
The Dragon's Master

A *PATHFINDER™ ROLEPLAYING GAME* delve for 5th-6th level characters

Version 1.1 - 2/24/2013

Written by David Flor

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THE DRAGON'S MASTER

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“OMNE IGNOTUM PRO MAGNIFICO”

INTRODUCTION

The Dragon's Master is an adventure designed for four to six 5th or 6th level characters, compatible with the *PATHFINDER™* *ROLEPLAYING GAME*.

This is a short delve, containing only a handful of encounters.

ADVENTURE BACKGROUND

The Ashen Swamp has recently become the home of a young black dragon named Pyraxis. The dragon kept to himself, and with its lair deep within the swamp wasn't much of a threat to the nearby community.

While the black dragon grew in power, it began to gather a group of kobolds that were native to the swamp as his loyal followers, and would periodically send them out to do his dirty work and scavenge the swamp.

One of these kobolds was named Skeebo, a meek little kobold that was smaller than most of the others. Because of his lack of proficiency with weapons and his clumsiness, he was forced to do the menial work that none of the other kobolds wanted to do: heavy lifting, discarding the trash and remains of the dragon's victims, etc... grunt work. It made him quite angry, but he tried not to show it for fear that Pyraxis might decide to eat him for insubordination.

One day, while scavenging the nearby swamp, he came across an ornate amulet with the symbol of a dragon on it. Without anything to lose, he slipped it around his neck... and soon discovered he had acquired a new ability: the power to control the minds of other kobolds and even powerful dragons.

He saw this as his chance to break free from the grunt work. He proudly walked in to Pyraxis lair, commanding the minds of every kobold that stepped in front of him, and confronted the dragon. Before the dragon could attack, Pyraxis fell under the spell of the amulet, obeying every wish of the once lowly kobold.

Since then Skeebo reigned over the kobold tribe. Eager to show the world his power, he commanded the kobolds under his control to strike out at the nearby communities and show them that kobolds are to be feared. And if anyone showed signs of disobedience, Pyraxis stood at his side ready to eat those who caused trouble.

ADVENTURE SYNOPSIS

The players start the campaign in the nearby village of Haven, who was recently attacked by bands of kobolds coming out of the Ashen Swamp. The populace is genuinely concerned because these kobolds were not as timid and afraid as those they were used to; they entered the village in force, taking on the superior guards of the village without hesitation or sense of self-preservation. The governor of Haven asks the players to investigate this threat and put a stop to these attacks.

QUEST: PROTECT HAVEN

Major Quest (1,500 XP)

The characters complete this quest once they defeat Skeebo and prevent him from using the *Amulet of Dragonkind*, thereby losing his mental grip on the kobolds and returning them to their timid, non-threatening ways.

What the people of Haven are not aware of is that this seemingly organized band of kobolds is under the control of Skeebo, who has another ace up his sleeve: the black dragon Pyraxis. He has kept him near him for the time being, strengthening his grip on the dragon's mind and the other kobolds, and soon Skeebo will send the dragon out to lay waste to Haven and show these mediocre humans what the true meaning of power is.

ADVENTURE HOOKS

In the last raid, the kobolds did something they haven't done before: they took prisoners. One of these prisoners is the son of one of the members of the village council, and they would do anything to have their child back.

QUEST: RESCUING THE PRISONERS

Minor Quest (300 XP)

The characters complete this quest if they manage to save the noble's son. If the party also manages to save the other two prisoners kept inside, reward the party an additional 100 XP.

In addition to that, they raided the local smithy. Most of the weapons they took were mundane and borderline worthless, but the blacksmith is quite troubled by the loss of a prized heirloom: an ornate, magical shield. In addition to the magical properties the shield possesses, it is of great personal value to the smith; it has been passed down over several generations, and he couldn't live with himself if it was lost to – of all things – a pack of lowly kobolds that wouldn't know what to do with the shield to begin with.

QUEST: RECOVERING THE FAMILY SHIELD

Minor Quest (300 XP)

The characters complete this quest if they recover and return the blacksmith's family shield (a *+1 mithral heavy shield*) from the black dragon younglings' nest inside the caves. As a reward, the blacksmith will give the party a *+1 magic weapon* of their choice.

The players could also elect to keep the shield for themselves, in which case no XP or magical item should be awarded but if the blacksmith or anyone else in Haven sees it they might not think too kindly of the party.

THE ASHEN KOBOLDS

All of the Ashen Kobolds are under the complete control of Skeebo and his *amulet of dragonkind*, an effect that has become permanent after repeated use by the kobold. As a result of this mind control, the kobolds have lost their sense of self-preservation; they will attack relentlessly and make no effort to retreat even if faced with overwhelming odds against them.

There are a handful of kobolds that did not react well to the effect of the *amulet of dragonkind*. This only made Skeebo more and more aggressive in his attempts to dominate them, which resulted in the kobolds going permanently insane. Since he couldn't predict when a pack of psychotic kobolds might come to be useful, rather than kill them or feed them to his new pet dragon Skeebo locked them away in the jail cells.

PYRAXIS' LAIR

Deep within the Ashen Swamp, behind a well hidden cave entrance, is the lair of the black dragon Pyraxis and his band of kobolds.

