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DWELLERS AMID BONES

AN ADVENTURE FOR 5TH-LEVEL CHARACTERS



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DWELLERS AMID BONES

A short Pathfinder Roleplaying Game adventure for four 5th-level characters by Creighton Broadhurst

Lurking in the watery depths of a fallen orc tribe's sacred burial cairn amid the bleached, broken bones of savage warriors, honoured champions and mighty warlords the forest drakes Arduthal and Ingeirmaugh have made themselves a comfortable, safe home. Periodically emerging to ravage the surrounding countryside their depredations have reached such a level that Baron Liofa Othen begs the PCs to slay the foul beasts.

The cairn's remote location, inundated, bone-choked passageways and the vengeful, possessive ghost of the orc champion Gork Shattershield, not to mention the drakes' mistaken identity as green dragons, all stand in the way of the PCs' victory.



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Thank you for purchasing *Dwellers Amid Bones*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *Dwellers Amid Bones* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

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FOREWORD

Many of my adventures seem to end up featuring undead. I'm not sure why that is – perhaps because my adventures tend to be set in fallen places or because ghosts and suchlike can be a fun springboard to unusual roleplaying encounters. Perhaps I'm just a sadist. However, at least I've never put up the PCs against ghosts and dragons in the same adventure...

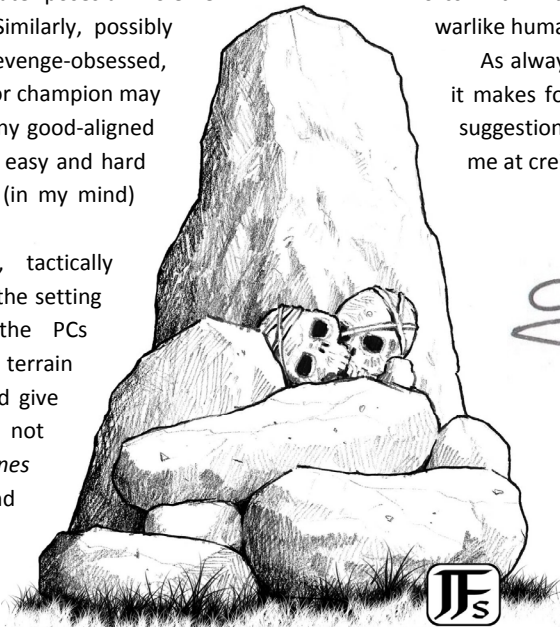
This adventure is going to require cunning, tactical thinking on the players' part. Fighting dragons and suchlike is bad enough, but having to do it underwater poses a whole new set of problems and challenges. Similarly, possibly allying themselves with a revenge-obsessed, homicidal ancient ghostly orc warrior champion may be one compromise too far for many good-aligned PCs. No one said being a hero was easy and hard character-driven choices are what (in my mind) make adventures truly interesting.

I enjoy creating interesting, tactically challenging encounters that utilise the setting and terrain features to give the PCs meaningful tactical choices – terrain features reward clever thinking and give the players options they would not normally have; *Dwellers Amid Bones* has a profusion of these options and choices!

As I wrote in the foreword for *Gibbous Moon*, this is a relatively

short adventure – most groups should be able to complete it in under four hours. Given that, this isn't what I would call a full-scale adventure. Rather it serves as a side trek – something to break the monotony of a journey or as a device to give the PCs just enough XP to level before the next major adventure begins. It's also very customisable. You can easily insert the Cairn of the ferocious Dead into almost any borderland or wilderness region and at a pinch you can even change the various references to orcs within this adventure to almost any other evil, warlike humanoid race.

As always, I hope you enjoy this adventure and that it makes for a cool session. If you've got feedback or suggestions, I'd love to hear from you. You can reach me at creighton@ragingswan.com.



USING THIS ADVENTURE

The notes below describe how to use this adventure.

ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

Title: This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

Initial Set-Up and Read Aloud: The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

Players' Handouts: Many of the encounters in this adventure have an attendant Players' Handout. The encounter text notes when this should be displayed to the players.

Tactics: Details of how the encountered creatures work together to defeat the PCs.

Area Features: This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

Stat Blocks: The encounter includes full stat blocks for all creatures present.

Treasure: This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

Scaling the Encounter: This section provides brief details of how to increase or decrease the encounter's EL by 1.

Sidebars: Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP: The trap's name, followed by its CR and XP value appear first.

Read Aloud: Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search: The required DC to discover the trap.

Type: The trap's type.

Disarm: The Disable Device check required to disarm the trap. This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

Bypass: If there is a special way to bypass the trap, it is noted here.

ATTACK

Trigger: How and when the trap activates.

Reset: How long it takes for the trap to reset.

Effect: The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

Identify a magic item: When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft. Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.

Appraising an Item: A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

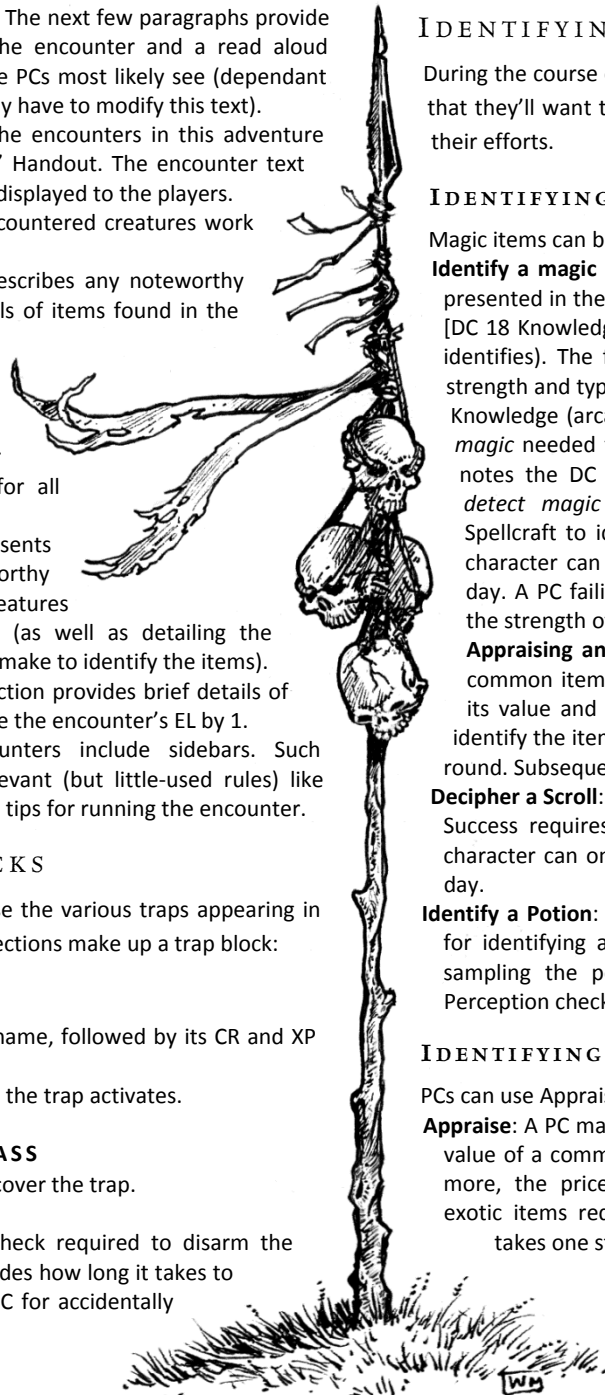
Decipher a Scroll: It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

Identify a Potion: Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

Appraise: A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.



