**

When a Nabassu slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 levels a Nabassu consumes, it gains 12 HP. Feeding destroys the victim's body and prevents any form of resurrection that requires part of the corpse. A raise dead ritual can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

[Aura]Paralysis Aura

As a free action, a Nabassu can create an aura of paralysis in a Close Burst 2, any creature within this area is slowed(save ends until the creature enters the aura again)

[Supernatural]Ethereal Jaunt (Su):

Twice per day a Nabassu can shift from the Ethereal to the Material Plane as part of any move

action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material. While ethereal, the Nabassu can see into the physical plane but cannot be seen by creatures in the material world.

[Necrotic]Summon Ghosts :

Once per day a nabassu can automatically summon 1d6 ghosts.

[Nature]Demon Qualities:

Immune to poison and electricity
cold, fire, and acid resistance 20

[Supernatural]Telepathy:

Nabassu can communicate with any creature within 100 feet that has a language.

Skills: Athletics +11,Stealth +9, Intimidate +10,Perception +11

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