Underneath the cave system is a maze of interconnected tunnels that have been submerged by the swamp's waters. These submerged tunnels are the primary means of entering and exiting the lair for Pyraxis and his younglings.

CAVE LAYOUT

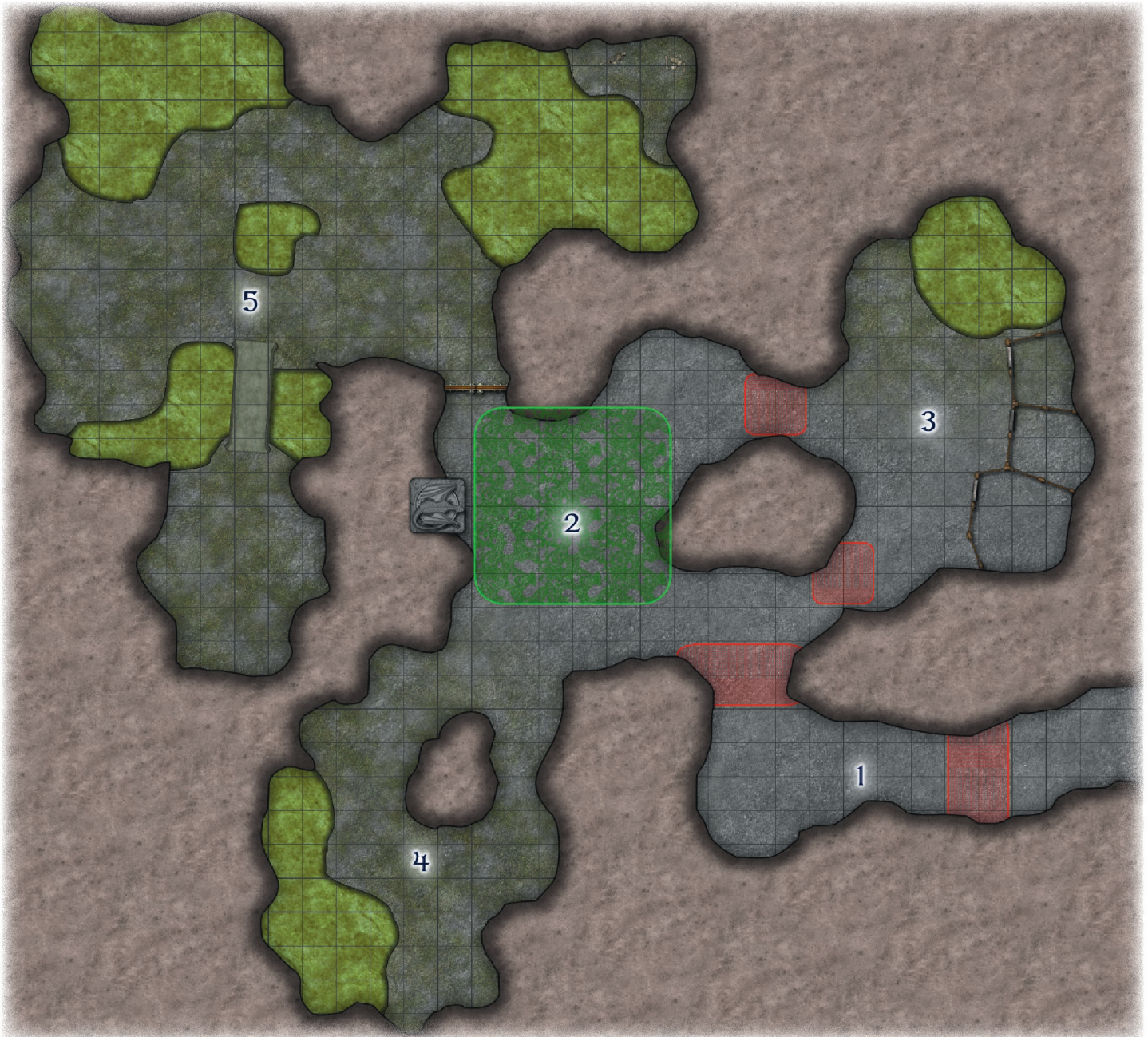
The cave system is rather small, with five interconnected areas:

- The cave entrance, which is trapped and under constant supervision by the kobold guards (see *Area 1: Cave Entrance*).
- The antechamber, or central hub of the cave system from which all the other areas branch from. This area

also has a safeguard to prevent unwanted guests from approaching the interior doors: a statue that breathes a cone of acid (see *Area 2: Antechamber*).

- The jail cells, where the prisoners from Haven and the kobolds that have been driven mad by the *Amulet of Dragonkind* are locked away (see *Area 3: Jail Cells*).
- The damp cave that is the home of three black dragon younglings, descendants of Pyraxis (see *Area 4: Dragon Younglings*).
- The main cavern where Pyraxis resides (see *Area 5: Pyraxis*).

The main cavern is sealed off from the rest of the cave system by a set of locked double doors, but the remainder of the areas are interconnected. As a result, it is conceivable that kobolds from one area be fully aware of what's going on in the rest of the cave system, and may join in encounters. For example, if the party makes a grand entrance and starts trouble with the guards and trapmaster at the main entrance (*Area 1*), it is possible that the



thralls in the antechamber (*Area 2*) or the remainder of the guards in the jail area (*Area 3*) join in or prepare to ambush the party.