READING STAT BLOCKS

This adventure includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not

included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

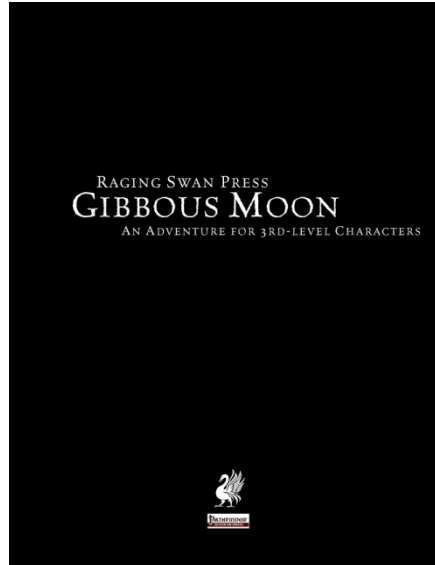
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

Months ago, the necromancer Dunstan Wymer was gored by a wereboar and infected with lycanthropy. Almost driven insane by the realisation of what he had become after awaking amid the gore and viscera of his companions' eviscerated corpses, he has since shunned civilisation instead seeking only solitude and the company of his undead servants. Terrified of the savage, bloody deeds he performs when the full moon shines down upon the world he now lurks within the remote hermitage at Clear Pool. In a desperate attempt to control his terrible, atavistic urges he has taken to stealing cattle from a nearby village to assuage his bestial lust for fresh, bloody flesh. The unknowing villagers, however, are angry at the continued theft of their livestock and the arrival of a passing band of adventurers gives them the perfect tools to bring the culprit to justice...



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DWELLERS AMID BONES

ADVENTURE BACKGROUND

Centuries ago, a warlike and fecund tribe of orcs (the Severed Ear) claimed a great swath of wooded hills. Advanced for orcs, they discovered the rudiments of civilisation and even developed the habit of burying their glorious dead in crude cairns scattered throughout their territory. The orcs were eventually defeated and scattered after a local hero gathered a great host, marched into the hills and, in a series of battles, crushed their strength. The few orcish survivors fled the final battle and have never returned in force to the region. Since then most signs of their civilisation have been scoured from the land.

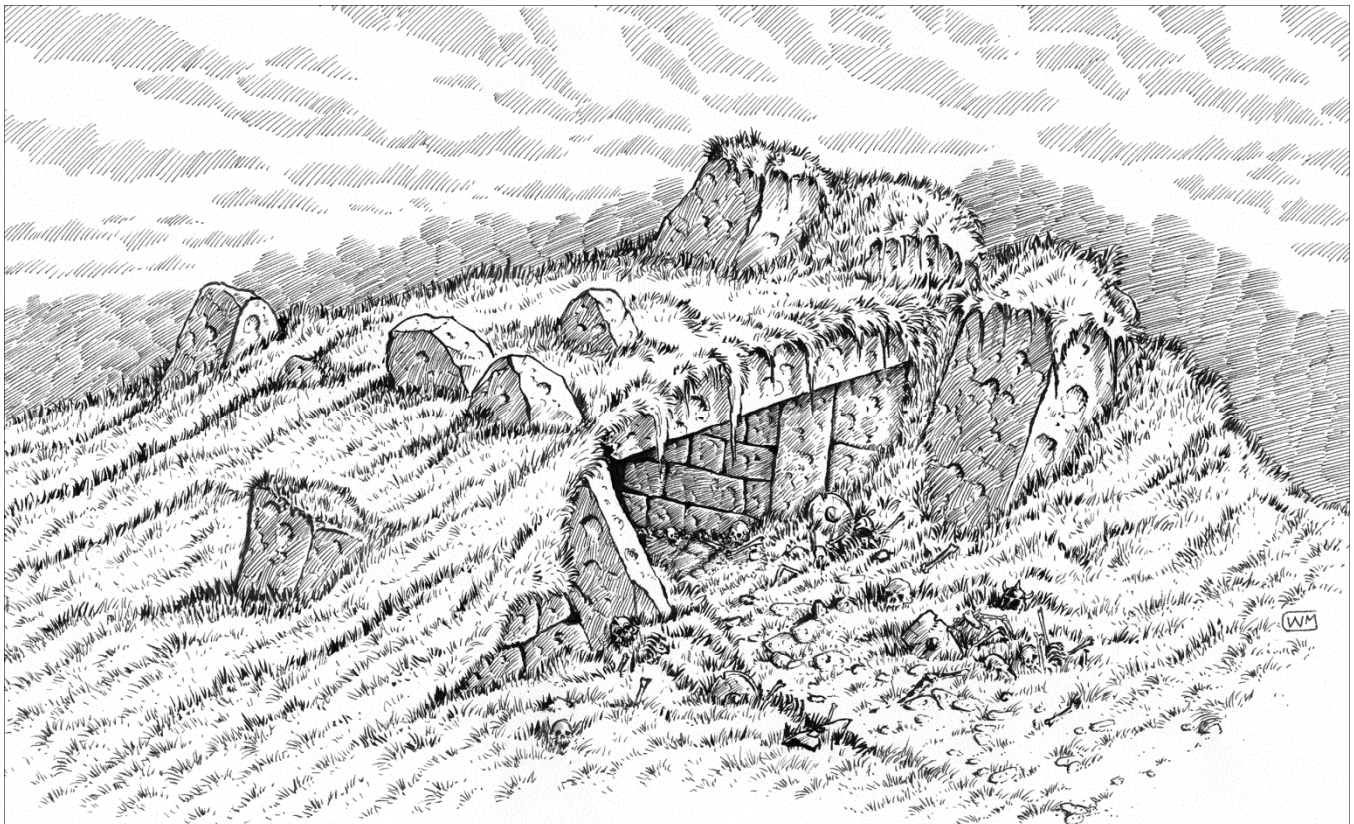
Through the long centuries since their fall, one of the orcs' crude cairns has remained hidden from the attentions of successive waves of explorers and adventurers. Although several bands of adventurers have discovered the lair, none survived to report their find thanks to the presence of Grok Shattershield (the ghost of an ancient orc champion) yet lingering among the dusty remains of his comrades amid the Stygian darkness.

The arrival of a pair of mated forest drakes, Arduthal and Ingeirmaugh, attracted to the place by its remoteness and defensibility changed all this. Desiring the tomb as their lair they slew Grok and claimed the place. However, sadly for them, Grok

is as stubborn in death as he was in life and he rejuvenates every time the drakes slay him to continue his struggle.

Although the tomb is quite extensive – formed as it is from a precipitous natural cavern – the drakes stay out of most of the bone-choked passages and chambers because of their battles with Grok. Instead, they dwell in a hidden cavern protected by a network of submerged tunnels spreading out from a subterranean pool lying in the depths of the tomb. The orcs viewed the pool as sacred and so Grok is unable to pass through its waters to slay his tormentors. Thus, has the stalemate languished for several months.

In general, forest drake are not particularly clever and Arduthal and Ingeirmaugh are no exception to this rule. Thus, they have taken little effort to hide their lair's location. After several months of raids and attacks on travellers, shepherds and remote homesteads the general location of their lair is well known among the locality (although most believe the pair are green dragons!) Now, the local lord, Liofa Othen, grows weary of these attacks and seeks heroes brave enough to slay the drakes. As fate would have it, a suitable band of adventurers shortly thereafter enters his domain...



THE ADVENTURE BEGINS

Before the PCs start *Dwellers Amid Bones*, the GM should determine exactly how he plans to insert it into his campaign. Either use the hook(s) below or devise one of your own. Of course, the PCs could simply stumble onto the ruined cairn on their travels and decide to investigate. Alternatively, they might see either Arduthal or Ingeirmaugh carrying a bloody corpse flying into the forest and decide to investigate.

Ad-lib or gloss over the journey to the Cairn of the Ferocious Dead as appropriate.

Note: As the adventure begins, the various NPCs believe the forest drakes are actually green dragons; perceptive PCs will uncover the truth of the matter during the adventure.

A NOBLE PLEA

The PCs have come to the attention of Liofa Othen, the local baron. He wants the dragons' depredations stopped and despatches his trusted advisor, Sir Atheric Sirett, to speak with the PCs. Sir Atheric, a gray-haired, middle-aged warrior, can encounter the PCs anywhere. He is brusque and chafes at being unable to battle the dragons himself. He prefers speaking with a warrior or similar individual and is impressively chauvinistic.

Sir Atheric tells the PCs the dragons have been seen flying in the vicinity of a certain part of the hills. He can provide directions, but the area is several days journey away. He offers them each 500 gp to slay the dragons and exempts them from any taxation on treasure recovered from the dragons' lair.

CAIRN LORE

A character making a Knowledge (local) or Knowledge (history) check may know information about the Cairn of the Ferocious Dead. A successful check reveals all information gained by a lesser check.

DC 10: Ancient burial places of the elder people who once dwelled amid the forested hills dot the area. Most have been discovered and looted centuries ago, but every decade or so a band of adventurers returns to civilisation with ancient treasures and tales of such a newly discovered place.

DC 15: Centuries ago a tribe of orcs – The Severed Ear tribe – dwelled in the hills. For orcs, they were quite advanced in the arts of civilisation, but no less bloodthirsty and ferocious than their normal kin.

DC 20: The orcs deposited the bones of their fallen warriors in cairns carved deep into the hills. Such places were sacred to the orcs and are often choked with bones. The orcs also made sacrifices to their patron deities in such places, hurling golden and silver objects into sacred pools often found in the deepest parts of the tomb.

ADDITIONAL INFORMATION

The PCs may try to get information from the local peasants:

- **DC 10 Diplomacy:** The baron is a just ruler, but he has little experience of battle. Crippled in a childhood accident, if he tried to slay the dragons he would likely die a horrible death.
- **DC 20 Diplomacy:** Sir Atheric is a skilled warrior, but Baron Othen has forbidden him to fight the dragons. The baron values his friendship and council too much to risk him on such an adventure.

DRAGONS OR DRAKES?

The local villagers and other common folk are terrified of the dragons; few have survived an attack.

- **DC 10 Diplomacy:** A peasant who witnessed one of the attacks describes the beasts as green dragons with spiked tails. A PC making a DC 14 Knowledge (arcana) check identifies the creatures as forest drakes. A character failing this check believes the creatures are young or juvenile green dragons.

A VISION

Use this hook in conjunction with A Noble Plea. The half-orc PCs in the group have a troubling dream one night. Read:

Fog swirls about a hilly forest. The harsh clamour of battle echoes through the air. Later, bloodied orc warriors carry the naked bodies of their fallen companions to a cleft in the rock and hurl them inside. A harsh roar sounds from within the cave and the orcs – except one warrior wearing a necklace of ears – flees in fear. You awake, furious at the desecration of the cave.

This is a vision from an orc god (the Severed Ear's patron power), angry at the desecration of his people's sacred resting place by Arduthal and Ingeirmaugh.

The PC wakes up unreasonably angry and has a strong urge to travel to the Cairn of the Ferocious Dead and to destroy the dragons. While in the cairn, he gains a +1 morale bonus to attack rolls, damage rolls and saving throws.

Note: For this hook, the GM should choose a suitable orc god already existent in his campaign and add details to the above dream that make the god's identity obvious. Of course, many good-aligned half-orc PCs may be uncomfortable questing for such an unsavoury power; however, this is an excellent opportunity for the half-orc to roleplay his character and to explore its racial roots.

CAIRN OF THE FEROCIOUS DEAD

The Cairn of the Ferocious Dead is a burial site of the Severed Ear tribe. After their battles, they carried the bodies of their fallen warriors and champions to places such as this to hide them away forever from the hated glare of the everburning sun. The Cairn of the Ferocious Dead was originally a small network of caves; orc stonemasons worked to decorate and modify the complex into its current form.

DUNGEON FEATURES

The dungeon has the following general features. See individual encounter area listings for unique area features.

Illumination: Darkness.

Ceiling: Stalactites cover the ceiling, in many places. The ceiling is between 10 ft. and 25 ft. high.

Floor: The floors are of roughly hewn stone.

A running or charging character must make a DC 10 Acrobatics check to move normally. A failed check indicates the character can still act, but can't run or charge in that round.

Walls: Of hewn stone, narrow ledges, small holes and so on pockmark the walls. Fungus and mould grow in places.

Characters can scale the walls with a DC 20 Climb check.

Wall Carvings: Crude carvings cover much of the cairn walls. Most show signs of battle or violent torture. All depict mighty orc warriors and craven dwarves and humans. Characters studying the carvings may learn more:

- **DC 20 Knowledge (history):** The orcs belonged to the Severed Ear tribe. Tribal warriors took the ears of vanquished foes as trophies. At the time of their fall, the tribe was almost civilised.

- **DC 25 Knowledge (history):** The tribe's strength was broken in battle, hundreds of years ago.

Bones: Bones lie almost everywhere in the Cairn of the Ferocious Dead.