The youngling in the lair to the South (*Area 4*) is sound asleep and the other two younglings are out of sight deep within the water. If the youngling is awoken, they will not leave their lair unless attacked by the party.

FINDING THE LAIR

The cave entrance is hidden deep within the Ashen Swamp. At your discretion you can make it an adventure in and of itself for the party to even find the entrance, or you can simply skip to the cave entrance (*Area 1*).

Besides the usual residents of swamps, there could potentially be numerous groups of Ashen Kobolds wandering about scavenging, hunting or doing what kobolds do.

GENERAL FEATURES

Illumination: Unless otherwise indicated, the entire area is pitch black.

Walls, Ceiling and Floor: The ceiling, unless otherwise specified, is about 10' in height. All surfaces are rough stone.

Water Tunnels: The pools of water descend in to a maze-like array of tunnels that interconnect them all. In addition to that, there are several other tunnels underneath the lair that exit out to the Ashen Swamp. Pyraxix uses these tunnels to get in and out of the cave system.

1: ENTRANCE TUNNEL (EL 7)

The cave entrance is approximately ten feet wide and carved in to solid rock. Numerous sets of tracks lead in and out of the cave mouth, and a [DC 15 Survival](#) check on the firm ground to identify the tracks as kobolds.

Creatures: At the Western end of the entrance tunnel, just before the tunnel turns North, are one Ashen Kobold Guard and one Ashen Kobold Trapmaster maintaining a watch on the entrance.

When the cave entrance is approached, it is possible to attempt to parlay with the kobolds, but any conversations will quickly escalate to violence as the kobolds furiously defend the cave and their draconic patron. The kobolds will not reveal the location of the two traps (see below) under any circumstances.

ASHEN KOBOLD GUARD CR 2

XP 600
hp 30 (see page 9)

ASHEN KOBOLD TRAPMASTER CR 2

XP 600
hp 17 (see page 9)

Traps: There are two *horizontal blades* traps (see below), one halfway down the entrance tunnel and one immediately past the bend in the tunnel before the main hub (see map on page 4).

Each one of these trap systems is designed to not trigger at all for small creatures such as kobolds, and even if they do trigger the blades swing harmlessly over the kobold's

heads. But any creature Medium-sized or greater is subject to attack.

HORIZONTAL BLADES (x2) CR 4

XP 1,200
Type mechanical; Perception DC 20; Disable Device DC 20

EFFECT

Trigger location; **Reset** automatic reset (1 round)
Effect Atk +10 melee (2d6+4/x4); multiple targets (all medium-sized or larger creatures in area indicated on map)

If the party manages to get through the first trap, the kobolds might consider withdrawing in to the main chamber where they will join up with the other thralls and take advantage of the environment.

Treasure: The kobolds are carrying mundane gear, but one item of note is a single black dragon scale hanging from a gold chain around their necks. Each one of these scales is a symbol of their devotion to Pyraxix, and if they are taken back to a collector in Haven each pendant can be sold for 30gp.

2: ANTECHAMBER (EL 5)

The antechamber to Pyraxix' lair is a hub that has tunnels branching off in to multiple directions.

Recessed in to the West wall is a statue atop a large stone podium, and there is a collection of treasure and other items placed there in honor of their draconic patron.

If players choose to inspect the area, a [DC 15 Perception](#) or [DC 15 Knowledge \(Dungeoneering\)](#) check will allow them to notice that the floor of the antechamber is slightly darker than the rest of the area and shows signs of acid burns, a possible warning to the trap (see below).

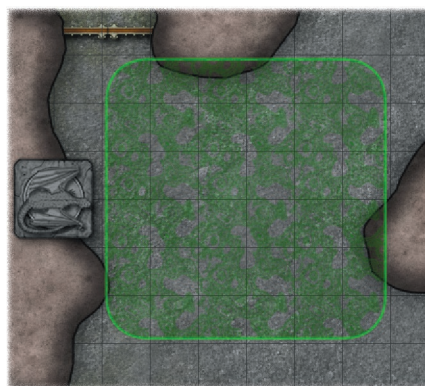
Dragon Statue: The dragon statue contains an acid trap that is triggered when a non-kobold, non-dragon creature moves within 15' of the statue. When triggered, it will release a vicious cloud of acid that covers almost the entire antechamber floor.

BLACK DRAGON STATUE CR 4

XP 1,200
Type mechanical; Perception DC 20; Disable Device DC 25

EFFECT

Trigger proximity (*alarm*); **Reset** automatic reset (1 minute)
Effect acid spray (3d6 acid damage, [DC 15 Reflex](#) save for half damage); multiple targets (all targets in 30-ft. square area, as indicated on map)



Dragon Statue area of effect

Creatures: Four Ashen Kobold Thralls are standing around in the antechamber, effectively minding their own business.

If combat in the entry tunnel begins to move in to the antechamber, they will join the fight to defend their patron.

ASHEN KOBOLD THRALLS (x4) CR 1/4

XP 100

hp 6 (see page 9)

If they enter from other areas, the kobold guards and the trapmaster are well aware of the acid trap and its area of effect, but the thralls are not.

Doors: The set of double doors to the northwest are steel reinforced doors that are currently barred from the inside. There is no key, so the doors must be picked (DC 25 Disable Device) or breached by force (20 hp, hardness 5, Break DC 30) in order to enter Pyraxis' lair (*Area 5*). Picking the lock may not alert the enemies and the black dragon on the other side, but a violent breach of the door certainly will.

Side Tunnels: The two side tunnels to the northeast lead to the jail cells (*Area 3*). Each of the tunnels has an additional Horizontal Blades trap similar to the ones in the entry tunnel (see below).

The tunnel to the southwest leads to the lair of the young black dragons (*Area 4*).

Treasure: Piled around the base of the dragon statue is:

- Two potions of *cure light wounds*.
- Assorted gemstones totalling 300gp in value.
- 427gp, 814sp and 902cp.

With a DC 20 Perception check, the players will also be able to find the access point for the acid reservoir inside the statue. If the players have flasks handy, they can remove the stopper and fill up to four flasks of acid which can be used as splash weapons (see *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, page 160).

In addition to that, each of the kobolds wears a black dragon scale on a chain around their neck (see *Area 1*).

3: JAIL CELLS (EL 7-8)

This is where the prisoners are held temporarily, at least until they are taken to Pyraxis and dealt with (usually by the dragon eating them). In addition to the scouts from Haven, there are over half a dozen kobolds that have been driven permanently insane by Skeebo's repeated use of the Amulet of Dragonkind.

Cells: There are three makeshift jail cells along the Eastern wall. Each of the cells is locked, and can either be picked easily (DC 15 Disarm Device) or destroyed (20 hp, hardness 5, Break DC 25). The guards in the room have the key.

The Southernmost cell holds the four scouts from Haven, badly beaten and bruised by the kobolds and stripped of all their gear except for the tattered cloth they are wearing. Next to the cell door is a torch on a wall sconce, which serves as the only illumination in the entire lair.

The other two cells are packed solid with deranged kobolds. Upon seeing intruders, they will work themselves in to a frenzy (see below).

Traps: In each tunnel leading in to the prison is yet another *horizontal blades* trap.

HORIZONTAL BLADES (x2) CR 4

XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECT

Trigger location; Reset automatic reset (1 round)

Effect Atk +10 melee (2d6+4/x4); multiple targets (all medium-sized or larger creatures in 10-ft. square area)

Creatures: In the room are two Ashen Kobold Guards, two Ashen Kobold Thralls and one Ashen Kobold Trapmaster. They will attack on sight.

ASHEN KOBOLD GUARDS (x2) CR 2

XP 600

hp 30 (see page 9)

ASHEN KOBOLD TRAPMASTER CR 2

XP 600

hp 16 (see page 9)

ASHEN KOBOLD THRALLS (x2) CR 1/4

XP 100

hp 6 (see page 9)

Deranged Kobold Prisoners: Within the cells there are a total of eight deranged kobolds – four in each cell of the cells on the northern side – driven mad by Skeebo and repeated use of the *amulet of dragonkind*.

DERANGED KOBOLD PRISONERS (x8) CR 1/4

XP 100

Male kobold warrior 1

LE Small humanoid (reptilian)

Init +2; Senses Darkvision (60 ft.); Perception +3

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 size, +2 Dex, +1 natural, +1 dodge)

hp 5 (1d10)

Fort +1, Ref +2, Will +0 (+2 vs charm and fear effects)

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee club (small) -1 (1d6-1)

STATISTICS

Str 8, Dex 14, Con 8, Int 6, Wis 10, Cha 8

Base Atk +1; CMB -1; CMD 12

Feats Dodge

Skills Craft (Traps) +4, Stealth +6

Languages Common, Draconic

SQ Dominated, Light Sensitivity

Gear club (small)

SPECIAL ABILITIES

Dominated (Ex) As a result of being dominated by the *amulet of dragonkind*, the kobold gains a +2 bonus to all saving throws versus charm and fear effects.

Light Sensitivity (Ex) Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

The kobolds enter the initiative order as a group as soon as they see the party, and on their turn will attempt to batter away at the doors; after 2 rounds, one of the groups will breach the door of their cell and be free, and 2 rounds after that the second group will. Once freed, the kobolds will attack the party without hesitation, charging forward and attempt to overwhelm them.

Human Prisoners: There are several human captives in the southernmost cell, prisoners from the village of Haven. One of them is the son of the noble that asked the players for his safe return (see the *Rescuing the Prisoners* quest in the *Adventure Hooks* section).

HUMAN PRISONERS (x4) CR -

hp 3 each; AC 10

NOTES

Noncombatants. Use as many as needed for terrain and atmospheric purposes, but don't waste too much time keeping track of them. They all flee at the earliest opportunity and are easily killed by any attack that hits them.

The humans are fatigued and not particularly effective combatants. They are also not aware of the traps that exist in the tunnels leading out, so if they are instructed to leave without warning they run the risk of being decapitated.