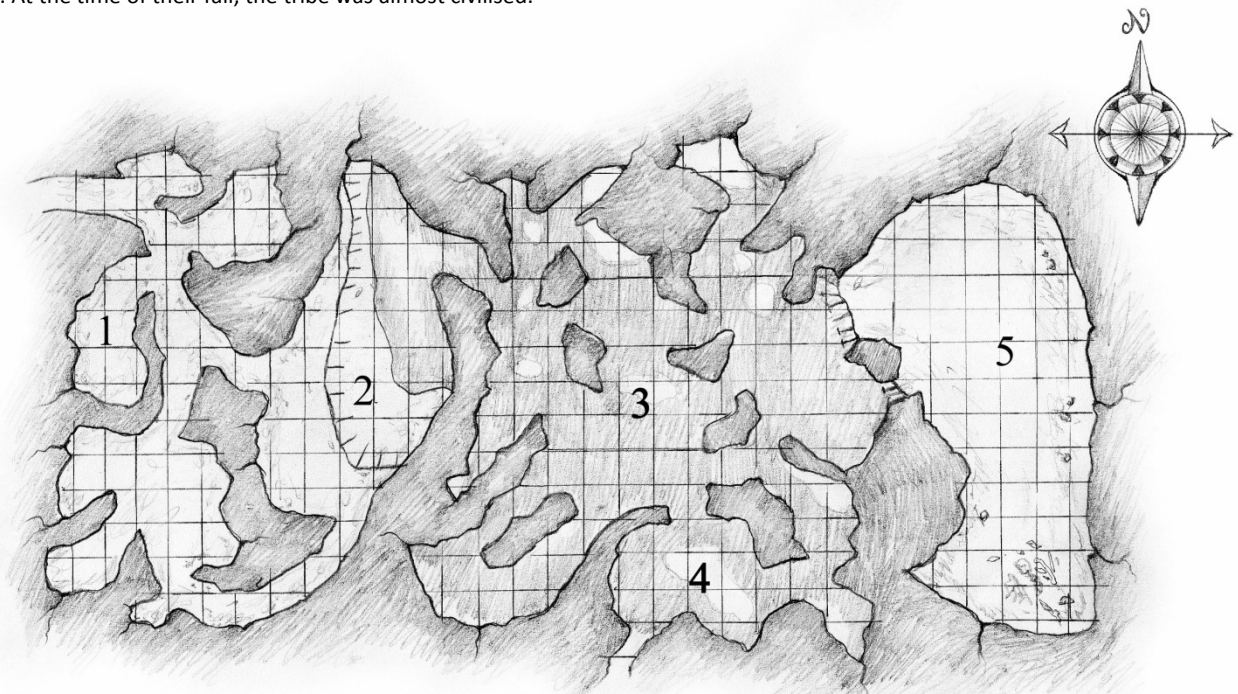
A DC 16 Knowledge (local) identifies them as orc bones. A DC 15 Heal check reveals many signs of violence upon them – many are broken, smashed, slashed, burnt and so on.

- **Light:** Shallow bone piles add 2 to the DC of Acrobatics checks.
- **Dense:** Deep drifts of bones impede movement. It costs two squares of movement to enter an area of deep bones and the DC of Acrobatics checks increases by 5 in such area. Similarly, dense bones increase the DC of Stealth checks by 2.

UNKEYED AREAS

Use this table, to generate minor points of interest in unkeyed areas.

d20	FEATURE
1-5	A pile of skulls has been piled into a pyramid of sorts. Several skulls show signs of catastrophic injury.
6-15	A deep drift of bones obscures the floor. A few show signs of being melted by acid.
16-17	Bones covering the floor have been crushed into splinters and powder.
18-19	Dripping water from above has formed a pool (which is full of bones).
20	A burnished silver belt buckle (worth 50 gp) lies hidden under some bones (DC 25 Perception).



1: OUTER TOMB (EL 6; XP 2,400)

The entrance passageway and its galleries are the lair of Gork Shattershield, champion of the Severed Ear and last defender of the Cairn of the Ferocious Dead. Read:

A narrow tunnel leads downward into the hill. Bones cover the floor and in places great piles of the things have gathered. Faint light from outside penetrates the passage's upper reaches.

If the PCs are using light sources, Gork spots them when they get about halfway down the tunnel. Otherwise, he notices them if his Perception check beats the PCs' worst Stealth check.

NEGOTIATIONS

Gork does not immediately attack; instead he tries something new – diplomacy! He manifests behind the party (blocking their

GORK SHATTERSHIELD

CR 6 (XP 2,400)

This spectral humanoid has translucent green-gray skin and greasy black hair. Obviously once strong, it wears translucent fine scale mail and carries a falchion.

Male advanced ghost orc warrior 5

CE Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft., light sensitivity; Perception +13, Sense Motive +1

Light Sensitivity (Ex) Gork is dazzled in bright light.

Speed fly 30 ft. (perfect); **ACP** 0; Fly +16, Stealth +16 (incorporeal)

AC 16, touch 16, flat-footed 12; **CMD** 19

(+2 deflection +3 Dex, +1 dodge [Dodge])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +6, **Ref** +4, **Will** +2 (+6 vs. channelling)

hp 49 (4 HD); incorporeal

Incorporeal (Ex) Gork suffers half damage from spells or magic weapons.

Space 5 ft.; **Base Atk** +5; **CMB** +5

Incorporeal Melee Touch corrupting touch +5 (6d6 [DC 14 Fortitude halves])

Special Actions malevolence

Malevolence (Su [standard; at will]) Gork can merge his body with an adjacent creature from the Material Plane (DC 14 Will resists). This works similar to *magic jar* (CL 10). A creature that successfully saves against this attack is immune to Gork's malevolence for 24 hours.

Abilities Str —, Dex 16, Con —, Int 11, Wis 12, Cha 14

SQ rejuvenation, weapon familiarity

Feats Dodge, Improved Initiative, Toughness

Skills as above plus Intimidate +10

Languages Common, Orc

exit) and demands they destroy the “dragons profaning his resting place or face his unending, terrible wrath.”

Use the roleplaying notes here to portray Gork. Gork is not clever and his egotism blinds him to treachery – after all who would dare lie to him? (Characters using Bluff against him gain a +5 bonus). If they refuse, he becomes angry and attacks.

Of course, even if the PCs defeat the drakes, Gork won't allow them to plunder the cairn. Perceptive PCs realise this with a DC 20 Sense Motive check (or their common sense!)

GORK SHATTERSHIELD

A much feared champion of the Severed Ear, Gork rages at his inability to slay Arduthal and Ingeirmaugh.

Background: A warrior for his entire (brief and brutal) adult life, Gork lusts after the savage joy of battle. In battle, he slew countless enemies and in death yet wears their ears as trophies.

Personality: Brave, savage and egotistical in the extreme, Gork is frustrated beyond words over his inability to slay the forest drakes. He views the drakes as cowards who hide below the waters of the sacred pool.

Mannerisms: Gork fingers an insubstantial, heavily laden necklace of severed ears.

Distinguishing Features: The back of Gork's head is a shattered mass of broken bone, blood and lank black hair.

TACTICS

Gork attacks ferociously. He targets dwarves above all others, using malevolence to take control of an opponent's body. Once successful, he move to Area 2 to attack the forest drakes therein. He cares nothing for the body he inhabits – he fights until it is destroyed. He then attempts to possess another member of the party.

AREA FEATURES

The area has several noteworthy features:

Illumination: Within 20 ft. of the entrance, the illumination level is one step below that outside. Beyond, darkness fills the passage.

Bones: Bones cover much of the floor.

Shallow bone piles add 2 to the DC of Acrobatics checks.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Apply the young creature template to Gork (+2 to all Dex-based rolls, -2 to all other rolls; hp 41).

EL 7 (XP 3,200): Apply the advanced creature template to Gork (+2 on all rolls [including damage] and special ability DCs; AC 20, touch 20, flat-footed 16; CMD 23; hp 57).

2: INNER CAVERN (EL 6; XP 2,400)

When the PCs first enter the cavern, the two forest drakes, Arduthal and Ingeirmaugh, are here dining on their latest catch, the eviscerated corpse of a gigantic bear. They use this chamber to keep watch over the local area and eat their kills. They sleep (and keep their treasure) in a cavern in the inner caves (Area 5). The forest drakes are not being quiet. A DC 0 Perception check reveals the sounds of their feasting. Read:

Part of the floor of this cavern slopes steeply downwards to an escarpment beyond which a pool fills the remainder of the chamber. In places, bones covers the floor. Two large draconic creatures squat near the pool. They seem intent on tearing apart the bloodied corpse of a gigantic bear.

As soon as Arduthal and Ingeirmaugh become aware of intruders, they attack – enraged that lesser beings dare invade their home!

TACTICS

The drakes viciously attack any intruders in their lair. As soon as they become aware of interlopers, they both use their acidic cloud ability (preferably against different groups of attackers) before rushing into melee.

Once one of the pair is reduced to half hit points, they use their speed surge to retreat into the pool. Once underwater, the most injured drake retreats to Area 5 while the other lurks underwater hoping to ambush unwary swimmers. The drakes' aquatic adaption ability means they can function underwater virtually without penalty (see the Water & Movement [page 17] and Water & Combat [page 18] handouts).

THE FOREST DRAKES

Forest drakes are degenerate descendants of true green dragons. They possess a cruel cunning and are terrible bullies. They prefer elvish and fey flesh and attack any such creatures in preference to others.

Arduthal: The female of the pair, Arduthal is mean and bad-tempered. Slightly more cautious than her mate, she loves the taste of fresh elven flesh. Arduthal has a fear of archers – she has often been pierced by their arrows – and stays away from such foes unless she has no other targets.

Ingeirmaugh: Slightly bulkier – and bearing several deep scars – Ingeirmaugh is a real bruiser. In his own twisted way, he loves his mate and fights to impress her. In battle, he roars incomprehensible battle cries and screams at his enemies. Vindictive, he never forgets a wrong and targets whoever last injured him.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling stands 40 ft. above the pool and 20 ft. above the rest of the cavern.

Wall (Slick): These glistening walls are slick to the touch.

Walls slick with moisture can be scaled with a DC 20 Climb check.

Sloping Floor (Steep): The cavern floor slopes steeply downwards toward the crumbling escarpment.

Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes its movement. A steep slope increases the DC of Acrobatics checks by 2.

ARDUTHAL & INGEIRMAUGH

CR 4 (XP1,200)

This green-scaled dragon has two powerful legs and pair of leathery wings. A long spike adorns its thrashing tail.

Forest drake

LE Large dragon (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11, Sense Motive +0

Speed 30 ft., fly 60 ft. (average), swim 30 ft.; speed surge; **ACP** 0; Fly +8, Stealth +6, Swim +20

Speed Surge (Ex [swift; 3/day]) The forest drake can draw on its draconic heritage to make one additional move action.

AC 17, touch 11, flat-footed 15; **CMD** 22

(+2 Dex, +6 natural, -1 size)

Immune acid, paralysis, sleep

Fort +6, **Ref** +6, **Will** +4

hp 42 (5 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +10

Melee bite (reach 10 ft.; Power Attack [-2/+4]) +8 (1d8+4) and tail slap (reach 10 ft.; Power Attack [-2/+2]) +3 (1d8+2)

Special Actions acidic cloud

Acidic Cloud (Su [standard; every 1d6 rounds]) The forest drake can spit a ball of acid (range 60 ft.) that bursts into a cloud on impact that deals 4d6 acid damage (DC 14 Reflex halves) to all creatures within a 10 ft. radius. The cloud remains for 1d4 rounds acting as a 10 ft. radius *obscuring mist* (but no longer causes damage).

Abilities Str 19, Dex 14, Con 14, Int 9, Wis 11, Cha 12

SQ aquatic adaption

Aquatic Adaption (Ex) The forest drake can breathe underwater indefinitely and can freely use acid cloud (but the acid cloud dissipates after 1 round) and other abilities underwater.

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills as above plus Intimidate +9

Languages Draconic

Bones: Bones cover much of the floor.

Shallow bone piles add 2 to the DC of Acrobatics checks.

Crumbling Escarpment: A 20 ft. high escarpment divides the chamber. Loose rocks and small boulders cover its face.

Characters can scale the escarpment with DC 10 Climb checks. Characters failing this check by 5 or more fall to the base of the escarpment taking 1d6 damage for every 10 ft. fallen.

Wall Carvings: Huge carvings of ferocious orc warriors cover much of the chamber's walls. All are depicted in battle. Two carvings in particular stand out:

- **Gork Shattershield:** A ferocious, snarling orc warrior cleaves a knight's shield in twain with a falchion. A DC 12 Knowledge (local) identifies the orc warrior as Gork Shattershield.
- **Imsh Bloodeye:** A huge, impossibly muscled orc warrior wields an orc double axe. A DC 20 Knowledge (local) or Knowledge (history) check identifies him as the legendary orc warlord Imsh Bloodeye famed for his battle prowess and for his practise of eating slain enemies' eyeballs.

Bear Corpse: The shredded corpse of a gigantic bear lies on the floor.

Body parts, gore and blood cover the square containing the bear corpse and every adjacent square. This blood and gore increases by 5 the DC of Acrobatics checks.

Pool: A deep pool of fresh, cold water fills a large portion of the chamber.

The pool is 30 ft. deep. The water is still (DC 10 Swim) and piles of bones litter the pool's bottom. The amount of bones drops off toward the submerged passageway.