If the human prisoners are freed and manage to safely navigate the traps leading out, they will return on their own to Haven. When the party returns there, the noble will be very appreciative of his son's return and thank the party appropriately (see the *Rescuing the Prisoners* quest in the *Adventure Hooks* section).

Treasure: The prisoner's gear has been piled in to the Northwest corner, but consists mostly of mundane gear and crude weapons.

In addition to that, each of the kobolds wears a black dragon scale on a chain around their neck (see *Area 1*).

4: DRAGON YOUNGLINGS (EL 6)

This extremely damp and musty cave is home to a group of younglings, children of Pyraxix. The ceiling is here is slightly higher than the rest of the lair, vaulting up to about 20' in height.

Creatures: The three dragons younglings here are offspring of Pyraxix. They have succumbed as well to the power of the *amulet of dragonkind*, and follow Skeebo's every command.

DOMINATED YOUNG BLACK DRAGONS (x3) CR 3

XP 800

Male dragon (black/wyrm) dragon 4

NE Small dragon (water)

Init +2; **Senses** Blindsight (60 ft.), Darkvision (120 ft.), Low-Light; Perception +9**DEFENSE****AC** 16, **touch** 13, **flat-footed** 14 (+1 size, +2 Dex, +3 natural)**hp** 34 (4d12+8)**Fort** +6, **Ref** +6, **Will** +4 (+2 vs charm and fear effects)**Immunities** acid, magical sleep, paralysis**OFFENSE****Speed** 60 ft., swim 60 ft., fly 100 ft. (average)**Melee bite** +7 (1d6+4)**Melee claw** +7/+7 (1d4+3)**Special Attacks** Breath Weapon (30' line of acid, 2d6 acid, DC 14)**STATISTICS****Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11**Base Atk** +4; **CMB** +5; **CMD** 17 (21 vs trip)**Feats** Alertness, Skill Focus (Stealth)**Skills** Fly +9, Intimidate +7, Stealth +16, Swim +15**Languages** Draconic**SQ** Dominated, Water Breathing**SPECIAL ABILITIES**

Breath Weapon (Su) 30' line of acid, 2d6 acid damage, DC 14 Reflex save for half damage. The dragon can use its breath weapons every 1d4 rounds and is immune to its own breath weapon.

Deranged (Ex) As a result of being dominated by the *amulet of dragonkind*, the kobold gains a +2 bonus to all saving throws versus charm and fear effects.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Upon entering the area only one youngling is visible and it is sound asleep near the Southern end of the chamber, in such a deep slumber that no amount of combat in the room outside will wake it up. It is sensitive to movement, though; if anyone enters the area and does not succeed in a DC 19

Stealth check, the dragon is awoken. Otherwise, the party may be able to surprise the youngling.

The other two dragons are deep within the water on the West side and very hard to detect through the murky water (DC 25 Perception). They will not make an appearance until summoned by the sleeping dragon (see below).

Treasure: The dragons have a pile of treasure at the South end of the room. Amongst a variety of worthless items and mundane gear they have scavenged from the swamp, there is a great deal of coins: 107pp, 1,487gp and 1,915sp.

In addition to the above, the party will find a +1 *mithral heavy shield*, the ornate shield lost by the blacksmith in Haven (see *Adventure Hooks*). The party will most definitely not be able to sell it to the Haven blacksmith without having some issues with him.

5: PYRAXIS' LAIR (EL 6)

The tunnel opens up in to a massive chamber with a high vaulted ceiling. The humidity in the room is overbearing, and the ground is moist with loose patches of moss. Several pools of murky swamp water are scattered throughout the chamber.

In the middle of the room are about half a dozen small kobolds. They are standing with both hands over their heads and looking at the ground just in front of them, oblivious to your presence.

Creatures: Standing near the center of the room are six Ashen Kobold Thralls. When the party enters, the thralls will not pay any attention to them at all; they are in the middle of their ritualistic worship of their kobold leader and his pet dragon. Skeebo has commanded this of all his troops, and takes great joy in watching them cower as they worship him and his power.

ASHEN KOBOLD THRALLS (x6) CR 1/4

XP 100

hp 6 (see page 9)

The thralls will not attack until Skeebo commands them to, and when that happens all the thralls will do whatever is necessary to protect their master. If this means meeting their end while standing in front of the black dragon's breath weapon, so be it.

From the entrance the black dragon is not visible; it is just around the corner to the Southwest. Standing behind it, far back against the Southern wall, is Skeebo.

PYRAXIS, DOMINATED YOUNG BLACK DRAGON CR 5

XP 1,600

Male dragon (black/young) dragon 6

NE Medium dragon (water)

Init +4; **Senses** Blindsight (60 ft.), Darkvision (120 ft.), Low-Light; Perception +12**DEFENSE****AC** 16, **touch** 10, **flat-footed** 16 (+6 natural)**hp** 75 (6d12+36)**Fort** +11, **Ref** +5, **Will** +6 (+2 vs charm and fear effects)**Immunities** acid, magical sleep, paralysis**OFFENSE****Speed** 60 ft., swim 60 ft., fly 150 ft. (average), swamp stride**Melee bite** +10 (1d8+4)**Melee claw** +9/+9 (1d6+3)**Special Attacks** Breath Weapon (40' line of acid, 4d6 acid, DC 19)**STATISTICS****Str** 16, **Dex** 11, **Con** 23, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 19 (22 vs trip)
Feats Alertness, Skill Focus (Stealth), Weapon Focus (bite)
Skills Fly +9, Handle Animal +6, Intimidate +9, Stealth +12, Swim +20
Languages Draconic
SQ Dominated, Swamp Stride, Water Breathing

SPECIAL ABILITIES

Breath Weapon (Su) 30' line of acid, 2d6 acid damage, DC 14 Reflex save for half damage. The dragon can use its breath weapons every 1d4 rounds and is immune to its own breath weapon.

Deranged (Ex) As a result of being dominated by the *amulet of dragonkind*, the kobold gains a +2 bonus to all saving throws versus charm and fear effects.

Swamp Stride (Ex) The dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Pyraxis will not move far away from his master, and always keep in between him and any other threats. This most likely means that he will remain on or just before the bridge leading to the Southern area, ensuring that nobody can pass him without suffering a few opportunity attacks.

SKEEBO, KOBOLD "DRAGONLORD" CR 1/2

XP 1200

Male kobold humanoid 2 / expert 1

LE Small humanoid (reptilian)

Init +3; **Senses** Darkvision (60 ft.); Perception +4

DEFENSE

AC 18, **touch** 15, **flat-footed** 14 (+1 size, +3 Dex, +1 natural, +1 dodge, +2 armor)

hp 14 (3d8+1)

Fort +0, **Ref** +6, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20)

Ranged dagger (thrown) +3 (1d4-1/19-20)

STATISTICS

Str 9, **Dex** 16, **Con** 10, **Int** 13, **Wis** 9, **Cha** 11

Base Atk +1; **CMB** -1; **CMD** 13

Feats Dodge, Stealthy

Skills Craft (Traps) +9, Escape Artist +6, Stealth +15, Use Magical Device +3

Languages Common, Draconic

SQ Light Sensitivity

Gear dagger, leather (small), *amulet of dragonkind*, *dragon scale pendant*, *wand of magic missile* (15 charges)

SPECIAL ABILITIES

Light Sensitivity (Ex) Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Skeebo will remain in the back of the chamber, keeping the dragon between him and the enemy. If there are any enemies that are susceptible to its power, he will use the *amulet of dragonkind* to try and dominate them (see the *New Magic Items* section on page 10).

Once the dragon is killed, Skeebo will attempt to dominate any players in the party he can (on the off chance that any are of the "reptile" or "dragon" subtype), and if that fails he will be quick to consider surrender.

If Skeebo is somehow killed before the dragon is, Pyraxis will fly in to a rage and attack everything in sight without prejudice, including any of the kobolds that remain.

Treasure: Skeebo is wearing the *amulet of dragonkind* (see *New Magic Items* section below). Once Pyraxis is dead and he is bloodied, he should be easy to intimidate in to surrendering, after which he will quickly turn over the amulet and give up. Once he does that, he loses control over all the other residents of the cave, and they will probably be quite upset at the lowly kobold.

The dragon Pyraxis has managed to accumulate a fairly reasonable amount of treasure in his sleeping area:

- 129pp, 1,712gp, 2,125sp and 1,492cp.
- Four quartz crystals of varying colors and tints (50gp each), two amber necklaces (100gp each), an aquamarine (200gp) and a gold ring with a ruby setting (300gp).
- Two arcane spell scrolls of 5th level or lower (DM's discretion).
- One suit of masterwork armor and one masterwork weapon (DM's discretion).
- One *potion of barskin* and two *potions of cure moderate wounds*.
- Assorted mundane items (DM's discretion).

In the Northeast corner of the cavern, on the other side of one of the pools of water, are the remains of two adventurers. If the players manage to make it across the pool and search the bodies, they will find 127gp, a turquoise (100gp value), one set of masterwork thieves' tools and a *potion of cure serious wounds*.

CONCLUSION

Once Skeebo is defeated, the kobolds inside the cave will be confused, disorganized and scatter. They will no longer be a threat to Haven.

If the three young black dragons (see *Area 4*) have not been dealt with, they will relish in their newly found independence and escape out in to the Ashen Swamp. Once they grow up they may become a new threat to the area.

Players can clear out the cave at their discretion, but otherwise are free to return to Haven for their reward.

THE ASHEN KOBOLDS

The Ashen Kobolds are very much like the common kobold except their skin is a dark shade of green.

All of the kobolds in the cave complex have been overwhelmed by the power of Skeebo and the *amulet of dragonkind*. As a result, they are not as cowardly as most kobolds and will stay to defend their dragon master at all costs; they are not subject to low morale and will only flee when it's tactically sound to do so.