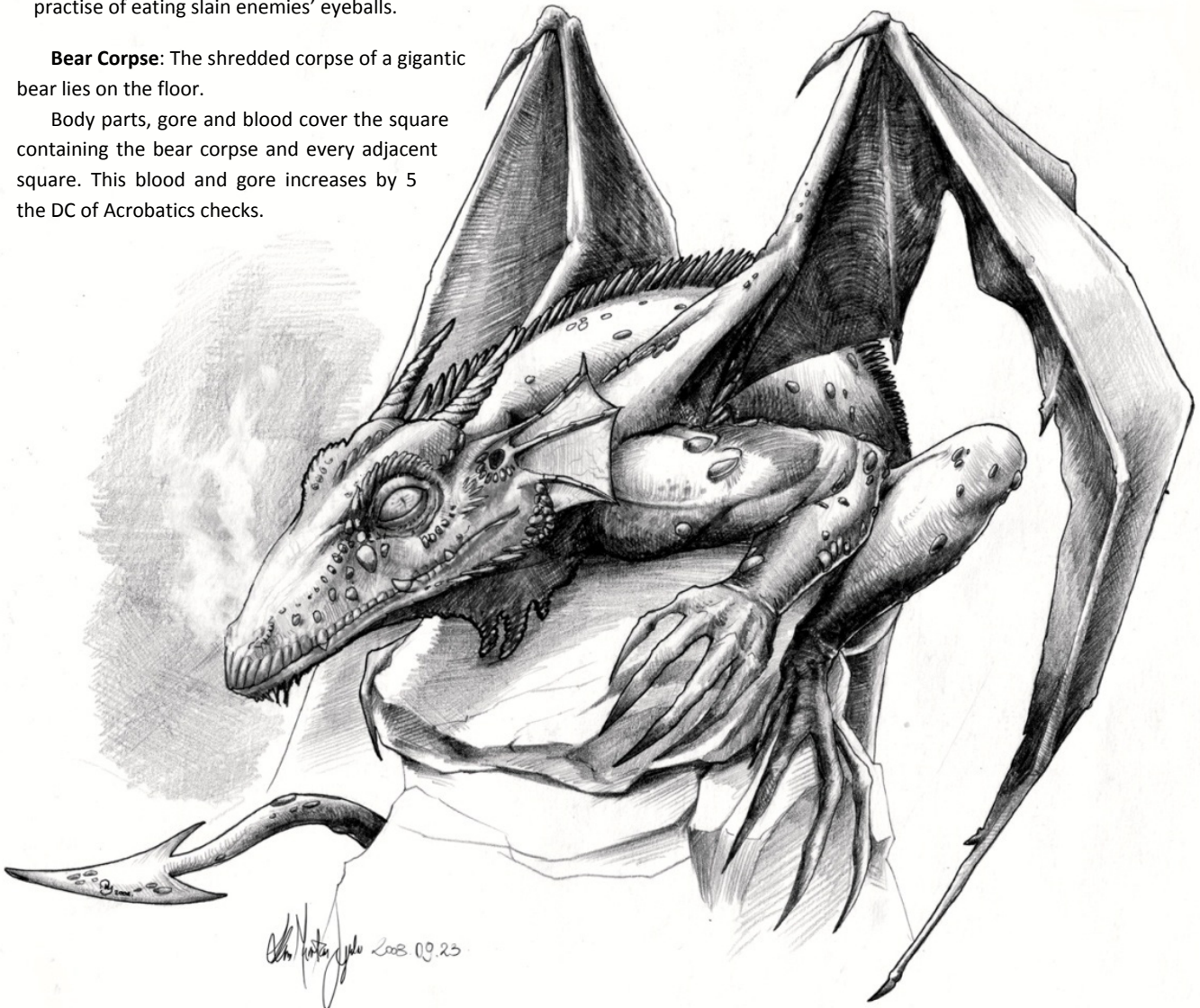
- **Submerged Passageway:** A submerged passageway leads away from the rear of the pool deeper into a network of flooded passageways and caverns (Areas 3 - 5).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Apply the young creature template to both drakes (+2 to all Dex-based rolls, -2 to all other rolls; hp 32).

EL 7 (XP 3,200): Apply the advanced creature template to both drakes (+2 on all rolls [including damage] and special ability DCs; AC 21, touch 15, flat-footed 19; CMD 26; hp 52).



3: INUNDATED PASSAGES

A small network of inundated caverns radiate outward from the sacred pool in Area 2. Although no creatures live in these passageways, it is likely the PCs encounter one of the drakes here. The drakes know this area well and are at ease fighting in the submerged passages. Read:

The water is cold, still and dark. Thick mud covers the bottom.

Remember that when the PCs explore this area, any lurking drake does not automatically know where the PCs are; however, if the PC carries a light source, the drake automatically notices them approaching.

TACTICS

If the PCs end up fighting either Arduthal or Ingeirmaugh in these caverns, the drake focuses its attacks on a single intruder, hoping to slay it before moving onto the next target. If the drake manages to render a lone intruder helpless, it drags the unfortunate's body back to Area 5 for a later feast.

Remember, thanks to their aquatic adaption ability, the drakes can remain underwater indefinitely.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Flooded Passage: Water fills these passages, making further progress difficult and dangerous.

The water in the passages is calm (DC 10 Swim) but cold.

Depth: The passageways are between 10 and 20 ft. deep.

Thick Mud: Thick mud covers the bottom.

If a swimmer disturbs the mud, it billows up to form a cloud that hangs in the water. The mud cloud remains in place for 1d2 minutes and blocks all vision (50% miss chance).

Natural Columns: Great columns of rock connect the ceiling and floor of the inundated passages.

These columns provide cover (+4 AC, +2 Reflex).

Nests of Stalactites: Clusters of thin stalactites grow from much of the cavern roof.

Characters in the same square as a nest of stalactites gain partial cover (+2 AC, +1 Reflex).

Air Pockets: As indicated on the map, a few air pockets yet remain scattered throughout the caverns. Characters reaching these areas can breathe normally. Clever (or lucky) PCs can utilise these areas to aid their exploration.

4: AIR-FILLED CAVERN

Water does not fill this chamber. Read:

Above you the ceiling stands about 20 ft. above the water's surface. About 10 ft. below the ceiling, a narrow ledge runs around the chamber's walls.

The orcs never discovered this chamber and the drakes have only come here once.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Cavern Walls: Of natural stone, narrow ledges, small holes and so on pockmark the walls. (Harmless) fungus and mould grow in places.

Characters can scale the walls with a DC 20 Climb check.

Thick Mud: Thick mud covers the bottom.

If a swimmer disturbs the mud, it billows up to form a cloud that hangs in the water. The mud cloud remains in place for 1d2 minutes and blocks all vision (50% miss chance).

Ledge: A wide ledge runs around the cavern walls about 10 ft. below the ceiling. The ledge is 5 ft. wide, dry and is a good place to hide from the drakes.

Narrow Passage: A narrow 2 ft. wide, natural passage leads away from this cavern.

A character making a DC 15 Perception check discovers the narrow passageway.

- Small or larger characters moving down the passageway are squeezing (-4 on attacks, -4 to AC, each square costs 2 squares of movement to enter). The drakes cannot enter this passageway.
- A character directly in front of, or in, the passageway feels a slight breeze of fresh air moving into the cave.

The passageway twists and turns south for about 300 ft. before emerging in a craggy outcrop of rock hidden by dense stands of undergrowth.

FIGHTING UNDERWATER

Refer to the Water & Movement (page 17) and the Water & Combat (page 18) handouts to facilitate any combat occurring in these areas. Provide a copy of each handout to each player daring the flooded passageways.

5: DRAKES' LAIR

The orcs never discovered this chamber and so it is free of their influence. This natural cavern serves as Arduthal's and Ingeirmaugh's inner lair. Here they sleep and store their treasure. Read:

A large pool of chill water fills much of this cavern. Beyond, the rock floor rises steeply into the main body of the cavern. Several weird, oddly shaped stalagmites strangely reminiscent of trees grow from the cavern floor. The cracked and broken shells of several large eggs lie about the floor and in a far corner a jumble of coins and other precious objects glimmers invitingly.

If either drake is here, battle is inevitable (and to the death).

TACTICS

A drake cornered here fights to the death. They makes liberal use of acidic cloud and Power Attack to defeat their foes.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Pool: A pool of chill, still water fills part of the cavern.

The water in the pool is calm (DC 10 Swim) but 20 ft. deep. The bottom is thick with mud. It costs 3 squares of movement to walk on the pool's bottom but this stirs up mud (granting 50% concealment in every square moved through).

Steep Slope: A 5 ft. high slope of slick stone rises from the pool.

A character in the pool must make a DC 20 Climb check to scale the bank of stone. A DC 15 Perception check reveals several areas heavily gouged by the drakes' claws. These portions of the bank require only a DC 15 Climb check to scale.

Heligmite: These oddly shaped stalagmites resemble trees; branches grow from the main body in erratic, bizarre directions.

The heligmite is not sturdy enough to climb, but it provides cover (+4 AC, +2 Reflex) to characters in adjacent squares. However, such characters may scratch themselves on the heligmite's many small offshoots. Every round a character starts its turn, or moves into an adjacent square the heligmite "attacks" (+6 melee, 1d4 damage).

Hatched Eggs: The cracked and broken shells of six large drake eggs lie scattered about the chamber. A DC 14 Knowledge (arcana) check reveals the eggs hatched several months ago. There are no signs of any infant drakes in the chamber.

Bone Bed: A large pile of bones against one wall serves as the drakes' bed. Many of the bones are crushed and broken. Most are of orcish origin (DC 12 Knowledge [local] reveals); some newer bones have shreds of flesh and sinew still attached; these are from animals and humanoids slain by the drakes.

Treasure: The drakes have stored their accumulated treasures here:

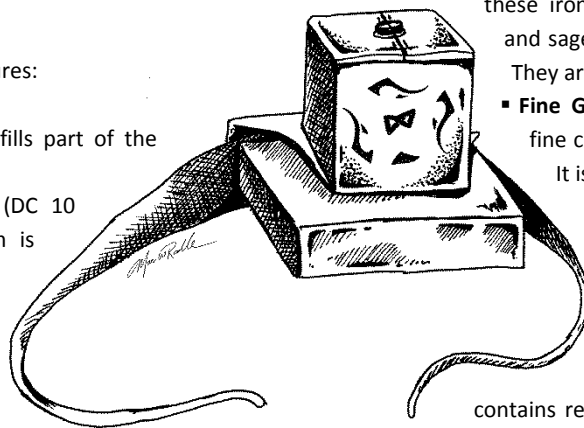
- **Coinage:** 726 cp, 243 sp, 237 gp, 18 pp.
- **Masterwork Falchion:** The blade of this falchion is decorated with complex engravings of dripping blood (worth 375 gp; DC 20 Appraise values).
- **Masterwork Scale Mail:** Of obviously high-quality, the individual scales of scale mail have each been acid-etched with a simple image of a ripped and torn ear (worth 350 gp; DC 20 Appraise values). The suit is rusty (it has the broken condition).
- **Four Crude Orc Statues:** Depicting warriors in battle poses

these iron statues are of interest to historians and sages (DC 25 Appraise; worth 20 gp each). They are otherwise nothing more than curios.

- **Fine Gold Chain:** The thin gold links of this fine chain belt support a tiny, intricate clasp.

It is long enough to comfortably fit around a slender waist (worth 60 gp; DC 20 Appraise). A half-elf or elf or a DC 15 Craft (jeweller) check identifies it as being of elven origin.

- **Phylactery of Faithfulness:** This tiny box affixed to a worn leather cord contains religious teachings written in a cramped but neat hand (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft identifies; worth 1,000 gp).



SCALING THE ENCOUNTER

Refer to Area 2 for scaling notes to modify this encounter. However, if both Arduthal and Ingeirmaugh have been slain but you want to include another encounter consider having several of their spawn living here:

- **Young Forest Drake (EL 3; XP 800);** apply the young creature template (+2 to all Dex-based rolls, -2 to all other rolls; hp 32) to Arduthal's and Ingeirmaugh's stat block.

EL 3 (XP 800): Young forest drake (1).

EL 5 (XP 1,600): Young forest drake (2).

EL 6 (XP 2,400): Young forest drake (3).

CONCLUSION

Once the PCs have slain Arduthal and Ingeirmaugh they can loot the pair's hidden lair and leave to claim their reward.

However, depending on how their "negotiations" went with Gork Shattersield, the PCs may still not be free to leave. They can hide from the vengeful orc ghost in the drakes' lair while they rest and recover from their battles, but eventually they will have to emerge (unless they find the other exit in Area 4). Gork does not allow them to leave with any treasure – he views it all

as his tribe's plunder – and tries to kill anyone carrying it from the cairn.

If the PCs return to Sir Atheric Sirett with proof they have slain the drakes he thanks them for their efforts and pays them the agreed upon reward (500 gp each). He may also speak well of them to his patron, Baron Liofa Othen (see below), depending on their conduct

FURTHER ADVENTURES

If the PCs do not pursue the drakes to their cavern-lair and slay them, they lurk there for two days before hunger and impatience drives them forth. Smarting at their defeat, they hunt the party through the forest as best as they are able. If they find their tormentors, they fall on them and tear them apart.

A Noble Patron: If the PCs treated honourably with Sir Atheric Sirett he reports favourably to his lord, Baron Liofa Othen, in regards to the PCs' actions and bravery. Liofa can represent a useful contact in the future for the PCs (and a useful tool for the GM). He can also easily pass on the PCs' details to other noble families or important personages giving the GM an easy method of hooking the PCs into future adventures.

Alternatively, a cruel GM may decide that Liofa is a little deranged or deluded. If the PCs' exploits result in the Severed Ear orcs moving back into his territory (see "Severed Ear Orcs") he may demand that the PCs solve the problem (while conveniently forgetting his own part in its creation).

Deeper Caves: The GM is free, of course, to determine that the flooded passages of the cairn have a link to passages that run deeper into the lightless depths of the Ebon Realm. Such caves should quickly lead to dry passageways to enable further exploration.

Severed Ear Orcs: If the Severed Ear orcs hear that the resting place of their ancestors has been found, they make strenuous efforts to reclaim the area and to punish those desecrating their slain ancestors' remains.

Visions: Half-orc PC that helped slay Arduthal and Ingeirmaugh have a vision the first night after the adventure ends. Read:

A gigantic orc warrior smiles down at you. The orc shakes his axe triumphantly and screams in joy and triumph. Warm blood from his axe splatters you.

The PC has earned the favour of the orc god. This may have effects in future adventures, as determined by the GM. For example, the next time he is reduced to below hit point he could discover that his orc ferocity ability now functions as the orcs' racial ability ferocity. Depending on the GM this could be a one-time only ability or it could be a permanent change.