ASHEN KOBOLD THRALL CR 1/4

XP 100
Male kobold warrior 1
LE Small humanoid (reptilian)
Init +1; **Senses** Darkvision (60 ft.); Perception +5

DEFENSE
AC 15, **touch** 12, **flat-footed** 14 (+1 size, +1 Dex, +1 natural, +2 armor)
hp 6 (1d10+1)
Fort +2, **Ref** +1, **Will** -1 (+2 vs charm and fear effects)
Weaknesses light sensitivity

OFFENSE
Speed 30 ft.
Melee *short sword (small)* -1 (1d6-1/19-20)

STATISTICS
Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8
Base Atk +1; **CMB** -1; **CMD** 10
Feats Skill Focus (Perception)
Skills Craft (Traps) +6, Stealth +5
Languages Common, Draconic
SQ Dominated, Light Sensitivity
Gear *short sword (small)*, *leather armor (small)*, *dragon scale pendant*

SPECIAL ABILITIES
Dominated (Ex) As a result of being dominated by the *amulet of dragonkind*, the kobold gains a +2 bonus to all saving throws versus charm and fear effects.
Light Sensitivity (Ex) Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

ASHEN KOBOLD GUARD CR 2

XP 600
Male kobold warrior 4
LE Small humanoid (reptilian)
Init +6; **Senses** Darkvision (60 ft.); Perception +8

DEFENSE
AC 17, **touch** 13, **flat-footed** 15 (+1 size, +2 Dex, +1 natural, +2 armor)
hp 30 (4d10+8)
Fort +5, **Ref** +3, **Will** +0 (+2 vs charm and fear effects)
Weaknesses light sensitivity

OFFENSE
Speed 30 ft.
Melee *short sword (small)* +3 (1d6/19-20)
Ranged sling (small) +7 (1d3)

STATISTICS
Str 11, **Dex** 15, **Con** 13, **Int** 9, **Wis** 9, **Cha** 8
Base Atk +4; **CMB** +3; **CMD** 15
Feats Improved Initiative, Skill Focus (Perception)
Languages Common, Draconic
SQ Dominated, Light Sensitivity
Gear *short sword (small)*, *leather armor (small)*, *sling (small)*, *sling bullets (x20)*, *dragon scale pendant*

SPECIAL ABILITIES
Dominated (Ex) As a result of being dominated by the *amulet of dragonkind*, the kobold gains a +2 bonus to all saving throws versus charm and fear effects.
Light Sensitivity (Ex) Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

ASHEN KOBOLD TRAPMASTER CR 2

XP 600
Male kobold rogue 3
LE Small humanoid (reptilian)
Init +5; **Senses** Darkvision (60 ft.); Perception +10

DEFENSE
AC 17, **touch** 14, **flat-footed** 14 (+1 size, +3 Dex, +1 natural, +2 armor)
hp 16 (3d8+3)
Fort +1, **Ref** +6 (+1 to avoid traps), **Will** +0 (+2 vs charm and fear effects)
Defensive Abilities Evasion, Trap Sense +1
Weaknesses light sensitivity

OFFENSE
Speed 30 ft.
Melee *short sword (small)* +0 (1d6-1/19-20)
Ranged sling (small) +6 (1d3-1)
Special Attacks Sneak Attack 2d6

STATISTICS
Str 9, **Dex** 16, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8
Base Atk +2; **CMB** +0; **CMD** 13
Feats Improved Initiative, Skill Focus (Perception)
Skills Acrobatics +9, Climb +5, Craft (Traps) +8, Escape Artist +9, Sleight of Hand +9, Stealth +13, Use Magic Device +5
Languages Common, Draconic
SQ Dominated, Fast Stealth, Light Sensitivity, Trapfinding, Trap Repair
Gear *short sword (small)*, *leather armor (small)*, *sling (small)*, *sling bullets (x20)*, *thieves' tools*, *dragon scale pendant*

SPECIAL ABILITIES
Dominated (Ex) As a result of being dominated by the *amulet of dragonkind*, the kobold gains a +2 bonus to all saving throws versus charm and fear effects.
Evasion (Ex) The kobold can avoid damage from many area-effect attacks. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the kobold instead take no damage. Evasion can only be used if he is wearing light armor or no armor. If the kobold is helpless, he does not gain the benefit of evasion.
Fast Stealth (Ex) This ability allows the kobold to move at full speed using Stealth without penalty.
Light Sensitivity (Ex) Kobolds are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.
Sneak Attack (Ex) If the kobold can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The kobold's attack deals 2d6 points of extra damage anytime his target would be denied a Dexterity bonus to AC, or when he flanks his target. Should he score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, the kobold can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. He must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. He cannot sneak attack while striking a creature with concealment.
Trapfinding (Ex) The kobold adds +1 to Perception skill checks made to locate traps and to Disable Device skill checks. He can use the Disable Device skill to disarm magical traps.
Trap Repair (Ex) If the kobold is adjacent or within the bounds of a deactivated or disabled trap that he is aware of, he can get it functioning once again by using a standard action to repair it.
Trap Sense (Ex) The kobold gains a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

NEW MAGIC ITEMS

AMULET OF DRAGONKIND

The history of how and why it was created has been lost to the ages, but somehow this ornate amulet wound up at the bottom of a bog in the Ashen Swamp.

A lowly kobold by the name of Skeebo found it while scavenging for something to eat, and quickly discovered the power the amulet held over the rest of his clan, returning to the lair as ruler of the entire tribe.