Young Forest Drakes: The PCs may encounter Arduthal's and Ingeirmaugh's offspring, or hear of their depredations. While they are young, the rampage (the term for a group of forest drakes) do not pose much of a threat to settlements or well-armed and numerous travellers. However, if they are allowed to mature, they could quickly devastate the local area.

IN YOUR CAMPAIGN

The design of *Dwellers Amid Bones* enables a GM to easily place it into a home campaign. The adventure is set in a small self-contained dungeon that lies somewhere deep in a range of rugged, wooded hills. However, a GM can easily place this cairn in a forest, wood or other remote location.

Similarly, the local lord (Liofa Othen) is not a great power in the realm. Rather, he is a minor noble and his fief is a small, insignificant affair. However, if the PCs succeed at their quest, Liofa could introduce them to his liege lord who may also have need of brave adventurers.

WATER & MOVEMENT

Moving in water for creatures not native to the environment creates many extra challenges to overcome.

SWIM

A character must make a Swim check every round while it is swimming. Underwater, characters can move in any direction.

WATER CONDITION	DC
Calm water	10 or 0 ¹
Rough water	15
Stormy water	20 ²

1: A character can wade in calm water that isn't over its head, without making a check.

2: A character can't take 10 on a Swim check in stormy water, even if it isn't otherwise threatened or distracted.

- **Success:** A character move half its speed (as a full-round action) or quarter your speed (as a move action).
- **Failure:** If a character fails by 4 or less, it makes no progress. If it fails by 5 or more, it goes underwater and must hold its breath or drown.

Each hour spent swimming, a character must make a DC 20 Swim check or take 1d6 nonlethal damage from fatigue.

CREATURES WITH A SWIM SPEED

Creatures with a swim speed have several advantages:

- They can move through water at its indicated speed without making Swim checks.
- They can take 10 on a Swim check even if distracted or endangered.
- They can use the run action while swimming provided they swim in a straight line.

HOLDING YOUR BREATH

A character can hold his breath for a number of rounds equal to twice his Constitution score. If a character takes a standard or full-round action, the remaining duration is reduced by 1 round.

- **After This Period:** The character must make a DC 10 (+1 per previous check) Constitution check, every round.
- **Drowning:** When the character fails this check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hp and is dying. In the third round, he drowns.
- **Unconscious Characters:** An unconscious character must make Constitution checks as soon as he is submerged. Once he fails a check he drops to -1 hp; the next round he drowns.

NON-FLOWING WATER

Lakes and oceans require a swim speed or successful Swim checks to move through. Characters need a way to breathe if they're underwater; failing that, they risk drowning.

FLOWING WATER

Large, placid rivers move at only a few miles per hour, so they function as still water. But some rivers and streams are swifter.

WATER SPEED	DOWNSTREAM MOVEMENT ¹	SWIM DC ²
Fast	10-40 ft.	15
Rapid	60-90 ft.	20 ³

1: Move a creature in flowing water downstream the indicated distance at the end of its turn. A creature trying to maintain position relative to the riverbank can spend some or all of its turn swimming upstream.

2: On a failed check, the character takes 1d3 nonlethal damage a round (or 1d6 lethal damage if the water flows over rocks and so on).

3: A character failing its Swim check is swept away.

SWEPT AWAY

- Creatures swept away must make DC 20 Swim checks every round to avoid going under.
- **Success By 5 Or More:** The creature arrests its motion by catching a rock, tree limb or bottom snag and is no longer being carried along by the flow of the water.
- **Escape:** Escaping the rapids by reaching the bank requires three consecutive DC 20 Swim checks. Characters arrested by a rock, limb, or snag can't escape under their own power unless they swim their way clear.
- **Rescue** Pulling out a character trapped in rapids is difficult. A rescuer needs a branch, spear haft, rope or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

VERY DEEP WATER

The water pressure of very deep water deals 1d6 damage per minute to characters for every 100 ft. they are below the surface (DC 15+1 per previous check Fortitude save negates).

VERY COLD WATER

Very cold water deals 1d6 nonlethal damage from hypothermia per minute of exposure.

WATER & COMBAT

Fighting in water for creatures not native to the environment creates many extra challenges to overcome.

STEALTH AND DETECTION UNDERWATER

- **Clear Water:** Creatures can see 4d8 × 10 feet.
- **Murky Water:** Creatures can see 1d8 × 10 feet. Moving water is always murky, unless it's in a particularly large, slow-moving river.
- **Very Deep Water:** It is generally pitch black in very deep water.

ATTACKS FROM LAND

- **Cover:** Creatures swimming, floating or treading water or wading in water at least chest deep have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land (unless the opponent benefits from a *freedom of movement* effect).
- **Completely Submerged Target:** A completely submerged creature has total cover against opponents on land unless the opponents have a *freedom of movement* effect.

RANGED ATTACKS

- **Thrown Weapons:** Thrown weapons are ineffective underwater, even when launched from land.
- **Other Ranged Attacks:** Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

SPELLCASTING UNDERWATER

Some spells might function differently underwater, subject to GM discretion.

Casting spells while submerged is difficult for those who cannot breathe underwater.

- **Concentration Check:** Such a creature must make a DC 15 + spell level concentration check) to cast a spell underwater

Creatures that can breathe water are unaffected and can cast spells normally.

INVISIBILITY

An invisible creature displaces water and leaves a visible, body-shaped “bubble” where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

NONMAGICAL FIRE

- **Nonmagical Fire:** Nonmagical fire is ineffective underwater.

MAGIC FIRE

- **Blocks Line of Effect:** The surface of a body of water blocks line of effect for any fire spell.
- **Magical Fire:** Spells or abilities with the fire descriptor are ineffective unless the caster makes a DC 20 + spell level caster level check.
- **Supernatural Fire:** Supernatural fire is ineffective underwater unless its description states otherwise.

COMBAT ADJUSTMENTS UNDERWATER*

CONDITION	ATTACK/DAMAGE			OFF BALANCE? ¹
	SLASHING/ BLUDGEONING	PIERCING	MOVEMENT	
<i>Freedom of movement</i>	Normal/normal	Normal/normal	Normal	No
Has a swim speed	-2/half	Normal	Normal	No
Successful Swim check	-2/half ²	Normal	Quarter or half ³	No
Firm Footing ⁴	-2/half ²	Normal	Half	No
None of the above	-2/half ²	-2/half	Normal	Yes

*The effects of this table apply whenever a character is swimming, walking in chest-deep water or walking along the bottom of a body of water.

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

4: Creatures have firm footing when walking along the bottom, braved against a ship's hull and so on. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

Lurking in the watery depths of a fallen orc tribe's sacred burial cairn amid the bleached, broken bones of savage warriors, honoured champions and mighty warlords the forest drakes Arduthal and Ingeirmaugh have made themselves a comfortable, safe home. Periodically emerging to ravage the surrounding countryside their depredations have reached such a level that Baron Liofa Othen begs the PCs to slay the foul beasts.

The cairn's remote location, inundated, bone-choked passageways and the vengeful, possessive ghost of the orc champion Gork Shattershield, not to mention the drakes' mistaken identity as green dragons, all stand in the way of the PCs' victory.

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