And, to make matters even worse, Pyraxus was no match for the amulet's power, and Skeebo acquired his very own black dragon pet that would do anything he commanded without hesitation.

AMULET OF DRAGONKIND (ARTIFACT)

Aura moderate enchantment; **CL** 10th

Slot neck; **Price** --; **Weight** --

DESCRIPTION

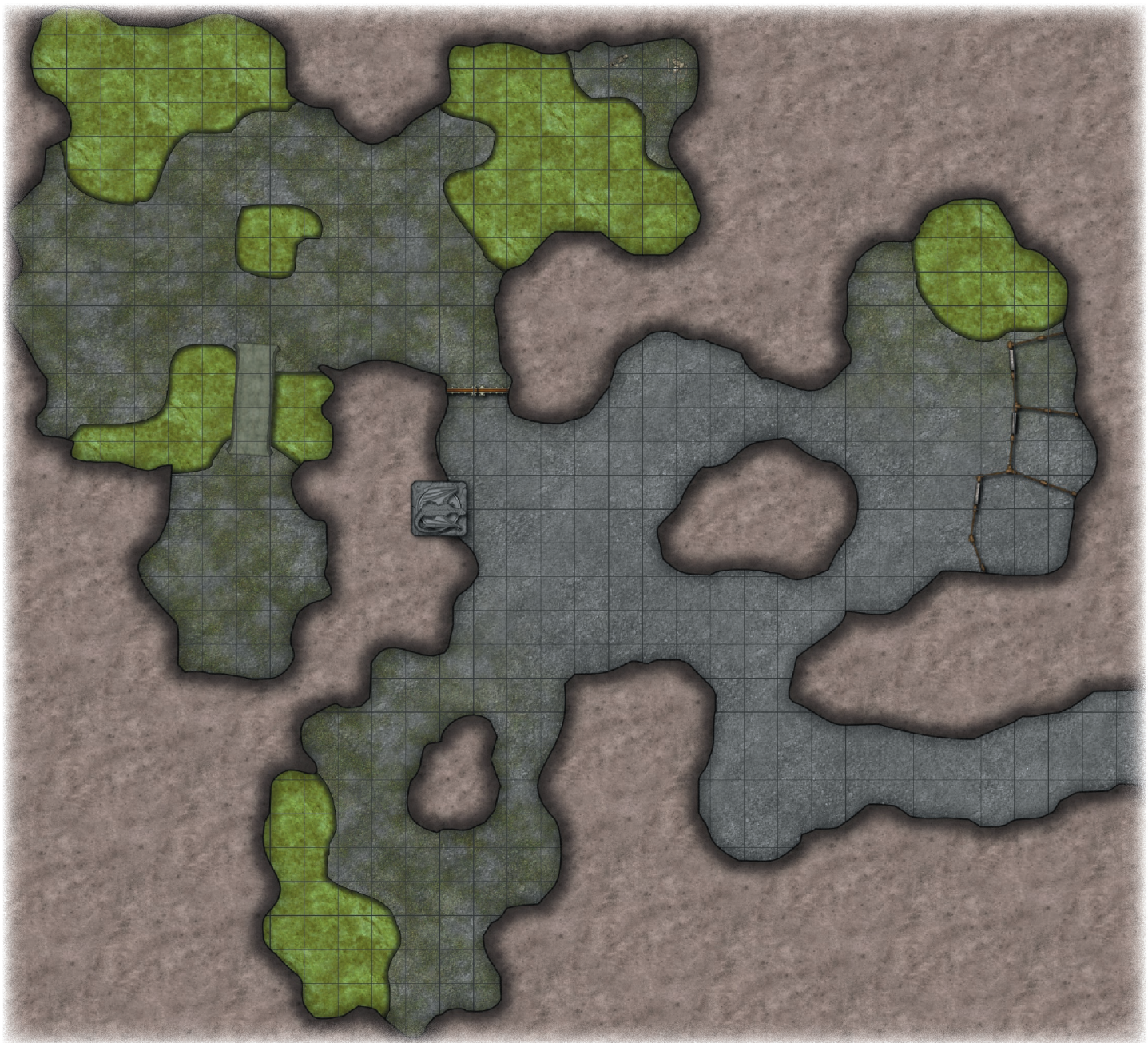
This amulet is fashioned in the shape of a long, slender dragon coiled around a flawless sapphire.

The amulet gives the wearer a great deal of power over dragons and reptilian creatures; once per hour as a full round action, the wearer can attempt to take over the mind of a dragon or reptile within 50 feet in a manner similar to a *dominate monster* spell.

When a domination attempt is made, the target must succeed in a **DC 24 Will** save or be dominated for 4 hours. After the 4 hours pass, if the possessor of the *amulet of dragonkind* chooses to continue the effect the target must make another **DC 24 Will** save or the effect is extended for another 4 hours. If the target fails both Will saves the domination becomes permanent. The possessor of the amulet can end a domination effect at any time as a free action. The domination can also be ended with a *greater restoration* spell or if the target's intelligence drops to 3 or lower.

Any creature that is dominated by the amulet gains a +2 bonus to Will saving throws against charm and fear effects.

The target must have 6 hit dice or fewer; if the target has more than 6 hit dice the amulet has no effect.



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